

# Final Fantasy Record Keeper compilation by MisterP

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## Credits

This document collects game info in a high density, neatly formatted way. To streamline it, only info helpful for decision-making is included.

The data here reflects the Japanese game up to October 2018, which roughly corresponds to global content until March 2019.

Sources include several people who have done excellent work extracting game data. Currently, my primary sources are:

- [FFRK subreddit](#) – various discussion posts about mechanics. My username there is /u/MysteriousMisterP.
- [Official wiki](#) – Ability crafting costs, character info. This site contains several errors and omissions.
- Enlir – The most comprehensive data [spreadsheet](#). Enlir has stopped updating this sheet.
- TFMurphy – Game internals and mechanics (provided in various Reddit posts)

## Game concepts

The game is entirely about fighting monsters, which are present in a few different places.

- **Story dungeons:** These are the first choice on the main screen. They trace the storylines of each Final Fantasy game. They are permanently available, so you don't have to rush to complete them. Each has a normal and elite difficulty. Doing these is a great way to earn myrril (the game's limited-supply currency), orbs (for crafting abilities), and a few characters. Story dungeons are the only way to earn stamina shards (every 5 increases max stamina by 1).
- **Event dungeons:** These are the third choice on the main screen. They expire after a week or two, so do as much as you can of each one. Event dungeons are the primary way to earn new characters and their memory crystals.
- **Special dungeons:** The Magicite and Torment dungeons are some of the most challenging content. They do not expire.

Combat zone terminology:

- **Round:** A single screen of enemies.
- **Battle:** You spend stamina to enter a Battle. A Battle contains one or more Rounds.
- **Dungeon:** You form a party to enter a Dungeon (via the swirly portal). A Dungeon contains one or more Battles.

Combat action terminology:

- **Ability:** These are the things that appear on your first four buttons in combat. Abilities include Attack, Defend, crafted abilities, and the bonus commands from Burst Soul Breaks. Buying a **Hone** adds 1 or 2 uses to the ability, up to a maximum hone rank of 5 (giving 6, 10, or 12 uses, depending on the ability).
- **Soul break:** Each character begins knowing one soul break. Some 5-star and 6-star relics can teach a character a new (much stronger) soul break. A few relics have "shared" soul breaks which can be used by any character wielding the relic. You can choose up to 4 soul breaks to bring into a Battle.
- **Action:** I use this word to encompass both Abilities and Soul breaks.

Succeeding at combat requires balancing three things (as well as improving your own skills and understanding). See later sections for complete information on these subjects. To complete the hardest content, it helps to have level 65+ characters, synergy 5-star weapons, some 5-star armor, and abilities honed up to ranks 2, 3, or 4.

- **Characters:** Increasing character levels improve their stats, which determine combat performance. At levels 50, 65, and 80, leveling is stopped until you can obtain the character's Memory Crystals (numbered 1, 2, and 3). The crystals are usually given as Event dungeon rewards. Using a character in their own Final Fantasy game ("realm") gives a small "Record Synergy" boost to stats.
- **Equipment:** Equipment provides large boosts to character stats. Equipment with Record Synergy gains a huge boost to its stats. The best equipment has to be gambled for by spending myrril (or cash!) on the "relic banners" that come with events. Each banner has a different collection of 5-star relics which can be obtained. Around 1/8 of gambled relics will be 5-star (or 6-star), or 1/5 if you buy the 11-relic option. The remainder are 3-star and 4-star relics, which can still be good with synergy once combined to ++ or +++ levels. Most 5-star relics also provide a new soul break to one character. When choosing a banner, consider both the soul breaks and your need for synergy relics for that realm.
- **Abilities:** Abilities do much more damage than the default Attack command, and provide valuable side effects. It costs orbs to create and hone abilities. A successful party should have enough hones to last an entire dungeon.

There are a few very common community terms that are good to know if you read online discussions. This is far from a complete list.

- **"Wall"** refers to Tyro's and Y'shtola's party-wide +200% DEF/RES buffs.
- **"Shout"** refers to Ramza's party-wide Haste and +50% ATK buff. Occasionally Shout is used to refer to any +50% ATK buff.
- **"OK BSB"** or **"610"** is a party-wide +30% ATK/MAG buff. Onion Knight's is the most celebrated due to its strong magic command, but other great ones exist.
- **"RW"** means Roaming Warrior. If your RW provides Protect/Shell/Regen/Haste (including BSB Haste) & does no damage, gear for MND for longer duration.

## Medal thresholds

To get the highest rewards, you have to master a Dungeon by obtaining 5/6 of the total medals.

I like to calculate this by saying it's OK to lose a total of 1.5 medals per Battle, and another 0.5 per special condition.

Note: After April 2016, easier requirements were instituted for difficulty 99+ battles. The full details are yet unknown.

Action medals: Medals are lost at ~3.06 and 7.3 actions per monster. Big monsters often count as 2 monsters. A boss round is 12 (even a round with multiple bosses).

(Level 99+) The new action thresholds, if any, are unknown. Torment dungeons have even higher action thresholds than normal, but no data is available.

Common monster counts:	2	3	6	boss only	4 + boss	6 + boss
Actions for 3 / 3 medals:	6	9	18	36	48	55
Actions for 2 / 3 medals:	14	21	43	87	116	131

Damage medals: Medals are lost for taking ~50.8% and 71.3% of the party's HP at battle start. Hence, losing medals is more likely if you start with low HP.

(Level 99+) A rough estimate of the new thresholds is ~150% / 212% of the party's starting HP.

KO medals: 1 lost for 2-3 KOs, 2 lost for 4 KOs. KOs only count if they happened during the Battle. Reviving preserves the medals. (Petrify is not a KO.)

(Level 99+) No change?

Target score medals generally grant either 0 or 3 medals based on the condition being met. KO conditions come in several types:

"Defeat <boss> without being KO'd" medals are lost if a character dies for any reason during the boss round. Reviving does *not* preserve these medals.

"Defeat <boss> without being KO'd" (yes, same text) might instead refer only to a KO from a boss' damage ability. Reviving does *not* preserve these medals.

"Win without <character> being KO'd" awards its medals if the character is in the party and is not at 0 HP at the end. Reviving *does* preserve the medals.

Although myrril resurrection restores HP, the damage medals are still based on the initial total HP when the battle was first entered.

TFMurphy: [https://ik.reddit.com/r/FFRecordKeeper/comments/3dnap6/ranking\\_medal\\_criteria/](https://ik.reddit.com/r/FFRecordKeeper/comments/3dnap6/ranking_medal_criteria/) (updated for 2015 09 13 changes)

TFMurphy: [https://ik.reddit.com/r/FFRecordKeeper/comments/5r3tof/psa\\_solo\\_raids\\_now\\_use\\_high\\_difficulty\\_medal/dd4kd3p/](https://ik.reddit.com/r/FFRecordKeeper/comments/5r3tof/psa_solo_raids_now_use_high_difficulty_medal/dd4kd3p/) new Ultimate damage threshold estimates

## Damage formulas and action codes

The game hides a lot of internal details about abilities, which can cause confusion about certain interactions.

### Damage formulas:

- Actions that do damage are calculated using one of various formulas. The main formulas are Physical and Magical.
  - “Physical” damage is based on ATK and DEF. Certain actions are designed to “pierce” DEF by using a slightly different formula.
  - “Magical” damage is based on MAG and RES, although white magic uses MND instead. Certain actions “pierce” RES.
  - “Raw” damage has a fixed value that ignores stats (the 1000 Needles ability used by some monsters is an example).
  - “%HP” damage from actions like Gravity use a fixed percentage of either maximum or current HP, ignoring offensive and defensive stats.
- Physical damage is affected by row position (unless the weapon or action is long range), has a miss chance based on ACC and EVA, and can critically hit.
- Magical damage always carries an element (fire, ice, lightning, earth, wind, water, bio/poison, dark, holy, non-elemental).
- Physical damage optionally carries an element (internally this is an “Elemental Physical Attack”). Note that “non-elemental” is just another element, and is not the same thing as “physical”. Almost no Physical damage actions use the non-elemental element. However, more recent game effects have been blurring this distinction.

### Action codes:

- Each action has a hidden code, which the community usually writes as **PHY, WHT, BLK, BLU, SUM, NAT, and NIN**.
- *Action codes* are different from *ability types* such as Black Magic, Celerity, Samurai, etc. Soul breaks have a code, but not a type. (2 exceptions exist: *Zidane’s Meo Twister* is Thief type, and *Luneth’s OSB* is Dragoon type. These are “bugs” left unfixed in the game.) Some effects care about codes, and some about types. The distinction is sometimes ambiguous in the game’s descriptions, but I try to be explicit in this document.
- PHY actions generally do Physical damage. WHT, BLK, BLU, and SUM generally do Magical damage. NIN and NAT actions might do either kind of damage.
- WHT actions calculate damage based on the MND stat rather than MAG.
- SUM actions have a special minimum damage calculation, which only becomes involved when the caster has very low MAG.
- NAT (internally called “Inborn”) actions can use any damage formula. Many non-damaging actions are NAT, including Intimidate, Cry, Boost, and Retaliate.
- NAT is often used for monster attacks in order to make them bypass certain effects like Reflect, Retaliate, and Draw Fire, which look for a specific action code. A few player actions are NAT as well, for example, Cripple, Angelo Cannon, Angel Wing Bolt, and Doublecast Venom.
- BLU (Blue Magic) is not yet used for player actions (some monster actions use the BLU code).
- NIN includes the Ninja RES-piercing magical abilities as well as various normal physical abilities.

### Interactions with action codes:

- PHY-code damage/steal actions can only hit “airborne” (“faraway”) enemies if a ranged weapon is used, or if the action is innately ranged. (Non-PHY Physical damage actions *can* damage airborne enemies, but I don’t think players have access to any such actions.)
- Silence prevents WHT, BLK, BLU, and SUM actions from being used.
- Reflect only affects single target WHT and BLK (these two are called “Basic Magic”). Reflect *does* affect magical counterattacks.
- Retaliate only affects PHY actions.
- Sleep and Confusion are only broken by damage from PHY actions, not other sources of Physical damage.
- Paladin Cecil’s Sentinel soul break (and other similar soul breaks) taunts single-target PHY and BLK.
- Celes’ Runic Blade soul break taunts and absorbs single-target BLK actions. Exdeath’s Grand Cross soul break is similar, for both BLK and WHT.
- Record materia that boost damage if using a weapon type only affect Physical damage PHY actions, or Magical damage BLK actions.

TFMurphy: [https://ik.reddit.com/r/FFRecordKeeper/comments/3bie8w/the\\_jenova\\_project\\_enemy\\_stats\\_and\\_ai/](https://ik.reddit.com/r/FFRecordKeeper/comments/3bie8w/the_jenova_project_enemy_stats_and_ai/)  
[https://ik.reddit.com/r/FFRecordKeeper/comments/3f8o30/a\\_fateful\\_coin\\_toss\\_enemy\\_stats\\_and\\_ai/ctobpww](https://ik.reddit.com/r/FFRecordKeeper/comments/3f8o30/a_fateful_coin_toss_enemy_stats_and_ai/ctobpww)

## Countering, Reflecting, and Taunting

Some bosses can automatically respond to certain kinds of attacks. Some party abilities also allow for responses, and to taunt (i.e. attract) attacks.

Here is a quick summary of what kinds of attack can be affected, but note several details and exceptions below:

Attacks from...	Counterable?	Reflectable?	Tauntable?
from an AoE	Yes, AoE can be countered ( <i>special: summons can't be</i> )	no	no
from a counterattack	no	Yes, counters can be reflected	Yes, counters can be taunted
from reflected magic	no	no	Yes, reflected spells can be taunted
from self	no	Yes, self spells can be reflected	N/A

(Note that attacks from Berserked/Confused monsters used to bypass counter/reflect/taunt, but that is no longer true.)

Countering is used by several bosses to respond after being attacked. Heroes can counter by using Retaliate and with a few record materia effects.

- Code: The incoming attack must be of the correct code (PHY, BLK, etc.), as specified by the countering effect.
- AoE: You can counter area attacks (the part that hits you, that is). So Retaliate works against an area PHY attack.
- Some actions can be specially marked as uncounterable, including many soul breaks and all summoning abilities.

Reflect is a status effect that can be used by bosses and heroes. Reflect redirects the incoming attack, unlike countering which generates a new attack.

- Code: The incoming action must have a BLK or WHT code.
- AoE: Area of effect actions are not reflectable.
- Some actions are marked as unreflectable. All (?) soul breaks are, and nearly all BSB commands.

Taunt status effects are available to heroes via the abilities Draw Fire, Gaia’s Cross, and Magic Lure, as well as some soul breaks. Very rarely, bosses can also taunt.

- Code: The incoming ability must have the correct code for the taunt effect.
- (unconfirmed:) It’s possible that some abilities can be marked as untauntable.

TFMurphy: [https://www.reddit.com/r/FFRecordKeeper/comments/3uavnf/a\\_place\\_to\\_call\\_home\\_enemy\\_stats\\_and\\_ai/cxj3rl](https://www.reddit.com/r/FFRecordKeeper/comments/3uavnf/a_place_to_call_home_enemy_stats_and_ai/cxj3rl)

TFMurphy reflect can be taunted: [https://www.reddit.com/r/FFRecordKeeper/comments/43154x/someone\\_to\\_protect\\_enemy\\_stats\\_and\\_ai/czliq5e](https://www.reddit.com/r/FFRecordKeeper/comments/43154x/someone_to_protect_enemy_stats_and_ai/czliq5e)

TFMurphy counters can be reflected: [https://ik.reddit.com/r/FFRecordKeeper/comments/3f8o30/a\\_fateful\\_coin\\_toss\\_enemy\\_stats\\_and\\_ai/](https://ik.reddit.com/r/FFRecordKeeper/comments/3f8o30/a_fateful_coin_toss_enemy_stats_and_ai/)

TFMurphy changes to berserk/confuse (can be reflected/taunted): [https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two\\_important\\_mechanic\\_changes\\_to\\_the\\_combat/](https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two_important_mechanic_changes_to_the_combat/)

TFMurphy berserk/confuse can be countered: [https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two\\_important\\_mechanic\\_changes\\_to\\_the\\_combat/cwy193u](https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two_important_mechanic_changes_to_the_combat/cwy193u)

## Status effects

### Variable-duration buffs

These status effects are provided by a variety of abilities, soul breaks, and record materia. Each point of the caster's MND stat increases the duration; a few sample values are shown.

Status	Ability sources	Caster's MND						Notes
		@0	@100	@200	@300	@400	@500	
Haste	Haste(ga), Dervish, Steal Time, Mug Time, Quickness	20s	23s	25s	28s	30s	33s	0.5x duration of yellow turn timer
Protect	Protect, Protectga, Guard, Enveloping Etude	35s	38s	41s	44s	47s	50s	+100% DEF, so 0.56x physical dmg taken
Shell	Shell, Shellga, Spellbend Etude	35s	38s	41s	44s	47s	50s	+100% RES, so 0.56x magical dmg taken
Reflect	Reflect, Carbuncle	35s	38s	41s	44s	47s	50s	Bounce single target WHT/BLK abilities to a foe
Regen (lo)	Regen, Kirin, Renewing Cure, Memento of Prayer	30s	33s	36s	39s	42s	45s	+30% of maxHP per 30 sec (3% every 3 sec)
Regen (mid)	—	30s	33s	36s	39s	42s	45s	+48% of maxHP per 30 sec (4% every 2.5 sec)
Regen (hi)	Angelsong, Saint Cross	35s	38s	41s	44s	47s	50s	+60% of maxHP per 30 sec (5% every 2.5 sec)
Regenga	—	4s	...	6s	...	8s	...	Heal 2k every 2 sec. (Fractional ticks do nothing.)

### Variable-duration debuffs

These status effects are caused by a variety of abilities and soul breaks. The durations are increased by each point of the caster's MND and reduced by each point of the target's MND.

Blind, KO, Silence, Petrify, and Poison reappear with full default (?) duration at the start of a battle if they were active when you completed the previous battle.

Status	Ability sources	Caster's MND minus target's MND										Notes	
		-250	-200	-150	-100	-50	0	+50	+100	+150	+200		+250
Berserk	Berserk	14s	15s	16s	18s	19s	20s	21s	23s	24s	25s	26s	+25% ATK: ( $\leq 645$ ATK) $1.5 - 1.1x$ ( $\geq 805$ ATK) phys dmg
Blind	Blind(ga), Dark Atk/Buster, Yukikaze, Blind Shell, Orthros	55s	56s	57s	58s	59s	60s	61s	62s	63s	64s	65s	30s less on heroes. Reduces hit chance to 20–25%.
Confuse	Confuse, Cry, Confuse Shell	24s	25s	26s	28s	29s	30s	31s	33s	34s	35s	36s	Removed by dmg from PHY actions
Paralyze	Blade Bash, Intimidate, Quetzalcoatl, Paralyzing Shot	10s	11s	12s	13s	14s	15s	16s	17s	18s	19s	20s	Pauses turn timer
Silence	Darkmoon, Silence(ga), Sil. Atk/Buster, Sil. Shell, [JPN]Noel	14s	15s	16s	18s	19s	20s	21s	23s	24s	25s	26s	Prevent use of WHT, BLK, BLU, and SUM actions
Sleep	Sleep, Sleep Atk/Buster, Lullaby, Phantasm	25s	26s	27s	28s	29s	30s	31s	32s	33s	34s	35s	Removed by dmg from PHY actions
Stop	Shadowbind, Stop, Halting Rumba, Northern Cross	1s	2s	3s	4s	5s	6s	7s	8s	9s	10s	11s	Pauses turn timer

Paralyze can also be caused by the Hold ability (1%).

### Fixed-duration buffs

This document uses the names in the first column. Unquoted names are the official game terms. For pure stat buffs/debuffs, see the *Damage: Stacking* subsection later on.

Status	Ability sources	Dur.	Notes	Other names
Retaliate	Retaliate, Smoldr. Moon	15s	Evade all PHY attacks, then counterattack (p1.0, not affected by "Attack" modifiers!)	—
Draw Fire	DF, Div/Gaia Crss	25s	+100% DEF and taunt single-target PHY attacks. (stat modifier ID #522)	—
Magic Lure	Magic Lure	25s	+100% RES and taunt single-target BLK attacks. (stat modifier ID #527)	—
"Sentinel"	—	25s	Seen on several Knight soul breaks: +200% DEF and taunt single-target PHY/BLK attacks. (stat modifier ID #502)	—
"Runic"	—	25s	Seen on Celes soul breaks: taunt and evade single-target BLK attacks to refill 1 use of own abilities.	—
"Grand Cross"	—	25s	Seen on Exdeath soul break: as Runic, but both BLK and WHT.	—
"Phys blink" <i>n</i>	(5-star Ninja)	∞	Evade the next <i>n</i> PHY attacks, or NAT attacks doing %HP dmg	Mirror Image
"Magic blink" <i>n</i>	—	∞	Evade the next <i>n</i> non-PHY/NIN attacks doing magic/%HP dmg	Magic Barrier
"PM blink" <i>n</i>	—	∞	Evades either phys or magic attacks. Any single-purpose blinks will be consumed before PM blink.	Shield
"Status blink"	—	25s	Evade Berserk, Blind, Confuse, Paralyze, Petrify, Poison, Sap, Silence, Sleep, Slow, Stop on the next time they successfully hit	Debuff Barrier
Phys blink stacking 2	(5-star Ninja)	15s	Allows a second Pblink stack to be gained. Note: any second Pblink stack is not removed when the stacking status expires.	—
"Instacast" <i>n</i>	Powerchain	∞	No cast time for next <i>n</i> actions (may be limited to a subset of actions).	"remove delay"
"Fastcast" <i>n</i>	—	∞	Note: all fastcasts stack multiplicatively unless completely identical (including number of actions). 2x cast speed for next <i>n</i> actions (may be limited to a subset of actions).	"reduce delay"
"Hi Fastcast" <i>n</i>	—	∞	3x cast speed for next <i>n</i> actions.	—
"Fastzap" <i>n</i>	Allegro con Moto	∞	2x cast speed for the next <i>n</i> damaging magic actions. ( <i>Enlir's spreadsheet calls this "Quick Magical Attacks".</i> )	—
<i>element</i> Infuse	—	25s	Gain all of the following. 1. 1.5x damage for abilities using <i>element</i> . 2. 1.8x damage for soul breaks using <i>element</i> . 3. Self reduced vulnerability to <i>element</i> (–20% damage taken). 4. Attack action is replaced by a p1.0 <i>element</i> (so p1.5 with bonus from #1). Not affected by other "Attack" modifiers!	"Empower", "Attach", "En-element"
<i>elem</i> Infuse stacking	—	25s	Allows infusions to stack 3 deep. Ability/SB damage bonuses are 1.5/1.8 at 1 stack, 1.8/2.0 at 2 stacks, 2.2/2.2 at 3 stacks.	Empowered Inf.
Reraise HP%	Reraise	∞	Revive after next KO at the given % of max HP. Buffs are lost. Some types of KO medals are lost.	—
Last Stand	—	∞	Prevent next KO from hitting 0 HP, restoring to 1% maxHP. Buffs are not lost. KO medals are not affected.	"Guts"
"Autoheal" <i>n</i>	Curada	∞	Heal up to <i>n</i> damage in the future whenever not at max HP. (Will not prevent KO.)	"HP Stock"
Negate Damage <i>n</i> %	—	?	Prevent damage, up to <i>n</i> % of character's max HP. (If damage is prevented, it does not grant soul break gauge points.)	"Stoneskin"
Reflect Damage <i>n</i> %	—	30s	Deal <i>n</i> % (usually 100%) of damage taken back to the source.	"Radiant Shield"
"Dualcast"	—	∞	(Found on RMs and LMs — not a status.) Chance for abilities meeting some criterion to be cast a second time for free.	trigger twice
"100% dualcast"	—	15s	Guaranteed second cast of honed abilities, but consumes a second hone. ( <i>Some call this status "Ability Double".</i> )	Doublecast

### Fixed-duration debuffs

Blink, KO, Silence, Petrify, and Poison remain active at the start of a battle if they were active when you completed the previous battle.

Status	Ability sources	Dur.	Notes	Other names
Doom <i>n</i> sec	Memento Mori (self 45s), Death Throes (self 45s)	var.	KO after <i>n</i> seconds.	—
Instant KO	Death (70%), Iai Strike (30%), Odin (100%), Pressure Point (50%)	∞	Resistance to Instant KO also prevents %HP damage.	—
Petrify	Break (25%), Break Strike (15%)	∞	Can't act, immune, buffs and debuffs removed, no EXP earned.	—
Poison	Poison (30%), Venom Atk/Buster, Poison Shell (60%), Bio Grenade (36%)	∞	–9% of max HP per 30 sec (maxHP/64 every 5 sec)	—
Sap	Shadowsteel (25%), Doppelblade (24%)	40s	–23% of max HP per 30 sec (maxHP/64 every 2 sec)	—
Slow	Slow, Slowga (80%), Steal/Mug Time, Leg Shot, Tempo Flurry (36%)	20s	2x duration of yellow turn timer	—
"Stun"	Dismissal (25%), Northern Cross (51%)	0s	Turn timer resets to zero. The icon lingers for one second only for visibility.	Interrupt
"Vulnerability"	—	25s	Increase an elemental vulnerability (usu. +20%). Stacks 3 times per elem.	"Imperil"

Poison can also be caused by the black magic Bio abilities (3%, or 11% for Chain Biora). Slow actually has a +1s duration per 20k MND, which is essentially no change at all.

Enlir (stun is technically a status): [https://ik.reddit.com/r/FFRecordKeeper/comments/5v6fmd/relic\\_discussion\\_blood\\_reign\\_a\\_study\\_in\\_political/de4dx53/](https://ik.reddit.com/r/FFRecordKeeper/comments/5v6fmd/relic_discussion_blood_reign_a_study_in_political/de4dx53/)



## Accessories

Synergized values are (in parentheses). An asterisk before the name means that the accessory grants multiple benefits and is listed more than once. Includes global relics up to Nov 2018.

ATK	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+30	Kain's Boots	Cowl of Gilgam.	Aria Bouquet Fateful Coin	1-Wng.Pnd.: +35 Zack's Earring	Squall's Neckl.	N-Kai Armlet	Bdg of Cnq.: +35 Mrk of Cq.: +35 Thief's Stole	Vossler's Gntlt.	Noel's Pendant	(FFT) Aries	(XV) Smrtphone (KH) Exec.'s Ring
+20	(III) Horn of Ice	*Omega Badge	Black Belt	*Godo's Mask *Hero's Belt:+25 Wolf Earring	Hyper Wrist	Black Belt	Muscle Belt	Blazer Gloves	—	(T) Bracer	(-) *Sniper Soul (II) Bacch. Wine (XV)*Ignis's Glss (XI)*Brutal Ear. (-)WarGong(+25)
+15	(III) *Luneth's P. *Carnelian Signt *Edge's Earring Power Armlet	*Bartz's Belt *Bartz's Circlet *Bartz's Earring Power Armlet	*Berserker Ring *Crystal Orb Hyper Wrist *Locke's Bndna. *Locke's Neckl.	*1/35 Soldier *Champion Belt *Cloud's Goggl. *Crisis Feathers *Fury Ring *Rude's Sunglss. *S Adjuster *ShinraL Shamp. *Tifa's Earrings	*Irvine's Neckl. *Squall's Belt	*Coral Ring Power Belt *Zidane's Earr. *Zidane's Neck.	Power Gloves *Tidus's Necklce	—	Dur. Pwr. Wrist. *Goddess Earr.	—	(C)*Primrose'sN (XIV) Ruby Ring (II) *Sunfire (XIV) *Vortex Rg (I) *Wol's Pouch
+10	—	*Silver Specs	*Muscle Belt	*Blonde Wig *Bolt Ring	—	—	—	—	*General's Belt	—	(XI)*Archr's Ring (I)*Shadow Msk
MAG	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+30	BM Twin Stars	—	Terra's Pendant	Cerberus Relief	Force Armlet Royal Crown	Silver Pinion	Ultima Slyr.: +35 Final Aeon Pnd.	Sage's Ring	—	(T) Japa Mala	(I) Crown (II) Pndt,M'sScrf (II) Maria's Scarf (B) Reynn's Belt (O)Seven's Boots
+20	(III) Black Musk	*Cursed Ring *Mimic's Brct.	Amulet *Crystal Orb	—	—	Magic Armlet *Princess's Tiara	Mage's Armlet *Adept's Bangle	—	—	—	(-)*Strfpnd(+25)
+15	(III) *Skybr. Earr. *Barb'sNecklace *Flame Cloak *Rune Armlet	*Silver Armlet	Angel Wings	Dog Tags	Circlet *Fujin's Eyeptch	*Gulug Stone *Pearl Rouge	*Lulu's Necklace *Regal Crown	*Magick Gloves	*Hope's Scarf *Nabaat'sGlsses *Serah'sHairbnd	(T) *Red Shoes	(II)*Emp's Amul. (XIV) *Even.Nckl. (XV)*Ignis's Glss (XI) *Rabbit Ch. (XIV) *Trmr. Ear.
DEF	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+30	Cid's Boots	—	—	—	—	—	—	—	—	—	(-) Angel Brooch (KH) Paradox Ch. (XV) Soldr. Ankl. (O) Warrior Ring (-) *Champ. Belt (XIV)*Halonc IR (T) *Wng. Boots
+20	*Gauntlets	—	—	—	Turtle Shell	—	Adept's Armlet	—	—	(T) Battle Boots	(-) *Champ. Belt (XIV)*Halonc IR (T) *Wng. Boots
+15	(III)*Onion Studs	*Cursed Ring *Necrph's Cape	—	*Godo's Mask *Tough Ring *White Cape	*Laguna's Ring	—	*Rikku's Goggles *Tidus's Earring	—	*General's Belt	(T) *Grs. Whistle	(I) *Crystal Ring (XI) *Brutal Ear. (XIV) *Even.Nckl.
+10	(III)*Protct. Ring (III)*Turtle Shell	*Flame Ring	—	Protect Ring (12) *Champion Belt *Fury Ring *Hero's Belt	—	—	—	—	—	—	(I) *Crystal Ring (XI) *Brutal Ear. (XIV) *Even.Nckl.
RES	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+30	—	—	Celes's Pendant *Spectral Shard	—	—	—	Lunar Curtain	Dawn Shard	—	—	—
+20	—	—	—	—	—	—	—	—	—	—	(I) Mystic Tablet (C)*Ring Serenit.
+15	*Gauntlets	*Omega Badge	Barrier Ring *Zephyr Cloak	—	*Glow Curtain *Regen Ring	—	*Adept's Bangle *Soft Bracer	*Oath Ring	*Silver Pendant *Soulfont Talis.	—	(XIV) *Garl. Ring (-) *Chaos Shard (I) *Extranger
+10	(III)*Protect Ring (III)*White Musk	—	*Fairy Ring	—	—	—	*Regal Crown	*Sash	—	—	(II) *Hermes' Sh. (O)*Star Pendant
MND	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+30	—	Lenna'sEarrings	—	—	—	Friend. Ribbon	New Beg Sphere	Dr.Cid's Glasses	Vanille's Bangles	—	—
+20	*Ivory Ring Sand Pearl	*Omega Amul.	—	—	—	—	—	Ring of Rnwal.	—	—	(XIV) Emer. Ring
+15	(III)*Aria'sRibbn. (III)*White Musk	*Angel Ring (also +3 RES)	*Celestriad	*Cat's Bell Pearl Necklace	—	*Madain's Ring *Princess's Tiara	*Yuna's Earrings *Yuna's Obi	*Rose Corsage	*Vanille's Ncklc.	—	(O)*Angel Earr. (I) *Mystic Key
+10	*Rune Armlet	—	-30! *Spectr Shrd.	*Fairy Ring *Tough Ring	—	—	—	*Agate Ring	—	(T) *Angel Ring	—
ACC	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+10	—	—	Sniper Eye	—	—	—	—	—	—	—	—
EVA	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+15	—	Elven Mantle	—	—	—	—	—	—	—	—	—
+10	—	—	—	Choco Feather	—	—	—	—	—	—	—
HP	(III), IV	V	VI	VII	VIII	IX	X	XII	XIII	T	I II XI XIV 0
+700	—	Stella's Music B.	—	—	Veil of Adel	Rebirth Ring	—	Godsl.Bdg. (+1k) Golden Amulet	—	—	(-)30th Ann. Pot.
+500	(III) Lillith's Kiss	Protect Ring	—	*Cat's Bell	Giant's Ring	—	—	—	*Silver Pendant	(T) *Grs. Whistle	(O)Diamond Ring (XIV)*Halonc IR
+300	*Protect Ring	—	*Muscle Belt	*Fury Ring (150)	Power Vest	—	—	Orrachea Armlet.	—	—	—

Other: (-)Victory Pndnt / Hero's Seal +30 ATK, (-)\*Brawler's Bandana +20 ATK, (B)\*Muscle Belt +10 ATK, (O)Moogles Plushie +20 ATK/+15 DEF, (B)Memory Ring +15 MAG/+20 MND, (IV)Fabled Score +5 all but spd.

+150 HP: (VII)\*Fury Ring & (XII)\*Magick Gloves & (B)\*Tama's Ribbon

Weak items: (VI) Hero's Ring +8/7 ATK/MAG, (VII) Power Wrist +5 ATK, Earring +8 MAG, Star Pendant +3 DEF & Poison, Talisman +8 RES, (XIV) Aether Compass +10 MAG & wind, (-) War Gong +5 ATK.

The VII Champion Belt has a hidden +3% crit chance. (This is added to the weapon's base chance, usually 0 to 5%. Special attacks with a fixed crit chance override these numbers.)

See ElninoFr & scytherman96 at [https://www.reddit.com/r/FFRecordKeeper/comments/4ehy5b/champion\\_belt\\_vii\\_increases\\_critical\\_chance/](https://www.reddit.com/r/FFRecordKeeper/comments/4ehy5b/champion_belt_vii_increases_critical_chance/)

Status resistance accessories. Multiple sources stack in a peculiar way; also, after capping to 100%, Affliction Break halves the resulting chance. See Miscellaneous section for details.

	Major	Moderate	Minor
50% base chance becomes:	3% (3% with synergy)	8% (7% with synergy)	26% (19% with synergy)
100% base chance becomes:	4% (4% with synergy)	13% (12% with synergy)	52% (35% with synergy)
303% base chance becomes:	6% (6% with synergy)	33% (30% with synergy)	153% (103% with synergy)

A few minor status resist accessories exist. Blind: VII Silver Glasses, Confuse VII Peace Ring, KO XIII Hope's Scarf, Petrify VI/VIII Jeweled Rings, Poison VII Poison Ring & Star Pendant.

Status	major	moderate (with offensive stats)	moderate (with other stats)
Blind	VII Cloud's Goggles (also +15 ATK) — Sniper Soul (also +20 ATK)	XI Archer's Ring (also +10 ATK) T Angel Ring (also +10 MND, dark) I Shadow Mask (also +10 ATK) V Silver Specs (also +10 ATK) VIII Squall's Belt (also +15 ATK) IX Zidane's Necklace (also +15 ATK)	VI Fairy Ring (also +10 RES) XV Mind Breaker (also water) V Omega Insignia (also Confuse, Slow) XII Pheasant Netsuke (also Instant KO) XIII Soulfont Talisman (also +15 RES) — Strategy Guide (also Paralyze, Petrify)
Confuse	—	XII Agate Ring (also Paralyze, +10 MND) VI Celestriad (also +15 MND) I Mog Amulet (also Slow, +10 MND)	XII Ahriman Ring (alsodark/bio, vuln. lgt/holy) XV LOKTON LX-30 (also earth) V Omega Insignia (also Blind, Slow) T Ruby Earring (also dark)
Instant KO	VI Memento Ring X Safety Bit	0 Angel Earrings (also +15 MND) VII Rude's Sunglasses (also +15 ATK)	XII Galbana Bouquet (also Sleep) II Hilda's Chalice (also bio) X Mythril Armlet (also Slow) XII Pheasant Netsuke (also Blind) T Phoenix Down (also Petrify) II Protect Ring VIII Regen Ring (also +15 RES) VI Spectral Shard (also +30 RES, but -30 DEF) B Tama's Ribbon (also +150 HP) C Vampire Cloak (also dark) C Zombie's Bane (also Paralyze)
Paralyze	XIII Lightning's Pendant C Ring of Serenity (also +20 RES)	XII Agate Ring (also Confuse, +10 MND)	— Book of Memories (also Slow, Stun) I Crystal Ring (also Slow, +10 DEF) VII Gi Nattak's Amulet (also fire/earth, vuln. ice/wa) XI Horizon Ring (also ice) C Keeper's Baton (also Silence) V Krile's Hairband (also Stun) — Strategy Guide (also Blind, Petrify) IV Yang's Earring (also Stun) C Zombie's Bane (also Instant KO)
Petrify	—	—	XII Diamond Armlet (also holy) III Onion Studs (also +15 DEF) T Phoenix Down (also Instant KO) — Snowglobe Pendant (also Slow) X Soft Bracer (also +15 RES) — Strategy Guide (also Blind, Paralyze) IV Ursula's Corsage (also wind)
Poison	— Starfall Pendant (also +25 MAG)	VII Fairy Ring (also +10 MND)	X Auron's Jug (also bio) XIV Garlond (also +15 RES) VII Star Pendant (also +3 DEF) X Star Pendant (also +300 HP) 0 Star Pendant (also +10 RES) C Tome of Music (also Silence, Stun)
Sap	—	—	VI Gale Hairpin (also Stop) IX Gold Choker (also wind) VIII Occult Fan I (also bio)
Silence	IV Ivory Ring (also +20 MND) XIII Nabaat's Glasses (also +15 MAG) XII Rose Corsage (also +15 MND) III Silence Seal V Whisperweed	IX Pearl Rouge (also +15 MAG) XI Rabbit Charm (also +15 MAG) V Silver Armlet (also +15 MAG) X Yuna's Earrings (also +15 MND)	C Keeper's Baton (also Paralyze) C Tome of Music (also Poison, Stun) VII White Cape (also +15 DEF)
Sleep	(-) Brawler's Bandana (also +20 ATK)	VII Blonde Wig (also +10 ATK) VII S Adjuster (also +15 ATK) V Silver Armlet (also +15 MAG)	I Crystal Ring (also Paralyze, +10 DEF) XII Galbana Bouquet (also Instant KO) VIII Timber Maniacs (also Stop)
Slow	XII Sash (also +10 RES)	VII Crisis Feathers (also +15 ATK) IV Edge's Earring (also +15 ATK) I Mog Amulet (also Confuse, +10 MND) B Muscle Belt (also +10 ATK)	— Book of Memories (also Paralyze, Stun) XV Electric Acutator II Hermes' Shoes (also +10 RES) VIII Laguna's Ring (also +15 DEF) X Mythril Armlet (also Instant KO) V Omega Insignia (also Blind, Confuse) — Snowglobe Pendant (also Petrify)
Stop	—	I Mystic Key (also +15 MND) VII Tifa's Earrings (also +15 ATK)	VI Gale Hairpin (also Sap) XV Poppeck: Chocobo (also Stun) X Rikku's Goggles (also +15 DEF) VIII Timber Maniacs (also Sleep)
"Stun" (= Interrupt)	—	—	— Book of Memories (also Paralyze, Slow) V Krile's Hairband (also Paralyze) B Pixie Stone (also dark) XV Poppeck: Chocobo (also Stop) C Tome of Music (also Poison, Silence) IV Yang's Earring (also Stun)

Enlir and Road--: status resistance classes for the items <https://redd.it/46xfj2>

[https://reddit.com/r/FFRecordKeeper/comments/3da8r0/status\\_resistance\\_question\\_for\\_dataminers/](https://reddit.com/r/FFRecordKeeper/comments/3da8r0/status_resistance_question_for_dataminers/)

[https://reddit.com/r/FFRecordKeeper/comments/4evf08/small\\_medium\\_large\\_resistance\\_element/](https://reddit.com/r/FFRecordKeeper/comments/4evf08/small_medium_large_resistance_element/)

Percentages are different when a party member attacks another, although resistance still helps.

Elemental resistance accessories. If multiple pieces of equipment provide elemental resistance, only the best one is used.

	<b>Major</b>	<b>Moderate</b>	<i>Minor</i>
<b>Damage reduction</b>	<b>-60% dmg (-70% with synergy)</b> similar to reduction from +200% (+320%) DEF/RES	-30% dmg (-40% with synergy) similar to reduction from +53% (+84%) DEF/RES	-10% dmg (-20% with synergy) similar to reduction from +13% (+30%) DEF/RES

Single-element resistance accessories.

Major	Fire	Ice	Lgt	Earth	Water	Wind	Holy	Dark	Bio
	Blaze Armlet	Arctic Armlet	Bolt Armlet	Crag Armlet	Maelstrom Armlt.	Tornado Armlet	Aurora Armlet	Shadow Armlet	Toxin Armlet
Moderate	Fire	Ice	Lgt	Earth	Water	Wind	Holy	Dark	Bio
+15 ATK	V Bartz's Earring IV Carnelian Signet VI Locke's Bandana VII Shinra LShampoo II Sunfire	VIII Irvine's Necklace VI Locke's Necklace	VI Berserker Ring IX Coral Ring XIII GoddessEarrings VII Bolt Ring (+10)	ATK	V Bartz's Belt X Tidus's Necklace	V Bartz's Circlet III Luneth's Pouch XIV Vortex Ring IX Zidane's Earring	I Wol's Pouch	VII 1/35 Soldier	ATK
+15 MAG	IV Flame Cloak IX Gulug Stone	X Lulu's Necklace III Skybreaker Earrs.	MAG	XIV Tremor Earrings	V Mimic's Bracelet	IV Barb's Necklace VIII Fujin's Eyepatch XIII Serah's Hairband XIV Aether Cm. (+10)	T Red Shoes	II Emperor's Amulet C Primrose's Ncklc.	VII Pois. Ring (+10 MAG, minor Pois.)
+15 MND	III Aria's Ribbon	IX Madain's Ring	MND	XIII Vanille's Necklc.	MND	MND	V Omega Amu. (+20) X Yuna's Obi	T *Angel Ring (+10)	MND
+15 DEF	V Flame Ring (+10)	III Turtle Shell (+10)	DEF	T Winged Boots	X Tidus's Earring	DEF	- Champion Belt	DEF	V Necroph'sC
+15 RES	RES	RES	RES	VI Zephyr Cloak	RES	RES	VIII Glow Curtain	- Chaos Shard I Extranger XII Oath Ring	RES
+300 HP	HP	IV Protect Ring	HP	HP	HP	HP	HP	HP	HP
Moderate	Fire	Ice	Lgt	Earth	Water	Wind	Holy	Dark	Bio
Blind	Blind	Blind	Blind	Blind	XV Mind Breaker	Blind	Blind	T *Angel Ring	Blind
Confuse	Confuse	Confuse	Confuse	XV LOKTON LX-30	Confuse	Confuse	Confuse	T Ruby Earring	Confuse
Instant KO	Instant KO	Instant KO	Instant KO	Instant KO	Instant KO	Instant KO	Instant KO	C Vampire Cloak	II Hilda's Chal
Paralyze	Paralyze	XI Horizon Ring	Paralyze	Paralyze	Paralyze	Paralyze	Paralyze	Paralyze	Paralyze
Petrify	Petrify	Petrify	Petrify	Petrify	Petrify	IV Ursula's Corsage	XII Diamond Armlet	Petrify	Petrify
Poison	Poison	Poison	Poison	Poison	Poison	Poison	Poison	Poison	X*Auron'sJug VII *Pois.Ring
Sap	Sap	Sap	Sap	Sap	Sap	IX Gold Choker	Sap	Sap	VIII Occult F I
Silence	Silence	Silence	Silence	Silence	Silence	Silence	Silence	Silence	Silence
Sleep	Sleep	Sleep	Sleep	Sleep	Sleep	Sleep	Sleep	Sleep	Sleep
Slow	Slow	Slow	Slow	Slow	Slow	Slow	Slow	Slow	Slow
Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop	Stop
Stun	Stun	Stun	Stun	Stun	Stun	Stun	Stun	B Pixie Stone	Stun
Minor	Fire	Ice	Lgt	Earth	Water	Wind	Holy	Dark	Bio
	VII Fire Ring	VII Ice Ring	—	—	VII Water Ring	—	—	—	—

The Lucky Dice accessory gives minor resistance to all elements.

Dual-element moderate resistance accessories.

\* Some of these also give **weaknesses**: Ahriman Ring (+dark/bio/Confuse, -lgt/holy), Gi Nattak's Amulet (+fire/earth/Paralyze, -ice/water), Gigas Armlet (+fire/ice/lgt, -water).

	Fire	Ice	Lgt	Earth	Water	Wind	Holy	Dark	Bio
Fire	Fire	II Gigas Armlet*	II Gigas Armlet* V NecrophbeWard	VII Gi Nattak's Am* XIV Inferno Bangle VII Tetra Elemental		- Firewind Shard			Fire
Ice	II Gigas Armlet*	Ice	- Frostbolt Shard II Gigas Armlet*	VIII Rinoa's Ribbon			- Holiday Ornament		Ice
Lgt	II Gigas Armlet* V NecrophbeWard	- Frostbolt Shard II Gigas Armlet*	Lgt					III Darkening Anklet	Lgt
Earth	VII Gi Nattak's Am* XIV Inferno Bangle VII Tetra Elemental	VIII Rinoa's Ribbon		Earth			- Hvnstone Shrd		Earth
Water			XIII Aurora Ring		Water	IX Silver Pendant		- Brinedeep Shard	Water
Wind	- Firewind Shard				IX Silver Pendant	Wind			Wind
Holy		- Holiday Ornament		- Hvnstone Shrd			Holy		Holy
Dark			III Darkening Anklet		- Brinedeep Shard			Dark	XII Ahriman Ring* VI Kefka's Plume
Bio							XII Ahriman Ring* VI Kefka's Plume	Bio	Bio
	Fire	Ice	Lgt	Earth	Water	Wind	Holy	Dark	Bio

## Abilities

**Columns:** "Cast" red bar time; "Dmg" damage multiplier (by stat: p ATK, m MAG, w MND), piercing dmg (p^ or m^), healing factor (h30), or fixed (=1/2 for Gravity).

**Multi-hit attacks are written "total dmg / # hits".** Abilities with boosted critical hit rate list the average damage including crits in the Dmg column, not the base damage.

**Orb costs:** Each orb is labeled with one of the following sequences of crafting costs. Orb columns are: Power White Black Summon Non-elem Fire Ice Lightning Earth Wind Holy Dark.

1 : 1, 2, 3, 4, 5	2* : 2, 5, 10, 20, 30	3* : 3, 8, 15, 30, 45	5 : 5, 10, 20, 30, 50	6* : 6, 12, 24, 36, 60	8 : 8, 15, 30, 45, 75	10 : 10, 20, 40, 60, 100	15 : 15, 30, 45, 75, 150
	2 : 2, 3, 6, 12, 18	3 : 3, 6, 12, 18, 30		6 : 6, 12, 18, 30, 60		10 : 10, 20, 30, 50, 100	
		3 : 3, 5, 10, 20, 30		6 : 6, 10, 20, 40, 60			
		3 : 3, 5, 10, 15, 25					
		3 : 3, 6, 9, 12, 15					

**Soul gauge gains:** A typical soul break is 500 points. Abilities grant varying amounts, based on rarity level, whether there's an element, and whether the ability is fast (1.2s or lower). The Attack command, BSB commands, and being damaged by an enemy all give 10% (50 pts). Brave mode commands give 15% (75 pts) (Gogo's gives 20%).

Rarity	No element	Elemental	Elemental vs weak	Fast No element	Fast Elemental	Fast Elemental vs weak
6★	20% (100 pts)	18% (90 pts)	27% (135 pts)	18% (90 pts)	16% (80 pts)	24% (120 pts)
5★	17% ( 85 pts)	15% (75 pts)	22.4% (112 pts)	15% (75 pts)	13% (65 pts)	19.4% ( 97 pts)
4★	15% ( 75 pts)	14% (70 pts)	21% (105 pts)	(no penalty)	(no penalty)	(no penalty)
3★	13% ( 65 pts)	12% (60 pts)	18% ( 90 pts)	(no penalty)	(no penalty)	(no penalty)
2★	12% ( 60 pts)	11% (55 pts)	16.4% ( 82 pts)	(no penalty)	(no penalty)	(no penalty)
1★	12% ( 60 pts)	11% (55 pts)	16.4% ( 82 pts)	(no penalty)	(no penalty)	(no penalty)

A few exceptions exist: 6★ Sky High (20%/100 pts) even though it's elemental, 5★ Saint Cross (14%/70 pts) unusually low (JP fixed this),

4★ Lifesiphon (30%/150 pts) and Wrath (36%/180 pts), and 2★ Retaliate (16%/80 pts). In JP, elemental Celerity abilities give slightly more than shown here.

Note that 4★ fast elemental now gives slightly more than 5★ fast elemental.

## 6-star

Access to 6-star abilities falls into four categories.

	Nightmare Combat, Support, Celerity, Black Magic, White Magic, Summoning	Empowered/Job Motes Bard, Dragoon, Knight, Machinist, Monk, Ninja, Samurai, Spellblade, Thief	Automatic access Heavy Physical, Dancer, Darkness, Sharpshooter, Witch	Torment Rubies (various ability types from the previous three categories)
<b>6-star ability usage</b>				
<b>Crafting restriction</b>	Item from Nightmare battle	Spend 10 motes on any character	Item bought from Royal Crucible	Item bought from Royal Crucible
<b>Multiple copies</b>	— No multiple copies —	Spend 10 motes on another character	— No multiple copies —	— No multiple copies —
<b>Access for 5★ users</b>	Automatic to all 5★ users after Nightmare	Spend 5 motes per character	Automatic to all 5★ users	(depends on ability type; see left)
<b>Access for 4★ users</b>	Automatic after 4★ user upgraded to 5★	— No access for 4★ users —	— No access for 4★ users —	(depends on ability type; see left)

Most 6-star abilities grant 20% of an SB (100 pts). Elemental ones give 18% (90 pts), or 27% (135 pts) when hitting a weakness. (Sky High gives 20%). Subtract 2% if cast time is 1.2s or faster.

Category	Ability	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D	
Combat	Crushdown	AoE, 99% KO	p3.6 / 3	10					6						6	
	Omega Drive	(Ⓜ up to p5.68 at high ATK)	p5.68 / 4	10					6						6	
	Affliction Brk.	0.5x chance to inflict status 15s	p3.0 / 2	10					6						6	
	Quadrup. Foul	70% (26x4) Blind,Pois.,Sil.,Sleep	p4.0 / 4	10					6						6	
	Celerity	Dervish	self Haste, p3.84/8 if not hasted	p4.8 / 8	10									6	6	
		Flash Disaster	instant cast, wind+lgt	p2.25 / 3	10									6	6	
		Northern Cross	53% (17% x4) Stop/Stun	p4.0 / 4	10									6	6	
		Dragon	wind+n, 3.5s in air (Ⓜ note)	p4.72 / 4	10									10	6	6
	Heavy Phys.	—	—	—												
		—	—	—												
Knight	Aegis Strike	AoE holy (Ⓜ uses DEF & ATK)	p3.9 / 3	10									6	6	10	
	"EnhancingSt"	holy, ally heal 2k	p4.0 / 5	6										6	10	
Machinist	Penalty Strike	AoE ranged (Ⓜ statuses)	p3.0 / 3	10									6	6	6	
	"Heat Offerng"	fire rng, 50% +10% fire vuln. 15s	p3.4 / 4	10					6	10				6	6	
	"Cold Offerng"	ice rng, 50% +10% ice vuln. 15s	p3.4 / 4	6					10	6				6	6	
	—	—	—													
Monk	Lifebane	(Ⓜ up to 5 hits at high ATK)	p5.25 / 5	10									6	6	6	
	Ironfist Fire	fire, p4.0-4.35-4.7 @1-2-3+ uses	p4.7 / 5	10									6	6	6	
Samurai	Ironfist Earth	earth, p4.0-4.35-4.7 @1-2-3+uses	p4.7 / 5	6					10					6	6	
	Demonsblood	AoE, self Retaliate 15s	p3.3 / 3	10									6	6	6	
Sharpshooter	"WarringBurst"	fire, +50% crit if Retaliating	p4.25 / 5	10					6	6				6	6	
	"WarringCold"	ice, +50% crit if Retaliating	p4.25 / 5	10					6	6				6	6	
Spellblade	Sapphire Bullt	water rngd, p4.75 if melee	p5.25 / 5	10									6	6	6	
	Inferno Asslt.	fire	p4.5 / 5	10									6	6	6	
	Tremor Asslt.	earth	p4.5 / 5	10			6						6	6	6	
	Blastspell Stk	fire + earth	p4.4 / 4	10					6	6				6	6	
Thief	Snowspell Stk	ice + wind	p4.4 / 4	10					6	6				6	6	
	Stormspell Stk	lgt + water	p4.4 / 4	10					6	6				6	6	
Fire Assault	Fire Assault	fire, self heal 20% of dmg	p4.0 / 5	10									6	10	6	
	Storm Assault	wind, self heal 20% of dmg	p4.0 / 5	10					6	6				10	6	
Mug	Mug	-30% ATK/DEF, self +30% A/D 20s	p3.2 / 2	10					6	6				10	6	
	Bloodlust	(Ⓜ discussion)	p3.2 / 2	10					6	6				10	6	
Black Magic	Chain Firaja	fire	m15.25/5	10					6	6						
	"Ch. Blizzaja"	ice	m15.25/5	10					6	6						
White Magic	Ch. Thundaja	lgt	m15.25/5	10						6	6					
	Chain Stoneja	earth	m15.25/5	10							6	6			6	
Summoning	Chain Waterja	water	m15.25/5	10					6	6						
	"Ch Tornado"	wind	m15.25/5	10					6	6						
Witch	Meltdown	fire + wind + earth	m14.8 / 4	10						6	6			6		
	Voltech	ice + water + lgt	m14.8 / 4	10						6	6			6		
Darkness	Ultima	AoE non-elem	m13.5 / 3	10					6	6						
	—	—	—													
Bard	Curada	heal, plus Autoheal 2k	h105	10									6	6		
	"Holyja"	holy	w15.5 / 5	10									6	6		
Dancer	Reraise	auto-revive with 80% HP	-	10									6	6	6	
	—	—	—													
Ninja	Neo Bahamut	AoE non-elem	m19.2 / 4	10					6	6					6	
	Valigamanda	AoE fire + ice + lgt	m16.5 / 3	10						6	6					
Darkness	Lunar Ifrit	AoE fire	m18.92/4	10						6	6					
	Lunar Leviath.	AoE water	m18.92/4	10						6	6					
Darkness	Dark Valefor	AoE wind	m18.92/4	6					10					6		
	"Lnr Dragon"	AoE holy	m18.92/4	6					10						6	
Darkness	"ScaryBlizzard"	ice, slow cast	m15.6/6	2.6						6	6			6	10	
	Lunatic Thndr.	lgt, slow cast	m15.6/6	2.6						6	6			6	10	
Darkness	Allegro con M	party Fastzap 3	-	1.65						6				10	6	
	—	—	—													
Darkness	"Demon's Crs"	dark, lose 25-15-5% HP@0-2uses	p5.35 / 5	1.65									6	6	10	
	"Necro Cntdn"	dark, Doom 45s, -1s Doom, (only m15.75 at 20+ sec Doom)	m18.9 / 6	1.65									6	6	10	
Darkness	Stitch in Time	instant, +30% A/M, -30% D 15s	p3.0 / 2	0.01									6	6	10	
	—	—	—													





### 4-star

A typical soul break costs 500 points. 4-star abilities grant 15% of an SB (75 pts). Elemental ones give 14% (70 pts), or 21% (105 pts) if hitting weakness. Lifesiphon gives 30% (150 pts), and Wrath gives 36% (180 pts).

(Note: orb costs of "5\*" in some summoning abilities mean 5 4-star orbs and 1 5-star orb.)

Combat		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Bladeblitz	AoE	1.65	p1.5	5								8			
Bonecrusher	non-elem, self lose 25% maxHP	1.65	p2.8	5				3							3
Lifesiphon	30% soul gauge, no miss	1.65	p1.8	5						3					3
Pound	no miss	1.65	p2.3	5				3				3			
<b>Support</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Armor Bkdn	-40% DEF 15s	1.65	p2.1	5				3				3			
Magic Bkdn	-50% MAG 15s	1.65	p2.1	5				3							3
Mental Bkdn	-50% RES 15s	1.65	p2.1	5				3		3					
Power Bkdn	-40% ATK 15s	1.65	p2.1	5				3				3			
Mind Bkdn	-40% MND 15s	1.65	p2.1	5	3			3							
Wrath	36% soul gauge, +3% ATK 15s	1.65	-	5					8						
<b>Celerity</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Dismissal	25% Stun	1.2	p2.05	5							3		3		
Paralyz. Shot	25% Paralyze	1.2	p2.1	5							3		3		
Shadowbind	40% Stop, ranged	1.2	p2.2	5				8							
<b>Dragon</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Blood of Wyv.	no air time next 2 jumps, ranged	1.65	p2.2							5	3	3			
Leeching Leap	2.2s air, heal 40% of dmg, jump	1.65	p2.3								5		3		3
Soaring Jump	2.2s in air, jump	1.65	p2.5	5				3							3
<b>Heavy Phys.</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Heavy Charge	+1 Heavy Charge (max 2) 15s	1.65	p1.5	5					3				3		
<b>Knight</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Armor Strike	(Ⓜ USES DEF & ATK)	1.65	special	5	3								3		
Banishing Strk	holy, 100% Dispel	1.65	p2.0	5				3							3
Magic Lure	taunt BLK & +100% RES 25s	1.65	-	5	3				3						
Minus Strike	dmg = 2 · (maxHP – curHP)	1.65	=special						3						5
<b>Machinist</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Blind Shell	60% Blind , p2.4 if so; ranged	1.65	p1.9	5							3				3
Confuse Shell	60% Confuse, p2.4 if so; ranged	1.65	p1.9	5						5	3				3
Poison Shell	60% Poison , p2.4 if so; ranged	1.65	p1.9	5					3	3					
Silence Shell	60% Silence , p2.4 if so; ranged	1.65	p1.9	5						3	3				
<b>Monk</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Piercing Strike	DEF-piercing	1.65	p^20.0	5							3	3			
Pressure Point	50% KO	1.65	p2.1	5											8
Punishg. Palm	self +30% ATK 20s	1.65	p2.1	5					3						3
<b>Samurai</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Darkmoon	AoE, 20% Silence	1.65	p1.5	5				3			3				
Fire Blossom	AoE fire	1.65	p1.6	5				3	3						
Mirror of Eqty	self Sap, self +30% ATK 20s	1.65	p2.2	5							3				3
Yukikaze	AoE, 20% Blind	1.65	p1.5	5				3			3				
<b>Sharpshooter</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Blue Deep	water rngd, p2.1 if wpn not rng	1.65	p2.35								5	3			3
Flame Burst	AoE fire rng, p1.5 if wp not rng	1.65	p1.7			3				5	3				
Hydroburst	AoE water rng, p1.5 if wp not rng	1.65	p1.7				3	3	5						
<b>Spellblade</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Blizzaga Strike	ice	1.65	p2.1	5	3						3				
Firaga Strike	fire	1.65	p2.1	5		3				3					
Thundaga Strk	lgt	1.65	p2.1	5		3					3				
Waterga Strk	water	1.65	p2.1	5						3	3				
Biora Strike	bio	1.65	p2.1	5	3										3
Break Strike	15% Petrify	1.65	p2.1	5	3								3		
<b>Thief</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Steal Defense	-40% DEF, self +50% DEF 20s	1.2	-	5									3	3	
Steal Power	-40% ATK, self +50% ATK 20s	1.2	-	5						3				3	
<b>Black Magic</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Blizzaja	ice	1.8	m9.0					5				8			
Firaja	fire	1.8	m9.0					5			8				
Stoneja	earth	1.8	m9.0					5				8			
Thundaja	lgt	1.8	m9.0					5					8		
Bioga	bio, 3% Poison	1.8	m8.8					5							8
Darkra	dark	1.8	m9.0					5	3						3
Waterja	water	1.5	m9.0					5		3	3				
Break	25% Petrify	1.8	-					5	3				3		
Death	70% KO	1.8	-					5				3			3
Drainga	dark, self heal 30% of dmg	1.8	m7.0					5							8
Quake	AoE earth	1.8	m5.6					5					3		3
Ruinga	AoE non-elem	1.8	m5.9					5							3
<b>White Magic</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Curaise	heal or revive at 10% HP	1.5	h80					5						3	3
Curaja	(w4.0 holy dmg vs undead)	1.5	h105					5							3
Diaga	holy	1.65	w8.3					5							3
Protectga	party Protect	1.5	-					5					8		
Raise	revive @20% HP, KO undead	1.5	-					5							8
Shellga	party Shell	1.5	-					5						3	3
Slowga	80% Slow	1.5	-					5							8
<b>Summoning</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Alexander	AoE holy	1.8	m9.2 / 2				3		5						5*
Cactuar	AoE fixed dmg	1.8	=3k / 3						10	6					6
Carbuncle	party Reflect	1.8	-						10						5
Fat Chocobo	AoE earth	1.8	m8.8 / 2						10	6'			6'		
Ixion	AoE lgt	1.8	m9.2 / 2						5					5*	3
Leviathan	AoE water	1.8	m8.8 / 2						10	6'	6'				
Maduin	AoE non-elem	1.8	m9.6 / 2						10	5					
Orthros	57% (10% x 8) Blind	1.8	m9.6 / 8						10		6'		6'		
Phoenix	AoE fire, revive an ally @50% HP	1.8	m8.0						5		5*				3
Quetzalcoatl	AoE lgt, 30% (16% x 2) Paralyze	1.8	m8.0 / 2						5	3				5*	
Sylldr	AoE lgt	1.8	m8.8 / 2						10					6'	6'
Valefor	AoE non-elem	1.8	m9.6 / 2						5	3					5*
<b>Witch</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Sdn. Freeze	ice, self Fastzap 1	1.65	m5.2 / 2						3		3				5
Sdn. Thunder	lgt, self Fastzap 1	1.65	m5.2 / 2						3			3			5
<b>Bard</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Enveloping Et.	party Protect	1.65	-		3	5								3	
Spellbend Etd.	party Shell	1.65	-		3	5								3	
<b>Dancer</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Box Step Srb.	AoE -40% DEF 15s	1.65	-			3						3			5
Exhausting Plk	AoE -40% ATK 15s	1.65	-						3				5		3
Hthn Frlc Srb.	AoE -50% MAG 15s	1.65	-			3					3				5
Stumble Step	AoE -50% RES 15s	1.65	-								3			5	
HaltingRumba	AoE 70% Stop	1.8	-		3									5	3
<b>Darkness</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Dark Bargain	dark, self +30% ATK, -30% DEF 20s	1.65	p2.2		5						3				3
Death Throes	dark, self +30% ATK 50s & Doom	1.65	p1.8								3		3		5
Mmnto. Mori	dark, self +30% MAG 50s & Doom	1.65	m8.0						3		3				5
<b>Ninja</b>		Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Flurry of Petls.	ranged	1.65	p2.22 / 6			5									8
Gust	fast AoE wind, RES-piercing	0.83	m^26.0						3					5	3
Phantasm	fast RES-piercing, 50% Sleep	0.83	m^39.0			5		3							3
Shadowsteel	25% Sap	1.65	p2.1			5						3			3





## 1-star

1-star abilities grant 12% of an SB (60 pts). Elemental ones give 11% (55 pts), or 16.4% (82 pts) if hitting weakness. (Note: Bomb uses 2-star Fire orbs, not 1-star.)

Combat	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Blade Bash	1.65	p1.1	3							3*				
Body Slam	1.65	p1.8	3				3*							
Support	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Boost	1.65	-	3										3*	
Salve	1.65	h50	3										3*	
Celerity	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Aim	1.2	p1.1	3										3*	
Dragoon	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Knight	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Monk	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Ninja	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Samurai	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Spellblade	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Thief	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Black Magic	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Blizzard	1.8	m1.5	3							3*				
Fire	1.8	m1.5	3								3*			
Stone	1.8	m1.5	3									3*		
Thunder	1.8	m1.5	3										3*	
Water	1.8	m1.55	2						2	2				
Blind	1.8	-	3											3*
Confuse	1.8	-	3											3*
Poison	1.8	-	3											3*
Sleep	1.8	-	2						2					
White Magic	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Cure	(w1.2 holy dmg vs undead)	1.5	h30	3										3*
Blindna	remove Blind	1.5	-	3										3*
Poisona	remove Poison	1.5	-	3										3*
Protect	grant Protect	1.5	-	3										3*
Shell	grant Shell	1.5	-	2							2	2		
Silence	30% Silence	1.5	-	3										3*
Slow	30% Slow	1.5	-	3										3*
Vox	remove Silence	1.5	-	3										3*
Summoning	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
Bomb	fire	1.8	m2.7							6	3			
Goblin	non-elem	1.8	m2.7							6	3			
Bard	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											
Dancer	Cast	Dmg	P	W	B	S	N	F	I	L	E	W	H	D
—	—	—	—											

## Record Ruby abilities

180 Record Rubies are needed to buy access to each 6-star ability below. For long-time players who already have the earlier 6\* abilities, this table may help in planning crystal spending.

6-star	Type	Notes	Dmg	Cast	Pwr	Wht	Blk	Sum	Non	Fire	Ice	Lgt	Earth	Wind	Holy	Dark
Blastspell Strike	Spellblade	fire + earth	p4.4 / 4	1.65	10					6			6			
Stormspell Strike	Spellblade	lgt + water	p4.4 / 4	1.65	10						6	6				
Inferno Assault	Spellblade	fire	p4.5 / 5	1.65	10					6						6
Chain Firaja	Black Magic	fire	m15.25 / 5	1.8			10		6	6						
Chain Thundaja	Black Magic	lgt	m15.25 / 5	1.8			10					6		6		
Voltech	Black Magic	ice + water + lgt	m14.8 / 4	1.8			10				6	6				
Chain Stoneja	Black Magic	earth	m15.25 / 5	1.8			10						6			6
Ironfist Fire	Monk	fire, p4.0-4.35-4.7 @ 1-2-3+ uses	p4.7 / 5	1.65						10				6		6
Ironfist Earth	Monk	earth, p4.0-4.35-4.7 @ 1-2-3+ uses	p4.7 / 5	1.65					6	10			6			
Flash Disaster	Celerity	instant wind+lgt	p2.25 / 3	0	10							6		6		
Fire Assault	Thief	fire, self heal 20% of dmg	p4.0 / 5	1.2						6				10		6
Storm Assault	Thief	wind, self heal 20% of dmg	p4.0 / 5	1.2					6					10		6
Chain Waterja	Black Magic	water	m15.25 / 5	1.8			10			6	6					
Lunar Leviathan	Summoning	AoE water	m18.92 / 4	1.8				10		6	6					
Sapphire Bullet	Sharpshooter	water rngd, p4.75 if not using ranged	p5.25 / 5	1.65							10	6				6
Dark Valefor	Summon	AoE wind	m18.92 / 4	1.8		6		10							6	
Tremor Assault	Spellblade	earth	p4.5 / 5	1.65	10		6						6			
Lunatic Thunder	Witch	lgt, slow cast	m15.6 / 6	2.6			6					6				10
"Enhancing Strike"	Knight	holy, ally heal 2k	p4.0 / 5	1.65		6							6			10
"Warring Burst"	Samurai	fire, +50% crit if have Retaliate	p4.25 / 5	1.65					10	6				6		
"Heat Offering"	Machinist	fire ranged, 50% for +10% fire vuln. 15s	p3.4 / 4	1.65					6	10		6				
"Lunar Ifrit"	Summoning	AoE fire	m18.92 / 4	1.8				10		6			6			
"Warring Cold"	Samurai	ice, +50% crit if have Retaliate	p4.25 / 5	1.65					10		6	6				
"Cold Offering"	Machinist	ice ranged, 50% for +10% ice vuln. 15s	p3.4 / 4	1.65			6				10	6				
"Scary Blizzard"	Witch	ice, slow cast	m15.6 / 6	2.6					6		6					10
"Demon's Cross"	Darkness	dark, lose 25-15-5% max HP @ 0-1-2+ uses	p5.35 / 5	1.65			6						6			10
"Necro Countdown"	Darkness	dark, Doom 45s, -1s Doom, only m15.75@20+ s	m18.9 / 6	1.65					6				6			10
"Holyja"	White Magic	holy	w15.5 / 5	1.5		10					6				6	
"Chain Tornado"	Black Magic	wind	m15.25 / 5	1.8			10		6					6		
"Lunar Dragon"	Summoning	AoE holy	m18.92 / 4	1.8		6		10								6
"Chain Blizzaja"	Black Magic	ice	m15.25 / 5	1.8			10		6		6					

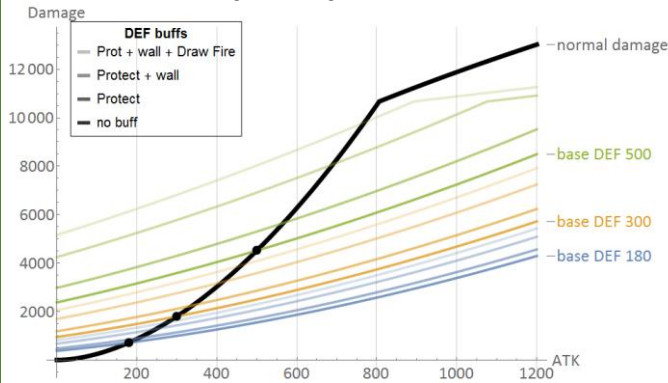
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Notes on specific abilities

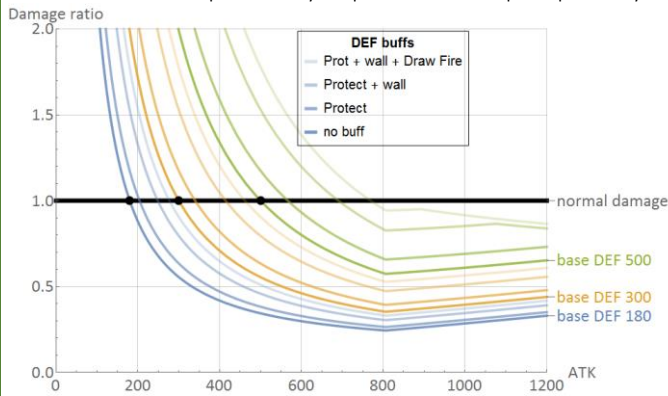
**Armor Strike (4-star Knight) (also Aegis Strike and some soul breaks)**

**Rule of thumb:** with Protect & "wall", similar to a normal action with **half the multiplier**.

These abilities add  $(0.7 \times [\text{base DEF} \times \text{DEF buff}^{0.18} - \text{ATK}])$  to your ATK stat. This damage chart shows 4 buff levels for each base DEF. ("wall" is any x300% DEF buff.) Stacking DEF buffs further than this (Protect & x600%) does little, due to the buff soft cap. As the black dots show, damage is unchanged if  $\text{ATK} = \text{base DEF}$ , and no DEF buffs are used.



It helps to instead view the adjustment as if it were an additional damage multiplier. At high ATK and typical DEF values, overall damage is cut to around 0.3x – 0.75x of normal. So Armor Strike's nominal p2.8 is usually comparable to a normal p0.9 – p2.1 ability.



**Dash and Slash, Poison Leaves (Thief 5), various Sharpshooter abilities**

Does p3.8 if using a specific weapon type, or p3.4 if not. Instead of a multiplier change, this can be thought of as a p3.4 ability where the favored weapon gets its ATK increased by 6% of your unbuffed ATK (say, +30 ATK) if you remain below the 805 ATK soft cap during battle, or by 25% (say, +100–150 ATK) if you'll be above the cap.

**Flashing Blade (5-star Samurai)**

Cast time drops with uses.

#1	#2	#3	#4	#5+
1.65s	1.485s	1.155s	0.825s	0.495s

**Guardbringer & Earthbringer (5-star Knight)**

Do 3–5 hits depending on DEF, at p0.8 per hit. The 3 values are for (0 / 1 / 2) bonuses of +20% DEF from record materia or burst mode. **NOTE:** Going from 4 to 5 hits is a 1.25x dmg boost, only for Guardbringer. It's not worth giving up a 1.3x or 1.4x dmg materia in order to increase your DEF. Protect is not affected by the buff caps, so it's very useful for reaching high DEF values.

Multiplier	DEF threshold	+200% buff ("wall")	+500% buff (wall and Protect)	+992% buff (wall and Protect and Draw Fire)
p2.4 / 3	—	—	—	—
p3.2 / 4	798 DEF	266 / 222 / 185 DEF	133 / 111 / 93 DEF	74 / 68 / 65 DEF
p4.0 / 5	2736 DEF	912 / 760 / 634 DEF	456 / 380 / 317 DEF	251 / 233 / 220 DEF

Wall + Draw Fire is a +446% buff, which roughly translates to 40 more DEF needed.

With +100 or +200 DEF from magicite boons, the maximum thresholds become:

Magicite	DEF threshold	+200% buff ("wall")	+500% buff (wall and Protect)	+992% buff (wall and Protect and Draw Fire)
+100 DEF	2636 DEF	879 / 733 / 611 DEF	440 / 367 / 306 DEF	242 / 225 / 212 DEF
+200 DEF	2536 DEF	846 / 705 / 588 DEF	423 / 353 / 294 DEF	233 / 216 / 204 DEF

**Lifebane (6-star Monk)**

Does 2–5 hits depending on ATK, at p1.05 per hit. (See notes on Omega Drive for a chart.) The 3 values are for (0 / 1 / 2) bonuses of +20% ATK from record materia or burst mode.

Multiplier	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
p2.10 / 2	—	—	—	—
p3.15 / 3	492 ATK	379 / 316 / 263 ATK	328 / 274 / 228 ATK	253 / 211 / 191 ATK
p4.20 / 4	780 ATK	600 / 500 / 417 ATK	520 / 434 / 362 ATK	400 / 334 / 303 ATK
p5.25 / 5	1014 ATK	780 / 650 / 542 ATK	676 / 564 / 470 ATK	520 / 434 / 393 ATK

With +100 or +200 ATK from magicite boons, the maximum thresholds become:

Magicite	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
+100 ATK	914 ATK	704 / 586 / 489 ATK	610 / 508 / 424 ATK	469 / 391 / 355 ATK
+200 ATK	814 ATK	627 / 522 / 435 ATK	543 / 453 / 377 ATK	418 / 348 / 316 ATK

**Warrior's Hymn, Mage's Hymn, Goddess's Hymn, Ode to Victory (Bard 5)**

These abilities provide a stacking +10% (max +50%) ATK, MAG, MND, or crit buff for 10s. The stat buffs use unique status IDs (#640, 639, 644), so these buffs stack with all other stat buffs. I believe the crit buff overwrites other crit buffs as usual.

They also apply stackable bookkeeping statuses (music notes) lasting 10s, whose stack level determines the strength of the buff. This can be ignored except for two situations:

- **Legend materia** that extend stat buff durations only affect the stat buff, not the hidden buff. That means you still only have 10s to refresh the hidden buff, or you'll find your next cast dropping you back to +10% stat.
- **Ultimate dispels** that remove stat buffs will not remove the bookkeeping buff, so if you reapply the ability in time, you won't lose your stacks.

**Mug Bloodlust (6-star Thief)**

Gives a physical party roughly +12% total damage, unless the thief runs out of hones. The boss also does -11% phys dmg to the party (-29% phys dmg to the thief).

Example damage numbers, if the thief and boss are already above the ATK soft caps:

	Thief	dps	dps	support	Net gain
Normal	10,000	10,000	10,000	5,000	—
With Mug	12,300	10,800	10,800	5,400	+4,300 (+12%)
No hones, with Mug	3,500	10,800	10,800	5,400	-4,500 (-15%)
No hones, no Mug	2,850	10,000	10,000	5,000	-7,150 (-20%)

If the thief autoattacks ~4 times due to low hones, bringing Mug is a **damage decrease**.

**Penalty Strike (6-star Machinist)**

+Dmg if foe has Berserk, Blind, Confuse, Paralyze, Poison, Sap, Silence, Sleep, Slow, Stop.

0 statuses	1 status	2 statuses	3+ statuses
p3.0	p3.45	p3.75	p4.05

### Sky High (6-star Dragoon)

Higher multiplier if allies are in the air (5 is only possible in multiplayer).

0 allies	1 ally	2 allies	3 allies	4 allies	5+ allies
p4.72	p5.16	p5.64	p6.12	p6.60	p7.08

### Thief's Revenge (5-star Thief)

Does 1-2-3-4-5 hits at SPD 0-140-150-160-170, dealing p 0.7 - 1.4 - 2.1 - 2.8 - 3.5 dmg.

Character	Level 65	Level 80	Level 99
V Faris	4 hits (5 in FF V)	5 hits	5 hits
II Leila	4 hits (5 in FF II)	5 hits	5 hits
XI Lion	4 hits (5 in FF XI)	5 hits	5 hits
VI Locke	4 hits (5 in FF VI)	5 hits	5 hits
IX Marcus	4 hits (5 in FF IX)	5 hits	5 hits
XIII Noel (w/ sphere)	2 hits (3 in FF XIII)	3 hits (4 in FF XIII)	3 hits (5 in FF XIII)
X Rikku	4 hits (5 in FF X)	5 hits	5 hits
XIV Thancred	4 hits (5 in FF XIV)	5 hits	5 hits
I Thief	4 hits (5 in FF I)	5 hits	5 hits
XII Vaan	3 hits (4 in FF XII)	4 hits (5 in FF XII)	5 hits
VII Yuffie	4 hits (5 in FF VII)	5 hits	5 hits
IX Zidane	4 hits (5 in FF IX)	5 hits	5 hits
Tyro	1 hit	1 hit	1 hit

Synergy stats from Peridot\_Weapon [spreadsheet](#).

### Tiamat and Ogopogo (5-star Summon)

Does 1-3 hits depending on MAG, at m6.0 per hit.

The 3 values are for (0 / 1 / 2) bonuses of +20% MAG from record materia or burst mode.

Multiplier	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
m 6.0 / 1	—	—	—	—
m12.0 / 2	550 MAG	424 / 353 / 294 MAG	326 / 272 / 227 MAG	251 / 217 / 208 MAG
m18.0 / 3	900 MAG	693 / 577 / 481 MAG	533 / 444 / 370 MAG	410 / 355 / 340 MAG

With +100 or +200 MAG from magicite boons, the maximum thresholds become:

Magicite	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
+100 MAG	800 MAG	616 / 513 / 428 MAG	474 / 395 / 329 MAG	365 / 316 / 302 MAG
+200 MAG	700 MAG	539 / 449 / 374 MAG	415 / 346 / 288 MAG	319 / 276 / 264 MAG

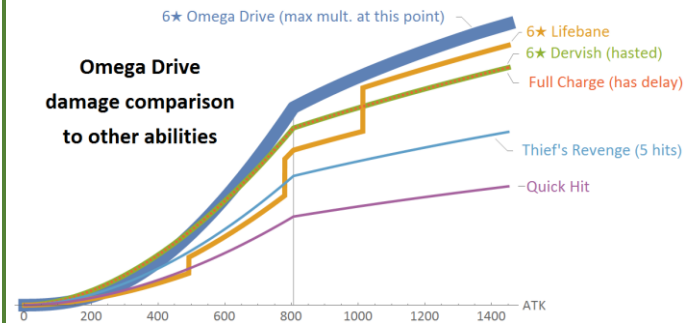
### Omega Drive (6-star Combat)

The multiplier smoothly increases to a max of p5.68/4 at 1358 ATK.

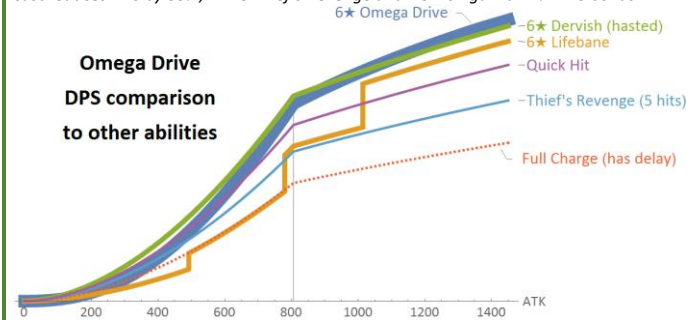
There are no abrupt thresholds, so there's no reason to try to hit the "cap" at 1358 ATK. See the marked point on the plots below.

@400 ATK	@600 ATK	@800 ATK	@1000 ATK	@1200 ATK	@1400 ATK
p4.14	p4.93	p5.35	p5.55	p5.64	p5.68

Omega Drive and Lifebane have variable multipliers, making them hard to evaluate. A damage graph gives a clearer comparison of the relative power of abilities.



Note: The chart above shows damage per action. The abilities have unequal cast times, making the damage per second comparison different. Assuming haste, Full Charge's slow cast reduces DPS by 33%, while Thief's Revenge and Dervish gain a 17% DPS bonus.

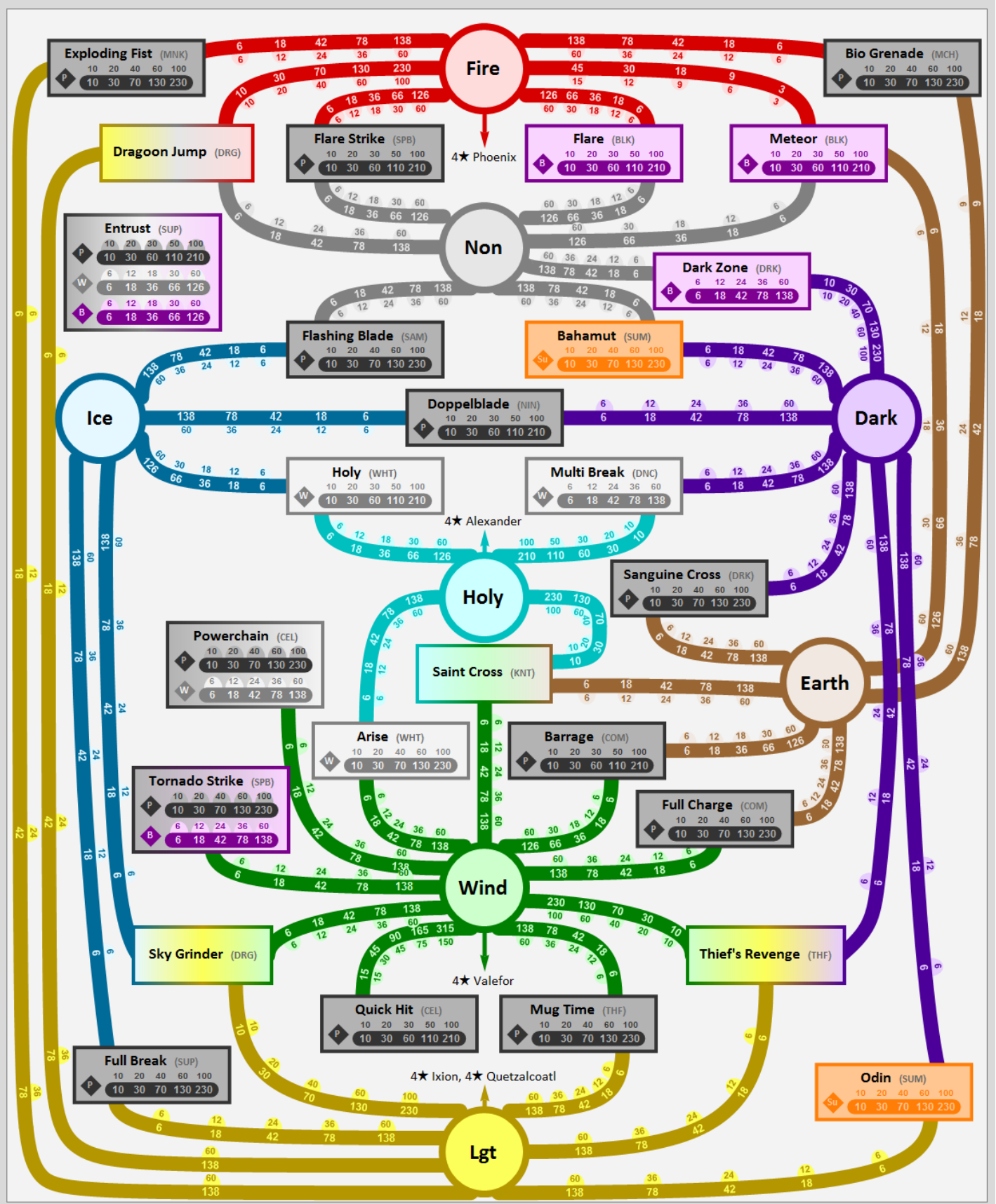


## Competition for 5-star orbs (incomplete)

This diagram helps you find abilities that don't compete for orbs. Power/black/white/summon orb costs are inside the boxes; elemental orbs are on the colored lines.

The large numbers are cumulative costs, and the small numbers are per-hone costs. (Example: Flare rank 2 costs 18=6+12 fire, 18 non-el., 30 black.)

**NOTE:** this diagram only includes the first wave of 5-star abilities. Due to the difficulty of making these, I haven't put together diagrams for later abilities.

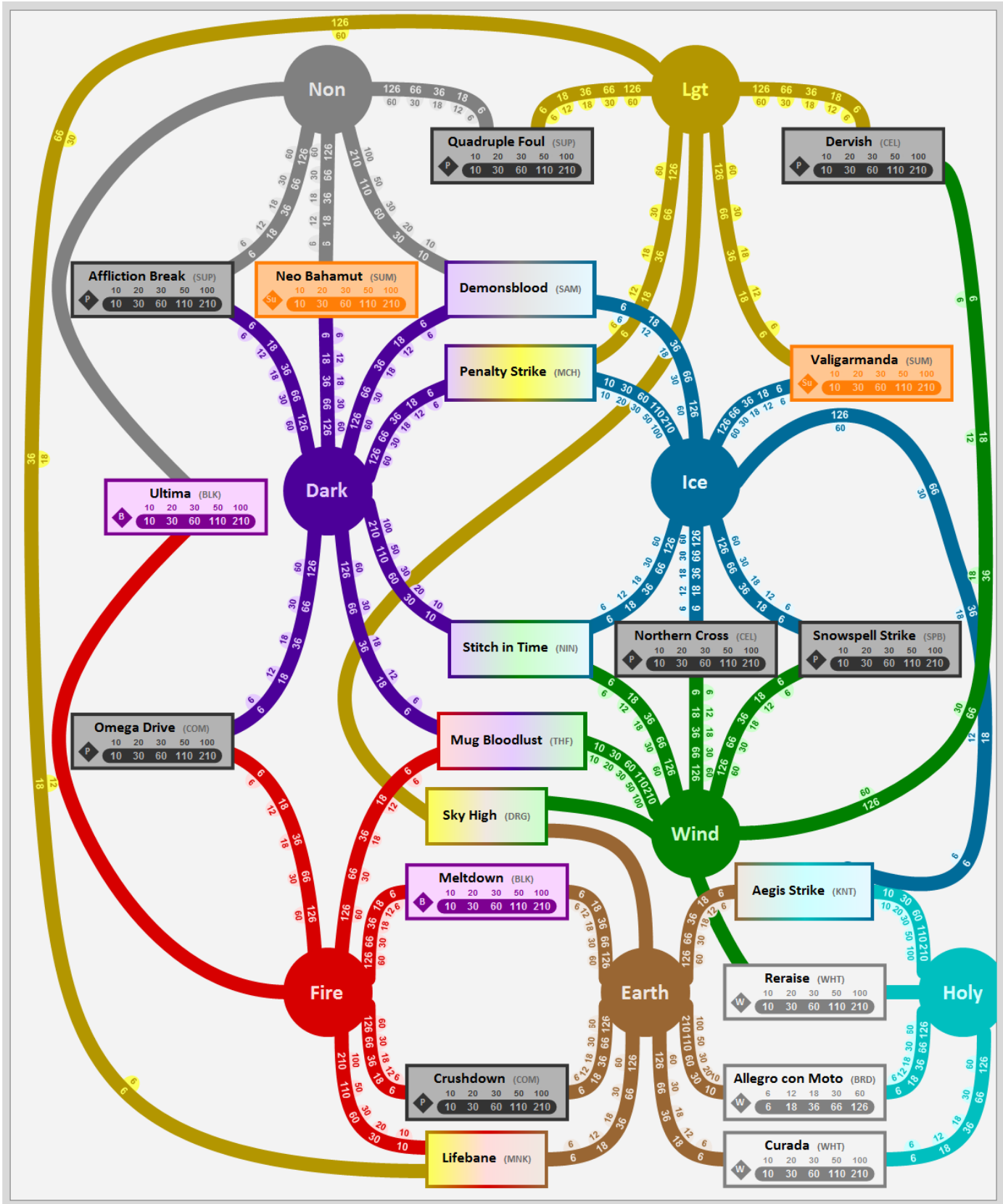




## Competition for 6-star crystals (incomplete)

**Note:** This only lists the "first wave" of abilities. Due to the difficulty of making these, I don't have a diagram for the Torment abilities.

Due to space constraints, some abilities omit hone costs on the colored lines: Reraise (primary White), Sky High (primary Lightning), and Ultima (primary Black).





## Characters

**Name symbols:** A † means the character is listed under multiple roles (orange † if Record Sphere needed for the role).

**The LHP and LS columns:** shows the character's HP and primary stat (ATK, MAG, or MND) when Record Sphere and Legend Sphere bonuses are included.

**HP column:** Values are given in thousands of HP. **Stat columns:** **Bold red** is the role's primary stat. Red **MAG** or **MND** indicate 5-star B.Magic/Witch/Summon, 4-star W.Magic, or 3-star Ninja.

**Ability types:** Combat, Celerity, Support — Bard, Dancer, Darkness, Dargon, Knight, Machinist, Monk, Ninja, Samurai, Sharpshooter Spellblade, Thief — B. Magic, Witch, Summon, W. Magic

**Items:** Axe, Dagger, Fist, Hammer, Katana, S(p)ear, Sword — Rod, Staff — (b)all, Bow, Gun, Instrument, Thrown, Whip — (h)at, Helm, Robe, Light Armor, Heavy (A)rmor, Shield

**Other items:** Bracers (all), Books (melee,Tyro/Elarra/Onion/Alphin.), Hairpins (melee, Red XIII/Tyro), Gun-Arms (Barret/Tyro), Gambling Gear (Setzer/Tyro), Dolls (ranged, Lulu/Tyro)

**Record Sphere:** Orange items can be accessed via Record Sphere. Orange abilities can be upgraded (or newly gained if a bullet • is shown). See next section for exact details.

## Core characters (level 99 stats)

Keeper	Realm	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Shp	Spb	Thf	BM	Wit	Su	WM	Fighter	Mag	Ranged	Armor																	
Tyro	Core	6.8	<b>131</b>	<b>130</b>	<b>130</b>	<b>130</b>	<b>130</b>	130	6	6	5	6	5	5	5	5	5	5	5	5	5	5	6	5	5	6	5	6	6	6	6	6	6	ADFHKpS	RS	bBGITW	hH RLA S												
<b>Fighters</b>	Realm	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Shp	Spb	Thf	BM	Wit	Su	WM	Fighter	Mag	Ranged	Armor																	
Bard	Core	4.0	<b>95</b>	<b>95</b>	130	<b>142</b>	130	118				4	4																						-D-----	--	---I--	h- RL - -											
Berserker	Core	6.0	<b>162</b>	<b>116</b>	71	<b>101</b>	71	118	4		5																									AD-H---	--	-----	-H -LA S										
Dark Knight	Core	4.7	<b>157</b>	<b>120</b>	139	<b>123</b>	118	95	4						4																						-D -K-S	--	-----	hH -LA S									
Dragoon	Core	5.0	<b>148</b>	<b>136</b>	130	<b>95</b>	118	142	4							4																					AD--pS	--	-----	hH -LA S									
Gladiator	Core	6.0	<b>156</b>	<b>130</b>	118	<b>118</b>	118	118	4	3																											AD-HKpS	--	-B----	hH -LA S									
Knight	Core	5.1	<b>118</b>	<b>165</b>	118	<b>118</b>	118	95	4							4																						AD-H--S	--	-----	hH -LA S								
Monk	Core	5.5	<b>163</b>	<b>110</b>	83	<b>116</b>	118	136										4																				-DF----	--	-----	h- -L - -								
Ninja	Core	4.9	<b>157</b>	<b>111</b>	118	<b>118</b>	118	166	3	4									4		4																		-D -K-	--	-----	hH RL - -							
Ranger	Core	4.5	<b>118</b>	<b>95</b>	118	<b>118</b>	118	130	3	3		3										4																	-D-----	--	-B----	h- -L - -							
Samurai	Core	5.4	<b>154</b>	<b>136</b>	118	<b>136</b>	118	118													4																			-D -K-	--	-----	-H --A -						
Spellblade	Core	4.5	<b>152</b>	<b>118</b>	157	<b>118</b>	118	130															4																	-D---S	--	-----	-H -LA S						
Thief	Core	4.7	<b>130</b>	<b>113</b>	109	<b>113</b>	118	172		4														4																	-D-----	--	-----	h- -L - -					
Viking	Core	6.0	<b>160</b>	<b>121</b>	95	<b>113</b>	118	113	4		5																														AD-H--S	--	-----	-H --A -					
Warrior	Core	6.0	<b>154</b>	<b>154</b>	83	<b>83</b>	83	95	4																																	AD-H--S	--	-----	hH -LA S				
<b>Casters</b>	Realm	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Shp	Spb	Thf	BM	Wit	Su	WM	Fighter	Mag	Ranged	Armor																	
Blk. Mage	Core	3.5	95	<b>71</b>	<b>154</b>	<b>154</b>	118	118																4																			-D-----	R-	-----	h- R-- -			
Devout	Core	4.6	83	<b>83</b>	150	<b>169</b>	<b>177</b>	107																			6																	-D-----	RS	-----	h- R-- -		
Magus	Core	4.0	83	<b>83</b>	<b>177</b>	<b>172</b>	130	107																																			-D-----	RS	-----	h- R-- -			
Red Mage	Core	4.0	97	<b>85</b>	<b>143</b>	<b>141</b>	<b>143</b>	118																	3				3																-D---pS	RS	-B----	h- RL - -	
Summoner	Core	3.4	84	<b>70</b>	<b>153</b>	<b>163</b>	131	118																	2		4																		-D-----	RS	-B----	h- R-- -	
Wht. Mage	Core	4.0	95	<b>83</b>	118	<b>166</b>	<b>154</b>	118																				4																		-D-----	-S	-----	h- R-- -

Official wiki: stats, abilities, and equipment. Enlr: stats.

## Record Sphere access to abilities and items

This list only shows item type access, new ability type access (always 3- or 4-star), or ability type upgrades (+1, except for Mog, Onion, Quistis). Upgrades to 6-star abilities are not shown.

FF	Character	Access to ability/item type	FF	Character	Access to ability/item type	FF	Character, event #	Future access to ability/item type
B	Aemo	Bard 4 => 5	II	Maria	White Magic 3 => 4			
XIV	Alphinaud	B. Magic 4 => 5, W. Magic 4 => 5	I	Meia	Witch 4 => 5			
III	Arc	Black Magic 3 => 4	VI	Mog	Dragoon 2 => 5			
XII	Balthier	Spellblade 4 => 5	B	Morrow	Spellblade 4 => 5			
VII	Barret	Combat 3 => 4	XIII	Nabaat	Witch 4 => 5			
V	Bartz	Knight 3	XIII	Noel	Thief 4 => 5			
XII	Basch	Darkness 4	III	Onion Knight	Com,Cel,Sup,Nin,Blm,Whm 3 => 5			
VII	Cait Sith	Summon 4 => 5	T	Orlandeau	-- equip Axe			
VI	Celes	White Magic 3 => 4	VIII	Quistis	B. Magic 4 => 5, W. Magic 2 => 4			
VII	Cloud	Knight 3, Spellblade 4 => 5	VIII	Rajjin	Celerity 3 => 4			
XI	Curilla	White Magic 3 => 4	VII	Red XIII	Black Magic 4 => 5			
IV	Edward	White Magic 3	III	Refia	Ninja 4			
IX	Eiko	Bard 4 => 5	II	Ricard	Knight 4			
V	Faris	Dancer 4 => 5, Machinist 4	X	Rikku	-- equip Gun			
II	Firion	Support 3 => 4, Spellblade 3	VIII	Rinoa	-- equip Staff			
XII	Fran	-- equip Gun	VIII	Selphie	Black Magic 3 => 4			
T	Gaffgarion	Knight 4 => 5	XI	Shantotto	Darkness 4			
V	Galuf	-- equip Axe, Sword	VIII	Squall	Knight 3			
V	Gilgamesh	Dragoon 4 => 5	VI	Strago	Summon 4 => 5, W. Magic 3 => 4			
IV	Golbez	Summon 4	IV	Tellah	White Magic 4 => 5			
III	Ingus	Samurai 3	X	Tidus	Spellblade 3			
XV	Iris	Dancer 4 => 5	VII	Tifa	Celerity 3 => 4			
VIII	Irvine	Machinist 4	XII	Vaan	-- equip Gun			
X	Jecht	Knight 3 => 4	VIII	Ward	Knight 3 => 4			
IV	Kain	Celerity 3 => 4	I	Warr. of Lt.	Thief 3, Ninja 3			
X	Kimahri	Support 3 => 4	I	Wol	Thief 4 => 5, Dragoon 3 => 4			
V	Krile	Bard 4, equip Instruments --( bug?? only 3★ motes needed! )	B	Wrieg	Knight 4 => 5			
XIII	Lightning	Spellblade 4 => 5	XIV	Yda	Celerity 4			
III	Luneth	Drkns 4=>5, Splbl 4=>5, Sup 3=>4	VIII	Zell	Celerity 4 => 5			

## Changes to character access

Characters occasionally gain new abilities. Global often gets these updates much earlier than the event in which Japan got them.

This list includes changes made in Japan's June–November 2018 events. For global, that's roughly November 2018 to May 2019.

Character	Vincent	Serah	Wol	Gogo vi	Vanille	Rosa	Leila	Hilda	Firion,Lightning
<b>Ability type</b>	Machinist 5	W. Magic 3 => 4	Support 4 => 5, Dragoon 3 => 4	Lt. Armor	Support 4	Lt. Armor	Sharpshooter 5, Axe/Spear/Thrown/Staff/Hat	Dancer 5	Knight 5
<b>JPN Event</b>	GL Dec fest	#394	#398	#400	GL Mar fest	GL Mar fest	#409	#409	#425









Keeper	Realm	LHP	LS	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	WM	Fighter	Mag	Ranged	Armor	
Tyro	Core	8.4	184	6.8	131	130	130	130	130	130	6	6	5	6	5	5	5	5	5	5	5	5	5	5	5	5	6	6	6	6	6	6	6	6	6
Mages	Realm	LHP	LS	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	WM	Fighter <th>Mag</th> <th>Ranged</th> <th>Armor</th>	Mag	Ranged	Armor	
Ace ††	Type-0	7.0	285	6.0	172	123	216	154	152	165	Com	6	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	6	Wit	6	4	-D-	RS	----	h-RL- -	
Alphinau.††	IIIVIIIXIXIV	6.5	287	5.6	114	111	217	173	203	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	6	4	-D-	RS	-----	h-RL- -	
Ashe †	IIIVIIIXIXIV	7.4	286	6.3	142	123	216	191	152	149	Com	Cel	Hv	3	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	6	4	6	3	-D-	RS	-BG---	h-RL- S	
Barbariccia	IIIV VIIIXIXIV	6.6	285	5.6	111	119	217	189	111	142	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	4	6	3	-D-	RS	-----	h-RL- S	
Braska ††	IIIV VIIIXIXIV	6.7	283	5.9	110	105	213	176	192	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	6	4	-D-	RS	-----	h-RL- -	
CoD †	IIIV VIIIXIXIV	6.8	288	5.9	124	109	218	199	184	129	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	6	6	4	-D-	RS	-----	h-RL- -	
Desch †	IIIV VIIIXIXIV	7.2	284	6.2	188	142	214	157	105	149	Com	Cel	Hv	4	4	Dnc	Drk	Drp	Knt	5	Mnk	Nin	Sam	Sh	3	Thf	6	6	6	4	-D-	RS	-----	h-RL- -	
Deuce †	Type-0	6.1	236	5.1	93	100	200	200	209	149	Com	Cel	Hv	Sup	5	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	-D-	RS	---I-	h-RL- -	
Echo ††	IIIV VIIIXIXIV	6.0	288	5.1	93	109	218	199	184	153	Com	Cel	Hv	Sup	Brd	5	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	4	-D-	RS	-B-I-	h-RL- -	
Edea	IIIV VIIIXIXIV	6.5	294	5.5	124	109	224	164	60	129	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	6	6	Sum	WM	-D-	RS	-----	h-RL- -
Emperor †	IIIV VIIIXIXIV	6.9	281	5.9	90	132	211	187	184	132	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	4	4	-D-	RS	-----	h-RL- -	
Exdeath †	IIIV VIIIXIXIV	6.7	284	5.7	124	123	212	194	202	123	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	-D-	RS	-----	-H RLA S	
Fujin ††	IIIV VIIIXIXIV	7.2	282	5.9	148	115	212	156	160	159	Com	Cel	Hv	4	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	5	Sam	6	Spb	Thf	6	Wit	Sum	4	-D-	RS	----	h-RL- -	
Fusoya †	IIIV VIIIXIXIV	6.2	275	5.3	105	108	217	176	212	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	-D-	RS	-----	h-R- -	
Gogo - v †	IIIV VIIIXIXIV	6.7	282	5.9	90	105	217	176	194	129	Com	Cel	Hv	Sup	5	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	-D-	RS	-----	h-R- -	
Gogo - vi ††	IIIV VIIIXIXIV	7.1	257	5.9	199	130	211	127	203	129	6	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	-D-	RS	-----	hH RLA S	
Golbez	IIIV VIIIXIXIV	7.9	280	6.8	164	173	205	194	105	123	3	Cel	Hv	3	Brd	Dnc	5	Drk	Drp	5	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	•	WM	AD-FHK-S	R-	-----	hH -LA S
Hope ††	IIIV VIIIXIXIV	6.5	275	5.5	147	120	205	164	200	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	6	Wit	6	4	-D-	RS	----	h-RL- S	
Kefka †	IIIV VIIIXIXIV	6.9	287	5.9	164	127	215	202	75	149	Com	Cel	Hv	3	5	4	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	WM	-D-	RS	---	h-RL- S	
Krile †	IIIV VIIIXIXIV	6.5	287	5.5	126	114	217	191	106	141	Com	Cel	Hv	Sup	•	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	4	6	WM	-D-	RS	-----	h-RL- S	
Kuja †	IIIV VIIIXIXIV	6.6	288	5.7	90	120	218	164	194	158	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	-D-	RS	-----	h-R- -	
Lulu	IIIV VIIIXIXIV	6.5	294	5.5	93	109	224	194	112	129	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	6	Sum	WM	-D-	RS	-----	h-RL- -	
Marach	FF-TACTICS	6.9	289	5.7	147	123	218	164	119	140	3	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	4	Sam	Sh	Spb	Thf	6	Wit	Sum	WM	-D-	RS	-----	h-RL- -	
Maria †	IIIV VIIIXIXIV	6.7	287	5.7	157	120	217	172	142	140	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	6	4	Sum	3	-D-	RS	-B-	h-RL- -	
Matoya †	IIIV VIIIXIXIV	6.0	281	5.1	105	108	217	184	212	135	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	6	Sum	6	-D-	RS	-----	h-R- -	
Meia †	IIIV VIIIXIXIV	6.7	287	5.7	117	120	217	179	111	142	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	4	6	WM	-D-	RS	-----	h-RL- -	
Montblanc†	FF-TACTICS	6.3	288	5.3	99	114	218	191	166	137	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	WM	-D-	RS	-----	h-RL- -	
Nabaat †	IIIV VIIIXIXIV	7.1	288	5.8	166	109	218	156	117	140	Com	Cel	Hv	4	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	4	Sum	WM	-D-	RS	-----	h-RL- -	
Onion †	IIIV VIIIXIXIV	8.2	274	6.8	205	130	211	130	203	175	3	3	Hv	3	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	3	Sam	Sh	Spb	Thf	3	Wit	Sum	3	AD-FHKpS	RS	-BGITW	hH RLA S	
Palom	IIIV VIIIXIXIV	6.1	294	5.1	93	110	224	202	112	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	WM	-D-	RS	-----	h-RL- -	
Papalymo †	IIIV VIIIXIXIV	6.5	292	5.5	90	106	222	191	164	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	4	-D-	RS	-----	h-RL- -	
Quistis ††	IIIV VIIIXIXIV	6.8	261	5.9	166	120	203	172	149	149	Com	Cel	Hv	4	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	Sum	2	-D-	RS	-----	h-RL- -	
Raines †	IIIV VIIIXIXIV	7.5	279	6.3	187	126	212	123	117	142	Com	Cel	Hv	4	Brd	Dnc	5	Drk	Drp	Mch	3	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	3	-DF-	RS	-----	h-RL- -	
Rapha ††	FF-TACTICS	6.5	284	5.5	91	108	212	194	172	140	Com	Cel	Hv	Sup	Brd	4	Drk	Drp	Knt	Mch	Mnk	4	Sam	Sh	Spb	Thf	6	6	Sum	4	-D-	RS	-----	h-RL- -	
Red XIII †	IIIV VIIIXIXIV	7.6	245	6.5	178	170	217	149	149	169	3	Cel	Hv	6	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	Sum	1	-DF-	RS	---	hH ---	
Rem ††	Type-0	6.2	235	5.2	148	108	203	148	211	166	Com	4	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	6	6	-D-	RS	-----	h-RL- -	
Reno †	IIIV VIIIXIXIV	7.8	262	6.0	202	151	202	172	105	165	4	6	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	5	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	WM	-D-	RS	---	h-RL- -
Reynn ††	beyond	6.8	284	5.9	154	116	214	179	172	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	4	6	4	-DF-	RS	----	h-RL- -	
Rinoa †	IIIV VIIIXIXIV	6.8	287	5.9	144	120	217	157	149	149	Com	2	Hv	3	Brd	Dnc	Drk	Drp	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	6	6	6	3	-D-	RS	----	h-RL- -	
Rubicante †	IIIV VIIIXIXIV	--	--	5.8	90	133	212	170	184	140	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drp	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	-DF-	RS	-----	h-RL- -	
Rude ††	IIIV VIIIXIXIV	--	--	5.9	203	157	194	164	160	132	6	C																							

Keeper	Realm	LHP	LS	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	WM	Fighter	Mag	Ranged	Armor		
Tyro	Core	8.4	181	6.8	131	130	130	130	130	130	6	6	5	6	5	5	5	5	5	5	5	5	5	6	6	6	6	6	6	6	6	6	6	6	6	
Healers	Realm	LHP	LS	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	WM	Fighter	Mag	Ranged	Armor		
Aemo †	beyond	6.2	271	5.2	144	100	202	170	206	149	Com	Cel	Hv	Sup	4	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	6	6	6	-D----	RS	-B-I--	h-RL--	
Aerith †	IIIVIIIXIIIIV	6.2	277	5.2	120	105	206	169	209	149	Com	Cel	Hv	2	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	3	Wit	6	6	6	-D----	RS	----	h-R--	
Alma †	FF-TACTICS	6.5	268	5.5	102	108	205	179	206	149	Com	Cel	Hv	3	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	6	6	6	-D----	RS	---I--	h-RL--		
Alphinau. †	IIIVIIIXIIIIV	6.5	223	5.6	114	111	217	173	203	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	6	6	6	4	-D----	RS	----	h-RL--
Aphmau †	IIIVIIIXIIIIV	6.9	273	5.9	120	110	205	176	205	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	6	6	6	-DF----	RS	----	h-RL--	
Arc †	IIIVIIIXIIIIV	6.2	268	5.2	124	121	203	191	210	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	3	Wit	6	6	6	-D----	RS	-B----	h-R--	
Aria †	IIIVIIIXIIIIV	6.1	282	5.1	124	102	152	194	213	153	Com	Cel	Hv	3	5	4	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	6	-D----	RS	---I--	h-RL--
Deuce †	Type-0	6.1	279	5.1	93	100	200	200	209	149	Com	Cel	Hv	Sup	5	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	---I--	h-RL--	
Eiko †	IIIVIIIXIIIIV	6.1	273	5.1	100	97	197	194	205	135	Com	Cel	Hv	Sup	4	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	6	-D----	RS	---I--	h-RL--
Elarra †	Core	6.2	278	5.2	97	115	197	179	208	150	Com	Cel	Hv	Sup	5	5	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	3	Wit	Sum	6	6	6	-D----	RS	---I--	h-RL--
Exdeath †	IIIVIIIXIIIIV	6.7	247	5.7	124	123	212	194	202	123	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	----	-H RLA	
Fusoya †	IIIVIIIXIIIIV	6.2	259	5.3	105	108	217	176	212	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	----	h-R--	
Gogo - v †	IIIVIIIXIIIIV	6.7	237	5.9	90	105	177	176	194	129	Com	Cel	Hv	Sup	5	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	----	h-R--	
Gogo - vi †	IIIVIIIXIIIIV	7.1	237	5.9	199	130	211	127	203	129	6	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	----	hH RLA	
Hilda †	IIIVIIIXIIIIV	6.7	279	5.7	99	130	117	179	212	137	Com	Cel	Hv	Sup	5	4	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	-D----	RS	---I--	h-RL--	
Iris	IIIVIIIXIIIIV	7.2	278	6.2	160	142	117	149	207	173	Com	Cel	Hv	Sup	Brd	4	Drk	Drg	Knt	Mch	Mnk	3	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	-DF----	RS	---T-	h-RL--
Kuja †	IIIVIIIXIIIIV	6.6	227	5.7	90	120	218	164	194	158	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	----	h-R--	
Larsa †	IIIVIIIXIIIIV	7.2	274	6.2	183	142	129	149	203	135	Com	Cel	Hv	6	4	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	-D----	RS	----	h-RL--	
Lenna †	IIIVIIIXIIIIV	6.1	283	5.2	124	105	176	164	214	149	Com	Cel	Hv	Sup	Brd	4	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	2	Wit	Sum	6	6	-D----	RS	-B----	h-RL--	
Matoya †	IIIVIIIXIIIIV	6.0	254	5.1	105	108	217	184	212	135	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	6	Sum	6	6	-D----	RS	----	h-R--	
Minwu	IIIVIIIXIIIIV	6.7	286	5.8	124	105	164	169	220	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	-D----	RS	----	h-R-- S	
Onion †	IIIVIIIXIIIIV	8.2	227	6.8	205	130	211	130	203	175	3	3	Hv	3	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	3	Sam	Sh	Spb	Thf	3	Wit	Sum	3	ADHFKpS	RS	-BGITW	hH RLA S		
Orran	FF-TACTICS	6.0	281	5.1	93	105	168	200	209	160	Com	Cel	Hv	Sup	5	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	Sum	6	6	-D----	RS	-B-I--	h-RL--	
Ovelia	FF-TACTICS	6.3	284	5.3	124	105	149	173	216	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	----	h-R--	
Penelo †	IIIVIIIXIIIIV	6.8	281	5.8	135	102	149	155	212	149	Com	Cel	Hv	Sup	Brd	5	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	-D----	RS	-B----	h-RL--	
Porom	IIIVIIIXIIIIV	6.1	285	5.1	112	105	149	191	218	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	6	6	-D----	RS	-B----	h-RL--	
Relm	IIIVIIIXIIIIV	6.2	277	5.2	118	105	197	184	208	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	3	Wit	Sum	6	6	-D----	RS	----W	h-R--	
Rem †	Type-0	6.2	278	5.2	148	108	203	148	211	166	Com	4	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	----	h-RL--	
Rosa †	IIIVIIIXIIIIV	6.8	275	5.8	144	120	149	176	209	149	Com	1	Hv	4	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	-B----	h-R--	
Rubicante †	IIIVIIIXIIIIV	—	—	5.8	90	133	212	170	184	140	Com	Cel	Hv	Sup	Brd	Dnc	5	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-DF----	RS	----	h-RL--	
Sarah	IIIVIIIXIIIIV	6.3	282	5.3	124	105	149	169	213	135	Com	Cel	Hv	Sup	5	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	-D----	RS	---I--	h-RL S	
Selphie †	IIIVIIIXIIIIV	6.7	271	5.7	120	112	179	176	208	149	Com	3	Hv	Sup	Brd	5	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	3	Wit	Sum	6	6	-D----	RS	----W	h-RL--	
Tellah †	IIIVIIIXIIIIV	6.4	255	5.5	105	105	172	194	217	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	Wit	Sum	6	6	4	-D----	RS	----	h-R--
Ultimécia †	IIIVIIIXIIIIV	6.7	155	5.7	117	106	224	164	152	128	Com	Cel	Hv	Sup	Brd	Dnc	5	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	6	6	Sum	6	6	-D----	RS	---T-	h-RL--
Vanille	IIIVIIIXIIIIV	6.5	266	5.5	118	105	202	167	202	149	Com	Cel	Hv	2	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	4	Wit	Sum	3	6	-D----	RS	----	h-RL--	
Y'shtola	IIIVIIIXIIIIV	6.5	281	5.5	135	121	194	176	212	149	Com	Cel	Hv	4	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	3	Wit	Sum	6	6	-D----	RS	----	h-RL S	
Yuna †	IIIVIIIXIIIIV	6.9	270	5.9	105	112	205	181	205	149	Com	Cel	Hv	3	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	3	Wit	Sum	6	6	-D----	RS	-G----	h-RL--	
Healers 4★	Realm	LHP	LS	HP	ATK	DEF	MAG	RES	MND	SPD	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb	Thf	BM	Wit	Sum	WM	Fighter	Mag	Ranged	Armor		
Ace †	Type-0	7.0	159	6.0	172	123	216	154	152	165	Com	6	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	6	Spb	Thf	6	Wit	Sum	6	4	-D----	RS	---T-	h-RL--	
Braska †	IIIVIIIXIIIIV	6.7	224	5.9	110	105	213	176	192	149	Com	Cel	Hv	Sup	Brd	Dnc	Drk	Drg	Knt	Mch	Mnk	Nin	Sam	Sh	Spb											



## Ability type access by realm

For Cid's Missions, it helps to see all characters of a realm together. This table only shows access to 4-star (*italic*) and 5-star (**bold**) abilities. **Heavy/Witch, and XV/Type-0/KH not shown.** [Orange] means the ability access must be bought via Record Sphere. The notation "*Character* [5]" means native 4-star access, upgradable to 5-star via Record Sphere.

	Combat 5	Combat 4	Celerity	Support	Dragoon	Drk (ATK)	Knight	Mchinist	Monk	Samurai	Shrpshtr.	Spellbl.	Thief	B. Magic	Drk (MAG)	Summon	W. Magic	BrdDncNin
I	Garland Master War of L	<i>Thief</i>	Thief <i>Wol</i>	<i>Wol</i>	[ <i>Wol</i> ]	Garland	War of L	—	Master	<i>Wol</i>	Wol	—	Thief <i>Wol</i> [5]	Echo Matoya Meia	—	Meia	Matoya Sarah Echo War of L	B: Sarah D: Echo N: —
II	Firion Guy Josef Leon	<i>Leila Ricard Scott</i>	Leila	Gordon Josef [ <i>Firion</i> ]	Ricard	Leon	Leon Guy Scott [ <i>Ricard</i> ]	—	Guy Josef	Firion	Firion Maria	Scott	Leila	Emperor Maria	Emperor	Emperor	Hilda Minwu Emperor Gordon Scott [ <i>Maria</i> ]	B: Hilda D: Hilda N: —
III	Luneth Refia [ <b>Onion</b> ]	<i>Ingus</i>	Luneth [ <b>Onion</b> ] Refia	[ <b>Onion</b> ] Desch Ingus [ <i>Luneth</i> ]	Luneth	Luneth [5]	Ingus	Desch	Refia	—	Refia	Luneth [5]	—	CoD Desch [ <b>Onion</b> ] [ <i>Arc</i> ]	CoD	Arc	Arc, Aria [ <b>Onion</b> ] CoD Ingus	B: Aria B: Desch D: Aria N: [Onion] N: [Refia]
IV	Cecil drk Cecil pal Ceodore Cid, Kain Ursula Yang	—	Edge Ursula [ <i>Kain</i> ]	Edward Ceodore Cid Rosa	Kain	Cecil drk	Cecil pal Ceodore Golbez	Cid	Ursula Yang	—	Rosa Edge	—	Edge	Fusoya Golbez Palom Rydia Tellah	Golbez	Rydia [ <i>Golbez</i> ]	Fusoya Porom Rosa Tellah [5] Cecil pal Ceodore	B: Edward D: — N: Edge
V	Bartz Dorgann Galuf Gilgam. Kelger	<i>Xezat</i>	Kelger Bartz Faris	Faris Dorgann	<i>Gilga. [5]</i>	—	Dorgann Gilgam.	[ <i>Faris</i> ]	Galuf	Gilgam. Galuf	Bartz Faris	Bartz Xezat	Faris Bartz Kelger	Exdeath Gogo Kribe Xezat	Exdeath	Kribe	Exdeath Gogo Lenna Galuf	B: Gogo B: [Kribe] D: Faris [5] D: Lenna N: Kelger N: Galuf
VI	Cyan Edgar Gau Gogo Leo Sabin Umaro	<i>Locke Shadow</i>	Gau Locke Shadow	Setzer Terra	—	—	Celes Edgar Leo	Edgar Setzer	Sabin Umaro	Cyan Leo	Edgar Locke Setzer Shadow Umaro	Celes	Locke	Gogo Kefka Strago Terra Celes	Kefka	Terra Strago [5] Relm	Gogo Relm Mog [ <i>Celes</i> ] [ <i>Strago</i> ]	B: Kefka D: Mog D: Kefka N: Shadow
VII	Angeal Cloud Elena Rude Sephir. Tifa Zack	<i>Cid Reno Rufus [Barret]</i>	Reno Shelke Zack Elena Yuffie [ <i>Tifa</i> ]	Barret Red XIII Shelke Rufus Vincent	Cid	Rufus Sephir.	Angeal	Barret Cid Reno Shelke	Rude Tifa	Cloud Sephir.	Barret Elena Rufus Vincent Yuffie	Cloud [5]	Yuffie	Reno Rude Vincent Red XIII [5]	Vincent	Aerith Cait S. [5] Vincent	Aerith Cait Sith Rude Rufus	B: Cait Sith D: Cait Sith D: Yuffie N: Yuffie
VIII	Raijin Seifer Squall Ward Zell	<i>Kiros Laguna</i>	Kiros Laguna Zell [5] [ <i>Raijin</i> ]	Irvine Fujin Kiros Quistis	Ward	Seifer	Seifer [ <i>Ward</i> ]	Laguna [ <i>Irvine</i> ]	Raijin Zell	—	Fujin Irvine Laguna	Squall	—	Edea Fujin Rinoa Ultiméc. Quistis [5] [ <i>Selphie</i> ]	Edea Ultiméc.	Rinoa Ultiméc.	Selphie Ultiméc. Fujin [ <i>Quistis</i> ]	B: — D: Selphie N: Fujin N: Kiros
IX	Amarant Beatrix Steiner	<i>Marcus Zidane</i>	Zidane Freya Marcus	Quina Freya Marcus	Freya	—	Beatrix Steiner	<i>Zidane</i>	Amarant	—	Amarant	Steiner	Marcus Zidane	Kuja Vivi	Kuja	Eiko Garnet	Beatrix Eiko Kuja Garnet	B: Garnet B: Eiko [5] D: Freya N: —
X	Auron Jecht Paine Tidus	<i>Kimahri</i>	Rikku Tidus Jecht	Auron Wakka [ <i>Kimahri</i> ]	Kimahri	Jecht	Paine [ <i>Jecht</i> ]	Rikku	Jecht	Auron	Jecht Paine Rikku Tidus Wakka	Paine	Rikku	Braska Lulu Seymour	Seymour	Braska Seymour Yuna	Yuna Braska	B: Rikku D: Rikku N: —
XI	Ayame Prishe Zeid	<i>Curilla Lilisette Lion</i>	Lilisette Lion Prishe	<i>Curilla</i>	—	Zeid	Curilla	—	Prishe Shanto.	Ayame	—	Ayame	Lion	Shanto.	[ <i>Shanto.</i> ]	Aphmau	Aphmau Prishe [ <i>Curilla</i> ]	B: — D: Lilisette N: Lion
XII	Balthier Basch Gabrath Reks Vayne	<i>Vaan</i>	Fran Vaan Balthier	Fran Larsa Vaan	—	Gabrath Vayne [ <i>Basch</i> ]	Basch Gabrath	Balthier	Vayne	<i>Basch</i>	Balthier Fran	Reks Balth. [5]	Vaan Balthier	Ashe Vayne Reks	Vayne	Ashe	Larsa Penelo Gabrath Reks	B: Larsa D: Penelo N: —
XIII	Fang Lightning Noel Snow	—	Lightning Fang Noel	Sazh Nabaat Raines	Fang	—	Snow	Sazh	Snow	—	Lightning Noel Sazh Serah	Lghnt. [5]	Noel [5]	Hope Nabaat Raines Serah Vanille	Nabaat Raines	Hope	Vanille Hope Noel	B: — D: — N: —
XIV	Estinien Yda	<i>Cid Haurch. Minfilia</i>	Thancred Estinien [ <i>Yda</i> ]	Cid Minfilia Haurch. Yda Y'shtola	Estinien	Estinien	Haurch. Minfilia	Cid	Yda	—	—	—	Thancred	Papalym. Ysyale Alphin. [5]	—	Alphin. Ysyale	Minfilia Y'shtola Alphin. [5] Haurch. Papalym.	B: — D: — N: Thancred
T	Agrias Delita Gaffgar. Marche Orland.	<i>Ramza</i>	Orland. Mustad.	Ramza Mustad.	—	Gaffgar. Orland.	Agrias Delita Marche Orland. Ramza Gaffg. [5]	Mustadio	—	Orland.	Mustadio	Delita Orland. Agrias Gaffgar.	—	Marach Montbl. Rapha Orran	Marach	—	Orran Ovelia Agrias Marche Rapha	B: Orran D: Montbl. D: Rapha N: Marach N: Marche N: Ramza N: Rapha

## Item type access by realm

**XV/Type-0/KH not shown.** It's useful to see who can use your synergy relics, e.g. for Cid's Missions. [Brackets] means the access is bought via Record Sphere. All characters can use Daggers and Bracers. Most Fighters can use Sword/Helm/Heavy, and most Casters can use Staves. I list the exceptions in red. A few exceptions are so rare that I'll just list them right here instead of in the table:

Every Fighter or Debuffer can use **Light Armor** except **Edward (IV)** and **Red XIII (VII)**. (Note: Light Armor Fighters are *not* listed in the table, but Light Armor Casters are.)  
 Every Mage, Summoner, or Healer can use **Rods** except **Gordon (II)**, **Ceodore (IV)**, **Rude (VII)** and **Red XIII (VII)**.  
 Every Mage, Summoner, or Healer can use **Hats** except **Exdeath (V)**.  
 Every Mage, Summoner, or Healer can use **Robes** except **Cait Sith (VII)**, **Gordon (II)**, and **Vincent (VII)**.

Also, certain unusual types are not shown at all: Fighters who can use Rod/Staff or Hats/Robes, and Casters who can use Axe/Bow/Fist/Gun/Hammer/Katana/Spear or Helm/Heavy/Shield. Very rare item types are not shown at all: Blitzballs, Books, Dolls, Gambling Gear, Gun-Arms, Hairpins, Instruments.

	Fighter's weapon								Fighter's armor				Caster's weapon / armor				
	Axe	Bow	Fist	Gun	Hammer	Katana	Spear	Thrown	no Sword!	no Helm!	no Heavy!	Shield	Sword	Thrown	Whip	no Staff!	Lt. Armor
I	Garland Warr. Lt. Wol	Wol	Master	—	Garland Warr. Lt. Wol	Wol	Garland Wol	—	Master	Master	Master Thief	Garland Thief W.L., Wol	—	—	—	—	Echo Meia Sarah
II	Firion Guy, Josef Leon Ricard Scott	Firion Gordon Leila Leon Scott	Firion Guy Josef	—	Firion Guy Josef Scott	Firion	Firion Gordon Guy, Leon Ricard Scott	Firion	Josef	Gordon Josef Leila Leon	Gordon Josef Leila	Firion Guy, Josef Leon Ricard Scott	Emperor Gordon Maria	—	—	—	Emperor Gordon Hilda Maria Scott
III	Ingus Luneth Onion	Onion	Onion Refia	Onion	Ingus Luneth Onion Refia	Luneth Onion	Luneth Onion	Onion Refia	Refia	Desch Refia	Desch Refia	Ingus Luneth Onion	Desch Onion	Onion	CoD Onion	—	CoD Desch Onion
IV	Cecil pal. Cid Golbez Kain	Cecil pal. Ceodore Edward	Edge Ursula Yang	—	Cecil pal. Cid Golbez	Edge Golbez	Ceodore Kain	Edge	Cid Edge Edward Ursula Yang	Edge Edward Ursula Yang	Edge Edward Ursula Yang	Cecil dk. Cecil pal. Cid Golbez Kain	Ceodore Golbez	—	Rydia	Golbez Rydia	Ceodore Golbez
V	Bartz Dorgann [Galuf] Gilgamesh Xezat	Bartz Faris	Galuf Gilgamesh	—	Galuf Gilgamesh Xezat	Bartz Dorgann Gilgamesh Kelger Xezat	Bartz Dorgann Faris Gilgamesh Xezat	Bartz Faris	[Galuf]	Galuf	Galuf	Bartz,Dorgn. Faris Gilgamesh Kelger Xezat	Exdeath	—	Krile	—	Exdeath Krile Lenna
VI	—	—	Gau Sabin Umoro	Edgar	Umoro	Cyan Leo Shadow	Edgar	Locke Setzer Shadow Umoro	Cyan Gau Sabin Shadow Umoro	Gau Sabin Shadow Umoro	Gau, Gogo Locke Sabin Setzer Shadow Umoro	Celes Edgar Leo Locke Sabin Setzer	Celes Gogo Terra	—	Relm	Terra	Celes Gogo Kefka Relm Strago Terra
VII	—	Yuffie	Elena Red XIII Reno Rude Tifa Yuffie Zack	Barret Rufus Vincent	—	Cloud Sephiroth Yuffie Zack	Angeal Cid Shelke	Yuffie	Barret, Cid Elena Red XIII Reno,Rude Rufus, Seph. Tifa, Vincent Yuffie	Barret Cid, Elena Reno,Rude Rufus, Seph. Shelke Tifa, Vincent Yuffie	Barret,Elena Red XIII Reno,Rude Rufus Shelke Tifa, Vincent Yuffie	Angeal Cloud Zack	—	Reno	—	Red XIII Reno Rude	Cait Sith Lenna Mog Penelo Reno Rude Vincent
VIII	Raijin	—	Kiros Raijin Zell	Irvine Laguna	Raijin	—	Raijin Ward	Ward	Irvine Raijin Ward Zell	Irvine Raijin Zell	Irvine Zell	Kiros,Lgna. Raijin Seifer Squall Ward	—	Edea Fujin Rinoa Ultimec.	Quistis Selphe	Fujin [Rinoa]	Edea,Fujin Quistis Rinoa Selphe Ultimec.
IX	Steiner	—	Amarant	—	—	Zidane	Freya Quina	Amarant Zidane	Amarant Freya Quina	Amarant Marcus Quina Zidane	Amarant Marcus Quina Zidane	Beatrix Steiner	—	—	—	—	Eiko Garnet
X	—	Wakka	Jecht Rikku	Paine [Rikku]	—	Auron Paine	Kimahri	Jecht Rikku Tidus Wakka	Kimahri Rikku Wakka	Jecht Rikku	Jecht Rikku	Kimahri Paine Rikku Tidus	—	—	—	—	Braska Lulu Seymour Yuna
XI	Zeid	—	Lilis., Lion Prishe	—	—	Ayame	Lilissette Lion	Lilissette Lion	Lilissette Lion	Lilis., Lion Prishe	Lilis., Lion Prishe	Curilla Zeid	—	—	—	—	Aphmau Shantotto
XII	Basch Gabranth Vaan	Fran	Basch Gabranth Vayne	Balthier [Fran] [Vaan]	Basch Gabranth Vaan	Basch Gabranth Vaan	Balthier Basch Fran Gabranth Vaan	—	Fran	Balthier Fran Larsa Vayne	Balthier Fran Larsa	Basch Gabranth Vaan	Ashe Larsa Vayne	—	—	—	Ashe Larsa Penelo Vayne
XIII	—	Noel	Raines Snow	Lightning Sazh	—	—	Fang Lightning Noel Raines	—	Sazh	Fang Noel Raines Sazh	Raines	Lightning Snow	Nabaat Raines Serah	Hope	Nabaat	—	Hope Nabaat Raines Vanille
XIV	—	Thancred	Thancred Yda	Cid	Cid	—	Estinien	—	—	Cid Minfilia Yda	Minfilia Yda	Minfilia Thancred	Ysayle	—	—	—	Alphin. Papalymo Ysayle Y'shtola
T	Delita Gaffgarion [Orland.] Ramza	—	—	Mustadio	Delita	Marche Orlandeau Ramza	—	—	—	Mustadio	Mustadio	Agrias,Delita Gaffgarion Marche Orlandeau Ramza	—	—	—	—	Marach Montbl. Orran Rapha

## Dungeon locations of characters and memory crystals

Most unlocks are part of time-limited events, but the ones listed below are permanently available by doing a dungeon.

Name (core)	Character dungeon	Level	Memory crystal 1 dungeon	Level	Memory crystal 2 dungeon	Level	Memory crystal 3 dungeon	Level
Bard	FF VI classic South Figaro Cave	15	FF VIII elite Missile Base	60	FF XII elite Draklor Laboratory	142	FF T elite Monastery Vaults - 1	164
Berserker	FF X classic Airship 3	96	FF III elite Eureka 2	121	FF IX elite Memoria 5	155	FF VIII elite Ultimécia's Castle 8	220
Black Mage	FF VII classic Mako Reactor No 1	1	FF IX elite Village of Dali	67	FF XIII elite Taejin's Tower 2	142	FF V elite Last Floor 2	178
Dark Knight	FF XIII classic The Palamecia 2	82	FF IX elite Desert Palace	116	FF III elite Crystal Tower	156	FF XII Sky Fortress Bahamut 1	202
Devout	FF XIII classic Fifth Ark 3	94	FF V elite Istory Falls	127	FF V elite Dimension Castle 4	159	FF VIII elite Ultimécia's Castle 7	192
Dragon	FF V classic Ronka Ruins 2	79	FF IX elite Ifa Tree	117	FF IX elite Memoria 2	152	FF T elite Riovanes Castle Keep	210
Gladiator	FF II classic Coliseum	51	FF IV elite Lunar Subterrane 2	119	FF XII elite Oerba 2	142	FF XII elite Kefka's Tower 6	178
Knight	FF I classic Chaos Shrine	15	FF IX elite Ifa Tree - Open Sky	139	FF XIII elite Eden 1	168	FF T elite Outlying Church	220
Magus	FF VII classic Sister Ray	101	FF VI elite Kefka's Tower 4	127	FF T Lionel Castle – Oratory	148	FF XIV elite Castrum Meridianum3	220
Monk	FF V classic Istory Falls	98	FF VII elite Wutai Pagoda	111	FF X elite Within Sin	168	FF XIV elite Castrum Meridianum2	192
Ninja	FF I classic Chaos Shrine of Yore 2	64	FF X elite Mt. Gagazet 2	125	FF XII elite Giruvegan 2	142	FF XII elite Pharos – Third Ascent 2	212
Ranger	FF V classic North Mountain	9	FF XII elite Lhusu Mines	72	FF V elite North Mountain 2	142	FF XIII elite Eden 4	178
Red Mage	FF VI classic Darill's Tomb	32	FF IV elite Giant of Babil 2	106	FF VIII elite Lunatic Pandora 4	126	FF XII elite Pharos – Third Ascent 1	205
Samurai	FF V classic Castle of Bal	83	FF V elite Castle Exdeath 4	140	FF X elite Cavern of Stolen Fayth	155	FF XIV elite Castrum Meridianum. 1	202
Spellblade	FF X classic Calm Lands	83	FF VI elite Narshe 2	111	FF XII elite Giruvegan 3	127	FF XII elite Riovanes Castle Roof	214
Summoner	FF VI classic Magitek Factory	18	FF X elite Macalania Temple	89	FF XIV elite The Navel	144	FF XIII elite Orphan's Cradle 2	196
Thief	FF V Castle Exdeath 4	97	FF XIV elite Haukke Manor 2	114	FF XIV elite Howling Eye	136	FF XIII elite Orphan's Cradle 4	220
Viking	FF V classic Xezat's Fleet	86	FF V elite Guardian Tree	128	FF V Dimension Castle 3	140	FF IX Crystal World 2	217
Warrior (prereg bonus)	—	—	FF VIII elite Deep See Research	115	FF VIII elite World of Darkness 1	151	FF T Free City of Bervenia	207
White Mage	FF VII classic Mako Reactor No 1	1	FF III classic Hein's Castle	48	FF VIII elite Cactuar Island	142	FF V elite Last Floor 3	184

**NOTE:** The 22 Feb 2018 dungeon revamp added several character and crystal rewards to existing dungeons, **marked with asterisks** in the table below. If you completed those dungeons before the revamp, the game will mark those rewards Collected, but you won't actually get the character or crystal (you'll have to use the Hall of Rites or get the character in an event). If you're a newer player, **you may ignore the asterisks**.

Data is complete for global up to Nov 2018.

Name	Lvl.	Character dungeon	Lvl.	Memory crystal 1 dungeon	Lvl.	Memory crystal 2 dungeon
Ace	41	[c] T0 Corsi Cave	71	[c] 0 Ingram 1	144	[E] Ingram 1
*Aerith	15	*[E] VII Mako Reactor No. 5	59	*[c] VII Temple of the Ancents	114	*[E] VII Forgotten Capital
*Agria	47	*[E] T Magick City of Gariland	91	*[c] T Golgollada Gallows	130	*[E] T Golgollada Gallows
*Alphinaud	24	*[c] XIV Copperbell Mines	89	*[E] XIV Copperbell Mines	102	*[E] XIV Brayflox's Longstop 1
Aranea	23	[c] XV Declaration of War	84	[E] XV Mutant Marauder	92	[E] XV Declaration of War
Arc	45	[c] III Tower of Owen	46	*[c] III Cave of Tides	102	*[E] III Saronia Catacombs
*Ashe	44	*[c] XII Garamsythe Waterway	66	*[E] XII Garamsythe Waterway	113	*[E] XII Tomb of Raithwall 3
*Auron	17	*[E] X Zanarkand	94	*[c] X Dome 2	114	*[E] X Dome 2
*Ayame	11	*[c] XI Inner Horutoto Ruins	58	*[E] XI Waughroon Shrine	95	*[c] XI Atop the Highest Mtns.
*Balthier	45	*[c] XII Barheim Passage	69	*[E] XII Barheim Passage	101	*[c] XII Draklor Laboratory
*Bartz	6	*[c] V Wind Shrine	69	*[c] V Desert of Shifting Sands	115	*[E] V Castle Exdeath
*Basch	84	*[c] XII Dreadnought Leviathan	86	*[c] XII Tomb of Raithwall 2	108	*[E] XII Light Cruiser Shiva
*Beatrix	46	*[c] IX Burmecia	70	*[c] IX Clebra Cathedral	107	*[E] IX Alexandria Castle 2
*Cecil dk.	4	*[c] IV Underground Waterway	64	*[c] IV Sealed Cave	132	*[E] IV Lunar Subterrane 5
*Cecil pal.	7	*[c] IV Mount Hobs	41	*[E] IV Baron Castle	114	*[E] IV Lunar Subterrane 1
*Celes	15	*[c] VI South Figaro Cave	58	*[E] VI South Figaro Cave	116	*[E] VI Opera House 2
Cid - vii	50	*[c] Shinra Cargo Ship	55	*[c] VII Nibelheim	125	*[E] VII Shinra No. 26
	93	[c] VII Ultima Weapon				
Cloud	1	[c] VII Mako Reactor No 5	56	[E] XIII Gavra Whitewood	89	*[c] VII Forgotten Capital
			85	*[E] VII Midgar Highway		
*Curilla	39	*[E] XI Maze of Shakhrami	96	*[E] XI Delkfutt's Tower	94	*[c] XI In Defiant Challenge
Cyan	16	[c] VI Phantom Train	93	[E] VI Falcon	98	*[c] VI Dreamscape 2
*Delita	27	*[c] T Magic City of Gariland	72	*[c] T Zehirchele Falls	105	*[E] T Zehirchele Falls
Deuce	44	[c] T0 Togoreth Stronghold	80	[c] 0 Ingram 2	165	[E] Ingram 2
*Edgar	11	*[c] VI Figaro Castle	63	*[E] VI Figaro Castle 2	122	*[E] VI Ancient Castle
*Edge	27	*[c] IV Tower of Babil – Heights	55	*[E] IV Tower of Babil – Heights	119	*[E] IV Lunar Subterrane 2
*Eiko	45	*[c] IX Gizamaluke's Grotto	72	*[E] IX Burmecia	139	*[E] IX Mount Gulug 2
Elarra	—	Record Dungeon Chap. 1 #8				
Estinien	99	[c] XIV Castrum Meridianum 3	99	[c] XIV Praetorium 2		
*Fang	44	*[E] XIII Lake Bresha 2	94	*[c] XIII Fifth Ark 3	98	*[c] XIII Oerba 1
*Farris	7	*[c] V Torna Canal	70	*[c] V Catapult	113	*[E] V Gohn Meteorite
*Firion	17	*[c] II Semitt Falls Cavern	51	*[c] II Coliseum	81	*[E] II Leviathan
Fran	44	[c] XII Nalbina Dungeons	68	*[E] XII Nalbina Dungeons	120	*[E] XII Golmore Jungle
			116	[E] XII Tomb of Raithwall 2		
Fusoya	29	*[c] IV The Feymarch	141	*[c] IV Giant of Babil 1	102	*[E] IV Giant of Babil 1
	92	[c] IV Lunar Subterrane 5		[E] VI Dreamscape 2		
Galuf	8	*[c] V Ship Graveyard	87	*[c] V Great Forest of Moore	113	*[E] V Great Forest of Moore
	84	[c] V Big Bridge	140	[E] III Lake Dohr		
*Garland	16	*[c] I Western Keep	62	*[c] I Chaos Shrine of Yore 1	86	*[E] I Chaos Shrine of Yore 1
*Garnet	43	*[c] IX M.S. Prima Vista	66	*[E] IX Evil Forest	108	*[E] IX Alexandria Castle 4
Gau	16	*[c] VI Esper Valley	61	*[c] VI Cave on the Veldt	99	*[E] VI Cave on the Veldt
	98	[c] VI Dreamscape 2				
*Gilgamesh	41	*[c] V Library of the Ancients	81	*[c] V Castle Exdeath	121	*[E] V Big Bridge
Gladiolus	20	[c] XV Power of Kings	23	[c] XV Declaration of War	88	[E] XV Power of Kings
*Golbez	26	*[c] IV Tower of Zot – Spire	48	*[E] IV Tower of Zot – Spire	106	*[E] IV Giant of Babil 2
Gordon	35	[c] II Dreadnought	89	[E] II Mysidian Tower 3	89	*[E] II Mysidian Tower 3

Name	Lvl.	Character dungeon	Lvl.	Memory crystal 1 dungeon	Lvl.	Memory crystal 2 dungeon
*Guy	17	*[c] II Snow Cavern	48	*[c] II Castle Fynn	85	*[E] II Mysidian Tower 1
Haurchefant	99	[c] XIV Castrum Meridianum 3	96	[c] XIV Praetorium 1		
*Hope	34	*[c] XIII The Vile Peaks 1	89	*[E] XIII Palumpolum 2	112	*[E] XIII Vallis Media
Ingus	36 95	*[c] III Castle Sasune [c] III Lake Dohr	48	*[c] III Hein's Castle	97	*[E] III Sunken Cave
Irvine	44	[c] VIII Fisherman's Horizon	57 126	*[E] VIII D-District Prison [E] VIII Galbadia Garden 3	126	*[E] VIII Galbadia Garden 3
Josef	17	[c] II Snow Cavern	73	[E] II Coliseum	78	*[E] II Cave of Mysidia
Kain	3	[c] IV Mist Cave	43 80	*[E] IV Lodestone Cavern [E] III Hein's Castle	125	*[E] IV Lunar Subterrane 4
Kimahri	21 60	*[E] X Besaid [c] X Mushroom Rock Road	88	*[c] X Mt. Gagazet 1	118	*[E] X Mt. Gagazet 1
*Krile	37	*[E] V Ship Graveyard	79	*[c] V Ronka Ruins 2	115	*[E] V Ronka Ruins 2
*Laguna	34	*[c] VIII Centra Excavation Site	87	*[c] VIII Trabia Ravine	106	*[E] VIII Trabia Ravine
*Lenna	9	*[c] V North Mountain	85	*[c] V Drakenvale	109	*[E] V Drakenvale
Leon	27 76	*[E] II Semitt Falls Cavern [c] II Jade Passage	76 136	*[c] II Jade Passage [E] XIII Fifth Ark 3	102	*[E] II Jade Passage
*Lightning	33	*[c] XIII Lake Bresha 1	48	*[E] XIII The Vile Peaks 2	110	*[E] XIII The Palamecia 2
*Locke	10	*[c] VI Abandoned Mineshaft	46	*[E] VI Abandoned Mineshaft	120	*[E] VI Phoenix Cave
*Lulu	5	*[c] X S.S. Liki	61	*[c] X Thunder Plains	124	*[E] X Airship 3
Luneth	35	[c] III Altar Cave	45 102	*[c] III Subterranean Lake [E] III Saronia Catacombs	99	*[c] III Bahamut's Lair
Machina	64	[E] TO Corsi Cave	56	[c] TO Magitek Armor Lab 1	106	[E] TO Magitek Armor Lab 1
Maria	18 67	*[c] II Snow Cavern (Return) [c] II Mysidian Tower 3	67 115	*[c] II Mysidian Tower 3 [E] VI Cultists' Tower 2	98	*[E] II Castle Palamecia
*Minwu	29	*[E] II Snow Cavern	65	*[c] II Mysidian Tower 1	86	*[E] II Mysidian Tower 2
Nine	38	[c] TO Akademeia				
Noctis	17	[c] XV Mutant Marauder	20	[c] XV Power of Kings	88	[E] XV Power of Kings
*Onion	35	*[c] III Altar Cave	55	*[E] III Altar Cave	99	*[c] III Crystal Tower
*Orlandeau	52	*[c] T Windflat Mill	84	*[c] T Goug Lowtown	121	*[E] T Goug Lowtown
*Ovelia	43	*[E] T Orbonne Monastery	78	*[c] T Castled City of Zaland	113	*[E] T Castled City of Zaland
*Papalymo	32	*[c] XIV The Bowl of Embers	58	*[c] XIV Brayflox's Longstop 1	97	*[E] XIV Haukke Manor 1
*Penelo	46	*[c] XII Lhusu Mines	84	*[c] XII Tomb of Raithwall 1	112	*[E] XII Henne Mines
*Prishe	18	*[c] XI Maze of Shakhrami	77	*[E] XI Batallia Downs	97	*[c] XI The Final Seal
Prompto	28	[c] XV Waterfall Grotto	33	[c] XV The Trial of Titan	98	[E] XV Waterfall Grotto
Queen	72	[E] TO Togoreth Stronghold	62	[c] TO Magitek Armor Lab 2	123	[E] TO Magitek Armor Lab 2
Quina	45 96	*[c] IX Gizamaluk's Grotto [c] IX Mount Gulug 2	69	*[E] IX Gizamaluke's Grotto	113	*[E] IX Shrines of Ipsen
*Quistis	42	*[E] VIII Fire Cavern	88	*[c] VIII Great Salt Lake	109	*[E] VIII Great Salt Lake
*Ramza	23	*[c] T Orbonne Monastery	65	*[c] T Merchant City of Dorter	98	*[c] T Riovanes Castle – Gate
Red XIII	49 50	*[c] VII Under Junon [c] VII Cosmo Canyon	50 113	*[c] VII Cosmo Canyon [E] V Great Forest of Moore	120	*[E] VII Underwater Reactor
Refia	46	[c] III Molten Cave	47 104	*[c] III Goldor Manor [E] X Via Purifico Maze	120	*[E] III Temple of Time
*Relm	21	*[c] VI Esper Caves	88	*[c] VI Owzer's Mansion	122	*[E] VI Owzer's Mansion
Rem	56	[E] TO Akademeia	50	[c] TO Togoreth Outskirts	89	[E] TO Togoreth Outskirts
Ricard	31 50	*[E] II Snow Cavern (Return) [c] II Leviathan	66 119	*[c] II Mysidian Tower 2 [E] XII Tomb of Raithwall 4	94	*[E] II The Cyclone
*Rikku	38	*[c] X Luca	60	*[c] X Moonflow	103	*[E] X Via Purifico Sewer
*Rinoa	34	*[c] VIII Balamb Garden 1	46	*[E] VIII Balamb Garden 1	118	*[E] VIII Galbadia Garden 1
*Rosa	6	[c] IV Antlion's Den	45	*[E] IV Tower of Zot	118	*[E] IV Lunar Subterrane 3
Rydia	8	[c] IV Fabul Castle	50 72	*[E] IV Dwarven Castle [E] IX Burmecia	98	*[E] IV Lair of the Father
*Sabin	12	*[c] VI Mt. Kolts	51	*[E] VI Mt. Kolts	108	*[E] VI Narshe 1
*Sarah	24	*[E] I Chaos Shrine	50	*[c] I Cavern of Ice	78	*[E] I Flying Fortress
*Sazh	35	*[c] The Vile Peaks 2	74	*[c] XIII Nautilus Park 2	93	*[E] XIII Nautilus Park 1
*Seifer	33	*[c] VIII SeeD Field Exam	86	*[c] VIII Galbadia Garden 2	119	*[E] VIII Lunatic Pandora 3
*Selphie	43	*[c] VIII Missile Base	60	*[E] VIII Missile Base	121	*[E] VIII Galbadia Garden 2
*Sephir.	47	*[c] VII Midgar Highway	84	*[E] VII Nibelheim	126	*[E] VII Whirlwind Maze
*Shadow	23	*[c] VI Floating Continent 2	41	*[E] VI Floating Continent 2	115	*[E] VI Cultists' Tower 2
Shantotto	32	[c] XI Waughroon Shrine	46	*[c] XI Batallia Downs	96	*[E] XI Beadeaux 2
Snow	32	[c] XIII The Hanging Edge	86 98	*[E] XIII Palumpolum 1 [E] XIII Nautilus Park 2	106	*[E] XIII The Palamecia 1
*Squall	32	*[c] VIII Fire Cavern	45	*[E] VIII Dollet	109	*[E] VIII Balamb
Steiner	43 73	*[c] IX Village of Dali [c] IX Alexandria Castle 3	73 134	*[c] IX Alexandria Castle 3 [E] VII Ultima Weapon	116	*[E] IX Desert Palace
Strago	20 89	*[c] VI Thamasa [c] VI Cultists' Tower 1	89 122	*[c] VI Cultists' Tower 1 [E] VI Ancient Castle	128	*[E] VI Cultists' Tower 1
*Terra	9	*[c] VI North Mines	43	*[E] VI North Mines	111	*[E] VI Narshe 2
*Tidus	2	*[c] X Zanarkand	62	*[c] X Macalania Woods	104	*[E] X Via Purifico Maze
*Tifa	1	*[c] VII Mako Reactor No. 5	91	*[E] VII Under Junon	119	*[E] VII Gaea's Cliff
Tyro	—	(granted at start of game)	41	[c] XIII Gavra Whitewood	—	—
*Vaan	43	*[c] XII Nalbina Fortress	63	*[E] XII Nalbina Fortress	110	*[E] XII Dreadnought Leviathan
*Vanille	33	*[c] XIII Lake Bresha 2	72	*[c] XIII Nautilus Park 1	98	*[E] XIII Mah'habara 2
*Vincent	48	*[c] VII Corel Prison	56	*[c] VII Mt. Nibel	101	*[c] VII Sister Ray
Vivi	44	[c] IX Evil Forest	66 121	*[c] IX South Gate [E] V Big Bridge	117	*[E] IX The Iifa Tree
Wakka	3	[c] X Besaid	64 94	*[c] X Macalania Temple *[E] VII Shinra Cargo Ship	118	*[E] X Airship 2

Name	Lvl.	Character dungeon	Lvl.	Memory crystal 1 dungeon	Lvl.	Memory crystal 2 dungeon
War. of Lt.	34	[c] I Cavern of Earth	52	*[c] I Citadel of Trials	89	*[E] I Chaos Shrine of Yore 2
			110	[E] IX Alexandria Castle 3		
*Yda	18	*[c] XIV Tam-Tara Deepcroft	83	*[E] XIV Tam-Tara Deepcroft	105	*[E] XIV Thousand Maws 2
Ysayle	96	[c] XIV Castrum Meridianum 2	96	[c] XIV Castrum Meridianum 2		
*Y'shtola	14	*[c] XIV Sastasha Seagrot	80	*[E] XIV Sastasha Seagrot	110	*[E] XIV The Bowl of Embers
*Yuffie	48	*[c] VII Gongaga	57	*[c] VII Wutai	111	*[E] VII Wutai Pagoda
*Yuna	3	*[c] X Besaid	63	*[c] X Macalania Lake	99	*[E] X Airship
*Zack	48	*[c] CC VII VR	68	*[E] CC VII VR	—	—
	34	*[c] VIII Dollet	61	*[E] VIII Balamb Garden MD		
Zell	88	[c] VIII Galbadia Garden 3	139	[E] IX Mount Gulug 2	115	*[E] VIII Deep Sea Research Ctr.
*Zidane	43	*[c] IX M.S. Prima Vista	63	*[E] IX M.S. Prima Vista	111	*[E] IX Pandemonium 1



## Record Materia

I try not to include subjective opinions in this document, but so many terrible RM50/65 exist that I've moved the worst into a separate table in the last subsection. Materia marked with a † symbol are listed in two different categories.

### By character

Some materia are granted automatically, and some by taking the character to battle.

- To earn a record materia, you must already have all previous ones.
- ( ◊ ) The first memory crystal (at level 50) immediately grants RM50.
- ( ◆ ) indicates a memory crystal permanently available in story dungeons.
- For some characters, memory crystal 1 unlocks two materia, which are referred to as "50a" and "50b". Materia 50b must be obtained as a random drop.
- ( ◊◊ ) The second memory crystal (level 65) unlocks RM65 as a random drop.
- ( ◊◊◊ ) The third memory crystal (level 80) must be bought using a memory crystal 3 lode; RM99 is automatically granted upon reaching level 99.

Core	RM	Name	Effect
Bard	◆	<i>Concert Musician</i>	1.1x PHY damage with instruments
	50b	<i>Zealot</i>	Attack: p0.6 AoE
	◆◆	<i>War Ballad</i>	+10% ATK and Regen (lo) at battle start
	◆◆◆	<i>Chant of Repose</i>	Attack: m2.0, 20% Sleep
Berserker	◆	<i>Berserker's Axe</i>	1.1x PHY damage with axes
	50b	<i>Berserker's Awakening</i>	1.2x PHY damage with axes
	◆◆	<i>Berserker's Might</i>	+10% ATK, but Berserk at battle start
	◆◆◆	<i>Berserker's Fury</i>	1.3x PHY damage with axes
Black Mage	◆	<i>Mana Spring I</i>	50% refill 1 use Black Magic at battle start
	50b	<i>Mana Spring II</i>	Refill 1 use of Black Magic skills at battle start
	◆◆	<i>Omnicast Fire</i>	Attack: AoE m1.5 fire
	◆◆◆	<i>Omnicast Direflame</i>	Attack: AoE m2.08 fire
Dark Knight	◆	<i>Helm Expertise</i>	+10% DEF if using a helm
	50b	<i>Dark Blade</i>	Attack: 25% to do p0.9 and heal 32% of that
	◆◆	<i>Secrets of Darkness</i>	Attack: 50% to do p1.0, heal 36% of dmg
	◆◆◆	<i>Dark Delight</i>	Attack: 60% to do p1.67 & heal 32% of dmg
Devout	◆	<i>Healer's Prayer I</i>	8% dualcast White Magic
	50b	<i>Healer's Prayer II</i>	15% dualcast White Magic
	◆◆	<i>Cleansing Spirit</i>	Attack: 50% Esuna if needed
	◆◆◆	<i>Cleansing Grace</i>	Attack: 70% Esuna if needed
Dragoon	◆	<i>Dragoon's Soul I</i>	50% refill 1 use Dragoon skills at battle start
	50b	<i>Dragoon's Soul II</i>	Refill 1 use of Dragoon skills at battle start
	◆◆	<i>Dragoon's Devastation</i>	1.25x jump damage
	◆◆◆	<i>From On High</i>	Attack: 50% p3.8/2 rmgd (3.5s air time)
Gladiator	◆	<i>Axe Master</i>	1.1x PHY damage with axes
	50b	<i>Super Critical</i>	Attack: 16% to do p2.8 dmg
	◆◆	<i>Unyielding Will</i>	+20% DEF if using light armor
	◆◆◆	<i>Gladiator's Guile</i>	Attack: p1.0 and -30% ATK 15s
Knight	◆	<i>Knight of Steel</i>	+10% DEF if using a helm
	◆◆	<i>Defensive Aspect</i>	Protect and Regen (lo) at battle start
	◆◆◆	<i>Steadfast Knight</i>	+25% DEF if using a helm
	Magus	◆	<i>Forbidden Arts I</i>
50b		<i>Forbidden Arts II</i>	15% dualcast Black Magic
◆◆		<i>Forbidden Knowledge</i>	Attack: m1.5 fire+Igt+ice
◆◆◆		<i>Forbidden Sorcery</i>	Attack: AoE m2.0 fire+Igt+ice
Monk	◆	<i>Fist of the Monk</i>	1.15x Monk damage
	50b	<i>Martial Enlightenment</i>	8% dualcast Monk
	◆◆	<i>Blemished Insight</i>	10% counter PHY with Chakra
	◆◆◆	<i>Honed Senses</i>	30% counter PHY with Chakra

Core	RM	Name	Effect
Ninja	◆	<i>Shuriken Master</i>	1.1x PHY damage with thrown
	50b	<i>Vanish</i>	Blink 1 at 10% HP, once per battle
	◆◆	<i>Shinobi's Acumen</i>	1.2x PHY damage with thrown
	◆◆◆	<i>Master Ninja</i>	Attack: fast AoE m^18.0 fire (NIN)
Ranger	◆	<i>Master Archer</i>	1.1x PHY damage with bows
	50b	<i>Blue Moon Barrage</i>	Attack: 16% to Barrage (p2.8 / 4)
	◆◆	<i>Hawk Eye</i>	Haste at battle start, Attack: becomes Aim
	◆◆◆	<i>Distinguished Marksman</i>	Attack: 33% to Barrage (p2.8 / 4)
Red Mage	◆	<i>Magic Flame I</i>	Attack: 30% to instead cast weak Fire (m0.7)
	50b	<i>Secrets of the Red Mage</i>	13% dualcast Black Magic
	◆◆	<i>Mag-of-all-Trades</i>	Attack: one of h39, or m2.6 fire, ice, or Igt
	◆◆◆		
Samurai	◆	<i>Way of the Samurai I</i>	50% refill 1 use of Samurai skills at battle start
	50b	<i>Way of the Samurai II</i>	Refill 1 use of Samurai skills at battle start
	◆◆	<i>Blade of the East</i>	25% counter PHY with Blade Bash
	◆◆◆	<i>Inner Awakening</i>	Attack: 50% for AoE p1.8/2 no miss
Spellblade	◆	<i>Spellblade Mastery I</i>	50% refill 1 use Spellblade skills at battle start
	50b	<i>Spellblade Mastery II</i>	Refill 1 use of Spellblade skills at battle start
	◆◆	<i>Spellblade Splendor</i>	Attack: 60% to Fire/Blizzard/Thunder Strike
	◆◆◆	<i>Earthen Blade</i>	Attack: AoE p1.2/2 earth
Summoner	◆	<i>Summoning Spring I</i>	50% refill 1 use Summon skills at battle start
	50b	<i>Summoning Spring II</i>	Refill 1 use of Summon skills at battle start
	◆◆	<i>Summoner's Quality</i>	1.2x SUM damage
	◆◆◆	<i>Summoner's Oath</i>	Attack: 40% for Goblin/Choco./Dragon/Bomb
Thief	◆	<i>Thief's Pride I</i>	50% refill 1 use of Thief skills at battle start
	50b	<i>Thief's Pride II</i>	Refill 1 use of Thief skills at battle start
	◆◆	<i>Way of the Thief</i>	Attack: 35% to Steal HP
	◆◆◆	<i>Thief's Sight</i>	Attack: 50% for p1.94/2 bio, p2.34 w/ daggers
Viking	◆	<i>Hammer Master</i>	1.1x PHY damage with hammers
	50b	<i>Ferocious Charge</i>	Attack: becomes Charge
	◆◆	<i>Scourge of the Seas</i>	1.2x PHY damage if using a helm
	◆◆◆	<i>Fury of the Sea</i>	+15% ATK if using a hammer
Warrior	◆	<i>Blade's Edge</i>	1.1x PHY damage with swords
	50b	<i>Warrior's Drive</i>	50% refill 1 use of Combat skills at battle start
	◆◆	<i>Warrior's Honor</i>	1.3x PHY damage with swords
	◆◆◆		
White Mage	◆	<i>Concentration I</i>	50% refill 1 use White Magic at battle start
	50b	<i>Concentration II</i>	Refill 1 use White Magic skills at battle start
	◆◆	<i>Prayer of Mending</i>	Attack: becomes a heal (h26)
	◆◆◆	<i>White Mage Wonder</i>	Attack: becomes a heal (h39)

Character	RM	Name	Effect
Ace	◆	<i>Card Wheeler</i>	+10% MAG if using thrown
	◆◆	<i>Master Dealer</i>	+13% MAG if using thrown
	◊◊◊	<i>Class Ace</i>	+13% MAG, Phys blink 1 at battle start
Aemo	◊	<i>Radical Orange</i>	40% refill 1 use W. Mag./Summon at battle start
	◊◊	<i>Small Hero</i>	1.2x WHT healing
	◊◊◊	<i>Precious Days</i>	+25% MND if using a rod
Aerith	◆	<i>Prayer of the Cetra</i>	1.1x holy damage
	◆◆	<i>Cetra's Destiny</i>	1.2x WHT healing
	◊◊◊	<i>Planet's Salvation</i>	+13% MAG/MND if using a rod
Agrias	◆	<i>Holy Knight's Sigil</i>	Attack: 30% to deal holy dmg
	◆◆	<i>Holy Knight's Pride</i>	1.3x Knight damage
	◊◊◊	<i>Holy Knight's Muse</i>	1.4x Knight damage
Alma	◊	<i>Youngest Beoulve</i>	1.1x WHT healing
	◊◊	<i>Monastic Teachings</i>	15% dualcast White Magic
	◊◊◊	<i>Sacred Heart</i>	+10% DEF/MND if using a staff
Alphinaud	◆	<i>Sharlayan Prodigy</i>	+10% MAG if using a book
	◆◆	<i>Louisoix's Heir</i>	+10% MAG/MND if using a book
	◊◊◊	<i>Bellwether</i>	+13% MAG/MND if using a book

Character	RM	Name	Effect
Amarant	◊	<i>Way of the Fist</i>	1.1x PHY damage with fists
	◊◊	<i>Bounty Hunter</i>	Draw Fire 15s at battle start
	◊◊◊	<i>Flaming Stand</i>	Last stand at battle start
Angeal	◊	<i>Heroic Stride</i>	10% to gain Protect when physically attacked
	◊◊	<i>Pride's Sigil</i>	+20% DEF if using a sword
	◊◊◊	<i>Rightful Pride</i>	+25% DEF if using a bracer
Aphmau	◊	<i>Pure of Thought</i>	+10% MND if using a staff
	◊◊	<i>Unarmed Puppeteer</i>	Attack: w2.0 non?
	◊◊◊	<i>Imperial Heir</i>	+25% MND if using a staff
Aranea	◆	<i>Spearhead</i>	1.1x PHY damage if using a spear
	◆◆	<i>Dazzling Flight</i>	1.3x Dragoon damage
	◊◊◊	<i>Mother of Mercenaries</i>	1.3x PHY damage if using a helm
Arc	◆	<i>Might of Water</i>	1.1x water damage
	50b	<i>Gentle Soul</i>	Shell at battle start
	◆◆	<i>Wisdom Beyond Years</i>	+10% MAG/MND if using a staff
	◊◊◊	<i>Unseen Valor</i>	+13% MAG/MND if using a robe



Character	RM	Name	Effect
Aria	◊ ◊◊ ◊◊◊	Maiden's Awakening Word of Prayer Guiding Light	+20% MND, but -20% MAG Refill 1 use of White Magic abils at battle start 1.3x WHT healing
Ashe	◆ ◆◆ ◊◊◊	Vow of Vengeance Dalmascan Royalty True Path	+10% MAG, but -10% ATK 1.2x lgt damage +15% MAG if using a sword
Auron	◆ ◆◆ ◊◊◊	Bushido Legend's Blade Untarnished Spirit	1.1x PHY damage with katanas 13% dualcast Samurai 1.4x Samurai damage
Ayame	◆ ◆◆ ◊◊◊	Mighty Musketeer Blade of Bastok Hardened Faith	1.15x Samurai damage Attack: 12% to Flashing Blade (AoE p2.66 / 2) Attack: 24% to Hailstorm
Balthier	◆ ◆◆ ◊◊◊	Sky Pirate's Pride Machinist's Touch A Sky Pirate's Life	Haste at battle start 13% dualcast Machinist 1.3x PHY damage if using a gun
Barbariccia	◊ ◊◊ ◊◊◊	Standout Archfiend Midair Combatant One With the Wind	+10% MAG but -10% DEF 1.2x wind damage Attack: AoE 2.08 wind
Barret	◊ ◊◊ ◊◊◊	Reload I Gun-Arm Master Solemn Protector	50% refill 1 use of Support skills at battle start 1.2x PHY damage if using a gun-arm 1.3x PHY damage if using a gun-arm
Bartz	◆ ◆◆ ◊◊◊	Wind Wanderer Spellblade Master World Traveler	1.1x wind damage 13% dualcast Spellblade 1.3x wind damage
Basch	◆ ◆◆ ◊◊◊	Shield of Dalmasca Loyal Captain Unwavering Devotion	+10% ATK if using a shield 13% dualcast Knight +20% DEF/RES if using a shield
Beatrix	◆ ◆◆ ◊◊◊	Sacred Duty One-Eyed General Veteran General	50% refill 1 use of Knight skills at battle start 1.2x PHY damage with swords Attack: 24% to Saint Cross
Braska	◊ ◊◊ ◊◊◊	Selfless Summoner Summoner's Resolve Unwavering Vision	+10% MAG but -10% RES 1.2x SUM damage +15% MAG if using a staff
Cait Sith	◊ ◊◊ ◊◊◊	Lucky Slots Moogles Ward Solemn Burden	Attack: 30% to become m0.8 non-elem Regen (hi) at battle start +13% MAG/MND if using an instrument
Cecil, Dk.	◆ 50b ◆◆ ◊◊◊	Gore-stained Blade I Gore-stained Blade II Pride of the Red Wings Cursed Power	Attack: p1.2 non-el & lose 5% of max HP (no KO) Attack: p1.3 non-el & lose 5% of max HP (no KO) 1.2x PHY damage with swords 1.4x Darkness damage
Cecil, Pal.	◆ 50b ◆◆ ◊◊◊	Indomitable Spirit Holy Blade Paladin's Devotion Azure Blade	Protect at 20% HP, once per battle Attack: p0.9 dmg and heal self 8% of dmg done 30% to counter PHY with self heal (h30) 1.3x holy damage
Celes	◆ ◆◆ ◊◊◊	Hand of the Victor Unbreakable Spellblade Love's Wake	Attack: 30% to instead do Blizzard Strike 1.3x Spellblade damage 1.4x Spellblade damage
Ceodore	◊ ◊◊ ◊◊◊	Hero's Progeny Conqueror of Trials Vigor of Youth	Attack: 40% to clear ally debuffs, if needed +10% DEF/RES if using heavy armor +10% ATK/MND
Cid - IV	◊ ◊◊ ◊◊◊	Baron Airshipwright Stubborn Ox Grizzled Veteran	1.15x Machinist damage 1.2x PHY damage with hammers Attack: 20% to do p1.0 with 100% Silence
Cid - VII	◆ 50b ◆◆ ◊◊◊	Fury Ace Pilot Air Raid Star Dreams	Berserk at battle start 20% chance for double EXP 1.2x wind damage 1.35x Dragoon damage
Cid - XIV	◊ ◊◊ ◊◊◊	Hidden Truths Magiteknician Engineer's Mark	+10% ATK/DEF, but Confuse at battle start +13% ATK if using a gun +13% ATK/RES if using a gun
Cid Raines	—	—	(see "Raines" below)
Cinque	◊ ◊◊ ◊◊◊	Offbeat Warrior Iron Maiden Strength of Innocence	Attack: 8% for p2.8 1.2x earth damage 1.4x Heavy Physical damage
Cloud	◆ 50b ◆◆ ◊◊◊	SOLDIER Strike SOLDIER Counter Mako Might Truthseeker	1.1x PHY damage with swords 15% chance to counter PHY attacks Begin dungeons with 1 soul break charge 1.3x PHY damage with swords
CoD (Cloud of Darkness)	◊ ◊◊ ◊◊◊	Ripples of Magic Portent of Doom Avatar of the Void	Attack: 30% to do m0.7 non-el Attack: AoE m1.5 dark Attack: m2.6 non-el
Curilla	◆ ◆◆ ◊◊◊	Noble Beauty First Sword Knight Captain	1.15x Knight damage +20% DEF if using a sword Sentinel at battle start
Cyan	◆ 50b ◆◆ ◊◊◊	Katana Master Samurai Spirit Samurai of Doma Brink of Despair	1.1x PHY damage with katanas Retaliate at 20% HP, once per battle 1.3x Samurai damage +13% ATK/DEF if using a katana

Character	RM	Name	Effect
Delita	◆ ◆◆ ◊◊◊	Will of the Commons Captain of the Order Sword Attested	+10% ATK, but -10% DEF Magic Lure 15s at battle start +20% DEF/RES if using a sword
Desch	◊ ◊◊ ◊◊◊	Ancient Power Duty Bound Shocking Demeanor	1.1x BLK damage if using a sword +10% ATK/MAG, Sap at battle start Attack: m2.6 lgt
Deuce	◆ ◆◆ ◊◊◊	Tender Touch Musical Inclination Soft Power	1.1x WHT healing +10% MND if using an instrument +25% MND if using an instrument
Dorgann	◊ ◊◊ ◊◊◊	Proud Father Tempered Blade Dawn's Star	1.1x holy damage 1.3x Knight damage +20% DEF/RES if using heavy armor
Echo	◊ ◊◊ ◊◊◊	Pluck Tiny Sprite Mischievous Sprite	1.1x lgt damage +10% MAG, but Blind at battle start +15% MAG, but Blind at battle start
Edea	◊ ◊◊ ◊◊◊	Icy Manipulator Chosen Sorceress Successor's Power	Attack: 30% to do m0.7 ice +10% MAG if using thrown 1.35x Witch damage
Edgar	◆ ◆◆ ◊◊◊	Might of Figaro Pride of Figaro Well-Oiled Machine	Protect at 20% HP, once per battle 1.2x PHY damage with spears 1.3x bio damage
Edge	◆ ◆◆ ◊◊◊	Secrets of Eblan Smoldering Fury Sacred Tradition	50% refill 1 use of Ninja skills at battle start 1.2x fire damage 1.4x Ninja damage
Edward	◊ 50b ◊◊ ◊◊◊	Royal Song I Royal Song II Frail Prince Spoon Bard	50% refill 1 use of Bard skills at battle start Refill 1 use of Bard skills at battle start +10% DEF/RES, but start battle Sapped 1.3x PHY damage with instruments
Eiko	◆ ◆◆ ◊◊◊	Impetuous Youth Impish Recital Uplifting Melody	+10% MAG, but -10% RES 1.2x PHY damage with instruments +25% MND if using an instrument
Elarra	◊ ◊◊ ◊◊◊	Girl Awakened Providence of Memory Divine Fundamentals	1.1x WHT healing 1.2x WHT healing 40% chance for double EXP
Elena	◊ ◊◊ ◊◊◊	Elbow Grease New Recruit First Fist	15% to start each round with full ATB gauge 1.2x PHY damage if using a gun +15% ATK if using a fist
Emperor	◊ ◊◊ ◊◊◊	Emperor's Stratagem Winds of Darkness Thirst for Power	8% counter phys w/ m0.7 wind Attack: AoE m1.5 wind Attack: 60% to Drain (m4.5 dark, drain 30%)
Estinien	◊ ◊◊ ◊◊◊	Wyrmhunter Slayer of Dragons Might of the Eye	1.1x PHY damage if using a spear 1.25x jump damage 1.35x Dragoon damage
Exdeath	◊ ◊◊ ◊◊◊	Evil Thoughts Arcane Secrets Call of the Void	Attack: 10% KO chance in addition to damage 13% dualcast Darkness +13% MAG/RES if using heavy armor
Fang	◆ ◆◆ ◊◊◊	Gran Pulse Warrior Power Pulse Spear of Gran Pulse	1.1x PHY damage with spears 1.3x Dragoon damage 1.3x PHY damage with spears
Faris	◆ ◆◆ ◊◊◊	Pirate's Vanguard Fury of the Seas Flower of the Sea	50% refill 1 use of Support skills at battle start 1.2x PHY damage with bows 1.4x Support damage
Firion	◆ ◆◆ ◊◊◊	Hold the Line Rebel's Might Weapons Master	Up to +55% ATK as HP decreases +10% ATK/DEF, Regen (lo) at battle start +13% ATK
Fran	◆ 50b ◆◆ ◊◊◊	Seething Mist Viera Virtuoso Art of the Barrage Reign of Arrows	Berserk at battle start 1.2x PHY dmg with bows Attack: 16% to Barrage (4 hits at p0.7 dmg) 1.3x PHY dmg with bows
Freya	◊ ◊◊ ◊◊◊	Burmecian Dragon Knt Warrior Extraordinaire Undaunted Drg. Knt.	1.15x Dragoon damage +10% ATK/DEF if using lt. armor Attack: 48% to Leeching Leap (p2.3, drain 40%)
Fujin	◊ ◊◊ ◊◊◊	Terse Beauty Stern Discipline Silvered Warrior	Attack: 40% to clear ally debuffs, if needed 1.2x wind damage +13% MAG/RES if using thrown
Fusoya	◆ 50b ◆◆ ◊◊◊	Moon's Grace I Moon's Grace II Wizard's Beard Waning Moon	50% refill 1 use Black/White Magic at battle start Refill 1 use of Black/White Magic at battle start 1.1x BLK/WHT damage if using a rod +10% MAG/MND
Gabranth	◊ ◊◊ ◊◊◊	Icy Veins Object of Hatred Errant Hound	1.1x dark damage 1.2x dark damage +20% DEF
Gaffgarion	◊ ◊◊ ◊◊◊	Darkest Arts Fell Blademaster Masterful Mercenary	1.15x Darkness damage 15% counter PHY with p1.0 & 30% drain 48% counter PHY with p2.3 & drain 40% of dmg
Galuf	◆ 50b ◆◆ ◊◊◊	Fit of Rage Martial Master Fist of Dawn Quiet Resolve	Berserk at battle start 12% to counter PHY attacks for p1.3 dmg 1.2x PHY dmg with fists Attack: 24% to do Fires Within

Character	RM	Name	Effect
Garland	◆◆	Heretic	Attack: 30% to deal dark dmg
	◆◆◆	Stalwart Warrior	+20% DEF if using heavy armor
	◆◆◆	True Madness	1.3x dark damage
Garnet	◆	Blessing of Alexandria	Regen (lo) at 20% HP, once per battle
	50b	Healer	Attack: becomes a weak heal (h13)
	◆◆◆	Blood of the Summoner Dagger's Will	20% dualcast Summons +13% MAG/MND if using a dagger
Gau	◆	Wild Child	+10% ATK, but -10% DEF
	◆◆	Feral Might	+10% ATK, and Haste at battle start
	◆◆◆	Veldt Mischief	Attack: 60% to do p2.2
Gilgamesh	◆	Warrior's Burden	+10% DEF if using heavy armor
	◆◆	Captain's Protection	Refill 1 use Knight skills at battle start
	◆◆◆	Into the Fray	Protect, Shell, and Haste at battle start
Gladius	◆	Staunch Ally	Up to +55% DEF as HP decreases
	◆◆	Stalwart Watch	Protect at battle start
	◆◆◆	Crown Defense	+15% ATK if using a shield
Gogo - V	◆	Master's Touch	Reflect at battle start
	◆	Master's Bearing	Retaliate and Regen (lo) at battle start
	◆◆◆	Master's Guise	+13% MAG/MND if using a hat
Gogo - VI	◆	Defensive Instinct	10% counter PHY with self Protect
	◆	Mimic-Fashion	+20% MND, Regen (lo) at battle start
	◆◆◆	Enigmatic Ally	+20% DEF/RES if using a helm
Golbez	◆	Devil's Pact	Up to +20% MAG as HP decreases
	◆◆	Brooding Darkness	1.2x dark damage
	◆◆◆	Sorcerer in Black	+13% MAG/DEF if using a rod
Gordon	◆	Grim Determination	Up to +55% RES as HP decreases
	50b	Pride of Kashuan	Protect at battle start
	◆◆	Royal Charge	+20% RES if using a shield
	◆◆◆	Princely Promise	+13% ATK/DEF if using a spear
Guy	◆	Son of Beasts	+10% ATK, but -10% def
	◆◆	Unyielding Fang	+10% ATK/DEF if using an axe
	◆◆◆	Untempered Giant	1.3x PHY dmg with axes
Haurche-fant	◆	Knight's Discipline	1.15x Knight damage
	◆	Fortemps Champion	+20% DEF if using a shield
	◆◆◆	Shield of the People	+20% DEF/RES if using a shield
Hilda	◆	Trustworthy Princess	+10% MND if using an instrument
	◆	Wisdom and Will	13% dualcast Bard
	◆◆◆	Masterful Leader	Attack: becomes Requiem (m4.2 non)
Hope	◆◆	Ascendence	1.1x BLK damage if using thrown
	◆◆	Hope Not In Vain	1.2x BLK damage if using thrown
	◆◆◆	Beyond Oaths	+15% MAG if using thrown
Ignis	◆	Diligent Study	1.1x PHY damage if using a dagger
	◆	Aide to Royalty	15% counter PHY with p1.0 & drain 30%
	◆◆◆	Promising Tactician	1.3x PHY damage if using a dagger
Ingus	◆	Might of Earth	1.1x earth damage
	50b	Devout Soul	Regen (mid) at battle start
	◆◆	Spirit of Sasune	+20% DEF if using a shield
	◆◆◆	Steady Hand	+25% DEF if using a shield
Iris	◆	Puppy Love	1.1x WHT healing
	◆	The Two of Us	Attack: becomes a heal (h26)
	◆◆◆	Stern Stuff	35% to counter Slow with self Haste
Irvine	◆	Solitude	Up to +46% ATK/DEF if allies missing or KOed
	50b	Master Sniper	1.2x PHY damage with guns
	◆◆	Fragile Psyche	+10% ATK/DEF but start Confused
	◆◆◆	Nerves of Steel	1.4x Sharpshooter damage
Jack	◆	"Positive Thinking"	50% refill 1 use of Samurai skills at battle start
	◆	"Bright Future"	13% dualcast Samurai
	◆◆◆	"Ignorant Power"	1.4x Samurai damage
Jecht	◆	Legendary Shot	1.1x physical damage with blitzballs
	◆	Heavy-Handed Father	Attack: 14% to Exploding Fist (p3.2 / 5)
	◆◆◆	Ace of Aces	+13% ATK/DEF if using fists
Josef	◆	Self-Sacrifice	+10% ATK/DEF but start battle Sapped
	50b	Double Hit	Attack: p1.3 / 2
	◆◆◆	Ward of Snow Plains Entrusted Ambition	1.2x ice damage +15% ATK, but -15% DEF
Kain	◆	Heart of the Dragoon	1.2x damage with jump abilities or soul breaks
	50b	Brainwash	+10% ATK/DEF but start battle Confused
	◆◆◆	Illustrious Dragoon Heights of Honor	1.25x damage with jump abilities or soul breaks 1.35x damage with jump abilities or soul breaks
Kefka	◆	Magic Madness	+10% MAG, but -10% DEF
	◆	Jester	+10% MAG if using an instrument
	◆◆◆	God of Ruin	+15% MAG if using an instrument
Kelger	◆	Alpha Wolf	50% refill 1 Celerity use at battle start
	◆	Lupine Swiftness	50% to start each round with full ATB gauge
	◆◆◆	Ferocious Fang	Attack: instant p2.1, but no SB gain
Kimahri	◆	Ronso Pride	1.1x PHY damage with spears
	50b	Guardian	Magic Blink 1 at 10% HP, once per battle
	◆◆◆	Proud Tradition Unyielding Resolve	Attack: 49% to Jump (p2.0 after delay) Attack: becomes Jump

Character	RM	Name	Effect
King	◆	Slick Cadet	1.1x PHY damage with guns
	◆◆	Calculated Combat	Refill 1 use Machinist abilities at battle start
	◆◆◆	Decisive Spark	Attack: 16% Spark Offering
Kiros	◆	Straight Man	1.15x Ninja damage
	◆◆	Loyal Friend	Attack: 40% for p2.0 / 2
	◆◆◆	Eccentric Styling	Attack: 24% p2.0/2 dark (Ancestral Reflection)
Krile	◆	Bestial Affinity	1.1x SUM damage
	◆◆	Familial Bond	+10% MAG and Regen (lo) at battle start
	◆◆◆	Unbroken Promise	+15% MAG if using a whip
Kuja	◆	Silver Genome	1.1x dark damage
	◆◆	Dark Fate	1.2x dark damage
	◆◆◆	Inevitable Fate	Doom 60s at battle start
Laguna	◆	The Fairies' Boon	1.1x PHY damage with guns
	◆◆	Charismatic Aura	+10% ATK/DEF, Regen (lo) at battle start
	◆◆◆	Destiny's Burden	1.35x Machinist damage
Lann	◆	Sunny Disposition	Regen (lo) at battle start
	◆	Spring of Youth	+10% ATK, Regen (lo) at battle start
	◆◆◆	Unforeseen Power	+13% ATK/DEF if using thrown
Larsa	◆	Untarnished Prince	50% refill 1 use of W. Magic skills at battle start
	◆	Road to Peace	+10% MND, Regen (lo) at battle start
	◆◆◆	Noble Intentions	+10% ATK/MND
Leila	◆	Pirate's Code	1.1x PHY damage with daggers
	◆	Trick Attack	1.2x PHY damage with daggers
	◆◆◆	Ringleader	Attack: 24% to Thief's Revenge
Lenna	◆	Oath of Tycoon	1.1x WHT healing
	◆◆	Empathic Soul	Regen (hi) at battle start
	◆◆◆	Heart of Grace	1.3x WHT healing
Leo	◆	Moment of Truth	Up to +46% ATK/DEF if allies missing or KOed
	◆	One Against Many	Attack: AoE p1.0 but 4.5s cast time
	◆◆◆	Knight Inviolat	+20% DEF/RES if using heavy armor
Leon	◆	Misplaced Faith	Up to +55% DEF as HP decreases
	50b	Power of Darkness	Attack: deals dark damage
	◆◆◆	Lone Warrior Darkborn Knight	+10% ATK, but -10% DEF +13% ATK/DEF if using heavy armor
Lightning	◆	Flash of Light	15% chance to begin battle with full ATB gauge
	◆◆	Thunderstroke	Attack: instant cast
	◆◆◆	Bolt from Above	1.3x lgt damage
Lilisette	◆	"Dancing Leader"	50% refill 1 use of Dancer skills at battle start
	◆	"Top Idol"	Refill 1 use of Dancer skills at battle start
	◆◆◆	"Moonshade Butterfly"	1.3x PHY damage if using a dagger
Lion	◆	Fleeting Strike	Attack: p1.3 / 2
	◆	Ace Agent	+10% ATK, and Haste at battle start
	◆◆◆	First Pirate	Attack: 24% to Mug Time
Locke	◆	Treasure Hunter's Zeal	50% refill 1 use of Celerity skills at battle start
	◆◆	Adventurer's Dagger	1.2x PHY damage with daggers
	◆◆◆	True Treasure Hunter	1.35x Celerity damage
Lulu	◆	Inner Fire	1.1x fire damage
	◆◆	Ice Beauty	1.2x ice damage
	◆◆◆	Doll Collector	+15% MAG if using a doll
Luneth	◆	Might of Wind	1.1x wind damage
	50b	Zeal	Haste at battle start
	◆◆◆	Prey on the Weak Fast Learner	1.2x damage vs weakness 40% chance for double EXP
Machina	◆	Star Pupil	1.15x Spellblade damage
	◆◆	Naive Heart	Attack: AoE p1.0, 4.5s cast time
	◆◆◆	Whirling Blades	1.4x Spellblade damage
Marach	◆	Dark Mantra	Attack: 30% to do m0.7 lgt
	◆	Avenging Brother	Attack: AoE m1.5 lgt
	◆◆◆	Netherseer Adept	Attack: m2.6 lgt
Marche	◆	Between Worlds	1.1x PHY damage if using a sword
	◆	Crystal Breaker	1.3x Knight damage
	◆◆◆	Facing Reality	Sentinel at battle start
Marcus	◆	Thick as Thieves	+10% ATK if using a dagger
	◆	Blood Brother	1.2x PHY damage if using a dagger
	◆◆◆	Noble Thief	+10% ATK/DEF, Haste at battle start
Maria	◆	Archer Mage	1.1x BLK dmg if using a bow
	50b	Rebel Sharpshooter	1.1x BLK & PHY dmg if using a bow
	◆◆◆	Inflame Defiant Archer	Attack: m2.2 fire +15% MAG if using a bow
Master	◆	Burnished Fist	Attack: 8% to do p2.8
	◆	Martial Artist	25% dualcast Monk when under 50% max HP
	◆◆◆	Arduous Path	Attack: 100% to Chi Blast
Matoya	◆	Witch's Tonic	50% refill 1 use of B. Magic skills at battle start
	◆	Witch's Sight	15% dualcast Black Magic
	◆◆◆	Legendary Witch	1.3x BLK damage if using a staff
Meia	◆	Azure Witch	1.1x SUM damage
	◆	Bewitching Sorcery	1.1x BLK/SUM damage if using a rod
	◆◆◆	Palamecian Avenger	Attack: 30% Leviathan (AoE m8.8/2 water)

Character	RM	Name	Effect
Meliadoul	◊ ◊◊ ◊◊◊	Hardened Blade Tenacious Templar Stealing Gaze	Attack: 16% to Armor Break (p1.7, -30% DEF 15 s) +20% DEF if using light armor 1.4x Support damage
Minfilia	◊ ◊◊ ◊◊◊	Antecedent Protector of Eorzea Word of the Mother	+10% ATK if using a shield +13% ATK if using a shield +13% ATK/DEF if using a shield
Minwu	◆ ◆◆ ◊◊◊	White Shepherd Master in White Greater Good	+10% MND if using a staff 1.2x WHT healing 1.3x WHT healing
Mog	◊ 50b ◊◊ ◊◊◊	Heart of the Dancer I Heart of the Dancer II Mooglee Warrior Mooglee Gallantry	50% refill 1 use of Dancer skills at battle start Refill 1 use of Dancer skills at battle start +20% MND, but -20% MAG +25% MND if using a spear
Mont-blanc	◊ ◊◊ ◊◊◊	Tried and True Born Leader Fluffy Fortitude	1.1x BLK damage if using a staff +10% MAG, Haste at battle start +15% MAG if using a robe
Morrow	◊ ◊◊ ◊◊◊	Unspoiled Vista A Day on the Road Endless Adventure	1.1x PHY damage if using a sword Refill 1 Support use at battle start 1.4x Support damage
Mustadio	◊◊ ◊◊◊	Goug Machinist Expert Marksman Rare Gift	Attack: 17% to Blind Shell Attack: 28% Stop in addition to damage Attack: 20% to do p1.0 with 100% Petrify
Nabaat	◊ ◊◊ ◊◊◊	L'Cie's Despair Fencer's Baton PSICOM Marvel	1.1x dmg vs weakness +13% MAG if using a sword Attack: AoE m3.0 non? but 4.5s cast
Nine	◊ ◊◊ ◊◊◊	Wild Side Spearmaster Head Basher	+10% ATK, but -10% DEF 1.2x PHY damage with spears +15% ATK if using a spear
Noctis	◆ ◆◆ ◊◊◊	Sleeping Prince Lucan Heir Promised Power	+10% ATK/DEF, but Sleep at battle start Defend: self 10% HP heal Attack: instant p2.1, but no SB gauge gain
Noel	◊ ◊◊ ◊◊◊	Yeul's Blessing Shadow Hunter Life's Protector	Regen (lo) at battle start Attack: p1.0 ranged +10% ATK/RES, Haste at battle start
Onion Knight	◆ ◆◆ ◊◊◊	Mage Aspirant Untapped Talent Timeless Wisdom	+10% MAG if using a staff 20% chance for double EXP +13% MAG/MND if using a staff
Orlande	◆ ◆◆ ◊◊◊	Godspeed God Among Men Gathering Storm	Haste at battle start Attack: AoE p0.9/0.75/0.65/... vs 1/2/3/... foes Hi fastcast 25s at battle start
Orran	◊ ◊◊ ◊◊◊	"Astrologer" "Recorder of History" "Keeper of Truth"	+10% MND if using a book +20% MND if using a book +25% MND if using a book
Ovelia	◆ ◆◆ ◊◊◊	Forlorn Princess Lady of Ivalice Royal Imperative	Magic blink 1 at battle start Attack: w2.0 non-elem +13% MND/RES if using a robe
Paine	◊ ◊◊ ◊◊◊	Woman of Mystery Gullwing Blade Steely Warrior	1.15x Spellblade damage 1.3x Spellblade damage Attack: 24% to Engulf. Quadstrike (p3.2/4 water)
Palom	◊ ◊◊ ◊◊◊	Black Magic Adept Black Magic Prodigy Black Magic Marvel	1.1x BLK dmg if using a dagger 20% chance for double EXP +15% MAG if using a rod
Papalymo	◆ ◊◊◊	Derisive Smile SharlayanThaumaturge Scion Thaumaturge	+10% MAG if using a rod 1.2x BLK damage if using a rod +13% MAG/RES if using a rod
Penelo	◆ ◆◆ ◊◊◊	Loving Soul Desert Bloom Moral Compass	+10% MND if using a staff +20% MND but -10% ATK/MAG 1.3x WHT damage
Porom	◊ ◊◊ ◊◊◊	White Magic Adept White Magic Prodigy White Magic Marvel	8% dualcast White Magic +20% MND if using a staff +25% MND if using a hat
Prishe	◆ ◆◆ ◊◊◊	Ageless Maiden Feeling Peckish Unexpected Assault	Regen (lo) at battle start Attack: 40% to Drain Strike Attack: p1.98 / 3
Prompto	◆ ◆◆ ◊◊◊	Life of the Party Social Butterfly Hidden Struggle	+10% ATK if using a gun 13% dualcast Machinist 1.3x PHY damage if using a gun
Queen	◆ ◆◆ ◊◊◊	Implacable Justice Swift Charge Tempered Power	+10% ATK if using a sword Attack: instant p1.0 Attack: 42% to Double Cut (p1.8 / 2)
Quina	◊ ◊◆ ◊◊◊	Hunger of the Qu Secrets of the Qu Arms of the Qu Qu Pathfinder	Attack: 16% to Drain Strike 1.3x Support damage 1.2x PHY damage with spears Attack: 60% to Drain Strike
Quistis	◆ ◆◆ ◊◊◊	Keen Eye Instructor's Discipline Trepies Forever	1.1x damage vs weakness 1.2x PHY damage with whips 1.3x bio damage
Raijin	◊ ◊◊ ◊◊◊	Faithful Friend Firm Discipline Solemn Warrior	Attack: 30% to heal ally 40% max HP 1.2x lgt damage Attack: 24% to Exploding Fist (p3.2 / 5)

Character	RM	Name	Effect
Raines	◊ ◊◊ ◊◊◊	Cavalry Commander Might of the l'Cie Rising Pawn	1.1x BLK damage if using lt. armor +10% ATK/MAG if using fists +15% MAG if using fists
Ramza	◆ ◆◆ ◊◊◊	Salve Battleforged Standard Bearer	Attack: 40% to clear ally debuffs, if needed 1.5x soul break gain with all abilities Attack: becomes Thunder Strike (p1.6 lgt)
Rapha	◊ ◊◊ ◊◊◊	Divine Mantra Avenging Sister Skyseer Adept	8% dualcast Witch 1.3x Witch damage Attack: 24% to Hell Thunder (m8.1 / 6 lgt)
Red XIII	◆ 50b ◆◆ ◊◊◊	Planet Guardian Seto's Will Survival Instinct Ancient Spirit	Reflect at battle start Regen (hi) at 25% HP, once per battle Refill 1 use of Support skills at battle start 1.3x PHY dmg with hairpins
Refia	◆ 50b ◆◆ ◊◊◊	Might of Fire Beloved Soul Chakram Arts Heightened Senses	1.1x fire damage Protect at battle start 1.2x PHY damage if using thrown 1.3x PHY damage if using thrown
Reks	◊ ◊◊ ◊◊◊	Spark of Youth Cool Head Uncanny Ability	1.15x Spellblade damage 1.2x damage vs. weakness Attack: 24% Thundering Quadstrike (p3.2/4 lgt)
Relm	◆ ◆◆ ◊◊◊	Granddaughter's Love Gifted Artist Precocious Youth	+10% MND if using a rod 20% chance for double EXP +25% MND if using a robe
Rem	◆ ◆◆ ◊◊◊	Lady of Daggers Tender Care Earnest Intentions	+10% MND if using a dagger 1.2x WHT damage 1.3x WHT damage
Reno	◊ ◊◊ ◊◊◊	Crimson Lockdown Ace Turk Turks' Technique	Attack: 11% Stop in addition to damage 1.2x PHY and BLK damage if using a rod Attack: 24% to Tempest Snipe (p3.42/6 lgt)
Reynn	◊ ◊◊ ◊◊◊	Ward of Heaven Hidden Nature Fate Usurper	Magic blink 1 at battle start +10% MAG, Magic blink 1 at battle start 1.3x BLK dmg if using thrown
Ricard	◆ 50b ◆◆ ◊◊◊	Dragoon's Determin. Dragoon's Pride The Last Dragoon Dragoon of Deist	+20% ATK but start battle Sapped Attack: 37% to Jump (p2.0 after delay) 1.3x Dragoon damage Attack: 24% to Sky Grinder
Rikku	◆ ◆◆ ◊◊◊	Machina Meddler Al Bhed Ingenuity Fleet-Footed Hunter	50% refill 1 use of Thief skills at battle start 1.3x Thief damage Attack: 24% to Quick Hit
Riku	◊ ◊◊ ◊◊◊	Dreams of Power Means to an End Heart of Darkness	1.1x dark damage 1.2x dark damage 1.3x dark damage
Rinoa	◆ ◆◆ ◊◊◊	Angelo Recover Witch of Succession Sorceress's Vow	Attack: 30% to do p0.9 dmg and heal 8% of that 1.15x BLK damage 1.25x BLK damage
Rosa	◆ ◆◆ ◊◊◊	Archer in White Artemis of Baron Rose of Baron	+10% MND if using a bow +20% MND if using a bow +25% MND if using a bow
Rubicante	◊ ◊◊ ◊◊◊	Lord of Flame Master of Fire Honorable Foe	1.1x fire damage Attack: AoE m1.5 fire +13% MAG/MND if using light armor
Rude	◊ ◊◊ ◊◊◊	Strong and Silent Quiet Determination Turk Muscle	1.1x earth damage Shell and Regen (lo) at battle start +13% ATK/MAG if using a fist
Rufus	◊ ◊◊ ◊◊◊	Savage Shots Master of Fear Ambitious Scion	1.15x Sharpshooter damage 1.3x Sharpshooter damage +15% ATK if using a gun
Rydia	◆ 50b ◆◆ ◊◊◊	Eidolon's Gift Eidolon's Bond Summoner of Mist Child of the Feymarch	Shell at 20% HP, once per battle 1.2x SUM damage +10% MAG if using a whip +13% MAG/RES if using a whip
Sabin	◆ ◆◆ ◊◊◊	Innate Healing Keeper of the Old Ways Fists of Justice	Regen (lo) at battle start 13% dualcast Monk 1.4x Monk damage
Sarah	◆ ◆◆ ◊◊◊	Bloom of Cornelia Royal Benediction First Princess	+20% MND, but -20% MAG Attack: becomes a heal (h26) +25% MND if using a staff
Sazh	◆ ◆◆ ◊◊◊	Father's Pride Double Barrels Friendly Skies	Regen (lo) at 20% HP, once per battle Attack: p1.3 / 2 +13% ATK/DEF if using a gun
Scott	◊ ◊◊ ◊◊◊	Valiant Prince Blade of Kashuan Undying Flame	1.15x Spellblade damage Attack: 49% to Fire Strike (p1.5 fire) +20% DEF, and Reraise 40% at battle start
Seifer	◆ ◆◆ ◊◊◊	Dirty Trick Fallen Gunblade Worthy Rival	Attack: 10% to also cast Fire (m1.5) 1.2x Darkness damage Attack: 24% to Gaia's Cross
Selphie	◆ ◆◆ ◊◊◊	Slots Flower of Trabia Shrewd Negotiator	Attack: 30% to instead cast Fire/Bliz/Thunder Attack: w1.8 holy +25% MND if using a rod

Character	RM	Name	Effect
Sephiroth	◆	<i>Loner</i>	Up to +46% ATK/DEF if allies missing or KOed
	◆◆	<i>Heroic Stance</i>	1.2x PHY damage with katanas
	◆◆◆	<i>Argent Hero</i>	1.3x PHY damage with katanas
Serah	◇	<i>Air of Enchantment</i>	+10% MAG, but -10% ATK
	◆◆	<i>Etro's Intervention</i>	1.2x BLK damage if using a bow
	◆◆◆	<i>Awoken Powers</i>	+15% MAG, but -10% DEF
Setzer	◇	<i>All In</i>	50% refill 1 use of Combat skills at battle start
	◆◆	<i>Soaring Dreams</i>	1.3x Machinist damage
	◆◆◆	<i>Wandering Gambler</i>	Attack: 24% to Rapid Fire
Seven	◇	<i>Gaze Upon Truth</i>	Magic blink 1 at battle start
	◆◆	<i>Whipblade Warrior</i>	+10% MAG if using a whip
	◆◆◆	<i>Unblinking Power</i>	1.3x BLK damage if using a whip
Seymour	◇	<i>Maester of Yevon</i>	+10% MAG if using a rod
	◆◆	<i>Twisted Summoner</i>	Attack: 17% for 1-, 2-, 3-, or 5-star summon
	◆◆◆	<i>Mad Obsession</i>	+13% DEF/MAG if using a staff
Shadow	◆◆	<i>Cold Steel</i>	Attack: p1.2 dmg, only 7% soul break (not 10%)
	◆◆◆	<i>Hardened Assassin</i>	1.3x Ninja damage
	◆◆◆	<i>Violent Ambition</i>	Attack: 24% to Doppbltd (AoE p2.38/2, 24% Sap)
Shantotto	◆	<i>Minister of Windurst</i>	1.1x BLK damage if using a staff
	◆◆	<i>Legendary Lady</i>	1.2x BLK damage if using a staff
	◆◆◆	<i>Witch's Cackle</i>	1.3x BLK damage if using a staff
Shelke	◇	<i>Forever Young</i>	50% refill 1 use of Celerity skills at battle start
	◆◆	<i>Invisible Soldier</i>	1.25x Celerity damage
	◆◆◆	<i>Double Destruction</i>	Attack: 42% to Double Cut (p1.8 / 2)
Sice	◇	<i>Searing Darkness</i>	1.15x Darkness damage
	◆◆	<i>Spiteful Scythe</i>	13% dualcast Darkness
	◆◆◆	<i>Unyielding Power</i>	+15% ATK, but -15% DEF
Snow	◆	<i>Bastion</i>	+10% DEF, but -10% ATK
	50b	<i>Indomitable Will</i>	Up to +55% DEF as HP decreases
	◆◆◆	<i>Eternal Optimist</i> <i>Bittersweet Vow</i>	+10% ATK/DEF if using fists +25% DEF if using light armor
Sora	◇	<i>Link Between Hearts</i>	1.15x Spellblade damage
	◆◆	<i>Bond Between Worlds</i>	1.3x Spellblade damage
	◆◆◆	<i>Faith in the Light</i>	1.4x Spellblade damage
Squall	◆	<i>Composure</i>	Attack: p1.2 dmg, only 7% soul break (not 10%)
	50b	<i>Gunblade</i>	Attack: 16% to deal p2.5 dmg
	◆◆◆	<i>Lionheart</i> <i>Orphaned Cub</i>	Gain 15% soul break (not 10%) when damaged 1.3x ice damage
Steiner	◆	<i>Ironclad</i>	+10% DEF if using heavy armor
	50b	<i>Knight's Pride</i>	25% to gain Protect when physically attacked
	◆◆◆	<i>Knight's Charge</i> <i>Unbending Loyalty</i>	1.25x soul break gain for abilities and taking dmg +25% DEF if using heavy armor
Strago	◆	<i>Elder Sage</i>	1.1x water damage
	50b	<i>Blue Mage Defiance</i>	15% counter BLK & WHT (m1.5, 6% confuse)
	◆◆◆	<i>Mystic Bloodlines</i> <i>Reborn Zeal</i>	1.2x water damage Attack: AoE m2.08
Tellah	◇	<i>Sage's Sigil</i>	Attack: 30% to do m0.7 ice
	◆◆	<i>Sage's Monograph</i>	+10% MAG/MND if using a rod
	◆◆◆	<i>Sage's Reverie</i>	+13% MAG/MND if using a staff
Terra	◆◆	<i>Hidden Power</i>	50% refill 1 use Black Magic skills at battle start
	◆◆◆	<i>Blood of Espers</i>	13% dualcast Black Magic
	◆◆◆	<i>Light of Hope</i>	+13% MAG
Thief - I	◇	<i>Smooth Operator</i>	1.15x Thief damage
	◆◆	<i>Deft Moves</i>	+10% ATK, Haste at battle start
	◆◆◆	<i>Dagger Master</i>	+13% ATK/RES if using a dagger
Tidus	◆	<i>Winning Spirit</i>	Haste at 20% HP, once per battle
	50b	<i>High Scorer</i>	Attack: adds 13% soul break gauge (not 10%)
	◆◆◆	<i>Ace Striker</i> <i>Dreamguide</i>	1.5x soul break gain with all abilities 1.3x water damage
Tifa	◆	<i>Pugilist's Lore</i>	1.1x PHY damage with fists
	◆◆	<i>The Zangan Way</i>	1.2x PHY damage with fists
	◆◆◆	<i>Face the Past</i>	1.3x earth damage
Thancred	◇	<i>Fraternal Knowledge</i>	1.1x PHY damage with daggers
	◆◆	<i>Blades Like Wind</i>	1.2x wind damage
	◆◆◆	<i>Oathsworn</i>	+13% ATK/DEF with daggers
Tyro	◆	<i>Attunement I</i>	1.1x damage vs weakness
	50b	<i>Attunement II</i>	1.2x damage vs weakness
	◆◆◆	<i>Dr. Mog's Teachings</i> <i>Scholar's Boon</i>	Begin dungeons with 1 soul break charge 1.3x damage vs weakness
Ultimecia	◇	<i>Future Witch</i>	+10% MAG, but -10% RES
	◆◆	<i>Witch's Plot</i>	1.2x wind damage
	◆◆◆	<i>Heart of Fury</i>	1.3x BLK damage if using a rod
Umario	◇	<i>Blizzard Berserker</i>	Berserk at battle start
	◆◆	<i>Bone Carver</i>	+13% ATK if using a hammer
	◆◆◆	<i>Icy Jewel</i>	Attack: 16% for AoE p3.46/2 ice

Character	RM	Name	Effect
Ursula	◇	<i>Fabul Princess</i>	1.1x PHY damage if using lt. armor
	◆◆	<i>Flirting with Power</i>	+13% ATK if using a fist
	◆◆◆	<i>Deadly Secrets</i>	Attack: 15% p3.0 / 4 earth (Gaia Rush)
Vaan	◆	<i>Freedom's Wish</i>	+10% ATK, but -10% DEF
	◆◆	<i>Winds of Rabanastre</i>	13% dualcast Celerity
	◆◆◆	<i>Wings Unfurled</i>	1.3x PHY damage with daggers
Vanille	◆	<i>Innocence</i>	10% to counter phys dmg w/ self Cure (h30)
	◆◆	<i>Pulse Kindness</i>	Attack: becomes a heal (h26)
	◆◆◆	<i>Words of Truth</i>	Attack: w2.5 non-elem
Vayne	◇	<i>Cold Ambition</i>	Up to +55% def as HP decreases
	◆◆	<i>Noble Bearing</i>	+10% ATK/MAG if using fists
	◆◆◆	<i>Military Genius</i>	+13% ATK, Magic blink 1 at battle start
Vincent	◆	<i>Flesh Undying</i>	+10% MAG if using a gun
	◆◆	<i>Unerring Shot</i>	1.2x PHY damage with guns
	◆◆◆	<i>Lingering Nightmare</i>	+20% DEF/RES if using a gun
Vivi	◆	<i>Rod Master</i>	1.1x BLK damage if using a rod
	50b	<i>Devotion</i>	+20% MAG, but -10% DEF/RES
	◆◆◆	<i>Blk. Mage's Awakening</i> <i>Spark of Life</i>	Attack: m2.0 non-elem 1.3x fire damage
Wakka	◆	<i>Preemptive Strike</i>	15% chance to begin battle with full ATB gauge
	50b	<i>Blitz-Eye</i>	Attack: becomes Aim (1.2s cast, p1.1 dmg)
	◆◆◆	<i>Self Discipline</i> <i>Heart of the Team</i>	Regen (hi) at 50% HP, once per battle 1.3x PHY damage with blitzballs
Ward	◇	<i>Profound Depths</i>	1.15x Dragonoo damage
	◆◆	<i>Gentle Giant</i>	+13% ATK if using a spear
	◆◆◆	<i>Silent Bond</i>	Attack: 48% p2.5 (Soaring Jump, 2.2s air time)
Warrior of Light	◆	<i>Crystals' Blessing</i>	Shell at 20% HP, once per battle
	50b	<i>Light's Wrath</i>	Attack: deals Holy damage
	◆◆◆	<i>Holy Might</i> <i>The Promised One</i>	1.2x holy damage +13% ATK/DEF if using a sword
Wol	◇	<i>The Stranger</i>	+10% DEF if using light armor
	◆◆	<i>Critical Affinity</i>	Attack: 16% to do p2.8
	◆◆◆	<i>Palamecian Adventurer</i>	+13% ATK/DEF if using light armor
Wrieg	◇	<i>Wrieg's Song</i>	+10% DEF if using a spear
	◆◆	<i>Ironclad Oath</i>	1.3x Dragonoo damage
	◆◆◆	<i>Budding Trust</i>	+13% ATK/DEF if using a spear
Xezat	◇	<i>Humble Monarch</i>	50% refill 1 Spellblade use at battle start
	◆◆	<i>Proud Swordsman</i>	1.3x Spellblade damage
	◆◆◆	<i>Xezat of Ice</i>	Attack: 24% Frost Strike (AoE p2.4/2 ice)
Yang	◇	<i>Ascetic Journey</i>	50% refill 1 use of Monk skills at battle start
	◆◆	<i>Tough Love</i>	Attack: AoE p0.4
	◆◆◆	<i>Feat of Fabul</i>	Attack: AoE p0.8
Yda	◆◆	<i>Honed Flesh</i>	1.15x Monk damage
	◆◆◆	<i>Capricious Pugilist</i>	Attack: p0.6 AoE
	◆◆◆	<i>Divine Fists</i>	Attack: p0.8 AoE
Y'shtola	◆◆	<i>Cultured Conjurer</i>	1.1x WHT healing
	◆◆◆	<i>Solemn Soul</i>	1.2x WHT damage
	◆◆◆	<i>Matoya's Treasure</i>	+20% DEF/RES if using a robe
Ysyale	◆	<i>Lady of Ice</i>	+10% MAG, but -10% ATK
	◆◆	<i>Speaker of Heresies</i>	1.2x ice damage
	◆◆◆	<i>Dragonsong Seer</i>	Attack: m0.7 ice
Yuffie	◆	<i>Gift of the Shinobi</i>	1.1x PHY damage with thrown
	◆◆	<i>Lickety-Split</i>	Attack: instant cast
	◆◆◆	<i>Master of Shadows</i>	+10% ATK/MAG, Blink 1 at battle start
Yuna	◆◆	<i>Light of the Fayth</i>	1.1x WHT healing
	◆◆◆	<i>Summoner's Prayer</i>	+20% MND if using a rod
	◆◆◆	<i>Savior of Spira</i>	1.3x SUM damage
Zack	◆◆	<i>SOLDIER's Pride</i>	1.1x PHY damage with swords
	◆◆◆	<i>SOLDIER's Resolve</i>	30% to reduce PHY dmg taken by 20%
	◆◆◆	<i>Worthy Hero</i>	+10% ATK/DEF, and Haste at battle start
Zeid	◇	<i>Dark Knight of Bastok</i>	1.15x Darkness damage
	◆◆	<i>Karmic Blade</i>	13% dualcast Darkness
	◆◆◆	<i>Darkest Iron</i>	1.4x Darkness damage
Zell	◆	<i>Untapped Power</i>	Up to +55% ATK as HP decreases
	50b	<i>Raw Power</i>	50% to start each round with full ATB gauge
	◆◆◆	<i>Balamb Firebrand</i> <i>No Chicken Wuss</i>	1.3x Monk damage 1.3x PHY damage with fists
Zidane	◆	<i>Thief's Code</i>	Haste at battle start
	◆◆	<i>Prestidigitation</i>	13% dualcast Thief
	◆◆◆	<i>Tantalus Code</i>	1.4x Thief damage

Enlir, ElNinoFr and Kevrlet

## Stat buff materia

Notes: *Loner*, *Moment of Truth*, and *Solitude* give up to +46% ATK/DEF if allies are missing or KOed. Several materia give up to +55% to a stat as HP drops: (ATK) *Hold the Line* and *Untapped Power*, (DEF) *Cold Ambition*, *Indomitable Will*, *Misplaced Faith*, *Staunch Ally*, and (RES) *Grim Determination*.

RM 99		RM 50/65		
ATK buff	+13% ATK/x (with second +13% buff)	+10% ATK/x (with second +10% buff)	+10% ATK/DEF	
(always)	15% Firion 99 (just +15% ATK) Weapons Master 15% Josef 99 (-15% DEF) Entrusted Ambition 15% Sice 99 (-15% DEF) Unyielding Power Wayne 99 (Mblink 1) Military Genius ‡	Ceodore 99 (MND) Vigor of Youth ‡ Larsa 99 (MND) Noble Intentions ‡ Marcus 99 (DEF, Haste) Noble Thief ‡ Noel 99 (RES, Haste) Life's Protector ‡ Zack 99 (DEF, Haste) Worthy Hero ‡	(always) Firion 65 (lo Regen) Rebel's Might Josef 50a (Sap) Self-Sacrifice Laguna 65 (lo Regen) Charismatic Aura Irvine 50a (see note) Solitude Leo 50 (see note) Moment of Truth Sephiroth 50 (see note) Loner	+10% ATK Ricard 50a (+20%, Sap) Dragoon's Determ. Firion 50 (see note) Hold the Line Zell 50a (see note) Untapped Power Bard 65 (lo Regen) War Ballad Gau 65 (Haste) Feral Might ‡ Lann 65 (lo Regen) Spring of Youth Lion 65 (Haste) Ace Agent ‡ Thief I 65 (Haste) Deft Moves ‡ Berserker 3 (Berserk) Berserker's Might
Axe	—	—	Axe Guy 65 Unyielding Fang	—
Dagger	Thancred 99 (DEF) Oathsworn Thief I 99 (RES) Dagger Master	—	Dagger —	—
Fists	Elena 99 (just +15% ATK) First Fist Jecht 99 (DEF) Ace of Aces	—	Fists Snow 65 Eternal Optimist	Ursula 65 (+13%) Flirting with Power
Gun	Cid XIV 99 (RES) Engineer's Mark Rufus 99 (just +15% ATK) Ambitious Scion	Sazh 99 (DEF) Friendly Skies	Gun —	Cid XIV 65 (+13%) Magiteknician Prompto 50 Life of the Party
Hammer	Viking 99 (just +15% ATK) Fury of the Sea	—	Hammer —	Umaro 65 (+13%) Bone Carver
Katana	Cyan 99 (DEF) Brink of Despair	—	Katana —	—
Spear	Gordon 99 (DEF) Princely Promise Nine 99 (just +15% ATK) Head Basher Wrieg 99 (DEF) Budding Trust	—	Spear —	Ward 65 (+13% ATK) Gentle Giant
Sword	War. of Lt. 99 (DEF) The Promised One	—	Sword —	—
Thrown	Lann 99 (DEF) Unforeseen Power	—	Thrown —	—
Lt. Armor	Wol 99 (DEF) Palamecian Adventurer	—	Lt. Armor Freya 65 Warrior Extraordinaire	—
H. Armor	Leon 99 (DEF) Darkborn Knight	—	H. Armor —	—
Shield	Gladius 99 (just +15% ATK) Crown Defense Minifilia 99 (DEF) Word of the Mother	—	Shield —	Basch 50 Shield of Dalmasca Minifilia 50 Antecedent Minifilia 65 (+13%) Protector of Eorzea
ATK/MAG	+13% A/M	+10% A/M	ATK/MAG +10% A/M	+10% A/M (with downside)
(always)	—	Yuffie 99 (Pblink 1) Master of Shadows ‡	(always)	Desch 65 (Sap) Duty Bound
Fists	Rude 99 Turk Muscle	—	Fists Vayne 65 Noble Bearing	—
MAG buff	+15% MAG	+13% MAG/x (with second +13% buff)	MAG buff +10% MAG	+10% MAG (with downside)
(always)	Echo 99 (Blind) Mischievous Sprite Serah 99 (-10% DEF) Awoken Powers	Ace 99 (Pblink 1) Class Ace ‡ Terra 99 (—) Light of Hope	(always) Ashe 50 (-10% ATK) Vow of Vengeance Echo 65 (Blind) Tiny Sprite Kriile 65 (lo Regen) Familial Bond Montblnc. 65 (Haste) Born Leader ‡ Reynn 65 (Mblink 1) Hidden Nature Serah 50 (-10% ATK) Air of Enchantment	20% Vivi 50b (+20%, -10% DEF/RES) Devotion Braska 50 (-10% RES) Selfless Summoner Eiko 50 (-10% RES) Impetuous Youth Kefka 50 (-10% DEF) Magic Madness Ultimacia 50 (-10% DEF) Future Witch Ysyle 50 (-10% ATK) Lady of Ice
Book	—	—	Book Alphinaud 50 Sharlayan Prodigy	—
Bow	Maria 99 Defiant Archer	—	Bow —	—
Doll	Lulu 99 Doll Collector	—	Doll —	—
Fists	Raines 99 Rising Pawn	—	Fists —	—
Gun	—	—	Gun Vincent 50 Flesh Undying	—
Instrum.	Kefka 99 God of Ruin	—	Instrum. Kefka 65 Jester	—
Rod	Palom 99 Black Magic Marvel	Golbez 99 (DEF) Sorcerer in Black Papalymo 99 (RES) Scion Thaumaturge	Rod Papalymo 50 Derisive Smile Seymour 50 Maester of Yevon	—
Staff	Braska 99 Unwavering Vision	Seymour 99 (DEF) Mad Obsession	Staff Onion 50 Mage Aspirant	—
Sword	Ashe 99 True Path	—	Sword Nabaat (+13%) Fencer's Baton	—
Thrown	Hope 99 Beyond Oaths	Fujin 99 (RES) Silvered Warrior	Thrown Ace 50 Card Wheeler Ace 65 (+13%) Master Dealer Edea 65 Chosen Sorceress	—
Whip	Kriile 99 Unbroken Promise	Rydia 99 (RES) Child of the Feymarch	Whip Rydia 65 Summoner of Mist Seven 65 Whipblade Warrior	—
Robe	Montblanc 99 Fluffy Fortitude	—	Robe —	—
H. Armor	—	Exdeath 99 (RES) Call of the Void	H. Armor —	—
MAG/MND	+13% M/MND	+10% M/MND	MAG/MND +10% M/MND	—
(always)	—	Fusoya 99 Waxing Moon	(always)	—
Book	Alphinaud 99 Bellwether	—	Book Alphinaud 65 Louisoi's Heir	—
Dagger	Garnet 99 Dagger's Will	—	Dagger —	—
Instrum.	Cait Sith 99 Hidden Burden	—	Instrum. —	—
Rod	Aerith 99 Planet's Salvation	—	Rod Tellah 65 Sage's Monograph	—
Staff	Orion 99 Timeless Wisdom Tellah 99 Sage's Reverie	—	Staff Arc 65 Wisdom Beyond Years	—
Hat	Gogo V 99 Master's Guise	—	Hat —	—
Robe	Arc 99 Unseen Valor	—	Robe —	—
Lt. Armor	Rubicante 99 Honorable Foe	—	Lt. Armor —	—
MND buff	+25% MND	+10% MND/x (with second +10% buff)	MND buff +20% MND	+20% MND (with downside)
(always)	Orran 99 "Keeper of Truth"	Ceodore 99 (10% M/ATK) Vigor of Youth ‡ Larsa 99 (10% M/ATK) Noble Intentions ‡	(always) Gogo VI 65 (lo Regen) Mimic-Fashion Larsa 65 (+10%, lo Regen) Road to Peace Orran 65 "Recorder of History"	Aria 50 (-20% MAG) Maiden's Awaken. Mog 65 (-20% MAG) Mooglee Warrior Penelo 65 (-10% ATK/MAG) Desert Bloom Sarah 50 (-20% MAG) Bloom of Cornelia
Bow	Rosa 99 Rose of Baron	—	Bow Rosa 65 Artemis of Baron	—
Instrum.	Deuce 99 Soft Power Eiko 99 Uplifting Melody	—	Instrum. —	—
Rod	Aemo 99 Precious Days Selphie 99 Shrewd Negotiator	—	Rod Yuna 65 Summoner's Prayer	—
Staff	Aphmau 99 Imperial Heir Sarah 99 First Princess	Alma 99 (+10% M/DEF) Sacred Heart	Staff Porom 65 White Magic Prodigy	—
Spear	Mog 99 Mooglee Gallantry	—	Spear —	—
Hat	Porom 99 White Magic Marvel	—	Hat —	—
Robe	Relm 99 Precocious Youth	Ovelia 99 (+13% M/RES) Royal Imperative	Robe —	—



DEF/RES	+25% DEF	+20%DEF/RES	DEF or RES	+20% DEF	+20% RES
(always)	Ingus 99 <i>Steady Hand</i>	Gabranth 99 ( <i>DEF only</i> ) <i>Errant Hound</i> Scott 99 ( <i>D only, Reraise</i> ) <i>Undying Flame</i> †	(always)	Gladius 50 ( <i>see note</i> ) <i>Staunch Ally</i> Leon 50a ( <i>see note</i> ) <i>Misplaced Faith</i> Snow 50b ( <i>see note</i> ) <i>Indomitable Will</i> Wayne 50 ( <i>see note</i> ) <i>Cold Ambition</i>	Gordon 50a ( <i>see note</i> ) <i>Grim Determination</i>
Gun	—	Vincent 99 <i>Lingering Nightmare</i>	Gun	—	—
Sword	—	Delita 99 <i>Sword Attested</i>	Sword	Angeal 65 <i>Pride's Sigil</i> Curilla 65 <i>First Sword</i>	—
Bracer	Angeal 99 <i>Rightful Pride</i>	—	Bracer	—	—
Hat	—	Gogo VI 99 <i>Enigmatic Ally</i>	Hat	—	—
Helm	Knight 99 <i>Steadfast Knight</i>	—	Helm	—	—
Robe	—	Y'shtola 99 <i>Matoya's Treasure</i>	Robe	—	—
Lt. Armor	Snow 99 <i>Bittersweet Vow</i>	Drogann 99 <i>Dawn's Star</i>	Lt. Armor	Gladiator 65 <i>Unyielding Will</i> Meliadoul 65 <i>Tenacious Templar</i>	—
H. Armor	Steiner 99 <i>Unbending Loyalty</i>	Leo 99 <i>Knight Inviolata</i>	H. Armor	Ceodore 65 (& RES) <i>Conqueror of Trials</i> Garland 65 <i>Stalwart Warrior</i>	Ceodore 65 (& DEF) <i>Conqueror of Trials</i>
Shield	—	Basch 99 <i>Unwavering Devotion</i> Haurch. 99 <i>Shield of the People</i>	Shield	Haurch. 65 <i>Fortemps Champion</i> Ingus 65 <i>Spirit of Sasune</i>	Gordon 65 <i>Royal Charge</i>

## Damage, healing, and dualcast materia

See the *Damage* section later on for rules of thumb on deciding between damage and stat buff materia.

RM 99		RM 50/65			
1.3x Elemental dmg		1.2x Elemental dmg			
1.3x (any weakness)	Tyro 99 <i>Scholar's Boon</i>	1.2x (any weakness)	Luneth 65 <i>Prey on the Weak</i> Reks 65 <i>Cool Head</i> Tyro 50b <i>Attunement II</i>		
1.3x Bio	Edgar 99 <i>Well-Oiled Machine</i> Quistis 99 <i>Trepies Forever</i>	1.2x Bio	—		
1.3x Dark	Garland 99 <i>True Madness</i> Riku 99 <i>Heart of Darkness</i>	1.2x Dark	Gabranth 65 <i>Object of Hatred</i> Golbez 65 <i>Brooding Darkness</i> Kuja 65 <i>Dark Fate</i> Riku 65 <i>Means to an End</i>		
1.3x Earth	Tifa 99 <i>Face the Past</i>	1.2x Earth	Cinque 65 <i>Iron Maiden</i>		
1.3x Fire	Vivi 99 <i>Spark of Life</i>	1.2x Fire	Edge 65 <i>Smoldering Fury</i>		
1.3x Holy	Cecil pal. 99 <i>Azure Blade</i>	1.2x Holy	War. of Lt. 65 <i>Holy Might</i>		
1.3x Ice	Squall 99 <i>Orphaned Cub</i>	1.2x Ice	Josef 65 <i>Ward of the Snow Plains</i> Lulu 65 <i>Ice Beauty</i> Ysyle 65 <i>Speaker of Heresies</i>		
1.3x Lgt	Lightning 99 <i>Bolt from Above</i>	1.2x Lgt	Ashe 65 <i>Dalmascan Royalty</i> Rajjin 65 <i>Firm Discipline</i>		
1.3x Water	Tidus 99 <i>Dreamguide</i>	1.2x Water	Strago 65 <i>Mystic Bloodlines</i>		
1.3x Wind	Bartz 99 <i>World Traveler</i>	1.2x Wind	Barbaricc. 65 <i>Midair Combatant</i> Cid 65 <i>Air Raid</i> Fujin 65 <i>Stern Discipline</i> Thancred 65 <i>Blades Like Wind</i> Ultimecia 65 <i>Witch's Plot</i>		
1.4x Ability type dmg		1.3x Ability type dmg		13% Dualcast	
1.4x Celerity	Locke 99 (1.35x) <i>True Treasure Hunter</i>	1.3x Celerity	Shelke 65 (1.25x) <i>Invisible Soldier</i>	13% Celerity	Vaan 65 <i>Winds of Rabanastre</i>
1.4x Darkness	Cecil dk. 99 <i>Cursed Power</i> Zeid 99 <i>Darkest Iron</i>	1.3x Darkness	Seifer 65 (1.2x) <i>Fallen Gunblade</i>	13% Darkness	Exdeath 65 <i>Arcane Secrets</i> Sice 65 <i>Spiteful Scythe</i> Zeid 65 <i>Karmic Blade</i>
1.4x Dragoon	Cid VII 99 (1.35x) <i>Star Dreams</i> Estinien 99 (1.35x) <i>Might of the Eye</i>	1.3x Dragoon	Aranea 65 <i>Dazzling Flight</i> Fang 65 <i>Power Pulse</i> Freya 50 (1.15x) <i>Burmecian Dragon Knight</i> Ricard 65 <i>The Last Dragoon</i> Wrieg 65 <i>Ironclad Oath</i>	13% Dragoon	—
(any jump abil. or SB)	Kain 99 (1.35x) <i>Heights of Honor</i>	(any jump abil. or SB)	Dragoon 65 (1.25x) <i>Dragoon's Devastation</i> Estinien 65 (1.25x) <i>Slayer of Dragons</i> Kain 50a (1.2x) <i>Heart of the Dragoon</i> Kain 65 <i>Illustrious Dragoon</i>	—	—
1.4x Heavy Physical	Cinque 99 <i>Strength of Innocence</i>	1.3x Heavy Physical	—	13% HeavyPhysical	—
1.4x Knight	Agrias 99 <i>Holy Knight's Muse</i>	1.3x Knight	Agrias 65 <i>Holy Knight's Pride</i> Dorgann 65 <i>Tempered Blade</i> Marche 65 <i>Crystal Breaker</i>	13% Knight	Basch 65 <i>Loyal Captain</i>
1.4x Machinist	Laguna 99 (1.35x) <i>Destiny's Burden</i>	1.3x Machinist	Setzer 65 <i>Soaring Dreams</i>	13% Machinist	Balthier 65 <i>Machinist's Touch</i> Prompto 65 <i>Social Butterfly</i>
1.4x Monk	Sabin 99 <i>Fists of Justice</i>	1.3x Monk	Monk 50a (1.15x) <i>Fist of the Monk</i> Yda 50 (1.15x) <i>Honed Flesh</i> Zell 65 <i>Balamb Firebrand</i>	13% Monk	Master 65 <i>Martial Artist (25%, but only when &lt;50% HP)</i> Sabin 65 <i>Keeper of the Old Ways</i>
1.4x Ninja	Edge 99 <i>Sacred Tradition</i>	1.3x Ninja	Shadow 65 <i>Hardened Assassin</i>	13% Ninja	—
1.4x Samurai	Auron 99 <i>Untarnished Spirit</i> Jack 99 <i>"Ignorant Power"</i>	1.3x Samurai	Cyan 65 <i>Samurai of Doma</i>	13% Samurai	Auron 65 <i>Legend's Blade</i> Jack 65 <i>"Bright Future"</i>
1.4x Sharpshooter	Irvine 99 <i>Nerves of Steel</i>	1.3x Sharpshooter	Rufus 65 <i>Master of Fear</i>	13% Sharpshooter	—
1.4x Spellblade	Celes 99 <i>Love's Wake</i> Machina 99 <i>Whirling Blades</i> Sora 99 <i>Faith in the Light</i>	1.3x Spellblade	Celes 65 <i>Unbreakable Spellblade</i> Paine 65 <i>Gulwung Blade</i> Sora 65 <i>Bond Between Worlds</i> Xezat 65 <i>Proud Swordsman</i>	13% Spellblade	Bartz 65 <i>Spellblade Master</i>
1.4x Support	Faris 99 <i>Flower of the Sea</i> Meliadoul 99 <i>Stealing Gaze</i> Morrow 99 <i>Endless Adventure</i>	1.3x Support	Quna 50b <i>Secrets of the Qu</i>	13% Support	—
1.4x Thief	Zidane 99 <i>Tantalus Code</i>	1.3x Thief	Rikku 65 <i>Al Bhed Ingenuity</i>	13% Thief	Zidane 65 <i>Prestidigitation</i>
1.4x Witch	Edea 99 (1.35x) <i>Successor's Power</i>	1.3x Witch	Rapha 65 <i>Avenging Sister</i>	13% Witch	—

1.3x PHY code dmg		1.2x PHY code dmg			
1.3x PHY Axe	Berserker 99 <i>Berserker's Fury</i> Guy 99 <i>Untempered Giant</i>	1.2x PHY Axe	Berserker50b <i>Berserker's Awakening</i>		
1.3x PHY Blitzball	Wakka 99 <i>Heart of the Team</i>	1.2x PHY Blitzball	—		
1.3x PHY Bow	Fran 99 <i>Reign of Arrows</i>	1.2x PHY Bow	Faris 65 <i>Fury of the Seas</i> Fran 50b <i>Viera Virtuoso</i>		
1.3x PHY Dagger	Ignis 99 <i>Promising Tactician</i> Lilisette 99 <i>"Moonshade Butterfly"</i> Vaan 99 <i>Wings Unfurled</i>	1.2x PHY Dagger	Leila 65 <i>Trick Attack</i> Locke 65 <i>Adventurer's Dagger</i> Marcus 65 <i>Blood Brother</i>		
1.3x PHY Fist	Zell 99 <i>No Chicken Wuss</i>	1.2x PHY Fist	Galuf 65 <i>Fist of Dawn</i> Tifa 65 <i>The Zangan Way</i>		
1.3x PHY Gun	Balthier 99 <i>A Sky Pirate's Life</i> Prompto 99 <i>Hidden Struggle</i>	1.2x PHY Gun	Elena 65 <i>New Recruit</i> Irvine 50b <i>Master Sniper</i> Vincent 65 <i>Unerring Shot</i>		
1.3x PHY Gun-Arm	Barret 99 <i>Solemn Protector</i>	1.2x PHY Gun-Arm	Barret 65 <i>Gun-Arm Master</i>		
1.3x PHY Hairpin	Red XIII 99 <i>Ancient Spirit</i>	1.2x PHY Hairpin	—		
1.3x PHY Hammer	—	1.2x PHY Hammer	Cid IV 65 <i>Stubborn Ox</i>		
1.3x PHY Instrument	Edward 99 <i>Spoony Bard</i>	1.2x PHY Instrument	Eiko 65 <i>Impish Recital</i>		
1.3x PHY Katana	Sephiroth 99 <i>Argent Hero</i>	1.2x PHY Katana	Sephiroth 65 <i>Heroic Stance</i>		
1.3x PHY Spear	Fang 99 <i>Spear of Gran Pulse</i>	1.2x PHY Spear	Edgar 65 <i>Pride of Figaro</i> Nine 65 <i>Spearmaster</i> Quina 65 <i>Arms of the Qu</i>		
1.3x PHY Sword	Cloud 99 <i>Truthseeker</i> Warrior 99 <i>Warrior's Honor</i>	1.2x PHY Sword	Beatrix 65 <i>One-Eyed General</i> Cecil dk. 65 <i>Pride of the Red Wings</i>		
1.3x PHY Thrown	Refia 99 <i>Heightened Senses</i>	1.2x PHY Thrown	Ninja 65 <i>Shinobi's Acumen</i> Refia 65 <i>Chakram Arts</i>		
1.3x PHY Whip	—	1.2x PHY Whip	Quistis 65 <i>Instructor's Discipline</i>		
1.3x PHY Helm	Aranea 99 <i>Mother of Mercenaries</i>	1.2x PHY Helm	Viking 65 <i>Scourge of the Seas</i>		
1.3x BLK code dmg		1.2x BLK code dmg		15/13% Dualcast	
1.3x BLK (always)	Rinoa 99 <i>(1.25x) Sorceress's Vow</i>	1.2x BLK (always)	—	15% Black Magic	Magus 50b <i>Forbidden Arts II</i> Matoya 65 <i>Witch's Sight</i>
1.3x BLK Bow	—	1.2x BLK Bow	Serah 65 <i>Etro's Intervention</i>	15% Black Magic	—
1.3x BLK Rod	Ultimecia 99 <i>Heart of Fury</i>	1.2x BLK Rod	Papalymo 65 <i>Sharlayan Thaumaturge</i> Reno 65 <i>(also PHY) Ace Turk</i>	13% Black Magic	RedMage65 <i>Secrets of the Red Mage</i>
1.3x BLK Staff	Matoya 99 <i>Legendary Witch</i> Shantotto 99 <i>Witch's Cackle</i>	1.2x BLK Staff	Shantotto 65 <i>Legendary Lady</i>	13% Black Magic	Terra 65 <i>Blood of Espers</i>
1.3x BLK Thrown	Reynn 99 <i>Fate Usurper</i>	1.2x BLK Thrown	Hope 65 <i>Hope Not In Vain</i>		
1.3x BLK Whip	Seven 99 <i>Unblinking Power</i>	1.2x BLK Whip	—		
1.3x SUM code dmg		1.2x SUM code dmg		20% Dualcast	
1.3x SUM (always)	Yuna 99 <i>Savior of Spira</i>	1.2x SUM (always)	Braska 65 <i>Summoner's Resolve</i> Rydia 50b <i>Eidolon's Bond</i> Summonr. 65 <i>Summoner's Quality</i>	20% Summon	Garnet 65 <i>Blood of the Summoner</i>
1.3x WHT code dmg		1.2x WHT code dmg		15% Dualcast	
1.3x WHT (always)	Penelo 99 <i>Moral Compass</i> Rem 99 <i>Earnest Intentions</i>	1.2x WHT (always)	Rem 65 <i>Tender Care</i> Y'shtola 65 <i>Solemn Soul</i>	15% White Magic	Alma 65 <i>Monastic Teachings</i> Devout 50b <i>Healer's Prayer II</i>
1.3x WHT healing		1.2x WHT healing			
1.3x (always)	Aria 99 <i>Guiding Light</i> Lenna 99 <i>Heart of Grace</i> Minwu 99 <i>Greater Good</i>	1.2x (always)	Aemo 65 <i>Small Hero</i> Aerith 65 <i>Cetra's Destiny</i> Elarra 65 <i>Providence of Memory</i> Minwu 65 <i>Master in White</i>		
				13% Dualcast	
				13% Bard	Hilda 65 <i>Wisdom and Will</i>

## Attack replacement damage materia

These **do not** apply to Retaliate counterattacks. These **do not** stack with Attack replacements from elemental infusions or Burst Mode; the most recent will be used.

RM99			RMS0/65		
	<b>PHY dmg non-elem</b>			<b>PHY dmg non-elem</b>	
AoE	AoE p0.8 AoE p0.8	Yang 99 <i>Feat of Fabul</i> Yda 99 <i>Divine Fists</i>	AoE	AoE p1.0, but 4.5s cast time AoE p1.0, but 4.5s cast time AoE p0.9/0.75/0.65/... vs 1/2/3/... foes AoE p0.6 AoE p0.6 AoE p0.4	Leo 65 <i>One Against Many</i> Machina 65 <i>Naive Heart</i> Orlandeau 65 <i>God Among Men</i> Bard 50b <i>Zealot</i> Yda 65 <i>Capricious Pugilist</i> Yang 65 <i>Tough Love</i>
instant	instant p2.1 (but no SB gauge) instant p2.1 (but no SB gauge)	Kelger 99 <i>Ferocious Fang</i> Noctis 99 <i>Promised Power</i>	instant	instant p1.0 instant p1.0 instant p1.0	Lighting 65 <i>Thunderstroke</i> Queen 65 <i>Swift Charge</i> Yuffie 65 <i>Lickety-Split</i>
single	p2.0 jump (Jump) p1.98 / 3 p1.7 ranged (Chi Blast) p1.0 and ~30% ATK 15s	Kimahri 99 <i>Unyielding Resolve</i> Prishe 99 <i>Unexpected Assault</i> Master 99 <i>Arduous Path</i> Gladiator 99 <i>Gladiator's Guile</i>	single	p1.3 / 2 p1.3 / 2 p1.3 / 2 p1.3 non-el, lose 5% max HP (no KO) p1.2, but only 35 SB points (not 50) p1.2, but only 35 SB points (not 50) p1.1 (Aim: 1.2s cast), and Haste p1.1 (Aim: 1.2s cast) p1.0 ranged	Josef 50b <i>Double Hit</i> Sazh 65 <i>Double Barrels</i> Lion 50 <i>Fleeting Strike</i> Cecil dk. 50b <i>Gore-stained Blade II</i> Shadow 50 <i>Cold Steel</i> Squall 50a <i>Composure</i> Ranger 65 <i>Hawk-Eye</i> ‡ Wakka 50b <i>Blitz-Eye</i> Noel 65 <i>Shadow Hunter</i>
	<b>% PHY dmg non-elem</b>			<b>% PHY dmg non-elem</b>	
% AoE	24% AoE p2.87 / 2 (Sky Grinder) 24% AoE p2.38 / 2 (Doppelblade: 24% Sap)	Ricard 99 <i>Dragoon of Deist</i> Shadow 99 <i>Violent Ambition</i>	% AoE	16% AoE p2.66 / 2 (Flashing Blade)	Ayame 65 <i>Blade of Bastok</i>
% p3.0+	50% p3.8 / 2 rmgd (3.5s air time) 24% p3.5 / 10 (Rapid Fire) 24% p3.5 / 5 (Thief's Revenge: heal) 24% p3.2 / 5 (Exploding Fist)	Dragoon 99 <i>From On High</i> Setzer 99 <i>Wandering Gambler</i> Leila 99 <i>Ringleader</i> Rajjin 99 <i>Solemn Warrior</i>	% p3.0+	14% p3.2 / 5 (Exploding Fist)	Jecht 65 <i>Heavy-Handed Father</i>
% p2.0+	33% p2.8 / 4 (Barrage) 40% p2.5 (Soaring Jump: 2.2s air time) 24% p2.5 (Mug Time: Slow & Haste) 24% p2.4 (Quick Hit: instant) 24% p2.3 jump (Leeching Leap: drain 40%) 60% p2.2	Ranger 99 <i>Distinguished Marksman</i> Ward 99 <i>Silent Bond</i> Lion 99 <i>First Pirate</i> Rikku 99 <i>Fleet-Footed Hunter</i> Freya 99 <i>Undaunted Dragon Knight</i> Gau 99 <i>Veldt Mischief</i>	% p2.0+	16% p2.8 / 4 (Barrage) 16% p2.8 / 4 (Barrage) 16% p2.8 16% p2.8 8% p2.8 40% p2.0 / 2	Fran 65 <i>Art of the Barrage</i> Ranger 50b <i>Blue Moon Barrage</i> Gladiator50b <i>Super Critical</i> Wol 65 <i>Critical Affinity</i> Master 50 <i>Burnished Fist</i> Kiros 65 <i>Loyal Friend</i>
% p1.0+	50% AoE p1.8 / 2 no miss 42% p1.8 / 2 (Double Cut) 42% p1.8 / 2 (Double Cut) 60% p1.7 (Drain Strike: drain 30%) 50% p1.67 & drain 32%	Samurai 99 <i>Inner Awakening</i> Queen 99 <i>Tempered Power</i> Shelke 99 <i>Double Destruction</i> Quina 99 <i>Qu Pathfinder</i> Dark Knt. 99 <i>Dark Delight</i>	% p1.0+	17% p1.9 (Blind Shell: 60% Blind) 40% p1.7 (Drain Strike: drain 30%) 16% p1.7 (Armor Break: ~30% DEF 15s) 35% p1.4 (Steal HP: drain 30%) 50% p1.0 & drain 36%	Mustadio 50 <i>Goug Machinist</i> Prishe 65 <i>Feeling Peckish</i> ‡ Meliadoul 50 <i>Hardened Blade</i> Thief 65 <i>Way of the Thief</i> ‡ Dark Knt. 65 <i>Secrets of Darkness</i> ‡
	<b>% PHY dmg elemental</b>			<b>% PHY dmg elemental</b>	
Bio	50% p1.94 / 2, or p2.34 / 2 with daggers	Thief C 99 <i>Thief's Sight</i>	Bio	—	
Dark	24% p2.0 / 2 (Ancestral Reflect.: Pblink stack)	Kiros 99 <i>Eccentric Styling</i>	Dark	100% p1.0	Leon 50b <i>Power of Darkness</i>
Earth	24% p3.2 / 2 (Gaia Cross: draw fire) 15% p3.0 / 4 (Gaia Rush) 100% AoE p1.2 / 2 earth	Seifer 99 <i>Worthy Rival</i> Ursula 99 <i>Deadly Secrets</i> Spellblade 99 <i>Earthen Blade</i>	Earth	—	
Fire	24% p3.0 / 2 (Fires Within: drain 30%)	Galuf 99 <i>Quiet Resolve</i>	Fire	49% p1.5 fire (Fire Strike) 60% p1.5 fire or ice or lgt (F/B/T Strike)	Scott 65 <i>Blade of Kashuan</i> Spellblade 65 <i>Spellblade Splendor</i>
Holy	24% p3.4 / 2 (Saint Cross: esuna, lo regen)	Beatrix 99 <i>Veteran General</i>	Holy	100% p1.0	War. of Lt 50b <i>Light's Wrath</i>
Ice	24% p3.2 / 2 (Hailstorm: +/- 30% ATK/RES) 24% AoE p2.4 / 2 (Frost Strike) 16% AoE p3.46 / 2	Ayame 99 <i>Hardened Faith</i> Xezat 99 <i>Xezat of Ice</i> Umaro 99 <i>Icy Jewel</i>	Ice	30% p1.5 (Blizzard Strike) 60% p1.5 fire or ice of lgt (F/B/T Strike)	Celes 50 <i>Hand of the Victor</i> Spellblade 65 <i>Spellblade Splendor</i>
Lgt	24% p3.42 / 6 (Tempest Snipe) 24% p3.2 / 4 (Thundering Quadstrike) 16% p2.0/2 & 35% +10% vuln (Spark Offering) 100% p1.6 (Thunder Strike)	Reno 99 <i>Turks' Technique</i> Reks 99 <i>Uncanny Ability</i> King 99 <i>Decisive Spark</i> Ramza 99 <i>Standard Bearer</i>	Lgt	60% p1.5 fire or ice of lgt (F/B/T Strike)	Spellblade 65 <i>Spellblade Splendor</i>
Water	24% p3.2 / 4 (Engulfing Quadstrike)	Paine 99 <i>Steely Warrior</i>	Water	—	
Wind	—		Wind	—	

BLK dmg non-elem			BLK dmg non-elem		
AoE	AoE m3.0, but 4.5s cast AoE m2.08	Nabaat 99 <i>PSICOM Marvel</i> Strago 99 <i>Reborn Zeal</i>	AoE	—	
single	m4.2 (Requiem) m2.6 m2.0, 20% Sleep	Hilda 99 <i>Masterful Leader</i> CoD 99 <i>Avatar of the Void</i> Bard 99 <i>Chant of Repose ‡</i>	single	—	
BLK dmg elemental			BLK dmg elemental		
Bio	—		Bio	—	
Dark	60% m4.5 (Drain: drain 30%)	Emperor 99 <i>Thirst for Power ‡</i>	Dark	AoE m1.5	CoD 65 <i>Portent of Doom</i>
Earth	—		Earth	—	
Fire	AoE m2.08 AoE m2.0 fire+lgt+ice m2.6 fire or ice or lgt or h39	Blk. Mage 99 <i>Omnicast Direflame</i> Magus 99 <i>Forbidden Sorcery ‡‡</i> Red Mage 99 <i>Mage-of-all-Trades</i>	Fire	AoE m1.5 AoE m1.5 m2.2 m1.5 fire+lgt+ice	Blk. Mage 65 <i>Omnicast Fire</i> Rubicante <i>Master of Fire</i> Maria 65 <i>Inflame</i> Magus 65 <i>Forbidden Knowledge ‡‡</i>
Holy	—		Holy	—	
Ice	AoE m2.0 fire+lgt+ice m2.6 fire or ice or lgt or h39 m0.7	Magus 99 <i>Forbidden Sorcery ‡‡</i> Red Mage 99 <i>Mage-of-all-Trades</i> Ysyale 99 <i>Dragonsong Seer</i>	Ice	m1.5 fire+lgt+ice	Magus 65 <i>Forbidden Knowledge ‡‡</i>
Lgt	AoE m2.0 fire+lgt+ice m2.6 m2.6 m2.6 fire or ice or lgt or h39 24% m8.1 / 6 (Hell Thunder)	Magus 99 <i>Forbidden Sorcery ‡‡</i> Desch 99 <i>Shocking Demeanor</i> Marach 99 <i>Netherseer Adept</i> Red Mage 99 <i>Mage-of-all-Trades</i> Rapha 99 <i>Skyseer Adept</i>	Lgt	AoE m1.5 m1.5 fire+lgt+ice	Marach 65 <i>Avenging Brother</i> Magus 65 <i>Forbidden Knowledge ‡‡</i>
Water	(SUM) 30% AoE m8.8 / 2 (Leviathan)	Meia 99 <i>Palamecian Avenger</i>	Water	—	
Wind	AoE m2.08 wind	Barbaricc. 99 <i>One With the Wind</i>	Wind	AoE m1.5	Emperor 65 <i>Winds of Darkness</i>
(various)	—		(various)	(SUM) 17% for 1-, 2-, 3-, or 5-star summon	Seymour 65 <i>Twisted Summoner</i>
NIN dmg			NIN dmg		
Fire	fast AoE m^18.0	Ninja 99 <i>Master Ninja</i>	Fire	—	
WHT dmg			WHT dmg		
non-elem	w2.5	Vanille 99 <i>Words of Truth</i>	non-elem	w2.0 w2.0	Aphmau 65 <i>Unarmed Puppeteer</i> Ovelia 65 <i>Lady of Ivalice</i>
Holy	—		Holy	w1.8	Selphie 65 <i>Flower of Trabia</i>
Inflict status			Inflict status		
KO	—		KO	p1.0 and 10% KO	Exdeath 50 <i>Evil Thoughts</i>
Petrify	20% to do p1.0 with 100% Silence	Cid IV 99 <i>Grizzled Veteran</i>	Petrify	—	
Silence	20% to do p1.0 with 100% Petrify	Mustadio 99 <i>Rare Gift</i>	Silence	—	
Sleep	m2.0, 20% Sleep	Bard 99 <i>Chant of Repose ‡</i>			
Stop	—		Stop	p1.0 and 28% Stop	Mustadio 65 <i>Expert Marksman</i>

Miscellaneous materia

RM99			RM50/65		
Self status			Self status		
Haste	Haste, Protect, Shell Haste, +10% ATK/DEF Haste, +10% ATK/DEF Haste, +10% ATK/RES 35% to counter Slow with self Haste	Gilgamesh 99 <i>Into the Fray</i> ## Marcus 99 <i>Noble Thief</i> ‡ Zack 99 <i>Worthy Hero</i> ‡ Noel 99 <i>Life's Protector</i> ‡ Iris 99 <i>Stern Stuff</i>	Haste	Haste, +10% ATK Haste, +10% ATK Haste, +10% ATK Haste, +10% MAG Haste, Attack becomes Aim Haste Haste Haste Haste	Gau 65 <i>Feral Might</i> ‡ Lion 65 <i>Ace Agent</i> ‡ Thief I 65 <i>Deft Moves</i> ‡ Montblnc. 65 <i>Born Leader</i> ‡ Ranger 65 <i>Hawk Eye</i> ‡ Balthier 50 <i>Sky Pirate's Pride</i> Luneth 50b <i>Zeal</i> Orlandeau 50 <i>Godspeed</i> Zidane 50 <i>Thief's Code</i>
Protect	Protect, Shell, Haste	Gilgamesh 99 <i>Into the Fray</i> ##	Protect	Protect, Regen (lo) Protect Protect Protect 25% to gain Protect if physically attacked 10% to gain Protect if physically attacked 10% to gain Protect if physically attacked	Knight 65 <i>Defensive Aspect</i> Gadiolus 65 <i>Stalwart Watch</i> Gordon 50b <i>Pride of Kashuan</i> Refia 50b <i>Beloved Soul</i> Steiner 50b <i>Knight's Pride</i> Angeal 50 <i>Heroic Stride</i> Gogo VI 50 <i>Defensive Instinct</i>
Shell	Shell, Protect, Haste	Gilgamesh 99 <i>Into the Fray</i> ##	Shell	Shell Shell, Regen (lo)	Arc 50b <i>Gentle Soul</i> Rude 65 <i>Quiet Determination</i>
Reflect	—		Reflect	Reflect Reflect	Gogo V 50 <i>Master's Touch</i> Red XIII 50a <i>Planet Guardian</i>
Regen (hi)	—		Regen (hi)	Regen (hi) Regen (hi)	Cait Sith 65 <i>Mooglee Ward</i> Lenna 65 <i>Empathic Soul</i>
Retaliate	—		Retaliate	Retaliate, Regen (lo)	Gogo V 65 <i>Master's Bearing</i>
Draw Fire	—		Draw Fire	Draw Fire 15s	Amarant 65 <i>Bounty Hunter</i>
Magic Lure	—		Magic Lure	Magic Lure 15s	Delita 65 <i>Captain of the Order</i>
Sentinel	Sentinel 25s Sentinel 25s	Curilla 99 <i>Knight Captain</i> Marche 99 <i>Facing Reality</i>	Sentinel	—	
Phys blink	Phys blink 1, +13% MAG Phys blink 1, +10% ATK/MAG	Ace 99 <i>Class Ace</i> ‡ Yuffie 99 <i>Master of Shadows</i> ‡	Phys blink	—	
Magic blink	Magic blink 1, +13% ATK	Vayne 99 <i>Military Genius</i> ‡	Magic blink	Magic blink 1 Magic blink 1 Magic blink 1	Ovelia 50 <i>Forlorn Princess</i> Reynn 50 <i>Ward of Heaven</i> Seven 50 <i>Gaze Upon Truth</i>
Doom	Doom 60s	Kuja 99 <i>Inevitable Fate</i>	Doom	—	
Hi fastcast	Hi Fastcast 25s	Orlandeau 99 <i>Gathering Storm</i>	Hi fastcast	—	
Last stand	Last stand	Amarant 99 <i>Flaming Stand</i>	Last stand	—	
Reraise	Reraise 40%, +20% DEF	Scott 99 <i>Undying Flame</i> ‡	Reraise	—	
<b>EXP</b>			<b>EXP</b>		
Chance of 2x	40% chance for 2x EXP 40% chance for 2x EXP	Elarra 99 <i>Divine Fundamentals</i> Luneth 99 <i>Fast Learner</i>	Chance of 2x	20% chance for 2x EXP 20% chance for 2x EXP 20% chance for 2x EXP 20% chance for 2x EXP	Cid VII 50b <i>Ace Pilot</i> Onion 65 <i>Untapped Talent</i> Palom 65 <i>Black Magic Prodigy</i> Reim 65 <i>Gifted Artist</i>
<b>Self heal</b>			<b>Self heal</b>		
Regen (hi)	(see above)		Regen (hi)	(see above)	
Counter	48% counter PHY with p2.3 & drain 40% 30% counter PHY with Chakra (h80, +20% ATK)	Gaffgarion99 <i>Masterful Mercenary</i> ‡ Monk 99 <i>Honed Senses</i>	Counter	30% counter PHY with self heal (h30) 10% counter PHY with Chakra (h80, +20% ATK) Attack: 40% for p1.7 & drain 30% (Drain Strike) Attack: 35% for p1.4 & drain 30% (Steal HP) Attack: 50% for p1.0 & drain 36%	Cecil pal. 65 <i>Paladin's Devotion</i> Monk 65 <i>Blemished Insight</i> Prishe 65 <i>Feeling Peckish</i> ‡ Thief 65 <i>Way of the Thief</i> ‡ Dark Knt. 65 <i>Secrets of Darkness</i> ‡
Drain attack	Attack: 60% for m4.5 (Drain: drain 30%)	Emperor 99 <i>Thirst for Power</i> ‡	Drain attack	Attack: 40% for p1.7 & drain 30% (Drain Strike) Attack: 35% for p1.4 & drain 30% (Steal HP) Attack: 50% for p1.0 & drain 36%	Prishe 65 <i>Feeling Peckish</i> ‡ Thief 65 <i>Way of the Thief</i> ‡ Dark Knt. 65 <i>Secrets of Darkness</i> ‡
Heal	—		Heal	Defend: self heal 10% of HP, 1.5s cast time	Noctis 65 <i>Lucan Heir</i>
<b>Ally heal</b>			<b>Ally heal</b>		
	Attack: becomes a heal (h39) Attack: h39 or m2.6 fire,ice, or lgt	Wh. Mage 99 <i>White Mage Wonder</i> Red Mage 99 <i>Mage-of-all-Trades</i>	on Attack	Attack: becomes a heal (h26) Attack: becomes a heal (h26) Attack: becomes a heal (h26) Attack: becomes a heal (h26) Attack: 30% to heal ally 40% max HP	Iris 65 <i>The Two of Us</i> Sarah 65 <i>Royal Benediction</i> Vanille 65 <i>Pulse Kindness</i> W. Mage 65 <i>Prayer of Mending</i> Rajin 50 <i>Faithful Friend</i>
<b>Esuna</b>			<b>Esuna</b>		
on Attack	Attack: 70% to Esuna if needed	Devout 99 <i>Cleansing Grace</i>	on Attack	Attack: 50% to Esuna if needed Attack: 40% to Esuna if needed Attack: 40% to Esuna if needed Attack: 40% to Esuna if needed	Devout 65 <i>Cleansing Spirit</i> Ceodore 50 <i>Hero's Progeny</i> Ramza 50 <i>Salve</i> Fujin 50 <i>Terse Beauty</i>
<b>SB gauge</b>			<b>SB gauge</b>		
	—		500 pts	500 SB points at battle start	Cloud 65 <i>Mako Might</i> Tyro 65 <i>Dr. Mag's Teachings</i>
			1.5x abilities	1.5x SB gain for all abilities	Ramza 65 <i>Battleforged</i> Tidus 65 <i>Ace Striker</i>
			1.25x all gain	1.25x SB gain for abilities and taking damage	Steiner 65 <i>Knight's Charge</i>
			1.5x dmg	1.5x SB gain (75 not 50 pts) when damaged	Squall 65 <i>Lionheart</i>
<b>ATB gauge</b>			<b>ATB gauge</b>		
	—			50% to start each round with full ATB gauge 50% to start each round with full ATB gauge	Kelger 65 <i>Lupe Swiftmess</i> Zell 50b <i>Raw Power</i>
<b>Counter dmg</b>			<b>Counter dmg</b>		
PHY	48% counter PHY with p2.3 & drain 40%	Gaffgarion99 <i>Masterful Mercenary</i> ‡	PHY	25% cntr PHY w/ Blade Bash (p1.1, 10% paralyze) 15% cntr PHY w/ p1.0 & drain 30% of dmg 8% counter PHY with m0.7 wind	Samurai 65 <i>Blade of the East</i> Ignis 65 <i>Aide to Royalty</i> Emperor 50 <i>Emperor's Stratagem</i>



Ability refill	Ability refill	(100% chance; 50% materia not shown)	
—	Black Magic	100%	Blk. Mage 50b <i>Mana Spring II</i>
	B or W Mag.	100%	Fusoya 50b <i>Moon's Grace II</i>
	White Magic	100%	Aria 65 <i>Word of Prayer</i> W. Mage 50b <i>Concentration II</i>
	Summoning	100%	Summonr. 50b <i>Summoning Spring II</i>
	Combat	100%	Warrior 65 <i>Warrior's Drive</i>
	Support	100%	Morrow 65 <i>Day on the Road</i> Red XIII 65 <i>Survival Instinct</i>
	Bard	100%	Edward 50b <i>Royal Song II</i>
	Dancer	100%	Liliette 65 <i>"Top Idol"</i> Mog 50b <i>Heart of the Dancer II</i>
	Dragoon	100%	Dragoon 50b <i>Dragoon's Soul II</i>
	Knight	100%	Gilgamesh 65 <i>Captain's Protection</i>
	Machinist	100%	King 65 <i>Calculated Combat</i>
	Samurai	100%	Samurai 50b <i>Way of the Samurai II</i>
	Spellblade	100%	Spellblade 50b <i>Spellblade Mastery II</i>
	Thief	100%	Thief 50b <i>Thief's Pride II</i>
			(no Celerity, Darkness, Heavy Physical, Monk, Ninja, Witch)

Useless materia (to the Vault with you!)

Core		
<i>Berserker's Axe</i>	1.1x PHY axe dmg	C Berserker 50a
<i>Concert Musician</i>	1.1x PHY instrument dmg	C Bard 50a
<i>Mana Spring I</i>	50% refill Black Magic	C Blk Mage 50a
<i>Helm Expertise</i>	+10% DEF if using a helm	C Dark Knt. 50a
<i>Dark Blade</i>	Attack: 25% to do p0.9 and heal 32% of that	C Dark Knt. 50b
<i>Healer's Prayer I</i>	8% dualcast White Magic	C Devout 50a
<i>Dragoon's Soul I</i>	50% refill Dragoon	C Dragoon 50a
<i>Girl Awakened</i>	1.1x WHT healing	C Elarra 50
<i>Axe Master</i>	1.1x PHY axe dmg	C Gladiator 50a
<i>Knight of Steel</i>	+10% DEF if using a helm	C Knight 50
<i>Forbidden Arts I</i>	8% dualcast Black Magic	C Magus 50a
<i>Martial Enlightenment</i>	8% dualcast Monk	C Monk 50b
<i>Shuriken Master</i>	1.1x PHY thrown dmg	C Ninja 50a
<i>Vanish</i>	Blink 1 at 10% HP, once per battle	C Ninja 50b
<i>Master Archer</i>	1.1x PHY bow dmg	C Ranger 50a
<i>Magic Flame I</i>	Attack: 30% to instead cast weak Fire (m0.7)	C Red Mage 50
<i>Way of the Samurai I</i>	50% refill Samurai	C Samurai 50a
<i>Spellblade Mastery I</i>	50% refill Spellblade	C Spillblade 50a
<i>Summoning Spring I</i>	50% refill Summoning	C Summoner 50a
<i>Summoner's Oath</i>	Attack: 40% for Goblin/Chocobo/Dragon/Bomb	C Summoner 3
<i>Thief's Pride I</i>	50% refill Thief	C Thief 50a
<i>Attunement I</i>	1.1x dmg vs weakness	C Tyro 50a
<i>Hammer Master</i>	1.1x PHY hammer dmg	C Viking 50a
<i>Ferocious Charge</i>	Attack: becomes Charge	C Viking 50b
<i>Blade's Edge</i>	1.1x PHY sword dmg	C Warrior 50
<i>Concentration I</i>	50% refill White Magic	C Wht. Mage 50a
FF I		
<i>Pluck</i>	1.1x lgt dmg	I Echo 50
<i>Heretic</i>	Attack: 30% to deal dark damage	I Garland 50
<i>Witch's Tonic</i>	50% refill 1 use of B. Magic skills at battle start	I Matoya 50
<i>Azure Witch</i>	1.1x SUM damage	I Meia 50
<i>Bewitching Sorcery</i>	1.1x BLK/SUM damage if using a rod	I Meia 65
<i>Smooth Operator</i>	1.15x Thief Damage	I Thief 50
<i>Crystals' Blessing</i>	Shell at 20% HP, once per battle	I War. of Lt. 50a
<i>The Stranger</i>	+10% DEF if using light armor	I Wol 50
FF II		
<i>Son of Beasts</i>	+10% ATK, but -10% DEF	II Guy 50
<i>Trustworthy Princess</i>	+10% MND if using an instrument	II Hilda 50
<i>Pirate's Code</i>	1.1x PHY dagger dmg	II Leila 50
<i>Lone Warrior</i>	+10% ATK, but -10% DEF	II Leon 65
<i>Archer Mage</i>	1.1x BLK damage if using a bow	II Maria 50a
<i>Rebel Sharpshooter</i>	1.1x BLK & PHY damage if using a bow	II Maria 50b
<i>White Shepherd</i>	+10% MND if using a staff	II Minwu 50
<i>Dragoon's Pride</i>	Attack: 37% to Jump (p2.0 after delay)	II Ricard 50b
<i>Valiant Prince</i>	1.15x Spellblade damage	II Scott 50
FF III		
<i>Might of Water</i>	1.1x water dmg	III Arc 50a
<i>Ripples of Magic</i>	Attack: 30% to do m0.7 non	III CoD 50
<i>Ancient Power</i>	1.1x BLK damage if using a sword	III Desch 50
<i>Might of Earth</i>	1.1x earth dmg	III Ingus 50a
<i>Devout Soul</i>	Regen (mid) at battle start	III Ingus 50b
<i>Might of Wind</i>	1.1x wind dmg	III Luneth 50a
<i>Might of Fire</i>	1.1x fire dmg	III Refia 50a
FF IV		
<i>Standout Archfiend</i>	+10% MAG but -10% DEF	IV Barbariccia 50
<i>Gore-stained Blade I</i>	Attack: p1.2 non-el & lose 5% of max HP (no KO)	IV Cecil dk 50a
<i>Indomitable Spirit</i>	Protect at 20% HP, once per battle	IV Cecil pal 50a
<i>Holy Blade</i>	Attack: p0.9 dmg and heal self 8% of dmg done	IV Cecil pal 50b
<i>Baron Airshipwright</i>	1.15x Machinist damage	IV Cid 50
<i>Secrets of Eblan</i>	50% refill Ninja	IV Edge 50
<i>Royal Song I</i>	50% refill Bard	IV Edward 50a
<i>Frail Prince</i>	+10% DEF/RES, but start battle Sapped	IV Edward 65
<i>Moon's Grace I</i>	50% refill Black or White Magic	IV Fusoya 50a
<i>Wizard's Beard</i>	1.1x BLK/WHT damage if using a rod	IV Fusoya 65
<i>Devil's Pact</i>	Up to +20% MAG as HP decreases	IV Golbez 50
<i>Brainwash</i>	+10% ATK/DEF but start battle Confused	IV Kain 50b
<i>Black Magic Adept</i>	1.1x BLK damage if using a dagger	IV Palom 50
<i>White Magic Adept</i>	8% dualcast White Magic	IV Porom 50
<i>Archer in White</i>	+10% MND if using a bow	IV Rosa 50
<i>Lord of Flame</i>	1.1x fire damage	IV Rubicante 50
<i>Eidolon's Gift</i>	Shell at 20% HP, once per battle	IV Rydia 50a
<i>Sage's Sigil</i>	Attack: 30% to do m0.7 ice	IV Tellah 50
<i>Fabul Princess</i>	1.1x PHY damage if using lt. armor	IV Ursula 50
<i>Ascetic Journey</i>	50% refill Monk	IV Yang 50

FF V		
<i>Wind Wanderer</i>	1.1x wind dmg	V Bartz 50
<i>Proud Father</i>	1.1x holy dmg	V Dorgann 65
<i>Pirate's Vanguard</i>	50% refill Support	V Faris 50
<i>Fit of Rage</i>	Berserk at battle start	V Galuf 50a
<i>Martial Master</i>	12% to counter PHY attacks for p1.3 dmg	V Galuf 50b
<i>Warrior's Burden</i>	+10% DEF if using heavy armor	V Gilgamesh 50
<i>Alpha Wolf</i>	50% refill Celerity	V Kelger 50
<i>Bestial Affinity</i>	1.1x SUM dmg	V Krile 50
<i>Oath of Tycoon</i>	1.1x WHT healing	V Lenna 50
<i>Humble Monarch</i>	50% refill Spellblade	V Zeat 50
FF VI		
<i>Katana Master</i>	1.1x PHY katana dmg	VI Cyan 50a
<i>Samurai Spirit</i>	Retaliate at 20% HP, once per battle	VI Cyan 50b
<i>Might of Figaro</i>	Protect at 20% HP, once per battle	VI Edgar 50
<i>Wild Child</i>	+10% ATK, but -10% DEF	VI Gau 50
<i>Treasure Hunter's Zeal</i>	50% refill Celerity	VI Locke 50
<i>Heart of the Dancer I</i>	50% refill Dancer	VI Mog 50a
<i>Granddaughter's Love</i>	+10% MND if using a rod	VI Rem 50
<i>Innate Healing</i>	Regen (lo) at battle start	VI Sabin 50
<i>All In</i>	50% refill Combat	VI Setzer 50
<i>Elder Sage</i>	1.1x water dmg	VI Strago 50a
<i>Blue Mage Defiance</i>	15% counter BLK & WHT (m1.5, 6% confuse)	VI Strago 50b
<i>Hidden Power</i>	50% refill Black Magic	VI Terra 50
<i>Blizzard Berserker</i>	Berserk at battle start	VI Umara 50
FF VII		
<i>Prayer of the Cetra</i>	1.1x holy dmg	VII Aerith 50
<i>Reload I</i>	50% refill Support	VII Barret 50
<i>Lucky Slots</i>	Attack: 30% to become m0.8 non-elem	VII Cait Sith 50
<i>Fury</i>	Berserk at battle start	VII Cid 50a
<i>SOLDIER Strike</i>	1.1x PHY sword dmg	VII Cloud 50a
<i>SOLDIER Counter</i>	15% chance to counter PHY attacks	VII Cloud 50b
<i>Elbow Grease</i>	15% to start each round with full ATB gauge	VII Elena 50
<i>Seto's Will</i>	Regen (hi) at 25% HP, once per battle	VII Red XIII 50b
<i>Savage Shots</i>	1.15x Sharpshooter damage	VII Rufus 50
<i>Crimson Lockdown</i>	Attack: 11% Stop in addition to damage	VII Reno 50
<i>Strong and Silent</i>	1.1x earth damage	VII Rude 50
<i>Forever Young</i>	50% refill Celerity	VII Shelke 50
<i>Pugilist's Lore</i>	1.1x PHY fist dmg	VII Tifa 50
<i>Gift of the Shinobi</i>	1.1x PHY thrown dmg	VII Yuffie 50
<i>SOLDIER's Pride</i>	1.1x PHY sword dmg	VII Zack 50
<i>SOLDIER's Resolve</i>	30% to reduce PHY damage taken by 20%	VII Zack 65
FF VIII		
<i>Icy Manipulator</i>	Attack: 30% to do m0.7 ice	VIII Edea 50
<i>Fragile Psyche</i>	+10% ATK/DEF but start Confused	VIII Irvine 65
<i>Straight Man</i>	1.15x Ninja damage	VIII Kiro 50
<i>The Fairies' Boon</i>	1.1x PHY gun dmg	VIII Laguna 50
<i>Keen Eye</i>	1.1x dmg vs weakness	VIII Quistis 50
<i>Angelo Recover</i>	Attack: 30% to do p0.9 dmg and heal 8% of that	VIII Rinoa 50
<i>Witch of Succession</i>	1.15x BLK dmg	VIII Rinoa 65
<i>Dirty Trick</i>	Attack: 10% to also cast Fire (m1.5)	VIII Seifer 50
<i>Slots</i>	Attack: 30% to instead cast Fire/Bliz/Thunder	VIII Selphie 50
<i>Profound Depths</i>	1.15x Dragoon damage	VIII Ward 50

FF IX		
<i>Way of the Fist</i>	1.1x PHY fist dmg	IX Amaranth 50
<i>Sacred Duty</i>	50% refill Knight	IX Beatrix 50
<i>Blessing of Alexandria</i>	Regen (lo) at 20% HP, once per battle	IX Garnet 50a
<i>Healer</i>	Attack: becomes a weak heal (h13)	IX Garnet 50b
<i>Silver Genome</i>	1.1x dark dmg	IX Kuja 50
<i>Thick as Thieves</i>	+10% ATK if using a dagger	IX Marcus 50
<i>Hunger of the Qu</i>	Attack: 16% to become Drain Strike	IX Quina 50a
<i>Ironclad</i>	+10% DEF if using heavy armor	IX Steiner 50a
<i>Rod Master</i>	1.1x BLK damage if using a rod	IX Vivi 50a
FF X		
<i>Bushido</i>	1.1x PHY katana dmg	X Auron 50
<i>Legendary Shot</i>	1.1x PHY blitzball dmg	X Jecht 50
<i>Ronso Pride</i>	1.1x PHY spear dmg	X Kimahri 50a
<i>Guardian</i>	Magic blink 1 at 10% HP, once per battle	X Kimahri 50b
<i>Proud Tradition</i>	Attack: 49% to Jump (p2.0 after delay)	X Kimahri 65
<i>Inner Fire</i>	1.1x fire dmg	X Lulu 50
<i>Woman of Mystery</i>	1.15x Spellblade damage	X Paine 50
<i>Machina Meddler</i>	50% refill Thief	X Rikku 50
<i>Winning Spirit</i>	Haste at 20% HP, once per battle	X Tidus 50a
<i>High Scorer</i>	Attack: adds 13% soul break gauge (not 10%)	X Tidus 50b
<i>Preemptive Strike</i>	15% chance to begin battle with full ATB gauge	X Wakka 50a
<i>Self Discipline</i>	Regen (hi) at 50% HP, once per battle	X Wakka 65
<i>Light of the Fayth</i>	1.1x WHT healing	X Yuna 50
FF XI		
<i>Pure of Thought</i>	+10% MND if using a staff	XI Aphmau 50
<i>Mighty Musketeer</i>	1.15x Samurai damage	XI Ayame 50
<i>Noble Beauty</i>	1.15x Knight damage	XI Curilla 50
<i>"Dancing Leader"</i>	50% refill Dancer at battle start	XI Lilisette 50
<i>Ageless Maiden</i>	Regen (lo) at battle start	XI Prishe 50
<i>Minister of Windurst</i>	1.1x BLK damage if using a staff	XI Shantotto 50
<i>Dark Knight of Bastok</i>	1.15x Darkness damage	XI Zeid 50
FF XII		
<i>Untarnished Prince</i>	50% refill 1 use of W. Magic skills at battle start	XII Larsa 50
<i>Seething Mist</i>	Berserk at battle start	XII Fran 50a
<i>Icy Veins</i>	1.1x dark dmg	XII Gabranth 50
<i>Loving Soul</i>	+10% MND if using a staff	XII Penelo 50
<i>Spark of Youth</i>	1.15x Spellblade damage	XII Reks 50
<i>Freedom's Wish</i>	+10% ATK, but -10% DEF	XII Vaan 50
FF XIII		
<i>Gran Pulse Warrior</i>	1.1x PHY spear dmg	XIII Fang 50
<i>Ascendance</i>	1.1x BLK damage if using thrown	XIII Hope 50
<i>Flash of Light</i>	15% chance to begin battle with full ATB gauge	XIII Lightning 50
<i>L'Cie's Despair</i>	1.1x dmg vs weakness	XIII Nabaat 50
<i>Yeul's Blessing</i>	Regen (lo) at battle start	XIII Noel 50
<i>Cavalry Commander</i>	1.1x BLK damage if using lt. armor	XIII Raines 50
<i>Might of the l'Cie</i>	+10% ATK/MAG if using fists	XIII Raines 65
<i>Father's Pride</i>	Regen (lo) at 20% HP, once per battle	XIII Sazh 50
<i>Bastion</i>	+10% DEF, but -10% ATK	XIII Snow 50a
<i>Innocence</i>	10% to counter phys dmg w/ self Cure (h30)	XIII Vanille 50

FF XIV		
<i>Hidden Truths</i>	+10% ATK/DEF, but Confuse at battle start	XIV Cid 50
<i>Wyrmhunter</i>	1.1x PHY spear dmg	XIV Estinien 50
<i>Knight's Discipline</i>	1.15x Knight dmg	XIV Haurch. 50
<i>Fraternal Knowledge</i>	1.1x PHY dagger dmg	XIV Thancred 50
<i>Cultured Conjurer</i>	1.1x WHT healing	XIV Y'shtola 50
FF XV		
<i>Spearhead</i>	1.1x PHY spear dmg	XV Aranea 50
<i>Diligent Study</i>	1.1x PHY dagger dmg	XV Ignis 50
<i>Puppy Love</i>	1.1x WHT healing	XV Iris 50
<i>Sleeping Prince</i>	+10% ATK/DEF, but Sleep at battle start	XV Noctis 50
FF Tactics		
<i>Holy Knight's Sigil</i>	Attack: 30% to deal holy damage	T Agrias 50
<i>Youngest Beoulve</i>	1.1x WHT healing	T Alma 50
<i>Will of the Commons</i>	+10% ATK, but -10% DEF	T Delita 50
<i>Darkest Arts</i>	1.15x Darkness dmg	T Gaffgarion 50
<i>Fell Blademaster</i>	15% counter PHY with p1.0 & 30% drain	T Gaffgarion 65
<i>Dark Mantra</i>	Attack: 30% to do m0.7 lgt	T Marach 50
<i>Between Worlds</i>	1.1x PHY damage if using a sword	T Marche 50
<i>Tried and True</i>	1.1x BLK damage if using a staff	T Montblanc 50
<i>"Astrologer"</i>	+10% MND if using a book	T Orran 50
<i>Divine Mantra</i>	8% dualcast Witch	T Rapha 50
Type-0		
<i>Offbeat Warrior</i>	Attack: 8% for p2.8	0 Cinque 50
<i>Tender Touch</i>	1.1x WHT healing	0 Deuce 50
<i>Musical Inclination</i>	+10% MND if using an instrument	0 Deuce 65
<i>"Positive Thinking"</i>	50% refill 1 use Samurai at battle start	0 Jack 50
<i>Slick Cadet</i>	1.1x PHY damage with guns	0 King 50
<i>Star Pupil</i>	1.15x Spellblade damage	0 Machina 50
<i>Wild Side</i>	+10% ATK, but -10% DEF	0 Nine 50
<i>Implacable Justice</i>	+10% ATK if using a sword	0 Queen 50
<i>Lady of Daggers</i>	+10% MND if using a dagger	0 Rem 50
<i>Searing Darkness</i>	1.15x Darkness damage	
Beyond		
<i>Radical Orange</i>	40% refill 1 use W. Magic / Summon at battle start	B Aemo 50
<i>Sunny Disposition</i>	Regen (lo) at battle start	B Lann 50
<i>Unspoiled Vista</i>	1.1x PHY damage with swords	B Morrow 50
<i>Wrieg's Song</i>	+10% DEF if using a spear	B Wrieg 50
Kingdom Hearts		
<i>Dreams of Power</i>	1.1x dark damage	KH Riku 50
<i>Link Between Hearts</i>	1.15x Spellblade damage	KH Sora 50

## Soul breaks

Most soul breaks cost 2 bars (500 SB points). Arcane overstrikes cost 3 bars, and Glints cost 1 bar. Names in quotes are unconfirmed translations.

**Lifesiphon/Wrath access** is marked before the character name with a ⊕ to indicate access, or a ⊖ to indicate no access.

**Damage** is given as a multiplier, with multi-hit effects written as "Total / #Hits", e.g. "1.5 / 3" means 3 hits at 0.5x each.

**Status chances** for multi-hit attacks are shown as "%Overall (%per-hit x #hits)", e.g. "36% (20% x2)" means 36% overall or 20% for each of 2 hits.

**Action codes** for most damaging soul breaks are **PHY**, **BLK**, or **WHT** (see Game concepts section for info on codes). Damaging SUM/NAT soul breaks are so indicated.

**ID numbers** for stat **buffs** and **debuffs** are discussed in more detail in the two Stacking subsections below. Effects with the same ID overwrite each other.

[S] Super soul breaks (and up) grant a permanent stat bonus upon mastery, almost always +10. Check in-game or in one of the spreadsheets to find out which stat.

[G] Glints are usually instant cast, providing a small benefit. They only **cost 1 soul break bar** (250 pts), but can only be used **three times per battle**.

One SB bar is achievable with a single Wrath plus the Ace Striker or Battleforged record materia, or a single Lifesiphon plus those materia plus one boss hit.

[B] Burst mode soul breaks put the caster in burst mode for 15s. Burst mode is overwritten if a Brave mode is applied.

- The Attack and Defend commands are replaced for the duration. I write the effects of the replacement abilities as [burst ability 1] [burst ability 2].
- BSB commands can usually be **countered**, but they **bypass Reflect**.
- Burst mode grants +20% to all stats (except only +10% for SPD). This buff stacks with stat buffs from any other source.
- Every BSB grants haste, but that's not listed for space reasons unless the haste is party-wide.
- Including the haste, you can perform 4 actions during burst mode, or sometimes 5 if you're careful not to waste any time.

Some Burst soul breaks involve Summon Strike mode.

- Each of the two burst commands has different behavior depending on whether Summon Strike mode is OFF or ON.
- If the mode is **OFF**: **Command 1** typically turns it ON. **Command 2** provides some small effect, leaving the mode OFF.
- If the mode is **ON**: **Command 1** typically turns it OFF and provides a large effect. **Command 2** has its effect augmented, and the mode remains ON.
- Summon Strike expires (with no effect) when Burst mode expires. If Burst mode is renewed before it expires, Summon Strike mode doesn't expire.

[O] Overstrike soul breaks make a single hit that can exceed the 9,999 damage limit, up to a maximum of 99,999.

[AO] Arcane overstrikes make multiple hits, one or more of which can exceed the 9,999 damage limit. They cost **3 bars** (750 pts), and are usable **once per battle**.

[U] Ultra soul breaks are an upgrade to SSBs, providing damage and/or utility.

- EX Modes** - Some USBs provide 15s of "EX Mode", granting a strong self-buff.
- Any stat buff included in an EX Mode **will stack** with all other stat buffs.
- Triggers**: Some USBs include triggers such as "15s (trigger ⇒ effect)", meaning for 15 seconds, the trigger (usually an attack) generates the effect.
- Finishers**: Some USBs automatically execute a special ability after 15 seconds.
  - Finisher damage**: is fixed, often 35% of a certain category of damage (e.g. SUM, fire, or Spellblade) dealt by that character during the 15s.
  - Finisher abilities have an ability type (e.g. Spellblade or Summoning). Damage boosts affect the finisher just like any other ability.
  - The damage category and ability type are expressed in the tables using the notation [dmg category ⇒ abil type]. For example, [SUM ⇒ Summoning] means that the finisher is based on SUM damage dealt, and the finisher itself is Summoning type.
  - The finisher's damage is given as a percentage. For example, **magic 35%** means 35% of total damage dealt of the designated category.
  - Finisher timing**: These USBs usually also provide a 15s status of some sort. The finisher executes *after* that status expires.
  - However, if the USB is recast early, the finisher executes immediately. This has two benefits. First, the USB status applies to the finisher. Second, if the finisher itself deals damage of the appropriate category, the finisher from the first cast will contribute to the finisher from the second cast. (For example, when the finisher is based on total Spellblade damage done, and the finisher itself is a Spellblade ability.)

[BU] Some USBs put the caster in **Brave mode** for 15 seconds, replacing the Attack command with an ability. Brave mode is overwritten if a Burst mode is applied.

- The Bravery ability has levels 0 to 3. The level starts at 2, and using abilities matching a certain condition adds 1. Using the Bravery ability resets to level 0.
- In the tables, I mark the Bravery ability as "[type], +1 on condition". The type is the ability type of the Bravery ability, e.g. Machinist or Knight.

[C] Chain soul breaks provide bonuses for a specified category of damage, usually an element. Dr. Mog's chains in torments are based on the realm of the character.

SolitaireD: <https://www.gamefaqs.com/boards/114492-final-fantasy-record-keeper/75241651?page=2>

- The soul break effects last 14 seconds (12 in multiplayer).
- Global buff**: Heroes (and magicites!) get a 1.5x or 1.2x dmg buff for the chain's element. (Does not apply to fixed/proportional dmg, although the chain debuff *does*.)
- Enemy debuff**: A stackable debuff of +1% damage taken is added to an enemy each time you deal the chain's damage type to it.
  - Each hit of a multi-hit attack increments the chain debuff, including the initial damage of the Chain soul break itself.
  - Misses do not increment the chain debuff, but nulls and absorbs do.
  - The chain debuff is removed when time runs out, or if a Chain soul break is cast (even the same one).
  - The debuff damage multiplier is the amount displayed on the enemy before your attack, plus 2%, with a maximum of +150% or +100%.
- Newer CSBs are 1.5x damage with max debuff +150%. Older ones are 1.2x damage with max debuff +99%. Torment chains are 1.3x, with +150% max.
- The 1.2x CSBs generally do 11 hits of damage + utility effects, or 22 hits. The 1.5x CSBs only provide +50% ATK or MAG (Edward is +30% MAG/MND).

– Elemental chains –	Fire	Ice	Lgt	Earth	Wind	Water	Holy	Dark	Bio
<b>1.5x phys (incl. JP)</b>	Gilgamesh	Laguna, Celes	Prompto	Galuf	Faris	Rikku	Ramza	Seifer	—
<b>1.5x magic (incl. JP)</b>	Vincent	Serah	Garnet	Red XIII	Alphinaud	Strago	Edward (MAG/MND)	Golbez	—
<b>1.2x phys</b>	Locke	Snow	Kain	Ingus	Zack	Tidus	War. of Lt.	Garland	—
<b>1.2x magic</b>	Krile	Rinoa	Shantotto	—	—	—	—	Seymour	—

– Realm chains –	I	II	III	IV	V	VI	VII	VIII	IX
(includes JP)	—	—	—	—	—	—	—	Irvine	Steiner
	X	XI	XII	XIII	XIV	XV	T	0	other
(includes JP)	Rikku	—	—	—	—	—	—	—	—

[AA] "Arcane Awakening" soul breaks can be used **once per battle**. They grant typical soul break effects (e.g. damage, elemental infusion), plus two special buffs:

- For 15s, abilities of a specific type are **awakened**. This usually means: no hones used, 100% dualcast, and 1.05-1.1-1.15-1.2-1.3x dmg @ ranks 1–5.
- For 15s, all actions have the per-hit **damage cap increased**, usually to 19,999.

Soul breaks: **A** **B** **C** **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

Character soul breaks	Damage	Other effect	ID
⊕ Blank	—	—	—
[AA] - (continued...) (continued...) 15s Awaken x:	(-) phys 15s dmg cap = 19,999 no hones used, 100% dualcast, up to 1.3x dmg	—	—
[AA] - (continued...) (continued...) 15s Awaken x:	(-) magic 15s dmg cap = 19,999 no hones used, 100% dualcast, up to 1.3x dmg	—	—
[C] -	(-) —	—	—
[U] - (continued...)	(-) —	—	—
[U] - (continued...)	(-) phys	—	—
[U] - (continued...)	(-) magic	—	—
[U] - 15s EX: -	(-) — EX: —	—EX-	—
[U] - 15s EX: -	(-) phys EX: —	—EX-	—
[U] - 15s EX: -	(-) magic EX: —	—EX-	—
[U] - (continued...) Finisher: [dmg ⇒ type]	(-) — Finisher: —	—	—
[BU] - (continued...) [type], +1 on condition	(-) — []	—	—
[AO] -	(-) —	—	—
[B] - [-]	(-) — [] []	—	—
[B] - [-]	(-) phys [p] [p]	—	—
[B] - [-]	(-) magic [m] [m]	—	—
[B] - mode OFF: [-] mode ON: [-]	(-) — [ON, -] [-] [OFF, -] [-]	—	—
[G] - (continued...)	(-) —	—	—
[S] -	(-) —	—	—
⊕ A Ⓜ			
⊕ Ace	Avoidance	Phys blink 1	—
[U] "Firaga BOM" (continued...) (continued...) (continued...) (continued...)	(Mythril Deck) magic 17.0 / 10 fire+non, 15s of 1.3x Black Magic dmg 1st B.Magic in 15s ⇒ m4.08/2 f+n & hi fastcast 2 2nd in 15s ⇒ m4.08/2 f+n & party heal 1.5k 3rd in 15s ⇒ m16.32/8 f+n	fire infuse 25s, — — —	— — — —
[U] Jackpot Triad (continued...) 15s EX: Attack Hand	(Arcane Deck) magic 17.0 / 10 fire+non, (any abil ⇒ 74-25-1% m0.55-1.1/2-7.15/13 f+n) EX: +30% MAG, fastcast	fire infuse 25s, 15s of: — —	— —EX-
[AO] "Monolith Beam" (Draconic Deck)	magic 36.4 / 20, then 26.5 overstrike, fire	—	—
[O] Mega Burst (Imperial Tarot)	magic 37.2 fire+n (m42.8 if caster in front row)	—	—
[B] "Firaga SHG" (continued...) [Black Magic] [Black Magic]	(Diamond Bangle) m16.16 / 8 (14.0 in back row) fire+non, party +30% ATK/MAG 25s [m8.96/4 f+n, hi fastcast Black Magic 2] [AoE m7.8/2 f+n, +30% MAG, -30% DEF 20s]	610 6002	— — —
[B] Firaga RF (continued...) [Black Magic] [Black Magic]	(Ace's Summer Uniform) instant m15.04 / 8 fire+n, [fast m7.84/4 f+n, or m9.8/5 if in front row] [AoE m7.8/2 f+n, self +30% MAG, -30% RES 20s]	party Phys blink 1 — 6014	— — —
[G] "Cut Cards" (continued...)	(Lustrous Deck) — instant hi fastcast 2, fire infuse stacking 25s, fire infuse 25s	— —	— —
[S] Jackpot Shot (Akademia Deck)	magic 17.82 / 6 non?, party heal 40% maxHP	—	—
⊕ Aemo	Timeless Song	self Haste, Regen (lo)	—
[U] Photon Barrage (Prism Rod)	—	party Cura (h85), Autoheal 2k, Status blink 1	—
[B] Reprogram (White Magic)	(Misty Rod) — [Cura (h80), Esuna] [party h25]	632	—
[S] Angel Feathers (Elheim's Barette)	—	party Cura (h85), Haste	—
⊕ Aerith	Seal Evil	70% Silence & Stop	—
[U] Innocent Cure (Healing Rod)	—	instant party h85, Last stand, phys hi fastcast 3	—
[U] Hidden Bloom (Umbrella)	—	instant party Shell, h85, Autoheal 2k	—
[B] Prayer of Salvation (White Magic) [White Magic]	(Holy Rod) — [instant Curaja] [ally +30% ATK/RES 20s, Regen (hi)]	party Cura (h85), -10% dark vuln. 15s — 621	— — —
[B] White Materia (White Magic)	(Wizer Rod) AoE white 9.5 / 5 holy, [Cura (h80), +30% MND 25s] [party Cura (h25)]	party Cura (h85) 602	—
[S] Pulse of Life (Wizard Staff)	—	party Cura (h50) and Reraise 40%	—
[−] Fury Brand (Prism Rod)	—	party Magic blink 1 & crit=50% 25s	—
[−] Dragon Force (Aurora Rod)	—	party Phys blink 1	—
[−] Planet Protector (Memento Ribbon)	—	party +50% ATK 25s	603
[−] Healing Wind (Guard Stick)	—	party Cura (h56)	—

Character soul breaks	Damage	Other effect	ID
⊕ Agrias	Judgment Blade phys 1.3, 50% Stop	—	—
[U] Divine Devastation (continued...)	(Save Qn. Div.) phys 6.7 / 10 holy+non, 15s (2 Knight ⇒ +10% holy vuln. 15s)	+20% holy vuln. 25s —	—
[U] Loyal Blade (continued...)	(Durandal) phys 7.1 / 10 holy+non, ... self holy infuse 25s, 1.15x Knight damage 25s	-50% ATK/MAG 25s, 610	—
[O] Holy Blade	(Ragnarok) phys 11.25 holy+non, p12.75 vs weak	—	—
[B] Divine Ruination (Knight) [Knight]	(Excalibur) AoE phys 5.88 / 4 holy ranged, [p2.5/2 h, +200% DEF, taunt PHY/BLK 25s] [p2.5/2 h, self +40% RES 20s]	+20% holy vuln. 25s 502 607	—
[S] Holy Knight Charge (Venetian Shield)	phys 7.77 / 7 holy+non, self holy infuse 25s	—	—
[S] Hallowed Bolt (Defender)	AoE ph 6.0 / 4 rngd, 48% (15% x4) Paralyze/Silence	—	—
[−] Cleansing Strike (Kaiser Shield)	phys 5.13 / 3 ranged, -50% ATK/MAG 25s	610	—
⊕ Alma	Gentle Chant — ally Cura (h45), self +20% MND 25s	602	—
[U] "Angelic Vessel" (continued...)	(Dreamwaker) — instant party Cura (h85), Autoheal 2k, Negate dark Dmg 100%	—	—
[U] Sacred Barrier (continued...)	(Nirvana) — party Haste, Protect, Shell, Regen (hi), ... Status blink 1, Reraise 40%	—	—
[B] Wisdom of Orbonne (White Magic)	(Stf. of Magi) — [instant Curaja] [party h25]	party Cura (h85), Magic blink 1 —	—
[S] Cleric's Prayer (Cachusha)	— party Autoheal 3k, -10% holy vuln. 15s	—	—
⊕ Alphaud	Energy Drain magic 1.9 non, self heal 25% of dmg	—	—
[C] Aetherpact (Almandal)	— wind chain 1.5x, party +50% MAG 25s	601	—
[BU] Garuda Exoburst (continued...) [Summon], +1 on wind (continued...)	(Morkinskinna) magic 17.3 / 10 wind (SUM), party hi fastcast 2, party Refl.Dmg. 75% as wind [m7.92/1 - 11.64/3 - (19.32/6 & refill 1 Summon) - (29.64/12 & refill 1 Summon) wind (SUM)]	— — —	—
[U] Teraffare (Apocalypse Zeta)	AoE m16.1 / 7 wind+dark (SUM), 15s EX: Dreadwyrn Trance Finisher: [SUM ⇒ Summoning]	wind infuse 25s EX: 1.05-1.1-1.15-1.2-1.3x SUM dmg @ ranks 1-5 Finisher: AoE magic 35% / 5, refill 2 abil uses	—EX-
[B] Aerial Blast (Summoning) [Summoning]	(Veil of Wiyu) magic 15.04 / 8 wind+non (SUM), [m7.64/4 wi+n (SUM), self instacast 1] [m8.56/2 wi+n (SUM), self refill 1 lowest ability]	wind infuse 25s — —	—
[G] Shockwave (continued...)	(Caller's Loincloth) instant magic 7.5 / 6 wind+non, wind infuse stacking 25s, wind infuse 25s	—	—
[S] Deployment Tactics (Evoker's Dblt.)	— party +30% ATK/MAG 25s, Reflect Dmg 30s	610	—
⊕ Amarant	No Mercy phys 1.5 ranged	—	—
[U] Faithful Fist (continued...)	(Tiger Fangs) phys 7.1 / 10 fire+non, party Reflect Dmg. 75% as fire 30s	fire infuse 25s, —	—
[B] Fists of Flame (Monk)	(Avenger) AoE phys 4.92 / 6 fire+n, f+n, +50% crit dmg: [p1.96/4] [AoE p1.3/2]	fire infuse (incl. below) —	—
[S] Power Throw (Rising Sun)	— p7.44/8 (and +50% crit dmg), self +30% ATK/DEF 25s	611	—
[−] Scarlet Elan (Dragon's Claws)	— AoE phys 4.17 / 3, party +30% ATK 25s	603	—
[−] Aura (Scissor Fangs)	— party Shell and Regen (hi)	208	—
⊕ Angeal	Defense of Lust — party +30% DEF 25s	604	—
[B] Unleashed Wrath (continued...) mode OFF: [Knight] mode ON: [Knight]	(Angeal's Gloves) phys 6.64 / 8 holy+wind, [ON, fastcast 3] [p2.28/4 h+wi] [OFF, p3.42/6 h+wi@+50% crit dmg] [p2.85/5 hw]	party crit=50% 25s — —	—
[S] Wings of Pride (Hewley Buster)	— phys 7.44/6 holy+n, party Regen (hi), +100% DEF 25s	604	—
⊕ Aphmau	Auto Attack m2.0 / 2 non?	—	—
[U] Overdrive (Jadagna)	— instant party Cura (h85), Haste, Instacast 1	—	—
[B] Realignment (Aristocrat's Crown)	— mode OFF: [W. Magic] [ON, h60] [party h25] mode ON: [W. Magic] [OFF, h60, w10.48/4] [party h25, w10.28/2]	party Cura (h55), +30% MAG/MND 25s — —	623
[S] Remove & Resist (Earth Doublet)	— party Regen (hi), Status blink 1	—	—
⊕ Aranea	Jump p1.5 jump	—	—
[U] Dragon Leap (continued...)	(A1-Class Powershield) p7.1/10 lgt+dark jmp, self +30% ATK/DEF, lgt infuse 25s 15s (Dragoon dmg ⇒ p1.9/5 lgt+d+n Drgn no miss)	611	—
[O] Highwind (Stoss Spear)	— phys 11.25 lgt+dark jump, or p12.75 vs weak	—	—
[B] Air Superiority (Aranea's Cow)	— phys 6.64 / 8 lgt+dark jump, lgt infuse 25s [p1.96/2 lgt+dk rngd, no air time 2 turns] [p1.88/4 lgt+dk rngd, 1.09x Dragoon dmg 3 turns]	— —	—
[S] Aerial Spearouette (Dragon Mail)	— phys 7.62 / 6 lgt+dark jump, party Magic blink 1	—	—
⊕ Arc	Mass Shell — party Shell	208	—
[BU] "Divine Rain" (continued...) [White Magic], +1 on W. Magic	(Holy Rod) instant party Cura (h85), +100% RES 25s instant [ally h25 - party h25 - party h55 - (party h55 & Last stand)]	607	—
[U] Water's Grace (continued...) (continued...)	(Seraphim Mace) w18.0/10 holy+wa, self+30% RES/MND, holy infuse 25s 15s (holy rank 1-5 ⇒ W. Magic w3.26/2 - 4.89/3 - 6.58/4 - 8.15/5 - 9.78/6 h+wa+n)	631	—
[B] Break of Valor (White Magic)	(Wizard Rod) white 16.0 / 8 holy + water, [w10.4/4 holy+water] [Curaja, +30% MND 25s]	holy infuse 25s 602	—
[B] Auroral Grace (White Magic)	(Staff of the Magi) white 11.7 / 5 holy+n, party h55, self +30% MND 25s [Curaja (h80) + Esuna] [party h25]	602	—
[S] Word of Kindness (Whit. Mage Robe)	— instant party Cura (h85), Phys blink 1	—	—
[S] Renewing Rains (Elder Staff)	— party Shell, Regen (hi), Magic Blink 1	208	—
[−] Soothing Light (Holy Wand)	— party Cura (h50) and +50% RES 25s	607	—
⊕ Aria	Cura — h55	—	—
[U] Seaborne Encounter (continued...)	(Prism Rod) — instant party Cura (h85), Regen (hi), ... Negate Dmg. 100% (fire only)	—	—
[B] Maiden of Water (White Magic)	(Nirvana) — party Cura (h85), -10% fire vuln. 15s [instant Curaja (h80), Regen (hi)] [party h25]	—	—
[S] Life of Devotion (Aria's Presence)	— party Autoheal 2k, Magic blink 1	—	—



Character soul breaks	Damage	Other effect	ID
⊕ <b>Ash</b>	Magick Lore	self +30% MAG 25s	601
[U] Empyrean's Edict (Ragnarok)	m17.0 / 10 lgt+non, self +30% MAG/RES, lgt infuse 25s	622	
(continued...)	15s (Black Magic rank 1-5 ⇒ Black Magic m2.84/2 - 4.26/3 - 5.68/4 - 7.1/5 - 8.52/6 lgt+n)	—	
(continued...)	—	—	
[AO] Lodestar's Gleam (Tournesol)	magic 79.5 / 3 lgt overstrike	—	
[O] Thunder's Echo (Durandal)	magic 40.0 lgt + non	—	
[B] Dusk's Decree (Ash's Defiance)	magic 17.6 / 8 lgt+non, lgt infuse 25s	—	
[Black Magic]	[m10.52/4 lgt, self h60] [AoE m6.28/2 lgt+n]	—	
[G] Dusk Mote (Aegis Shield)	instant lgt infuse stacking, lgt infuse, hi fastcast 2	—	
[S] Maelstrom Bolt (Stoneblade)	AoE magic 14.0 / 4 lgt+non, party heal 25%	—	
[—] Heaven's Wrath (Demonsbane)	magic 10.98 / 3 holy, 51% (21%×3) Confuse/Sleep	—	
[—] Northswain's Glow (Runeblade)	AoE magic 7.0 non, party Cure (h40)	—	
⊕ <b>Auron</b>	Threaten phys 1.4, 50% Stop	—	
[U] Lost Arts (Dual Blade)	phys 7.1 / 10 fire+non, fire infuse 25s	—	
(continued...)	15s (Samurai ⇒ stack crit=30-50-75, 2-2.5-3x cast)	—	
Finisher: [fire ⇒ Samurai]	Finisher: phys 35% overstrike	—	
[U] Alkaid (Spiritual Blade)	phys 7.2 / 8 fire+non, -50% ATK/DEF/RES 25s, ... self Sentinel 25s, party Magic blink 1	637	
(continued...)	—	—	
[AO] "Crimson Ember" (Spider's Kiss)	phys 24.0 / 3 fire overstrike	—	
[O] Unwavering Resolve (Leg. Grdian)	phys 10.5 fire+non, up to 14.5 with Samurai uses	—	
[B] Fiery Heart (Bright Bracer)	phys 6.32 / 8 fire+non, -30% a/d/m/r/MND 25s	630	
[Samurai]	[p2.2/2 f+n, -40% ATK 15s] [... -50% MAG]	603/1	
[B] Tornado (Warblade)	AoE phys 4.92 / 6 fire+n, fire infuse 25s	—	
[Samurai]	[p2.16 / 4 fire+non]	—	
[Samurai]	[p1.96 / 2 fire+non, self +30% ATK, -30% DEF 20s]	6001	
[B] Bushido (Hunter's Blade)	AoE p5.95 / 5, self +30% ATK, 25% RES, crit=50% 30s	6005	
[Samurai]	[p2.4, drain 20%] [AoE p1.82/2, Retaliate 15s]	—	
[G] "Guardian's Resolve" (Echo Bracer)	instant hi fastcast 2, fire infuse stacking 25s, fire infuse 25s	—	
(continued...)	—	—	
[S] Banishing Blade (Riot Blade)	phys 7.8 / 5 ranged, -50% ATK/DEF 25s	611	
[—] Undefeated (Auron's Grasp)	AoE p4.2/4 rng, self+200%DEF, taunt PHY/BLK	502	
[—] Shooting Star (Shiranui)	phys 5.1 / 3, 51% (21%×3) Paralyze	—	
[—] Dragon Fang (Shimmering Blade)	AoE phys 3.2, -50% ATK 25s	603	
⊕ <b>Atyame</b>	Tachi Enpi phys 1.5 / 2	—	
[U] "Hagakure Yukikaze" (Zanbato)	phys 7.1 / 10 ice+non, crit=50% 25s, ice infuse 25s	—	
(continued...)	15s Retaliate @ p1.2	—	
[AO] "Tachi Ageha" (Myochin Kabuto)	phys 24.0 / 3 ice overstrike	—	
[O] Ancestral Blade (Kiku-ichimonji)	phys 11.25 ice+non, or 12.75 vs weak	—	
[B] Meikyo Shisui (Soboro Sukehiro)	phys 6.24 / 8 ice+n, self +30% ATK/RES, ice infuse 25s	6011	
[Samurai]	[fast p1.88/4 ice+n]	—	
[Samurai]	[AoE p1.30/2 ice+n, +30% ATK, -30% DEF 20s]	6001	
[G] "Overshelm" (Daihannya)	instant hi fastcast 2, ice infuse stacking 25s, ice infuse 25s	—	
(continued...)	—	—	
[S] Tachi Jinpu (Ochiudo's Kote)	instant AoE phys 5.55 / 5 wind, ... party Haste, self +50% ATK 25s	603	
(continued...)	—	—	
B			
⊕ <b>Balthier</b>	Fires of War AoE phys 1.1 ranged	—	
[U] "Election of Decadence" (Arg.Arm.)	phys 7.1 / 10 fire+non ranged, +20% fire vuln. 25s	—	
(continued...)	15s (2 Machinist ⇒ +10% fire vuln. 15s)	—	
[U] Makara (Fomalhaut)	phys 7.1 / 10 fire+non ranged, fire infuse 25s	—	
(continued...)	fastcast 1, 15s (Machinist ⇒ fastcast 1)	—	
[AO] "Historia of Innocence" (Mithu.)	phys 24.0 / 3 fire overstrike	—	
[O] S-85 Cyclotrone (Arcturus)	phys 12.0 fire+non ranged	—	
[B] Spark of Change (Spica)	phys 7.68 / 8 fire+n ranged, +20% fire vuln. 25s	—	
[Machinist]	[p0.6/2 f+n rng, 25% for +10% fire vuln. 10s]	—	
[Machinist]	[p0.96-2.16-3.36-4.8 / 4 f+n, grows w/ cmd1 use]	—	
[B] Gatling Gun (Betelgeuse)	phys 7.5 / 10 fire rng, 97% (30%×10) Sap/Blind	—	
[Machinist]	[p2.3/2 (2.8 vs Blind) rng, 84% (60%×2) Blind]	—	
[Machinist]	[p2.44/4 f+n ranged]	—	
[G] "The Fastest Sky Pirate" (Mir. Vest)	instant hi fastcast 2, fire infuse stacking 25s, fire infuse 25s	—	
(continued...)	—	—	
[S] Inferno (Heart of Gold)	AoE phys 5.0 / 5 fire+non, self fire infuse 25s	—	
[S] Strahl Strafe (Aldebaran)	phys 7.92 / 6 fire ranged, +20% fire vuln. 25s	—	
[—] Element of Treachery (Capella)	phys 5.1 / 10 ranged, self Phys blink 2	—	
[—] Tides of Fate (Ras Algethi)	AoE phys 3.1 ranged water	—	
⊕ <b>Barbariccia</b>	Stone Touch	50% Petrify	—
[U] Whirlwind (Barbariccia's Dagger)	m17.0/10 wind+n, +30% MAG/RES, wind infuse 25s, 15s (wind ⇒ m7.95 / 5 wind+n B. Magic)	622	
(continued...)	—	—	
[B] Maelstrom (Aerial)	magic 15.04 / 8 wind+non, +20% wind vuln. 25s	—	
[Black Magic]	[m7.72/4 wi+n, fastcast 2]	—	
[Black Magic]	[AoE m6.18/2 wi+n, +30% MAG, -30% DEF 20s]	6002	
⊕ <b>Barret</b>	Big Shot phys 1.5 ranged	—	
[U] Height of Anger (Solid Bazooka)	p6.75/15 +wind, -70% DEF/RES 8s, party instacast 1	608	
[B] Massive Hammerblw (A • M Cann.)	AoE phys 5.88 / 6 rngd, -30% a/d/m/r 25s	609	
[Support]	[p2.4 rngd, -50% ATK 15s] [... -40% MAG]	603/1	
[S] Hyper Grenade Bomb (Hvy. Vulcan)	phys 7.6 / 10 fire+n ranged, -30% a/d/m/r/MND 25s	630	
[S] Ungarmax (Barret Bracers)	phys 7.8 / 10 ranged, -50% ATK/DEF 25s	611	
[—] Satellite Beam (Atomic Scissors)	AoE phys 4.14 / 3 lgt, +20% lgt vuln. 25s	—	
[—] Hammerblow (Assault Gun)	phys 4.05 / 3, -50% DEF/RES 25s, 78% (40%×3) KO	608	
[—] Grenade Bomb (Gatling Gun)	AoE phys 3.2, -50% DEF 25s	604	

Character soul breaks	Damage	Other effect	ID
⊕ <b>Bartz</b>	Shield Toss phys 1.4, self +50% DEF 20s	604	
[AA] "Master Spellblade" (Freelncr G.)	phys 9.0 / 15 fire+water+wind+earth+non	—	
(continued...)	15s dmg cap = 19,999	—	
(continued...)	15s of +3 f/wa/wi/e attack level	—	
(continued...)	15s (2 f/wa/wi/e ⇒ p3.52/8 f+wa+wi+e+n Splbl)	—	
15s Awaken Spellblade:	no hones used, 100% dualcast, up to 1.3x dmg	—	
[U] "Passion, Essence of Wind" (Hmrhd)	phys 7.1 / 10 wind+non, wind infuse 25s	—	
15s EX: Essence of Wind	EX: (wind ⇒ front row hi fastcast physical 1)	-EX-	
(EX continued...)	EX: (wind ⇒ p0.3/1 - 1.5/5 - 4.5/15 - repeat wind+non Spellblade)	-EX-	
(EX continued...)	—	-EX-	
[U] Crystals' Chosen (Zwill Crossblade)	phys 6.9 / 10 wind+water+fire+earth	—	
15s EX: Crystal Might	EX: 1.3-1.35-1.4-1.45-1.5-1.55-1.6-1.65-1.7x	-EX-	
(EX continued...)	Spellbl. dmg after 0-8 wi/wa/f/e attacks in EX	-EX-	
Finisher: [Spellblade ⇒ Spellblade]	Finisher: phys 35% overstrike	-EX-	
[U] Chosen Traveler (Chicken Knife)	phys 7.0 / 10 wind+water+fire+earth	—	
15s EX: Spellblade Barrage	EX: +30% ATK, fastcast, ... (wi-wa-f-e Splbl ⇒ same+non, p0.8/2 or 3.2/8)	-EX-	
(EX continued...)	—	-EX-	
[AO] Crystalline Focus (Man-Eater)	phys 24.0 / 3 wind+water+fire+earth overstrike	—	
[O] Hand of the Crystals (Apocalypse)	phys 10.0 wind+water+fire+earth ranged	—	
[B] Call of the Wind (Gladius)	phys 6.64 / 8 wind+non, wind infuse 25s	—	
[Spellblade]	[p2.16/4 wind+n]	—	
[Spellblade]	[p1.68/3 wind+n, 1.15x Spellblade dmg 3 turns]	—	
[B] Call of the Flame (Bartz's Guise)	phys 6.64 / 8 fire+non, fire infuse 25s	—	
[Spellblade]	[p2.16/4 f+n]	—	
[Spellblade]	[p1.68/4 f+n, 1.15x Spellblade dmg 3 turns]	—	
[B] Latent Power (Great Sword)	phys 6.84 / 8 earth+n, earth infuse 25s	—	
[Spellblade]	[p1.88/4 e+wind, 1.15x Spellblade dmg 2 turns]	—	
[Spellblade]	[p1.41/3 e+wind, +30% ATK/RES 20s]	6011	
[B] Woken Water (Grand Helm)	phys 6.64 / 8 water+non, water infuse 25s	—	
[Thief]	[p2.0, -40% ATK, self +50% ATK 20s]	603	
[Spellblade]	[p2.16 / 4 water+n]	—	
[B] Light of the Four (Ragnarok)	phys 7.98 / 6	—	
[Spellblade]	[p2.52/4 wind+water] [p2.52/4 fire+earth]	—	
[G] Master Spellblade (Bartz's Bracers)	instant 15s hi fastcast Spellblade, 15s: 1.05-1.1-1.15-1.2-1.3x Splbl. dmg @ rnk 1-5	—	
(continued...)	—	—	
[S] Trueblade of Legend (Excalibur)	phys 7.9 / 5, party +50% DEF 25s	604	
[—] Choco Romp (Bartz's Cloak)	AoE phys 4.15 / 5 wind ranged, wind infuse 25s	—	
[—] Lupine Barrage (Brave Blade)	phys 5.25 / 5, self +35% ATK 25s	603	
[—] Blade Wing (Air Knife)	AoE phys 3.1 / 2 wind, 50% (29%×2) Sap	—	
⊕ <b>Basch</b>	Gallantry	party +20% DEF/RES 25s	608
[U] Exemplar of Honor (Crystal Shield)	— party Haste, Protect, Shell, +30% ATK/MAG 25s	610	
[U] Clash of Light and Flame (Scrp. Tail)	p7.1 / 10 holy+fire, self +100% DEF, holy infuse 25s	604	
(continued...)	15s: 1.05-1.1-1.15-1.2-1.3x Knight dmg @ rnk 1-5	—	
[O] Righteous Steel (Save the Queen)	phys 11.2 holy+dark, up to 14.5 w/ # holy atks used	—	
[B] Shining Ray (Holy Lance)	AoE p4.92 / 6 holy+non, holy infuse 25s	—	
[Knight]	[p2.08 / 4 h+n (p2.6/5 vs weak)]	—	
[Knight]	[AoE p1.3 / 2 h+n, self Retaliate 15s]	—	
[S] Ruin Impendent (Defender)	phys 7.8 / 6 ranged, party Phys blink 1	—	
[—] Fulminating Darkness (Golden Axe)	AoE phys 4.05 / 3 dark ranged, self Sentinel	502	
[—] Apocalypse Shield (Platinum Shield)	— party +30% ATK/DEF 25s	611	
⊕ <b>Beatrix</b>	Blessed Cure	Cura (h55) target	—
[U] Rose Finale (Apocalypse)	p7.1 / 10 holy+n, self +30% ATK/DEF, holy infuse 25s, 15s (holy rank 1-5 ⇒ p0.68/2-1.02/3-1.36/4-1.7/5-2.04/6 h+n Knight)	611	
(continued...)	—	—	
[AO] "Seiken Holy Hazard" (Saintbrngr)	phys 11.0 / 20, then 8.0 overstrike, holy ranged	—	
[O] Seiken Climhazard (Ultima Blade)	p10.5 holy+n, up to p14.5 with Knight ability uses	—	
[B] Seiken Thunder Slash (Durandal)	phys 6.64 / 8 holy+lgt, holy infuse 25s	—	
[Knight]	[p1.71/3 holy+lgt, Dispel]	—	
[Knight]	[p1.96/4 holy+lgt, 1.15x Knight dmg 2 turns]	—	
[B] Knight Protector (Lightbringer)	AoE p6.12/4 holy(p5.48 if an ally KO), +20% ho vuln.	—	
[Knight]	[p2.5/2 ho, taunt PHY/BLK, +200% DEF 25s]	502	
[Knight]	[p2.7/2, self +40% RES 20s]	607	
[G] "Holy Knight's Heart" (Diamond Glvs)	instant hi fastcast 2, holy infuse stacking 25s, holy infuse 25s	—	
(continued...)	—	—	
[S] Sword of the Clear Mind (Force Shld)	AoE phys 5.04 / 6 holy+non, holy infuse 25s	—	
[S] Seiken Shock (Ragnarok)	phys 7.6 / 8, party Magic Blink 1	—	
[—] Rose of May (Thunder Gloves)	phys 5.16 / 4, party +50% DEF 25s	604	
[—] Seiken Stock Break (Save the Queen)	AoE phys 4.02 / 3 holy, 49% (20%×3) Sap	—	
⊕ <b>Braska</b>	Aeon of Storms AoE magic 1.1 / 2 lgt (SUM)	—	
[U] Twin Summoning (Staff of the Magi)	m17.0 / 10 fire+lgt (SUM), 1.3x Summon dmg 15s, for 15s, AoE m6.8/4 fire+lgt Summon every 3.5s	—	
(continued...)	—	—	
[B] Trine Summoning (Hi Smnr's Lngstf)	magic 14.88 / 8 fire+lgt+non (SUM), fire infuse 25s	—	
mode OFF: [Summon]	[ON, +/- 30% MAG/RES 20s] [m7.96 / 4 f+n]	6014	
mode ON: [Summon]	[OFF, AoE m17.0 / 4 f+n ] [m9.95 / 5 f+n]	—	
[S] Wandering Flame (Hi Smnr's Staff)	magic 17.71 / 7 fire+non (SUM), fire infuse 25s	—	
[S] Summoner's Dream (Hi Smnr's Robe)	party Regen (hi), Fastzap 3, +30% MAG 25s	601	
[S] Aeon of Wing and Flame (B's Staff)	AoE up to m21.6 / 9 fire+n (SUM) (Ⓢ @723 MAG)	—	

Soul breaks - [A] [B] [C] [D] [E] [F] [G] [H] [I] [J] [K] [L] [M] [N] [O] [P] [Q] [R] [S] [T] [U] [V] [W] [X] [Y] [Z]

Character soul breaks	Damage	Other effect	ID
<b>⊕ Cait Sith</b>			
[U] Danger Dice (Red Megaphone)	Dice Fixed dmg: one of 1,22,33,44,55,666	—	609
[B] Lucky Girl (Blue Megaphone)	[W. Magic] —	... party Haste, Protect, Shell	611
[S] Battle Trumpet (Battle Trumpet)	white 17.84 / 8 non?	party crit=50% 25s	—
[S] Moogly Dance (Green Megaphone)	AoE -40% ATK/DEF/MAG/RES 25s,	party Regen (hi)	609
[—] Toy Soldier (Yellow Megaphone)	AoE w7.11 or 9.48 or 11.85 / 3 non?,	-50% A/M 25s	610
<b>⊕ Cecil, Dark</b>			
[U] Endless Darkness (Demon Helm)	Blood Weapon phys 1.6,	self heal 25% of dmg	—
[AO] Nightmare Blade (Demonslayer)	phys 7.1 / 10 dark+n,	dark infuse 25s,	—
[B] Abyss Gate (Helter Skelter)	phys 6.64 / 8 dark+non,	dark infuse 25s	—
[B] Dark Flame (Nightmare)	AoE phys 7.84 / 8 dark+fire,	... self Lose 1/4 maxHP, +30% ATK/RES 25s	621
[G] Evil Force (Demon Shield)	—	instant Neg. Dmg. 100%,	—
[S] Shadowbringer (Deathbringer)	phys 9.18 / 6,	Lose 30% maxHP	—
[—] Soul Eater (Shadowblade)	phys 5.0 / 2,	party +35% ATK 25s	603
[—] Dark Cannon (Dark Armor)	phys 5.2 dark,	Lose 1/8 maxHP	—
[—] Darkness (Dark Sword)	AoE phys 3.2 ranged dark,	Lose 1/8 maxHP	—
<b>⊕ Cecil, Paladin</b>			
[BU] "Advance Crystal" (Royal Sword)	Rampart —	party +20% DEF/RES 20s	608
[U] Paladin Wall (Force Shield)	15s EX: Lunarian	EX: +30% ATK/DEF, (Knight ⇒ heal front row 1.5k)	-EX-
[U] Sacred Cross (Lightbringer)	15s EX: Paladin	EX: +100% DEF	-EX-
[AO] Holy Devastation (Excalibur II)	phys 24.0 / 3 holy overstrike	—	—
[O] Arc of Light (Ragnarok)	phys 12.0 holy+non ranged	—	—
[B] Radiant Blast (Apocalypse)	phys 7.68 / 8 holy+non,	self Sentinel	502
[B] Paladin Force (Excalibur)	AoE phys 5.1/5 holy ranged,	holy infuse 25s	—
[G] "Valiant Force" (Crystal Helm)	—	instant hi fastcast Knight 15s,	—
[G] Sainly Force (Paladin's Bracer)	—	instant party Autoheal 2k; self holy infuse 25s	—
[S] Saint's Fall (Lustrous Sword)	phys 7.89 / 3 holy	—	—
[—] Radiant Wings (Mythgraven Blade)	phys 4.8 / 3 holy	—	—
[—] Sentinel (Lustrous Shield)	—	self taunt PHY/BLK, +200% DEF 30s	502
<b>⊕ Celes</b>			
[C] "Searching for Friends" (C's Sword)	Magic Shield —	party +50% RES 25s	607
[U] "Arcane Blade" (Celes's Guise)	ice chain 1.5x,	party +50% ATK 25s	603
[U] Whetted Blade (Arch Sword)	phys 7.1 / 10 ice+non,	Sentinel 25s, ice infuse 25s	—
[AO] Glorious Blade (Ultima Blade)	phys 24.0 / 3 holy+ice+wind overstrike	—	—
[O] Blade Unbound (Save the Queen)	phys 11-12-13-14 holy+wind if you've	... taken 0-5-12-20 hits WHT/BLK/SUM/BLU	—
[B] Invincible Blade (Ragnarok)	p7.52/8 holy+ice, self as Indom. Bld.,	+35% A/D 25s	611
[B] Maria's Song (Lightbringer)	—	party +30% ATK/MAG 25s; self holy infuse 25s	610
[G] Rune Knight's Ambition (Rnd. Shld.)	—	instant hi fastcast 2, crit=100% 2 turns	—
[S] Indomitable Blade (Excalibur)	phys 7.9 / 5,	as Runic Blade, but BLK/WHT	—
[—] Spinning Edge (Rune Blade)	phys 5.1 / 3 wind	—	—
[—] Runic Blade (Soul Sabre)	—	Taunt & cancel BLK to refill abils 25s	—
<b>⊕ Ceodore</b>			
[U] Trinity Slash (Ceodore's Blade)	White Magic Cure —	Cura (h55) target	—
[B] Holy Cross (Enhancer)	phys 7.52 / 8 holy+non,	party heal 40% max HP	—
[S] Cross Slash (Force Armor)	phys 5.05 / 5 holy+non,	holy infuse 25s	—
<b>⊕ Cid - iv</b>			
[U] "X Chaser" (Sledgehammer)	Head of Steam —	self +15% ATK/DEF 25s	611
[B] Falcon Drill (Gaia Hammer)	phys 7.36 / 8 lgt+non,	-40% ATK/DEF/MAG/RES 25s	609
[S] Jump Start (Thor's Hammer)	phys 7.8 / 5 ranged,	+20% lgt vuln. 25s	—
[S] Monkey Wrench (Cid's Gloves)	AoE p5.88 / 6 ranged,	-30% A/D/M/R/MND 25s	630

Character soul breaks	Damage	Other effect	ID
<b>⊕ Cid - vii</b>			
[U] Dynamite Boost (Dragoon Lance)	Boost Jump phys 1.5 jump	—	—
[B] Dragon Dive (Viper Halberd)	phys 8.0 / 10 wind+non jump,	wind infuse 25s,	—
[S] Pilot's Steel (Javelin)	—	party Haste, +50% ATK 25s	603
[S] Big Brawl (Cid's Goggles)	phys 7.8 / 12 wind,	self no air time 3 turns	—
[—] Dragon (Partisan)	phys 5.16 / 4 wind ranged,	+20% wind vuln. 25s	—
[—] Hyper Jump (Pole Axe)	phys 5.12 / 4 jump,	self Haste & +35% ATK/DEF 25s	611
[—] Dynamite (Trident)	AoE phys 3.2,	-50% ATK 25s	603
<b>⊕ Cid - xiv</b>			
[U] Gauss Round (Ferdinand)	Blank phys 1.5 / 3 ranged	—	—
[B] Grenado Shot (Magitek Repeater)	phys 7.1 / 10 fire+non,	fire infuse 25s, fastcast 15s,	—
[S] Rapid Shot (Garland Goggles)	phys 7.77 / 7 fire+non ranged,	+20% fire vuln. 25s	—
<b>⊕ Cinque</b>			
[U] Whirling Mace (Shock Hammer)	Cheerleader —	self +35% ATK 25s	603
[B] Gaia Pulse (Skull Crusher)	AoE phys 5.76 / 6 earth+non rngd,	earth infuse 25s	—
[S] Earthquake (Mythril Bangle)	AoE p6.66 / 6 earth+wind,	-30% A/D/M/R/MND 25s	630
<b>⊕ Cloud</b>			
[U] "Black Blossom" (Cloudy Wolf)	Sonic Break phys 1.5 / 3	—	—
[U] Climirage (Cloud's Gloves)	phys 7.2 / 15 wind,	wind infuse 25s	—
[U] Ultra Cross Slash (Force Stealer)	phys 7.5 / 5 wind+dark,	self crit=100% 25s	—
[AO] "Dark Finishing Touch" (Durandal)	phys 24.0 / 3 dark overstrike	—	—
[AO] Sonic Braver (Ultima Weapon)	phys 11.0 / 20, then 8.0 overstrike, wind ranged	—	—
[O] Cherry Blossom (Materia Blade)	phys 7.8 lgt + ice + fire	—	—
[O] Finishing Touch (Ragnarok)	phys 12.0 wind + non	—	—
[B] Sonic Blade (Buster Sword)	phys 6.64 / 8 dark+wind,	dark infuse 25s	—
[B] Cloud Cycle (Ultima Blade)	phys 6.64 / 8 wind+non,	wind infuse 25s	—
[B] Fenrir Overdrive (1st Fusion Sword)	phys 8.0 / 8,	(dmg below incl. +80% crit)	—
[G] "Mako Abyss" (Nail Bat)	instant phys 3.12 / 6 dark+non,	—	—
[G] Mako Power (2nd Fusion Sword)	instant phys 3.12 / 6 wind+non,	wind infuse stacking 25s, wind infuse 25s	—
[S] Blade Beam (Organics)	AoE phys 6.15 / 3 ranged	—	—
[—] Climhazzard (Cloud's Guise)	phys 5.11 / 7 wind,	wind infuse 25s	—
[—] Cross Slash (Hardedge)	phys 5.0,	50% Paralyze	—
[—] Braver (Buster Sword)	phys 4.8	—	—
<b>⊕ CoD</b>			
[U] Crashing Darkness (Emps. Kharna)	Tentacle of Pain m2.01 / 3 non	—	—
[O] Convergent Particle Beam (Everdrk)	AoE magic 12.6 / 6 dark+non,	party Haste, Doom 30s,	—
[B] 0-Form Particle Beam (Bizarre Stf)	AoE magic 12.6 / 6 dark+non,	party +30% MAG/MND 25s	623
[B] Fusillade Particle Beam (Calcite Stf)	m17.6 / 8 dark+holy,	party Reflect Dmg 30s	—
[S] Anti-air Particle Bm. (Darkening Clk.)	AoE magic 14.0 / 5 dark+holy,	dark infuse 25s	—
<b>⊕ Corilla</b>			
[U] "Shield Defense Bonus" (Bastrd Sw)	Seraph Blade phys 1.4 / 2 holy	—	—
[U] Holy Circle (Gluttony Sword)	—	party Protect, Shell, Last stand	207/8
[B] Intervention (Temple Sword)	AoE p5.76/6 holy+non,	party +30% ATK, +50% DEF 25s	6013
[S] Swift Blade (Iron Musketeer's Cuir.)	phys 7.5 / 6 holy+non,	party heal 40%, Esuna	—



Character soul breaks	Damage	Other effect	ID
⊕ <b>Cyan</b> Bushido Fang	phys 1.5		—
[U] Bushido Oblivion (Riot Blade)	p7.04 / 8 fire+n, fire infuse 25s, crit dmg=2x 25s	... Retaliate @p1.2 15s	—
(continued...)			—
[B] Bushido Tempest (Murasame)	phys 7.9 / 8, party crit=50% 25s, self Retaliate		—
[Samurai]	[p2.4, drain 20% of dmg]		—
[Samurai]	[p2.52 / 4, self +30% ATK, -30% DEF 20s]		6001
[S] Bushido Sky (Mutsunokami)	phys 7.9 / 4, party Magic blink 1		—
[S] Bushido Bloodmoon (Murakumo)	AoE phys 6.0 / 3, 63% (28% x3) Stop/Stun		—
[—] Bushido Dragon (Kotetsu)	phys 4.2, self heal 50% of dmg		—
[—] Bushido Flurry (Kiku-ichimonji)	phys 3.2 / 4		—
D			
⊕ <b>Delita</b> Rush	phys 1.5		—
[U] "In the Name of Love" (D's Armor)	phys 6.9 / 10 holy+lg+fire+ice, self crit=75% 25s		—
(continued...)	15s fastcast		—
(continued...)	15s (hit weakness ⇒ p1.84/4 h+f+i+n non no miss)		—
[U] King Apparent (Orichalcum Dirk)	phys 6.7 / 10 holy+fire+lg+ice (p7.7 vs weak), ...		—
(continued...)	... self instacast 2, +30% ATK, +25% RES, crit=50% 25s		6005
[AO] "The Valiant" (Vitanova)	phys 24.0 / 3 holy+fire+lg+ice overstrike		—
[B] Hero-King (Runblade)	phys 6.96 / 8 holy+fire+lg+ice (+50% crit dmg)		—
[Spellblade]	[p2.32/4 ho+f (+50% crit dmg)] [... lg+ice]		—
[G] "The Meager" (Zwill Straightblade)	— instant hi fastcast 2, 1.3x dmg vs weakness 15s		—
[S] Northswain Strike (Coral Sword)	AoE phys 6.0 / 4 ranged, -50% ATK 25s		603
[—] Crush Armor (Main Gauche)	phys 5.15 / 5 ranged, -50% DEF/RES 25s		608
[—] Counter Tackle (Maximilian)	— party crit=50% 25s and Phys blink 1		—
⊕ <b>Desch</b> Sustaining Strike	magic 2.01 / 3 lgt		—
[U] Roar of Duty (Gladius)	magic 17.0 / 10 lgt+n, +20% lgt vuln. 25s, ... party fastzap 3		—
(continued...)			—
[B] Ancient Lightning (Avenger)	AoE magic 11.7 / 5 lgt+n, lgt infuse 25s		—
[Black Magic]	[m8.0 / 4 lgt+n, self Fastzap 1]		—
[Black Magic]	[AoE m6.18 / 2 lgt+n, +30% MAG/DEF 20s]		6002
[S] Rolling Memories (Ancient Sword)	m17.64 / 6 lgt+n, +20% lgt vuln., self +30% MAG 25s		601
[—] Selfless Spirit (Gauntlets)	— self lose 50% maxHP, party +35% ATK/DEF 25s		611
[—] Bolt of the Ancients (Desch's Sword)	AoE magic 9.4 / 4 lgt, self lgt infuse 25s		—
⊕ <b>Deuce</b> Crescendo	— self +30% MAG 25s		601
[U] "Concerto ff" (Anima Flute)	instant party (h85), +100% RES 25s, Last stand		—
[U] Hymn of Healing (Argentia Flute)	— instant party h85, revive @ 40%, Neg.Dmg. 30%		—
[B] Concerto (Deuce's Akad. Unif.)	— party Cura (h55), +30% ATK/MAG 25s		610
[White Magic]	[instant Curaja] [party h25]		—
[S] Prelude (Luminous Robe)	— party Regen (hi), Last stand, Magic blink 1		—
⊕ <b>Dorgann</b> Shirahadori	— -15% DEF 25s, self +15% ATK 25s		604/3
[U] Brotherhood of the Dawn (Falchn.)	p7.1 / 8 earth+wind, self +100% DEF, earth infuse 25s		604
(continued...)	15s (Knight rank 1-5 ⇒ Knight		—
(continued...)	p0.68/2 - 1.02/3 - 1.36/4 - 1.7/5 - 2.04/6 e+w+i+n)		—
[B] Uncharted Lands (Dorgann's Redoubt)	AoE +20% earth vuln. 25s, party +30% ATK/DEF 25s		—
[Knight]	[p1.96/4 e+wind, 1.15x Knight dmg 2 turns]		—
[Knight]	[p1.41/3 e+wind, +30% ATK/RES 20s]		6011
[S] Winds of Home (Dorgann's Blade)	p7.68 / 6 wind, party +30% ATK/MAG, self -30% DEF		610/4
E			
⊕ <b>Echo</b> Healing Gift	— party Regen (lo)		—
[U] "Echo, Stage Left!" (Fairy Echo)	party Haste, Protect, hi fastcast 2, +30% DEF/MAG 25s		620
[B] Echoing Mischief (Angel's Bell)	AoE magic 13.92 / 6 holy+n, -30% A/D/M/R/MND 25s		630
[Black Magic]	[m4.9 h+n, -40% ATK 15s] [... -50% MAG]		603/1
[B] Echo's Prize (Cane of Wisdom)	— party heal 40% max HP, +30% MAG/RES 25s		622
[Black Magic]	[m10.48 / 4 lgt+n]		—
[Dancer]	[AoE -40% MAG ??s, 20% Stop]		601
[S] Breaker's Gift (Mythic Maracas)	AoE magic 14.19 / 3 non, -50% MAG/RES 25s		622
[S] Hastening Gift (Seraphic Rod)	— party Haste, Shell, +50% RES 25s		607
[—] Elemental Gift (Mogurumi)	AoE magic 9.6 / 4 lgt+n		—
⊕ <b>Edea</b> Astral Punch	magic 2.0 / 2 non (NAT)		—
[U] "Astral World" (Black Robe)	m17.0/10 ice+drk, self +30% MAG/RES, ice infuse 25s		622
(continued...)	15s (ice ⇒ fastcast 1 to same row)		—
[U] Astral Time (Rising Sun+)	m17.1/10 ice+dark, self+30% MAG/RES, ice infuse 25s, ... 100% dualcast Witch 15s (uses extra hone)		622
(continued...)			—
[AO] "Grievous Judgment" (Shoot.Star)	magic 36.4 / 20, then 26.5 overstrike, ice+dark		—
[B] Maelstrom (Edea's Valkyrie)	magic 15.04 / 8 ice+dark, ice infuse 25s		—
[Black Magic]	[m6/3 - 12/6 i+d (D hi MAG)]		—
[Black Magic]	[AoE m6.18/2 i+d, self +30% MAG, -30% DEF 20s]		6002
[G] "Inherited Powers" (Aura Staff)	— instant hi fastcast 2, ice infuse stacking 25s, ice infuse 25s		—
(continued...)			—
[S] Time Crush (Sorceress's Gown)	magic 17.8 / 5 dark, +20% dark vuln. 25s		—
[S] Ice Strike (Sorceress's Might)	AoE magic 14.22 / 6 ice+non		—
[—] Inaugural Parade (Sorceress's Crown)	— party Haste and +20% MAG 25s		601

Character soul breaks	Damage	Other effect	ID
⊕ <b>Edgar</b> Auto Crossbow	AoE phys 1.1 ranged		—
[U] Royal Brotherhood (Flash)	phys 7.0 / 10 bio+fire+lg+rgnd, 15s 1.05-1.1-1.15-1.2-1.3x Mchnst dmg @ rank 1-5		—
(continued...)	EX: +30% ATK, fastcast Machinist, EX:(Machinist b/f/l ⇒ p1.17/3 b/f/l +non no miss & 35% for +10% b/f/l vuln. 15s)		-EX -EX -EX
[AO] "Bravo, Figaro!" (Edgar's Guise)	phys 11.0 / 20, then 8.0 overstrike, bio+fire+lg+rgnd		—
[O] Armageddon Blast (Enhanced Bioblaster)	AoE phys 8.6 bio+n rng (+1.0/status, max +3.0), ... 15% Blind/Petrify/Poison/Silence		—
[B] Trifecta Drill (Longinus)	phys 6.56 / 8 bio+fire+lg, self +30% ATK/DEF 25s, instacast 1		611
(continued...)			—
[Machinist]	[fast p1.54/2 bio+fire, 20%: +10% fire vuln. 15s]		—
[Machinist]	[fast p1.54/2 bio+lg, 20%: +10% lgt vuln. 15s]		—
[B] Bio Chainsaw (Edgar's Cloak)	AoE phys 4.8 / 6 bio+n, 100% Poison, bio infuse 25s		—
[Machinist]	[p1.96/4 b+n rng, 25% (7x4) Blind/Poison/Silnc.]		—
[Machinist]	[AoE p1.4/2 b+n rng, 21% (11x2) Blind/Pois./Sil.]		—
[G] "Critical Noise" (Noiseblaster)	— instant crit=100% 2 turns, hi fastcast 2		—
[S] Chainsaw (Chainsaw)	phys 7.92 / 6, +20% bio vuln. 25s		—
[—] Drill (Drill)	phys 5.01 / 3, party +50% DEF 25s		604
[—] Bioblaster (Partisan)	AoE phys 3.1 ranged bio, 50% Poison		—
⊕ <b>Edge</b> Eblan Stunner	phys 1.5, 20% Paralyze		—
[U] Chaotic Moon (Kiku-ichimonji)	phys 7.1 / 10 water + lgt, 15s (water ⇒ Hi fastcast 1), 15s(Ninja ⇒ p2.16-4.32/2 wa+lg+n Nin@Pblink 1-2)		—
(continued...)			—
(continued...)			—
[B] Seething Waters (Mutsunokami)	phys 6.64 / 8 water+n, water infuse 25s		—
[Ninja]	[fast p1.88/4 wa+n] [fast AoE p1.2/2 wa+n]		—
[S] Eblan Doppelganger (Red Jacket)	— instant party Haste, Phys blink 1, Last stand		—
[S] Inferno (Sasuke's Katana)	instant AoE phys 5.8 / 4 fire+non		—
[—] Eblan Dual Wield (Kotetsu)	phys 5.28 / 8 lgt, 100% Paralyze & Slow		—
[—] Eblan Water Veil (Murasame)	AoE phys 3.45 / 3 water, 100% Stun		—
⊕ <b>Edward</b> Balm	— Cura (h55) target		—
[C] "Song of Hope" (Fearie Harp)	holy chain 1.5x, party +30% MAG/MND 25s		623
[U] Hero's Rime (Apollo's Harp)	— party +30% MAG/RES/MND 25s, Haste, Fastzap 2		642
[B] Whisperweed Ballad. (Lamia's Harp)	AoE +20% holy vuln. 25s, party +50% ATK 25s		603
[Support]	[p1.95 holy rngd, -20% ATK/MAG 15s, self Sap]		610
[Support]	[p1.95 holy rngd, -20% DEF/RES 15s, self Sap]		608
[S] Soulsong (Soul Harp)	— party +30% MAG/MND 25s, Fastzap 3		623
[—] Song of Swiftness (Dream Harp)	— party Haste and +30% MAG 25s		601
[—] Fabled Song (Fabled Harp)	— party Protect and Regen (hi)		207
⊕ <b>Eiko</b> Mass Shell	— party Shell		208
[BU] "Sonic Homing" (Angel Flute)	magic 17.0 / 10 holy+wind (SUM)		—
(continued...)	15s (Summoning ⇒ party h25 White Magic)		—
[White Magic]	[+1 on W.Magic instant [ally h25 - party h25 - party h55 - (party h55 & Autoheal 2k)]		—
(continued...)			—
[BU] "Phoenix Featers" (Trance Model)	instant party Curaga (h85), crit=50% 25s		—
[White Magic]	[+1 on W. Magic instant [ally h25 - party h25 - party h55 - (party h55 & Autoheal 2k)]		—
(continued...)			—
[U] Guardian Mog (Lamia's Flute)	instant party Curaga (h85), Haste, Last stand		—
[B] Prayer of the Lost (Hamelin)	— party Curaga (h85), crit=50% 25s		—
[White Magic]	[Curaja, Phys blink 1] [party h25]		—
[G] "Eiko's Boon" (Gaia Gear)	— instant party Haste, Phys blink 1		—
[S] Flames of Rebirth (Fairy Flute)	— party Cura (h50) and Reraise 40%		—
[—] Emerald Light (Golem's Flute)	— party Cura (h50) and Haste		—
[—] Withering Winds (Hypnocrown)	AoE magic 7.17 wind (SUM), -50% MAG 25s		601
⊕ <b>Elarra</b> Fabula Heal	— party h37		—
[U] "Magika Oration" (same name)	instant party Curaga (h85), crit dmg=2x 25s		—
(continued...)	self fastcast 15s		—
[U] Magika Album (Magika Album)	instant party Curaga (h85), Regenga, hi fastcast 2		—
[B] Magika Coat (Elarra's Guise)	party Curaga (h85), Last stand		—
[White Magic]	[self +20% MND 25s, fastcast 3]		602
[White Magic]	[party h25]		—
[G] "Magika Pious" (Magika Pious)	— instant party Cura (h55)		—
⊕ <b>Elena</b> Bewilder	— 100% Confuse		—
[B] Elite Operator (Research Dept. Pstl.)	instant AoE p5.2 / 8 fire+n rngd, +20% fire vuln. 25s		—
[Sharpshooter]	[fast p1.88/4 f+n]		—
[Sharpshooter]	[fast AoE p1.1/2 f+n, 42% (24% x2) Confuse]		—
[S] Rookie Turk (Elena Special)	phys 7.76 / 8 fire+non rngd rmdm, fire infuse 25s		—
⊕ <b>Emperor</b> Slow IX	— AoE 20% Slow		—
[U] Repentance Thorns (Wizard's Rod)	magic 17.0 / 10 earth+dark, -70% ATK/MAG 8s		—
(continued...)	15s fastcast, (earth ⇒ m7.8/4 e+d+n B. Magic)		—
[U] Dire Apocalypse (Mateus's Malice)	AoE magic 13.84 / 8 earth+wind, +20% earth vuln. 25s, -50% ATK/MAG/RES 25s		634
(continued...)			—
[B] Hell's Maw (Meister Rod)	magic 15.04 / 8 earth+dark, earth infuse 25s		—
[Black Magic]	[m7.72/4 e+d, fastcast 2]		—
[Black Magic]	[m4.06/2 e+d, -50% MAG 15s]		601
[B] Winds of War (Demon's Rod)	AoE m11.94 / 6 wind+dark, wind infuse 25s		—
[Black Magic]	[m8.68 / 4 wi+dk, 31% (9% x4) Stun]		—
[Black Magic]	[m7.96 / 1 wi+dk, heal 20% of dmg]		—
[G] Clever Ruse (Violet Robe)	— instant -1 lgt offense level 15s, self hi fastcast 2		—
[S] Prison of Sorrow (Emperor's Cloak)	magic 17.12 / 8 dark+non, party Reflect Dmg 30s		—

Character soul breaks	Damage	Other effect	ID
⊕ <b>Estinien</b>	Jump p1.5 jump	—	—
[U] Skydragon Dive (Gae Bolg)	p7.1 / 10 wind+dark jump, self +30% ATK/DEF 25s,	611	—
(continued...)	wind infuse 25s,	—	—
(continued...)	fastcast 1, 15s (Dragoon ⇒ fastcast 1)	—	—
[B] The Azure Dragoon (Drachen Mail)	phys 6.64 / 8 wind+dark jump, wind infuse 25s	—	—
mode OFF: [Dragoon]	[ON,1.15x jmp dmg 3 turns] [p2.08/4 wi+dk jmp]	—	—
mode ON: [Dragoon]	[OFF,p1.96/2 wi+dk jmp,no air time 3] [p2.6/5 ...]	—	—
[S] Draconian Light (Drachen Armet)	— party Neg. Dmg. 30%, crit=50% 25s	—	—
⊖ <b>Exdeath</b>	Black Hole magic 2.0 non-elem (NAT)	—	—
[BU] Delta Hole (Santalum Robe)	m16.4/10 dark,+20%dark vuln. 25s,self fastcast 15s	—	—
[Darkness], +1 on Darkness	[m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 dark]	—	—
[U] Neo Grand Cross (Whale Whisker)	AoE m13.92/6 dark+n, party +30% MAG/MND 25s	623	—
(continued...)	... Taunt & cancel BLK/WHT to refill abils 25s	—	—
[B] Neo Black Hole (Demon's Rod)	AoE m11.94 / 6 dark+n, +20% dark vuln. 25s	—	—
[Black Magic]	[m8.16 / 4, m11.44 if Doomed]	—	—
[Black Magic]	[AoE m6.3, self Memento Mori]	601	—
[S] Power of the Void (Enuo's Scourge)	magic 17.58 / 6 dk+n, party +30% MAG/RES 25s	622	—
[S] Neo Almagest (Exdeath's Cuirass)	AoE magic 14.2 / 4 dark, party Magic blink 1	—	—
[−] Dark Earth Shaker (Ghida's Whisker)	magic 11.79 / 3 dark, self dark infuse 25s	—	—
[−] Grand Cross (Moore Branch)	AoE m9.48/4 non (NAT), see Neo Grand Cross taunt	—	—
⊕ <b>Fang</b>			
Adrenaline	—	self +35% ATK 25s	603
[U] "Ragnarok's Quickening" (Tam. Pl.)	phys 7.1 / 10 wind+non jump, wind infuse 25s	—	—
(continued...)	15s no air time	—	—
(continued...)	15s (Dragoon ⇒ p2.0/5 w+n rng Dragoon no miss	—	—
(continued...)	@ +30-50-75% crit increasing with uses)	—	—
[U] Bahamut Dive (Shamanic Spear)	p7.1/10 wind+n jmp,self+30% ATK/DEF, wi infuse 25s	611	—
(continued...)	15s instacast jumps	—	—
[AO] "Dragonstorm Spear" (Calam.Spr)	phys 24.0 / 3 wind jump overstrike	—	—
[O] Soaring Spear (Banescissor Spear)	phys 12.0 wind+non jump	—	—
[B] Raging Whirlwind (Heretic's Halb.)	phys 6.66 / 9 wind+non, wind infuse 25s	—	—
[Combat]	[p2.08 / 4 wind (p2.6 / 5 vs. weak)]	—	—
[Combat]	[AoE p1.3/2 wind+n, self +30% ATK, −30% DEF 20s]	6001	—
[B] Megafflare (Rhomphaia)	AoE phys 5.8 / 4 wind+n rngd, +20% wind vuln. 25s	—	—
[Dragoon]	[p2.16 / 4 wi+n] [AoE p1.5 / 2 wi+n]	—	—
[G] "Smash Blast" (Pandoran Spear)	instant phys 3.12/6 wind+non ranged,	—	—
(continued...)	wind infuse stacking 25s, wind infuse 25s	—	—
[S] Aerial Loop (Fang's Armguards)	phys 6.48 / 8 wind+non, self wind infuse 25s	—	—
[S] Highwind (Punisher)	phys 7.68 / 6 fire+wind jump, −50% ATK/MAG 25s	610	—
[−] High Dive (Partisan)	AoE phys 4.2 / 3 jump, −50% DEF/RES 25s	608	—
[−] Pulsar Burst (Glaive)	phys 5.1 / 5 ranged, 69% (21% x5) Blind	—	—
⊕ <b>Faris</b>	Master of the Sea AoE phys 1.0 water ranged	—	—
[C] "Eternal Bond" (Windslash Bow)	wind chain 1.5x, party +50% ATK 25s	603	—
[BU] "Courage, Essence of Flame" (H.C)	instant p6.0 / 10 fire+wind rngd, −40% ATK/DEF 25s	611	—
(continued...)	15s 1.3x Thief dmg	—	—
[Thief], +1 on Thief	instant f+w rngd [p1.5 - (2.34/6 & −30% DEF 15s)	604	—
(continued...)	- (4.68/6 & −40% DEF 15s)	604	—
(continued...)	- (7.26/6 & −70% DEF/RES/MND 8s) ]	646	—
[U] Pirate Storm (Force Shield)	phys 7.1 / 10 wind+non, +20% wind vuln. 25s	—	—
(continued...)	15s (2 Thief ⇒ +10% wind vuln. 15s)	—	—
[U] Pirate Princess (Fairy Bow)	p7.38/9 wind+n rngd, +20% wi vuln, −50% A/M/MND	638	—
[U] Phantom (Faris's Longcoat)	AoE p(7.74/6.72/6.0/...)/6 vs 1/2/3/... foes,	630	—
(continued...)	... −30% A/D/M/R/MND 25s, 100% Stun	—	—
[B] Landlubber Lambast (Perseus Bow)	instant p5.2 / 8 wind+fire rngd, −50% ATK/DEF 25s	—	—
[Support]	[p2.2/2 wi+f rngd, −40% ATK 15s] [... −50% DEF]	603/4	—
[B] Beryl Serpent (Artemis Bow)	phys 7.5 / 5 ranged, −40% ATK/DEF/MAG/RES 25s	609	—
[Support]	[p2.3, −50% MAG 15s] [p2.3, −40% ATK 15s]	601/3	—
[G] "Captain's Trust" (Rune Armlet)	instant AoE p2.64/6 wind+fire, −40% ATK/MAG 15s	—	—
[S] Serpent's Gale (Faris's Bracers)	AoE phys 5.84 / 4 wind+igt rng,+20% wind vuln. 25s	—	—
[−] Sea Lord's Broadside (Yoichi's Bow)	AoE phys 4.04 / 4 ranged, −40% ATK/MAG 25s	610	—
[−] Kindred Spirit (Aevis Killer)	AoE phys 3.5 ranged, −40% DEF/RES 25s	608	—
⊕ <b>Firion</b>	Rope Knife phys 1.5 ranged	—	—
[BU] Fervid Blazer (Firion's Bandana)	p7.0/10 holy+ice+fire, self crit=75% 15s,fastcast 15s	—	—
[Samurai], +1 on Samurai	[p1.9 (no overstrike) - 3.15 - 6.3 - 9.85 h+i+f]	—	—
[U] Double Trouble (Lightbringer)	phys 7.1 / 10 holy+non, holy infuse 25s	—	—
15s EX: Loyal Shield	EX: +30% ATK, cast spd 2.0-6.5x @ 9 atks in EX	-EX-	—
[AO] Thorns of the Rose (Crimson Swd)	phys 24.0 / 3 holy+ice+fire overstrike	—	—
[O] Rose of Rebellion (Ragnarok)	p11.25 - 12.5 - 13.75 holy+n @ 0-9-22 atks	—	—
[B] Weaponsmaster (Sun Blade)	instant AoE phys 5.84/4 holy+n, party Magic blink 1	—	—
[Combat]	[p0.52/1 h+n rng, stack to p4.16/8 for 25s]	—	—
[Combat]	[p1.68 / 4 h+n, self instacast 1]	—	—
[G] Weapon Specialist (Firion's Guise)	— instant hi fastcast 2, 1.3x dmg vs weak 15s	—	—
[S] Shining Blade (Diamond Helm)	AoE phys 5.1 / 6 holy, holy infuse 25s	—	—
[S] Lord of Arms (Masamune)	phys 7.8 / 5 ranged, 100% Blind	—	—
[−] Wild Rose Vow (Demon Axe)	phys 5.1 / 5	—	—

Character soul breaks	Damage	Other effect	ID
⊕ <b>Fran</b>	Feral Strike phys 1.5 ranged	—	—
[U] Sparkhill Fang (Hunting Crossbow)	instant p6.0 / 10 ice+igt rngd, −70% ATK/DEF/MAG 8s	633	—
(continued...)	self instacast 1	—	—
[U] Vanquished Cries (Artemis Bow)	AoE phys 5.46 / 6 ice+dark ranged,	—	—
(continued...)	... +20% ice vuln. 25s, party Fastcast 2	—	—
[B] Thundering Hail (Minerva Bustier)	phys 6.32 / 8 ice+igt rngd, −40% ATK/DEF/MAG/RES 25s	609	—
[Support]	[p2.2/2 ice+igt rngd, −40% ATK 15s] [... −50% MAG]	603/1	—
[B] Gaze of the Void (Perseus Bow)	AoE phys 5.9 / 5 ranged, −30% A/D/M/R/MND 25s	630	—
[Support]	[p2.4/2 rng, −40% ATK 15s] [... −50% RES]	603/7	—
[S] Pinpoint (Yoichi Bow)	phys 7.68 / 8 igt+non ranged, +20% igt vuln. 25s	—	—
[S] Mist Overload (Traitor's Bow)	phys 7.91 / 7 ranged, −40% ATK/DEF/MAG/RES 25s	609	—
[−] Shatterheart (Killer Bow)	AoE phys 4.02 / 3 ranged, −40% ATK/MAG 25s	610	—
[−] Whip Kick (Loxley Bow)	phys 3.8 ranged, −50% DEF/RES 10s	608	—
⊕ <b>Freya</b>	Reis's Wind — party Regen (lo)	—	—
[U] "Dragonstorm" (Kain's Lance)	phys 6.96 / 8 wind+n jump, −70% ATK/DEF/MAG 8s,	633	—
(continued...)	self no air time 3	—	—
[U] Moonblossom Dragon (Holy Lance)	phys 7.1 / 10 wind+non jump, −50% DEF/RES 25s,	608	—
(continued...)	fastcast jump 15s, wind infuse 25s	—	—
[B] Dragon's Crest (Heavy Lance)	phys 7.6 / 8 wind+non jump, −50% ATK/DEF 25s	611	—
[Dragoon]	[p1.96 / 2 wi+n rngd, self no air time 2]	—	—
[Dragoon]	[p1.96 / 2 wi+n rngd, self refill lowest abil. 1]	—	—
[S] Six Dragons (Trident)	phys 7.74 / 6 wind ranged, self wind infuse 25s	—	—
[S] Cherry Blossom (Drgn Knt Grtcoat)	AoE phys 5.85 / 3 wind, self no air time 3	—	—
[−] Dragon Breath (Partisan)	phys 5.15 / 5 jump, −50% DEF/RES 25s	608	—
⊕ <b>Fujin</b>	Aero magic 2.5 wind	—	—
[U] Storm (Cross Chakram)	m17.0 / 10 wind+non, wind infuse 25s, fastcast 15s,	—	—
(continued...)	15s(2 wi⇒ 40% m7.8/5 or 60% 15.6/10 wi+n BMag)	—	—
[AO] Bluster (Fujin's Wing Edge)	magic 36.4 / 20, then 26.5 overstrike, wind	—	—
[O] Into the Storm (Fujin's Moon Ring)	magic 37.5 wind+non, m42.5 vs. weak	—	—
[B] Metsu (Fujin's Shin-Chakram)	instant AoE m12.0 / 5 wind+n, −40% MAG/RES 25s	622	—
[Black Magic]	[fast m9.0 / 4 wind+n]	—	—
[Black Magic]	[fast m8.7 / 1 wind+n, −30% RES 25s]	607	—
[G] Winds (Fujin's Wind Slash)	instant hi fastcast 2, stackable +20% wind dmg 15s	—	—
[S] Zan (Fujin's Jacket)	instant magic 17.12 / 8 wind+non, wind infuse 25s	—	—
[−] Jin (Shear Feather)	AoE 0.75x status chance 15s, party Phys blink 1	—	—
⊖ <b>Fusoya</b>	Bless — party Regen (lo)	—	—
[B] Lunarian Prayer (Gravity Rod)	magic 15.04 / 8 holy+non, holy infuse 25s	—	—
[Black Magic]	[m4.4/2 h+n, powers up cmd2]	—	—
[Black Magic]	[m 6.9/3 - 9.4/4 - 12.0/5 - 18.0/6 h+n]	—	—
[S] Lunarian Might (Radiant Robe)	AoE +20% dark vuln. 25s, party +30% MAG/MND 25s	623	—
[−] Lunar Auspice (Faerie Rod)	AoE magic 9.4 / 4 non, party +20% MAG 25s	601	—
⊕ <b>Gabranth</b>			
Circle of Judgment	phys 1.6,	self +30% DEF 25s	604
[BU] "Frost Purge" (Balmung)	phys 7.2 / 10 dark+non ranged, dark infuse 25s	—	—
(continued...)	15s of +1 to all Heavy Charge level gains	—	—
[Heavy Physical], +1 on dark	[p1.92 (no overstrike) - 3.25 - 6.5 - 10.15 dark]	—	—
[U] Ruin Unflinching (Highway Star)	p7.1 / 10 dark+n, self +30% ATK/DEF, dark infuse 25s	611	—
(continued...)	fastcast 1, 15s (dark ⇒ fastcast 1)	—	—
[O] Hatred (Helter-Skelter)	phys 11.2 dark+n, up to 14.5 w/ dark attacks used	—	—
[B] Innocence (Nightbringer)	phys 7.68 / 8 dark+non, +20% dark vuln. 25s	—	—
[Combat / Darkness]	[fast p1.88 / 4 d+n] [p2.2 d+n, drain 20%]	—	—
[S] Avenger (Gabranth's Helm)	AoE phys 4.95 / 5 dark+non, dark infuse 25s	—	—
[S] Fulminating Oblivion (Chaos Blade)	AoE phys 6.0 / 4 dark ranged, 100% Stun	—	—
[−] Enrage (Gabranth's Hauberk)	phys 5.1 / 6 dark, dark infuse 25s	—	—
⊕ <b>Gaffgarion</b>	World-weary Blade AoE phys 0.9 dark, 15% Blind	—	—
[U] Dance with Shadows (Giant's Axe)	p7.1 / 10 dark+n, self +30% ATK/DEF, dark infuse 25s,	611	—
(continued...)	15s (Darkness ⇒ p1.82/2 d+n Drkns & drain 20%)	—	—
[B] Fellsword Dance (Chaosbringer)	phys 6.48 / 8 dark+n, dark infuse 25s	—	—
[Darkness]	[p1.96 / 2 d+n, self refill 1 ability use]	—	—
[Darkness]	[AoE p1.34 d+n, ally heal 30% max HP]	—	—
[S] Duskblade (Gaffgarion's Shell)	AoE p5.88 / 4 dark+non, party refill 1 ability use	—	—
⊕ <b>Galuf</b>	Clenched Fist phys 1.5	—	—
[C] Immortal Soul (Triton Hammer)	earth chain 1.5x, party +50% ATK 25s	603	—
[U] Heart and Soul (Godhand)	phys 7.1 / 10 earth+fire, +20% earth vuln. 25s,	—	—
(continued...)	self +30% ATK/RES 25s	621	—
(continued...)	fastcast 1, 15s (earth ⇒ fastcast 1)	—	—
[U] Martial Might (Platinum Hammer)	party Haste,+30% ATK/MAG 25s, self earth infuse 25s	610	—
[B] Renewed Vigor (Murasame)	phys 6.64 / 8 earth+fire, +20% earth vuln. 25s	—	—
[Monk]	[p2.16/4 e+f] [p1.08/2 e+f, self crit=50% 15s]	—	—
[B] Sweet Sorrow (Sledgehammer)	phys 7.62 / 6 fire+earth, +20% fire vuln. 25s	—	—
[Monk]	[ p1.88 / 4 f+e, ally heal 25%]	—	—
[Monk]	[AoE p1.34 / 2 f+e, ally heal 30%]	—	—
[S] Inner Peace (Jujitsu Gi)	— party crit=50% 25s, Regen (hi); self fire infuse	—	—
[S] Unshaken Resolve (Titan's Gloves)	phys 7.8 / 4, (see Unyielding Fist below)	—	—
[−] Fist of the Dawn (Thor Hammer)	phys 5.0, party +35% ATK 25s	603	—
[−] Unyielding Fist (Kaiser's Knuckles)	+50% ATK 25s, immune atks/status/health 30s	—	—



Character soul breaks	Damage	Other effect	ID
⊕ <b>Garland</b>	Dire Strike	self +35% ATK 25s, self -35% DEF 25s	603/4
<b>[C] Bent on Destruction</b> ( <i>Rune Axe</i> )	dark chain 1.2x, phys 7.92 / 22 dark	—	—
<b>[U] "Chaos Genocide"</b> ( <i>Avenger</i> )	p7.1/10 dark+non, self +30% ATK/DEF, dark infuse 25s (continued...) (continued...)	15s (H.Phys. ⇒ p1.6/5 - 1.9/5 - 2.2/5 d+n H.Phys @ 0 - 1 - 2 - 2 Hvy Charge)	—
<b>[U] Source of Hatred</b> ( <i>Rebellion</i> )	phys 7.1 / 10 dark+non, dark infuse 25s (continued...) (continued...)	15s (dark ⇒ fastcast 1), 15s (Darkness ⇒ p1.82 d+n Darkness & drain 20%)	—
<b>[AO] Scion of Malice</b> ( <i>Chaosbringer</i> )	phys 24.0 / 3 dark overstrike	—	—
<b>[O] Discord Incarnate</b> ( <i>Earthbreaker</i> )	phys 11.25 dark+non, or p12.75 vs. weak	—	—
<b>[B] Twin Swords</b> ( <i>Claymore</i> )	phys 6.64 / 8 dark+non, dark infuse 25s [Darkness] [Darkness]	[p0.8/2 d+n, powers up cmd 2] [p2.16/4 - 4.45/5 - 6.3/6 - 8.75/7 d+n, @ +0 - 5 - 10 - 25 % crit]	—
<b>[B] Dark Rebirth</b> ( <i>Ogrekiller</i> )	phys 6.6 / 6 dark, dark infuse 25s [Darkness] [Darkness]	[p2.3 dark, heal 20% of dmg] [AoE p1.764 / 2 dark ranged (incl. +80% crit)]	—
<b>[G] Glimpse of Chaos</b> ( <i>Garland's Helm</i> )	instant hi fastcast 2, stackable +20% dark dmg 15s	—	—
<b>[S] Bardiche</b> ( <i>Gigantaxe</i> )	AoE phys 5.75 / 5 dark+non, -50% ATK/DEF 25s	611	—
<b>[S] Chaos Bringer</b> ( <i>Soulreuder</i> )	phys 7.8 / 4 dark, heal 50% of dmg	—	—
<b>[-] Chaos Cyclone</b> ( <i>Dark Plate</i> )	AoE phys 4.14 / 3 dark, +20% dark vuln.25s	—	—
⊙ <b>Garnet</b>	Song of Memories	party +15% ATK 25s	603
<b>[C] Resilient Memories</b> ( <i>Garnet's Guise</i> )	lgt chain 1.5x, party +50% MAG 25s	—	601
<b>[U] Trance Ramuh</b> ( <i>Holy Rod</i> )	AoE magic 14.7 / 7 lgt+n (SUM), lgt infuse 25s, (continued...) (continued...)	... party +30% MAG/MND 25s, for 15s, AoE m5.7/2 lgt+n (SUM) every 3.5s	623
<b>[B] Trial by Lightning</b> ( <i>Staff of Ramuh</i> )	AoE +20% lgt vuln. 25s, party +30% ATK/MAG 25s cmd1 if OFF [Summon] cmd1 if ON [Summon] cmd2 OFF&ON [Summon]	[ON, ally heal 40%] [OFF, AoE m5.4/2 lgt+n (BLK), party heal 30%] [m10.48/4 lgt+n (SUM)] [m13.1/5 lgt+n (SUM)]	610
<b>[B] Dagger of Resolve</b> ( <i>Dagg. of Reslv.</i> ) [W. Magic / Summon]	AoE magic 14.25 / 3 lgt+holy (SUM) [Curaja + Esuna] [AoE m8.0/2 lgt+h (SUM)]	—	—
<b>[S] Enveloping Warmth</b> ( <i>Royal Gown</i> )	— party +30% MAG/DEF 25s, Autoheal 3k 25s	620	—
<b>[S] Divine Guardian</b> ( <i>Wizard Rod</i> )	— party haste, regen (hi), +50% RES 25s	607	—
<b>[-] Leviathan</b> ( <i>Asura's Rod</i> )	AoE m9.0/2 water (SUM), party +20% MAG 25s	601	—
<b>[-] Ramuh</b> ( <i>Storm Staff</i> )	AoE magic 7.17 lightning (SUM)	—	—
⊕ <b>Gau</b>	Range 1	phys 1.5 automatically for 3 turns	—
<b>[U] "Dried Meat Boost"</b> ( <i>Dual Claw</i> )	phys 6.84 / 12 wind+lgt+non, self crit=100% 25s (continued...)	15s of 100% dualcast Combat/Celerity (uses hone)	—
<b>[B] Maul of the Wild</b> ( <i>Impact Claws</i> )	phys 7.6 / 8, self fastcast 3, +30% ATK, -30% DEF 25s [Combat] [special]	[3 random turns: p1.0, p2.7/3, AoE p2.25/3 f+n] [3 random turns: heal ally 30%, 70%, party 30%]	6001
<b>[S] Meteor Rage</b> ( <i>Shiny Thing</i> )	AoE p6.15/3 ranged, AoE p2.38/2 rngd auto 3 turns	—	—
<b>[-] Gigavolt Rage</b> ( <i>Gauntlet</i> )	AoE p4.2/4 lgt ranged, p2.1 lgt rngd auto 3 turns	—	—
⊕ <b>Gilgamesh</b>	Morphing Time	self +35% ATK 25s	603
<b>[C] Historic Splendor</b> ( <i>Gilg's Guise</i> )	fire chain 1.5x, party +50% ATK 25s	—	603
<b>[U] No Justice</b> ( <i>Ama-no-Murakumo</i> )	phys 7.1 / 10 fire+non, fire infuse 25s 15s EX: No Discussion (EX continued...)	EX: +30% ATK, (Samurai ⇒ Samurai no miss p0.37/1 or 1.48/4 or 2.22/6 or 3.7/10 f+n)	-EX- -EX-
<b>[U] All's Fair</b> ( <i>Genji Gloves</i> )	phys 7.2 / 10, Retaliate@p1.2 15s, crit=50% 25s 15s EX: Legendary Swordsman EX: +30% ATK	—	-EX-
<b>[O] Strange Bedfellow</b> ( <i>Gil's Naginata</i> )	phys 13.2 (10.8 if any ally dead)	—	—
<b>[B] Gilga. Scorching Time</b> ( <i>Art of War</i> )	phys 6.64 / 8 fire+non, fire infuse 25s mode OFF: [Samurai] mode ON: [Samurai]	[ON, Retaliate ] [p2.2 / 4 fire+non] [OFF, instacast 3] [p2.6 / 5 fire+wind]	—
<b>[B] Gilga. Morphing Time</b> ( <i>Masamune</i> )	phys 7.84 / 8, self taunt PHY/BLK, +200% DEF 25s [Samurai]	[p2.6 / 2, Dispel] [p2.6 / 2, self Retaliate]	502
<b>[S] Faithful Companion</b> ( <i>Genji Blade</i> )	AoE phys 6.0 / 3, party Regen (hi)	—	—
<b>[-] Repentance</b> ( <i>Zantetsuken</i> )	phys 5.13 / 3 jump, self Protect, Shell, Haste	207/8	—
<b>[-] Death Claw</b> ( <i>Kotetsu</i> )	phys 5.1 / 3 jump, 51% (21%×3) Paralyze	—	—
⊕ <b>Gladiolus</b>	Survival Spirit	self heal 25% max HP	—
<b>[U] Cyclone</b> ( <i>Claymore</i> )	phys 7.1 / 10 earth+non, earth infuse 25s (continued...) Finisher: [earth ⇒ Heavy Physical]	15s of +1 level to all Heavy Charge gains Finisher: phys 35% overstrike	—
<b>[O] Dawnhammer</b> ( <i>Blade of Brennaere</i> )	phys 11.44 earth+n, to p12.93 w/ hits taken	—	—
<b>[B] Tempest</b> ( <i>War Sword</i> )	AoE p4.98 / 6 earth+non, earth infuse 25s [Knight] [Knight]	[up to p2.4/5 earth+n (Ⓛ hi DEF) ] [p2.5/2 earth+n, self Sentinel 25s]	502
<b>[G] Double Charging...</b> ( <i>Thunder Shield</i> ) (continued...)	— instant +2 Heavy Charge, 15s of up to 1.3x H.Phys. dmg @ rank 5	—	—
<b>[S] Pep Talk</b> ( <i>Two-Handed Sword</i> )	— party Last stand, +50% ATK 25s	603	—
⊙ <b>Gogo - v</b>	Art of Mimicry	Mimic last ally's honed non-jump ability	—
<b>[U] "Sunken Tower Rhapsody"</b> ( <i>Emp.R</i> ) (continued...)	— instant party Haste, Last stand self mimic twice, water infuse 25s	—	—
<b>[B] Deep Aqua Breath</b> ( <i>Mimic's Rod</i> )	AoE magic 11.94 / 6 water+n, water infuse 25s [special] [Black Magic]	[Mimic, -0.15s cast time per use] [m8.96 / 4 wa+n]	—
<b>[G] "Seabound Imitation"</b> ( <i>Gogo's Coat</i> ) (continued...)	instant mimic, water infuse stacking 25s, water infuse 25s	—	—
<b>[S] Fantastic Symmetry</b> ( <i>Mimic's Cap</i> )	— party Haste, +30% ATK/MAG 25s	610	—

Character soul breaks	Damage	Other effect	ID
⊕ <b>Gogo - v</b>	Mime	Mimic last ally action	—
<b>[BU] "Mime Justice"</b> ( <i>Gogo's Falchion</i> )	— instant party Haste, +30% ATK/MAG/RES 25s [Combat/B.Magic], +1 on same fast [p1.81/m7.45 - mimic ×1 - ×2 - ×3]	634	—
<b>[B] Punishing Meteor</b> ( <i>Helm o'Wonders</i> )	either p7.6/8 or m17.04/8, party +30% ATK/MAG 25s [special] [Combat or B. Magic]	[fast mimic] [either p2.72/4 or m10.68/4]	610
<b>[S] Maw of the Beast</b> ( <i>Mimic Blade</i> )	AoE: p5.81/7 or m14.0/7, party heal 40%, Esuna	—	—
⊙ <b>Golbez</b>	Binding Cold	20% Paralyze all foes	—
<b>[C] Darkbind Miasma</b> ( <i>Demon's Rod</i> )	dark chain 1.5x, party +50% MAG 25s	601	—
<b>[U] "Onyx Dragon"</b> ( <i>Meister Rod</i> )	magic 17.0 / 10 dark+non, dark infuse 25s (continued...) (continued...)	lose 99% maxHP, Negate Dmg. 100% 100% dualcast Darkness (no hone) while Neg.Dmg Finisher: [Darkness ⇒ Darkness] Finisher: magic 11.8 - 20.5 - 34.6 d+n overstk @ 0 - 5 - 9 Darkness used	—
<b>[U] Master of Baron</b> ( <i>Gigant Axe</i> )	magic 17.0 / 10 dark+non, dark infuse 25s, (continued...)	... self +30% MAG/DEF 25s, Autoheal 6k	620
<b>[B] Abyssal Quasar</b> ( <i>Giant's Glove</i> )	m15.04 / 8 dark+n, party Reflect Dmg. 75% as dark [Black Magic]	[m10.48/4 d+n] [m7.95/3 d+n, fastcast 2]	—
<b>[B] Twin Moon</b> ( <i>Zeromus Shard</i> )	magic 17.43 / 7 dark+n, self +30% MAG 25s, Sentinel mode OFF: [Summon / B. Magic] [ON, Neg. Dmg. 30%] [m10.2/4 d mode ON: [Summon / B. Magic] [OFF, AoE m17.2/4 d] [m10.2/4 d, drain 20%]	—	601
<b>[G] "Stained by Darkness"</b> ( <i>Giant's Axe</i> ) (continued...)	— instant fastzap 15s, up to 1.3x Darkness dmg @ rank 5	—	—
<b>[S] Genesis Rock</b> ( <i>Golbez's Cloak</i> )	AoE magic 9.42 / 6 dark, dark infuse 25s	—	—
<b>[S] Cosmic Ray</b> ( <i>Golbez's Gauntlets</i> )	magic 17.84 / 8 dark, self +30% MAG 15s	601	—
<b>[-] Nightglow</b> ( <i>Ebon Armor</i> )	AoE magic 7.5 / 2 dark, 50% (29% x2) Sap	—	—
<b>[-] Black Fang</b> ( <i>Rune Axe</i> )	magic 11.2 / 4 non-elem (NAT)	—	—
⊕ <b>Gordon</b>	Hidden Potential	self +30% ATK/DEF/MAG/RES 25s	609
<b>[U] A Leader Wakes</b> ( <i>Trident</i> )	AoE phys 5.34 / 6 fire+non, -50% ATK/MAG/MND 25s, (continued...)	... party Haste, Regen (hi)	638
<b>[B] Eglil's Blaze</b> ( <i>Radiant Lance</i> )	AoE phys p5.94/6 fire+non, party Last stand [Support]	[p2.3, -40% ATK 15s] [... DEF]	603/4
<b>[S] Kashuan's Resolve</b> ( <i>Gungnir</i> )	— party Phys blink 1, +30% ATK/MAG 25s	610	—
<b>[-] Goddess's Bell</b> ( <i>Flame Shield</i> )	AoE phys 4.2 / 3 rngd, -40% ATK/MAG 25s	610	—
⊕ <b>Guy</b>	Axemaster	phys 1.5 / 3	—
<b>[U] True Strength</b> ( <i>Demon Axe</i> )	p7.1 / 10 earth+n, +30% ATK/DEF, earth infuse 25s (continued...)	15s of 1.05-1.1-1.15-1.2-1.3x Monk dmg @ rk 1-5	611
<b>[B] Gigantbreak</b> ( <i>Gigant Axe</i> )	AoE phys 5.82 / 6 earth+non, +20% earth vuln. 25s [Combat] [Combat]	[up to p2.6/4 e+n (max @ 977 ATK)] [AoE p1.3/2 e+n, self +30% ATK, -30% DEF 20s]	6001
<b>[S] Gaia Drum</b> ( <i>Ogrekiller</i> )	AoE p5.88 / 4 earth+non, +20% earth vuln.	—	—
⊕ <b>Haurchefant</b>	Rampart	party +20% DEF/RES 20s	608
<b>[U] Live to Serve</b> ( <i>Fort. Kite Shield</i> )	— self Autoheal 6k, +100% DEF/RES +50% MND 25s, (continued...) (continued...)	15s: if in front, 100% cover PHY, BLK, WHT, SUM, BLU vs back row, taking 0.5x dmg	6021
<b>[B] Time of Need</b> ( <i>Fortemps Winglet</i> )	phys 6.16 / 8 holy+ice, -50% ATK/MAG 25s [Knight]	[p2.2/2 holy+ice, -40% ATK 15s] [... -50% MAG]	610 603/1
<b>[S] Royal Authority</b> ( <i>Fott. Vambraces</i> )	phys 7.68 / 8 holy+ice, party heal 40% max HP	—	—
⊙ <b>Hilda</b>	Countermeasures	party +15% ATK 25s	603
<b>[U] Winning Waltz</b> ( <i>Lamia Harp</i> )	— instant party h85, +100% DEF 25s, Last stand	604	—
<b>[B] Prayer for Peace</b> ( <i>Faerie Tail</i> )	— party Curaja (h85), Magic blink 1 [White Magic]	[instant Curaja] [party h25]	—
⊙ <b>Hope</b>	Fearsiphon	phys 1.4 ranged, self Haste	—
<b>[U] Divine Fist</b> ( <i>Simurgh</i> )	m17.0/10 holy+n, self +30% DEF/MAG, holy infuse 25s, (continued...)	for 15s, cast m7.8/5 h+n (SUM) every 3.5s	620
<b>[O] Retributive Blast</b> ( <i>Eagletalon</i> )	magic 40.0 holy + non	—	—
<b>[B] Explosive Fist</b> ( <i>Hope's Gloves</i> )	AoE m(17.4/15.0/13.38/-) / 6 ho+n vs. 1/2/... foes, (continued...)	self +30% MAG/RES 25s	622
mode OFF: (Summon / B. Magic)	[ON, AoE 100% Slow/Dispel] [m10.0/4 h+n ]	—	—
mode ON: (Summon / B. Magic)	[OFF, AoE m17.0/4 h+n ] [m10.0/4 h+n, 48%stun]	—	—
<b>[B] Divine Judgment</b> ( <i>Ninurta</i> )	AoE m11.92 / 4 holy, holy infuse 25s [Black Magic]	[m8.96/4 holy+n] [m10.48/4 earth+n]	—
<b>[S] Last Resort</b> ( <i>Hawkeye</i> )	magic 17.92 / 8 holy	—	—
<b>[-] Earthquake</b> ( <i>Airwing</i> )	AoE magic 8.55 earth, -50% ATK 25s	603	—
<b>[-] Brutal Sanction</b> ( <i>Skycutter</i> )	magic 10.5 / 3 non (NAT), 88% (50% x3) Stop	—	—
⊕ <b>Ignis</b>	First Aid	ally heal 40% max HP	—
<b>[U] Sagefire</b> ( <i>Avengers</i> )	p7.1 / 10 fire+non, self +30% ATK/DEF, fire infuse 25s (continued...)	15s (fire ⇒ allies in same row get fastcast 1)	611
<b>[B] Stalwart Cook</b> ( <i>Mythrill Lance</i> )	self +2 Ingredients, party Haste, +30% ATK/RES 25s cmd 1 [Thief] cmd 2 [Support] @ 0 Ingredients cmd 2 [Support] @ 1 Ingredients cmd 2 [Support] @ 2 Ingredients	[p1.92/3 fire+lgt+ice, +1 Ingredients] [0 => 0 Ingrdts, ally heal 40% & instacast 1] [1 => 0 Ingrdts, ally heal 30%, crit dmg = 2x 25s] [2 => 1 Ingrdts, ally crit=100% 25s]	621
<b>[S] Analysis Sting</b> ( <i>Drain Lance</i> )	phys 7.8 / 6 fire+lgt+ice, party crit dmg = 2x 25s	—	—



Character soul breaks	Damage	Other effect	ID
⊕ <b>Inguis</b>	Defend —	self Protect and Shell	207/8
[C] <b>Attested Strength</b> ( <i>Rune Axe</i> )	earth chain 1.2x, p7.92 / 11 earth,	party Last stand	—
[U] <b>Gaia Promise</b> ( <i>Giant's Axe</i> )	p7.1 / 10 earth+n, self +30%ATK/DEF, earth infuse 25s	—	611
(continued...)	15s (Knight @ 0 - 798 - 2736 DEF ⇒	—	—
(continued...)	p1.36/4 - 1.7/5 - 2.04/6 e+n Knight no miss)	—	—
[B] <b>Faith Escutcheon</b> ( <i>Crystal Shield</i> )	p6.72 / 8 earth+non,	party Refl. Dmg. 75% as earth	—
[Knight]	[p1.95/3 e+n, 1.15x Knight dmg 3 turns]	—	—
[Knight]	[self +50% ATK/DEF 20s]	—	611
[B] <b>Oathsworn Espada</b> ( <i>Aegis Shield</i> )	AoE p4.8/4 earth+n, self +30% ATK/DEF, earth infuse	—	6007
(continued...)	[p1.96/2 e+n, taunt PHY/BLK, +200% DEF 25s]	—	502
[Knight]	[p1.96/2 e+n, self Retaliate 15s]	—	—
[Knight]	—	—	—
[S] Titan's Blade ( <i>Gaia Blade</i> )	phys 7.68 / 8 e+n,	-50% ATK/MAG 25s	610
[S] Gaia's Vengeance ( <i>Break Blade</i> )	phys 7.9 / 5,	self taunt PHY/BLK, +200% DEF 25s	502
[—] Earth Ward ( <i>Heroic Shield</i> )	—	party Protect and Haste	207
⊙ <b>Iris</b>	Kupo Attack white 1.9 non?,	self Phys blink 1	—
[U] <b>Amicitia's Cheer</b> ( <i>Cactuar Plushie</i> )	instant party Curaga (h85), Haste, revive @ 40% HP	—	—
(continued...)	15s self hi fastcast	—	—
[B] <b>Kupo Cure</b> ( <i>Moogles Plushie</i> )	—	party h55, Status blink 1, Neg. Dmg. 30%	—
[White Magic]	[instant Curaja] [party h25]	—	—
[S] Eclipse ( <i>White Choker</i> )	AoE w14.0 / 5 non?,	party Haste, crit=50%	—
⊕ <b>Irvine</b>	Normal Ammo phys 1.5 / 3	—	—
[C] <b>"Teller of the Past"</b> ( <i>Supershot ST</i> )	VIII chain 1.5x,	party Haste, +30% ATK/MAG 25s	610
[U] <b>Break Shot</b> ( <i>Antares</i> )	phys 6.8 / 10 fire+n rngd.,	-50% ATK/MAG 25s,	610
(continued...)	—	fastcast Sharpshooter 15s,	—
(continued...)	15s (3 Shrp. ⇒ p2.4 f+n rng Shrp., -70% DEF/RES 8s)	—	635
[B] <b>Hyper Canister</b> ( <i>Long Barrel R</i> )	phys 6.16 / 8 fire+n rngd,	+20% fire vuln. 25s	—
[Sharpshooter]	[fast p1.88/4 f+n rngd]	—	—
[Sharpshooter]	[p1.6/2 f+n rngd, self refill 1 ability use]	—	—
[B] <b>Flame Shot</b> ( <i>Betelgeuse</i> )	AoE phys 6.0 / 5 fire+n ranged,	-40% ATK/DEF 25s	611
[Support]	[p2.1 rngd, -20% ATK/RES 15s] [... MAG/DEF]	—	621/0
[S] Hyper Sniper ( <i>Exeter</i> )	AoE phys 5.88 / 6 ranged,	-30% A/D/M/R/MND 25s	630
[S] Dark Shot ( <i>Bismarck</i> )	p7.92/6 (8.58 vs blind/slow) rngd,	100% Blind, Slow	—
[—] Canister Shot ( <i>Ulysses</i> )	phys 5.01 / 3,	-50% DEF/RES 25s	608
[—] Fast Ammo ( <i>Valiant</i> )	phys 4.5 / 10	—	—
⊕ <b>Jack</b>	Ninja Slice phys 1.5 @ +20% crit chance	—	—
[U] <b>"Deliverance"</b> ( <i>Nagamitsu</i> )	phys 7.1 / 10 fire+non,	fire infuse 25s	—
(continued...)	—	lose 99% max HP, Neg. Dmg. 100%	—
EX (until Neg.Dmg. lost): <b>Crimson Flash</b>	EX: +30% ATK	-EX-	—
(EX continued...)	EX: Samurai hi fastcast & 100% dualcast (no hones)	-EX-	—
[B] <b>"Lightning Flash"</b> ( <i>Jack's Guise</i> )	phys 6.64 / 8 fire+non,	+20% fire vuln. 25s	—
[Samurai]	[p1.96/4 f+n, 1.15x Samurai dmg 2 turns]	—	—
[Samurai]	[p1.96/2 f+n, Retaliate 15s]	—	—
⊕ <b>Jecht</b>	Sphere Shot phys 1.5 ranged	—	—
[U] <b>Jecht Slash</b> ( <i>Abes Uniform</i> )	p7.1/10 fire+n, +30% A/D 25s, instacast 1, fire inf. 25s	—	611
(continued...)	15s (fire ⇒ p1.95/6 f+n Monk no miss)	—	—
[U] <b>Ultimate Jecht Rush</b> ( <i>Soul King</i> )	p7.1/10 dark+n, self +30% ATK/DEF 25s, crit=75% 25s,	—	611
(continued...)	fastcast 1, 15s (dark ⇒ fastcast 1)	—	—
[O] <b>Blitz King</b> ( <i>Blitz King</i> )	p11.7 dark+fire rng, up to p13.0 @ 3 SB bars	—	—
[B] <b>Wound Up</b> ( <i>Eye Poker</i> )	phys 6.64 / 8 fire+non,	party Negate Dmg. 30%	—
[Monk]	[fast p2.16/4 f+n]	—	—
[Monk]	[p1.95/3 f+n, 1.15x Monk dmg 3 turns]	—	—
[B] <b>Final Transformation</b> ( <i>The Blitz</i> )	phys 6.64 / 8 dark,	dark infuse 25s	—
[Monk]	[p2.16 / 4 d+n rngd] [AoE p1.5/2 d+n rngd]	—	—
[S] Jecht's Blade ( <i>Jecht's Guise</i> )	phys 7.55 / 5 dark+non,	party +50% ATK 25s	603
[S] Ultimate Jecht Shot ( <i>Sin's Fang</i> )	phys 7.91 / 7 ranged,	party crit=25% 25s	—
[—] Jecht Rush ( <i>Jecht's Bandana</i> )	phys 5.12 / 4,	100% Stun	—
[—] Jecht Beam ( <i>Sin's Talon</i> )	AoE phys 4.11 / 3 ranged,	party +30% ATK 25s	603
⊕ <b>Josef</b>	Fists of Fury phys 1.5	—	—
[U] <b>Heroic Soul</b> ( <i>Godhand</i> )	—	party Haste, Last stand, +50% ATK 25s	603
(continued...)	—	self fastcast 2	—
[B] <b>Undaunted Hero</b> ( <i>Shura Gloves</i> )	—	party +30% ATK/MAG 25s; self ice infuse 25s	—
[Monk]	[p1.41/3 ice+n, or p2.82/6 during cmd2 status]	—	—
[Monk]	[p1.88/4 ice+n, 2x cast spd, but -40%DEF/RES 25s]	—	269
[S] Snow Crush ( <i>Josef's Cloak</i> )	AoE phys 5.76 / 6 ice+non,	party Haste	—
[S] Snows of Death ( <i>Bracers</i> )	AoE phys 5.84 / 4 ice+non rngd,	party heal 40%HP	—
[—] Avalanche ( <i>Dragon Claws</i> )	AoE phys 4.11 / 3 ice ranged,	party +30% ATK 25s	603
[—] Noble Sacrifice ( <i>Giant's Gloves</i> )	—	self KO, party +50% ATK 25s	603

Character soul breaks	Damage	Other effect	ID
⊕ <b>Kain</b>	Double Jump phys 1.4 jump	—	—
[AA] <b>"Lance of Dragon"</b> ( <i>Drgoon Lnc</i> )	phys 9.0 / 15 lgt+non jump,	lgt infuse 25s	—
(continued...)	15s dmg cap = 29,999	—	—
(continued...)	15s (3 Dragoon ⇒ p5.2 lgt+wi+n overstrk rmg Drg)	—	—
15s Awaken Dragoon:	no hones used, instacast jumps, up to 1.3x dmg	—	—
[C] <b>Impulse Drive</b> ( <i>Kain's Lance</i> )	lgt chain 1.2x, phys 7.92 / 22 lgt jump	—	—
[BU] <b>Dragon's Wrath</b> ( <i>Holy Lance</i> )	phys 7.2 / 10 lgt jump,	no air time 2, lgt infuse 25s	—
[Dragoon], +1 on Dragoon	[p1.92 (no overstrike) - 3.25 - 6.5 - 10.15 lgt jump]	—	—
[U] <b>Luminous Dragon</b> ( <i>Longinus</i> )	phys 7.1 / 10 lgt+non jump,	lgt infuse 25s	—
(continued...)	self +30% ATK/DEF 25s, instacast jumps 15s	—	611
[AO] <b>Dragon Dive</b> ( <i>Brionnac</i> )	phys 24.0 / 3 lgt jump overstrike	—	—
[O] <b>Kain's Lance</b> ( <i>Dragon Mail</i> )	p10.5 lgt+n jump, up to 14.5 w/ Dragoon uses	—	—
[B] <b>Dragon's Pride</b> ( <i>Abel's Lance</i> )	AoE phys 5.0 / 4 lgt+n jump,	lgt infuse 25s	—
[Dragoon]	[p2.06 / 2 lgt rngd, self no air time 2 turns]	—	—
[Dragoon]	[p2.06 / 2 lgt rngd, self refill 1 lowest abil.]	—	—
[S] Rising Drive ( <i>Wyvern Lance</i> )	phys 7.8 / 4 jump,	self no air time 3 turns	—
[—] Gungnir ( <i>Gungnir</i> )	phys 5.0 jump,	-50% DEF/RES 25s	608
[—] Lancelot ( <i>Blood Lance</i> )	phys 4.0,	self heal 50% of dmg	—
⊙ <b>Kefka</b>	Exhilarating Magic magic 2.9 (Blizzara, Fira, or Thundara)	—	—
[U] <b>Magitek Rampage</b> ( <i>Kefka's Guise</i> )	magic 16.2 / 10 dark+bio,	dark infuse 25s	—
15s EX: Forged Magitek	EX: +30% MAG, (dark ⇒ m4.96/4 - 6.4/5 - 7.92/6 -	-EX-	—
(EX continued...)	9.52/7 - 11.2/8 d+b+n B.Mag, grows with uses)	-EX-	—
[O] <b>Ruin Beckons</b> ( <i>Kefka's Gloves</i> )	magic 37.5 dark+non, or m42.5 vs. weak	—	—
[B] <b>Harness the Fiend</b> ( <i>Black Quena</i> )	magic 15.04 / 8 dark+bio,	self dark infuse 25s	—
[Black Magic]	[m4.4/2 d+b, stacking -10-20-30% MAG 25s]	—	641
[Black Magic]	[m6.9/3 - 9.4/4 - 12.0/5 - 18.0/6 d+b@0-3 stacks]	—	—
[B] <b>Symphony of Mdns.</b> ( <i>Dancing Mad</i> )	magic 15.04 / 6 bio+non,	bio infuse 25s	—
[Black Magic]	[m8.96 / 4 bio+dark]	—	—
[Dancer]	[AoE -40% ATK, 20% Slow]	—	603
[S] Forsaken Null ( <i>Nephilim Flute</i> )	magic 17.78 / 7 non,	party Fastzap 3	—
[—] Magic Infusion ( <i>Kefka's Cloak</i> )	—	party Haste and +20% MAG 25s	601
[—] Havoc Wing ( <i>Lamia's Flute</i> )	AoE magic 9.45/3 non,	51% Blind, 41% Paralyze	—
⊕ <b>Kelger</b>	Lupine Fang phys 1.28 / 2,	self Phys blink 1	—
[U] <b>Lupine Attack</b> ( <i>Kelger's Blade</i> )	phys 7.1 / 10 earth+wind,	self Phys blink 1,	—
(continued...)	15s: 1.05-1.1-1.15-1.2-1.3x Ninja dmg @ rnk 1-5,	—	—
(continued...)	15s(earth ⇒ p2.56/8 - 1.92/6 - 1.28/4 e+wi+n Ninja	—	—
(continued...)	@Plink 2 - 1 - 2.0 )	—	—
[AO] <b>"Lupine Boost"</b> ( <i>Organyx</i> )	phys 11.0 / 20, then 8.0 overstrike, earth	—	—
[B] <b>Sonic Swiftntess</b> ( <i>Avenger</i> )	phys 6.64 / 8 earth+wind,	earth infuse 25s	—
[Ninja]	[fast p1.88/4 e+wi]	—	—
[Ninja]	[fast p1.5/2 e+wi, self Phys blink 1]	—	—
[G] <b>"Wolf's Howl"</b> ( <i>Hero's Shield</i> )	instant phys 3.12 / 6 earth+non,	—	—
(continued...)	earth infuse stacking 25s, earth infuse 25s	—	—
[S] Lupine Howl ( <i>Kelger's Guise</i> )	—	instant party heal 40% max HP, Phys blink 1	—
⊕ <b>Kimahri</b>	Seed Cannon phys 1.5 ranged	—	—
[U] <b>Undimmed Spirit</b> ( <i>Bright Armlet</i> )	—	party +30% ATK/MAG/RES 25s,	634
(continued...)	—	Reflect Damage 75% as water 30s	—
[B] <b>Aqua Breath</b> ( <i>Halberd</i> )	AoE p5.76 / 6 water+n ranged,	+20% wa vuln. 25s	—
[Combat]	[p1.88 / 4 wa+n rngd, heal ally 25% of HP]	—	—
[Combat]	[p1.6 / 2 wa+n rngd, refill lowest abil. by 1]	—	—
[S] Fang of Gagazet ( <i>Twin Lance</i> )	phys 7.8 / 5,	party Magic blink 1	—
[—] Ronso Jump ( <i>Hunter's Spear</i> )	phys 5.16 / 4 jump, self Regen (hi), +35% ATK/DEF 25s	—	611
[—] Mighty Guard ( <i>Dusk Lance</i> )	—	party Magic blink 1	—
⊕ <b>King</b>	Iron Will —	self +50% DEF 25s	604
[U] <b>Endless Waltz</b> ( <i>Outsiders</i> )	p6.96/12 lgt+n rngd, self +30% ATK/DEF, lgt infuse 25s	—	611
(continued...)	15s of 100% dualcast Machinist (uses a hone)	—	—
[B] <b>Magazine Blast</b> ( <i>King's Guise</i> )	phys 6.36 / 12 lgt+fire rngd,	lgt infuse 25s	—
[Machinist]	[p2.04/4 lgt+fire rngd, or 2.55/5 vs weak]	—	—
[Machinist]	[p1.85/1 lgt+fire rngd, instacast Machinist 2]	—	—
[S] Trigger Finger ( <i>Twin Magnums</i> )	instant AoE phys 5.22 / 6 lgt+n,	+20% lgt vuln. 25s	—
⊕ <b>Kiros</b>	Fancy Footwork —	self Haste	—
[B] <b>Exsanguination</b> ( <i>Katal</i> )	phys 7.4 / 10 dark+ice,	party +30% ATK/MAG 25s	610
[Support]	[fast p1.8 dark+ice, -40% DEF 15s] [... -50% RES]	—	604/7
[S] Interesting Times ( <i>Kiros's Guise</i> )	AoE phys 5.88 / 6,	-30% A/D/M/R/MND 25s	630



Character soul breaks	Damage	Other effect	ID	Character soul breaks	Damage	Other effect	ID
[L] Locke Sneak Attack phys 1.5 ranged — —				[M] Maria Bow Master phys 2.1 ranged — —			
[C] Atomic Dive (Zwill Crossblade) phys chain 1.2x, phys 7.92 / 11 fire, -50% DEF/RES 25s 608				[U] Magma XXXII (Perseus Bow) m17.0 / 10 earth+n, +30% DEF/MAG, earth infuse 25s 620			
[BU] "Returners Band" (Pirate Gear) phys 6.9 / 10 fire, +20% fire vuln. 25s —				(continued...) 15s 100% dualcast Black magic (uses a hone) —			
[U] Burning Spirit (Triton's Dagger) phys 7.1 / 10 fire+n, instacast 1, fire infuse 25s —				[AO] Meteor Shower LXIV (Gaia Gear) magic 79.5 / 3 earth overstrike —			
15s EX: Adventurer EX: +30% ATK, (fire @ 100-80-60-40-20% HP => -EX-				[O] Kerplode XXXII (Selene Bow) magic 40.0 earth + non —			
(EX continued...) p1.4/4 - 1.75/5 - 2.1/6 - 2.45/7 - 2.8/8 f+n rg Thief) -EX-				[B] Meteor XVI (Rune-Graven Bow) magic 15.04 / 8 earth+n, earth infuse 25s —			
[U] Burning Steel (Platinum Dagger) phys 6.7 / 10 fire+non, +20% fire vuln. 25s, —				[Black Magic] [up to m12/6 e+n (Ⓜ hi MAG), 5% Petrify / hit]			
(continued...) 15s (fire => p1.2 f+n Thief, 35% for +10% f vuln 15s) —				[Black Magic] [AoE m6.18/2 earth+fire,+30% MAG,-30% DEF 20s]			6002
[AO] Blade of the Phoenix (Orichalcum) phys 11.0 / 20, then overstrike 8.0, fire ranged —				[G] Faith VIII (Ice Bow) instant hi fastcast 2, stackable +20% earth dmg 15s —			
[O] Miracle of Kohlingen (Gladius) fast phys 10.0 fire+holy ranged (1.25s cast time) —				[S] Thunder XVI (Artemis Bow) AoE magic 14.4 / 4 lgt, party +20% MAG 25s 601			
[B] On the Hunt (Locke's Sash) phys 6.64 / 8 fire+n rngd, fire infuse 25s —				[Master] Finest Fists phys 1.5 — —			
[Thief] [fast p1.88/4 f+n rngd]				[U] Empty Fist (Power Vest) phys 7.2 / 10, self crit dmg = 2x, +30% ATK/RES 25s 621			
[Thief] [p1.72/2 f+n rngd, steal 50% ATK 20s]			603	(continued...) 15s (crit => p2.16 / 4 Monk) —			
[B] Mirage Phoenix (Thief's Knife) AoE phys 5.8 / 5 fire+holy, +20% fire vuln. 25s —				[AO] "Martial Pinnacle" (Kaiser Knckls) phys 24.0 / 3 earth+fire+lgt overstrike —			
[Thief] [p2.0, steal 20% ATK/MAG 20s] [p2.16/4 f+h] 610				[B] Show of Courage (Steel Gloves) phys 7.8 / 10, self crit=50% 25s, Last stand —			
[G] Heat of Passion (Thief's Cap) instant fire infuse stacking 25s, fire infuse 25s, —				[Monk] [p1.6/4, or p3.2/8 during cmd2 status]			
(continued...) hi fastcast 2				[Monk] [p2.4/4, self fastcast but -40% DEF/RES 25s]			269
[S] Southern Cross (Locke's Jackt) phys 7.76 / 8 fire+non, fire infuse 25s —				[G] "Absolute Focus" (Faerie Claws) instant 1.3x dmg vs weakness 15s, —			
[S] Valiant Strike (Valiant Knife) phys 8.0 / 8, using +11-40% ATK as HP falls —				(continued...) crit=100% 2 turns —			
[-] Phoenix Plunder (Wing Edge) AoE phys 3.3 fire, party Cure (h40) —				[S] Moment of Clarity (Survival Vest) phys 7.76 / 8, self +35% ATK/DEF 25s, instacast 2 611			
[-] Mirage Dive (Rising Sun) AoE phys 3.2, 100% Slow —				[Matoya] Cleansing Tincture — ally Esuna —			
[Lulu] Thunder Fury magic 2.2 / 2 lgt — —				[U] Crystal Spell (Gaia Gear) magic 16.8 / 10 fire+ice+lgt, self +30% MAG/RES 25s 622			
[U] "Blizzard & Water Fury" (Wa.Moo.) m17.0/10 ice+wa, self +30%DEF/MAG 25s,fastzap 15s 620				(continued...) 15s (Witch => fastcast 1),			
(continued...) 15s (ice/wa rnk 5-4-3-2-1 =>				(continued...) 15s (hit weak => m8.32/4 fire+ice+lgt+non Witch) —			
(continued...) m8.65 - 7.1 - 5.6 - 4.15 - 2.7 / 5 ice+wa+non) —				[B] Inner Eye (Matoya's Broom) magic 16.0/8 fire+ice+lgt (m20.0/10 vs. weak) —			
[U] Abaddon Blizzaja (Moomba Mage) magic 17.44 / 8 ice + non, —				[Black Magic] [m10.48 / 4 fire+ice] [m10.48 / 4 fire+lgt]			
(continued...) ... self +30% MAG/RES 25s, instacast 2, ice infuse 25s 622				[S] Witch's Brew (Black Robe) — party +30% ATK/MAG 25s, Regen (hi) 610			
[AO] "Fury Combo" (Medical Bangle) magic 79.5 / 3 ice+water overstrike —				[Meia] Meia Sync — self +30% MAG 25s 601			
[B] Triple Threat (Lulu's Robes) magic 17.7 / 10 ice + fire + water —				[U] "Brutal Wave" (Mellow Mermaid) magic 17.0 / 10 water+non, water infuse 25s —			
[Black Magic] [m10.48 / 4 ice+fire] [...] ice+water]				(continued...) 15s (water => m7.95/5 wa+n B.Magic &			
[G] "Cool Beauty" (Moomba Warrior) instant hi fastcast 2, —				(continued...) cast speed 2.0-2.5-3.0x increasing with uses)			
(continued...) ice infuse stacking 25s, ice infuse 25s				[AO] "Fata Fiore" (Sventovit) magic 79.5 / 3 water overstrike —			
[S] Icy Smile (Magician Mog) AoE magic 14.4 / 4 ice, ice infuse 25s —				[O] Pallida Mors (Femme Fatale) magic 37.2 water+non, or 42.8 vs weak —			
[S] March of the Moogles (Rune Mog) magic 17.92 / 8 ice —				[B] Famfrit (Arc Mirage) AoE magic 11.94 / 6 water+non, water infuse 25s —			
[-] Focus (Lulu's Hairpin) — party +20% MAG and +50% RES 25s 528				mode ON: [Summon] [ON, +/- 30% MAG/DEF 20s] [m8.96/4 wa+n]			6002
[-] Firaga Fury (Magical Mog) magic 10.95 / 3 fire —				mode OFF: [Summon] [OFF, AoE m17.0/4 wa+n ] [m9.96/4 wa+n]			
[Luneth] Mark of the Warrior — self +35% ATK 25s 603				[G] "Fiat Lux" (Hight Tide) instant magic 7.5/6 water+non, —			
[U] "Blowing Gale" (Blood Lance) phys 7.1 / 10 wind+non, wind infuse 25s —				(continued...) water infuse stacking 25s, water infuse 25s			
(continued...) 15s of heal 10% of wind dmg dealt				[S] Elan Vital (Cat-ear Cap) magic 17.55 / 9 water+ice+non, self Fastzap 4 —			
(continued...) 15s (wind => p1.92/6 wi+n Dragoon no miss) —				[Meliadoul] Unyielding Blade phys 1.3 / 2 earth+holy — —			
[U] Zephyr Memories (Kiku-Ichimonji) phys 7.2/10 wi+n, self hi fastcast 1, wind infuse 25s —				[U] Templar's Fury (Gaia Gear) phys 6.8 / 10 earth+holy rngd, +20% earth vuln. 25s —			
15s EX: Windborn EX: +30% ATK, (wind => hi fastcast 1) -EX-				(continued...) ... -50% DEF/MAG/RES 25s 643			
[AO] Storm of Blades (Masamune) phys 11.0 / 20, then overstrike 8.0, wind ranged —				[B] Crush Helm (Save the Queen) phys 7.63 / 7 earth+holy, -50% ATK/DEF 25s 611			
[O] Heavenly Gust (Dragon Lance) p11.2 wind+n jump, to 14.5 w/ wind atks used —				[Support] [p2.2/2 e+h, -40% ATK 15s]			603
[B] Eternal Wind (Gungnir) p6.24 / 8 wind+n rngd, 100% Stun, wind infuse 25s —				[Support] [p2.2/2 e+h, -20% ATK/MAG 15s]			610
[Combat] [p1.96/4 wi+n rngd, 31% (9% x 4) Stun]				[S] Crush Armor (Templar Robe) AoE p5.88/6 earth+holy, +20% earth vuln. —			
[Combat] [AoE p1.3/2 wi+n rngd, +30% ATK, -30% RES 20s]			6004	[Minifila] Fast Blade phys 1.5 / 3 — —			
[G] Howling Winds (Mighty Hammer) instant phys 3.12 / 6 wind+non, —				[U] Call of the Stars (Excalibur Zeta) — party Haste, +30% ATK/MAG/RES 25s 634			
(continued...) wind infuse stacking 25s, wind infuse 25s				[B] Scion's Guidance (Hauteclair) phys 6.64 / 8 holy+non, party Last stand —			
[S] Swordshower (Lust Dagger) phys 7.76 / 8 wind, party +50% DEF 25s 604				[Knight] [p2.32/4 h+n, 1.15x Knight dmg 2 turns]			
[-] Blade Torrent (Royal Sword) phys 5.12 / 4, 59% (20% x 4) Stun —				[Knight] [p2.0/2 h+n, Dispel]			
[-] Advance (Tyrfing) — self +150% ATK, -50% DEF 30s 513				[B] The Echo (Curtana) phys 6.48 / 8 holy+non, holy infuse 25s —			
				[Support] [p1.76/2 h+n, -40% ATK 15s] [...] -50% MAG]			603/1
				[G] Divine Veil (Tyrfing) instant party Autoheal 2k, self holy infuse 25s —			
				[S] Blessing of Light (Holy Shield) — party +50% ATK 25s and Last Stand 603			
				[Minwu] Basuna VI — Esuna to one ally —			
[Machina] Dual Wield phys 1.5 / 2 — —				[U] Light of Mysidia (Light Robe) white 18.0 / 10 holy+non, self +50% MND 25s 602			
[U] Awakening (Argentic Rapiers) p7.1 / 10 earth+dark, PM blink 2, earth infuse 25s —				(continued...) 15s 100% dualcast White Magic (uses a hone) —			
(continued...) until dmg taken, fastcast and ...				(continued...) 15s 1.05-1.1-1.15-1.2-1.3x W. Mag. dmg @rnk 1-5			
(continued...) [Spblid => one of p1.6/4 - 2.0/5 - 2.4/6 e+d+n Spbl.] —				[U] Enduring Revival (Shining Staff) instant party h85, Autoheal 2k, Neg. Dmg. 30% —			
[O] Stunning Slash (Clockwork Blades) phys 10.5 earth+dark, up to 14.5 w/ Spellblade use —				[AO] "Ultima" (Rune Staff) white 84.0 / 3 holy overstrike —			
[B] Cyclone Drive (Bolt Rapiers) phys 6.64 / 8 earth+dark, party Neg. Dmg. 30% —				[B] Holy XVI (Holy Wand) white 16.0 / 8 holy+non, holy infuse 25s —			
[Spellblade] [p1.95/3 e+d, 1.15x Spellblade dmg 3 turns]				[White Magic] [w10.4/4 holy+non] [instant Curaja (h105)]			
[White Magic] [self Neg. Dmg. 30%]				[B] Seal of Heaven (Stardust Rod) AoE white 9.52 / 4 holy, party Haste, Regen (hi) —			
[S] Slayer of Fear (Machina's Guise) — party Haste, crit dmg = 2x, +100% RES 25s 607				[White Magic] [instant Curaja (h105)]			
[Marach] Teleport — self instacast 1 —				[White Magic] [AoE w6.08 / 2 holy, -20% MAG/MND 20s]			623
[U] Khamja Collusion (Gokuu Pole) inst. m16.56/8 lgt+n, -40% A/D/M/R, party Mblink 1 609				[G] "Shining Secrets" (Lordly Robes) — instant hi fastcast 2, —			
[B] Hell's Wrath (Battle Bamboo) magic 17.04 / 8 lgt+dark, -40% MAG/RES 25s 622				(continued...) holy infuse stacking 25s, holy infuse 25s			
[Black Magic] [fast m9.0 / 4 lgt+dark]				[S] Will of the White Mage (Healing Stf) — instant party Curaga (h85) —			
[Black Magic] [fast AoE m6.88 / 2 lgt+dark]				[-] Teleport XVI (White Robe) AoE white 9.48 / 3 non, 100% Stun —			
[S] Nether Ashura (Headband) AoE m14.22 / 6 fire+dark, -50% ATK/RES 25s 621				[Mog] Leaf Swirl AoE phys 1.1 — —			
[Marche] Combat Combo phys 1.5 / 2 — —				[U] Twilight Requiem (Prism Rod) AoE -30% A/D/M/R/MND 25s, party Haste,Protct,Shell 630			
[U] Divine Combo (Burglar Sword) phys 7.1 / 10 holy+non holy infuse 25s —				[U] Forest Nocturne (Mog's Timpani) — party +30% ATK/MAG/MND 25s, Fastcast 3 638			
15s EX: Speed Combo EX:+30% ATK,(Knight => front row hi fastcast 1 phys) -EX-				[B] Love Serenade (Faerie Tale) — party Haste, +30% MAG/MND 25s 623			
[B] Knight Combo (Linen Cuirass) phys 7.52 / 8 holy+non, party +30% ATK/MND 25s 632				[White Magic] [instant Curaga (h80), Regen (hi)]			
[Knight] [p1.95/3 h+n rngd, 1.15x Knight dmg 3 turns]				[White Magic] [w10.6 holy, -50% MAG 25s]			601
[Knight] [p2.5/2 h+n, Sentinel 25s]				[S] Earth Blues (Gaia Bell) AoE white 14.22 / 6 earth+n, -50% ATK/DEF 25s 611			
[S] Nurse (Defender) — party heal 40% max HP, Esuna, +100% DEF 25s 604				[-] Sunbath (Holy Lance) — party Regen (hi) and +30% ATK 25s 603			
[Marcus] What? — AoE 20% Slow —				[-] Heroic Harmony (Heroic Scarf) — -50% ATK/MAG all foes 25s 610			
[U] "Phantom Hazard" (M's Sword) instant phys 6.3 / 10 wind+bio, +20% wind vuln. 25s —							
(continued...) 15s (Thief => p1.76/4 wi+b+n Thief no miss) —							
[B] Poison Impulse (Platinum Dagger) AoE phys 6.0 / 6 wind+bio, -40% DEF/MAG 25s 620							
[Thief] [fast p1.8/2 wi+b, -50% MAG 15s] [...] -40% DEF]			601/4				
[S] Tantalus Break (Marcus's Bandana) AoE p5.64 / 6 wind+bio, -30% A/D/M/R/MND 25s 630							

Soul breaks – [A] [B] [C] [D] [E] [F] [G] [H] [I] [J] [K] [L] [M] [N] [O] [P] [Q] [R] [S] [T] [U] [V] [W] [X] [Y] [Z]



Character soul breaks	Damage	Other effect	ID
⊕ <b>Montblanc</b> (Magick Counter)	—	Magic blink 1	—
[U] Trinity Combo (Guard Staff)	magic 16.8 / 10 fire+ice+lgt, -30% A/D/M/R/MND 25s	party Protect, Shell	630
[B] Black Combo (Firewheel Rod)	magic 16.7 / 10 fire+ice+lgt, party +30% DEF/MAG 25s	—	620
[Black Magic]	[m10.36/4 f+ice+lgt]	—	—
[Black Magic]	[m6.2 / 2 f+ice+lgt, +30% MAG, -30% RES 20s]	—	6014
[S] Sidekick (White Staff)	—	party Haste, +30% MAG/MND 25s	623
⊕ <b>Morrow</b> (Internal Harmony)	—	self +35% ATK 25s	603
[U] Swift Chain (Timeless Sword)	phys 6.48 / 8, EX: +30% ATK, fastcast Support	-50% ATK/DEF 25s	611
[B] Chrono Break (Sevens Sword)	phys 7.0 / 7, [fast p2.0, -50% MAG 15s]	-50% MAG/MND 25s	623
[Support]	—	[... -40% MND]	601/2
[S] Divine Knight (Agart Glove)	—	Party Protect, +30% ATK/MAG 25s	610
⊕ <b>Mustadio</b> (Safeguard)	—	ally Esuna	—
[U] Enchanted Machinegun (Blaze Gun)	phys 6.8 / 10 fire+n rngd, fastcast 1, (Machinist ⇒ fastcast 1)	+20% fire vuln. 25s,	—
(continued...)	—	—	—
[B] Sharpshot Spray (Stoneshooter)	phys 7.52 / 8 ranged, [p2.4 / 2 rngd, self instacast Machinist 1]	-40% ATK/MAG 25s	610
[Machinist]	—	—	—
[Support]	[p2.3 rngd, -40% DEF 15s]	—	604
[S] Heart Piercer (Mythril Gun)	AoE p5.85/5 ranged,	-30% A/D/M/R/MND 25s	630
[S] Seal Evil (Romandan Pistol)	p7.9/8 rg (8.56 vs status), 100% Silence/Paral./Stop	—	—
[—] Leg Shot (Adamant Vest)	AoE p4.0/3 ranged (4.32 vs status),	100% Slow	—
⊕ <b>N</b> Ⓞ Ⓐ			
⊕ <b>Nabaat</b> (Imperil)	—	-20% DEF/RES 25s	—
[U] Giver of Pain (Queen's Whip)	magic 17.0 / 10 dark+non, fastcast 1, 15s (dark ⇒ fastcast 1)	+20% dark vuln. 25s,	—
(continued...)	—	... self +30% DEF/MAG 25s	620
[B] Sacrifice Pawn (Folding Epee)	magic 17.64 / 9 dark+non, [m8.96 / 4 d+n]	+20% dark vuln. 25s	—
[Black Magic]	—	—	—
[Black Magic]	[AoE m6.08/2 d+n, 20% for +10% dark vuln. 15s]	—	—
[S] Call Reinfrments. (Nabaat's Finery)	magic 17.57 / 7 dark+n,	-50% ATK/MAG 25s	610
⊕ <b>Nine</b> (Jump)	phys 1.5 jump	—	—
[U] Whirling Lance (Shapeshifter)	phys 7.1 / 10 wind+n jump, 15s (Dragon ⇒ p1.2 wi+n rngd Dragon & 35% for +10% wind vuln. 15s)	+20% wind vuln. 25s,	—
(continued...)	—	self +30% ATK/DEF 25s	611
[B] Class 0 Basher-in-Chief (Javelin)	phys 6.64 / 8 wind+n jump, [p1.92/4 wind (only), p2.4/4 vs weak]	wind infuse 25s	—
[Combat]	—	—	—
[Combat]	[AoE p1.3/2 wi+n, +/- 30% ATK/DEF 20s]	—	6001
[S] White Knight (Ruby Shield)	—	party Protect, Shell, +100% DEF 25s	604
⊕ <b>Noctis</b> (Warp-strike)	instant phys 1.3 ranged	—	—
[U] Airstride (Blade of the Mystic)	phys 7.4 / 10, 15s EX: Future King	1.5x non-elem dmg 15s	—
[U] Armiger Wakes (Sword of the Wise)	phys 7.4 / 10, EX til Neg.Dmg lost: Royal Might	self Neg. Dmg. 100%	-EX-
[AO] Critical Link (Axe of the Conqueror)	phys 24.36 / 3 overstrike @ 100% crit chance	—	—
[O] Armiger (Sword of the Father)	phys 15.0, ... +30% ATK & 3x cast speed until Neg. Dmg. lost	self Neg. Dmg. 30%	575
[B] Kings of Old (Prince's Fatigues)	instant phys 7.7 / 10, [p1.9/2, self Hi fastcast 2]	self +30% ATK/DEF/RES 25s	6003
[Combat]	—	—	—
[Combat]	[self Neg. Dmg. 30%, refill 1 abil. use]	—	—
[G] Warp Factor (Noctis's Cap)	—	instant crit dmg=2x 25s, fastcast 2	—
[G] Royal Guardian (Bow of the Clever)	instant self Negate Dmg 100%, 1.05-1.1-1.15-1.2-1.3x Combat dmg 15s @rank 1-5	—	—
[S] Gladiolus Link (Airstep Sword)	instant phys 7.62 / 6,	party instacast 1	—
⊕ <b>Noel</b> (Blindside)	phys 1.5	—	—
[U] Blizzard Hunt (Fragarach)	phys 7.1 / 10 ice+non ranged, 15s EX: Farseer's Guardian	ice infuse 25s	—
[U] Ice Javelin (Blazing Spirit)	instant phys 6.6 / 10 ice+n, ... +20% ice vuln. 25s	EX: +30% ATK, (ice ⇒ p2.0/5 i+n rngd Combat)	-EX-
[B] Break Frost (Battle Attire)	instant p4.96/8 ice+n rng, [fast p1.8 rng, -40% ATK 15s]	-50% ATK/MAG/RES 25s	609
[Support]	—	[... -50% MAG]	603/1
[B] Hunter's Rimefang (Volatile Spark)	phys 6.64 / 8 ice+non, [p1.56/3 - 2.08/4 - 2.6/5 - 3.12/6 i+n, grow w/ use]	ice infuse 25s	—
[Combat]	—	—	—
[Combat]	[p1.88/4 i+n, fastcast 2]	—	—
[B] Meteor Javelin (Flame Fossil)	phys 7.5/5 ranged, [p2.3, -40% ATK 15s]	-40% ATK/DEF/MAG/RES 25s	609
[Support]	—	[p2.3, -50% MAG 15s]	603/1
[S] Deathblow (Howling Soul)	instant phys 7.38 / 6,	100% Stun, self instacast 2	—

Character soul breaks	Damage	Other effect	ID
⊕ <b>O</b> Ⓞ Ⓐ			
⊕ <b>Onion Knight</b> (Turbo-Hit)	phys 1.5 / 3	—	—
[U] Sage Unleashed (Onion Knt's Guise)	magic 16.5 / 10 wind+water+fire+earth	—	—
15s EX: Sage Unleashed	EX: +30% MAG, fastzap	—	-EX-
(EX continued...)	EX: (wi-wa-f-e B.Magic ⇒ m7.95/5 same B.Magic.)	—	-EX-
[U] Forbidden Power (Onion Blade)	—	party Haste, crit=50%, +50% ATK 25s	603
15s EX: Ninja	EX: +30% ATK, cast spd 1.3x, +0.3 per action in EX (max 3.4x after 7 attacks, not lost if USB recast)	—	-EX-
(EX continued...)	—	—	-EX-
[U] Forbidden Wisdom (Zeus Mace)	—	party Haste, Fastzap 3, +30% MAG/RES/MND 25s	642
15s EX: Sage	EX: +30% MAG, 1.15x BLK damage	—	-EX-
[AO] "Magic Fencer Spell" (O.K.'s Hat)	magic 79.5 / 3 wind+water+fire+earth overstrike	—	—
[O] Sword & Spell (Onion Armor)	either p13.0 or m43.0 non?	—	—
[B] Vessel of Fate (Onion Gntls)	—	party Haste, +30% ATK/MAG 25s	610
[Celebrity]	[p1.88 / 4, next phys atk instant]	—	—
[Black Magic]	[m9.0 / 4 non, next non-NIN mag atk inst.]	—	—
[G] "Soul of Onion" (O.K.'s Defender)	—	instant 1.3x dmg vs weakness 15s, hi fastcast 2	—
[S] Blowback (Eternal Staff)	AoE m14.2 / 5 non,	party heal 40% maxHP	—
[S] Onion Slice (Onion Sword)	phys 8.2 / 10 (p9.02/11 @190 spd),	-50% DEF/RES 25s	608
⊕ <b>Orlande</b> (For the Homeland)	AoE phys 1.1	—	—
[U] Sword Saint (Excalibur Trueblade)	self crit=100% 25s, p6.69/12 holy+dark (p10 w/crit)	—	—
15s EX: Sword Saint	EX: +50% ATK,	—	-EX-
(EX continued...)	... 100% dualcast Knight/Darkness (uses hone)	—	-EX-
[O] Thunder God (Saintly Excalibur)	phys 15.0 holy+lgt (3.75s cast), self 3x cast spd 25s	—	—
[B] Swordplay (Orlande's Cloak)	phys 10.0 / 10 holy+dark (3.75s cast), ... 100% KO, self +30% ATK/+50% DEF	6013	—
[Knight]	[p4.0 / 4 h+n, 3.3s cast, -20% ATK/DEF 15s]	611	—
[Knight]	[p3.8 / 2 d+n, 3.3s cast, drain 20% of dmg]	—	—
[S] Sword of Saints (Chaos Blade)	instant AoE phys 5.04 / 6 holy+lgt,	self instacast 2	—
⊕ <b>Orran</b> (Stop)	—	AoE 70% Stop	—
[U] "Celestial Stasis" (Papyrus Codex)	AoE -70% ATK/DEF/MAG/RES 8s,	party Magic blink 1, instacast 1	609
(continued...)	—	—	—
[B] "Records of Truth" (Orran's Guise)	party +30% ATK/RES 25s, crit dmg=2x 25s	[ally Cura (h60) & instacast 1] [party h25]	621
[White Magic]	—	—	—
⊕ <b>Ovelia</b> (Arcane Defense)	—	party +30% RES 25s	607
[U] Divine Dispelna (Zeus Mace)	—	instant party h85, Last stand, +100% RES 25s	607
[B] Desperate Plea (Golden Staff)	—	party Curaga (h85), Negate Dmg. 30%	—
[White Magic]	[Curaga (h80), Esuna] [party h25]	—	—
[B] Heart's Lament (Mage's Staff)	white 11.7 / 5 holy+n, party h55, self +30% MND 25s	—	602
[White Magic]	[instant Curaja] [party h25]	—	—
[S] Divine Ward (Lambent Hat)	—	party Protect, Shell, Autoheal 2k	207/8
[S] Princess's Prayer (Healing Staff)	—	party Curaga (h85) and Magic blink 1	—
[—] Aegis (Luminous Robe)	—	party Haste and Regen (hi)	—
⊕ <b>P</b> Ⓞ Ⓐ			
⊕ <b>Paine</b> (Hurt)	phys 1.8,	36% (20% x2) Confuse	—
[U] Rushing Steel (Force Stealer)	p7.1/10 water+n, 15s of fastcast Spellblade	self+30% ATK/DEF, water infuse 25s	611
(continued...)	—	—	—
[B] Whelmen (Paine's Katana)	phys 6.64 / 8 water+non, [p2.16/4 wa+n]	water infuse 25s	—
[Spellblade]	—	—	—
[Spellblade]	[p1.68/3 wa+n, 1.15x Spellblade dmg 3 turns]	—	—
[B] Grand Storm (Paine's Guise)	AoE phys 5.4 / 6 water + earth + wind	—	—
(continued...)	... (up to p6.6 w/ Spellblade use),	Dispel	—
[Spellblade]	[p2.52 / 4 water+wind] [... water+earth]	—	—
[S] Liquid Steel (Warrior's Gloves)	phys 7.74 / 6 water,	water infuse 25s	—
[S] Sword Dance (Sword of Paine)	phys 7.7 / 7 earth+wind,	party Haste	—
⊕ <b>Palom</b> (Bluff)	—	self +30% MAG 25s	601
[U] Thunderstorm (Mirage Rod)	m17.0 / 10 lgt+ice, self +30% MAG/RES, lgt infuse 25s	15s 100% dualcast Blk. Magic (uses extra hone)	622
(continued...)	—	—	—
[B] Tri-Disaster (Chocobo Suit)	magic 16.0 / 8 fire+ice+lgt (m20.0/10 vs weak)	—	—
[Black Magic]	[m9.2/4 f+lgt, instazap 1 if hits weak] [... ice+lgt]	—	—
[S] Twincast Magic Barrage (Asura Rod)	AoE m13.52 / 8 holy+fire+lgt,	-50% MAG/RES 25s	622
[S] Chaincast Boltstorm (Triton's Dagg.)	magic 17.6 / 8 lgt+non	—	—
⊕ <b>Papalymo</b> (Lethargy)	—	50% Slow	—
[U] Ley Line Firaja (Scion's Th. Robe)	m17.0 / 10 fire+n, self +30% DEF/MAG, fire infuse 25s	15s (fire ⇒ m5.04/4 - 6.5/5 - 8.04-6 - 9.66/7 - 11.36/8 f+n, grows with uses)	620
(continued...)	—	—	—
(continued...)	—	—	—
[AO] Fate's End (Lunaris Rod)	magic 79.5 / 3 fire overstrike	—	—
[O] Flareja (Lilith Rod Zeta)	magic 38.0 fire+n, up to m44.0 w/ fire atks used	—	—
[B] Enochian Firaja (Lilith Rod)	magic 15.04 / 8 fire+non,	fire infuse 25s	—
[Black Magic]	[up to m12.0 / 6 fire+n (Ⓞ hi MAG)]	—	—
[Black Magic]	[AoE m6.18/2 f+n, self +30% MAG, -30% DEF 20s]	6002	—
[G] Magic Trifecta (Gambanteinn)	—	instant self instazap 3	—
[S] Ley Lines (Wizard's Gloves)	—	party Haste, Fastzap 3, +30% MAG 25s	601
[S] Enochian Blizzaja (Stardust Rod)	magic 17.7 / 5 ice,	ice infuse 25s	—
[—] Swiftcast Fira (Wizard's Petasos)	AoE magic 9.39 / 3 fire,	self Fastcast 4	—

Character soul breaks	Damage	Other effect	ID
⊕ <b>Penelo</b> (Healing Step) — self Cura (h45) and +20% MND 25s	602	—	—
[U] "Tears Drop" (Rbnstre Dncr's Dress) (continued...)	instant party Curaga (h85), instacast 1 15s (Dancer ⇒ party h25)	—	—
[U] Dance of Rapture (Hermes' Suit)	instant party h85, Phys blink 1, Autoheal 2k	—	—
[B] Resurrection (Doom Mace) [White Magic]	party Curaga (h85), Last stand [Curaja, Regen (hi)] [party h25]	—	—
[B] Evanescence (Zeus Mace) [White Magic]	white 12.0/8 holy, party h55, +15% MAG/MND 25s [w10.52/4 h, self +15% MND 25s] [party h25]	623 602	—
[S] Intercession (Holy Rod)	white 12.0 / 3 holy, party Curaga (h85)	—	—
[−] Mincing Minuet (Traveler's Vestmnt)	AoE white 9.48 / 3 holy, party +50% RES 25s	607	—
[−] War Dance (Judicer's Staff)	party Cura (h50) and +30% ATK 25s	603	—
⊕ <b>Parom</b> (Cry) — 100% Confuse	—	—	—
[U] Pure White Magic (Mage's Staff)	instant party Curaga (h85), Last stand, Reraise 40%	—	—
[B] Healing Wind (Zeus Mace) [White Magic]	party Cura (h55), +30% MAG/MND 25s [Curaga (h80), revive @20%] [party h25]	623	—
[S] Twin Star (Feathered Cap)	party +30% ATK, +15% MND, crit=50% 25s	6008	—
[S] Sync (Seraphim's Mace)	party Curaga (h85) and Haste	—	—
⊕ <b>Prishe</b> (Backhand Blow) — 20% stun	phys 1.3, crit dmg=2x 25s, 15s of 1.05-1.1-1.15-1.2-1.3x Monk dmg@rank 1-5 (Monk ⇒ fastcast 1)	—	—
[U] "Auroral Uppercut" (Coerul Cesti) (continued...)	phys 7.2 / 10, crit dmg=2x 25s, 15s of 1.05-1.1-1.15-1.2-1.3x Monk dmg@rank 1-5 (Monk ⇒ fastcast 1)	—	—
[U] "Asuran Fists" (Scorpion Harness)	p7.0/10 lgt+ice+non, self +30%ATK/DEF,lgt infuse 25s	611	—
[B] Nullifying Dropkick (Sainti) [Monk]	phys 7.44 / 8, self fastcast Monk 5 [p2.4/3 - 3.2/4 - 4.0/5 - 4.8/6 @ 0-1-2-3 diff. Monk abils used, then reset count]	—	—
[B] Nullifying Dropkick (Sainti) [Monk] (continued...)	[p2.2 / 4, self +30% ATK, −30% DEF 20s]	6001	—
[S] Rigorous Reverie (Monsoon Jinpachi)	party heal 40% HP, Regen (hi), Last stand	—	—
⊕ <b>Prompto</b> (First Shot) — instant p1.3 ranged	—	—	—
[C] Custom Starshell (Calamity)	lgt chain 1.5x, party +50% ATK 25s	603	—
[U] Trigger Happy (Cocytus) (continued...)	p7.2 / 10 lgt+non, +20% lgt vuln. 25s, self fastcast 1, 15s (Machinist ⇒ fastcast 1)	—	—
[B] Recoil (Bioblaster) [Machinist]	p6.32 / 8 lgt+fire rngd, −40% ATK/DEF/MAG/RES 25s [p2.2/2 lgt+f rng, −40% ATK 15s] [... −50% MAG]	609 603/1	—
[B] Shots Fired (Prompto's Fatigues) [Machinist]	instant phys 7.44 / 8 lgt+n rngd, −40% ATK/DEF 25s [p2.2/4 lgt+n rngd, fastcast Machinist 2]	611	—
[B] Shots Fired (Prompto's Fatigues) [Machinist]	[p2.2/2 lgt+n rngd, −40% DEF 15s]	604	—
[S] Starshell (Auto Crossbow)	AoE p5.65 / 5 lgt+n ranged, −30% a/b/m/r/MND 25s	630	—
⊕ <b>Queen</b> (Balestra Lunge) — pA9.0	—	—	—
[U] Divine Judgment Blade (Flamberge) (continued...)	p7.1 / 10 lgt+dark, self +30% ATK/DEF, lgt infuse 25s 15s of fastcast Spellblade	611	—
[O] Gate of Destiny (Claymore)	phys 11.16 lgt+dark, or 12.84 vs weak	—	—
[B] Mana Sphere (Regal Crown) [Spellblade]	phys 6.64 / 8 lgt+dark rngd, party crit=50% 25s [p1.95/3 lgt+dark, 1.15x Spellblade dmg 3 turns]	—	—
[B] Mana Sphere (Regal Crown) [Spellblade]	[AoE p1.4/2 lgt+dark, +30% ATK, −30% DEF 20s]	6001	—
[S] Magic Martyr (Rune Saber)	instant phys 6.18 / 6 lgt+dark, party Esuna	—	—
⊕ <b>Quina</b> (Eat) — 20% KO	phys 1.2, —	—	—
[U] Culinary Curiosity (Gastro Fork)	party Haste, Protect, Shell, +50% ATK 25s	603	—
[B] "Angel's Lunch" (Silver Knife) [Support]	party Esuna, Status blink 1, Autoheal 2k [p2.2 water+n, ally h60]	—	—
[B] "Angel's Lunch" (Silver Knife) [Support]	[self +20% MND 25s, fastcast 3]	602	—
[B] Pumpkin Head (Qu Garb) [Support]	phys 7.5 / 5 ranged, −40% ATK/DEF/MAG/RES 25s [p2.1, −20% ATK/DEF 15s] [... MAG/RES]	611-22	—
[S] Frog Drop (Golden Hairpin)	AoE phys 5.96 / 4 ranged, party +50% ATK 25s	603	—
[−] Angel's Snack (Bistro Fork)	party +30% ATK/DEF 25s	611	—
[−] Mighty Guard (Needle Fork)	party Protect and Shell	207/8	—
⊕ <b>Quistis</b> (Electrocute) — AoE magic 1.4 lightning (NAT)	—	—	—
[U] Kingsguard (Dragon Whisker)	party +30% ATK/MAG/RES 25s, Haste, Autoheal 2k	634	—
[O] Doomtrain (Malboro Tentcl)	m39.6 bio+non, 15% Blind/Confuse/Poison/Silence	—	—
[B] Hail to Queen (Q's Dress) [Black Magic]	magic 15.04 / 8 bio+non, bio infuse 25s [m8.68/4 b+n, 25% (7%x4) blind/conf./pois./sil.]	—	—
[B] Hail to Queen (Q's Dress) [Black Magic]	[AoE m6.18/2 b+n, +30% MAG, −30% DEF 20s]	6002	—
[G] Pride of the King (Wyvern Tail)	instant party Protect, Shell, Neg. Dmg. 30%	207/8	—
[S] Cerberus (Beast Killer)	party Haste, Fastzap 3	—	—
[S] Mighty Guard (Red Scorpion)	party Haste, Shell, Regen (hi)	208	—
[−] Maser Eye (Sleipnir's Tail)	AoE magic 7.4 non-elem (NAT)	—	—
⊕ <b>Raijin</b> (Hi-Potion) — ally Cura (h55)	—	—	—
[U] Dragon Soaring (Gokuu Pole) (continued...)	phys 7.1 / 10 lgt+non, party crit=50% 25s, party Reflect Damage 75% as lgt 25s	—	—
[O] Dragon Rising (Musk Stick)	phys 10.5 lgt+n, up to 14.5 w/ Monk abils used	—	—
[B] Raijin Special (Raijin's Staff) [Monk]	phys 6.64 / 8 lgt+non, lgt infuse 25s [ally heal 40% HP, charge up cmd 2]	—	—
[B] Raijin Special (Raijin's Staff) [Monk]	[p2.16/4 - 20.5/10 lgt+n @ 0-6 charges, & reset]	—	—
[S] Aura (Raijin's Pauldron)	party Regen (hi), Last Stand, instacast 1	—	—

Character soul breaks	Damage	Other effect	ID
⊕ <b>Raines</b> (Recovery Shift) — self Regen (hi)	—	—	—
[U] "Wings of Despair" (Master Fist) (continued...)	magic 17.0 / 10 dark+holy, dark infuse 25s self +30% DEF/MAG 25s	620	—
[U] True Miracle (Godhand) (continued...)	magic 18.7 / 10 (16.2 if no Doom) dark+holy, ... self +30% MAG/RES 25s, Doom 30s, instacast 1 15s (holy or dark ⇒ m8.64/4 h+d B. Magic)	622	—
[AO] "Seraphic End" (Dual Claw)	magic 79.5 / 3 dark+holy overstrike	—	—
[O] Shattered Dreams (Oversoul)	m37.0 dark+holy, up to m48.0 at low Doom time	—	—
[B] Metamorphose (Metamrphs. Clws.) (continued...)	magic 19.86 / 6 dark+holy (m15.42 if no Doom), ... party +30% DEF/MAG 25s	620	—
[B] Metamorphose (Metamrphs. Clws.) [Black Magic]	[m8.8 / 4 d+h, next non-NIN mag attack inst.]	—	—
[B] Metamorphose (Metamrphs. Clws.) [Black Magic]	[AoE m7.8/2 d+h, +30% MAG, −30% RES 20s]	6014	—
[S] Seraph's Wing (Cid's Finery) (continued...)	magic 17.52 / 6 non, self Fastzap 4, ... Doom 45s, +30% MAG/RES 25s	622	—
[S] Seraphic Ray (Raines's Gloves)	AoE magic 14.2 / 5 holy, +20% holy vuln. 25s	—	—
[−] Offensive Shift (Raines's Cloak)	magic 11.88 / 6 non, party Haste	—	—
⊕ <b>Ramza</b> (Focus) — self 35% ATK 25s	603	—	—
[C] Flutegrass Memories (Diamond Sh.)	holy chain 1.5x, party +50% ATK 25s	603	—
[U] Seeker of Truth (Vigilante) (continued...)	phys 7.1 / 10 holy+non, holy infuse 25s hi fastcast 1, 15s (holy ⇒ hi fastcast 1) 15s (holy ⇒ p1.56/4 h+n Support no miss)	—	—
[U] History's Truth (Sasuke's Blade)	party +30% ATK/DEF/MAG 25s, instacast 1	633	—
[B] Battle Cry (Kiyomori) [Support]	party Haste, +50% ATK 25s; holy infuse 25s [p2.7/5 holy+n, but no SB gauge]	603	—
[B] Battle Cry (Kiyomori) [Support]	[self +180 SB gauge (=Wrath)]	—	—
[B] Unsong Hero (Iga Blade) [Knight / Support]	AoE phys 5.85 / 5 holy, party +100% DEF 25s [p2.5/2 ho, dispel] [ally +80 soul gauge points]	604	—
[S] Chant (Genji Gloves)	party crit dmg = 2x 25s, Neg. Dmg. 30%	—	—
[S] Shout (Platinum Sword)	party Haste and +50% ATK 25s	603	—
[−] Hail of Stones (Nu Khai Armband)	phys 5.36 / 6 rngd, 100% Stun	—	—
[−] Tailwind (Grand Armor)	party heal 40% max HP and Protect	207	—
⊕ <b>Rapha</b> (Swiftess) — self Fastzap 2	—	—	—
[U] Miracle of Scorpio (Musk Pole)	party Haste, Fastzap 3, +30% MAG 25s; self lgt infuse	601	—
[B] Heaven's Wrath (Cypress Pole) [Black Magic]	magic 16.8 / 8 lgt+n, party +30% MAG/RES 25s [m9.44 / 4 lgt+n, ally Cura (h60)]	622	—
[B] Heaven's Wrath (Cypress Pole) [Black Magic]	[AoE m7.86/2 lgt+n, +30% MAG, −30% DEF 20s]	6002	—
[S] Ashura (Wizard's Robe)	AoE m13.62 / 6 fire+n, party Haste, self Fastzap 2	—	—
⊕ <b>Red XIII</b> (Sled Fang) — phys 1.5	—	—	—
[C] Howling Earth (Thornlet)	earth chain 1.5x, party +50% MAG 25s	601	—
[U] "Earth Rave" (Spriggan Clip) (continued...)	magic 17.3 / 10 earth, party Reflect Dmg 75% as earth, instacast 1	—	—
[U] Mighty Warrior (Centclip)	party Haste, Status blink 1, +30% ATK/DEF/RES 25s	637	—
[B] Cosmo Canyon (Platinum Barrette) [Support]	party Regen(hi), +30% ATK/MAG 25s [fast p2.0, −40% DEF 15s] [... −50% RES]	610 604/7	—
[S] Protector's Roar (Crystal Comb)	party +30% ATK/DEF/MND 25s	624	—
[S] Stardust Ray (Magic Comb)	phys 7.8 / 10 ranged, party Shell	208	—
[−] Howling Moon (Gold Barrette)	party Refill 1 random ability	—	—
[−] Trine (Silver Barrette)	AoE magic 7.17 lightning	—	—
[−] Lunatic High (Diamond Pin)	party Haste and Protect	207	—
⊕ <b>Refia</b> (Martial Arts) — self +30% ATK/ACC 25s	605	—	—
[U] Burning Devotion (Metal Knuckles) (continued...)	p7.1 / 10 fire+n, fire infuse 25s, crit dmg=2x 25s, fastcast 1, 15s (fire ⇒ fastcast 1)	—	—
[AO] "Triple Blazing Fist" (Godhand)	phys 24.0 / 3 fire overstrike	—	—
[B] Dance of Carnage (Shura Gloves) (continued...)	p6.24 / 8 fire+n, self crit=50% 25s, fire infuse 25s (crit incl. below)	—	—
[B] Dance of Carnage (Shura Gloves) [Monk]	[p2.94/4 f+n rngd, including crit dmg = 2x]	—	—
[B] Dance of Carnage (Shura Gloves) [Monk]	[AoE p1.95/2 f+n rngd, self +/-30% ATK/DEF 20s]	6001	—
[G] "Secret Love" (Refia's Guise) (continued...)	instant hi fastcast 2, 15s of (fire ⇒ p1.6/4 - 2.0/5 - 2.4/6 f+n Monk, incr. w/ uses)	—	—
[S] Blazing Fists (Rising Sun)	phys 7.84 / 8, self Haste, +35% ATK/DEF 25s	611	—
[−] Spellbreak Volley (Moonring Blade)	AoE phys 3.4 ranged, −50% MAG 25s	601	—
⊕ <b>Reks</b> (Cure) — Cura (h55) target	—	—	—
[U] Son of Dalmasca (Bastard Sword) (continued...)	party Haste, Refl. Dmg. 75% as lgt, +50% ATK 25s	603	—
[B] Whitefall (Dalmascan Warblade) [Spellblade]	party Haste, +30% ATK/DEF 25s [p2.4/4 lgt+ice (p3.0/4 vs. weak)]	611	—
[B] Whitefall (Dalmascan Warblade) [Knight]	[p2.32/4, ally heal 25%]	—	—
[S] Dual Swords (Diamond Shield)	phys 7.84 / 8, party heal 40%	—	—
⊕ <b>Relm</b> (Control) — 100% Confuse	—	—	—
[U] Divine Portrait (Da Vinci Brush)	instant party h80, Neg. Dmg. 30%, instacast 1	—	—
[B] Star Prism (Magical Brush) [White Magic]	AoE white 9.39/3 holy+n, party h55, Last Stand [instant Curaja (h105)] [party h25]	—	—
[G] "Cure Drawing" (Angel Brush)	instant party Cura (h55)	—	—
[S] Portrait of Lakshmi (Chocobo Brush)	party Curaga (h85) and Regen (hi)	—	—
[−] Brush Up (Luminous Robe)	party Haste and crit=50% 25s	—	—
[−] Ink Blast (Cat-Ear Hood)	AoE magic 9.48 / 4 (SUM), 100% Blind	—	—



Character soul breaks	Damage	Other effect	ID
⊙ <b>Rem</b> Siphon — refill 1 ability use			—
[U] "Manalchemy Life" (Butterfly Edge)	instant party Haste, Shell, Status blink 1, Reraise 40%		—
[U] Manalchemy (Argentive Daggers)	w18.0 / 10 holy+dark, hi fastcast 1, holy infuse 25s		—
	15s EX: Dominion EX: +50% MND, -15% DEF/RES, ...	-EX-	—
	(EX continued...)	(hit weakness ⇒ hi fastcast 1)	-EX-
[O] Cleansing Flame (Ogrenyxes)	white 39.06 holy+fire, or 44.94 vs weak		—
[B] Siphon Delta (Rem's Guise)	AoE white 13.44 / 8 h+d, holy infuse, refill 1 abil. use		—
	[White Magic] [w9.4/4 h+d, self h60]		—
	[White Magic] [self Magic blink 1, 1.15x W. Magic dmg 3 turns]		—
[S] Undying Wish (Dancing Daggers)	—	party Last stand, Reraise 40%	—
⊕ <b>Reno</b> Electrostatic Rod phys 1.4 lgt, 16% Stop			—
[U] Turk Special (Enhanced Pierce Rod)	either p7.1/10 lgt+n & +30% ATK/DEF, or m17.0/10 lgt+n & +30% MAG/DEF, fastcast 1, 15s (lgt ⇒ fastcast 1), lgt infuse 25s		611 620
[B] Turk Triad (Shinra Bombshell)	AoE phys 4.92 / 6 lgt+n rngd, lgt infuse 25s		—
	[Combat] [p0.52 / 1 lgt+n rngd, stack to p4.16/8 25s]		—
	[Combat] [p1.96 / 4 lgt+n rngd, 31% (9% x 4) Stun]		—
[S] Turk Bombshell (Light Rod)	AoE mag 14.4/3 non (NAT), 100% Sleep/Sil.		—
[−] Pyramid (Reno's Goggles)	AoE magic 7.6 non-elem, 70% Stop/Silence		—
[−] Turk Light (Telescopic Baton)	AoE magic 7.25 lgt, 40% Paralyze		—
⊙ <b>Reynn</b> Blizzard Mirajewel magic 2.0 ice			—
[U] Double Mirage (Surge Mishiva)	magic 17.0 / 10 ice+water, +20% ice vuln. 25s		—
	(continued...)	15s (2 Black Magic ⇒ +10% ice vuln. 15s)	—
[B] Channel Elem: Ice (Bablizz Mirage)	AoE magic 11.94 / 6 ice+n (SUM), ice infuse 25s		—
	[Black Magic] [m8.0 / 4 ice+n, or m9.96/4 vs. weak]		—
	[Black Magic] [m8.4 / 2 ice+n, self heal 25% max HP]		—
[S] Ramuh Transfiguration (Farna Dress)	magic 17.28 / 8 lgt+n (SUM), party Haste		—
⊕ <b>Ricard</b> Spear Master phys 1.5			—
[U] "Winged Roar" (Holy Lance)	phys 7.1 / 10 wind+lgt jump, instacast jumps 15s		—
	(continued...)	15s (Dragoon ⇒ same row 1.3x Dragoon dmg & no air time 1 turn)	—
[B] Pride of Deist (Abel's Lance)	phys 6.64 / 8 wind+n jump, wind infuse 25s		—
	[Dragoon] [p1.96/2 wi+n rngd, self no air time 2 turns]		—
	[Dragoon] [p1.88/4 wi+n, self 1.09x Dragoon dmg 3 turns]		—
[S] Highwind Secrets (Ricard's Cuirass)	p7.74 / 6 wind jump, -10/-5/+2/+10/+15/+20% ...		—
	(continued...)	... dmg if 0/.../6 other dragoons, wind infuse 25s	—
⊙ <b>Rikku</b> Grenade AoE phys 1.1 ranged			—
[C] Hyper Enwater (Sorcery Targe)	water chain 1.5x, party +50% ATK 25s		603
[U] Thief Dressphere (Barbed Knuckles)	phys 6.7 / 10 water+non rngd, +20% water vuln. 25s		—
	(continued...)	15s (water ⇒ p1.2 / 2 wa+n Machinist & 58% (35% x 2) for +10% wa vuln. 15s)	—
[U] Hyper Mighty G (Tidal Knuckles)	—	party Haste, Protect, Shell, +30% ATK/MAG 25s	610
[B] Team Bomb (Onyx Targe)	phys 6.64 / 8 water+non ranged, water infuse 25s		—
	[Machinist] [fast p1.88/4 wa+n rngd]		—
	[Machinist] [p1.72/2 wa+n rngd, steal 50% ATK 20s]		603
[B] Machinations (Rikku's Dagger)	phys 7.7 / 10 water, +20% water vuln. 25s		—
	[Machinist] [AoE p1.4 / 2 water+lgt rngd, 21% Stun]		—
	[Machinist] [p2.0 / 2 rngd, -20% ATK/DEF, self +20% a/d]		611
[S] Al Bhed Brew (Thief Costume)	—	party +30% ATK/MAG 25s, self instacast 2	610
[S] Master Thief (Force Knuckles)	phys 7.68 / 6, -50% ATK/RES, self +30% ATK/RES 25s		621
[−] Machina Sabotage (Flexible Arm)	phys 5.16 / 4, -50% ATK, self +50% ATK 25s		603
[−] Hyper NulAll (Guardian Targe)	—	party +30% ATK 25s, party +50% RES 25s	603/7
[−] Hazardous Shell (Buster Claw)	AoE phys 3.5 ranged, 50% Sap		—
⊕ <b>Riku</b> Vertical Strike p1.5 / 3			—
[U] Dark Firaga (Way to the Dawn)	phys 7.1 / 10 dark+n ranged, dark infuse 25s, +30% ATK, -30% MND 25s, 15s (dark ⇒ p1.95/5 dark+n no miss Darkness)		6023
[AO] Aura of Darkness (Oblivion)	phys 24.0 / 3 dark overstrike		—
[B] Darkhand Helm Split (Soul Eater)	phys 6.64 / 8 dark+non, dark infuse 25s		—
	[Darkness] [fast p1.88 / 4 d+n]		—
	[Darkness] [p1.68 / 3 d+n, 1.15x Darkness dmg 3 turns]		—
[G] Darkhand (Riku's Gloves)	—	instant dark infuse stacking 25s, dark infuse 25s, hi fastcast 2	—

Character soul breaks	Damage	Other effect	ID
⊙ <b>Rinoa</b> Angelo Cannon magic 2.0 non-elem (NAT)			—
[C] Shiva (Confomer)	ice chain 1.2x, m17.93/11 ice (SUM), party fastcast 2		—
[BU] Angel Wing Earth Edict (Hawkeye)	m17.3 / 10 earth, 1.3x B. Mag. dmg 15s, e infuse 25s		—
	[Black Magic], +1 on B. Magic [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 earth]		—
[BU] Angel Wing Ice Ruin (Pinwheel+)	m17.3 / 10 ice, 1.3x B. Magic dmg 15s, ice infuse 25s		—
	[Black Magic], +1 on B. Magic [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 ice]		—
[U] Angel Wing Frost Vortex (Cutlass)	magic 17.0 / 10 ice+non, ice infuse 25s		—
	15s EX: Chosen Sorceress EX: +30% MAG, (B. Magic rank 1-5 ⇒ m1.42 - 2.84/2 - 4.26/3 - 7.1/5 - 8.52/6 ice+n B.M.)	-EX- -EX-	—
[AO] Angel Wing Comet (Valkyries)	magic 79.5 / 3 ice+earth overstrike		—
[O] Angelstar (Twin Viper)	magic 40.0 earth+non		—
[B] Angel Wing Ice Shards (Crystal Crs.)	AoE magic 14.4 / 8 ice+n, ice infuse 25s		—
	[Black Magic] [up to m10.2 / 4 ice+n (Ⓢ hi MAG)]		—
	[Witch] [-40% MAG, self +30% MAG 20s]		601
[B] Sorceress's Awaken. (Shooting Star)	AoE magic 14.4 / 8 earth+ice		—
	[Black Magic] [m10.48 / 4 earth+n] [m10.48 / 4 ice+n]		—
[G] Angel Wing Magic Mien (WingEdge)	—	instant hi fastcast Black Magic 15s, 1.05-1.1-1.15-1.2-1.3x Black Magic dmg @ rank 1-5	—
[S] Angelo Strike (Rinoa's Guise)	AoE m14.1 / 5 earth+non, earth infuse 25s		—
[S] Wishing Star (Cardinal)	magic 18.0 / 5 non (NAT)		—
[−] The Brothers (Party Dress)	AoE magic 9.39 / 3 earth (SUM), earth infuse 25s		—
[−] Angel Wing Quake (Rising Sun)	AoE magic 7.4 / 2 earth (NAT), 100% Slow		—
[−] Angel Wing Bolt (Valkyrie)	magic 9.0 / 3 lightning (NAT)		—
⊕ <b>Rosa</b> Trueshot Bow phys 1.5 ranged			—
[U] "White Mage Miracle" (R's Guise)	instant party Cura (h85), Regenga, hi fastcast 2		—
[U] Benediction (Fairy's Bow)	—	instant party h85, Autoheal 2k, Magic blink 1	—
[B] Holy Ray (Perseus Bow)	AoE white 9.5 / 5 holy, party Cura (h85)		—
	[White Magic] [Curaja, Magic blink 1] [party h25]		—
[G] "Divine Guard" (Rune Bow)	—	instant party haste, Magic blink 1	—
[S] Divine Heal (Artemis Bow)	—	party Cura (h85) & Magic blink 1	—
[−] Miracle (White Dress)	—	party Protect and Shell	207/8
[−] Divine Favor (Elven Bow)	—	party revive 30% HP, party heal (h50)	—
⊙ <b>Rubicante</b> Gift of Healing — Revive ally @ 40% HP			—
[B] Trueflame Inferno (Truffle Cloak)	AoE m11.94 / 6 fire+n, fire infuse 25s		—
	mode OFF: [Black Magic] [ON, Magic blink 1] [AoE m5.9 / 2 fn]		—
	mode ON: [Black Magic] [OFF, m8.84/4 fn] [AoE m8.85 / 3 fn]		—
[S] Fire Exemplar (Rubicante's Grasp)	magic 17.68 / 8 fire+non, +20% fire vuln. 25s		—
⊕ <b>Rude</b> Grand Spark m2.0 non			—
[B] Ultimate Grand Spark (Rude's Glvs.)	either p6.6/10 or m11.9/10 earth+non, ... earth infuse 25s		—
	(continued...)	... earth infuse 25s	—
	[Combat / B. Magic] [either p2.52/4 or m10.48/4 earth+non]		—
	[special] [ally heal 40%, self +30% ATK/MAG, -30% DEF 20s]		6020
[S] Secret Desire (Enh. Leather Gloves)	—	party Protect, Shell, Last stand	207/8
⊕ <b>Rufus</b> President's Predilection — self +50% DEF 25s			604
[B] President's Scorn (Riot Rifle)	AoE phys 7.76 / 8 dark+n (less w/ more foes), +20% dark vuln. 25s		—
	(continued...)	+20% dark vuln. 25s	—
	[Sharpshooter] [p1.71/3 d+n rngd, fastcast 2]		—
	[Sharpshooter] [AoE p1.0/2 d+n rng, 20% for +10% dk vuln. 15s]		—
[S] Mako Barrage (Combat Shotgun)	AoE p (7.74/6.72/6.0/...) / 6 vs 1/2/3/... foes		—
	(continued...)	... +20% dark vuln. 25s	—
⊙ <b>Rydia</b> Summon Eidolon I AoE magic 0.98 non-elem (SUM)			—
[BU] "Raging Giant" (Earth Whip)	magic 17.3 / 10 earth, fastcast 15s, earth infuse 25s		—
	[Summoning], +1 on earth [m7.92 (no overstrike) - 12.0 - (20.8 & refill 1 Summon) - (m35.0 & refill 1 earth)]		—
[U] Fated Encounter (Mythril Whipblid.)	magic 17.0 / 10 water+non (SUM), self +30% DEF/MAG 25s, water infuse 25s		620
	(continued...)	15s (water ⇒ m7.85/5 wa+n Summoning)	—
	(continued...)	Finisher: refill 2 ability uses	—
[U] Lord of the Seas (Red Scorpion)	magic 17.0 / 10 water+non, water infuse 25s, +30% MAG/RES 25s		622
	(continued...)	... party +30% MAG/RES 25s	—
[AO] "Past and Future" (Chosen of Fey.)	magic 79.5 / 3 water+earth+holy overstrike		—
[O] Eidolon Emissary (Wizard Rod)	magic 37.0 earth + water + holy (SUM)		—
[B] Law of the Eidolons (Minrv. Bustier)	AoE m11.94/6 water+holy(SUM), +20% wa vuln. 25s		—
	[Summoning] [m7.8/4 wa+ho, fastzap 2]		—
	[Summoning] [m8.56/2 wa+ho, refill 1 ability use]		—
[B] Mournful Cry (Sleipnir's Tail)	AoE m11.85 / 5 earth+non (SUM), earth infuse 25s		—
	[Summoning] [m8.96 / 4 e+n] [AoE m6.28 / 2 e+n]		—
[G] "Secrets of Mist" (Flame Whip)	—	instant hi fastzap 15s, up to 1.3x Summon dmg @ rank 5	—
	(continued...)		—
[S] Odin (Mystic Whip)	AoE m14.22/6 non (SUM), 100% KO, party +50% DEF		604
[−] Radiant Breath (Dragon Whkr.)	AoE magic 7.5 / 2 holy (SUM), self Phys blink 2		—
[−] Summon Eidolon II (Ice Whip)	AoE magic 7.17 ice (SUM)		—

Character soul breaks	Damage	Other effect	ID
S O R			
⊕ <b>Sabin</b>	Raging Fist phys 1.5	—	—
[U] Raging Fist (Avenger)	phys 7.1 / 10 fire+non,	self +30% ATK/RES 25s, ...	621
(continued...)		... instacast 1, fire infuse 25s	—
(continued...)	15s (fire ⇒ up to p2.1 / 6 f+n Monk (Ⓢ hi ATK))	—	—
[AO] "Tiger Break" (Ehrgeiz)	phys 24.0 / 3 fire overstrike	—	—
[O] Scorching Meteor Strike (Scis.Fngs.)	phys 11.25 fire+non (p12.75 vs. weak)	—	—
[B] Perdition's Phoenix (Godhand)	up to p7.0 / 10 fire+n (Ⓢ hi ATK),	fire infuse 25s	—
[Monk]	[p1.6/4 f+n, self stack +10,...,80% ATK/DEF 25s]	—	611
[Monk]	[AoE p1.5 / 2 fire+non]	—	—
[G] "Flaming Fist" (Headband)	—	instant hi fastcast Monk 15s,	—
(continued...)		up to 1.3x Monk dmg @ rank 5 15s	—
[S] Soul Spiral (Sabin's Armet)	—	party Esuna, heal 40% HP, +100% DEF 25s	604
[S] Phantom Rush (Tigerfang)	phys 7.84 / 8,	party Phys blink 1	—
[−] Razor Gale (Dragon Claws)	AoE phys 3.99 / 3,	party +30% ATK 25s	603
[−] Rising Phoenix (Kaiser Knuckles)	AoE phys 3.1 ranged fire	—	—
⊙ <b>Sarah</b>	Leading Light AoE white 1.4 holy	—	—
[BU] "Crystal's Radiance" (Stf. of Light)	instant party Curaga (h85), Last stand	—	—
[White Magic], +1 on W.M./Bard	instant [ally h25 - party h25 - party h55	—	—
(continued...)	- (party h55 & instacast 1)]	—	—
[U] Ballad of Light (Sage Staff)	party Haste, Shell, Autoheal 2k, +30% ATK/MAG 25s	—	610
[B] Age-Old Hymn (Light Robe)	party h55, Magic blink 1, self +30% RES/MND 25s	—	631
[White Magic]	[instant Curaga (h80), Regen (hi)] [party h25]	—	—
[G] "Comerian Compassion" (Rune Stf.)	—	instant party Haste, Shell, Negate Dmg 30%	—
(continued...)		—	—
[S] Ancient Lute (Ancient Lute)	—	party Curaga (h85), Haste	—
[−] Ballad of Cornelia (White Robe)	—	party +30% ATK/DEF 25s	611
[−] Sacred Prayer (Healing Staff)	—	party Cura (h50), Regen (hi)	—
⊕ <b>Sazh</b>	Bravery — ally +30% ATK 25s	—	603
[U] Gifted Pilot (Aldebarans)	—	party Haste, Status blink 1, +30% DEF/MAG/RES 25s	643
[B] Choco-Chick Blues (Rigels)	—	party +30% ATK/MAG 25s, self instacast 2	610
[Support]	[p2.1, −20% ATK/DEF 15s] [... MAG/RES]	—	611-22
[S] Choco-Chick (Canopus AMPs)	—	party Magic blink 1, +50% ATK 25s	603
[S] Godsend (Sirius Sidearms)	—	party Protect, Regen (hi), +20% MAG 25s	601
[−] Caltrop Bomb (Deneb Duellers)	AoE phys 3.6 / 3 fire ranged,	party +30% ATK 25s	603
[−] Boon (Vega 4z)	—	party Haste and Shell	208
⊕ <b>Scott</b>	Royal Constitution — self +50% DEF 25s	—	604
[U] "Undying Flames" (Stoneblade)	party Haste, Status blink 1, +30% ATK/MAG/MND 25s	—	638
(continued...)	self fire infuse 25s if Hilda is alive	—	—
[B] Scathing Sun (Wild Rose)	phys 6.64 / 8 fire+non,	fire infuse 25s	—
[Spellblade]	[p1.68/3 f+n, 1.15x Spellblade dmg 3 turns]	—	—
[Spellblade]	[AoE p1.3/2 f+n, +30% ATK, −30% DEF 20s]	—	6001
[S] Ring of Love (Scott's Cloak)	phys 7.62 / 6 fire+non,	party heal 40% max HP	—
⊕ <b>Seifer</b>	No Mercy phys 1.5	—	—
[C] Sorceress Strings (Hyperion Custom)	dark chain 1.5x,	party +50% ATK 25s	603
[U] Knight of Destiny (Almsy Twin Lnc)	phys 6.84 / 18 dark+fire,	self +30% ATK/DEF 25s,	611
(continued...)	party instacast 1	—	—
[U] Forbidden Fellslash (Almsy Flmt.)	phys 6.58 / 7 dark+fire (up to p10.5 @ 1% HP),	—	—
(continued...)	... self heal 70% max HP, dark infuse 25s	—	—
[B] Brutal Takedown (Almsy Cut. Trg.)	p6.64/8 dark+fire, party Refl. Dmg. 75% as dark 25s	—	—
[Darkness]	[p2.55/5 d+f, lose 12.5% max HP]	—	—
[Darkness]	[p1.5 / 3 d+f, fastcast 3]	—	—
[B] Sorceress's Knt. (AlmsyShear Trig.)	phys 7.68/8 dark+n, self +200% DEF, taunt PHY/BLK	—	502
[Darkness]	[p2.24 / 4 d+n, self −50% DEF, −25% RES,	—	6015
(continued...)	... Reflect Dmg 100 - 300% 30s @ 1-9 uses]	—	—
[Darkness]	[p2.2 d+n, drain 20% of dmg]	—	—
[S] Death by Committee (Seifer's Gloves)	phys 7.36 / 8 dark+lgt+wind,	self −30% DEF,	604
(continued...)	... party +30% ATK/MAG 25s	—	610
[S] Zantetsuken Reverse (Almsy Revlv.)	AoE phys 6.0 / 3,	100% KO, party +50% DEF 25s	604
[−] Bloodfest (Seifer's Coat)	AoE phys 4.0 / 4 ranged,	party +50% RES 25s	607
[−] Demon Slice (Hyperion)	AoE phys 3.4,	40% Paralyze	—
⊙ <b>Selphie</b>	Wall — ally Protect & Shell	—	207/8
[U] Trabia Slots (Selphie's Bracelet)	instant party h85, Reraise 40%, Status blink 1	—	—
[U] Slots Full Cure (Faerie Tale)	—	(NAT) instant party h85, Last stand, Regen (hi)	—
[B] Reality or Truth (Nunchaku S)	—	party Curaga (h85), +100% RES 25s	607
[White Magic]	[instant Curaja] [party h25]	—	—
[B] Strange Vision (Strange Vision)	AoE w14.0/4 ho, 100% KO, party +30% MAG/MND 25s	—	623
[White Magic]	[h105, Regen (hi)] [w10.5/2 ho, Dispel]	—	—
[G] "Radical Mood Maker" (WnrdWand)	—	instant party Cura (h55)	—
[S] Dreamstage (Crescent Wish)	—	party Curaga (h85) & Magic blink 1	—
[−] Rapture (Scorpion Tail)	AoE white 9.48,	100% Stun	—
[−] Trabia's Light (Morning Star)	—	party Cura (h56)	—

Character soul breaks	Damage	Other effect	ID
Oblivion AoE phys 1.1			
⊕ <b>Sephiroth</b>	Oblivion AoE phys 1.1	—	—
[AA] "Stigma" (Genji Blade)	p9.0 / 15 dark+non, +500 SB pts, dark infuse 25s	—	—
(continued...)	15s dmg cap = 19,999	—	—
15s Awaken Darkness:	no hones used, 100% ducast, up to 1.3x dmg	—	—
[U] Zanshin (Executioner)	p7.2 / 15 dark rmgd, self crit=50%, dark infuse 25s	—	—
15s EX: Legendary SOLDIER	EX: PHY dark can break 9999 cap	—EX-	—EX-
(EX continued...)	EX: (2 dark ⇒ 1.3x dark dmg 1 turn)	—	—
[U] Heartless Angel (Mako Katana)	phys 7.2 / 15 dark, self +50% ATK/DEF, −15% RES 25s,	6019	—
(continued...)	... dark infuse stacking 25s, dark infuse 25s	—	—
[AO] Setting Sun (Cetra Blade)	phys 11.0 / 20, then 8.0 overstrike, dark	—	—
[O] Heaven's Light (Chirijiraden)	phys 12.0 dark + fire	—	—
[B] Octaslash (Yoshiyuki-Shinuchi)	p6.24 / 8 dark+n, self PM Blink 2, dark infuse 25s	—	—
[Darkness]	[up to p3.0/5 d+n (Ⓢ hi ATK)]	—	—
[Darkness]	[AoE p1.2/2 d+n, self +30% ATK, −30% DEF 20s]	—	6001
[B] Reunion (Masamune-Shinuchi)	AoE phys 6.16 / 4	—	—
[Combat]	[p24.5 / 2] [p2.52 / 4 fire+non]	—	—
[G] Jenova's Might (Genji Glove)	—	instant fastcast 15s, heal 10% of dark dmg 15s	—
[S] Transience (Seph's Glove)	phys 7.7 / 10 dark,	dark infuse 25s	—
[S] Black Materia (Yoshiyuki)	phys 7.8 / 4,	34% (10% x 4) Sap	—
[−] Nibelheim Nightmare (Seph.'s Coat)	AoE phys 4.0 / 4 fire,	fire infuse 25s	—
[−] Shadow Flare (One-Winged Angel)	AoE phys 3.5,	50% Blind	—
[−] Hell's Gate (Masamune)	AoE phys 3.36	—	—
⊙ <b>Serah</b>	Wound magic 1.9 / 2 non-el,	19% (10% x 2) Sap	—
[C] Etro Fusion (Summoner's Garb)	ice chain 1.5x,	party +50% MAG 25s	601
[U] "Ultima Shot" (Fellowship Arc)	m17.3/10 ice+non, party Refl. Dmg 75% as ice 30s	—	—
(continued...)	hi fastcast 1, 15s (ice ⇒ hi fastcast 1)	—	—
[U] Etro Arrow (Raging Arc)	m17.0 / 10 ice+non, hi fastcast 1, ice infuse 25s	—	—
15s EX: Farseer	EX: +30% MAG, (ice ⇒ hi fastcast 1)	—EX-	—
[B] Eternity Unpromised (Izanami)	magic 14.4 / 10 ice+non rmdm, +20% ice vuln. 25s	—	—
[Black Magic]	[fast m8.0/4 ice+n] [fast AoE m5.78/2 ice+n]	—	—
[B] Moonfrost Arrows (Lunar Stinger)	magic 15.04 / 8 ice+non, ice infuse 25s	—	—
[Black Magic]	[m8.96/4 ice+n] [AoE m6.28/2 ice+n]	—	—
[S] Endless Blessings (Meteorblaze)	—	party Haste, +30% MAG/MND 25s	623
[S] Ultima Arrow (Starseeker)	AoE magic 14.2 / 5 non,	100% Slow	—
[−] Clock Master (Serah's Gloves)	magic 11.8 / 2 non (NAT),	self Fastcast 4	—
⊕ <b>Setzer</b>	Dice Fixed dmg: one of 1,22,33,444,555,6666	—	—
[U] Jokers Wild (Final Trump)	phys 7.1 / 10 ranged,	−30% A/D/M/R/MND 25s, ...	630
(continued...)	15s (Support dmg ⇒ hi fastcast 1, ...	—	—
(continued...)	p0.5/2 Supp. + random Breakdown)	—	(var.)
[B] Mostly Megafire (Deathstrk Darts)	p6.65 / 7 (20% for p13.3/14),	−40% ATK/MAG 25s	610
[Support]	[p2.1, −20% ATK/DEF 15s] [... MAG/RES]	—	611-22
[S] Red Card (Death Tarot)	p6.65/7 rmgd (20% for p13.3/14),	−40% A/D/M/R 25s	609
[S] Fixed Dice (Fixed Dice)	1−6 hits at 3333 each,	−40% ATK/RES 25s	621
[−] Prismatic Flash (Cards)	AoE phys 4.2 / 3 ranged,	−40% ATK/MAG 25s	610
[−] Dive Bomb (Darts)	AoE phys 3.6 / 4 fire ranged,	37% (11% x 4) Blind	—
⊕ <b>Seven</b>	Ice Bind magic 2.0 ice,	30% Stun	—
[U] Elementlash (Silver Whipblade)	magic 17.0 / 10 ice+non,	+20% ice vuln. 25s,	—
(continued...)	−50% ATK/MAG/RES 25s	—	634
[B] Diving Strike (Seven's Guise)	magic 15.04 / 8 ice+non,	−40% ATK/DEF/MAG/RES 25s	609
[Black Magic]	[m4.72/2 ice+n, −40% ATK 15s] [... −50% MAG]	—	603/1
⊙ <b>Seymour</b>	Rest in Peace magic 1.8 dark,	30% Sleep	—
[C] Oblivion (Seymour's Staff)	dark chain 1.2x, m17.93 / 11 dark,	party fastcast 2	—
[U] Merciless Barrage (Assault)	m17.0/10 dark+n, self +30% MAG/RES, dark infuse 25s	—	622
(continued...)	15s (dark rank 1−5 ⇒ B. Magic	—	—
(continued...)	m2.84/2 - 4.26/3 - 5.68/4 - 7.1/5 - 8.52/6 d+n)	—	—
[B] Guado Grudge (Gua. Wedd. Robes)	magic 15.04 / 8 dark+non,	dark infuse 25s	—
[Black Magic]	[m13.2/6 d+n, self lose 35% max HP]	—	—
[Black Magic]	[self regen 15% / 3.5s for 15s, +/− 30% m/d 20s]	—	6002
[B] Anima's Pain (Seymour's Rod)	m17.44/8 dk+n (SUM), 9% KO per hit, +20% dk vuln	—	—
[Black Magic]	[m8.68 / 4 d+n, 31% (9% x 4) KO ]	—	—
[Black Magic]	[AoE m6.08 / 2 d+n, 29% (16% x 2) Slow]	—	—
[S] Cross Cleave (Seymour's Robes)	AoE magic 13.9 / 5 dark+n,	50% Petrify, dark infuse	—
⊕ <b>Shadow</b>	Shuriken Strike phys 1.5 ranged	—	—
[U] "Darkblade of Carnage" (Orochi)	phys 7.1 / 10 dark+non ranged,	dark infuse 25s	—
(continued...)	self Phys blink 1	—	—
(continued...)	15s (dark ⇒ p2.56/8 - 1.92/6 - 1.28/4 d+n Ninja	—	—
(continued...)	@ Pblink 2-1-0)	—	—
[U] Abandoned Past (Kagenui)	instant phys 6.6 / 10 dark+non, ...	—	—
(continued...)	15s (dark ⇒ Hi fastcast 1)	—	—
(continued...)	15s (Ninja ⇒ p2.16 - 4.32/2 dark+n @ Pblink 1-2)	—	—
[B] Shuriken Storm (Koga Blade)	instant AoE p4.83 / 7 dark+n,	dark infuse 25s	—
[Ninja]	[fast p1.88/4 dk+n] [fast AoE p1.2/2 dk+n]	—	—
[S] Shadow Fang (Ichigeki)	instant phys 7.68 / 8,	self Phys blink 2	—
[−] Wild Fang (Sasuke)	phys 5.12 / 4 ranged,	50% (16% x 4) Sap	—

Character soul breaks	Damage	Other effect	ID
⊕ <b>Shantotto</b>	Freeze AoE magic 2.0 ice	—	—
[C] <b>Frightening Lightning</b> ( <i>Iridial Staff</i> )	lgt chain 1.2x, magic 17.93 / 11 lgt, party fastcast 2	—	—
[U] <b>1000 Suns</b> ( <i>Federation Signet Staff</i> )	magic 17.0 / 10 lgt+ice+fire, lgt infuse 25s 15s EX: Twinstrike EX: +30% MAG, 100% dualcast Witch (uses hone) -EX-	—	—
[AO] <b>Colossal Shantotto</b> ( <i>Dark Staff</i> )	magic 79.5 / 3 lgt overstrike	—	—
[B] <b>Play Rough</b> ( <i>Tactician Mag. Cuffs</i> )	AoE magic 11.64 / 6 lgt+fire+ice, lgt infuse 25s [Black Magic] [fast m8.0 / 4 lgt+fire] [... lgt+ice]	—	—
[G] <b>Elemental Celerity</b> ( <i>Terra's Staff</i> )	instant hi fastcast 2, stackable +20% lgt dmg 15s	—	—
[S] <b>Primordial Elements</b> ( <i>Tact. Mg. Coat</i> )	m17.52/8 fire+ice+lgt, party +30% MAG/RES 25s	622	—
[S] <b>Vidofnir</b> ( <i>Jupiter's Staff</i> )	magic 17.84 / 8 non?, self Fastzap 5	—	—
⊕ <b>Shelke</b>	Quick Flurry phys 1.5 / 3	—	—
[B] <b>Synaptic Net Dive</b> ( <i>Spear</i> )	instant p7.0/10 lgt+n, -30% A/D/M/R/MND25s [Support] [fast p1.8 lgt+n, -50% MAG 15s] [... -40% MND]	630 601/2	—
[S] <b>Countertek</b> ( <i>Shelke's Gloves</i> )	AoE Dispel, party Esuna, Regen (hi)	—	—
⊕ <b>Sice</b>	Moxie phys 1.5, heal 25% of damage dealt	—	—
[U] <b>Dark Nebula</b> ( <i>Silver Scythe</i> )	phys 7.1 / 10 dark+non, dark infuse 25s (continued...) 15s 2.0-2.5-3.0x cast spd, crit=30-50-70%, (continued...) increases with Darkness uses Finisher: [dark ⇒ Darkness] Finisher: phys 35% overstrike	—	—
[B] <b>Black Hole</b> ( <i>Sice's Guise</i> )	phys 6.64 / 8 dark+non, party +30% ATK/MND 25s, (continued...) party Haste, Doom 30s [Darkness] [p2.52/4 d+n] [Darkness] [p1.53/3 d+n, fastcast Darkness 3]	632	—
⊕ <b>Snow</b>	Mediguard — self Regen (lo) and Protect	207	—
[C] <b>Frost Geyser</b> ( <i>Unsetting Sun</i> )	ice chain 1.2x, phys 7.92 / 11 ice, party Autoheal 2k	—	—
[U] <b>Revenge Wall</b> ( <i>Warlord's Glove</i> )	party Haste, Shell, crit=50% 25s, +30% ATK/DEF 25s	611	—
[U] <b>Dogged Hero</b> ( <i>Sacrificial Circle</i> )	phys 7.2 / 10 ice, party Refl. Dmg. 75% as ice 30s, (continued...) 15s (foe's PHY/BLK dmg ⇒ cntr p2.0/2 ice+n Monk)	—	—
[B] <b>A Hero Rides</b> ( <i>Feymark</i> )	— party Haste, +30% ATK/MAG 25s [Monk] [p2.44/4 ice, or p3.05/5 vs. weak] [Monk] [AoE p1.5/2 ice+n, self +50% DEF 20s]	6007	—
[B] <b>Here we go!</b> ( <i>AMP Coat</i> )	phys 7.68 / 8 (6.72 if ally KO) ice+n, party Last stnd [Monk] [p2.16 / 4 i+n, using +ATK as HP drops] [Monk] [p2.40 / 3 i+n, self +30% ATK/DEF 20s]	6007	—
[S] <b>Entrench</b> ( <i>Battle Standard</i> )	p7.6 / 4, party crit=25% 25s, self Retaliate	—	—
[S] <b>Diamond Dust</b> ( <i>Power Circle</i> )	AoE phys 6.0 / 4 ice, party +50% DEF 25s	604	—
[—] <b>Challenge</b> ( <i>Winged Saint</i> )	phys 5.04 / 3 ice, self +200% DEF 25s, taunt PHY/BLK	502	—
[—] <b>Sovereign Fist</b> ( <i>Paladin</i> )	AoE phys 3.5 / 2, 36% (20% x 2) Stun	—	—
[—] <b>Froststrike</b> ( <i>Wild Bear</i> )	phys 4.8 ice	—	—
⊕ <b>Sora</b>	Vortex AoE p1.1	—	—
[U] <b>Strike Raid</b> ( <i>Lionheart</i> )	phys 7.0 / 10 fire+lgt+ice rngd, crit=50% 25s 15s EX: Connected Hearts EX: +30% ATK, ... (EX continued...) EX: (f/i/l) Spellblade ⇒ p1.76/4 f+i+n rng Splbl	-EX- -EX-	—
[AO] <b>Ragnarok</b> ( <i>Fenrir</i> )	phys 24.0 / 3 fire+lgt+ice ranged overstrike	—	—
[B] <b>Ars Arcanum</b> ( <i>Metal Chocobo</i> )	phys 6.56 / 8 fire+lgt+ice, self +30% ATK/DEF 25s [Spellblade] [p0.74 / 2 f+lgt+ice, uses power up cmd 2] [Spellblade] [p2.0/4 - 4.15/5 - 5.82/6 - 8.12/7 f+lgt+ice (cmd2 continued...) @ +0 - 5 - 10 - 25% crit ]	611	—
[G] <b>Valor Form</b> ( <i>Jungle King</i> )	— instant fire infuse stacking 25s, fire infuse 25s, (continued...) hi fastcast 2	—	—
[G] <b>Wisdom Form</b> ( <i>Three Wishes</i> )	— instant ice infuse stacking 25s, ice infuse 25s, (continued...) hi fastcast 2	—	—
[G] <b>Master Form</b> ( <i>Crabclaw</i> )	— instant lgt infuse stacking 25s, lgt infuse 25s, (continued...) hi fastcast 2	—	—

Character soul breaks	Damage	Other effect	ID
⊕ <b>Squall</b>	Blade Flurry phys 1.8 / 3	—	—
[BU] <b>"Double Junction"</b> ( <i>Twin Lance+</i> )	phys 7.1 / 10 ice+fire, hi fastcast 15s (continued...) 15s: 1.3-1.7x Splblld dmg after 0-8 fire/ice Splblld [Spellblade], +1 on Spellblade [p19.92 (no overstrike) - 3.2 - 6.4 - 10.0 ice+fire]	—	—
[U] <b>"Fated Fang"</b> ( <i>Flametongue EX</i> )	phys 7.1 / 10 fire+non, fire infuse 25s 15s EX: Lionheart EX: cast spd 2.0-2.5-3.0x, crit=30-50-75% incr. w/ use (EX continued...) EX: (Spellblade ⇒ p2.0/5 f+n Spellblade no miss) -EX-	-EX-	—
[U] <b>Lion of Destiny</b> ( <i>Diamond Heart</i> )	phys 6.96 / 12 ice+non, ice infuse 25s 15s EX: Lion EX: +30% ATK, (Spellblade use 1-5+ during EX ⇒ (EX continued...) p1.12/4 - 1.5/5 - 1.92/6 - 2.38/7 - 2.88/8 i+n Splblld (EX continued...) @ +20 - 25 - 30 - 35 - 40% crit) -EX-	-EX-	—
[U] <b>Brutal Blast</b> ( <i>Icebrand</i> )	phys 7.47 / 9 ice+non, self hi fastcast 2 15s EX: SeeD EX: (every 2 Splblld ⇒ AoE p2.6/4 i+n Splb)	-EX-	—
[AO] <b>"Revolver Maximum"</b> ( <i>Flame Hrt</i> )	phys 24.0 / 3 fire overstrike	—	—
[AO] <b>Blasting Drive</b> ( <i>Enkindler</i> )	phys 24.0 / 3 ice overstrike	—	—
[O] <b>Sub-Zero Blast</b> ( <i>Punishment</i> )	phys 12.0 ice+non	—	—
[B] <b>"Revolver Drive"</b> ( <i>Balamb Mercen.</i> )	phys 6.64 / 8 fire+non, fire infuse 25s [Spellblade] [p0.8 / 2 fire+n, each use powers up cmd2] [Spellblade] [p2.16/4 - 4.45/5 - 6.3/6 - 8.75/7 f+n, (continued...) @ 0 - 5 - 10 - 25% crit]	—	—
[B] <b>Steely Blade</b> ( <i>Axis Blade</i> )	phys 6.64 / 8 ice+non, ice infuse 25s [Spellblade] [p0.8 / 2 ice+n, each use powers up cmd2] [Spellblade] [p2.16/4 - 4.45/5 - 6.3/6 - 8.75/7 i+n, (continued...) @ 0 - 5 - 10 - 25% crit]	—	—
[B] <b>Lion's Roar</b> ( <i>Twin Lance</i> )	AoE phys 6.16 / 4 ranged [Combat] [p2.52 / 4 fire+non] [p2.52 / 4 wind+non]	—	—
[G] <b>"Fated Aura"</b> ( <i>Tidal Heart</i> )	— instant hi fastcast 2, (continued...) fire infuse stackign 25s, fire infuse 25s	—	—
[G] <b>Blasting Aura</b> ( <i>Squall's Contempt</i> )	— instant hi fastcast 2, (continued...) ice infuse stacking 25s, ice infuse 25s,	—	—
[S] <b>Blasting Zone</b> ( <i>Cutting Trigger</i> )	phys 8.0 / 4 ranged	—	—
[—] <b>Mystic Flurry</b> ( <i>Squall's Jacket</i> )	phys 5.1 / 5 ice ranged, ice infuse 25s	—	—
[—] <b>Fated Circle</b> ( <i>Shear Trigger</i> )	phys 2.55 / 3 and 2.1 AoE ranged	—	—
[—] <b>Rough Divide</b> ( <i>Revolver</i> )	phys 4.8	—	—
⊕ <b>Steiner</b>	Knight Shield — self +50% DEF 25s	604	—
[C] <b>"Those I Want to Protect"</b> ( <i>Sun Blad</i> )	IX chain 1.5x, party Haste, +30% ATK/MAG 25s	610	—
[U] <b>Enlightened Blade</b> ( <i>Excalibur II</i> )	phys 7.0 / 10 fire+lgt+ice, self +100% RES 25s, (continued...) 15s (take f/i/l magic dmg from ally ⇒ f/i/l infuse)	607	—
[O] <b>Imbued Blade</b> ( <i>Stoneblade</i> )	phys 10.5 fire+lgt+ice (p13.0 vs. weak)	—	—
[B] <b>Knight's Oath</b> ( <i>Shield Armor</i> )	phys 7.52 / 8 fire+lgt+ice, Sentinel 25s [Spellblade] [p2.4/4 fire+lgt+ice] [AoE p1.66/2 fire+lgt+ice]	502	—
[B] <b>Knight's Honor</b> ( <i>Enhancer</i> )	phys 6.64 / 8 fire+n, fire infuse 25s [Combat] [p2.08 / 4 fire (p2.6 / 5 vs weak)] [Combat] [AoE p1.2 / 2 fire (p1.9 / 3 vs weak)]	—	—
[G] <b>"Sworn to the Cause"</b> ( <i>Gold Shield</i> )	— instant party Negate Dmg 30%, +100% RES 25s	607	—
[S] <b>Sword Magic Firaga</b> ( <i>Tin Armor</i> )	AoE phys 5.88 / 4 fire, +20% fire vuln. 25s	—	—
[S] <b>Sword Art Climhazzard</b> ( <i>Excalibur</i> )	AoE phys 7.0 / 5 (based on ATK & DEF)	—	—
[—] <b>Sword Art Stock Break</b> ( <i>Ultima Swrd</i> )	AoE phys 4.11 / 3, 39% (15% x 3) Paralyze	—	—
[—] <b>Thunder Slash</b> ( <i>Defender</i> )	phys 4.2 lgt, -40% DEF 25s	604	—
⊕ <b>Strago</b>	Doom — Casts Doom (60 sec)	—	—
[C] <b>Blue Field</b> ( <i>Professor's Robe</i> )	water chain 1.5x, party +50% MAG 25s	601	—
[U] <b>"El Nino Breath"</b> ( <i>Wizard Rod</i> )	magic 17.3 / 10 water, party instacast 1, (continued...) party Refl. Dmg. 75% as water	—	—
[O] <b>Blue Soul</b> ( <i>Strago's Guise</i> )	magic 37.2 water+earth, or m42.8 vs. weak	—	—
[B] <b>Lore</b> ( <i>Strago's Cloak</i> )	AoE m11.62 / 7 water+wind+earth, water infuse 25s [Black Magic] [m8.68/4 water+earth, ally Magic blink 1] [Black Magic] [m^46.0 / 2 water+wind]	—	—
[S] <b>Mighty Guard</b> ( <i>Whale Whisker</i> )	— party Protect, Shell, +100% RES 25s	var.	—
[—] <b>Sabre Soul</b> ( <i>Morning Star</i> )	AoE m9.48 / 2 non, -50% DEF/RES 25s 84% (60%) KO	608	—
[—] <b>Aqua Breath</b> ( <i>Nutkin Suit</i> )	AoE magic 7.25 water	—	—
⊕ <b>Tellah</b>	Recall magic 2.9 Blizzara/Fira/Thundara (NAT)	—	—
[U] <b>"Sage's Resolve"</b> ( <i>Professor's Robe</i> )	— party fastzap 2; self earth infuse 25s (continued...) 15s: 100% dualcast Black Magic (no extra hone) Finisher: [earth ⇒ Black Magic] Finisher: magic 35% overstrike, self instant KO	—	—
[B] <b>Sage's Sagacity</b> ( <i>Wander Wand</i> )	— party Haste, Fastzap 3, +30% MAG 25s [Black Magic] [up to m12.0/4 earth+n (Ⓛ hi MAG) ] [Black Magic] [AoE m7.86/2 earth+n, +30% MAG, -30% DEF 20s]	601 6002	—
[S] <b>Last Gasp</b> ( <i>Bomb Core</i> )	— party +30% ATK/MAG 25s, instacast 1, self Doom45s	610	—
[—] <b>Dire Meteor</b> ( <i>Stardust Rod</i> )	AoE magic 13.2 / 4 non, self lose 50% maxHP	—	—
[—] <b>Font of Wisdom</b> ( <i>Polym. Rod</i> )	— party refill 1 random ability use	—	—



Character soul breaks	Damage	Other effect	ID
⊕ Terra	Trance Attack	phys 1.75 ranged	—
[AA] "Chaos Inferno" (Lufenian Saber)	magic 22.5 / 15 fire+non,	fire infuse 25s	—
(continued...)	15s dmg cap = 19,999	—	—
(continued...)	15s fastcast & +20% to all stats except spd	—	—
15s Awaken fire:	no hones used, 100% dualcast, up to 1.3x dmg	—	—
[BU] Magitek Inferno (Astrakhan Hat)	m17.3 / 10 fire, 1.3x B.Magic. dmg 15s, fire infuse 25s	—	—
[B. Magic], +1 on B. Magic	[m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 fire]	—	—
[U] Omen (Apocalypse)	magic 17.0 / 10 fire+non,	fire infuse 25s	—
25s (not 15s) EX: Magitek	EX: +30% MAG, fastcast	-EX-	—
[AO] Inferno Combo (Durandal)	magic 79.5 / 3 fire overstrike	—	—
[O] Scorching Flames (Blood Sward)	magic 40.0 fire + non	—	—
[B] Finding Love (Terra's Armguards)	magic 15.05 / 8 fire+n,	fire infuse 25s	—
[Black Magic]	[m8.0/4 f+n, or m9.96/4 vs weak]	—	—
[Black Magic]	[AoE m6.18/2 f+n, +30% MAG, -30% DEF 20s]	6002	—
[B] Blood of Espers (Stardust Rod)	AoE magic 14.4 / 5 non	—	—
[Black Magic]	[m10.48 / 4 fire+n] [m10.48 / 4 water+n]	—	—
[G] Esper Flame (Terra's Cloak)	instant fire infuse stacking 25s, fire infuse 25s,	—	—
(continued...)	hi fastcast 2	—	—
[S] Fire Beam (Tiara)	AoE magic 14.12 / 4 fire,	fire infuse 25s	—
[S] Magitek Missile (Maduin's Horn)	magic 18.0 / 10 non-elem (NAT)	—	—
[—] Trance Flood (Minerva Bustier)	AoE magic 7.25 water,	self +20% MAG 25s	601
[—] Trance Fira (Enhancer)	AoE magic 7.17 fire	—	—
⊙ Thancred	Spinning Edge	phys 1.5 / 2	—
[BU] Wheel of Life (Yukimitsu)	instant phys 6.3 / 10 earth+fire,	-40% DEF/MAG 25s,	620
(continued...)	self 1.3x Ninja dmg 15s	—	—
[Ninja], +1 on Ninja	fast e+f [(p1.62/1) - (p2.61/3 & -40% DEF 15s)]	604	—
(continued...)	- (p4.92/6 & -40% DEF 15s)	604	—
(continued...)	- (p7.3/10 & -70% ATK/DEF/RES 8s)]	637	—
[B] Kassatsu Doton (Scion Rogue's Jkt.)	instant phys 5.2 / 8 earth+n,	+20% earth vuln. 25s	—
[Ninja]	[fast p1.5/2 e+n rngd, Phys blink 1]	—	—
[Ninja]	[fast p1.66/1, refill 1 ability use]	—	—
[B] Fang of the Serpent (Magitek Dag.)	instant phys 6.4 / 8 bio+n,	party Phys blink 1	—
[Ninja]	[fast p1.0 bio+n, powers up cmd 2]	—	—
[Ninja]	[fast p1.8/4 - 2.9/5 - 4.32/6 - 6.16/7 - 8.8/8	—	—
(continued...)	@ +0% - 5% - 10% - 15% - 25% crit]	—	—
[B] Kassatsu Katon (Sasuke's Blades)	AoE phys 5.76 / 4 fire+n ranged,	+20% fire vuln. 25s	—
[Ninja]	[p1.5/3 f+n, or p3.0/6 if Phys blink]	—	—
[Ninja]	[p1.8/2 f+n, self Phys blink 1]	—	—
[S] Kiss of the Jugulator (Aug. Ninj. Tek.)	instant AoE phys 5.56 / 4 bio+n,	100% Stun	—
[S] Jin-Chi-Ten (Air Knives)	AoE phys 5.96 / 4 wind,	party Haste	—
[—] Death Blossom (Ninja Chainmail)	AoE phys 3.5 ranged,	100% Slow	—
[—] Dancing Edge (Yoshimitsu)	phys 4.92 / 4 non,	-50% DEF 25s	604
⊕ Thief	Poison Trick	instant phys 1.3 bio	—
[B] Invisibreak (Orichalcum)	instant phys 4.8 / 10 wind+bio,	-50% ATK/DEF 25s	611
[Thief]	[p2.2/4 wind+bio, fastcast Thief 2]	—	—
[Thief]	[p2.2/2 wind+bio, -40% DEF 15s]	604	—
[S] Scourge Edge (Mythril Knife)	phys 8.91/11 - 8.1/10 - 7.29/9 - 6.48/8 wind+bio	—	—
(continued...)	@ 190 - 175 - 140 - 0 SPD,	—	—
(continued...)	-40% DEF/MAG 25s	620	—
⊕ Tidus	Delay Attack	phys 1.3,	50% Slow
[AA] "Revived Dream" (Ace Abes Unif.)	phys 9.0 / 15 water+non ranged,	water infuse 25s	—
(continued...)	15s damage cap = 19,999	—	—
(continued...)	15s (3 Shrpshtr ⇒ p5.28 w+n overstk rng Shpsht)	—	—
15s Awaken Sharpshooter:	no hones used, 100% dualcast, up to 1.3x dmg	—	—
[C] A Fleeting Dream (Double-Edge)	water chain 1.2x, p7.92 / 11 water,	party fastcast 2	—
[BU] "Quick & Rush" (Blitz Beast)	p7.2 / 10 water rngd, fastcast 15s, water infuse 25s	—	—
[Sharpshooter], +1 on Sharpshtr.	[p1.92 (no overstrike) - 3.25 - 6.5 - 10.15 wa rngd]	—	—
[U] Day to Remember (Blitz Ace)	phys 7.1/10 water+n,	self instacast 1, water infuse	—
15s EX: Ace	EX: +30% ATK, (water ⇒ p1.92/6 wa+n Sharpshtr)	-EX-	—
[AO] Slash & Splash (Vigilante)	phys 11.0 / 20, then 8.0 overstrike, water rngd.	—	—
[O] Energy Rain (Apocalypse)	phys 12.0 water+non	—	—
[B] Sonic Strike (Twilight Steel)	inst. p7.2/10 water+n, self +30% a/d 25s, instacast 1	611	—
[Sharpshooter]	[fast p2.16/4 wa+n rngd]	—	—
[Sharpshooter]	[p1.68/2 wa+n rngd, 1.15x Shrpshtr dmg 3 turns]	—	—
[B] Abe's All-Star (Razzmatazz)	AoE phys 5.1 / 5 water rngd,	water infuse 25s	—
[Combat]	[p2.16/4 wa+n rngd] [AoE p1.5/2 wa+n rngd]	—	—
[G] Ace Form (Wizard Sword)	instant water infuse stacking 25s, water infuse 25s,	—	—
(continued...)	hi fastcast 2	—	—
[S] Jecht Shot (Force Sabre)	phys 7.89 / 3 water ranged	—	—
[—] Leap & Rush (Tidus's Strike)	phys 5.04 / 3,	self instacast 2	—
[—] Swiftform (Seeker's Shield)	—	party Haste & refill 1 random ability use	—
[—] Slice & Dice (Lightning Steel)	phys 5.1 / 6	—	—
[—] Spiral Cut (Brotherhood)	AoE phys 4.8	—	—

Character soul breaks	Damage	Other effect	ID
⊕ Tifa	Beat Rush	phys 1.5	—
[U] Meteor Combo (Tifa's Gloves)	p7.1/10 earth+n, self +30% ATK/DEF, earth infuse 25s	—	—
(continued...)	15s 100% dualcast Monk (uses extra hone)	—	—
[U] MeteorDrive (Premium Heart)	phys 7.0 / 10 earth + non,	...	—
(continued...)	... party Haste, Regen (hi), Reflect Dmg 30s	—	—
[AO] Platinum Strike (Dual Claw)	phys 24.0 / 3 earth overstrike	—	—
[O] Meteor Strike (God's Hand)	phys 12.0 earth + non	—	—
[B] Rolling Blaze (Kaiser Knuckles)	phys 7.68 / 8 earth+non,	+20% earth vuln. 25s	—
[Monk]	[fast p1.88/4 e+n]	—	—
[Monk]	[fast p1.10/1 e+n, self crit=50% 15s]	—	—
[B] Meteor Crusher (Oversoul)	phys 6.64 / 8 earth,	earth infuse 25s	—
[Monk]	[AoE p1.5 / 2 e+n] [p2.16 / 4 e+n]	—	—
[G] Zangan Awakening (Mighty Glove)	instant 15s cast speed 2.0 - 4.0 - 6.0x incr. w/ uses,	—	—
(continued...)	15s 1.05-1.1-1.15-1.2-1.3x Monk dmg @ rank 1-5	—	—
[S] Dolphin Blow (Master Fist)	phys 7.8 / 4,	self +50% ATK 25s	603
[—] Burning Arrow (Platinum Fist)	phys 5.0 / 2 ranged,	party +35% ATK 25s	603
[—] Waterkick (Crystal Glove)	phys 5.1 / 3	—	—
[—] Somersault (Grand Glove)	phys 4.8	—	—
⊕ Tyro	Judgment Grimoire	AoE phys 1.05 ranged	—
[U] "Judge's Apocrypha" (same name)	instant party Haste, crit=50% 25s; self hi fastcast 1	—	—
(continued...)	15s (1-5 Support used ⇒ party crit=60...100% 15s)	—	—
[U] Divine Veil Grimoire (same name)	—	party Haste, Protect, Shell, +200% DEF/RES 25s	608
[U] Fantasy Unbound (Tome of Fantasy)	phys 6.29 / 17,	party Haste, +15% A/D/M/R/MND 25s	630
[U] Warder's Apocrypha (Keeper's Coat)	—	party Haste, Status blink 1, Autoheal 2k,	—
(continued...)	... self instacast 2	—	—
[O] Arbiter's Apocrypha (same name)	phys 9.0,	party +15% ATK/DEF/MAG/RES 25s	609
[B] Keeper's Tome (same name)	—	party Protect, Shell, Magic blink 1	—
[Support]	[p2.1, -20% ATK/MAG 15s] [p2.1, -20% DEF/RES]	610/8	—
[G] "Cleansing Grimoire" (same name)	—	instant party heal 2000, Esuna	—
[S] Last Judgment Grimoire (same)	AoE phys 6.0 / 3 earth ranged	—	—
[—] Celebration Grimoire (same name)	AoE phys 2.0 ranged,	party Cure (h35)	—
[—] Cyclone Grimoire (same name)	AoE magic 7.25 non,	-50% RES 25s	607
[—] Stormlance Grimoire (same name)	phys 8.0 / 4 lgt ranged	—	—
[—] Healing Grimoire (same name)	—	party Curaja (h104)	—
[—] Sentinel's Grimoire (same name)	—	party +200% DEF/RES 25s	608
⊕ U CR			
⊙ Ultima	Tornado	AoE magic 2.0 wind	—
[BU] "Hell's Judgment" (Sage's Staff)	instant magic 15.0 / 10 wind+dark,	—	—
(continued...)	-40% DEF/RES/MND 25s	646	—
(continued...)	15s of fastcast	—	—
[Black Magic], +1 on wind/dark	[m7.92 (no overstrike) - 11.8 - 20.5	—	—
(continued...)	-(34.6 & Dispel) w+d ]	—	—
[U] "Protean Sword-Axe" (Phant. Dress)	m17.0/10 wind+dark, +30% MAG/RES, wind infuse 25s	622	—
(continued...)	15s of 100% dualcast B.Magic (uses extra hone)	—	—
[O] Sorceress Call (Doom Mace)	magic 37.2 wind+dark, or 42.8 vs weak	—	—
[B] True Maelstrom (Demon's Rod)	magic 15.04 / 8 wind+dark,	wind infuse 25s	—
[Black Magic]	[m4.4/2 wind+dark, each use powers up cmd 2]	—	—
[Black Magic]	[m6.9/3 - 9.4/4 - 12.0/5 - 18.0/6 wind+dark]	—	—
[G] "Time Meddling" (Onyx Dress)	—	instant hi fastcast 2,	—
(continued...)	1.3x dmg vs weakness 15s	—	—
⊕ Umaro	Furious Rush	phys 1.5 / 2	—
[U] "Snowball Fight" (Behemoth Bone)	p6.8/10 ice+n rngd, self +30% ATK/RES, ice infuse 25s	621	—
[B] Master's Voice (Bone Club)	AoE phys 4.9 / 7 ice+non,	ice infuse 25s	—
[Monk]	[ally heal 40% & instacast 1]	—	—
[Monk]	[p1.95 / 3 ice+n, +30% ATK, -30% RES 20s]	6004	—
[S] Green Cherry (Snow Scarf)	self +150% ATK, -50% DEF, 3 turns random atks	297	—
⊕ Ursula	Tenketsu	—	20% KO
[U] "Stoncrush Punch" (Crystal Glvs.)	phys 7.1 / 10 earth+fire,	earth infuse 25s	—
(continued...)	15s fastcast, (crit ⇒ p2.05/5 e+f+n Monk no miss)	—	—
[AO] "Moonblossom Crush" (Str. Glvs.)	phys 24.0 / 3 earth+fire overstrike	—	—
[B] Five Star Crimson Palm (Mstr. Fists)	phys 6.64 / 8 earth+fire,	earth infuse 25s	—
[Monk]	[fast p1.88/4 e+f] [p1.08/2 e+f, crit=50% 15s]	—	—
[G] "Fighter's Prestige" (Chakra Hdbnd.)	—	instant hi fastcast 2,	—
(continued...)	crit=50-75-100% increasing with uses	—	—
[S] Chakra (Rune Claws)	—	party heal 40% maxHP, Last stand, +100% RES 25s	607

Character soul breaks	Damage	Other effect	ID
<b>Ⓜ V Ⓞ</b>			
<b>Ⓜ Vaan</b> Red Spiral phys 1.5			
[BU] "Calamitous Orb" (Lowt. Trous.) (continued...) [Thief], +1 on Thief (continued...) (continued...)	phys 6.4 / 10 wind rngd, 15s fastcast Thief fast wind [p1.62 - (p2.67/3 & -40% DEF 15s) - (p5.1/6 & -40% DEF 15s) - (p7.5/10 & -70% DEF/MAG/MND 15s) ]	-40% DEF/MAG 25s	620 604 604 649
[U] License Acquired (Ame-no-Mura.) 15s EX: Wings of Freedom (EX continued...)	instant phys 6.3 / 10 wind+non, EX: +30% ATK, (Thief rank 5-1 ⇒ Thief wind+n p2.73/7 - 2.34/6 - 1.95/5 - 1.56/4 - 1.17/3)	self crit=50% 25s -EX- -EX-	621
[U] Cruellest Azure (Yagyu Darkblade) 15s EX: Sky Pirate (EX continued...)	instant p7.0 / 10, EX: 1.3x Thief dmg, instacast Thief abilities	-50% ATK/RES, self +30% A/R 25s	621
[AO] "Ultra White Whorl" (Triton's Dg)	phys 24.0 / 3 wind overstrike		
[O] Blood-Red Spiral (Shikari Nagasa)	p14-13-12.5-12-11.5-11 @5 ... 0 stats lowered		
[B] Ark Blast (Orichalcum Dirk) [Support]	instant p7.6 / 5 ranged, [fast p2.0, -50% MAG 15s] [... -40% DEF]	-40% DEF/MAG 25s	620 601/4
[G] "Rabanastre's Style" (Orochi) (continued...)	instant p3.12 / 6 wind+non, self +1 wind attack level 15s	+10% wind vuln. 15s	
[S] Piercing Blow (Valiant Knife)	instant AoE phys 5.04 / 6,	-50% ATK/DEF 25s	611
[S] Pyroclasm (Kagenui)	AoE p6.0 / 4 ranged,	-50% ATK, self +50% ATK 25s	603
[+] Windburst (Kogarasumaru)	phys 5.1 / 3 ranged.,	51% (21%×3) Blind/Silence	
[+] White Whorl (Zwill Crossblade)	AoE phys 3.2 ranged.,	50% Sap	
<b>Ⓜ Vanille</b>			
[U] "Awakening from Stasis" (Pwing S) (continued...)	instant AoE -40% ATK/DEF/MAG/RES 25s, party Curaga (h85), Regenga	-20% RES 10s	607
[U] Bonds of Awakening (Bella. Wand)	instant AoE -20% holy dmg, party h55, Last stand		
[U] Convalescence (Brightwing Staff)	party Protect, Shell, Autoheal 2k, Status blink 1		
[B] Shifting Worlds (Erinye's Cane) [White Magic]	party Curaga (h85), Magic blink 1 [instant h80 & Regen (hi)] [party h25]		
[B] Transcendent Dream (Mistilteinn) [White Magic]	instant party Curaga, self +30% MND 25s [w10.6/2 holy, -30% RES 25s] [party h25]		602 607
[G] "Enspeed" (Orochi Rod)	instant party Haste; self fastcast 3		
[G] "Quick Curasa" (Cherub's Crown)	instant party Cura (h55)		
[S] Miracle Prayer (Physician Staff)	party Curaga (h85) and refill 1 ability use		
[+] Oerba's Boon (Wyrmfang)	party Cura (h50) and Protect		207
[+] Deprotega (Binding Rod)	AoE magic 7.0 non, -50% DEF 25s		604
<b>Ⓜ Vayne</b>			
[BU] "Battering Ram" (Armguard) (continued...) [Darkness], +1 on Darkness (continued...)	either p7.1/10 or m17.0/10 dark+n, dark infuse 25s party instacast 1 [p1.92/m7.92 (no overstrike) - p3.25/m12.0 - p6.5/m20.8 - p10.15/m35.0 dark]		
[U] Tree of Sephira (Deathbringer) (continued...) (continued...) (continued...)	either p7.1 / 10 dark+non and +30% ATK/DEF 25s or m17.0 / 10 dark+non and +30% MAG/DEF 25s, dark infuse 25s		611 620
[O] Divine Sword (Dark Sephira)	either p12.0 or m40.0 dark + holy		
[B] Force of Will (Vayne's Gloves) [Monk] [Black Magic]	either p6.48/8 or m11.92/8 dark+n, dark infuse 25s [p1.88 / 4 d+n, self heal 25% HP] [m8.4 / 4 d+n, self heal 25% HP]		
[S] Mach Wave (Consul's Brigandine) (continued...)	AoE: either p5.75/5 or m13.9/5 dark+non, ... party instacast 1		
<b>Ⓜ Vincent</b>			
[C] Cerberus Soul (Riot Gun)	1.5x fire chain, party +50% MAG 25s		601
[BU] "Hellhound's Lament" (L.Barrel R) (continued...) [Combat], +1 on fire [Black magic], +1 on fire	instant either p7.2/10 or m17.3/10 fire rngd, instacast 1, fire infuse 25s [p1.92 (no overstrike) - 3.25 - 6.5 - 10.15 fire], or [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 fire]		
[U] Lucrecia's Lament (Cerberus) (continued...) 15s EX: Hellhound	AoE: p5.1/6 or m13.5/6 fire+n, fire infuse 25s, ... ... self fastcast 1, either +30% ATK or MAG 15s EX: (fire ⇒ fastcast 1)		593/4 -EX-
[B] Flame Penalty (Peacemaker) (continued...) [Darkness] [Darkness]	either p6.64/8 or m15.04/8 f+n ranged, ... party Reflect Damage 75% as fire 30s [either p2.68/4 or m9.72/4 f+n rngd] [either p1.98/3 or m7.95/3 f+n rngd, fastcast 2]		
[B] Galian Beast (Vincent's Glove) (continued...) [Darkness] [Darkness]	AoE: either p5.64/6 or m13.56/6 f+n, ... party Reflect Damage 30s [p1.88 / 4 f+n (p2.6/4 if Doomed)] [m8.16 / 4 f+n (m11.44/4 if Doomed)]		
[G] "Dearly Power" (Winchester) (continued...)	instant either p3.12/6 or m7.5/6 fire+non rngd, fire infuse stacking 25s, fire infuse 25s		
[S] Bestial Roar (Shortbarrel)	magic 17.68 / 8 fire,	fire infuse 25s	
[S] Cerberus Shell (Shotgun)	AoE magic 14.4 / 4 non,	party +20% MAG 25s	601
[+] Chain Shot (Vincent's Cape)	phys 5.16 / 4 ranged,	self +35% ATK/MAG 25s	610

Character soul breaks	Damage	Other effect	ID
<b>Ⓜ Vivi</b>			
[U] Beyond the Twilight (Judicer's Stf.) (continued...)	Focus Magic m17.1 / 10 fire+n, self +30%MAG/RES, fire infuse 25s, 15s of 100% dualcast Black Magic (uses a hone)	self +30% MAG 25s	601 622
[AO] "Limited Life" (Sage's Robe)	magic 79.5 / 3 fire overstrike		
[O] Life's Torch (Black Mage Staff)	magic 40.0 fire + non		
[B] Magic Fury (Gravity Rod) [Black Magic] [Black Magic]	AoE magic 12.06 / 6 fire+lg+ice, party +30%MAG/RES [m8.72/4 fire+lg+ice] [AoE m7.8/2 f+n, self +30% MAG, -30% DEF 20s]		622 6002
[B] Proof of Existence (Flame Staff) [Black Magic]	AoE magic 11.98 / 4 fire+n, [m8.96 / 4 f+n] [AoE m6.28 / 2 f+n]	fire infuse 25s	
[G] "Black Mage's Potential" (Nirvana) (continued...)	instant hi fastcast 2, fire infuse stacking 25s, fire infuse 25s		
[S] Doublecast Decay (Mace of Zeus)	AoE magic 14.24 / 4 dark		
[+] Doublecast Meteorite (Cypress Pile)	AoE magic 7.8 / 2 non		
[+] Doublecast Venom (Oak Staff)	magic 10.4 / 2 bio (NAT),	44% (25%) Poison	
<b>Ⓜ Wakka</b>			
[U] "Aurochs Shot" (Off Season) (continued...)	Element Reels AoE phys 1.25 ranged water phys 7.2 / 15 water rngd,	-70% ATK/MAG 8s, water infuse 25s	610
[U] Aurochs Spirit (Water Ball) (continued...)	phys 7.38 / 9 water+non ranged, ... -30% A/D/M/R/MND 25s, +20% water vuln. 25s		630
[B] "Dual Buster" (Scout) [Support]	phys 6.64 / 8 water+non rngd, [p2.2/2 wa+n rng, -50% MAG 15s] [... -40% DEF]		620 601/4
[B] Assault Reels (Glorious Armguard) [Support]	phys 7.56 / 12 ranged, [p2.3 rngd, -50% MAG 15s] [..., -40% ATK]	-40% A/D/M/R 25s	609 601/3
[S] Aurochs Reels (Over the Top)	AoE phys 6.0 / 4 ranged,	100% Blind/Poison	
[+] Attack Reels (All-Rounder)	phys 4.9 / 5 non ranged,	-50% MAG 25s	601
[+] Status Reels (Official Ball)	phys 3.8 ranged,	-50% DEF/RES 10s	608
<b>Ⓜ Ward</b>			
[B] Massive Anchor (Harpoon) [Dragon] (continued...) [Dragon]	Anchors Aweigh AoE phys 4.97 / 7 earth+wind, [AoE p1.3/2 e+wi jump, faster with uses: 1.11 - 1.43 - 2.0 - 3.33 - 10.0x @ 5 uses] [AoE p1.3/2 e+wi rngd, +30% ATK, -30% DEF 20s]	earth infuse 25s	
[S] Wordless Promise (Ward's Bandana)	party Last stand, +50% ATK/RES 25s		603
<b>Ⓜ Warrior of Light</b>			
[C] Shield of Light (Ragnarok) (continued...)	Class Change self +30% ATK/DEF/MAG/RES 25s holy chain 1.2x, p7.92 / 11 holy, party Autoheal 2k		609
[U] Hail of Light (Wol's Guise) 15s EX: Prophesied Warrior Finisher: [holy ⇒ Knight]	phys 7.1 / 10 holy+non, EX: 1.05-1.1-1.15-1.2-1.3x Knight dmg @rank 1-5 Finisher: AoE phys 35% overstrike	holy infuse 25s	
[U] Bitter End (Braveheart+) 15s EX: Light's Blessing (continued...)	phys 7.1 / 10 holy+non, EX: +100% DEF, 1.05-1.3x Knight dmg ... maxed @ 6 Knight used this battle	holy infuse 25s	
[AO] Bright Overload (Save the Queen)	phys 24.0 / 3 holy		
[O] Shining Saber (Excalibur)	phys 11.44 holy+non, up to 12.93 with hits taken		
[B] Ultimate Shield (Lustrous Shield) [Knight] [Knight]	phys 6.48 / 8 holy+non, [up to p2.4 / 5 h+n (Ⓜ hi DEF)] [AoE p1.3 / 2 h+n, self +50% DEF 25s]	holy infuse 25s	
[G] Radiant Soul (Ultima Weapon) (continued...)	instant holy infuse stacking 25s, holy infuse 25s, ... hi fastcast 2		604
[S] Radiant Sword (Braveheart)	AoE phys 6.0 / 8,	party Phys blink 1	
[+] Crossover (Helm of Light)	phys 5.2 / 8 holy,	self +100% RES 25s	607
[+] Shining Wave (Sun Blade)	phys 4.8 holy ranged		
<b>Ⓜ Wol</b>			
[BU] "Shadowfang" (Sargatanas) (continued...) [Heavy Physical], +1 on H.Phys.	Onion Dicer phys 1.8 / 3 instant p6.3/10 earth+holy, -30% ATK/MAG/MND 25s 15s hi fastcast [p1.91/1 - (p3.12/3 & -40% DEF 15s) - (p5.94/6 & -40% DEF 15s) - (p8.8/10 & -70% ATK/DEF/MAG 8s) e+h ]		638 604 604 633
[U] Overkill (Organyx)	phys 7.68 / 8 ranged,	-70% DEF/RES 8s, Dispel	635
[B] "Reaver's Howl" (Rogue Gear) [Heavy Physical] [Heavy Physical] (continued...)	party Haste, +50% ATK 25s [p1.95/3 earth+holy, +1 Heavy Charge] [p2.32/4 earth+holy, -20-30-50% ATK/MAG 15s @ Heavy Charge 0-1-2]		603 610
[B] Shijin Spiral (Monk's Leathers) [Combat] [Support]	phys 7.56 / 7, [p2.6/4, 31% (9% x4) Stun] [AoE p2.4/2, -20% ATK/DEF 15s]	-40% ATK/DEF/MAG/RES 25s	609 611
[S] Arc Slash (Blank Blade)	AoE phys 6.0 / 4,	-40% ATK/MAG 25s	610
[+] Dancing Edge (Blank Gear)	phys 5.28 / 12,	100% Stun	
<b>Ⓜ Wrieg</b>			
[B] Force Blaster (Gae Bolg) [Dragon] [Knight]	Magic Sweets self refill 1 ability use AoE phys 4.98 / 6 earth+n jump, [p3.32 / 4 e+n but 3.5s air time] [AoE p1.5 / 2 e+n, Sentinel 25s]	earth infuse 25s	
[S] Impact Leap (Heimdall's Lance)	AoE phys 5.6 / 5 earth+n, self no air time 3 turns		
<b>Ⓜ Xezat</b>			
[U] Spellstrike Rimebolt (Xezat's Blade) (continued...)	Blizzaga Twinstrike phys 1.4 / 2 ice phys 7.1 / 10 ice+lg, self fastcast 1, ice infuse 25s 15s: 1.05-1.1-1.15-1.2-1.3x Spblld. dmg@rnk 1-5		
[B] Spellstorm Frostclash (Xezat'sHelm) [Spellblnd]	phys 6.32 / 8 ice+lg, [p1.68/3 ice+lg+lg rng, 1.15x Spellblade dmg 3 turns] [AoE p1.3/2 ice+lg+lg rng, +30% ATK, -30% DEF 20s]	+20% ice vuln. 25s	
[S] Spellsword Iceshock (Defender)	phys 7.92 / 6 ice+lg,	party refill 1 ability use	6001



Character soul breaks	Damage	Other effect	ID
Ⓢ Ⓨ Ⓡ			
⊕ Yang	Kick AoE phys 1.1	—	—
[U] Shuddering Fist (Dragon Claw)	phys 7.1 / 10 earth+non,	earth infuse 25s	—
(continued...)	15s of 2.0-2.5-3.0x cast speed, crit=30-50-75%,	—	—
(continued...)	increasing with Monk uses	—	—
Finisher: [earth ⇒ Monk]	Finisher: <b>phys 35% overstrike</b>	—	—
[AO] "Dance of Fists" (Wolf Fang)	phys 24.0 / 3 earth overstrike	—	—
[B] 7-Star Heavenly Fist (Cat Claws)	phys 6.65 / 7 earth+non,	earth infuse 25s	—
[Monk]	[p1.88 / 4 e+n, or p2.35/5 if cmd2 active]	—	—
[Monk]	[p2.04 / 4 e+n, 2x cast spd, but -40% DEF/RES 25s]	269	—
[G] "Focus" (Yang's Gi)	—	instant hi fastcast 2,	—
(continued...)	—	earth infuse stacking 25s, earth infuse 25s	—
[S] Exploding Volcano Kick (Hell Claws)	AoE p6.18 / 6 earth+non ranged,	+20% earth vuln. 25s	—
[−] Sylph's Providence (Faerie Claws)	AoE phys 4.2 / 3 ranged,	party Blink 1	—
⊕ Yda	Featherfoot	self Phys blink 1	—
[U] Furious Flurry (Kaiser Knuckl. Zeta)	phys 7.04 / 8 earth+fire,	fire infuse 25s,	—
(continued...)	... instacast Monk 3, Phys blink 3	—	—
[B] Forbidden Chakra (Kaiser Knuckles)	phys 7.36 / 8 fire+non,	-40% ATK/DEF/MAG/RES 25s	609
[Monk]	[p2.32 / 4 f+n, Greased Lightning (Ⓢ note)]	—	—
[Monk]	[self Negate Damage 30%]	—	—
[S] True Demolition (Temple Cyclas)	AoE p5.56/4 earth+fire,	-50% d/r, self+30% A/d 25s	608-11
[S] Twin Snake Dragon Kick (Sphairai)	p7.8 / 6,	-50% DEF 25s, party +30% ATK 25s	604/3
[−] Internal Release (Temple Gloves)	—	party crit=50%, +30% MND 25s	602
⊙ Yuffie	Greased Lightning phys 1.5	—	—
[U] Freewheeling Gauntlet (Orisuru)	p7.1/10 water+n rngd, Phys blink 1, water infuse 25s	—	—
(continued...)	15s (water ⇒ p2.56/8 - 1.92/6 - 1.28/4 wa+n Ninja	—	—
(continued...)	@ Pblink 2 - 1 - 0 )	—	—
[U] Clearest Tranquil (Rising Sun)	instant p7.04 / 8 water+non,	-50% ATK/DEF 25s,	611
(continued...)	—	... party heal 40%	—
[AO] Freewheeling Bloodfest (Confrmr)	phys 11.0 / 20, then overstrike 8.0, water rngd.	—	—
[B] Doom of the Living (Spiral Shuriken)	inst. AoE p4.98/6 water+n rngd,	+20% wa vuln. 25s	—
[Ninja]	[fast p1.5/2 wa+n rngd, self Phys blink 1]	—	—
[Ninja]	[fast p1.66/1 wa+n rngd, refill 1 ability use]	—	—
[B] Guardian of Wutai (Magic Shuriken)	AoE phys 5.1 / 5 water+n ranged,	water infuse 25s	—
[Ninja]	[fast p1.88 / 4 water+n rngd]	—	—
[Ninja]	[p1.72/2 water+n rngd, steal 20% ATK/DEF 20s]	611	—
[G] Freewheeling Reflection (Mystile)	instant Phys blink stacking, Phys blink 2,	—	—
(continued...)	15s of 1.05-1.1-1.15-1.2-1.3x Ninja dmg @rnk 1-5	—	—
[S] Gauntlet (Crystal Cross)	instant AoE phys 6.0 / 3,	party Phys blink 1	—
[−] Bloodfest (Pinwheel)	phys 5.28 / 8,	53% [9% x8] Sap	—
[−] Clear Tranquil (Wutai Headband)	—	instant party heal 40% max HP	—
[−] Landscafer (4-point Shuriken)	AoE phys 3.6 / 3 earth ranged,	49% (20% x3) Slow	—
⊙ Yuna	Grand Summon I. AoE magic 1.1 non-elem (SUM)	—	—
[BU] "Spiral Prayer" (Hypnocrown)	instant party Cura (h85), Magic blink 1	—	—
[White Magic], +1 on W. Magic	instant [ally h25 - party h25 - party h55	—	—
(continued...)	- (party h55 & Autoheal 2k)]	—	—
[U] Grand Summon Overdrive (Wind R)	magic 17.0 / 10 holy+wind,	...	—
(continued...)	1.05-1.1-1.15-1.2-1.3x Summ. dmg @ rank 1-5 15s	-EX-	—
15s EX: Last Summoner	EX: +30% MAG, (Summ. ⇒ m7.7/5 h+wi+n Summ.)	-EX-	—
Finisher:	Finisher: refill 2 ability uses	—	—
[U] Song for Spira (Conductor)	party h85, revive @40%, Haste, Last stand	—	—
[B] Tenets of the Fayth (Sumn's Garb)	—	party Cura (h55), +30% MAG/MND 25s	623
mode OFF: [Summon (Ⓢ note)]	[ON] [ party h25]	—	—
mode ON: [Summon]	[OFF, AoE m19.2/4 n][AoE m4.8, party h25]	—	—
[B] Trigger Happy (Tiny Bee)	magic 18.0 / 10 non (NAT)	—	—
[special] / White Magic	[AoE m8.0 / 2 (NAT)] [party h15]	—	—
[G] "Prayer's Ward" (Golden Staff)	inst. party Regen(hi), Negate holy Dmg 50% maxHP	—	—
[S] Miracle Veil (Chaos Rod)	—	party Cura (h85), Autoheal 2k HP	—
[S] Dragon's Roar (Full Metal Rod)	AoE magic 14.4 / 5 non (SUM),	party +50% RES 25s	607
[−] Farplane Wind (Songstress Rod)	white 11.79 / 3 holy,	holy infuse 25s	—
[−] Hymn of the Fayth (Lullaby Rod)	—	party Cura (h50) and Regen (hi)	—
[−] The Sending (Magistral Rod)	AoE white 7.17 holy	—	—
⊙ Ysayle	Dreams of Ice	party +15% MAG 25s	601
[U] Icicle Impact (True Ice Rod)	m17.0 / 10 ice+n,	self ice infuse, +30% MAG/RES 25s	622
(continued...)	15s (ice rank 1-5 ⇒ m2.84/2 - 4.26/3 - 5.68/4 -	—	—
(continued...)	7.1/5 - 8.52/6 ice+n B. Magic)	—	—
[B] Shiva: Diamond Dust (Hailstorm Ct.)	AoE magic 12.96 / 6 ice+n,	+20% ice vuln. 25s	—
[Black Magic]	[m6.87/3 ice+n, fastzap 3]	—	—
[Black Magic]	[AoE m6.18/2 ice+n, +30% MAG, -30% DEF 20s]	6002	—
[S] Glacier Bash (Cashmere Robe)	magic 17.68 / 8 ice+non,	party heal 40% max HP	—
⊕ Y'shtola	Fluid Aura magic 4.9 water	—	—
[BU] "Secret of the Lily" (Aug. M. Cane)	instant party Cura (h85), hi fastzap 3	—	—
[White Magic], +1 on W. Magic	instant [ally h25 - party h25 - party h55	—	—
(continued...)	- (party h55 & Last stand)]	—	—
[U] Goddess's Mercy (Nirvana Zeta)	party PM blink 1, Regen (hi); self instacast 1	—	—
[B] Asylum (Healer's Cirlet)	—	party Cura (h85), Negate dmg 30%	—
[White Magic]	[instant Curaja] [party h25]	—	—
[G] "Divine Benison" (Weathrd Yagrush)	—	instant party Haste, Shell, Regen (hi)	—
[S] Aetherial Pulse (Omnirad)	—	party Protect, Shell, Regen (hi)	207/8
[−] Medica II (Healer's Robe)	—	party Cura (h50) and Esuna	—
[−] Stoneskin II (Thyrus)	—	party +200% DEF/RES 25s	608

Character soul breaks	Damage	Other effect	ID
Ⓢ Ⓩ Ⓡ			
⊕ Zack	Triple Cut phys 1.5 / 3	—	—
[C] Lucky Stars (Enhancer)	wind chain 1.2x, party crit dmg = 2x, +50% ATK 25s	603	—
[U] Climhazzard Xenon (Force Stealer)	phys 6.8 / 10 wind+n,	+20% wind vuln. 25s,	—
(continued...)	—	self +30% ATK/DEF 25s,	611
(continued...)	fastcast 1, 15s (wind ⇒ fastcast 1)	—	—
[B] Meteor Shots (Rune Blade)	phys 7.68 / 8 wind+earth rngd,	+20% wind vuln. 25s	—
[Celerity]	[fast p1.88/4 wi+n] [fast AoE p1.2/2 wi+n]	—	—
[S] Apocalypse (Apocalypse)	AoE phys 6.0 / 4 ranged,	party Haste	—
[−] Air Strike (Zack's Gloves)	AoE phys 4.11 / 3 ranged,	100% Stun	—
[−] Rush Assault (Buster Sword)	phys 5.2 / 8	—	—
⊕ Zeid	Soul Eater phys 1.7 / 2 dark,	self lose 1/8 max HP	—
[U] "Jet-Black Edge" (Chaos Cuirass)	p7.1/10 dark+non, self +30% ATK/DEF, dark infuse 25s	611	—
(continued...)	15s (Darkness p2.24/7 d+n & lose 15% maxHP)	—	—
[B] Abyssal Strike (Arondight)	phys 6.24 / 8 dark+n,	100% Stun, dark infuse 25s	—
[Darkness]	[p1.96/4 d+n, or p2.45/5 vs weak]	—	—
[Darkness]	[AoE p1.3/2 d+n, +30% ATK, -30% DEF 20s]	6001	—
[S] Freezebite (Scutum)	p6.64 / 8 dark+ice (more @ low HP),	heal 40% HP	—
⊕ Zell	Punch Rush phys 1.4	—	—
[U] Burning Duel (Dragon Claws)	inst. p6.6/12 fire+n, self +30% ATK/DEF 25s, fire infuse	611	—
(continued...)	15s (critical hit ⇒ p2.08/4 fire+non Monk)	—	—
[AO] "Combat Overlord" (Kaiser Knckl.)	phys 24.0 / 3 fire overstrike	—	—
[B] Fiery Meteor Barret (Tiger Fangs)	phys 6.64 / 8 fire+non,	fire infuse 25s	—
[Monk]	[p2.16/4 f+n]	—	—
[Monk]	[p1.68/3 f+n, 1.15x Monk damage 3 turns]	—	—
[B] Duelist (Burning Fist)	instant p7.4 / 10,	7% x10 Stun, party crit=50% 25s	—
[Combat]	[p2.52 / 4, self +30% ATK, -30% DEF 20s]	6001	—
[Combat]	[p1.92 / 4, self instacast 1]	—	—
[G] "Study Arts" (Zell's Uniform)	instant p3.12/6 fire+non,	—	—
(continued...)	self crit=50-75-100% 25s incr. with uses	—	—
[S] Combat King (Crystal Glove)	instant p7.68 / 8,	self +30% ATK/DEF/RES 25s	6003
[S] Different Beat (Ehrgeiz)	phys 7.92 / 8,	self crit=25% 25s	—
[−] Meteor Barrage (Gauntlet)	phys 5.13 / 3,	self Haste/Protect/Shell	207/8
[−] Burning Rave (Maverick)	AoE phys 3.3 ranged,	party +30% ATK 25s	603
⊕ Zidane	What's That!?	50% Stop	—
[AA] "Reverse Gaia" (Butterfly Edge)	phys 9.0 / 15 wind+non,	wind infuse 25s	—
(continued...)	15s dmg cap = 19,999	—	—
(continued...)	15s of 1.25x soul gauge gain from Thief abilities	—	—
15s Awaken Thief:	no hones used, 100% dualcast, up to 1.3x dmg	—	—
[U] Gale Unbound (The Tower)	phys 7.1 / 10 wind+non,	wind infuse 25s,	—
(continued...)	15s of 1.05-1.1-1.15-1.2-1.3 Thief dmg @rnk 1-5	—	—
Finisher: [Thief ⇒ Thief]	Finisher: phys 7.68/8 - 11.52/12 - 15.36/16 wi+n	—	—
(continued...)	@ 0 - 5 - 8 Thief abils used	—	—
[U] Grand Lethal (Masamune)	phys 7.2 / 10 wind+n,	+20% wind vuln. 25s	—
15s EX: Master Thief	EX: [Thief dmg ⇒ p1.2 wi+n Thf, 35% 10% vuln 15s]	-EX-	—
[AO] "Rumble Twister" (Ozma's Splntr)	phys 24.0 / 3 wind overstrike	—	—
[O] Meo Twister (Rune Tooth)	phys 11.8 wind+non (p12.8 if four ladies in party)	—	—
[B] Solution 9 (Sargatanas)	phys 6.66 / 9 wind+non ranged,	wind infuse 25s	—
[Thief]	[p2.4 wi+n rngd, stacking steal 10-20-30% ATK]	636	—
[Thief]	[p2.4 wi+n rngd, give party buff from cmd 1]	636	—
[B] Stellar Circle 5 (The Ogre)	AoE phys 5.88 / 6 wind,	+20% wind vuln. 25s	—
[Thief]	[p2.0, -40% ATK, self +50% ATK 20s] [... DEF]	603/4	—
[G] "Aerial Ace" (Navy Gilet)	instant p3.12 / 6 wind+non,	—	—
(continued...)	wind infuse stacking 25s, wind infuse 25s	—	—
[S] Storm Impulse (Zidane's Vest)	phys 7.76 / 8 wind+non,	wind infuse 25s	—
[S] Shift Break (Orichalcum)	AoE phys 6.0 / 4,	-50% ATK, self +35% ATK 25s	603
[−] Rumble Rush (Exploda)	phys 5.12 / 4,	-50% ATK, self +35% ATK 25s	603
[−] Scoop Art (Butterfly Sword)	phys 5.25 / 3 ranged	—	—

Character soul breaks	Damage	Other effect	ID	Character soul breaks	Damage	Other effect	ID
⊕⊖ Blank	—	—	—				
[AA] - (continued...) (continued...) 15s Awaken x:	(-) phys 15s dmg cap = 19,999	—	—				
[AA] - (continued...) (continued...) 15s Awaken x:	(-) magic 15s dmg cap = 19,999	—	—				
[C] -	(-) —	—	—				
[U] - (continued...)	(-) —	—	—				
[U] - (continued...)	(-) phys	—	—				
[U] - (continued...)	(-) magic	—	—				
[U] - 15s EX: -	(-) — EX: -	—	—				-EX-
[U] - 15s EX: -	(-) phys EX: -	—	—				-EX-
[U] - 15s EX: -	(-) magic EX: -	—	—				-EX-
[U] - (continued...) Finisher: [dmg ⇒ type]	(-) — Finisher:	—	—				
[BU] - (continued...) [type], +1 on condition	(-) — []	—	—				
[O] -	(-) —	—	—				
[B] - [-]	(-) — [] []	—	—				
[B] - [-]	(-) phys [p] [p]	—	—				
[B] - [-]	(-) magic [m] [m]	—	—				
[G] - (continued...)	(-) —	—	—				
[S] -	(-) —	—	—				

Kevrlet, Enlir, pksage, ElNinoFr: soul break effects, stacking IDs

geoffhom: random targeting, various other data

Random multi-hit targeting can mean each hit is separately random, or that all hits go to a single random enemy, or that it's only random when not targeted. Unfortunately I don't usually know which is which.

See [https://ik.reddit.com/r/FFRecordKeeper/comments/3h5umn/blaze\\_rush\\_soul\\_break\\_is\\_glitched/](https://ik.reddit.com/r/FFRecordKeeper/comments/3h5umn/blaze_rush_soul_break_is_glitched/) for partial details, including a discussion of how to interpret the internal JSON game data.

## Notes on specific soul breaks

Some of the threshold stat numbers given here may seem slightly too high, but that's because the "buff soft cap" is in effect. See the *Damage: Stacking* section.

### Braska – Aeon of Wing and Flame

The 3 values are for ( 0 / 1 / 2 ) bonuses of +20% MAG from record materia or burst mode.

Multiplier	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
m14.4 / 6	—	—	—	—
m16.8 / 7	562 MAG	433 / 361 / 301 MAG	333 / 278 / 231 MAG	256 / 222 / 212 MAG
m19.2 / 8	681 MAG	524 / 437 / 364 MAG	403 / 336 / 280 MAG	310 / 269 / 257 MAG
m21.6 / 9	723 MAG	557 / 464 / 387 MAG	428 / 357 / 298 MAG	330 / 285 / 273 MAG

With e.g. +100 or +200 MAG from magicite boons, the maximum thresholds become:

Magicite	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
+100 MAG	623 MAG	480 / 400 / 333 MAG	369 / 308 / 256 MAG	284 / 246 / 235 MAG
+200 MAG	523 MAG	403 / 336 / 280 MAG	310 / 258 / 215 MAG	239 / 207 / 198 MAG

### Edea – Maelstrom (command #1)

Required MAG values are written ( without / with ) +20% MAG from record materia.

+20% MAG from burst mode is assumed since this is a burst command.

Multiplier	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
m 6.0 / 3	—	—	—	—
m 8.0 / 4	726 MAG	466 / 388 MAG	358 / 299 MAG	287 / 274 MAG
m10.0 / 5	1133 MAG	727 / 606 MAG	559 / 466 MAG	447 / 428 MAG
m12.0 / 6	1205 MAG	773 / 644 MAG	595 / 496 MAG	475 / 455 MAG

With e.g. +100 or +200 MAG from magicite boons, the maximum thresholds become:

Magicite	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
+100 MAG	1105 MAG	709 / 591 MAG	545 / 455 MAG	436 / 417 MAG
+200 MAG	1005 MAG	645 / 537 MAG	496 / 413 MAG	396 / 379 MAG

### Gladius – Tempest (command #1)

Required DEF values are written ( without / with ) +20% DEF from record materia.

+20% DEF from burst mode is assumed since this is a burst command.

Multiplier	DEF threshold	+200% buff (wall)	+500% buff (Protect, wall)	+992% buff (Prot, wall, Draw F.)
p0.72 / 1	—	—	—	—
p1.44 / 2	327 DEF	91 / 76 DEF	46 / 38 DEF	28 / 27 DEF
p2.16 / 3	654 DEF	182 / 152 DEF	91 / 76 DEF	56 / 53 DEF
p2.88 / 4	1700 DEF	473 / 394 DEF	237 / 197 DEF	145 / 137 DEF
p3.60 / 5	2490 DEF	692 / 577 DEF	346 / 289 DEF	212 / 201 DEF

With e.g. +100 or +200 DEF from magicite boons, the maximum thresholds become:

Magicite	DEF threshold	+200% buff (wall)	+500% buff (Protect, wall)	+992% buff (Prot, wall, Draw F.)
+100 DEF	2390 DEF	664 / 554 DEF	332 / 277 DEF	204 / 193 DEF
+200 DEF	2290 DEF	637 / 531 DEF	319 / 266 DEF	195 / 185 DEF

### Maria – Meteor XVI (command #1)

Required MAG values are written ( without / with ) +20% MAG from record materia.

+20% MAG from burst mode is assumed since this is a burst command.

Multiplier	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
m 6.0 / 3	—	—	—	—
m 8.0 / 4	624 MAG	400 / 334 MAG	308 / 257 MAG	246 / 236 MAG
m10.0 / 5	973 MAG	624 / 520 MAG	480 / 400 MAG	384 / 367 MAG
m12.0 / 6	1032 MAG	662 / 552 MAG	509 / 425 MAG	407 / 390 MAG

With e.g. +100 or +200 MAG from magicite boons, the maximum thresholds become:

Magicite	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
+100 MAG	932 MAG	598 / 498 MAG	460 / 383 MAG	368 / 352 MAG
+200 MAG	832 MAG	534 / 445 MAG	411 / 342 MAG	328 / 314 MAG

### Papalymo – Enochian Firaja (command #1)

Required MAG values are written ( without / with ) +20% MAG from record materia.

+20% MAG from burst mode is assumed since this is a burst command.

Multiplier	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
m 6.0 / 3	—	—	—	—
m 8.0 / 4	720 MAG	462 / 385 MAG	356 / 296 MAG	284 / 272 MAG
m10.0 / 5	1123 MAG	720 / 600 MAG	554 / 462 MAG	443 / 424 MAG
m12.0 / 6	1193 MAG	765 / 638 MAG	589 / 491 MAG	470 / 450 MAG

With e.g. +100 or +200 MAG from magicite boons, the maximum thresholds become:

Magicite	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
+100 MAG	1093 MAG	637 / 531 MAG	490 / 409 MAG	392 / 375 MAG
+200 MAG	993 MAG	573 / 478 MAG	441 / 367 MAG	352 / 337 MAG

### Rinoa – Angel Wing Ice Shards (command #1)

Required MAG values are written ( without / with ) +20% MAG from record materia.

+20% MAG from burst mode is assumed since this is a burst command.

Multiplier	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
m12.0 / 4	—	—	—	—
m13.5 / 4	650 MAG	417 / 348 MAG	321 / 268 MAG	257 / 246 MAG
m15.3 / 4	1200 MAG	770 / 642 MAG	592 / 494 MAG	473 / 453 MAG

With e.g. +100 or +200 MAG from magicite boons, the maximum thresholds become:

Magicite	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
+100 MAG	1100 MAG	706 / 588 MAG	543 / 453 MAG	434 / 415 MAG
+200 MAG	1000 MAG	642 / 535 MAG	494 / 411 MAG	394 / 377 MAG

### Sabin – Perdition's Phoenix BSB entry

The 3 values are for ( 0 / 1 / 2 ) bonuses of +20% ATK from record materia or burst mode.

Multiplier	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
p4.9 / 7	—	—	—	—
p5.6 / 8	700 ATK	539 / 449 / 374 ATK	467 / 389 / 325 ATK	359 / 300 / 272 ATK
p6.3 / 9	1250 ATK	962 / 802 / 668 ATK	834 / 695 / 579 ATK	642 / 535 / 485 ATK
p7.0 / 10	1700 ATK	1308 / 1090 / 909 ATK	1134 / 945 / 788 ATK	872 / 727 / 659 ATK

With e.g. +100 or +200 ATK from magicite boons, the maximum thresholds become:

Magicite	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
+100 ATK	1600 ATK	1231 / 1026 / 855 ATK	1067 / 889 / 741 ATK	821 / 684 / 621 ATK
+200 ATK	1500 ATK	1154 / 962 / 802 ATK	1000 / 834 / 695 ATK	770 / 642 / 582 ATK

### Sabin – Raging Fist USB fire follow-up

The 3 values are for ( 0 / 1 / 2 ) bonuses of +20% ATK from record materia or burst mode.

Multiplier	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
p1.05 / 3	—	—	—	—
p1.40 / 4	492 ATK	379 / 316 / 263 ATK	328 / 274 / 228 ATK	253 / 211 / 191 ATK
p1.75 / 5	780 ATK	600 / 500 / 417 ATK	520 / 434 / 362 ATK	400 / 334 / 303 ATK
p2.10 / 6	1014 ATK	780 / 650 / 542 ATK	676 / 564 / 470 ATK	520 / 434 / 393 ATK

With e.g. +100 or +200 ATK from magicite boons, the maximum thresholds become:

Magicite	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
+100 ATK	914 ATK	704 / 586 / 489 ATK	610 / 508 / 424 ATK	469 / 391 / 355 ATK
+200 ATK	814 ATK	627 / 522 / 435 ATK	543 / 453 / 377 ATK	418 / 348 / 316 ATK

### Sephiroth – Octaslash (command #1)

Required ATK values are written ( *without / with* ) +20% ATK from record materia.  
+20% ATK from burst mode is assumed since this is a burst command.

Multiplier	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
p1.8 / 3	—	—	—	—
p2.4 / 4	750 ATK	481 / 401 ATK	417 / 348 ATK	321 / 291 ATK
p3.0 / 5	1180 ATK	757 / 631 ATK	656 / 547 ATK	505 / 458 ATK

With e.g. +100 or +200 ATK from magicite boons, the maximum thresholds become:

Magicite	ATK threshold	+30% buff	+50% buff	+95% buff (+30 & +50)
+100 ATK	1080 ATK	693 / 577 ATK	600 / 500 ATK	462 / 419 ATK
+200 ATK	980 ATK	629 / 524 ATK	545 / 454 ATK	419 / 380 ATK

### Tellah – Sage’s Sagacity (command #1)

Required MAG values are written ( *without / with* ) +20% MAG from record materia.  
+20% MAG from burst mode is assumed since this is a burst command.

Multiplier	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
m 9.4 / 4	—	—	—	—
m10.6 / 4	650 MAG	417 / 348 MAG	321 / 268 MAG	257 / 246 MAG
m12.0 / 4	1200 MAG	770 / 642 MAG	592 / 494 MAG	473 / 453 MAG

With e.g. +100 or +200 MAG from magicite boons, the maximum thresholds become:

Magicite	MAG threshold	+30% buff	+69% buff (+30 & +30)	+120% buff (+30 & +30 & +30)
+100 MAG	1100 MAG	706 / 588 MAG	543 / 453 MAG	434 / 415 MAG
+200 MAG	1000 MAG	642 / 535 MAG	494 / 411 MAG	394 / 377 MAG

### Warrior of Light – Ultimate Shield (command #1)

Required DEF values are written ( *without / with* ) +20% DEF from record materia.  
+20% DEF from burst mode is assumed since this is a burst command.

Multiplier	DEF threshold	+200% buff (wall)	+500% buff (Protect, wall)	+992% buff (Prot, wall, Draw F.)
p0.48 / 1	—	—	—	—
p0.96 / 2	327 DEF	91 / 76 DEF	46 / 38 DEF	28 / 27 DEF
p1.44 / 3	654 DEF	182 / 152 DEF	91 / 76 DEF	56 / 53 DEF
p1.92 / 4	1700 DEF	473 / 394 DEF	237 / 197 DEF	145 / 137 DEF
p2.40 / 5	2490 DEF	692 / 577 DEF	346 / 289 DEF	212 / 201 DEF

With e.g. +100 or +200 DEF from magicite boons, the maximum thresholds become:

Magicite	DEF threshold	+200% buff (wall)	+500% buff (Protect, wall)	+992% buff (Prot, wall, Draw F.)
+100 DEF	2390 DEF	664 / 554 DEF	332 / 277 DEF	204 / 193 DEF
+200 DEF	2290 DEF	637 / 531 DEF	319 / 266 DEF	195 / 185 DEF

### Yda – Greased Lightning status – Forbidden Chakra (command #1)

Boosts ATK and cast speed for all actions.

Up to 3 stacks possible. Stacks all expire after 25s, or upon taking direct damage.

	1 stack	2 stacks	3 stacks
ATK bonus	+15%	+30%	+50%
cast speed	1.33x	2.0x	4.0x

### Yuna – Tenets of the Fayth BSB

The second command uses a SUM/Summon wrapper ability, which then executes either a WHT/White Magic or SUM/Summon ability based on whether the Summoning Strike mode is off or on. That has several confusing consequences.

- **Fastcast and Fastzap:** always linked to Summon type. That means Allegro con Moto will speed up the heal cast.
- **Dualcasting:** always linked to Summon type, not White Magic.
- **Damage:** always linked to SUM code and Summon type.
- **Healing:** boosts to WHT or White Magic healing only work when the mode is off.

Enlir: private communication. Also see discussion at <https://redd.it/74ailx>

## Shared soul breaks

Item type	Shared soul break	Damage	Other effect	ID
Blitzball	<i>First Goal</i> – Breakdown	AoE phys 1.6 ranged,	20% Slow	—
Bow	<i>Paramina Crossbow</i> – Blinding Shot	phys 2.1,	50% Blind	—
Dagger	<i>Behemoth Knife</i> – Meteorite	AoE magic 3.3 non-elem	—	—
Dagger	<i>Celebration Blade</i> – Slow Buster	phys 2.1,	50% Slow	—
Dagger	<i>Chocobo Wing</i> – Chocobreak	phys 1.7,	–30% ATK 20s	603
Dagger	<i>Gladius</i> – Rend Weapon	AoE phys 1.4,	–30% ATK 20s	603
Dagger	<i>Inferno Fang</i> – Inferno Fang	phys 2.0 fire	—	—
Dagger	<i>Keepsake Knife</i> – Veil of Protect.	—	party Protect	207
Dagger	<i>Mage Masher</i> – Magic Buster	phys 2.1,	–30% MAG 25s	601
Dagger	<i>Shark</i> – Stunner	phys 2.1 ranged,	50% Stop	—
Dagger	<i>Thief Blade</i> – Doublestrike	phys 1.8 / 2,	36% (20% x2) Slow	—
Dagger	<i>Treeblade</i> – Festive Miracle	AoE phys 1.8 / 2 ranged	—	—
Fist	<i>Tiger Fang</i> – Crush Defenses	phys 1.7,	–30% DEF 20s	604
Gun	<i>Running Fire</i> – Gatling Ammo	AoE phys 1.7 ranged	—	—
Katana	<i>Murasame</i> – Bladestorm Rain	AoE phys 1.6 water	—	—
Rod	<i>Candle Rod</i> – Mending Flame	—	party Cure (h35)	—
Rod	<i>Chain Flail</i> – Sainly Beam	white 4.9 holy	—	—
Rod	<i>Full Metal Staff</i> – Light of Ruin	AoE magic 3.3 holy (NAT)	—	—
Rod	<i>Healing Rod</i> – Healing Aura	—	party Cure (h35)	—
Rod	<i>Holy Rod</i> – Aurora of Destruction	white 8.6 holy	—	—
Rod	<i>Hunter's Rod</i> – Thunder Trap	magic 2.8 lgt,	50% Paralyze	—
Rod	<i>Ice Rod</i> – Sleet	magic 4.8 ice,	50% Stop	—
Rod	<i>The Keep of Saints</i> – Scathe	magic 5.1 non-elem	—	—
Rod	<i>Lilith Rod</i> – Will-o'-the-Wisp	magic 4.7 fire,	50% Confuse	—
Rod	<i>Magus Rod</i> – White Blizzard	magic 4.7 ice,	–30% MAG 15s	601
Rod	<i>Poison Rod</i> – Poison Mist	AoE magic 3.3 bio	—	—
Rod	<i>Royal Scepter</i> – Mass Mending	—	party Cure (h35)	—
Rod	<i>Rune Rod</i> – Poison Mist	AoE magic 3.3 bio	—	—
Rod	<i>Tigerclaw</i> – Tiger's Roar	magic 4.9 non-elem,	50% Slow	—
Rod	<i>Werebuster</i> – Mass Mending	—	party Cure (h35)	—
Spear	<i>Heat Lance</i> – Bladestorm Flames	AoE phys 1.6 fire	—	—
Spear	<i>Heavy Lance</i> – Helmsplitter	phys 1.7,	–30% DEF 20s	604
Spear	<i>Partisan</i> – Somnolent Strike	AoE phys 1.6,	20% Sleep	—
Spear	<i>Wind Spear</i> – Slowing Strike	phys 2.1 ranged,	50% Slow	—
Staff	<i>Healing Staff</i> – Heal	—	ally Cura (h55) and Esuna	—
Staff	<i>Ice Staff</i> – Frost	magic 4.9 ice	—	—
Staff	<i>Mage's Staff</i> – Prayer	—	party Cure (h35)	—
Staff	<i>Musk Stick</i> – Soothing Aroma	—	party Cure (h35)	—
Staff	<i>White Staff</i> – Regenerate	—	party Regen (mid)	—
Sword	<i>Axis Blade</i> – Slowing Blast	AoE phys 1.6 ranged,	20% Slow	—
Sword	<i>Betrayal Sword</i> – Darkest Cut	AoE ph 1.7 dark rng.	–1/8 maxHP	—
Sword	<i>Cobalt Katzbalger</i> – Sword Oath	phys 1.7,	self +25% ATK 25s	603
Sword	<i>Crystal Sword</i> – Double Thndr Cut	phys 2.0 / 2 lgt	—	—
Sword	<i>Enqine Blade</i> – Blitz	phys 4.5 / 5	—	—
Sword	<i>Flame Sword</i> – Bladestorm Flames	AoE phys 1.6 fire	—	—
Sword	<i>Gaia Blade</i> – Earthquake	AoE magic 3.3 earth	—	—
Sword	<i>Ice Brand</i> – Bladestorm Hail	AoE phys 1.6 ice	—	—
Sword	<i>Oranvix</i> – Bladestorm Rend	AoE phys 2.8	—	—
Sword	<i>Rune Blade</i> – Slow Buster	phys 2.1,	50% Slow	—
Sword	<i>Soldier's Sabre</i> – Sonic Buster	phys 2.1 / 3	—	—
Sword	<i>Stoneblade</i> – Petrifying Strike	phys 2.1,	20% Petrify	—
Sword	<i>Thunder Blade</i> – Lightning Slash	AoE phys 1.6 lgt	—	—
Thrown	<i>Boomerang</i> – Debilitating Throw	phys 2.1 ranged,	40% Paralyze	—
Thrown	<i>Fujin's Chakram</i> – Cyclone	AoE magic 3.3 wind	—	—
Thrown	<i>Hawkeye</i> – Blinding Shot	phys 2.1 ranged,	50% Blind	—
Thrown	<i>Phantom Wheel</i> – Phantom Frenzy	phys 15.48 / 3 overstrike	—	—
Thrown	<i>Pinwheel</i> – Slow Shot	AoE phys 1.6 rngd,	20% Slow	—

Item type	Shared soul break	Damage	Other effect	ID
Bracer	<i>Bard's Bracelet</i> – Mending Melody	—	party Cure (h35)	—
Bracer	<i>Chocobracelet</i> – Renewing Feather	—	party Regen (mid)	—
Bracer	<i>Dragon Armlet</i> – Veil of Annulm.	—	party Shell	208
Bracer	<i>Dragon Gloves</i> – Firewyrn Breath	AoE magic 3.3 fire	—	—
Bracer	<i>Emerald Bracer</i> – Veil of Annulm.	—	party Shell	208
Bracer	<i>Esthar Bracers</i> – First Aid	—	party Cure (h35)	—
Bracer	<i>Gold Armlet</i> – Veil of Protection	—	party Protect	207
Bracer	<i>Holiday Mittens</i> – Inspiring Light	—	party +15% ATK 25s	603
Bracer	<i>Precious Watch</i> – Healing Moment	—	party Cure (h35)	—
Bracer	<i>Sanctum Gloves</i> – Power Sigil	magic 5.1 non-elem	—	—
Bracer	<i>Thief's Bracer</i> – Smoke Screen	—	40% Slow AoE	—
Bracer	<i>Tungsten Banale</i> – Salvation	—	party Cure (h35)	—
Bracer	<i>Warrior's Bracer</i> – Warrior's Ward	—	party Protect	207
Bracer	<i>Wizard Bracelet</i> – Snowstorm	AoE magic 3.3 ice	—	—
Hat	<i>Blitz Helm</i> – Veil of Protection	—	party Protect	207
Hat	<i>Circlet</i> – Healing Magic	—	Cura (h55), +30% MAG 25s	601
Hat	<i>Evoker's Horn</i> – Virus	magic 3.7 non-el,	–30% RES 15s	607
Hat	<i>Lamia's Tiara</i> – Rekindle	—	Revive 1 ally at 20% HP	—
Hat	<i>Mystery Veil</i> – Mystic Prayer	—	party Cure (h35)	—
Hat	<i>Red Hat</i> – Attack Boost	—	party +15% ATK 25s	603
Hat	<i>Scholar Hat</i> – Apothecary Lore	—	party Cure (h35)	—
Hat	<i>Witch's Hat</i> – Witchcraft	—	party +15% MAG 25s	601
Helm	<i>Crystal Helm</i> – Veil of Protection	—	party Protect	207
Helm	<i>Dark Helm</i> – Dark Shot	phys 2.1 ranged dark	—	—
Helm	<i>Genji Helm</i> – Divine Majesty	—	party +30% RES 25s	607
Robe	<i>Black Robe</i> – Engulfing Flames	AoE magic 3.3 fire	—	—
Robe	<i>Gaia Gear</i> – Earthmend	—	party Cure (h35)	—
Robe	<i>Luminous Robe</i> – Light's Protection	—	party Shell	208
Robe	<i>Monk Robe</i> – Blessing of Spira	—	Clear debuffs on one ally	—
Robe	<i>Purge Robe</i> – Purging Light	—	Dispel target	—
Robe	<i>White Robe</i> – Mending Touch	—	Revive one ally at 20% HP	—
Lt. Armor	<i>Aurochs Uniform</i> – Teamwork	—	party +15% ATK 25s	603
Lt. Armor	<i>Black Belt Gi</i> – Body Blow	phys 2.3	—	—
Lt. Armor	<i>Chocobo Suit</i> – Feathered Fortress	—	party Shell	208
Lt. Armor	<i>Diamond Plate</i> – Flash	—	40% AoE Blind	—
Lt. Armor	<i>Mirage Vest</i> – Shimmering Mirage	—	Phys blink 1 to an ally	—
Lt. Armor	<i>Power Sash</i> – Veil of Protection	—	party Protect	207
Lt. Armor	<i>Survival Vest</i> – Veil of Annulment	—	party Shell	208
Lt. Armor	<i>Raijin's Vest</i> – Lightning Slash	AoE phys 1.6 lgt	—	—
Lt. Armor	<i>Sheepskin Coat</i> – Sleeping Gas	—	50% Sleep all foes	—
Lt. Armor	<i>Ruby Cuirass</i> – Blaster	—	40% Paralyze all foes	—
Lt. Armor	<i>Viking Coat</i> – Cerulean Shock	AoE phys 1.6 water	—	—
H. Armor	<i>Crystal Mail</i> – Provoke	—	self Draw Fire	522
H. Armor	<i>Minotaur Plate</i> – Veil of Annulm.	—	party Shell	208
Shield	<i>Aegis Shield</i> – Magebane Aegis	—	party +30% RES 25s	607
Shield	<i>Diamond Shield</i> – Glimmer of Hope	—	party Protect	207
Shield	<i>Kaiser Shield</i> – Veil of Protection	—	party Protect	207

## Core character soul breaks

Core character soul breaks	Stat	Damage	Other effect	ID
<i>Bard</i> – Valor Minuet I	—	—	party +20% ATK 20s	603
<i>Madhura Harp</i> – V. Minuet II	—	—	party +40% ATK 20s	603
<i>Berserker</i> – Berserker's Rage	ATK	phys 1.5 (NAT),	automatic for 3 turns	—
<i>Black Mage</i> – Darkbolt	MAG	magic 1.6 dark	—	—
<i>Light Rod</i> – Magic Signet	—	—	self +50% MAG 30s	601
<i>Dark Knight</i> – Dark Blade I	ATK	phys 1.7 ranged,	Lose 1/8 maxHP	—
<i>Devout</i> – Panacea	—	—	ally Esuna	—
<i>Dragoon</i> – High Jump	ATK	phys 2.1 jump	—	—
<i>Gladiator</i> – Critical I	ATK	phys 3.75	only 50% hit rate	—
<i>Knight</i> – Knight's Shield I	—	—	self +50% DEF 25s	604
<i>Diamond Helm</i> – Knight's Shield II	—	—	self +100% DEF 25s	604
<i>Magus</i> – Black Magic Chant	—	—	self 2x Bk. Magic cast speed 3 turns	—
<i>Monk</i> – Roundhouse	ATK	AoE phys 1.05	—	—
<i>Ninja</i> – Copy Image I	—	—	self Phys blink 1	—
<i>Ranger</i> – Steady Shot I	ATK	phys 1.4 ranged	—	—
<i>Killer Bow</i> – Steady Shot II	ATK	phys 2.0 ranged	—	—

Core character soul breaks	Stat	Damage	Other effect	ID
<i>Red Mage</i> – Doublecast Fire	MAG	magic 2.0 / 2 fire	—	—
<i>Feathered Hat</i> – Doublecast Thunder	MAG	magic 2.0 / 2 lgt	—	—
<i>Samurai</i> – Inner Focus I	—	—	self Cura (h45) and +15% ATK 25s	603
<i>Spellblade</i> – Magic Shell	—	—	party +30% RES 25s	607
<i>Summoner</i> – Call I	MAG	various (SUM)	—	—
<i>Gaia Vest</i> – Call II	MAG	various AoE (SUM)	—	—
<i>Thief</i> – Nekodamashi	ATK	phys 1.3,	20% Stun	—
<i>Viking</i> – Crushing Strike I	ATK	phys 1.7,	slow cast time	—
<i>Warrior</i> – Double Attack I	ATK	phys 1.4 / 2	—	—
<i>Dual Tomahawk</i> – Double Attack II	ATK	phys ??? / 2 [relic not in global]	—	—
<i>White Mage</i> – Pray	MND	—	party Cure (h27)	—
<i>Light Staff</i> – Divine Signet	—	—	self +50% MND 30s	602
<i>Rune Staff</i> – Light Divine	MND	—	party Cura (h50)	—



## Stacking with abilities

Stat-modifying effects overwrite each other if they use the same hidden ID.

For convenience, all stat-modifying abilities are listed here with their IDs. Soul break IDs were given in the soul break tables.

See the *Damage: Stacking* section below for more details on how stacking works.

## Buff abilities (not soul breaks)

MAG buff abilities	ATK buff abilities	DEF buff abilities	RES buff abilities
<b>#601 – MAG only</b> <u>Memento Mori</u> : +30% MAG 50s & Doom 45s <u>Faith</u> : +20% MAG 25s <u>Mana's Paean</u> : +15% MAG 25s to party  <b>#640 – MAG only</b> <u>Mage's Hymn</u> : stacks +10% (max +50%) 10s	<b>#603 – ATK only</b> <u>Steal Power</u> : –40% & +50% ATK 20s <u>Meteor Crush</u> : +50% ATK 20s to self <u>Death Throes</u> : +30% ATK 50s & Doom 45s <u>Memento of Might</u> : +30% ATK 25s to self <u>Mirror of Equity</u> : +30% ATK 20s to self <u>Punishing Palm</u> : +30% ATK 20s to self <u>Boost</u> : +25% ATK 25s <u>Chakra</u> : +20% ATK 25s to self <u>Rallying Etude</u> : +15% ATK 25s to party <u>Wrath</u> : +3% ATK 15s to self  <b>#639 – ATK only</b> <u>Warrior's Hymn</u> : stacks +10% (max 50%) 10s  <b>#215 – Berserk</b> <u>Berserk</u> : +25% ATK 20s	<b>#604 – DEF only</b> <u>Steal Defense</u> : –40% & +50% DEF 20s <u>Shield Bash</u> : +50% DEF 20s to self <u>Assault Sabre</u> : –30% DEF 20s to self  <b>#207 – Protect effects</b> <u>Protect</u> : +100% DEF 35s +3s per 100 MND <u>Protectga</u> : party Protect <u>Enveloping Etude</u> : party Protect <u>Guard</u> : self Protect  <b>#522 – Physical taunts</b> <u>Draw Fire</u> : +100% DEF, taunt PHY 25s <u>Gaia's Cross</u> : Draw Fire plus damage <u>Divine Cross</u> : Draw Fire plus damage	<b>#607 – RES only</b> <u>Bracing Bash</u> : +50% RES 20s to self  <b>#208 – Shell effects</b> <u>Shell</u> : +100% RES 35s + 3s per 100 MND <u>Shellga</u> : gives Shell to party <u>Spellbend Etude</u> : gives Shell to party  <b>#527 – Magical taunts</b> <u>Magic Lure</u> : +100% RES, taunt BLK 25s
<b>#622 – both MAG &amp; RES</b> (no buff abilities use this ID)	<b>#611 – both ATK &amp; DEF</b> <u>6★ Mug Bloodlust</u> : +30% ATK/DEF 20s  <b>#6001 – ATK &amp; DEF changed differently</b> <u>Dark Bargain</u> : +30% ATK & –30% DEF 20s		both RES & MAG (see first column in this row)
<b>#610 – both ATK &amp; MAG</b> (no abilities use this ID)		<b>#608 – both DEF &amp; RES</b> <u>Memento of Protection</u> : +50% DEF/RES 25s	
<b>#620 – both MAG &amp; DEF</b> (no abilities use this ID)	<b>#621 – both ATK &amp; RES</b> (no abilities use this ID)  <b>#6004 – ATK &amp; RES changed differently</b> <u>Hailstorm</u> : +30% ATK, –30% RES 20s <u>Damning Flame</u> : +30% ATK, –30% RES 20s	both DEF & MAG (see first column in this row)	both RES & ATK (see second column in this row)
<b>#609 – abilities that change ATK, MAG, DEF, and RES</b> (no buff abilities use this ID)  <b>#6020 – abilities that change ATK, MAG, and DEF</b> <u>6★ Stitch in Time</u> : self +30% ATK/MAG, –30% DEF 15s			

Also #602 Grace +20% MND 25s, #644 Goddess's Hymn up to +50% MND 10s, #6024 Iai Hellfire +30% MND, –30% DEF/RES 20s

## Debuff abilities (not soul breaks)

Abilities not listed below: #602 Mind Break and Mind Breakdown.

MAG debuff abilities	ATK debuff abilities	DEF debuff abilities	RES debuff abilities
<b>#601 – MAG only</b> <u>Magic Break(down)</u> : –30/50% MAG 15s <u>Heathen Frolic Sarab</u> : –50% MAG 15s all foes <u>Heathen Frolic</u> : –30% MAG 15s all foes	<b>#603 – ATK only</b> <u>Power Break(down)</u> : –30/40% ATK 15s <u>Exhausting Polka</u> : –40% ATK 15s all foes <u>Weak Polka</u> : –30% ATK 15s all foes <u>Steal Power</u> : –40% & +50% ATK 20s	<b>#604 – DEF only</b> <u>Armor Break(down)</u> : –30/40% DEF 15s <u>Box Step (Sarab)</u> : –30/40% DEF 15s all foes <u>Steal Defense</u> : –40% & +50% DEF 20s	<b>#607 – RES only</b> <u>Mental Break(down)</u> : –30/50% RES 15s <u>Stumble Step</u> : –50% RES 15s all foes <u>Stutter Step</u> : –30% RES 15s all foes
<b>#622 – both MAG &amp; RES</b> (no debuff abilities use this ID)	<b>#611 – both ATK &amp; DEF</b> <u>6★ Mug Bloodlust</u> : –30% ATK/DEF 20s		both RES & MAG (see first column in this row)
<b>#610 – both ATK &amp; MAG</b> <u>Enfeebling Jitterbug</u> : –50% ATK/MAG 10s		<b>#608 – both DEF &amp; RES</b> <u>Crushing Tango</u> : –50% DEF/RES 10s <u>Odin</u> : –20% DEF/RES 25s	
<b>#620 – both MAG &amp; DEF</b> (no abilities use this ID)	<b>#621 – both ATK &amp; RES</b> (no abilities use this ID)	both DEF & MAG (see first column in this row)	both RES & ATK (see second column in this row)
<b>#609 – ATK, MAG, DEF, and RES</b> <u>Full Break</u> : –30% ATK/MAG/DEF/RES 15s <u>Multi Break</u> : –30% ATK/MAG/DEF/RES 15s			

## Damage and healing

### Just tell me what to do!

Consider this page a quick reference. The advice here won't always be optimal, but it's a good starting point.

**Haste:** Bringing Haste is a huge benefit. It's like getting a 50% boost to your healing and damage, or alternately a 33% reduction in enemy damage. If you have Burst soul breaks (which provide Haste to the user), you may not need a party-wide Haste effect.

**Stacking:** Multiple effects can be stacked to improve combat performance, but not everything can be stacked. See the following pages for details.

**Equipment:** Record Synergy is most important for weapons, then for armor, then for the character, and least important for accessories.

If possible, try to use equipment that will let you approach the ATK or MAG **soft caps (805 ATK, 1056 MAG)** after your buffs are applied.

Here are the thresholds for some common buff values. Although going even higher increases your damage, other types of buff may be more effective at that point.

Don't stress out about exactly hitting these numbers! Being a bit under or over is a very small damage change.

Bufs:	<table border="1"><tr><td>+30% ATK</td><td>+50% ATK</td><td>+30% &amp; +30% ATK</td><td>+50% &amp; +30% ATK</td></tr><tr><td>620 ATK</td><td>540 ATK</td><td>480 ATK</td><td>410 ATK</td></tr><tr><td>520 ATK</td><td>450 ATK</td><td>400 ATK</td><td>350 ATK</td></tr></table>	+30% ATK	+50% ATK	+30% & +30% ATK	+50% & +30% ATK	620 ATK	540 ATK	480 ATK	410 ATK	520 ATK	450 ATK	400 ATK	350 ATK	<table border="1"><tr><td>+30% MAG</td><td>+30% &amp; +30% MAG</td></tr><tr><td>810 MAG</td><td>625 MAG</td></tr><tr><td>680 MAG</td><td>520 MAG</td></tr></table>	+30% MAG	+30% & +30% MAG	810 MAG	625 MAG	680 MAG	520 MAG
+30% ATK	+50% ATK	+30% & +30% ATK	+50% & +30% ATK																	
620 ATK	540 ATK	480 ATK	410 ATK																	
520 ATK	450 ATK	400 ATK	350 ATK																	
+30% MAG	+30% & +30% MAG																			
810 MAG	625 MAG																			
680 MAG	520 MAG																			
Approx. prebuff stat to hit soft cap: With additional +20% stat buff:																				
With +100 / +200 stat from magicites: With magicites and +20% stat buff:	<table border="1"><tr><td>540 / 470 ATK</td><td>470 / 400 ATK</td><td>420 / 360 ATK</td><td>360 / 310 ATK</td></tr><tr><td>450 / 390 ATK</td><td>390 / 340 ATK</td><td>350 / 300 ATK</td><td>300 / 260 ATK</td></tr></table>	540 / 470 ATK	470 / 400 ATK	420 / 360 ATK	360 / 310 ATK	450 / 390 ATK	390 / 340 ATK	350 / 300 ATK	300 / 260 ATK	<table border="1"><tr><td>740 / 660 MAG</td><td>570 / 510 MAG</td></tr><tr><td>610 / 550 MAG</td><td>470 / 420 MAG</td></tr></table>	740 / 660 MAG	570 / 510 MAG	610 / 550 MAG	470 / 420 MAG						
540 / 470 ATK	470 / 400 ATK	420 / 360 ATK	360 / 310 ATK																	
450 / 390 ATK	390 / 340 ATK	350 / 300 ATK	300 / 260 ATK																	
740 / 660 MAG	570 / 510 MAG																			
610 / 550 MAG	470 / 420 MAG																			

**Elemental boost equipment:** If your damage is all one element, and you can reach the soft cap, elemental gear gives the most damage (even if it has weak stats). If you can't reach the soft cap with the elemental equipment, the boost is roughly equivalent to 40 points in the offensive stat.

**Record materia:** Some materia give stat boosts, some give damage boosts. The relative strength depends on your total buffed offensive stat.

If your stat is in between the two listed values, it's usually best to just take one of the strong damage boosts.

- **Below 700 ATK:** 1.4x dmg = +20% ATK > 1.3x dmg = +15% ATK > 1.2x dmg = +10% ATK.
- **Above 805 ATK:** Damage materia > ATK buff materia.
- **Below 910 MAG:** +20% MAG > 1.3x dmg > +15% MAG = 1.25x dmg > +13% MAG > 1.2x dmg > +10% MAG.
- **Above 1056 MAG:** Damage materia > MAG buff materia.

Some materia only affect an ability type, but not soul breaks. Don't use these materia on characters who use damaging soul breaks:

- 1.4x damage materia. (2 exceptions exist: Zidane's Meo Twister is Thief type, and Luneth's OSB is Dragoon type. These are "bugs" left unfixed in the game.)
- Dualcast materia. To be worthwhile, in addition to not using damaging soul breaks, the character also must do over 9000 damage per hit before materia.

Healing grows slowly with MND, so a 1.3x healing materia is much better than a MND buff. The Devout's White Magic dualcast materia will typically trigger once or twice during a boss fight. Since no abilities can heal multiple targets, dualcast is valuable if your single-target heals already heal most of a character's HP bar.

Soul break materia are helpful for important soul break effects, but they require losing the use of damage materia. They are best compared by asking how many bonus soul break bars they generate over the course of a fight, and also how long it takes until the first free soul break (500 points) is generated.

- *Mako Might* and *Dr. Mog's Teachings* give one soul break **immediately** at the start of a Dungeon.
- *Ace Striker* and *Battleforged* generate one soul break roughly every 12 abilities used (a bit less than one SB over the course of a boss fight). Alternately, these materia are worth one soul break roughly **every 6 Lifesiphons/Wraths**. This strategy is often used to speed up the first cast of a BSB, or to sustain characters with utility soul breaks or Entrust who will spam Lifesiphon/Wrath over a long fight, possibly generating 2 bonus soul breaks.
- *Lionheart* generates one soul break for **each 20 hits taken**. To be worthwhile, this requires taunting, and either multiple bosses or trash rounds (e.g. Torment dungeons).
- *Knight's Charge* will always, depending on the mix of battle actions, lie in between Ace Striker and Lionheart, better than one but worse than the other.

**Offensive stat buffs (ATK/MAG/MND):** Don't bother more than triple-stacking stat buffs.

Bufs are still fine to have even beyond the stat soft cap, but a damage buff is probably more valuable at that point.

**Damage buffs:** Elemental infusions are great (1.5x damage). A critical chance buff of 50% is roughly like a 1.2x damage multiplier for physical attacks.

If you can spare the ability slot, Armor/Mental Breakdown is nice. The damage boost is weak (around 1.1x), but is magnified because it helps all party members.

**Damage mitigation** is also very important:

- **Equipment:** Synergy armor is great. Don't bother with DEF/RES accessories.
- **Player DEF/RES buffs:** Don't bother more than triple-stacking.
- **Monster stat debuffs:** Bring Full Break and Power or Magic Breakdown. For break-resistant bosses, feel free to stack any number of further debuffs.
- **Elemental resistance:** For bosses that mostly use one element, a Major or Moderate resist accessory is often a wiser choice than an ATK/MAG one.
- Other less direct mitigations are taunting attacks to a strong character, Retaliate, being in the back row (vs. some physical attacks), and Blink effects. Consider giving your weaker characters a +500 or +700 HP accessory.

## Stacking

Damage calculations usually involve three parts: an **offensive stat formula** (ATK/MAG/MND), a **defensive stat formula** (DEF/RES), and a **damage multiplier**. Multiple modifiers can be stacked to affect these parts. However, various stacking limits make it not worthwhile to pour all your resources into just one part.

### Rules of thumb for stacking

Don't bother more than **triple-stacking** stat buffs. (Stack stat debuffs as much as you want.)

Stack ATK buffs until your **ATK** reaches the **600s**, then start using damage buffs instead.  
Stack MAG buffs until your **MAG** reaches the **800s**, then start using damage buffs instead.

Damage buffs have no stacking limit.

### How does stacking work?

The mathematical details of stacking vary depending on the modifiers being stacked.

**Multiplicative** stacking is used when modifiers are "different enough". For stat de/buffs, "different" means they have a different hidden ID, given in the tables below. To calculate multiplicative stacking, first rewrite percentage changes as multiplier numbers. For example, +50% and +50% stacked multiplicatively become +125% (since  $1.5 \times 1.5 = 2.25$ ).

The exact meaning of "different enough" depends on the type of modifier. When two modifiers are "similar", they use one of the following stacking methods instead.

- **Add:** Combine all the percentage changes additively. (For example, +50% and +50% becomes +100%.)
- **Last:** Use only the most recently applied modifier. A weaker modifier will overwrite a stronger one!

In one special case (elemental resistance from equipment), modifiers stack by using only the most advantageous one.

I will use "stacking tables" to indicate how things stack. Each row of the table consists of "similar" effects, which stack using Add or Last. After computing the appropriate value for each table row, multiply the rows to get the final combined modifier.

Here is an example stacking table. The modifiers in each row are combined according to that row's stacking method, and recorded in the last column. Then multiplying all the row values together gives the final result: the +20%, +10%, +50%, and +20% buffs in the table stack to give 1.56, or +56%.

Buff type	Stacks	Default	Sources	(Combined row value)
(some additive buffs)	add	1.0	+20% from one source, +10% from another source	1.3 (additive stacking)
(some spell buffs, type 1)	last	1.0	(none)	1.0 (no modifiers, so use default value)
(some spell buffs, type 2)	last	1.0	+50% from an earlier buff, then +20% from a later buff	1.2 (last one cast)

### How is stacking limited?

The game uses a few mechanisms to prevent unlimited stacking of modifiers.

- **Last-one-wins stacking:** "Similar" modifiers that use this method overwrite each other instead of stacking at all.
- **Soft caps:** After a soft cap is reached, further stacking has reduced effect.
- **Hard caps:** After a hard cap is reached, further stacking has *no* effect.

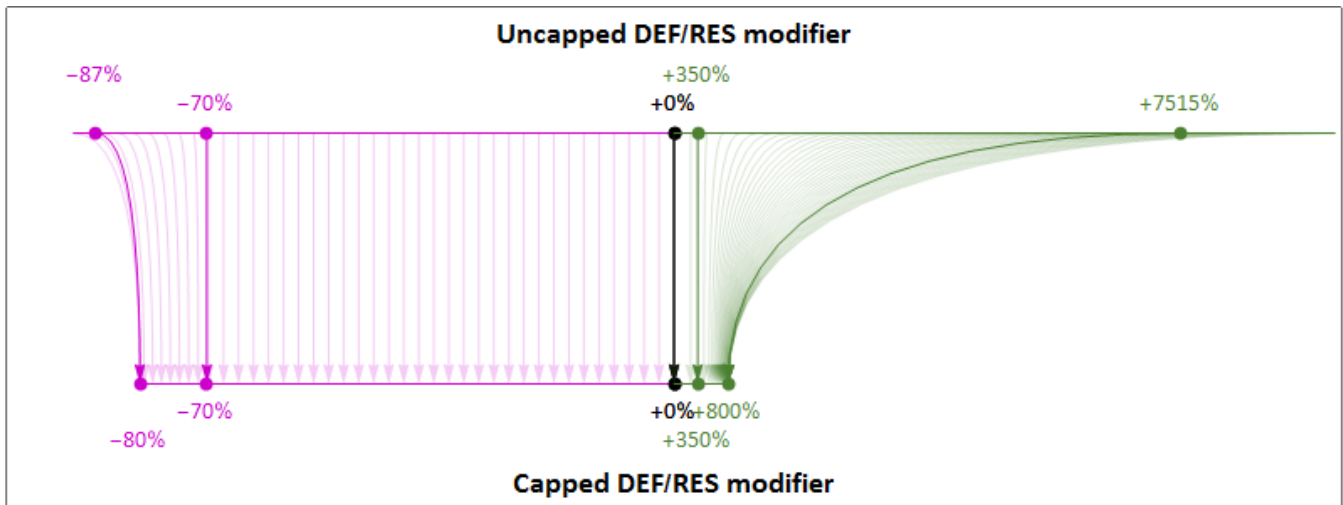
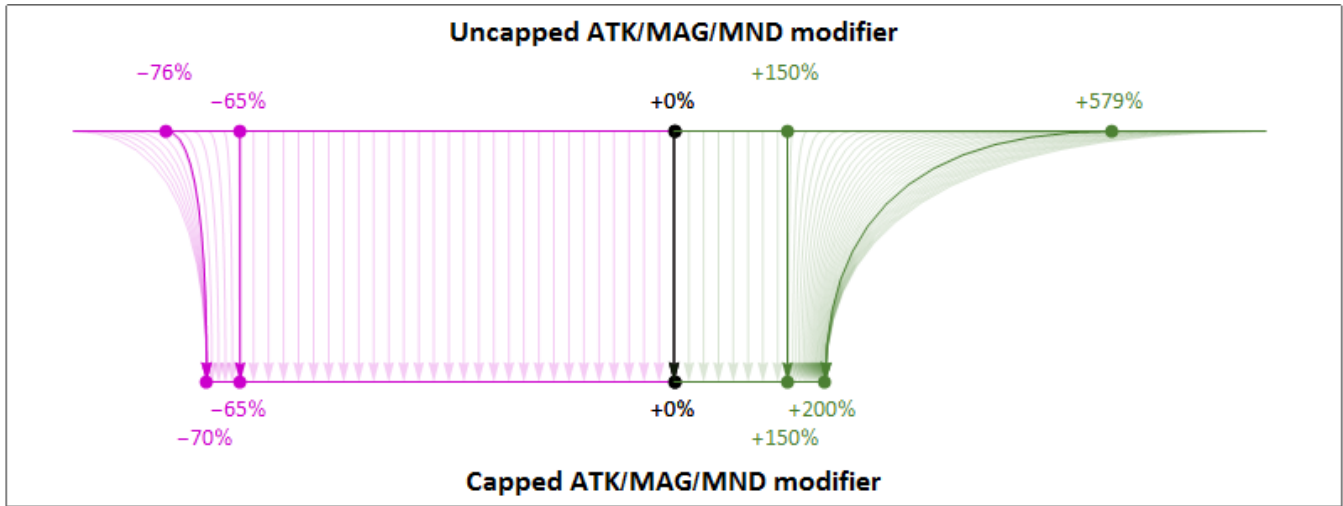
### What modifiers can be stacked, and what limits do they use?

- **Stat buffs:** stack multiplicatively. Soft and hard caps exist, but the hard caps are very difficult to reach in practice.
- **Stat debuffs:** stack multiplicatively. Again, there are soft caps and hard caps. It's very hard to even reach the soft cap against break-resistant enemies.
- **Offensive stats (ATK/MAG/MND):** Not only is the strength of stat buffs capped, but a second soft cap layer is applied to the stats themselves. Increasing stats gives large increases in damage until the soft cap is reached, at which point further damage increases are more modest. There is no stat hard cap.
- **Damage multipliers:** come in a variety of categories, which stack either additively or multiplicatively. There is a hard cap of 9999 damage on each hit, making multi-hit attacks an important way to bypass the damage cap.

### Visualization of soft and hard caps for stat modifiers

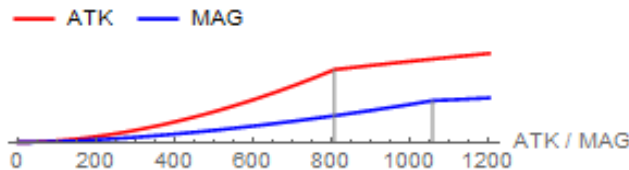
The soft and hard caps for stat modifiers compress the range of possible values. In the diagrams below, lines from top to bottom connect the pre-cap and post-cap values. Buff values (green) are especially strongly reduced past the soft caps, making further stacking of buffs very inefficient.

- Modifier values close to 0% remain unchanged. In the diagrams, the connecting lines are vertical because the uncapped and capped values are the same.
- The numbers listed on either side of 0% are the soft caps. Increases beyond the soft caps are partially reduced, shown by curved lines.
- The outermost numbers show the hard cap behavior. All uncapped values beyond those points are clamped down to the hard cap value.



### Visualization of stat soft caps

Increasing offensive stats results in rapid damage increases until the soft cap is reached. After that, damage increases much more slowly, indicated in the diagram by the damage curves flattening out.



The following pages list all the stackable modifiers that can be applied to the calculations for **player physical**, **player magical**, **monster physical**, and **monster magical** damage, as well as player healing. For each part of the calculation (offensive stat, defensive stat, multiplier), stacking tables describe how the stacking is done. Other tables summarize the math for common stacking combinations, and describe the effect of soft caps and the net change to damage.

**Note:** EX modes are not included in the stacking tables. Neither are most default soul breaks.



## Stacking: Player's physical damage

### Player ATK buffs

ID	Buff	Stacks	Abilities	Soul breaks
532	Burst mode (+20% ATK)	last	—	every BSB
603	+ATK	last	Mirror Eqty Metr Crush Steal Pwr,...	Party +50%: Aerith, Celes, Cid vii, Edward, Faris, Galuf, Gladiolus, Jecht, Laguna, Minifilia, Onion, Prompto, Quina, Ramza, Reks, Rikku, Sazh, Seifer, Ward, Wol, Zack.
609	+ATK/DEF/MAG/RES	last	—	Party +15%: Tyro.
610	+ATK/MAG	last	—	Party +30%: Ace, Alphinaud, Basch, Celes, Deuce, Dorgann, Galuf, Garnet, Gogo v, Gogo vi, Gordon, Irvine, Kiros, Matoya, Morrow, Onion, Red XIII, Rikku, Sarah, Sazh, Seifer, Snow, Steiner, Tellah. Self: Locke, Vincent.
611	+ATK/DEF	last	Mug Bloodlust	Party +30%: Basch, Cait Sith, Desch, Dorgann, Leo, Leon, Quina, Reks, Sarah, Snow. Self: (many characters).
621	+ATK/RES	last	—	Party: Ignis, Leo, Orran. Ally: Aerith. Self: Cecil dk, Ceodore, Galuf, Laguna, Leila, Master, Rikku, Sabin, Umoro, Vaan.
624	+ATK/DEF/MND	last	—	Party +30%: Red XIII
630	+A/D/M/R/MND	last	—	Party +15%: Tyro.
632	+ATK/MND	last	—	Self: Leila. Party: Aemo, Marche, Sice.
633	+ATK/DEF/MAG	last	—	Party +30%: Curilla, Ramza.
634	+ATK/MAG/RES	last	—	Party +30%: Gogo vi, Kimahri, Lenna, Minifilia, Quistis.
637	+ATK/DEF/RES	last	—	Party +30%: Red XIII.
638	+ATK/MAG/MND	last	—	Party +30%: Mog, Scott.
6001	+30% ATK, -30% DEF	last	Dark Brgn	Self: Auron, Ayame, Celes, Cloud, Cyan, Fang, Gau, Guy, Nine, Queen, Refia, Scott, Sephiroth, Ward, Xezat, Zeid, Zell.
6003	+30% ATK/DEF/RES	last	—	Self: Noctis, Zell.
6004	+30% ATK, -30% RES	last	Hailstorm	Self: Leon, Luneth, Umoro.
6005	+30% ATK, +25% RES, crit=50%	last	—	Self: Auron, Delita.
6007	+30% ATK/DEF	last	—	Self: Ingus, Snow
6008	+30% ATK, +15% MND, crit=50%	last	—	Party: Porom
6011	+30% ATK/RES	last	—	Self: Ayame, Bartz, Dorgann.
6013	+30% ATK, +50% DEF	last	—	Self: Orlandeau. Party: Curilla.
6020	+30% ATK/MAG, -30% DEF	last	Stitch in Time	Self: Rude.
6023	+30% ATK, -30% MND	last	—	Self: Sora.
262-4	+ATK, cast speed	last	—	Self: Yda.
513	+150% ATK, -50% DEF	last	—	Self: Luneth
636	+10, 20, OR 30% ATK	last	—	Self, Party, and Foe: Zidane

### Stacking of ATK buffs (soft cap: +150%)

Buff stacking has significantly less effect past +150%.

Example buffs	Materia, burst mode		
	—	+20%	+20%, +20%
+30%	+30%	+56%	+87%
+50%	+50%	+80%	+116%
+30%, +30%	+69%	+103%	+143%
+50%, +30%	+95%	+134%	+181% => +158%
+30%, +30%, +30%	+120%	+164% => +154%	+216% => +165%
+50%, +30%, +30%	+154% => +151%	+204% => +163%	+265% => +173%

### Effect of ATK buffs (soft cap: 805 ATK)

Buffing ATK increases physical damage, but the damage gain is greatly reduced above the soft cap.

(There is no ATK soft cap for DEF-piercing attacks.)

ATK buffs	Net ATK buff	Physical damage dealt	piercing dmg dealt
+30%	+30%	(≤ 620 ATK) 1.60x – 1.14x (≥ 805 ATK)	1.27x
+50%	+50%	(≤ 537 ATK) 2.07x – 1.22x (≥ 805 ATK)	1.44x
+30, 30	+69%	(≤ 477 ATK) 2.57x – 1.30x (≥ 805 ATK)	1.60x
+50, 30	+95%	(≤ 413 ATK) 3.32x – 1.40x (≥ 805 ATK)	1.82x
+30, 30, 30	+120%	(≤ 367 ATK) 4.12x – 1.48x (≥ 805 ATK)	2.03x
+50, 30, 30	+151%	(≤ 321 ATK) 5.23x – 1.58x (≥ 805 ATK)	2.29x
+50, 30, 30, 20, 20	+173%	(≤ 295 ATK) 6.08x – 1.65x (≥ 805 ATK)	2.47x

### Monster DEF debuffs

ID	Debuff	Stacks	Abilities	Soul breaks
604	-DEF	last	Armor Brk(dwn) Box Step (Sara.)	Single: Cid IV, Cinque, Faris, Gordon, Kiros, Leon, Lion, Marcus, Mustadio, Prompto, Red XIII, Thancred, Thief i, Vaan, Wakka, Wol, Yda, Zidane. AoE: Barret, Vanille.
608	-DEF/RES	last	Crushing Tango Odin (#619)	Single: Barret (-70%), Delita, Edward, Fran, Freya, Irvine, Kain, Locke, Onion, Tyro, Vanille LM, Wakka. AoE: Fang, Faris, Lion, Strago, Yda.
609	-A/D/M/R	last	Full Break	Single: Barret, Cid IV, Faris, Fran, Marach, Noel, Prompto, Quina, Setzer, Seven, Wakka, Wol, Yda. Single -70% 8s: Leon. AoE: Cait Sith, Orran, Vanille.
611	-ATK/DEF	last	Mug Bloodlust	Single: Auron, Barret, Cait Sith, Faris, Freya, Lion, Meliadoul, Morrow, Orlandeau, Prompto, Quina, Rikku, Sazh, Setzer, Thief i, Wol, Yuffie. AoE: Garland, Irvine, Mog, Vaan, Yuffie.
620	-DEF/MAG	last	—	Single: Irvine, Thancred, Thief i, Vaan, Wakka. AoE: Marcus.
630	-A/D/M/R/MND	last	—	Single: Auron, Barret, Lion, Montblanc, Setzer, Shelke, Wakka. AoE: Cid iv, Cinque, Echo, Faris, Fran, Irvine, Kiros, Marcus, Mog, Mustadio, Prompto.
633	-ATK/DEF/MAG	last	—	Single -70% 8s: Fran, Freya, Wol. AoE -70% 8s: Lilisette.
635	-70% DEF/RES	last	—	Single: Irvine, Wol.
637	-ATK/DEF/RES	last	—	Single: Auron, Thancred (-70% 8s).
643	-DEF/MAG/RES	last	—	Single: Meliadoul.

### Stacking & effect of DEF debuffs (soft cap: -70%)

Debuff stacking becomes significantly weaker past -70%. (You're unlikely to reach the soft cap on break-resistant foes.)

#604 Armor Bkdn	#609 Full Break	#630 "penta-break"	#(other) -50% DEF	Net DEF debuff	Physical damage taken
-	-15%	-	-	-15%	1.08x
-20%	-	-	-	-20%	1.12x
-20%	-15%	-	-	-32%	1.21x
-20%	-15%	-15%	-	-42%	1.31x
-20%	-15%	-	-25%	-49%	1.40x
-20%	-15%	-15%	-25%	-57%	1.52x

Other debuffs that don't fit to the left:  
#646 (-DEF/RES/MAG): Single: Faris, Ultimaecia.  
#649 (-DEF/MAG/MND): Single: Vaan.

### Critical chance

Category	Stacks	Source 1: Character	Source 2: Action
Crit chance	add	Gear: 0/3/5% from weapon, +3% from Champion Belt VII. Crit chance buffs: The most recent overwrites gear value.	Ability or soul break: If has built-in chance.

### Critical damage multiplier

Category	Stacks	Ability	Buff
Crit damage	add	+50%, or abil's own if any	Most recent one

### Damage multipliers (also include critical dmg if applicable, and 0.5 for back row non-ranged)

Multiplier category	Stacks	Base value	Source 1	Source 2	Source 3	Source 4
Ability	—	Ability's multiplier	—	—	—	—
Ability type	add	1.0	Record materia	Record sphere	Legend materia	—
PHY weapon dmg	add	1.0	Record materia	Record sphere	Legend materia	—
Monster's elemental vulnerability	add	2.0 Weak 1.5 Slightly wk. 1.0 (normal) -1.0 Absorb	0.5 Resist 0.2 H. Resist 0.0 Null	"Imperil" effect: +0.2 vuln. (max +0.6)	—	—
Bonus vs. vuln.	add	1.0	Record materia	Record sphere	—	—
Elemental (self)	add	1.0	Record materia	Record sphere	Legend materia	—
Elemental (other)	add	1.0	Sum from gear: Wpn (+0.2) Armor (+0.2)	Elemental infusion: +0.5 for abilities +0.8 for soul breaks	CSB buff: +0.5, or +0.2	Other (added): party elem +/- "magia" points
Elemental (CSB)	add	1.0	CSB % debuff	—	—	—
EX modes	multiply	1.0	EX mode #1	EX mode #2	...	...

### Player's physical damage formula

Using the player's buffed ATK and monster's debuffed DEF, multiply the 3 parts of the damage formula.

Normal formula	DEF-piercing
$[ATK^{1.3}] \cdot ATK^{0.5}$ <i>Brackets stop growing at 805 ATK.</i>	$ATK^{0.9}$
$1 / DEF_{enemy}^{0.5}$	—
Damage multiplier	Damage multiplier

## Stacking: Player's magical damage

### Player MAG buffs

(For MND-based white magic attacks, see MND buffs in the Healing section.)

ID	Buff	Stacks	Abilities	Soul breaks
—	Record materia	—	—	—
532	Burst mode (+20% MAG)	last	—	every BSB
601	+MAG	last	Faith Mana's Pn. Mmto. Mori	Party: (+50%) Alphinaud, Garnet, Golbez, Red XIII, Serah, Strago, Vincent. (+30%) Braska, Edward, Krile, Papalymo, Rapha, Tellah. (+20%) Edea, Fusoya, Garnet, Kefka, Maria, Sazh. Self: Desch, Exdeath, Golbez, Rinoa, Terra.
609	+ATK/DEF/MAG/RES	last	—	Party +15%: Tyro
610	+ATK/MAG	last	—	Party +30%: Ace, Alphinaud, Basch, Celes, Deuce, Dorgann, Galuf, Gogo v, Gogo vi, Garnet, Gordon, Irvine, Kiros, Matoya, Morrow, Onion, Red XIII, Rikku, Sarah, Sazh, Seifer, Snow, Steiner, Tellah. Self: Locke, Vincent.
620	+DEF/MAG	last	—	Party: Echo, Garnet, Montblanc, Papalymo, Raines. Self: Golbez, Hope, Lulu, Maria, Nabaat, Reno, Serah, Vayne.
622	+MAG/RES	last	—	Party: CoD, Echo, Exdeath, Kujia, Rapha, Rydia, Setzer, Shantotto, Vivi. Self: Ashe, Barb., Edea, Hope, Krile, Lulu, Matoya, Palom, Raines, Seymour, Ultimecia, Vivi, Ysayle.
623	+MAG/MND	last	—	Party +30%: Aphmau, CoD, Edward, Exdeath, Fusoya, Garnet, Mog, Montblanc, Porom, Selphie, Serah, Yuna.
630	+A/D/M/R/MND	last	—	Party +15%: Tyro.
633	+ATK/DEF/MAG	last	—	Party +30%: Curilla, Ramza.
634	+ATK/MAG/RES	last	—	Party +30%: Gogo vi, Kimahri, Lenna, Minfilia, Quistis.
638	+ATK/MAG/MND	last	—	Party +30%: Mog, Scott.
642	+MAG/RES/MND	last	—	Party +30%: Edward, Onion.
643	+DEF/MAG/RES	last	—	Party +30%: Sazh.
6002	+30% MAG, -30% DEF	last	—	Self: Ace, Barb., CoD, Desch, Edea, Krile, Maria, Meia, Papa., Quistis, Rapha, Seymour, Tellah, Terra, Vivi, Ysayle.
6014	+30% MAG, -30% RES	last	—	Self: Ace, Braska, Montblanc, Raines.
6020	+30% ATK/MAG, -30% DEF	last	Stitch inTime	Self: Rude.
528	+20% MAG, +50% RES	last	—	Party: Lulu

### Stacking of MAG buffs (soft cap: +150%)

Buff stacking has significantly less effect past +150%.

Example buffs	Materia, burst mode		
	—	+20%	+20%, +20%
+30%	+30%	+56%	+87%
+30%, +30%	+69%	+103%	+143%
+30%, +30%, +30%	+120%	+164% => +154%	+216% => +165%

### Effect of MAG buffs (soft cap: 1056 MAG)

Buffing MAG increases magical damage, but the damage gain is greatly reduced above the soft cap.

(For RES-piercing attacks, the soft cap is only 370 MAG.)

MAG buffs	Net MAG buff	Magical damage dealt	(piercing) ≥ 370 MAG
+30%	+30%	(≤ 812 MAG) 1.54x - 1.14x	(≥ 1056 MAG) 1.07x
+30, +30	+69%	(≤ 625 MAG) 2.38x - 1.30x	(≥ 1056 MAG) 1.14x
+30, +30, +30	+120%	(≤ 481 MAG) 3.66x - 1.48x	(≥ 1056 MAG) 1.22x
30,30,30,20,20	+165%	(≤ 398 MAG) 4.99x - 1.63x	(≥ 1056 MAG) 1.28x

### Monster RES debuffs

Most high-level monsters are break resistant, halving the debuff percentage.

ID	Debuff	Stacks	Abilities	Soul breaks
607	-RES	last	Mental Break(down) Sutter/Stumble Step	Single: Fran, Fujin, Kiros, Red XIII, Vanille. AoE: Tyro.
608	-DEF/RES	last	Crushing Tango Odin (#619)	Single: Barret, Delita, Edward, Fran, Freya, Irvine, Kain, Locke, Onion, Tyro, Vanille LM, Wakka. Single -70% 8s: Leon. AoE: Fang, Faris, Lion, Strago, Yda.
609	-ATK/DEF/MAG/RES	last	Full Break	Single: Barret (-70%), Cid iv, Faris, Fran, Marach, Noel, Prompto, Quina, Setzer, Seven, Wakka, Wol, Yda. AoE: Cait Sith, Orran, Vanille.
621	-ATK/RES	last	—	Single: Irvine, Leila, Rikku, Setzer, Vaan. AoE: Rapha.
622	-MAG/RES	last	—	Single: Cait Sith, Marach, Quina, Sazh, Setzer. AoE: Echo, Fujin, Palom.
630	-A/D/M/R/MND	last	—	Single: Auron, Barret, Lion, Montblanc, Setzer, Shelke, Wakka. AoE: Cid IV, Cinque, Echo, Faris, Fran, Irvine, Kiros, Marcus, Mog, Mustadio, Prompto.
631	-RES/MND	last	—	—
634	-ATK/MAG/RES	last	—	Single: Noel, Seven. AoE: Emperor.
635	-70% DEF/RES	last	—	Single: Irvine, Wol.
637	-ATK/DEF/RES	last	—	Single: Auron, Thancred (-70% 8s).
643	-DEF/MAG/RES	last	—	Single: Meliadoul.

### Stacking & effect of RES debuffs (soft cap: -70%)

Debuff stacking becomes significantly weaker past -70%.

(You're unlikely to reach the soft cap on break-resistant foes.)

#607 Mental Brkdw	#609 Full Break	#630 "penta-break"	#(other) -50% RES	Net RES debuff	Magical damage taken
-	-15%	-	-	-15%	1.08x
-25%	-	-	-	-25%	1.15x
-25%	-15%	-	-	-36%	1.25x
-25%	-15%	-15%	-	-46%	1.36x
-25%	-15%	-	-25%	-52%	1.45x
-25%	-15%	-15%	-25%	-59%	1.57x

Other debuffs that don't fit to the left:

#646 (-DEF/RES/MAG): Single: Faris, Ultimecia.

### Damage multipliers

Multiplier category	Stacks	Base value	Source 1	Source 2	Source 3	Source 4
Ability	—	Ability's multiplier	—	—	—	—
Ability type	add	1.0	Record materia	Record sphere	Legend materia	—
BLK/SUM/WHT/NIN damage	add	1.0	Record materia	Record sphere	Legend materia	—
Monster's elemental vulnerability	add	2.0 Weak 1.5 Slightly wk. 1.0 (normal) -1.0 Absorb	0.5 Resist 0.2 H. Resist 0.0 Null	"Imperil" effect: +0.2 vuln. (max +0.6)	—	—
Bonus vs. vuln.	add	1.0	Record materia	Record sphere	—	—
Elemental (self)	add	1.0	Record materia	Record sphere	Legend materia	—
Elemental (other)	add	1.0	Sum from gear: Wpn (+0.2) Armor (+0.2)	Elemental infusion: +0.5 for abilities +0.8 for soul breaks	CSB buff: +0.5, or +0.2	Other (added): party elem +/- "magia" points
Elemental (CSB)	add	1.0	CSB % debuff	—	—	—
EX modes	multiply	1.0	EX mode #1	EX mode #2	...	...

### Player's magical damage formula

Using the player's buffed MAG and monster's debuffed RES, multiply the 3 parts of the damage formula.

Normal formula	RES-piercing
$[MAG^{1.15}] \cdot MAG^{0.5}$ <i>Brackets stop growing at 1055 MAG.</i>	$[MAG^{0.575}] \cdot MAG^{0.25}$ <i>Brackets stop growing at 370 MAG.</i>
$1 / RES_{\text{enemy}}^{0.5}$	—
Damage multiplier	Damage multiplier

## Stacking: Monster's physical damage

### Player DEF buffs

ID	Buff	Stacks	Abilities	Soul breaks
—	Record materia	—	—	—
207	Protect	—	Protect	many
532	Burst mode (+20% ATK)	last	—	every BSB
604	+DEF	last	Shield Bash Steal Defense Assault Sabre	Party +100%: Angeal, Hilda, Marche, Nine, Ramza, Sabin. Party +50%: Bartz, Beatrix, Edgar, Luneth, Rydia, Seifer, Snow. Self: Basch, Dorgann, Snow, War. of Lt., Zidane; <i>Seifer (debuff)</i> .
608	+DEF/RES	last	Mmnto. Prot.	Party +200%: Cecil pal., Tyro, Y'shtola. Party +20%: Basch, Cecil pal.
609	+ATK/DEF/MAG/RES	last	—	Party +15%: Tyro
611	+ATK/DEF	last	Mug Bloodlust	Party: Basch, Cait Sith, Desch, Dorgann, Leo, Leon, Quina, Reks, Sarah, Snow. Self: Amarant, Aranea, Beatrix, Celes, Cid vii, Edgar, Estinien, Fang, Gabranth, Gaffgarion, Guy, Ignis, Ingus, Jecht, Kain, Kimahri, King, Master, Nine, Paine, Queen, Refia, Reno, Rikku, Sabin, Seifer, Sora, Tidus, Vayne, Yda, Yuffie, Zack, Zell.
620	+DEF/MAG	last	—	Party: Echo, Garnet, Montblanc, Papalymo, Raines. Self: Golbez, Hope, Lulu, Maria, Nabaat, Reno, Serah, Vayne.
624	+ATK/DEF/MND	last	—	Party: Red XIII
630	+A/D/M/R/MND	last	—	Party +15%: Tyro.
633	+ATK/DEF/MAG	last	—	Party: Curilla, Ramza.
637	+ATK/DEF/RES	last	—	Party: Red XIII.
643	+DEF/MAG/RES	last	—	Party: Sazh.
6001	+30% ATK, -30% DEF	last	Dark Bargain	Self: Auron, Ayame, Celes, Cloud, Cyan, Fang, Gau, Guy, Nine, Queen, Refia, Scott, Sephiroth, Ward, Xezat, Zeid, Zell.
6002	-30% DEF, +30% MAG	last	—	Self: Ace, Barb., CoD, Edea, Krile, Maria, Meia, Papalymo, Quistis, Rapha, Seymour, Tellah, Terra, Vivi, Ysaille.
6003	+30% ATK/DEF/RES	last	—	Self: Noctis, Zell.
6007	+30% ATK/DEF	last	—	Self: Ingus, Snow
6013	+30% ATK, +50% DEF	last	—	Self: Orlandeau. Party: Curilla.
6015	-50% DEF, -25% RES	last	—	Self: Seifer.
6020	-30% DEF, +30% ATK/MAG	last	Stitch in Time	Self: Rude.
269	-40% DEF/RES, 2x cast speed	last	—	Self: Josef, Master, Yang.
502	+200% DEF, taunt PHY/BLK	last	—	Self: Agrias, Auron, Basch, Beatrix, Cecil p., Ceodore, Curilla, Gilgamesh, Gladiolus, Ingus, Leo, Leon, Seifer, Snow, Steiner.
513	+150% ATK, -50% DEF	last	—	Self: Luneth.
522	+100% DEF, taunt PHY	last	Draw Fire Gaia's Cross	—
6021	+100% DEF/RES, +50% MND	last	—	Self: Haurchefant.

### Stacking of DEF buffs (soft cap: +350%)

Buff stacking has significantly less effect past +350%.  
However, *Protect* bypasses the cap—apply it afterwards.

Example buffs (other than Protect)	Materia, burst mode		
	—	+20%	+20%, +20%
+50%	+50%	+80%	+116%
+100%	+100%	+140%	+188%
+200%	+200%	+260%	+332%
+100%, +100%	+300%	+380% =>	+476% =>
+200%, +50%	+350%	+440% =>	+548% =>
+200%, +100%	+500% =>	+620% =>	+764% =>
	+446%	+487%	+522%

If Protect is also used, apply +100% multiplicatively to the combined, capped value from the table above.

### Effect of DEF buffs

Buffing DEF reduces physical damage taken.

DEF buffs (other than Protect)	Net DEF buff	Damage taken	Net buff w/ Protect	Damage taken
+50%	+50%	.71x	+200%	.40x
+100%	+100%	.56x	+300%	.31x
+200%	+200%	.40x	+500%	.22x
+100, 100	+300%	.31x	+700%	.18x
+200, 50	+350%	.28x	+800%	.16x
+200, 100	+446%	.24x	+992%	.14x
+200, 100, 20, 20	+522%	.22x	+1144%	.12x

### Monster ATK debuffs

Most high-level monsters are break resistant, halving the debuff percentage.

ID	Debuff	Stacks	Abilities	Soul breaks
603	-ATK	last	Power Bk(dn) Weak Polka Exhaust. Polka Steal Power	Single: Auron, Barret, Bartz, Echo, Faris, Fran, Gordon, Haurch., Leon, Lion, Locke, Meliadoul, Minfilia, Noel, Prompto, Rikku, Seven, Shelke, Wakka, Zidane. AoE: Cid vii, Delita, Hope, Kefka, Vaan, Zidane.
609	-ATK/DEF/MAG/RES	last	Full Break	Single: Barret, Cid iv, Faris, Fran, Marach, Noel, Prompto, Quina, Setzer, Seven, Wakka, Wol, Yda. AoE: Cait Sith, Ornan, Vanille.
610	-ATK/MAG	last	Enfbl. Jitterbug	Single: Agrias, Edward, Fang, Haurch., Ingus, Irvine, Locke, Meliadoul, Mog, Mustadio, Nabaat, Setzer, Tyro. -70% 8s: Cid iv, Emperor, Wakka. AoE: Cait Sith, Faris, Fran, Gordon, Setzer, Wol.
611	-ATK/DEF	last	Mug Bloodlust	Single: Auron, Barret, Cait Sith, Faris, Freya, Lion, Meliadoul, Morrow, Orlandeau, Prompto, Quina, Rikku, Sazh, Setzer, Thief I, Wol, Yuffie. AoE: Garland, Irvine, Mog, Vaan, Yuffie.
621	-ATK/RES	last	—	Single: Irvine, Leila, Rikku, Setzer, Vaan. AoE: Marach.
630	-A/D/M/R/MND	last	—	Single: Auron, Barret, Lion, Montblanc, Setzer, Shelke, Wakka. AoE: Cid iv, Cinque, Echo, Faris, Fran, Irvine, Kiros, Marcus, Mog, Mustadio, Prompto.
632	-ATK/MND	last	—	Single: Leila.
633	-A/D/M	last	—	Single -70% 8s: Fran, Freya, Wol. AoE -70% 8s: Lilisette.
634	-A/M/R	last	—	Single: Noel, Seven. AoE: Emperor.
636	-ATK	last	—	Single -10,20, or 30%: Zidane
637	-A/D/R	last	—	Single: Auron, Thancred (-70% 8s).
638	-A/M/MND	last	—	AoE: Gordon. Single: Faris, Wol.

### Stacking & effect of ATK debuffs (soft cap: -65%)

Debuff stacking becomes significantly weaker past -65%.  
(But you're unlikely to reach the soft cap on break-resistant foes.)

Most foes are well above the monster soft cap of 346 ATK, and debuffs provide less damage reduction in those cases.

#604 Power Bkdwn	#609 Full Break	#630 "penta-break"	#(other) -50% ATK	Net ATK debuff	Physical damage dealt
-	-15%	-	-	-15%	(≤ 346 ATK) .72x - .89x (≥ 407 ATK)
-20%	-	-	-	-20%	(≤ 346 ATK) .64x - .86x (≥ 433 ATK)
-20%	-15%	-	-	-32%	(≤ 346 ATK) .46x - .76x (≥ 509 ATK)
-20%	-15%	-15%	-	-42%	(≤ 346 ATK) .34x - .68x (≥ 599 ATK)
-20%	-15%	-	-25%	-49%	(≤ 346 ATK) .26x - .62x (≥ 679 ATK)
-20%	-15%	-15%	-25%	-57%	(≤ 346 ATK) .19x - .56x (≥ 798 ATK)

Other values that may come up: -10% ATK gives .81-.93 dmg, -25% ATK gives .56-.82 dmg.

### Damage multipliers

Multiplier category	Stacks	Base value	Source 1	Source 2
Ability	—	Enemy's ability multiplier	—	—
Player row	—	1.0, or 0.5 if non-ranged vs. back row	—	—
Defend command	—	1.0, or 0.5 if Defend used	—	—
Critical damage	—	1.0, or 1.5 if critical hit	—	—
Player's elemental vulnerability	add	1.0	Best from gear/Leg. Spheres: +1.0 Weak -0.1 Minor resist -0.3 Moderate resist -0.6 Major resist Accessory synergy: -0.1	Elemental inf.: -0.2

### Monster's physical damage formula

Using the player's buffed DEF and monster's debuffed ATK, multiply the 3 parts of the damage formula.

Normal formula	DEF-piercing
$[ATK_{enemy}^{1.3}] \cdot ATK_{enemy}^{0.7}$ Brackets stop growing at 346 ATK.	$ATK_{enemy}^{1.0}$ Enemy attacks use various exponents.
$1 / DEF^{0.84}$	—
Damage multiplier	Damage multiplier

## Stacking: Monster's magical damage

### Player RES buffs

ID	Buff	Stacks	Abilities	Soul breaks
—	Record materia	—	—	—
207	Shell	—	Shell	many
532	Burst mode (+20% ATK)	last	—	every BSB
607	+RES	last	Bracing Bash	Party +100%: Arc, Deuce, Machina, Ovelia, Selphie, Steiner, Strago, Ursula. Party +50%: Celes, Echo, Garnet, Lenna, Penelo, Rikku, Seifer, Yuna Self: Agrias, Beatrix, Cecil p., Steiner, War. of Lt.
608	+DEF/RES	last	Mmto. Prot.	Party +200%: Cecil pal., Tyro, Y'shtola. Party +20%: Basch, Cecil pal.
609	+ATK/DEF/MAG/RES	last	—	Party +15%: Tyro
621	+ATK/RES	last	—	Party: Ignis, Leo, Orran. Ally: Aerith. Self: Cecil dk, Ceodore, Galuf, Laguna, Leila, Master, Rikku, Sabin, Umaro, Vaan.
622	+MAG/RES	last	—	Party: CoD, Echo, Exdeath, Kuja, Rapha, Rydia, Setzer, Shantotto, Vivi. Self: Ashe, Barb., Edea, Hope, Krile, Lulu, Matoya, Palom, Raines, Seymour, Ultimecia, Vivi, Ysaye.
630	+A/D/M/R/MND	last	—	Party +15%: Tyro.
631	+RES/MND	last	—	Self: Arc, Lenna, Sarah.
634	+ATK/MAG/RES	last	—	Party +30%: Gogo vi, Kimahri, Lenna, Minfilia, Quistis.
637	+ATK/DEF/RES	last	—	Party +30%: Red XIII.
642	+MAG/RES/MND	last	—	Party +30%: Edward, Onion.
643	+DEF/MAG/RES	last	—	Defy +30%: Sazh.
6003	+30% ATK/DEF/RES	last	—	Self: Noctis, Zell.
6004	+30% ATK, -30% RES	last	Hailstorm	Self: Ingus, Snow, Umaro.
6005	+30% ATK, +25% RES, Crit=50%	last	—	Self: Auron, Delita.
6011	+30% ATK/RES	last	—	Self: Ayame, Bartz, Dorgann.
6014	+30% MAG, -30% RES	last	—	Self: Ace, Braska, Montblanc, Raines.
6015	-50% DEF, -25% RES	last	—	Self: Seifer.
269	-40% DEF/RES, 2x cast speed	last	—	Self: Josef, Master, Yang.
527	+100% RES, taunt BLK	last	Magic Lure	—
528	+20% MAG, +50% RES	last	—	Party: Lulu.
6021	+100% DEF/RES, +50% MND	last	—	Self: Haurchefant.

### Stacking of RES buffs (soft cap: +350%)

Buff stacking has significantly less effect past +350%.

However, *Shell* bypasses the cap — apply it afterwards.

Example buffs (other than Shell)	Materia, burst mode		
	—	+20%	+20%, +20%
+50%	+50%	+80%	+116%
+100%	+100%	+140%	+188%
+200%	+200%	+260%	+332%
+100%, +100%	+300%	+380% => +378%	+476% => +436%
+200%, +50%	+350%	+440% => +417%	+548% => +465%
+200%, +100%	+500% => +446%	+620% => +487%	+764% => +522%

If Shell also used, apply +100% multiplicatively to values above.

### Effect of RES buffs

Buffering RES reduces magical damage taken.

RES buffs (other than Shell)	Net RES buff	Damage taken	Net buff w/ Shell	Damage taken
+50%	+50%	.71x	+200%	.40x
+100%	+100%	.56x	+300%	.31x
+200%	+200%	.40x	+500%	.22x
+100, 100	+300%	.31x	+700%	.18x
+200, 50	+350%	.28x	+800%	.16x
+200, 100	+446%	.24x	+992%	.14x
+200, 100, 20, 20	+522%	.22x	+1144%	.12x

### Monster MAG debuffs

Most high-level monsters are break resistant, halving the debuff percentage.

ID	Debuff	Stacks	Abilities	Soul breaks
601	-MAG	last	Magic Brk(dwn) Heathen Frolic H.F. Sarabande	Single: Auron, Barret, Cid iv, Echo, Emperor, Fran, Haurch., Lilisette, Marcus, Minfilia, Mog, Morrow, Noel, Prompto, Rinoa, Seven, Shelke, Vaan, Wakka. AoE: Echo, Eiko, Refia.
609	-ATK/DEF/MAG/RES	last	Full Break	Single: Barret, Cid iv, Faris, Fran, Marach, Noel, Prompto, Quina, Setzer, Seven, Wakka, Wol, Yda. AoE: Cait Sith, Orran, Vanille.
610	-ATK/MAG	last	Enfbl. Jitterbug	Single: Agrias, Edward, Fang, Haurch., Ingus, Irvine, Leon, Locke, Mog, Mustadio, Nabaat, Setzer, Tyro. -70% 8s: Cid iv, Emperor, Wakka. AoE: Cait Sith, Faris, Fran, Gordon, Setzer, Wol.
620	-DEF/MAG	last	—	Single: Irvine, Thancred, Thief I, Vaan, Wakka. AoE: Marcus.
622	-MAG/RES	last	—	Single: Cait Sith, Marach, Quina, Sazh, Setzer. AoE: Echo, Fujin, Palom.
623	-MAG/MND	last	—	AoE: Minwu. Single: Morrow.
630	-A/D/M/R/MND	last	—	Single: Auron, Barret, Lion, Montblanc, Setzer, Shelke, Wakka. AoE: Cid iv, Cinque, Echo, Faris, Fran, Irvine, Kiros, Marcus, Mog, Mustadio, Prompto.
633	-ATK/DEF/MAG	last	—	Single -70% 8s: Fran, Freya, Wol. AoE -70% 8s: Lilisette.
634	-ATK/MAG/RES	last	—	Single: Noel, Seven. AoE: Emperor.
638	-ATK/MAG/MND	last	—	AoE: Gordon. Single: Faris, Wol.
643	-DEF/MAG/RES	last	—	Single: Meliadoul.

### Stacking & effect of MAG debuffs (soft cap: -65%)

Debuff stacking becomes significantly weaker past -65%.

(But you're unlikely to reach the soft cap on break-resistant foes.)

Against foes above the monster soft cap of 742 MAG, debuffs provide less damage reduction (see the right hand damage reduction number below).

#601 Magic Brkdown	#609 Full Break	#630 "penta-break"	#(other) -50% MAG stacking	Net MAG debuff	Magical damage dealt
-	-15%	-	-	-15%	(≤ 742 MAG) .74x - .89x (≥ 873 MAG)
-25%	-	-	-	-25%	(≤ 742 MAG) .59x - .82x (≥ 989 MAG)
-25%	-15%	-	-	-36%	(≤ 742 MAG) .44x - .73x (≥ 1164 MAG)
-25%	-15%	-15%	-	-46%	(≤ 742 MAG) .32x - .65x (≥ 1369 MAG)
-25%	-15%	-	-25%	-52%	(≤ 742 MAG) .26x - .60x (≥ 1552 MAG)
-25%	-15%	-15%	-25%	-59%	(≤ 742 MAG) .19x - .53x (≥ 1826 MAG)

Other values that may come up: -10% MAG gives .82-.93 dmg, -20% MAG gives .66-.86 dmg.

Other debuffs that don't fit to the left:  
#646 (-DEF/RES/MAG): Single: Faris, Ultimecia.  
#649 (-DEF/MAG/MND): Single: Vaan.

### Damage multipliers

Multiplier category	Stacks	Base value	Source 1	Source 2
Ability	—	Enemy's ability multiplier	—	—
Defend command	—	1.0, or 0.5 if Defend used	—	—
Player's elemental vulnerability	add	1.0	Best from gear/Leg. Spheres: +1.0 Weak -0.1 Minor resist -0.3 Moderate resist -0.6 Major resist Accessory synergy: -0.1	Elemental inf.: -0.2

### Monster's magical damage formula

Using the player's buffed RES and monster's debuffed MAG, multiply the 3 parts of the damage formula.

Normal formula	RES-piercing
$[MAG_{enemy}^{1.15}] \cdot MAG_{enemy}^{0.7}$ Brackets stop growing at 742 MAG.	$MAG_{enemy}^{0.925}$ Enemy attacks use various exponents.
$1 / RES^{0.84}$	—
Damage multiplier	Damage multiplier



## Stacking: Player's healing

### Player MND buffs

ID	Buff	Stacks	Abilities	Soul breaks
—	Record materia	—	—	—
532	Burst mode (+20% MND)	last	—	every BSB
602	+MND	last	Grace	Party +30%: Yda. Self: Arc, Elarra, Lenna, Minwu, Ovelia, Penelo, Quina. Ally: Aerith, Arc, Lenna.
623	+MAG/MND	last	—	Party +30%: Aphmau, CoD, Edward, Exdeath, Fusoya, Garnet, Mog, Montblanc, Penelo (15%), Porom, Selphie, Serah, Yuna.
624	+ATK/DEF/MND	last	—	Party +30%: Red XIII.
630	+A/D/M/R/MND	last	—	Party +15%: Tyro.
631	+RES/MND	last	—	Self: Arc, Lenna, Sarah.
632	+ATK/MND	last	—	Self: Leila. Party: Aemo, Marche, Sice.
638	+ATK/MAG/MND	last	—	Party: Mog, Scott.
642	+MAG/RES/MND	last	—	Party: Edward, Onion.
644	+MND	last	Goddess's Hymn	—
6008	+30% ATK, +15% MND, crit=50%	last	—	Party: Porom.
6021	+100% DEF/RES, +50% MND	last	—	Self: Haurchefant.
6023	-30% MND, +30% ATK	last	—	Self: Sora.

Unused IDs: #630 +ATK/DEF/MAG/RES/MND.

### Stacking of MND buffs (soft cap: +150%)

Buff stacking has significantly less effect past +150%.

	Materia, burst mode		
Example buffs	—	+20%	+20%, +25%
+30%	+30%	+56%	+95%
+30%, +30%	+69%	+103%	+154% => +151%
+30%, +30%, +30%	+120%	+164% => +154%	+230% => +168%

### Effect of MND buffs

There is no MND soft cap for healing.

Buffing MND increases healing.

This can be viewed as an increase in the healing multiplier

MND buffs	Net MND buff	Healing boost	h25	h50	h85	h105
+30%	+30%	1.22x	h31	h61	h104	h128
+30, +30	+69%	1.48x	h37	h74	h126	h155
+30, +30, +30	+120%	1.81x	h45	h91	h154	h190
+30,30,30,20,25	+168%	2.09x	h52	h105	h178	h219

### Healing multipliers

Multiplier category	Stacks	Base value	Source 1	Source 2	Source 3	Source 4
Ability	—	Ability's multiplier	—	—	—	—
WHT healing	add	1.0	Record materia	Record sphere	[JP] Legend materia	—

### Player's healing formula

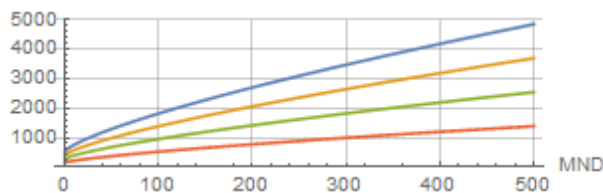
Using the player's buffed MND, multiply the two parts of the damage formula.

#### Healing formula

$$5 + \text{MND}^{0.75} \cdot \frac{100}{256}$$

Healing multiplier

Healing grows relatively slowly with MND. Below are the healing amounts of Cure (h30), Cura (h55), Curaga (h85), and Curaja (h105).



It's interesting to know how much of a MND buff is needed to "upgrade" the various party-wide soul break heals to the next more powerful level.

h85 to h105: One +30% MND buff.

h50 to h85: Two +30% MND buffs and burst mode.

h25 to h50: Three +30% MND buffs and burst mode.

Regen is another source of healing. The duration is affected by MND, but not the healing amount. It can be especially valuable in battles with AoE damage, where an extra thousand HP from Regen can keep a character alive while waiting for the healer to get to them.

- Regen (hi) heals 60% of max HP every 30 seconds. That's around 500 per 4-second turn. During a "typical" 50 second fight, it heals around 6k, or about one-and-a-half Curajas (but some is wasted when characters are at full HP).
- Regen (lo) heals 30% of max HP every 30 seconds. That's around 250 per 4-second turn. Over the course of a fight, it heals around 3k, or about three-quarters of a Curaja.

Sources for stacking info:

Enlir's spreadsheet (calculator tab)

Enlir crit info (use most recent crit rate buff) [https://www.reddit.com/r/FFRecordKeeper/comments/5j5rd0/about\\_abilities\\_with\\_native\\_critical\\_rates\\_and/](https://www.reddit.com/r/FFRecordKeeper/comments/5j5rd0/about_abilities_with_native_critical_rates_and/)

lamont2718 (crit dmg buffs don't stack) [https://ik.reddit.com/r/FFRecordKeeper/comments/64j5rh/question\\_about\\_crit\\_boosting/dg2kpm2/](https://ik.reddit.com/r/FFRecordKeeper/comments/64j5rh/question_about_crit_boosting/dg2kpm2/)

Enlir legend sphere resists act like gear resists, so elem. resist uses best one [https://ik.reddit.com/r/FFRecordKeeper/comments/5p5lip/elemental\\_resistance\\_from\\_legend\\_spheres\\_seems\\_to/](https://ik.reddit.com/r/FFRecordKeeper/comments/5p5lip/elemental_resistance_from_legend_spheres_seems_to/)

ElNinoFr's spreadsheet (calculator tab)

## Multipliers: physical vs. magical

Magical actions have much higher damage multipliers than physical ones, but the difference is more subtle than it first appears.

### ATK formula advantage

Damage equals the product of the **offensive stat formula**, **defensive stat formula**, and **damage multiplier**. To compare the strength of two actions, we need to look at the offensive formulas in addition to the damage multipliers.

The ATK formula is always stronger than the MAG formula, as shown on the right, but the exact difference varies with stats.

Dividing the two damage curves yields the second chart. This “ATK formula advantage” acts like an extra damage multiplier for physical actions.

For high level characters (stats of 400–800), the ATK advantage is relatively independent of stats (the line is roughly horizontal). That fact lets us approximate it as a simple constant of 2.6x in the analysis below.

Chart: relative performance of ATK and MAG formulas.

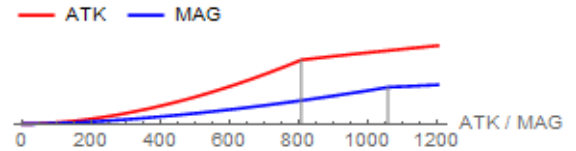
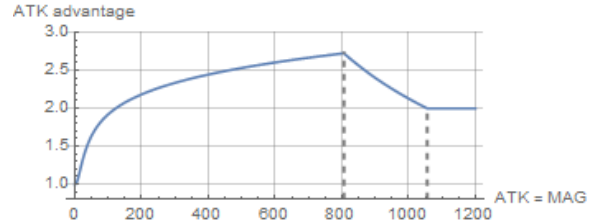


Chart: advantage of ATK formula over MAG formula.



### Ability multipliers should be compared after including the ATK formula advantage

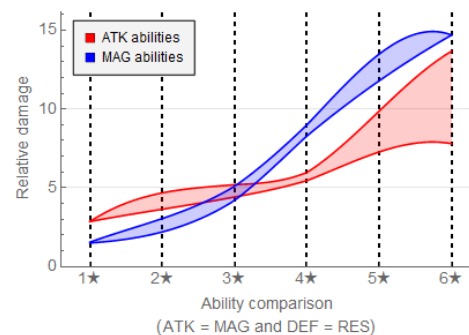
To accurately compare damage, we must account for the ATK formula advantage in a physical action’s multiplier. That’s the value that should be compared with MAG multipliers.

The multipliers of single-target damage-focused abilities lie in these ranges.

Rarity	ATK abilities	ATK with 2.6x advantage	MAG abilities
1★	p1.1 – p1.1	2.9 – 2.9	m1.5 – m1.55
2★	p1.4 – p1.8	3.6 – 4.7	m2.2 – m3.05
3★	p1.7 – p2.0	4.4 – 5.2	m4.2 – m5.1
4★	p2.1 – p2.3	5.5 – 6.0	m8.3 – m9.0
5★	p2.8 – p3.8	7.3 – 9.9	m11.8 – m13.5
6★	p3.0 – p5.3	7.8 – 13.8	m14.7 – m14.7

For characters with equal ATK and MAG (vs. an enemy with equal DEF and RES), the last two columns give the true comparison of damage done. For example, Launch (3-star ATK, p2.0) and Firaga (3-star MAG, m4.9) do similar amounts of damage.

Chart: ability multipliers including ATK advantage.



(Omega Drive and Lifebane skew the 6★ multipliers; omitting those abilities would remove the top half of the red 6★ range.)

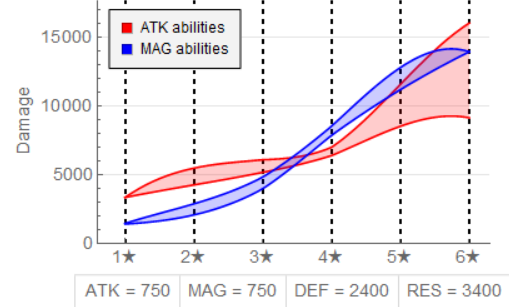
### Boss defensive stats give physical actions a further advantage

Above we considered the effect of the offensive stat formula on overall damage, partly explaining why magical multipliers are so much higher than physical.

That covers the “character side” of the calculation. Total damage also involves a “boss side” involving the defensive stat formula. However, boss stats vary widely, so we can’t summarize the physical vs. magical difference with a single number like the 2.6 we used above.

It’s fairly common for boss RES to be higher than DEF. At some “typical” stats of 2400 DEF and 3400 RES, physical actions gain a roughly 1.2x damage gain compared to magical. This “DEF formula advantage” will be different for each boss.

Chart: ability damage vs. “typical” boss stats



### Soul breaks

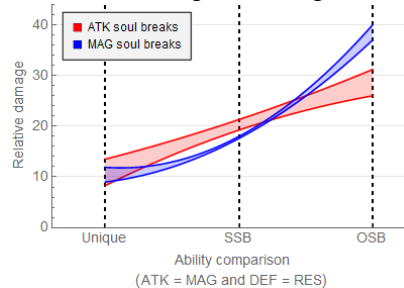
Soul break multipliers show a similar physical vs. magical divide. Again, taking the ATK formula advantage into account reveals the true differences.

Single-target soul break multipliers lie in these ranges.

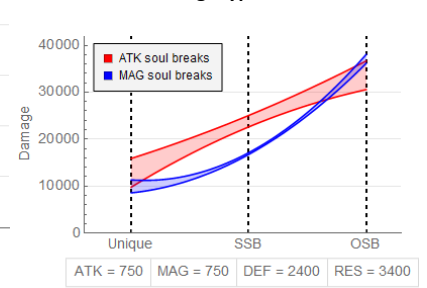
Category	ATK soul breaks	ATK with 2.6x advantage	MAG soul breaks
Unique	p3.2 – 5.2	8.3 – 13.5	m9.0 – 11.9
SSB	p7.4 – 8.2	19.2 – 21.3	m17.6 – 18.0
BSB	p7.5 – 8.0	19.5 – 20.8	m14.4 – 19.9
OSB	p10.0 – 12.0	26.0 – 31.2	m37.0 – 40.0

Charts: soul break damage ...

...including ATK advantage



...also including “typical” boss stats



In summary, magical actions do indeed outperform physical ones, but only at the higher tiers. The true difference is much smaller than the multipliers alone would seem to indicate, because of the ATK formula advantage and the tendency for bosses to have lower DEF than RES.

## Piercing damage

A handful of attacks ignore DEF/RES in the damage calculation. The community refers to these as “piercing” attacks. The damage is entirely determined by the attacker (except for the defender’s elemental vulnerability).

To compensate for the loss of defensive reductions, they use much weaker offensive stat formulas. To compensate for the weaker offense in turn, they use unusually large multipliers.

Since piercing’s offensive stat formulas grow weakly with stat increases, the best way to boost piercing damage is with damage multipliers. Edge’s 1.4x Ninja damage materia is a common choice, along with elemental-boosting equipment.

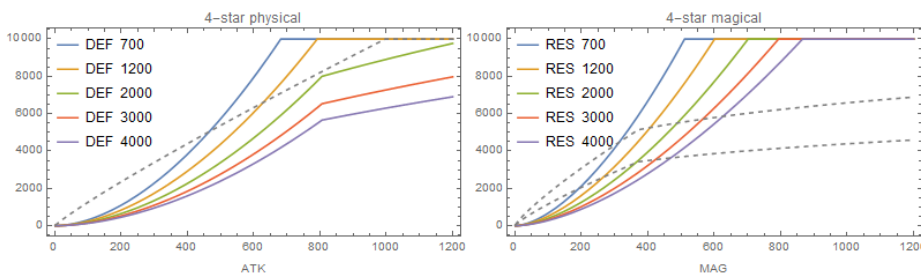
Note: player piercing attacks are calculated by using the normal damage formula, with ATK/MAG first raised to the 0.5 power, and DEF/RES set to 1. This was already taken into account in the damage formulas in the Stacking section above. However, be aware that monster piercing attacks sometimes use other exponents for ATK/MAG.

### When are piercing attacks advantaged?

Piercing attacks are best used against foes with very high DEF/RES, where normal attacks struggle to do large amounts of damage. Since stat buffs do little for piercing attacks, damage multipliers can be used instead, often allowing piercing attacks to reach the 9999 damage hard cap no matter how high the foe’s stats are.

Physical piercing attacks have no ATK soft cap. Magical piercing attacks have a very low 370 MAG soft cap; this means that piercing magical attacks are usually only useful against foes with an elemental vulnerability.

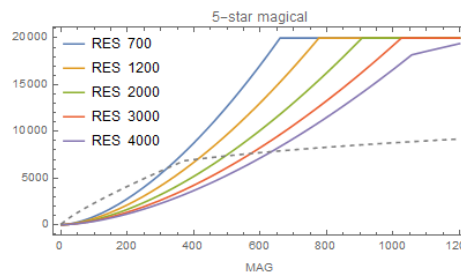
**Comparison of 4-star abilities:** These two charts compare piercing damage (dotted lines) with normal ability damage. The two dotted lines in the magical plot are for Phantasm and the weaker AoE Gust ability. No damage buffs are included here, but see below. Piercing attacks are superior at low offensive stat values (i.e., the dotted lines are above the colored lines on the left sides of the plots). As boss stats rise (various colored lines), the range of superiority for piercing attacks becomes wider. In some cases, the piercing attack can be superior to the normal attack at all values of the offensive stat.



When do piercing attacks beat normal 4★ abilities?  
( $p^{2.1}$  vs.  $p^{20}$ , and  $m^{9.0}$  vs.  $m^{26}$  and  $m^{39}$ )

DEF	$p^{20.0}$	RES	$m^{26.0}$	$m^{39.0}$
700	< 465 ATK	700	< 191 MAG	< 313 MAG
1200	< 628 ATK	1200	< 265 MAG	< 407 MAG
2000	always	2000	< 362 MAG	< 488 MAG
3000	always	3000	< 422 MAG	< 564 MAG
4000	always	4000	< 468 MAG	< 625 MAG

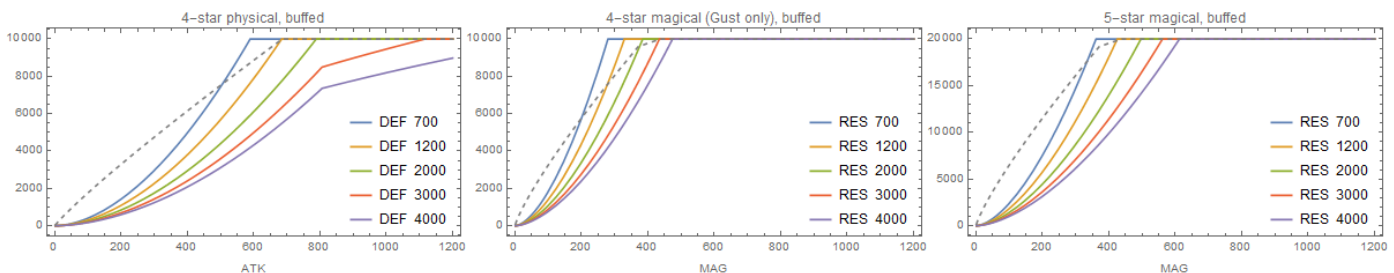
**Comparison of 5-star abilities:** There are no 5-star physical piercing abilities. The chart shows 2-hit abilities, so the damage scale goes to 20,000.



When do piercing attacks beat normal 5★ abilities?  
( $m^{11.8/2}$  vs.  $m^{52.0/2}$ )

RES	$m^{52.0}$
700	< 319 MAG
1200	< 411 MAG
2000	< 494 MAG
3000	< 571 MAG
4000	< 633 MAG

**Damage multipliers and the damage cap:** The full story of the comparison should incorporate damage boosts as well. Below are the same 3 graphs as above, but with some common materia bonuses included. For physical, 1.3x (weapon damage) vs. piercing 1.4x (Ninja damage). For magical, 2x elemental weakness, along with 1.35x (Devotion) vs. piercing 1.4x (Ninja damage). Because of the 9999 or 19998 damage caps, the piercing abilities become very strong when enough damage buffs are active.



## Damage buffs vs. stat buffs, and elemental equipment

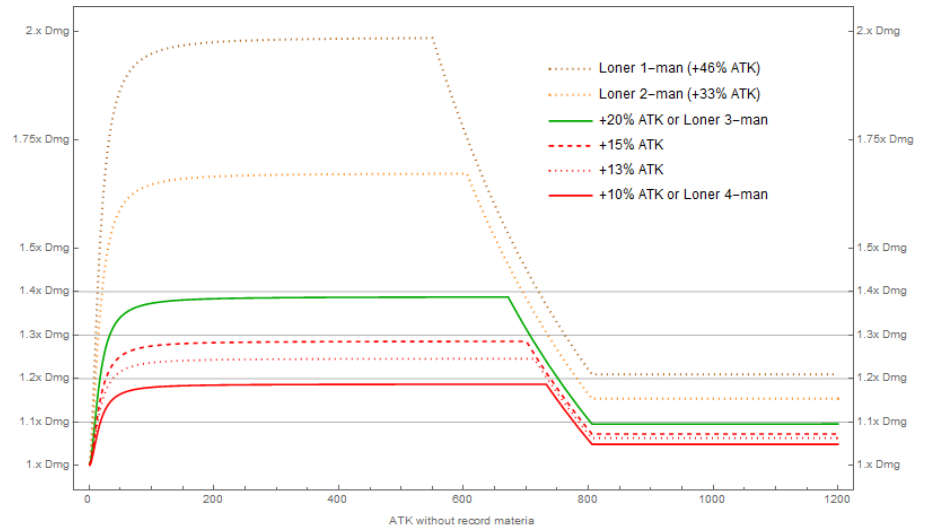
At the beginning of this section I gave some rules of thumb on selecting damage materia vs. stat materia. Here's a bit more detail for those who are interested. As a stat's soft cap is approached, a given percent buff to the stat goes from providing a large damage boost to a small one.

### Physical damage

On the right, the horizontal gray lines are fixed damage boosts, which are the same for any ATK value. For ATK boosts, the resulting amount of damage boost drops greatly as the soft cap is approached.

For ATK buffs that don't reach the soft cap, the damage boost is roughly equal to double the stat boost percentage, e.g. +10% ATK is around 1.2x damage.

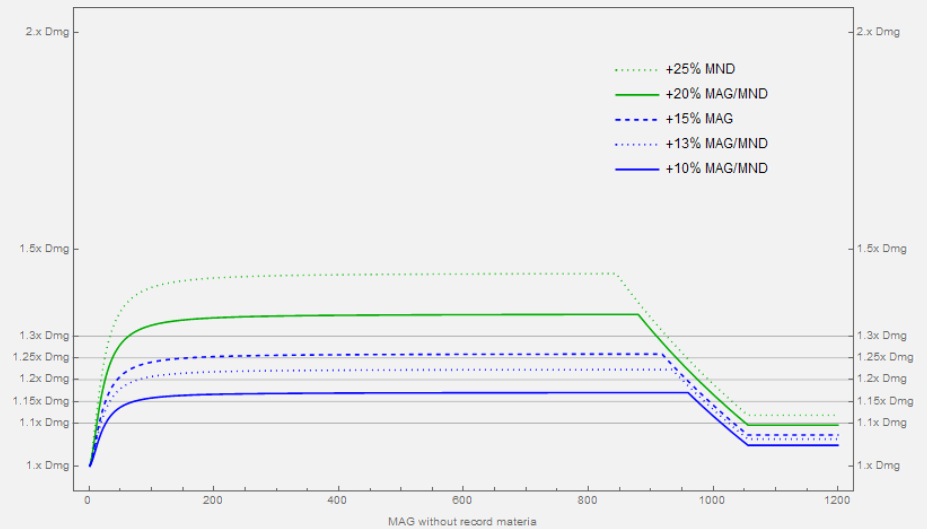
For every specific stat boost (colored line) and damage boost (gray line), there is a stat value where the damage boost becomes superior (where the lines intersect). However, you can see that all the stat boosts are close in the transition region, so it matters very little where exactly the crossover occurs. It's much simpler to just remember that as you move past around 700 ATK, start switching to damage boosts.



### Magical damage

Again, one could calculate a big list of when each stat buff amount crosses over each damage boost amount to know exactly when each type of buff becomes superior.

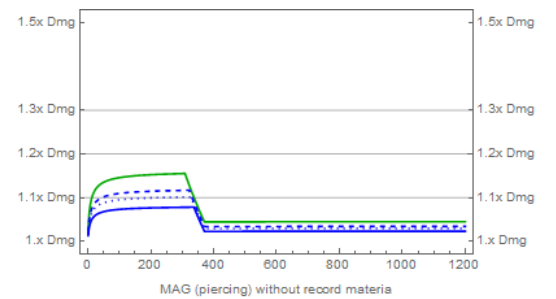
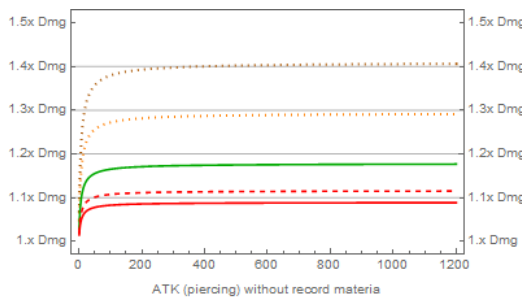
It's easier to simply say that as you move past 910 MAG, start switching over to damage boosts.



### Piercing damage

Because the offensive stat formula grows so slowly, it's always best to use a damage boost.

Most damage boosts don't affect Ninja magic. The only boosts that work are those for elemental damage or Ninja ability type damage.



### Elemental equipment

Above we started with a stat boost and asked how much damage it is worth. Sometimes you start with a damage boost and want to know how many stat points it's worth.

This happens with elemental-boosting equipment (1.2x damage), and with abilities like Dash and Slash or Sapphire Shot.

See next page for full details.

#### Physical damage boosts

1.2x damage is equal to +11% ATK if below the soft cap, and +44% if above. Additive stacking with other gear, infusions, and CSBs reduces this 1.2x value.

For base ATK in the typical 300–500 range, 1.2x damage is thus equivalent to about +40 ATK below the cap, and +170 ATK above. That means elemental boost equipment is always best above the soft cap, even if it has low ATK. (This assumes that all your damage uses the boosted element.)

Abilities like Dash and Slash or Sapphire Shot gain a 1.12x (3.7 / 3.3) damage boost if the appropriate weapon type is used. That corresponds to +7% ATK below cap, and +25% above. For those abilities, the boost is like giving the favored weapon type a bonus of around +30 ATK, or +100 ATK above the cap.

#### Magical damage boosts

1.2x damage is equal to +12% MAG if below the soft cap, and +44% if above.

An elemental boost on equipment is equivalent to around +40 MAG if below the soft cap. Above the cap, the boost is worth around +170 MAG, again making elemental equipment superior to any other choice.



## Decreased effectiveness of stat and damage buffs

Most buffs act multiplicatively, making it easy to restate a stat buff as an equivalent damage buff. In some situations, buffs don't act with multiplicative effect.

### Stat buffs are reduced in effectiveness by magicite stat boons

Magicite stat boons are added *after* applying stat buffs to your base stats. Since the buff doesn't act on the stat boon amount, the net buff to the *total stat* is reduced.

As an example, say your base stat is 500. A +30% stat buff adds 150, for a total of 650. In other words,  $650 / 500 = 1.30$ .

With +100 from magicite, your unbuffered stat is  $500 + 100 = 600$ . The +30% buff still only grants 150, for a total of 750. But  $750 / 600 = 1.25$ , not 1.30.

The +30% buff applies only to the *pre-magicite stat*, and in this example it only gives a net +25% to the *total stat*.

But damage gain depends on the net buff to your *total stat*: below the soft cap, +30% total ATK would yield 1.6x damage, but +25% total ATK only gives 1.5x damage.

The use of magicite stat boons, while always helpful, makes stat buffs a bit weaker than they appear on the surface.

There is no simple formula for this, because the final result depends on the relative sizes of your base stat, buff amount, and magicite boon amount.

Let's look at how a +30% stat buff is reduced in effectiveness under various combinations of base stat and other pre-existing buffs.

The +30% stat buff is more reduced the higher the magicite stat boon. Each subsequent buff is reduced less severely. Higher base stats also limit this reduction.

Base stat	Prior buffs	Magicite stat boons		
		+0	+100	+200
300	+0%	+30% => +30%	+30% => +23%	+30% => +18%
	+30%	+30% => +30%	+30% => +24%	+30% => +20%
	+50%	+30% => +30%	+30% => +25%	+30% => +21%
500	+30%, +30%	+30% => +30%	+30% => +25%	+30% => +22%
	+0%	+30% => +30%	+30% => +25%	+30% => +21%
	+30%	+30% => +30%	+30% => +26%	+30% => +23%
700	+50%	+30% => +30%	+30% => +26%	+30% => +24%
	+30%, +30%	+30% => +30%	+30% => +27%	+30% => +24%
	+0%	+30% => +30%	+30% => +26%	+30% => +23%
500	+30%	+30% => +30%	+30% => +27%	+30% => +25%
	+50%	+30% => +30%	+30% => +27%	+30% => +25%
	+30%, +30%	+30% => +30%	+30% => +28%	+30% => +26%

pinbox: who mentioned to me that stat buffs become less potent when magicite stat boons are involved

### Damage buffs are reduced in effectiveness by additive stacking

Many damage buffs stack additively with "identical" damage buffs, most often involving record materia and record sphere bonuses.

For buffs, additive stacking is worse than multiplicative stacking. (The opposite is true for debuffs.)

An especially common case is the additive stacking of "non-inherent" elemental damage boosts: 1.2x weapon, 1.2x armor, 1.5x or 1.8x infusion, 1.2x or 1.5x CSB.

The actual damage boost from an elemental weapon or armor decreases based on how much of those additively stacking boosts you already have, as follows.

Prior dmg boost	1.0x	1.1x	1.2x	1.3x	1.4x	1.5x	1.6x	1.7x	1.8x	1.9x	2.0x	2.1x	2.2x	2.3x	2.4x	2.5x
Value of 1.2x	1.20x	1.18x	1.17x	1.15x	1.14x	1.13x	1.13x	1.12x	1.11x	1.11x	1.10x	1.10x	1.09x	1.09x	1.08x	1.08x

For example, an armor is only worth 1.17x damage if you already have a weapon (1.2x). The armor only gives 1.1x for soul breaks under weapon+infuse (2.0x).

### So how do we *really* compare equipment with elemental damage boost to equipment with higher stats?

On the last page it was stated that 1.2x damage was equivalent to +11% of base ATK, or +12% of base MAG if below soft cap, or +44% ATK/MAG if above.

That assumes neither of the issues discussed on this page are reducing the effectiveness of damage or stat buffs, but in practice that assumption is often false.

The **general rule of thumb remains true** even with these corrections: prefer elemental relics if your final stat is over soft cap (or even ~60 points below soft cap), else prefer a relic with ~40 more stat points.

You might want to see for yourself how well that rule of thumb works. I *don't* recommend slavishly following the exact numbers below; this is just for curiosity's sake.

Below are the true stat-equivalent values of an elemental boost for various combinations of base stat, stat buffs used, prior damage boosts, and magicite stat boons.

Each cell holds the **ATK** | **MAG** stat value of an elemental boost on a relic. Typical endgame stats lie in the darker-shaded central block of cells.

	Stat boon:	(none)	(none)	(none)	(none)	+100	+100	+100	+100	+200	+200	+200	+200
		(none)	1.2x	1.5x	2.0x	(none)	1.2x	1.5x	2.0x	(none)	1.2x	1.5x	2.0x
Prior dmg:		(none)	1.2x	1.5x	2.0x	(none)	1.2x	1.5x	2.0x	(none)	1.2x	1.5x	2.0x
Base stat	Stat buffs												
300	(none)	32   35	27   29	22   24	16   18	43   47	36   39	29   32	22   24	53   58	45   49	36   39	27   30
300	+30%	32   35	27   29	22   24	16   18	40   44	34   37	27   30	20   22	48   53	41   44	33   36	25   27
300	+50%	32   35	27   29	22   24	16   18	39   43	33   36	26   29	20   22	46   51	39   42	31   34	24   26
300	+30,30	32   35	27   29	22   24	16   18	38   42	32   35	26   28	20   21	45   49	37   41	30   33	23   25
300	+30,30,30	32   35	27   29	22   24	16   18	80   40	57   34	34   27	19   21	172   46	141   38	111   31	82   23
500	(none)	53   58	45   49	36   39	27   30	64   70	54   59	43   47	33   36	75   82	63   69	50   55	38   42
500	+30%	53   58	45   49	36   39	27   30	112   67	75   56	42   45	31   34	288   76	236   64	186   52	137   39
500	+50%	53   58	65   49	36   39	27   30	249   66	205   55	161   45	119   34	279   82	229   62	180   50	133   38
500	+30,30	220   58	181   49	142   39	105   30	246   65	202   55	159   44	117   33	272   251	223   204	176   157	130   112
500	+30,30,30	220   220	181   181	142   142	105   105	240   240	197   197	155   155	115   115	260   260	213   213	168   168	124   124
700	(none)	75   82	63   69	50   55	38   42	330   93	268   78	208   63	150   48	396   105	325   88	256   71	189   54
700	+30%	308   82	253   69	199   55	147   42	342   233	281   178	221   124	163   72	376   376	308   308	243   243	179   179
700	+50%	308   295	253   241	199   188	147   136	337   337	277   277	218   218	161   161	367   367	301   301	237   237	175   175
700	+30,30	308   308	253   253	199   199	147   147	334   334	274   274	216   216	159   159	360   360	296   296	233   233	172   172
700	+30,30,30	308   308	253   253	199   199	147   147	328   328	269   269	212   212	157   157	348   348	286   286	225   225	166   166

For example, with a +100 magicite stat boon, elemental infusion (1.5x), at 500 base stat and two +30% stat buffs, an elemental boost is worth +159 ATK or +44 MAG.

Note that if you're going to spam infused soul breaks (1.8x or 2.0x damage), an elemental boost isn't worth that many stat points unless you're above the soft cap.

## Time

Time enters into combat in three ways. **Wait time** is the yellow ATB bar. **Cast time** is the red ATB bar. **Animations** also take time. Inflicting Doom on a character provides an on-screen timer that can be helpful in understanding the passage of game time.

**Effect of SPD on wait time.** Wait time is purely determined by a character's SPD stat:  $(4.5 \text{ sec} - \text{SPD}/150)$ . Haste halves the amount, and Slow doubles it.

SPD stat	100	110	120	130	140	150	160	170	180
Wait time (yellow)	3.83s	3.77s	3.70s	3.63s	3.57s	3.50s	3.43s	3.37s	3.30s
Hasted wait time	1.92s	1.88s	1.85s	1.82s	1.78s	1.75s	1.72s	1.68s	1.65s

TFMurphy: [http://www.reddit.com/r/FFRecordKeeper/comments/34meur/battle\\_mechanics\\_formulas\\_damage\\_accuracy\\_speed/](http://www.reddit.com/r/FFRecordKeeper/comments/34meur/battle_mechanics_formulas_damage_accuracy_speed/)

There is an effective hard cap at 675 SPD, at which point wait time becomes zero. Only bosses can reach such high values. It's important to realize that Haste and Slow become less and less important as a boss approaches 675 SPD, since the wait time becomes a smaller fraction of overall turn time.

**Cast times.** Each action has a cast time. The times are the same for most abilities of a given type, but exceptions exist.

Cast time (red)	instant	0.83s	1.2s	1.5s	1.65s	1.8s	2.5, 2.75, or 3.0s
Typical examples	<i>Quick Hit</i> , some soul breaks	Ninja magic	Celerity, Thief	"Attack" action, White Magic	physical actions	Black Magic, Summoning	most soul breaks

Some statuses affect the cast time of the next action: "instacast" reduces it to zero, "fastcast" cuts it in half, and "hi fastcast" cuts cast time to one-third.

**Effect of game speed setting.** One second of real time corresponds to 0.35 - 0.5 - 1.0 - 1.5 - 2.0 seconds of game time at speed settings 1 - 2 - 3 - 4 - 5.

Internally, one second of real time corresponds to ten "ticks", which are the smallest time unit in the game. One tick usually passes between actions even if they happen "at the same time", e.g. counterattacks. At high game speeds, you can see the ATB bars move in single-tick jumps, e.g. a tick is 0.2 game seconds at speed 5.

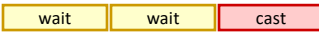


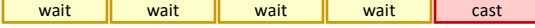
TFMurphy: tick times [https://www.reddit.com/r/FFRecordKeeper/comments/588xt9/nightmare\\_curada\\_record\\_enemy\\_stats\\_and\\_ai/](https://www.reddit.com/r/FFRecordKeeper/comments/588xt9/nightmare_curada_record_enemy_stats_and_ai/)

**Animation delays.** The game has some bizarre behavior connected to animations. Some aspects of game time continue to pass during certain animations. Since animations have a fixed real-time duration, they consume more game time at higher speed settings, meaning *battle outcomes are different* at different game speeds!

- **Button animations.** The action buttons zoom in and out on each character's turn. This seems to force a slight delay in processing inputs, but game time continues to pass during the animation. Part (or all?) of the animation can be skipped by pressing the screen before the button appears and releasing as soon as the animation starts (but you have to be sure which character's turn will be next).
- **Dragoon air time.** For some reason, air time continues to count down during all (?) animations, even though game time is paused. If a character or enemy acts while the Dragoon is in the air, the action animation will count against the air time. At medium or high game speeds, this can nullify most of the air time delay, depending on the time between jumping and the next action that happens.
- **Loot and poison/regen animations.** Game time continues to pass during these animations—unless all foes in the Round have been defeated. This is most obvious when auto-battling on speed 5; a character's ATB bar will completely fill while loot is being processed. When activity resumes, effects like Sap or Regen will happen multiple times (and their animations will in turn consume more game time).
- **Action animations.** Game time is correctly paused during ability and soul break animations, but Dragoon air time continues to pass.

**Overall turn time.** Adding all these numbers, a typical turn is **6 seconds**, or **4 seconds when hasted**. This assumes a medium SPD stat, a typical physical or magical action, and around 0.5s of game time (1 second of real time at speed 2) for button animations and player think time.

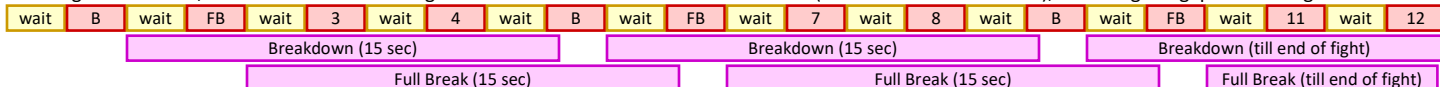
**Time "chunks".** Conveniently for us, typical wait times are roughly twice as long as typical cast times. That means we can avoid fussing with math and decimal points and still get an intuitive sense of game time. Let's define a "chunk" of time to be around 1.8 to 2.0 seconds. Then wait times are 2 chunks, or 1 chunk if hasted, and cast times are 1 chunk. A turn then breaks down like this:

- Normal turn: 
- Haste: 
- Haste & instacast: 
- Slow: 

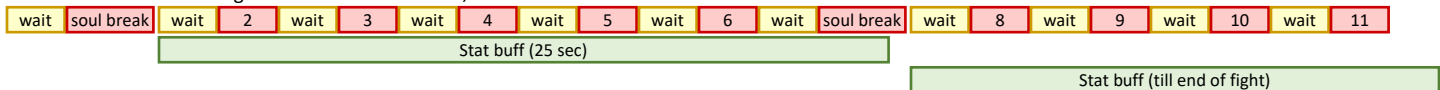
These pictures are good rules of thumb. You can see that Haste cuts total turn time to 2/3, or in other words it multiplies the rate of damage and healing by 3/2. Having both Haste and instacast essentially triples your output compared to a normal, unhasted turn.

**Buff and debuff timing.** The game sadly provides little to no indication about the duration of most buffs and debuffs. An estimate for boss fights is 12 turns at 4 seconds each. The “time chunk” rule of thumb is useful for seeing how a battle fits together. **Remember that this is only a very rough approximation.**

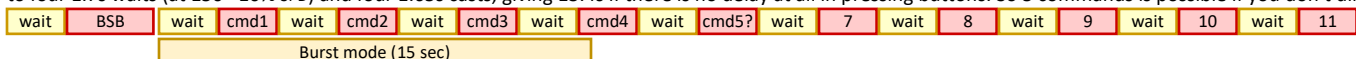
*Debuff maintenance* — taking 3 (hasted) turns in between casting breaks leaves a small window of vulnerability. In the common case of a single support character handling both debuffs, the other turns in the diagram will be used for more Breakdown casts (or Full Break if it is honed), removing the gaps in coverage.



*Buff maintenance* — taking 5 (hasted) turns in between casting soul break buffs such as Sentinel’s Grimoire or Shout may leave a small window of vulnerability, depending on the exact details of the character and abilities being used. For very important buffs, it’s safer to only take 4 hasted turns in between soul break casts. Since soul breaks have longer cast time than abilities, their red boxes are wider in the timeline.



*Burst mode* — lasts 15 seconds. If you complete a (red) command during the mode, the burst buff and commands remain available in a grace period until your next action no matter how long you wait. (So in the picture below, “cmd4” can still be chosen even if the 15s ends during the wait period.) By our 4-second turn accounting, that means you’ll get 4 uses of the BSB commands. However, if you are quick at selecting commands, sometimes you can get 5 uses. The math works out to four 1.7s waits (at 150 +10% SPD) and four 1.65s casts, giving 13.4s if there is no delay at all in pressing buttons. So 5 commands is possible if you don’t dilly-dally.



However, if you dualcast the final command, all the burst mode effects will expire before the dualcast takes place.

Again, remember that the results of these estimates are sensitive to the assumptions we made at the beginning. Characters—or players—who are a little faster or slower (in terms of ability choices and speed) will see slightly different results.

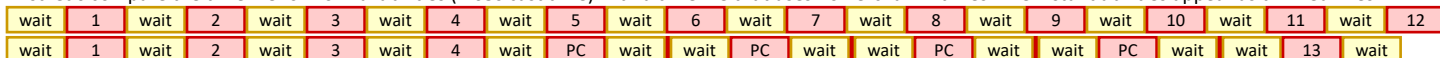
**Instant and fast casting.** A party will take a total of 40–50 actions during a typical boss fight. Giving the whole party one turn of instacast saves each character one cast time (say 1.65 seconds), which adds up to a bit over 8 seconds. Using 4 seconds as an estimate of turn time, this means that **party-wide instacast is like adding 2 bonus actions** to the party’s total. Similarly, **party-wide fastcast is like adding 1 bonus action** to the party’s total action count.

These numbers are purely about total output, but the utility value also needs to be considered. Speeding up actions during a critical period can deliver essential healing or debuffs, which may save the party in ways that measuring pure damage output doesn’t capture.

Orlandeau’s *Thunder God’s Might* status (from materia or OSB) gives 3x cast speed for 25 seconds. For 1.65s abilities, 8–9 actions can be taken during the period instead of 6–7. That’s around a 1.4x output increase. As always, cast time speedups are more beneficial for slow actions. For Full Charge or soul breaks, one can execute 7–8 actions instead of 4–5 during the period, or around a 1.6x output increase. The materia only provides the status for the first half of the fight, but if used with slow actions like soul breaks and Full Charge, that 1.6x output increase is large enough to perhaps be competitive with other damage boosting materia.

**Powerchain.** Powerchain (PC) makes a single character’s next action instant cast.

First let’s compare the timeline for normal abilities (1.65s cast time) with a timeline that uses Powerchain 4 times. The instant abilities appear as thin red lines.



A couple of things are apparent. There is a global benefit—more actions are taken, and so more damage is dealt over the course of a fight. There is also a local benefit—instant casting increases the density of actions. In this example, Powerchain was used during the end of the fight, increasing the rate of damage during what might be the most dangerous part.

One important note is that *it doesn’t matter what the ability after Powerchain does*. The only thing that matters is how much time is saved by making the cast instant. It’s tempting to assign Powerchain’s benefit to the following ability and calculate large damage per second numbers for that action, but that doesn’t really capture what is happening. If the cast times are identical, using Powerchain to speed up a non-damaging action is exactly the same as with a damaging action. The benefit is that you gain a few extra seconds over the course of the fight to take extra actions; that extra output then must be weighed against the damage loss of using Powerchain instead of a stronger ability.

With soul breaks – In actual use, Powerchain gets used to speed up slow actions like soul breaks (often 2.5s). One way to think about the result is that Powerchain partially “pays for itself,” in that its 4s turn time is partly refunded, so you can think of the soul break as unchanged but Powerchain was squeezed into the turn sequence at a cost of only 1.5s instead of the normal 4s for using an ability. That small time cost makes Powerchain around two-and-a-half times as efficient as a normal ability with the same multiplier, which brings its damage-per-turn output up to par with the strongest abilities.

With Full Charge – As discussed on the next page, it’s useful to know the amount of damage dealt per nominal 4-second turn, rather than the damage dealt per action. Full Charge (p4.68, 3.3s cast) by itself has a p3.3 damage per turn. If you have the honed to alternate Powerchain and Full Charge for a whole fight, the combination has a p4.2 damage per turn, i.e. the damage output is equivalent to casting a hypothetical p4.2 ability for the whole fight. Since Full Charge has a longer cast time than a soul break, it’s better to speed up Full Charge than a soul break (i.e. cast your soul breaks after Full Charge, not after Powerchain).

## Effect of cast time

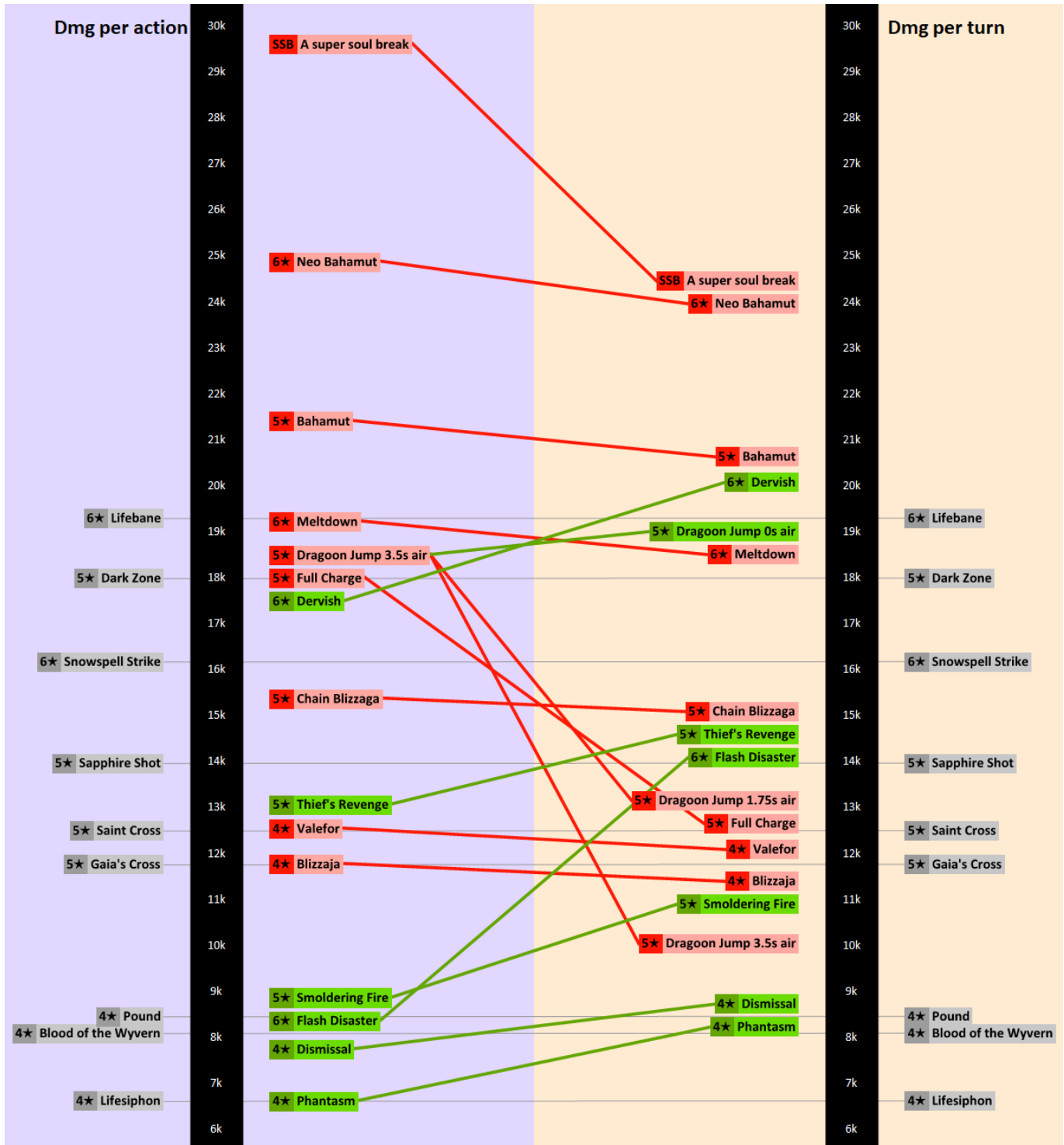
In combat, what really matters is damage per turn (DPT), not damage per action (DPA). Let's take 1.65s cast time as the default, and 4 seconds for the total turn time. Then for 1.65s attacks, DPT equals DPA. Faster / slower actions effectively gain a damage multiplier when we convert to DPT. ("Damage per second" equals  $4 \times \text{DPT}$ .)

Example actions	Quick Hit	Ninja	Celerity	"Attack"	physical	magical	soul breaks	Full Charge
Cast time	instant	0.83 sec	1.2 sec	1.5 sec	1.65 sec	1.8 sec	2.5, 2.75, 3.0 sec	3.3s
DPT gain	1.7x	1.26x	1.13x	1.04x	1.00x	0.96x	0.82x, 0.78x, 0.75x	0.71x

The diagram below shows how cast time affects various actions. In order to compare physical and magical multipliers on the same scale, I've used "typical" stats of 900 ATK/MAG, 2400 DEF, 3400 RES. (The calculation uses high stats but no damage multipliers, so Ninja abilities are disadvantaged in this picture.) Dragoon Jump appears three times on the DPT side since its air time can be "legally" canceled by Blood of the Wyvern, or "illegally" partly canceled by animations.

- Gray boxes indicate abilities with the "standard" 1.65s cast time; by our convention these have equal DPT and DPA.
- Red boxes are actions slower than 1.65s, with DPT lower than DPA. Green boxes are actions faster than 1.65s, with DPT higher than DPA.
- Note for example how the DPA gap between the SSB (p8.0) and Dervish (p4.4) shrinks when cast time is taken into account (the DPTs are p6.6 vs. p5.0).

I emphasize again that all these numbers vary depending on the assumptions made. This image is only a rule of thumb, not some kind of "tier ranking" of abilities.





## Damage lookup tables

To estimate damage without using a calculator, I've precalculated damage below (in thousands). Multiply by the ability's multiplier and any other damage bonuses.

Breaks move boss stats to the left. For a 50% resist boss, one column is Full Break + Breakdown. For a 70% resist boss, one column is a Breakdown + a -70% debuff.

Colored cells warn that you'll likely hit the 9999 damage cap under "typical" end game circumstances, but this can only be a very approximate guess.

**Player physical damage (p1.0 shown, p3.0-5.0 typical)** — player ATK vs boss DEF (soft cap at 805 ATK)

**Player physical DEF-piercing damage**  
(no ATK soft cap)

(buffed)	ATK	DEF	U++	A+	A++	3*	4*	5*	T	ATK	p^20			
200 +50%	300	1500	2300	3300	4900	7200	10600	15600	23000	33800	49600	73000	300	3.4
230 +50%	350	0.75	0.60	0.51	0.42	0.34	0.28	0.24	0.19	0.16	0.13	0.11	350	3.9
270 +50%	400	0.99	0.80	0.67	0.55	0.45	0.37	0.31	0.26	0.21	0.18	0.15	400	4.4
300 +50%	450	1.25	1.01	0.85	0.69	0.57	0.47	0.39	0.32	0.27	0.22	0.18	450	4.9
330 +50%	500	1.55	1.25	1.04	0.86	0.71	0.58	0.48	0.40	0.33	0.27	0.23	500	5.4
370 +50%	550	1.87	1.51	1.26	1.04	0.86	0.71	0.58	0.48	0.40	0.33	0.27	550	5.9
400 +50%	600	2.22	1.79	1.50	1.23	1.01	0.84	0.69	0.57	0.47	0.39	0.32	600	6.3
430 +50%	650	2.59	2.09	1.75	1.44	1.19	0.98	0.81	0.67	0.55	0.45	0.38	650	6.8
470 +50%	700	2.99	2.42	2.02	1.66	1.37	1.13	0.93	0.77	0.63	0.52	0.43	700	7.3
500 +50%	750	3.42	2.76	2.31	1.89	1.56	1.29	1.06	0.88	0.72	0.60	0.49	750	7.7
530 +50%	800	3.87	3.13	2.61	2.14	1.77	1.46	1.20	0.99	0.82	0.68	0.56	800	8.2
570 +50%	850	4.35	3.51	2.93	2.41	1.99	1.64	1.35	1.11	0.92	0.76	0.63	850	8.7
600 +50%	900	4.52	3.65	3.05	2.50	2.07	1.70	1.41	1.16	0.96	0.79	0.65	900	9.1
630 +50%	950	4.65	3.76	3.14	2.58	2.13	1.75	1.45	1.19	0.98	0.81	0.67	950	9.6
670 +50%	1000	4.78	3.86	3.22	2.65	2.18	1.80	1.49	1.22	1.01	0.84	0.69	1000	10.0
700 +50%	1050	4.90	3.96	3.31	2.72	2.24	1.85	1.52	1.26	1.04	0.86	0.71	1050	10.5
730 +50%	1100	5.02	4.06	3.39	2.78	2.30	1.89	1.56	1.29	1.06	0.88	0.72	1100	10.9
770 +50%	1150	5.14	4.15	3.47	2.85	2.35	1.94	1.60	1.32	1.09	0.90	0.74	1150	11.4
800 +50%	1200	5.26	4.25	3.55	2.91	2.40	1.98	1.63	1.35	1.11	0.92	0.76	1200	11.8
830 +50%	1250	5.37	4.34	3.62	2.97	2.45	2.02	1.67	1.38	1.14	0.94	0.77	1250	12.3
870 +50%	1300	5.48	4.43	3.70	3.04	2.51	2.07	1.70	1.40	1.16	0.96	0.79	1300	12.7
900 +50%	1350	5.59	4.52	3.77	3.10	2.55	2.11	1.74	1.43	1.18	0.98	0.81	1350	13.1
930 +50%	1400	5.70	4.60	3.84	3.15	2.60	2.15	1.77	1.46	1.20	0.99	0.82	1400	13.6
970 +50%	1450	5.80	4.69	3.91	3.21	2.65	2.19	1.80	1.49	1.23	1.01	0.84	1450	14.0
1000 +50%	1500	5.90	4.77	3.98	3.27	2.70	2.22	1.83	1.51	1.25	1.03	0.85	1500	14.4
1000 +50%	1500	6.01	4.85	4.05	3.32	2.74	2.26	1.87	1.54	1.27	1.05	0.87	1500	14.4

**Player magical damage (m1.0 shown, 12.0-15.0 typical)** — player MAG vs boss RES (soft cap at 1055 MAG)

**Player magical res-piercing damage**  
(soft cap at 370 MAG for ninjutsu)

(buffed)	MAG	RES	U+	U++	A+	A++	3*	4*	5*, T	MAG	m^21	m^26	m^39			
230 +30%	300	1500	2300	3300	4900	7200	10600	15600	23000	33800	49600	73000	300	2.3	2.9	4.3
270 +30%	350	0.32	0.26	0.22	0.18	0.15	0.12	0.10	0.09	0.07	0.06	0.05	350	2.6	3.3	4.9
310 +30%	400	0.41	0.33	0.28	0.23	0.19	0.16	0.13	0.11	0.09	0.08	0.06	400	2.8	3.5	5.2
350 +30%	450	0.51	0.41	0.35	0.29	0.24	0.20	0.16	0.13	0.11	0.09	0.08	450	2.9	3.6	5.4
380 +30%	500	0.62	0.50	0.42	0.35	0.29	0.24	0.20	0.16	0.13	0.11	0.09	500	3.0	3.7	5.5
420 +30%	550	0.74	0.60	0.50	0.41	0.34	0.28	0.23	0.19	0.16	0.13	0.11	550	3.1	3.8	5.7
460 +30%	600	0.86	0.70	0.58	0.48	0.40	0.33	0.27	0.22	0.19	0.15	0.13	600	3.1	3.9	5.8
500 +30%	650	1.00	0.80	0.67	0.55	0.46	0.38	0.31	0.26	0.21	0.18	0.15	650	3.2	3.9	5.9
540 +30%	700	1.14	0.92	0.77	0.63	0.52	0.43	0.36	0.29	0.24	0.20	0.17	700	3.2	4.0	6.0
580 +30%	750	1.28	1.04	0.87	0.71	0.59	0.49	0.40	0.33	0.27	0.23	0.19	750	3.3	4.1	6.1
620 +30%	800	1.44	1.16	0.97	0.80	0.66	0.54	0.45	0.37	0.31	0.25	0.21	800	3.3	4.1	6.2
650 +30%	850	1.60	1.29	1.08	0.89	0.73	0.60	0.50	0.41	0.34	0.28	0.23	850	3.4	4.2	6.3
690 +30%	900	1.76	1.43	1.19	0.98	0.81	0.67	0.55	0.45	0.38	0.31	0.26	900	3.4	4.2	6.3
730 +30%	950	1.94	1.57	1.31	1.08	0.89	0.73	0.60	0.50	0.41	0.34	0.28	950	3.5	4.3	6.4
770 +30%	1000	2.12	1.71	1.43	1.17	0.97	0.80	0.66	0.54	0.45	0.37	0.31	1000	3.5	4.3	6.5
810 +30%	1050	2.31	1.86	1.56	1.28	1.06	0.87	0.72	0.59	0.49	0.41	0.33	1050	3.5	4.4	6.6
850 +30%	1100	2.50	2.02	1.69	1.38	1.14	0.94	0.78	0.64	0.53	0.44	0.36	1100	3.6	4.4	6.7
880 +30%	1150	2.57	2.08	1.74	1.43	1.18	0.97	0.80	0.66	0.55	0.45	0.37	1150	3.6	4.5	6.7
920 +30%	1200	2.63	2.13	1.78	1.46	1.20	0.99	0.82	0.68	0.56	0.46	0.38	1200	3.7	4.5	6.8
960 +30%	1250	2.69	2.17	1.81	1.49	1.23	1.01	0.84	0.69	0.57	0.47	0.39	1250	3.7	4.6	6.9
1000 +30%	1300	2.74	2.22	1.85	1.52	1.26	1.04	0.85	0.70	0.58	0.48	0.40	1300	3.7	4.6	7.0
1040 +30%	1350	2.80	2.26	1.89	1.55	1.28	1.06	0.87	0.72	0.59	0.49	0.41	1350	3.8	4.7	7.0
1080 +30%	1400	2.85	2.30	1.92	1.58	1.30	1.08	0.89	0.73	0.60	0.50	0.41	1400	3.8	4.7	7.1
1120 +30%	1450	2.90	2.35	1.96	1.61	1.33	1.10	0.90	0.75	0.62	0.51	0.42	1450	3.9	4.8	7.2
1150 +30%	1500	2.95	2.39	1.99	1.64	1.35	1.11	0.92	0.76	0.63	0.52	0.43	1500	3.9	4.8	7.2
1150 +30%	1500	3.01	2.43	2.03	1.66	1.37	1.13	0.94	0.77	0.64	0.53	0.44	1500	3.9	4.9	7.3

For monster damage, if the stats put you on the colored cells, the monster might be hitting you for 9999.

**Monster physical damage (p1.0 shown, 3.0–4.0+ typical)** — player DEF vs boss ATK (soft cap at 346 ATK)

	ATK	U	U+	U++	A+	A++/3*	4*	T / 5*	2500	3100		
(wall+Prot) DEF	340	420	520	660	820	1020	1280	1600	2000	2500	3100	
30 +500%	200	1.4	1.6	1.9	2.2	2.6	3.0	3.5	4.1	4.8	5.6	6.5
40 +500%	225	1.2	1.5	1.7	2.0	2.3	2.7	3.2	3.7	4.3	5.1	5.9
40 +500%	250	1.1	1.3	1.5	1.8	2.1	2.5	2.9	3.4	4.0	4.6	5.4
50 +500%	275	1.0	1.2	1.4	1.7	2.0	2.3	2.7	3.1	3.7	4.3	5.0
50 +500%	300	1.0	1.1	1.3	1.6	1.8	2.1	2.5	2.9	3.4	4.0	4.6
50 +500%	325	0.9	1.1	1.2	1.5	1.7	2.0	2.3	2.7	3.2	3.7	4.3
60 +500%	350	0.8	1.0	1.2	1.4	1.6	1.9	2.2	2.6	3.0	3.5	4.1
60 +500%	375	0.8	0.9	1.1	1.3	1.5	1.8	2.1	2.4	2.8	3.3	3.8
70 +500%	400	0.8	0.9	1.0	1.2	1.4	1.7	2.0	2.3	2.7	3.1	3.6
80 +500%	450	0.7	0.8	0.9	1.1	1.3	1.5	1.8	2.1	2.4	2.8	3.3
80 +500%	500	0.6	0.7	0.9	1.0	1.2	1.4	1.6	1.9	2.2	2.6	3.0
100 +500%	600	0.5	0.6	0.7	0.9	1.0	1.2	1.4	1.6	1.9	2.2	2.6
120 +500%	700	0.5	0.6	0.7	0.8	0.9	1.0	1.2	1.4	1.7	2.0	2.3
130 +500%	800	0.4	0.5	0.6	0.7	0.8	0.9	1.1	1.3	1.5	1.7	2.0
150 +500%	900	0.4	0.5	0.5	0.6	0.7	0.8	1.0	1.2	1.4	1.6	1.8
170 +500%	1000	0.4	0.4	0.5	0.6	0.7	0.8	0.9	1.1	1.2	1.4	1.7
250 +500%	1500	0.3	0.3	0.3	0.4	0.5	0.6	0.6	0.8	0.9	1.0	1.2
330 +500%	2000	0.2	0.2	0.3	0.3	0.4	0.4	0.5	0.6	0.7	0.8	0.9
420 +500%	2500	0.2	0.2	0.2	0.3	0.3	0.4	0.4	0.5	0.6	0.7	0.8
500 +500%	3000	0.1	0.2	0.2	0.2	0.3	0.3	0.4	0.4	0.5	0.6	0.7
580 +500%	3500	0.1	0.1	0.2	0.2	0.2	0.3	0.3	0.4	0.4	0.5	0.6
670 +500%	4000	0.1	0.1	0.2	0.2	0.2	0.3	0.3	0.4	0.5	0.5	0.5
750 +500%	4500	0.1	0.1	0.1	0.2	0.2	0.3	0.3	0.4	0.4	0.5	0.5
830 +500%	5000	0.1	0.1	0.1	0.2	0.2	0.2	0.3	0.3	0.4	0.4	0.4

**Monster physical DEF-piercing damage**  
(Typical multipliers p^4.0–6.0 and up)

	ATK	p^1.0
	300	0.3
	400	0.4
U	500	0.5
	600	0.6
U+	700	0.7
U++	800	0.8
	900	0.9
A+	1000	1.0
	1100	1.1
	1200	1.2
A++/3*	1300	1.3
	1400	1.4
	1500	1.5
4*	1600	1.6
	1700	1.7
	1800	1.8
	1900	1.9
T / 5*	2000	2.0
	2100	2.1
	2200	2.2
	2300	2.3
	2400	2.4
	2500	2.5
	2600	2.6

**Monster magical damage (m1.0 shown, 3.0–7.0+ typical)** — player RES vs boss MAG (soft cap at 742 MAG)

	MAG	U	U+	U++	A+	A++/3*	4*	T / 5*	2500	3100		
(wall+Shell) RES	340	420	520	660	820	1020	1280	1600	2000	2500	3100	
30 +500%	200	0.6	0.8	1.2	1.9	2.6	3.0	3.5	4.1	4.8	5.6	6.5
40 +500%	225	0.5	0.8	1.1	1.7	2.3	2.7	3.2	3.7	4.3	5.1	5.9
40 +500%	250	0.5	0.7	1.0	1.6	2.1	2.5	2.9	3.4	4.0	4.6	5.4
50 +500%	275	0.4	0.6	1.0	1.5	2.0	2.3	2.7	3.1	3.7	4.3	5.0
50 +500%	300	0.4	0.6	0.9	1.4	1.8	2.1	2.5	2.9	3.4	4.0	4.6
50 +500%	325	0.4	0.6	0.8	1.3	1.7	2.0	2.3	2.7	3.2	3.7	4.3
60 +500%	350	0.4	0.5	0.8	1.2	1.6	1.9	2.2	2.6	3.0	3.5	4.1
60 +500%	375	0.3	0.5	0.7	1.1	1.5	1.8	2.1	2.4	2.8	3.3	3.8
70 +500%	400	0.3	0.5	0.7	1.1	1.4	1.7	2.0	2.3	2.7	3.1	3.6
80 +500%	450	0.3	0.4	0.6	1.0	1.3	1.5	1.8	2.1	2.4	2.8	3.3
80 +500%	500	0.3	0.4	0.6	0.9	1.2	1.4	1.6	1.9	2.2	2.6	3.0
100 +500%	600	0.2	0.3	0.5	0.8	1.0	1.2	1.4	1.6	1.9	2.2	2.6
120 +500%	700	0.2	0.3	0.4	0.7	0.9	1.0	1.2	1.4	1.7	2.0	2.3
130 +500%	800	0.2	0.3	0.4	0.6	0.8	0.9	1.1	1.3	1.5	1.7	2.0
150 +500%	900	0.2	0.2	0.4	0.5	0.7	0.8	1.0	1.2	1.4	1.6	1.8
170 +500%	1000	0.2	0.2	0.3	0.5	0.7	0.8	0.9	1.1	1.2	1.4	1.7
250 +500%	1500	0.1	0.2	0.2	0.4	0.5	0.6	0.6	0.8	0.9	1.0	1.2
330 +500%	2000	0.1	0.1	0.2	0.3	0.4	0.4	0.5	0.6	0.7	0.8	0.9
420 +500%	2500	0.1	0.1	0.2	0.2	0.3	0.4	0.4	0.5	0.6	0.7	0.8
500 +500%	3000	0.1	0.1	0.1	0.2	0.3	0.3	0.4	0.4	0.5	0.6	0.7
580 +500%	3500	0.1	0.1	0.1	0.2	0.2	0.3	0.3	0.4	0.4	0.5	0.6
670 +500%	4000	0.1	0.1	0.1	0.2	0.2	0.3	0.3	0.4	0.5	0.5	0.5
750 +500%	4500	0.0	0.1	0.1	0.1	0.2	0.2	0.3	0.3	0.4	0.4	0.5
830 +500%	5000	0.0	0.1	0.1	0.1	0.2	0.2	0.2	0.3	0.3	0.4	0.4

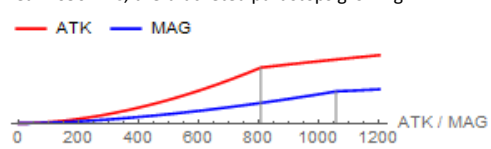
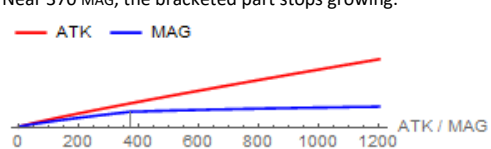
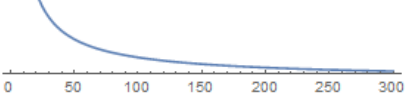
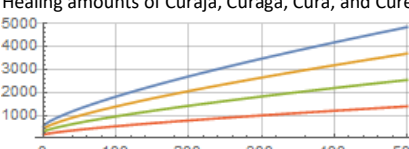
**Monster magical RES-piercing damage**  
(Typical multipliers m^5.0–8.0 and up)

	MAG	m^1.0
	300	0.2
	400	0.3
U	500	0.3
	600	0.4
U+	700	0.4
U++	800	0.5
	900	0.5
A+	1000	0.6
	1100	0.7
	1200	0.7
A++/3*	1300	0.8
	1400	0.8
	1500	0.9
4*	1600	0.9
	1700	1.0
	1800	1.0
	1900	1.1
T / 5*	2000	1.1
	2100	1.2
	2200	1.2
	2300	1.3
	2400	1.3
	2500	1.4
	2600	1.4

Formula summary

**Damage and healing**

Defending multiplies these damage formulas by 0.5. Short-range phys attacks multiply damage formulas by 0.5 if either person is in their back row, or 0.3 if both are.

Stat	Mechanic	Formula	Example multipliers	Notes and damage growth curves
ATK MAG	Physical damage Black magic and summon damage	$[ATK^{1.3}] \cdot ATK^{0.5} / DEF_{enemy}^{0.5}$ $[MAG^{1.15}] \cdot MAG^{0.5} / RES_{enemy}^{0.5}$	p1.0 Attack p2.1 Magic Breakdown m9.0 Blizzaja m9.2 Alexander summon	Near 805 ATK, the bracketed part stops growing. Near 1056 MAG, the bracketed part stops growing. 
MND	White magic dmg	(same as MAG formula)	w8.3 Diaga w3.0 Curaga vs. undead w4.0 Curaja vs. undead	(MND follows the same pattern as MAG above)
ATK MAG	DEF-piercing physical damage RES-piercing magical damage	$ATK^{0.9}$ $[MAG^{0.575}] \cdot MAG^{0.25}$	p^20.0 Piercing Strike m^21.0 Fire Veil m^39.0 Phantasm	Near 370 MAG, the bracketed part stops growing. 
DEF RES	Physical dmg taken Magical dmg taken	$[ATK_{enemy}^{1.3}] \cdot ATK_{enemy}^{0.7} / DEF^{0.84}$ $[MAG_{enemy}^{1.15}] \cdot MAG_{enemy}^{0.7} / RES^{0.84}$		Near 346 enemy ATK, the bracketed part stops growing. Near 742 enemy MAG, the bracketed part stops growing. 
MND	Healing	$5 + MND^{0.75} \cdot \frac{100}{256}$	h105 Curaja h80 Curaga h55 Cura h30 Cure  h50 Salve	Healing amounts of Curaja, Curaga, Cura, and Cure: 

TFMurphy: [http://www.reddit.com/r/FFRecordKeeper/comments/34meur/battle\\_mechanics\\_formulas\\_damage\\_accuracy\\_speed/](http://www.reddit.com/r/FFRecordKeeper/comments/34meur/battle_mechanics_formulas_damage_accuracy_speed/)

ElNinoFr: piercing formulas

Notes: actual damage dealt is the formula above, times ability multiplier, then add 5 and multiply by random 100–103%. Vulnerable/Resist are usually a factor of two, but not always. Critical hits do 1.5x dmg.

**Stat modifier soft/hard caps**

Offensive stat (ATK/MAG/MND) buff/debuff caps	Defensive stat (DEF/RES) buff/debuff caps
Write the raw, uncapped modifier as a multiplier (e.g. +150% becomes 2.5).	Write the raw, uncapped modifier as a multiplier (e.g. +350% becomes 4.5). Do not include Protect or Shell in the raw modifier; apply it after capping.
$\text{capped} = \begin{cases} 6.79 \leq \text{raw} < \infty & 3.0 & \text{(hard cap)} \\ 2.50 \leq \text{raw} < 6.79 & 2.5 + 0.3 \ln(1 + \text{raw} - 2.5) & \text{(soft cap)} \\ 0.35 \leq \text{raw} < 2.50 & \text{(no change)} & \\ 0.24 \leq \text{raw} < 0.35 & 0.35 - 1.1 \log_{10}(1 + 0.35 - \text{raw}) & \text{(soft cap)} \\ 0 < \text{raw} < 0.24 & 0.3 & \text{(hard cap)} \end{cases}$	$\text{capped} = \begin{cases} 76.20 \leq \text{raw} < \infty & 9.0 & \text{(hard cap)} \\ 4.50 \leq \text{raw} < 76.20 & 4.5 + 1.05 \ln(1 + \text{raw} - 4.5) & \text{(soft cap)} \\ 0.30 \leq \text{raw} < 4.50 & \text{(no change)} & \\ 0.13 \leq \text{raw} < 0.30 & 0.3 - 1.5 \log_{10}(1 + 0.3 - \text{raw}) & \text{(soft cap)} \\ 0 < \text{raw} < 0.13 & 0.3 & \text{(hard cap)} \end{cases}$

TFMurphy (cap formulas) [https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two\\_important\\_mechanic\\_changes\\_to\\_the\\_combat/](https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two_important_mechanic_changes_to_the_combat/)

Enlir (record materia do count) [https://ik.reddit.com/r/FFRecordKeeper/comments/56wcq3/confused\\_about\\_how\\_softcap\\_works\\_should\\_i\\_not/d8ngnxb](https://ik.reddit.com/r/FFRecordKeeper/comments/56wcq3/confused_about_how_softcap_works_should_i_not/d8ngnxb)

**Other**

Stat	Mechanic	Formula	Examples	Notes
ACC & EVA	Physical hit chance	$(90 + ACC \cdot \frac{8}{35} - EVA \cdot \frac{6}{35})\%$		Roughly ±1% hit chance for every 5 stat points. Typical case: hero 115 ACC, boss 100 EVA, so 99% hit chance. Blind reduces hit chance to between 20% and 25%.
SPD	Yellow wait timer	$4.5 \text{ sec} - SPD/150$ (Haste/slow apply a factor of 2)	Example yellow wait times: 3.8s @ 100 SPD 3.2s @ 200 SPD 2.5s @ 300 SPD 1.8s @ 400 SPD  1.9s @ 100 SPD with Haste	The red cast bar is always a fixed amount of time: -- 1.2s for Celerity and Thief abilities -- 1.5s for Attack and most white magic -- 1.65s for most physical -- 1.8s for most summon/black -- 2.5s, 2.75s, or 3s for soul breaks A typical turn is about 6 seconds total, or 4 if hasted.

## Dungeon bosses (elite)

**NOTE:** I have stopped adding bosses to this table.

Target score bonuses (other than “don’t get KOed”) are shown with a \*. For dungeons with multiple boss subdungeons, a blank line or numbering separates the subdungeons.

**Elements:** Fire, Ice, Lightning, Earth, Wind, Water, Holy, Dark, Bio/Poison

**Debuffs:** Blind, Confuse, Paralyze, Petrify, Poison, Silence, Sleep, Slow, Stop. (KO/Death only works on noted bosses, and KO immunity also shuts down Gravity and Cripple.)

**Which breaks are good to bring?** The “Dmg” column indicates physical vs magical damage. A “+” means AoE. Lowercase italic means minor or infrequent damage of that category.

Some bosses from the early dungeons may have the wrong HP listed. These bosses were changed a few times, so some of the datamined values are out of date. Sadly, I don’t know which.

**Roaming Warriors:** The story dungeons don’t use your friends list; instead a fixed set of roaming warriors is provided. The available soul breaks depend on the dungeon’s difficulty level.

All **stat buffs**, beneficial statuses, and heals in this list of roaming warriors are party-wide. **Stat debuffs** are applied to the same targets (single or AoE) as the damage being dealt.

Difficulties 1–35	Difficulties 36–98	Difficulties 99–140	Difficulties 141–220
<b>Boon</b> (Haste, Shell) <b>Lunatic High</b> (Haste, Protect) <b>Tailwind</b> (Protect, heal 40%)	<b>Boon</b> (Haste, Shell) <b>Lunatic High</b> (Haste, Protect) <b>Tailwind</b> (Protect, heal 40%)  <b>Cleansing Strike</b> (p5.13 / 3 rngd, <b>-50% ATK/MAG 25s</b> ) <b>Whip Kick</b> (p3.8 ranged, <b>-50% DEF/RES 10s</b> )	<b>Goddess’s Bell</b> (AoE p4.2 / 3 rngd, <b>-40% ATK/MAG 25s</b> ) <b>Kindred Spirit</b> (AoE p3.5 rngd, <b>-40% DEF/RES 25s</b> ) <b>Sentinel’s Grimoire</b> (+200% DEF/RES 25s) <b>Sheepsong</b> (Haste, Regen (hi), +30% MAG 25s) <b>Shout</b> (Haste, +50% ATK 25s) <b>Soul Spiral</b> (Esuna, heal 40%, +100% DEF 25s)  <b>Runic Blade</b> (Taunt & cancel BLK to refill abilities 25s)	<b>Goddess’s Bell</b> (AoE p4.2 / 3 ranged, <b>-40% ATK/MAG 25s</b> ) <b>Kindred Spirit</b> (AoE p3.5 ranged, <b>-40% DEF/RES 25s</b> ) <b>Sentinel’s Grimoire</b> (+200% DEF/RES 25s) <b>Sheepsong</b> (Haste, Regen (hi), +30% MAG 25s) <b>Shout</b> (Haste, +50% ATK 25s) <b>Soul Spiral</b> (Esuna, heal 40%, +100% DEF 25s)  <b>Indomitable Blade</b> (p7.9 / 5, as Runic Blade but BLK/WHT)  <b>Al Bhed Brew</b> (+30% ATK/MAG 25s, self instacast 2) <b>Hyper Sniper</b> (AoE p5.88 / 6 rngd, <b>-30% A/D/M/R/MND 25s</b> ) <b>Goddess’s Mercy</b> (PM blink 1, Regen (hi), self instacast 1)

Haste, Protect, Shell, and Regen have variable durations based on the roaming warrior’s MND, which depends on its character level, which in turn depends on the dungeon’s difficulty level.

Dungeon difficulty levels:	1	11	21	31	36	46	56	66	76	86	110	120	130	150	160	170	180	190	220	
RW char. level:	5	10	15	20	25	30	35	40	45	50	55	60	65	68	72	76	80	89	99	
Haste durations																				
- Boon	20s	21s	21s	21s	21s	21s	22s	22s	22s	22s	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
- Lunatic High	21s	21s	21s	21s	22s	22s	22s	23s	23s	23s	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
- Sheepsong	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	23s	24s	24s	24s	24s	25s	25s	25s	25s	25s	26s
- Shout	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	25s	25s	25s	26s	26s	26s	27s	27s	28s	28s	28s
Protect durations																				
- Lunatic High	36s	36s	36s	37s	37s	37s	38s	38s	38s	39s	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
- Tailwind	37s	37s	37s	38s	38s	39s	39s	40s	40s	41s	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Shell durations																				
- Boon	35s	36s	36s	36s	36s	37s	37s	37s	37s	37s	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

Enlr: [https://www.reddit.com/r/FFRecordKeeper/comments/711m16/revamped\\_rw\\_system\\_for\\_story\\_dungeons/](https://www.reddit.com/r/FFRecordKeeper/comments/711m16/revamped_rw_system_for_story_dungeons/)

FF I	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Chaos Shrine	24	37	<i>Garland</i>	8k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Western Keep	25	49	<i>Astos</i>	37k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Silence boss. Uses Blind, and rarely Death.
Cavern of Earth 1	48	53	<i>Vampire</i>	46k	*Fire, *Holy	(Ice, Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	
Cavern of Earth 2	50	66	<i>Lich</i>	63k	*Fire	(Ice)	Bl Co Pa Pe Po Si Sle Slo St	p, M+	
Mount Gulg	53	66	<i>Marilith</i>	59k	—	(Fire, Ice, Lgt)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Blind and *Sleep the boss. Uses Blind.
Cavern of Ice	71	52	<i>White Dragon</i>	119k	*Fire, *Lgt	(Ice, Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Citadel of Trials	74	52	<i>Dragon Zombie</i>	117k	*Fire, *Holy	(Ice)	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Paralyze. Undead.
Sunken Shrine	76	86	<i>Kraken</i>	124k	*Lgt	(Fire, Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Blind.
Flying Fortress	78	86	<i>Tiamat</i>	152k	—	(F, I, L, E)	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Uses area magic attacks.
Chaos Shrine of Yore 1	86	74	3) <i>Lich, again</i>	86k	*Holy	(Ice)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Uses AoE KO
			4) <i>Marilith, again</i>	86k	—	(Fire, Ice, Lgt)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Uses Blind.
Chaos Shrine of Yore 2	89	74	2) <i>Kraken, again</i>	90k	—	(Fire, Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Uses Blind.
			4) <i>Tiamat, again</i>	106k	—	(F, I, L, E)	Bl Co Pa Pe Po Si Sle Slo St	p, M+	
FF II	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Semitt Falls Cvn.	27	66	<i>Sergeant</i>	34k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	KO works.
Snow Cavern	29	79	<i>Adamantose</i>	41k	*Ice	Lgt	Bl Co Pa Pe Po Si Sle Slo St	P	KO works.
Snow Cvn. (rtrn.)	31	66	<i>Borghen</i>	36k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	KO works.
Dreadnought	53	71	<i>Captain</i>	47k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Deist Cavern	72	52	<i>4x Chimera</i>	40k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Coliseum	73	52	<i>Behemoth</i>	128k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Castle Fynn	75	69	<i>Gottos</i>	133k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Tropical Island	76	86	<i>Big Horn</i>	135k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Cave of Mysidia	78	51	— no boss —	—	—	—	—	—	—
Leviathan	81	52	<i>Roundworm</i>	111k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Mysidian Twr 1	85	58	<i>Fire Gigas</i>	128k	*Ice	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Mysidian Twr 2	86	58	<i>Ice Gigas</i>	138k	*Fire	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Mysidian Twr 3	89	77	<i>Thunder Gigas</i>	154k	*Bio	[Lgt]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
The Cyclone	94	81	<i>Emperor</i>	122k	—	—	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Fully heals at 50% HP. Buffs self.
Castle Palamecia	98	81	<i>Imperial Shadow</i>	191k	—	(Ice, Bio)	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Death (costs KO medals even if revived)
Jade Passage	102	81	<i>King Behemoth</i>	208k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	

FF III	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Altar Cave	55	57	Great Tortoise	52k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Castle Sasune	57	57	Griffon	38k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Sealed Cave	59	71	Djinn	35k	*Ice, *Water	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Nepto Temple	62	61	Giant Rat	45k	—	—	Bl Co Pa Pe Po Si Sle Slo St	p, M+	*Use Silence on boss
Tower of Owen	72	86	Medusa	95k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Uses Petrify and Silence.
Subterr. Lake	74	52	Gutsco	97k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Molten Cave	77	69	Salamander	91k	*Ice, *Water	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Hein's Castle	80	52	Hein	104k	F or I or L	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	*B. Mage no KO. New vuln every 3 turns. Blinds. High EVA.
Cave of Tides	81	69	Kraken	116k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	Uses Blind.
Goldor Manor	84	52	Goldor	109k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Silence boss. Uses Blind, Silence.
Dragon Spire	91	61	4x Sorcerors	49k	—	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	—, M	KO works. *Silence one of them.
Castle Saronia	94	61	Garuda	154k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Sunken Cave	97	61	Zombie Dragon	169k	*Holy	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	Undead
Saronia Catcbs.	102	81	Odin	202k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	
Temple of Time	120	61	Dragon	185k	—	all but Dark & Bio	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Poison boss.
Ancient Ruins	126	81	Behemoth Behemoth (< 20% HP)	228k	—	all but Dark & Bio	Bl Co Pa Pe Po Si Sle Slo St	P P, M+	*Poison it. Only uses Attack, but 2 abilities per turn. Gains Meteor as an ability option.
Falgarbard Cave	131	61	Shinobi	184k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Hits also inflict Blind and Poison. Somewhat high EVA.
Lake Dohr	140	81	Leviathan Legiathan (< 50% HP)	276k	*Lgt	Ice, Earth, Water	Bl Co Pa Pe Po Si Sle Slo St	P, M P, M+	Uses Petrify, Haste, and Protect. 2 abilities per turn. Gains Tsunami as an ability option.
Cave of Shadows	111	81	Hecatoncheir	125k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Magic AoE only used below 50% HP.
Doga's Grotto	118	61	Doga Unei	73k 65k	— —	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	p, M+ p, M+	Magic brk resist. Unei appears after Doga dies. Magic brk resist. Uses Haste and Protect.
Bahamut's Lair	129	81	Bahamut	165k	*Wind	(Earth, Bio) others	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Pwr/armor brk res. No magic atk until 80% HP.
Ancients' Maze	111	61	Titan	197k	—	(*Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Don't use earth. Only physical above 60% HP.
Eureka 1	114	61	Ninja	197k	—	(Dark, Bio)	Bl Co Pa Pe Po Si Sle Slo St	P	*Slow the boss. Pwr/arm brk res. Uses Blind.
Eureka 2	121	61	Amon	226k	*F or I or L	—	Bl Co Pa Pe Po Si Sle Slo St	p, M+	*Slow it. *Use fire when vuln. Armor brk resist.
Eureka 3	122	61	Kunoichi	181k	—	(Dark, Bio)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Lower *ATK, *MAG. *Slow it.
Eureka 4	129	61	The General	241k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Lower *ATK, *MAG. *Slow him.
Eureka 5	150	21	Guardian						
Eureka 6	153	21	Scylla						
Crystal Tower	156	100	Xande						
FF IV	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Mist Cave	20	37	Mist Dragon	23k	*Dark	[Holy] Earth	Bl Co Pa Pe Po Si Sle Slo St	P	*Counters in mist form (after 4 <sup>th</sup> atk)
Undrg. Watrwy.	23	40	Octomammoth	26k	*Lgt, *Dark	[*Wa, Holy]	Bl Co Pa Pe Po Si Sle Slo St	P	
Antlion's Den	28	53	Antlion	31k	*Ice	[Water]	Bl Co Pa Pe Po Si Sle Slo St	P	Counters phys. atks
Mount Hobs	32	57	Mom Bomb	35k	*Ice, Wa, *Dk	[Fire] Lgt	Bl Co Pa Pe Po Si Sle Slo St	P	Becomes gigantic after some dmg taken.
			Mom Bomb (Gigantic)		*Ice, Wa, *Dk	[Fire] Lgt	Bl Co Pa Pe Po Si Sle Slo St	—, M+	No atk, explodes (use Defend) & divides.
			6x Bombs	3k	*Ice	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P	May self-destruct.
Fabul Castle	34	29	Dragoon	32k	—	Wind	Bl Co Pa Pe Po Si Sle Slo St	P	Physical dmg.
Baron Castle	41	72	4a) Baigan (body)	21k	*Ice	Fire, Lgt	Bl Co Pa Pe Po Si Sle Slo St	P	Casts Reflect if targeted with magic.
			4b) 2x Arms	11k	*Ice	Fire, Lgt	Bl Co Pa Pe Po Si Sle Slo St	P	*Explode when body dies. Respawn if both die.
			5) Cagnazzo Cagnazzo (preparing) Cagnazzo (defending)	21k	*Ice *Ice, Lgt *Ice	[Wa] Fire [Wa] Fire [Wa] F, Lgt, Wi, H, D	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P —, M+ —	— *Disrupt the tsunami w/ lightning. Earth and Bio still deal normal damage to this form.
Lodestone Cvrn.	43	71	Dark Elf	27k	*Fire, Holy	—	Bl Co Pa Pe Po Si Sle Slo St	p, M+	After some dmg, transforms & gains Earth defense.
Tower of Zot	45	71	3x Magus Sisters	15k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Silence each one. Middle one can revive others.
Zot - Spire	48	29	Barbariccia Barbariccia (tornado)	20k	—	Earth, Wind Earth, Wind	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P —, M	Counters BLK/WHT with 99%HP AoE. Counters atks. *Jump-type skills disrupt tornado form.
Dwarven Castle	50	72	4) 3x Calca, 3x Brina	6, 3k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Kill last Calca & Brina at same time. Rear row more hp.
			5a) Golbez	22k	*F, *I, *L, Ho	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	Shifts F/I/L vulnerability when hit by that element.
			5b) Shadow Dragon	11k	Holy	—	Bl Co Pa Pe Po Si Sle Slo St	P	Has a KO attack, so kill it first.
Babil - Depths	50	74	7a) Lugae	8k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	Merges into Barnabas-Z (24k HP) if Barnabas dies first.
			7b) Barnabas	11k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Kill before self-destruct. Enrages if Lugae dies first.
			8) Lugaeborg	26k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Cave of Eblan	53	57	Rubicante	25k	*Ice, *Water	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Counters phys atks & absorbs Ice/Water while cape closed
Babil - Heights	55	74	6) King/Queen of Eblan	26k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Only need to kill King.
			8) Rubicante, again	26k	*Ice, *Water	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Absorbs Ice and Water when closes his cape after Inferno.
			4) Asura	25k	—	[F, I, L, Wa]	Bl Co Pa Pe Po Si Sle Slo St	(P)	*Reflect boss to prevent heals. Only dmg is phys counters.
The Feymarch	58	72	5) Leviathan	23k	*Lgt	[Ice, Wa] F, E, Wi	Bl Co Pa Pe Po Si Sle Slo St	—, M+	
Sealed Cave	94	91	Demon Wall	215k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses KO after ? turns. Counters magic w/ petrify. Ph dmg.
Lair of the Father	98	73	Bahamut	164k	—	(E), all but Bio	Bl Co Pa Pe Po Si Sle Slo St	—, M+	Countdown to big AoE magic. Uses Reflect if hit w/ magic.
Giant of Babil 1	102	76	1) Scarmiglione	81k	Fire, *Holy	[E] I, L, Wi, Wa, D	Bl Co Pa Pe Po Si Sle Slo St	P	*Don't use fire. Uses Blind. Undead. Counters ph w/ slow.
			2) Rubicante, again!	68k	*Ice, *Water	[F] L, Wi, Holy, D	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Absorbs Ice, Wa when cape closed. Counters phys.
			3) Cagnazzo, again	56k	*Ice	[Wa] F, Wi, Holy, D	Bl Co Pa Pe Po Si Sle Slo St	P	*Disrupt tsunami w/ lightning. Counters phys w/ paralyze.
			4a) Barbariccia, again 4b) Barbar. (tornado)	37k	— Holy	[Wi] Earth Earth	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P —, M	10% counter BLK/WHT with 99%HP AoE. *Use a jump skill. Uses Petrify. Counters w/ 40%HP AoE.
Giant of Babil 2	106	37	CPU	162k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	—	Uses Reflect. Huge dmg if Attack & Defense nodes die.
			Attack Node	31k	—	Earth	Bl Co Pa Pe Po Si Sle Slo St	P+	Kill first. The only source of damage.
			Defense Node	31k	—	all but Bio	Bl Co Pa Pe Po Si Sle Slo St	—	Kill last. Heals.
Lunar Subterr. 1	114	81	White Dragon	216k	—	[all but Bio] (Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Break resist. Counters phys w/ Slow or 35% HP AoE. Counters fire/ice/lgt with magic AoE.



Lunar Subterr. 2	119	101	Dark Bahamut	145k	—	(all but Bio)	Bl Co Pa Pe Po Si Sle Slo St	P,(M+)	Break resist. Counters phys. Megafire (magic AoE) at battle start and every 5 turns. Casts Flare on self after using Reflect (even if dispelled). To survive Megafire, you need enough HP for your RES: RES 100 125 150 175 200 225 250 300 350 400 450 Dmg 6280 5207 4469 3926 3510 3180 2911 2498 2195 1963 1778
Lunar Subterr. 3	118	101	2x Lunasaur	109k	*Fire	Dark	Bl Co Pa Pe Po Si Sle Slo St	P, M	Counters phys w/ Reflect. AoE Conf/Blind/Sleep – trouble!
Lunar Subterr. 4	125	61	Plague Horror	208k	—	Earth, Dark	Bl Co Pa Pe Po Si Sle Slo St	P	Dooms party. Mostly buffs self. Some trash uses magic.
Lunar Subterr. 5	132	81	Ogopogo	234k	—	[Wa] F,I,E,Wi,H,D	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Counters lgt,BLK,WHT w/ %HP. Double magic AoE at start: RES 100 125 150 175 200 225 250 300 350 400 450 Dmg 5346 4434 3804 3343 2989 2707 2479 2127 1869 1671 1515
<b>FF V</b>	<b>Lv</b>	<b>Sta</b>	<b>Boss</b>	<b>HP</b>	<b>Vulnerable</b>	<b>[Abs] (Null) Resist</b>	<b>Can debuff with</b>	<b>Dmg</b>	<b>Notes</b>
Wind Shrine	29	71	Wing Raptor	29k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Counters if wings *folded (after 3 atks)
Torna Canal	35	57	Karlabos	34k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses paralyze. Tail Screw deals 99% HP dmg.
Ship Graveyard	37	57	Siren Undead siren	34k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Win before undead form (4 turns).
N. Mountain	42	71	Magissa Forza	40k	—	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	*Silence Magissa.
Castle Walse	71	76	Shiva 3x Ice Commander	47k	*Fire	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	—, M+	*Sleep Forza.
Walse Tower	73	61	Garula	81k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Counters & multi-attacks when HP low.
Karnak Castle	76	61	Sergeant (Iron Claw) 3x Cur Nakk	65k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Win before uses Death Claw (silence prevents). It helps to kill these before Sergeant becomes Iron Claw.
Library of Anc.	79	77	4) Ifrit	80k	*Ice, *Water	[Fire] (Bio)	Bl Co Pa Pe Po Si Sle Slo St	P, M	Uses a 20% maxHP AoE attack, and Paralyze.
			5) Byblos	92k	*Fire	[all others]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Desert Shft. Sand	96	58	Sand Worm 3x Holes	130k	*Water	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Vanishes sometimes, causing atks to hit Holes.
Catapult	100	77	Cray Claw	163k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	Counters with *Gravity.
Tycoon Meteor.	105	61	Adamantoise	193k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses a 99%HP attack.
Ronka Ruins 1	110	61	Soul Cannon 2x Launchers	171k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	—	*Uses Wave Cannon (50% maxHP AoE) on turn 7. KO works. Only uses 50% cur?HP atk. Ignore them.
			Archeoaevis	47k	Wind	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses 25% maxHP AoE, and Sap.
			Archeoaevis (refill HP)	47k	—	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	NAT magic code (can't silence / reflect). Uses Sap/Poison.
			Archeoaevis (refill HP)	47k	—	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Blind, and 20% maxHP AoE.
			Archeoaevis (refill HP)	47k	—	[Lgt]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	NAT magic code. Uses Paralyze.
			Archeoaevis (reborn)	98k	—	(F,I,Lgt,Wi)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	KO works! Uses Sap and % HP AoEs.
Walse Meteorite	106	61	6x Purobolos	20k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	KO works. *Silencega one (must be Silencega). Raise others if killed (use silence/stop).
Karnak Meteorite	109	61	Titan	202k	—	[Earth]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	High DEF. Magic AoE on death.
Gohn Meteorite	113	61	Manticore	185k	—	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	High RES.
Castle Exdeath	115	81	Gilgamesh	63k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Big Bridge	121	101	Gilgamesh, again!	227k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Buffs self at 30% HP, then only Jumps.
Underg. Watrwy.	103	81	Tyrannosaur	102k	*Fire	(Ice)	Bl Co Pa Pe Po Si Sle Slo St	P	Counters WHM/BLM with magic AoE, & phys with 75%HP.
Castle of Bal	105	61	1) Abductor	173k	—	(Wind)	Bl Co Pa Pe Po Si Sle Slo St	P	Uses 99%HP attack every 6 turns.
Drakenvale	109	81	Dragon Pod 4x Dragon Flowers	116k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Respawns pods???? turns after they die.
				6k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Left to right, they use Paralyze, Confuse, Blind, Poison.
Xezat's Fleet	106	61	Gilgamesh, again! Enkidu	166k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses 75% and 99%HP attacks, and Paralysis.
				56k	—	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Barrier Tower	109	81	Atomos	196k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Use Esuna to clear Doom of Atomos, or char will vanish.
			Crystal (upper)	47k	—	[Fire] (I,Lgt,H,Bio)	Bl Co Pa Pe Po Si Sle Slo St	P	
			Crystal (right)	47k	—	[Water] (I,Lgt,H,Bio)	Bl Co Pa Pe Po Si Sle Slo St	P	
			Crystal (lower)	47k	—	[Earth] (I,Lgt,H,Bio)	Bl Co Pa Pe Po Si Sle Slo St	P	
			Crystal (left)	47k	—	[Wind] (I,Lgt,H,Bio)	Bl Co Pa Pe Po Si Sle Slo St	P	
Castle Exdeath 2	126	61	Carbuncle	219k	special	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	—, M	*Slow it. Weak to all at low HP. Reflects spells at you.
Castle Exdeath 3	132	81	Gilgamesh, again!	260k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses sleep, %HP atk, and AoE blind. Trash uses physical.
Castle Exdeath 4	140	61	Exdeath	236k	*Holy	(Bio)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Brk res. Double actions at low HP. Uses Doom, sap/poison.
Death Valley	116	61	Antlion	174k	*Water	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	
Pyramid	121	101	2x Gargoyle	51k	—	[Holy]	Bl Co Pa Pe Po Si Sle Slo St	P	*Stop one. Revive each other after ??? turns.
Guardian Tree	128	61	Melusine	204k	F or I or L	[F or I or L] (others)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Sleep her. Rotates thru vulnerabilities.
Island Shrine	129	81	Wendigo 3x false Wendigo	109k	—	[Water] (Earth)	Bl Co Pa Pe Po Si Sle Slo St	P,(M+)	Boss is mixed with 3 fakes; no HP bar or status icons show. AoE reveals boss' HP bar, but then 1–3 magic AoE + sap. Single target dmg to any reshuffles, unless boss is asleep.
WhiteFork Tower	134	81	Minotaur	242k	—	[E, Wa, Ho, Bio]	Bl Co Pa Pe Po Si Sle Slo St	P	Magic abilities and soul breaks not usable in fight.
Black Fork Tower	141	81	Omniscient	201k	Wind	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Phys dmg resets boss. Uses %HP atk. Flares on death.
			1) 2x Gargoyles	56k	—	[Holy]	Bl Co Pa Pe Po Si Sle Slo St	P	Revive each other, so kill together.
			2a) Phobos (green)	78k	*Earth	[Bio]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Each will revive after a time, so kill together.
			4b) Triton (red)	78k	*Ice	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
			4c) Nereid (blue)	78k	*Fire	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Istory Falls	127	81	Leviathan	230k	*Lgt	[Water] (Fire, Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Armor/Magic brk res. Counters magic & phys.
Castle Bal Dngn.	129	61	Odin	250k	—	[*Holy]	Bl Co Pa Pe Po Si Sle Slo St	P+	*Don't use holy. Pwr break resist. Big AoE at 0 countdown.
N. Mountain 2	142	81	Bahamut	295k	—	(*Earth)	Bl Co Pa Pe Po Si Sle Slo St	p, M+	*Slow him, *don't use earth. Pwr/mag brk resist.
Kuza	118	81	Shield Dragon	205k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Slow boss. Perma-reflect. Pwr/arm brk res. Cntr phys.
Sunken Wtr Twr	129	81	Famed Mimic Gogo	205k	—	(*Water)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Don't use water. Don't attack until he gives permission.
Between Dims 1	113	61	Calofisteri	185k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	*Silence it. *Remove its Reflect.
Between Dims 2	120	61	Apanda	224k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Slow it. Counters phys w/ Protect, magic w/ Drain.
Dimension Cstl 1	130	61	Alte Roite Jura Aegis						
Dimension Cstl 2	136	61	Azulmagia						
Dimension Cstl 3	140	61	Catastrope						

FF VI	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
N. Mines	43	61	Ymir (head) Ymir (shell)	42k	—	— [Lgt]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P —	Retreats to shell after 3 atks. Hit head, not shell. *Counters with Megavolt if hit.
Abnd. Mineshaft	46	61	Guard Leader 2x Silver Lobos	42k 21k	Bio Fire	— —	Bl Co Pa Pe Po Si Sle Slo St (all)	P P	*Charges if all Lobos die. (Put one to sleep.)
Figaro Castle	48	76	2x Magitek Armor	44k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Put one to sleep for easier fight.
Mt. Kolts	51	91	Vargas 2x Ipooh	46k 23k	Bio *Fire	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ P	Uses Doom.
Imperial Camp	54	91	3x Magitek Armor	24k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
S. Figaro Cave	58	61	Tunnel Armor	52k	*Lgt, *Wa	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Phantom Train	23	29	Phantom Train	43k	*F, *L, Holy	[Bio]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	KO works. Undead.
Esper Valley	25	37	Kefka	35k	—	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	
Zozo	26	53	Dadaluma (2x Iron Fist)	43k 2k	*Bio —	— [Bio]	Bl Co Pa Pe Po Si Sle Slo St (all)	P P	Counters phys & black magic. Summoned after 30 sec. If both die, respawn in 30 sec.
Opera House	28	53	Orthos	31k	*Fire, Lgt	[Water]	Bl Co Pa Pe Po Si Sle Slo St	P, M	Switches (4 times) to a new copy when at 50% HP.
Magitek Factory	30	53	Ifrit Shiva	22k 22k	*Ice *Fire	[Fire] (all others) [Ice] (all others)	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	p, M —, M	One boss at a time, swapping after actions. Kill either one.
Vector	32	40	Crane (upper) Crane (lower)	28k 25k	*Lgt, Water Lgt, *Water	[Fire] [Fire]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ P, M+	Both can cast Reflect, so spellblade skills are convenient.
Thamasa	34	40	Flame Eater	41k	*Ice	[Fire] (Lgt, E, H, Bio)	Bl Co Pa Pe Po Si Sle Slo St	—, M+	Summons Grenade/Balloon Flame Eaters.
Esper Caves	37	53	Orthos, again	32k	*Fire, *Lgt	[Wa]	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Death
Airship	38	67	4a) Orthos, again! 4b) Typhon	27k 16k	*Fire, Lgt *Ice, Water	[Wa] [Fire]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P P, M+	Can knock a party member out of battle.
Floating Cont. 1	40	53	5) Air Force Ultima Weapon	46k 75k	Lgt, Water —	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P+, M P, M	*Kill before boss uses Wave Cannon Uses area magic effects at low HP.
Floating Cont. 2	41	53	Nelapa	28k	Ice, Lgt, Holy	[Fire] (E,Wi,Wa,D,Bio)	Bl Co Pa Pe Po Si Sle Slo St	p, M	Casts Doom on party at start of fight.
Solitary Island	58	46	Black Dragon	23k	*Fire, Holy	[Bio]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	KO works. Undead.
Mobliz	60	16	Humbaba	35k	*Bio	[Lgt]	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Figaro Castle 2	63	76	Tentacle (top left) Tentacle (top right) Tentacle (lower left) Tentacle (lower right)	10k 10k 10k 10k	— — *Fire *Ice, Water	[Earth, Water] [Lgt, Water] [Ice, Water] [Fire]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M P, M P, M P, M	KO works.
Darill's Tomb	67	77	4) Angler Whelk 4) Angler Wk. (in shell) 5) Dullahan	25k — 29k	*Fire *Fire *Fire	[Ice, Lgt, Wa] Bio [Ice, Lgt, Wa] [Ice]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	p, M+ — P, M+	Shell part counters with *Gigavolt. Uses Petrify. Enters empowered form when low HP.
Falcon	93	93	2) 4) 5) Deathgaze	118k	*Fire, *Holy	[Ice, Bio] (Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Final fight uses Death. Trash blinds & petrifies.
Mt. Zozo	96	91	Storm Dragon	209k	*Lgt	[Wind] (Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Cyan must survive. Area magic dmg, area HP% dmg.
Cave on Veldt	99	73	Behemoth King Behemoth K. (undead)	111k 142k	Fire, *Bio Fire, *Holy	[Ice] [Bio]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ —, M+	KO works. Magic AoE. Removes Reflect. KO works. Uses Death. Free hits on sleeping chars.
Owzer's Mansion	122	81	Chadarnook (goddess) Chadarnook (spirit)	254k 198k	Fire *Fire, *Holy	[Water, Holy] [Lgt]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	p, M+ p, M+	Counters all atks. Unkillable. Switches form in ??? turns. Counters phys. Switches form after taking dmg 5? times.
Cultists' Tower 1	128	81	Holy Dragon	183k	—	[Holy]	Bl Co Pa Pe Po Si Sle Slo St	—, M	Trash uses single-target magic. Only uses Holy (& Dispel).
Cultists' Tower 2	115	81	Magic Master	171k	varies	[varies] (Dark, rest)	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Magic AoE on death. Weak/absorb changes on every hit.
Phoenix Cave	120	101	Red Dragon	222k	*Ice, *Water	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Removes Reflect. Uses more AoE at lower HP.
Narshe 1	108	81	Ice Dragon	150k	*Fire	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Uses AoE Stop.
Narshe 2	111	61	Valigarmanda	221k	*Fire	[Ice] (others)	Bl Co Pa Pe Po Si Sle Slo St	—, M+	Uses Stop.
Yeti's Cave	115	81	Yeti	178k	*Fire, Bio	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Uses %HP AoE. At 50%HP, +stats & haste/prot/shell/regen
Opera House 2	116	61	Earth Dragon	221k	*Water, Wi	—	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Physical counter. Uses AoE Slow.
Ancient Castle	122	101	Blue Dragon	240k	*Lgt	[Water]	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Starts with magic AoE. All magic dmg is water. AoE sap.
Dreamscape 1	133	81	Curlax (top) Laragorn (left) Moebius (right)	92k 92k 92k	Ice, Water Fire —	[Fire] [Ice] [Lgt]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	—, M p, M+ —, M	
Dreamscape 2	141	81	Wrexosoul (normal) Wrexosoul (powered) 2x Soul Saver	167k — 53k	*Ice *Ice Ice	[Fire, Holy] [Fire, Holy] [Fire, Holy]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M P, M+ P, M	Break res. Vanishes into a hero; atk hero to kick him out. Break res. Can't occupy a hero, but stronger. Uses Reflect. KO works. Uses Reflect. Needn't kill; boss powered if all die.
Ebot's Rock	110	81	Hidon Erebus #1 (top) Erebus #2 Erebus #3 Erebus #4 (bottom)	106k 15k 15k 15k 15k	*F, *Ho, E Fire, Holy all — Earth	[Bio] [Bio] — [all but Earth] [Bio]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P P P P P	Uses res-piercing AoE if no Erebus alive. (Note: Erebus don't have to be killed for victory.) Erebus #3 starts with Reflect. (#4 on official web site) (#4 is listed as #3 on official web site)
Mobliz 2	113	21	Humbaba	222k	*Bio	[Lgt]	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Kefka's Tower 1	133	81	Inferno Rahu (arm on left) Ketu (arm on right)	125k 18k 18k	*Lgt Ice Fire	[Fire] [Lgt] [Ice]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ P P+	Counters PHY. Gains stronger atks as each arm dies. Arms use Petrify if both are alive. Arms revive in ?? turns.
Kefka's Tower 2	141	81	Skull Dragon	148k	*Fire, *Holy	[Bio]	Bl Co Pa Pe Po Si Sle Slo St	P, M	Uses Doom, Blind, Silence.
Kefka's Tower 3	120	61	Gold Dragon	187k	*Water	—	Bl Co Pa Pe Po Si Sle Slo St	p, M+	*Lower its MAG. Uses Reflect.
Kefka's Tower 4	127	61	Ultima Buster	244k	—	(E Wa Wi B H)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Don't use wind. *Lower its MAG. Uses Stop.

FF VII	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Mako Reactor 1	14	13	Guard Scorpion	17k	Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P	Counters if tail up (3 atks down, 2 up)
Mako Reactor 5	15	37	Air Buster	19k	Lgt	Fire, (Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	Counters until it uses its 4th Bomb Blast
Midgar Highway	85	69	Motor Ball	133k	*Lgt	Fire	Bl Co Pa Pe Po Si Sle Slo St	P+,M+	
Under Junon	91	52	Bottomswell	68k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Airborne. Free trapped chars with non-bio magic.
Shinra Cargo Ship	94	69	Jenova BIRTH	191k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+, M	*Cloud must survive
Corel Prison	68	69	Dyne	104k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Gongaga	68	69	Reno Rude	67k 76k	— —	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P P, m	Counters lightning attacks
Cosmo Canyon	71	86	Gi Nattak 2x Soul Fire	122k 25k	*Holy Wind, Holy	(E, Water) [Fire] (E, Wa, Bio)	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M —, M	Can reduce ability uses, and remove Protect/Shell/Reflect. Takes Over a char and focuses Fira attacks on it for 30 sec.
Nibelheim	84	69	Lost Number	144k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Enters phys/magic form based on atk that dropped to half
Mt. Nibel	86	69	Materia Keeper	149k	—	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Magic attack is only used below 30% HP.
Wutai	88	87	1) Palmer	84k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
		87	5) Rapps	124k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Temple of Anc.	92	87	4) Red Dragon	137k	—	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M	The magic attack is quite strong.
		87	5) Demons Gate	116k	—	Earth, (Bio)	Bl Co Pa Pe Po Si Sle Slo St	P+	Uses Petrify. Free physical AoE at 75%, 50%, 25% HP.
Forgotten Capital	114	81	Jenova LIFE	199k	Earth	[Water]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Stop the boss. Water resist helps. Uses Reflect.
Gaea's Cliff	119	81	Schizo (left head)	117k	—	[Ice]	Bl Co Pa Pe Po Si Sle Slo St	—, M+	Both use single and AoE magic, and AoE magic on death.
		81	Schizo (right head)	117k	—	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	—, M+	
Whirlwind Maze	126	61	Jenova DEATH	253k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Stop the boss. Fire resist helps. Uses Silence.
Ultima Weapon	134	83	1) Ultima Wpn (Junon)	85k	—	(Water, Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Pwr/Mag brk res.
		83	2) Ultima Wpn (N.Cave)	97k	—	(Water)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Pwr/Mag brk res.
		83	4) Ultima Wpn (Cosmo)	133k	—	(Water, Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Pwr/Mag brk res. Magic AoE on death.
Undrwrtr. Reactor	120	101	Carry Armor 2x Arms	157k 36k	(Lgt) —	(Bio) (Bio)	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	—, M+ P	Lgt vulnerable after arms are dead. Traps a hero as counter to body phys hits; dmg to release.
		125	61	Rude 2x MP	174k 56k	— —	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M P
Sector 8, Part 1	126		Elena (left)		—	[Ice]		P+	Uses Confuse.
			Reno (top)		—	[Lgt]		P, M?	
			Rude (bottom)		—	[Fire]		P, M?	
Sector 8, Part 2	133	61	Jammer Armor	20k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	Uses Reflect on party; cleared when Jammer Armor dies.
		61	Proudclad (armored)	150k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
		61	Proudclad (no armor)	—	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Sister Ray	142	82	?a) Hojo	212k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	P/A brk res. Resummons minions, so just kill Hojo.
		82	?a) Bad Rap Sample	29k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	P/A brk res. Uses Blind.
		82	?a) Poodler Sample	27k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	P/A brk res.
		82	?a) Heretic Hojo	73k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Brk res. Uses Silence, Sleep, Confuse.
		82	?b) Right Arm	29k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	Brk res. Body has less HP than arms, so just kill body.
Wutai Pagoda	111	105	3) Chekhov	55k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Protect/Reflect/Regen. Uses %HP attack. [All 5 battles: no trash, and ether at end.]
		105	4) Staniv	54k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	
		105	5) Godo	119k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
		105	1) Gorkii	50k	Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	
		105	2) Shake	54k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	

FF VIII	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Fire Cavern	42	53	<i>Iffrit</i>	42k	*Ice	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Seed Field Exam	43	67	4a) <i>Biggs</i>	31k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Counters phys. atks. If defeated, Wedge fully heals him. Wedge appears after 30 sec. Kill first due to Biggs heal.
			4b) <i>Wedge</i>	15k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
			5) <i>Elvoret</i>	52k	—	(Earth, Bio)	Bl Co Pa Pe Po Si Sle Slo St	p, M+	
Dollet	45	53	1) 2) 3) 4) <i>X-ATM092</i>	36-72	*Lgt	(Bio)	Bl Co Pa Pe Po Si Sle Slo St	P, M	Repeats in all 4 zones of the dungeon, stronger each time.
Balamb Garden 1	46	67	<i>Granaldo</i> 3x <i>Raldo</i>	39k 7k	*Wind	(Bio)	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P P	If a Raldo is alive, may use Combo Attack for extra dmg.
Balamb Garden 2	47	66	<i>Diabolos</i>	81k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Gravija (75% HP AoE) and Gravity (25% HP).
Presidential Train	49	53	<i>Gerogero</i>	65k	*F, *E, *Ho	(Bio)	Bl Co Pa Pe Po Si Sle Slo St	P	Doom works. Uses Blind and Silence.
Centra Exc. Site	49	65	— <i>no boss</i> —	—	—	—	—	—	—
Unknown King's	52	53	<i>Sekhret</i>	56k	Wind, *Bio	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	Can AoE if both are alive.
			<i>Minotaur</i>	75k	*Wind, Bio	[Earth]	Bl Co Pa Pe Po Si Sle Slo St	P+	
D-District Prison	57	61	<i>Biggs, again</i>	56k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
			<i>Wedge, again</i>	52k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Missile Base	60	76	<i>BGH251F2</i> Captain & 2x Soldier	122k 22k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St (all)	P P	When tank dies, Captain & 2 Soldiers appear.
Balamb Grd. MD	61	61	2x <i>Oilboyle</i>	59k	*Fire	(Water)	Bl Co Pa Pe Po Si Sle Slo St	P	Counters with Oil Blast AoE (silence avoids). Uses Blind.
Fisherman's Hor.	63	61	<i>BGH251F2, again</i>	128k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P	
Balamb	109	81	<i>Raijin</i>	114k	Bio	[Lgt]	Bl Co Pa Pe Po Si Sle Slo St	P	Brk res. Hi DEF. Can remove debuffs.
			<i>Fujin</i>	88k	Bio	[Wind]	Bl Co Pa Pe Po Si Sle Slo St	P, M	
Galb. Garden 1	118	101	<i>Cerberus</i>	218k	—	[Lgt] (Wind)	Bl Co Pa Pe Po Si Sle Slo St	p, M+	*Dispel Triple buff. Uses Blind/Silence.
Galb. Garden 2	121	81	<i>Seifer</i>	227k	*Bio	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	P/A brk res. Huge DEF. Removes debuffs.
Galb. Garden 3	126	81	<i>Seifer,</i>	154k	*Bio	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	P/A brk res. Huge DEF. On death, Edea uses 50% HP AoE.
			<i>and then Edea</i>	110k	—	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	
Trabia Ravine	106	61	<i>Ruby Dragon</i>	159k	*Ice, *Holy	[Fire, Wind]	Bl Co Pa Pe Po Si Sle Slo St	P+, M	Stronger at low HP. Uses Reflect. Trash uses magic.
Great Salt Lake	109	61	<i>Abaddon</i>	179k	*Fire, *Holy	—	Bl Co Pa Pe Po Si Sle Slo St	P	Undead. Attacks when crouching, debuffs when standing.
Ragnarok	111	61	2x <i>Propagators</i>	93k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Uses Silence and Blind.
Centra Ruins 1	127	61	<i>Odin</i>	137k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	*Lower his ATK. *Win before Zantetsuken (turn 10).
Centra Ruins 2	133	61	<i>Tonberry King</i>	239k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	*Lower his DEF. Power break resist.
Cactuar Island	142	61	<i>Jumbo Cactuar</i>	241k	*Water	—	Bl Co Pa Pe Po Si Sle Slo St	P+	*Slow it. *Win before 5th 10k dmg atk. 5-mob trash waves
Deep Sea Research Center	115	62	2) <i>Ruby Dragon</i>	120k	Ice, Holy	[Fire, Wind]	Bl Co Pa Pe Po Si Sle Slo St	P+, M	Brk res. *Remove Reflect. *Slow it. *Lower its MAG.
			3) <i>Bahamut</i>	151k	—	(Earth, Lgt, Wind)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Lunatic Pandora 1	120	61	<i>Raijin</i>	140k	*Bio	[Lgt]	Bl Co Pa Pe Po Si Sle Slo St	P	Brk res. *Blind Raijin.
			<i>Fujin</i>	118k	*Bio	[Wind]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Lunatic Pandora 2	126	61	<i>Mobile Type 8</i>	255k	*Lgt	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Brk res. *Don't use earth.
			<i>Right Probe</i>	—	—	—	—	P	
			<i>Left Probe</i>	—	—	—	—	P	
Lunatic Pando. 3	119	61	<i>Seifer</i>	179k	*Bio	—	Bl Co Pa Pe Po Si Sle Slo St	P+, M+	Brk res. *Lower his DEF. *Don't cast Odin.
Lunatic Pando. 4	126	21	<i>Adel</i>	—	*Wind	[Holy]	Bl Co Pa Pe Po Si Sle Slo St	p, M+	Brk res. Lower *ATK, *MAG. Uses magic AoE if drains Rinoa.
Where It All Began	130	63	1) <i>3x Sorceress Novice</i>	29k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M+	*Lower MAG. *Poison one. Uses Reflect, Dispel, Esuna. *Lower MAG. *Poison one. Dispel Double to stop dualcast. Lwr *MAG, *ATK. Only counters, except Ultima every 5 turns
			2) <i>3x Sorceress Adept</i>	31k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M+	
			3) <i>1x Sorceress Elite</i>	132k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	

FF IX	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
M.S. Prima Vista	63	68	1) Masked Man	38k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Kill Steiner before Bomb self-destructs. Grows 3x => blows up on party&boss (if berserk: just 1 hit)
			2) Steiner	53k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
			3) Steiner (+ 2 guys)	68k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
			4a) Steiner	91k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	
			4b) Bomb	73k	Ice, Wi, Wa	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Evil Forest	66	66	2) Prison Cage	70k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P	Permanently Cages heroes, draining their HP.
			4) Plant Brain	96k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Blinds party at beginning.
Village of Dali	67	65	Black Waltz 2	89k	—	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	p, M	At low HP, counters F,I,L,Wa w/ area atk of same elem.
Gizam.'s Grotto	69	65	Gizamaluk	92k	*Lgt, *Wind	Ice, (Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M	Counters phys. with Lunge, magic with Silence.
Burmecia	72	65	Beatrix	119k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	*W. Mage must survive. Sets party to 1 HP after 15? turns.
South Gate	87	58	Black Waltz 3	144k	—	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	
Gargan Roo	88	77	Ralvurahva	147k	*Ice	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Trash uses petrify
Cleyra Sandpit	92	58	Antlion	128k	*Ice	[Water]	Bl Co Pa Pe Po Si Sle Slo St	P, M	Counters phys atks. Uses %HP + Blind AoE.
Cleyra Cathedral	95	77	Beatrix, again	181k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Win before Stock Break
Alex. Castle 1	103	81	Zorn	152k	—	—	Bl Co Pa Pe Po Si Sle Slo St	-, M+	Kill either one. They only attack when empowered; damaging them prevents *Meteorite and *Flare.
			Thorn	101k	—	—	Bl Co Pa Pe Po Si Sle Slo St	-, M	
Alex. Castle 2	107	61	Beatrix, again!	209k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Win before Climhazard. Trash uses magic.
Alex. Castle 3	110	81	Ralvuimago	109k	*Ice	[Earth]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	If hit with physical, enters defense mode for 1? turn. Counters physical attacks with AoE. Trash uses magic.
			Ralvuimago (defense)	109k	*Ice	[Earth]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Fossil Roo	105	61	Lani	151k	—	—	Bl Co Pa Pe Po Si Sle Slo St	p, M+	*Blind the boss. 10% to counter phys.
Conde Petie Path	108	61	Hill Gigas	182k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Slow the boss. All trash waves are single foes.
Iifa Tree	117	81	Soulcage	218k	Fire, *Holy	Dark	Bl Co Pa Pe Po Si Sle Slo St	P+, M	*Don't use fire. Undead. Trash is all single-foe waves.
Madain Sari	120	61	Scarlet Hair	206k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Counterattacks when in front. <b>Airborne</b> when in back.
Alex. Castle 4	108	61	Tantarian's book	29k	Holy	Dark	Bl Co Pa Pe Po Si Sle Slo St	P+	Boss revealed if 16k-21k dmg taken, fully heals if more. Hides after ??? turns. Only uses Poison.
			Tantarian (exposed)	135k	*Fire, *Holy	Dark	Bl Co Pa Pe Po Si Sle Slo St	-	
Oeilvert	111	81	Ark	211k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P+	Photon attack reduces a char's HP to 1. Uses Confuse.
Desert Palace	116	101	Valia Pira (2+ IX hero)	212k	Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	-, M	Uses Reflect. Bringing IX heroes lowers RES, DEF, MAG, EVA. Also gains Stop & Sap. Also gains Holy, Flare and nulls all elements.
			Valia Pira (1 IX hero)	212k	Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	-, M	
			Valia Pira (0 IX hero)	212k	Wind	(all elements)	Bl Co Pa Pe Po Si Sle Slo St	-, M	
Mount Gulug 1	130	81	2x Red Dragons	114k	*Ice, Wind	(Earth) Fire	Bl Co Pa Pe Po Si Sle Slo St	P+, M+	Magic dmg is wind. Trash uses strong magic, incl. AoE.
Mount Gulug 2	139	62	2) Zorn & Thorn	99k	—	—	Bl Co Pa Pe Po Si Sle Slo St	-, -	Just kill 1. No atk unless empowered; dmg unempowers. (Trash in battle 1 uses strong magic, incl. AoE.) Brk res???? Uses AoE status (poison, sap).
			3) Meltigemini	253k	*Fire, Holy	Dark	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Ipsen's Castle	110	81	Taharka	205k	Fire, *Wind	(Earth) Ice	Bl Co Pa Pe Po Si Sle Slo St	P, M	25% to curl/uncurl for hi DEF. Trash singletons use death.
Shrines of Ipsen	113	61	Earth Guardian	204k	*Wind, Holy	[Earth] Dark	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Trash are singletons and use death.
Pandemonium 1	111	63	1) Amdusias	74k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Lower Amdusias's ATK. *Don't use earth. *Lower Shell Dragon's MAG.
			2) Abaddon	76k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P+, M	
			3) Shell Dragon	94k	*Ice	—	Bl Co Pa Pe Po Si Sle Slo St	P+, M+	
Pandemonium 2	115	61	Silver Dragon	197k	Ice, Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P+, M+	*Lower its ATK. *Blind it.
Pandemonium 3	133	21	Garland	230k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+, M	Brk res. Lower its *ATK, *MAG. *Silence it. Uses Stop.
Pandemonium 4	140	21	Kuja	250k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Lower *MAG, *DEF. *Slow it. Magic AoE if you use Reflect.
Iifa - Open Sky	139	21	Nova Dragon	284k	*Ice, Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Don't use earth. *Slow it. Counters phys.
Memoria 1	145	61	Marilith	291k	*Ice	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M	Lower its *ATK, *MAG.
Memoria 2	152	61	Tiamat	328k	*Ice	[Wind]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Lower its *ATK, *MAG.



FF X	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes			
Zanarkand	17	37	Sinspawn Ammes 3x Green Sinscales	20k 1k	— Fire	—	Bl Co Pa Pe Po Si Sle Slo St (all)	— P	Only uses Gravity (silence prevents). Leave 1 alive (sleep) to avoid respawn.			
Besaid	21	37	??? (Kimahri)	23k	—	—	all, but high resist	P	*Win before Jump (4 <sup>th</sup> turn).			
S.S. Liki	26	40	Sinspawn Echuilles 3x Blue Sinscales	15k 0.6k	— —	—	Bl Co Pa Pe Po Si Sle Slo St (all)	P, M+ P	*Blind the boss. Has area water atk. These minions do not respawn.			
Kilika Woods	63	77	4) Lord Ochu	55k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Counters phys. atks with Earthquake. Uses Regen on self.			
			5a) Sinspawn Geneaux 5b) 2x Tentacles	50k 15k	*Fire —	[Water] [Water] Ice, Lgt	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P+, M+ P	Exits high-DEF shell form when HP falls to 80%. Prevents white/black magic dmg to body.			
Luca	66	61	Oblitzerator	82k	*Lgt	F, I, Wa, Holy	Bl Co Pa Pe Po Si Sle Slo St	P	Counters?			
Mi'ihen Highroad	69	61	Chocobo Eater	92k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P, m				
Mushroom Rock Road	80	92	Sinspawn Gui	126k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Gravity. High DEF if either arm is alive.			
			1x Head	79k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Interrupt "moving suspiciously" with ranged/magic.			
			2x Arms	40k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	If both die, respawn after 6 turns. No atk.			
Moonflow	81	73	Extractor	114k	*Lgt	F, I, Wa, Holy	Bl Co Pa Pe Po Si Sle Slo St	P, M	*Kill before depth charges are dropped by deploying form.			
			Extractor (deploying)		*Lgt	F, I, Wa, Holy	Bl Co Pa Pe Po Si Sle Slo St	P+	Airborne. Interrupt deployment with lgt			
Thunder Plains	83	73	Iron Giant	177k	—	Lgt	Bl Co Pa Pe Po Si Sle Slo St	P				
Macalania Woods	86	92	3) Spherimorph	78k	Lgt/Wa/F/I	[others]	Bl Co Pa Pe Po Si Sle Slo St	P	Uses 50%HP AoE. Counterattacks (below) are magic. Counters phys (even Retal.), revealing its current element. Weak to opposite of current element (Lgt-Wa, F-I). Hitting weakness makes it shift to a new element. Absorbs current element, countering with magic AoE.			
			5a) Crawler (normal)	113k	*Lgt	F, I, Wa, Holy	Bl Co Pa Pe Po Si Sle Slo St	P+				
			5a) Crawler (charging) 5b) Negator	23k	*Lgt —	F, I, Wa, Holy F, I, Wa, Holy	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	— —	Counters lgt & phys w/ AoE phys. Phys AoE in 3 turns. Prevents BLK/WHT/SUM/BLU? skills & SBs. Respawns.			
Macalania Temple	89	73	2x Guado Guardians	33k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	If alive, Seymour is immune. KO works.			
			Seymour	83k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Summons Anima on death.			
			Anima	128k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	*Charges up for big phys AoE. Strong magic attack.			
			Seymour	99k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M	Appears when Anima dies. *Yuna must live.			
Macalania Lake	91	55	Wendigo	141k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Starts fight Berserk.			
			2x Guado Guardians	29k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	KO works. Can remove Blind. Protect/Shell boss on death.			
Sanubia Desert	97	101	Sand Worm	146k	*Ice, *Water	Fire	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Swallows allies (dmg to free), then slows them.			
Airship	99	81	Evræ	174k	—	F, I, L, Wa	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Uses Petrify, 8-hit magic, and (under 50% HP), magic AoE.			
Via Purifico Maze	104	81	Grothia, and then Pteryx, and then Spathi	54k 72k 90k	— — —	[Fire]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ P, M+ P	High DEF. High DEF, higher RES. *Win before Megafire (strong magic AoE)			
			Via Purif. Sewer	103	61	Evræ Altana	177k	*Holy	—	Bl Co Pa Pe Po Si Sle Slo St	????	Undead?
			Highbridge	105	61	Seymour Natus Mortibody	182k 27k	*Holy Holy	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	—, M —, M+	Might use Petrify if under 50% HP. Uses Protect. Drains Seymour's HP whenever it would die.
Calm Lands	107	81	Defender X	206k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Use Berserk. Hi DEF. Counters w/ 50% HP attack.			
Mt. Gagazet 1	118	61	Biran	139k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Goes Berserk if Yenke dies.			
			Yenke	80k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+				
Mt. Gagazet 2	125	81	Seymour Flux Mortiorchis	215k 36k	— —	— —	Bl Co Pa Pe Po Si Sle Slo St ?	P P+(M+)	Brk res. Uses dispel,protect. At 50%, Reflect & self-Flare. Unkillable; drains Seymour at 0 HP."Annihilate"=>magAoE			
Mt. Gaga. Cavern	131	81	Sanctuary Keeper	180k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	Uses Esuna. Has AoE dmg + sleep/sil./blind/confuse/sap.			
Dome 1	111	81	Spectral Keeper	180k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Glyph Mine KOs in 20s. Defend protects, but uses Berserk.			
Dome 2	114	61	Yunalesca (initial)	186k	—	[Holy]	Bl Co Pa Pe Po Si Sle Slo St	P	Counters w/ blind/silence/slp. Removes haste/prot/shell.			
			Yunalesca (80% HP)		—	—	Bl Co Pa Pe Po Si Sle Slo St	P+, M	Phys AoE saps, then uses Holy on sapped targets.			
			Yunalesca (50% HP)		—	—	Bl Co Pa Pe Po Si Sle Slo St	P+, M	Phys AoE saps and Holy as before. Uses KO on un-sapped.			
Airship 2	118	62	2) Left Fin	135k	—	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P+	Airborne above 80% HP. Rarely uses AoE %HP.			
			3) Right Fin		—	—	Bl Co Pa Pe Po Si Sle Slo St	P+				
			Sinspawn Genais Sinsp. Genais (weak) Sin Core	193k 75k	*Fire *Fire	[Water] [Water]	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P,(M) —, M+	Armor/Mental brk res. Counters BLK/WHT with magic. Armor/Mental brk res. Hi DEF. Magic AoE also blinds.			
Airship 3	124	61	Sin Core (weak boss)	—	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	Immune. Does nothing.			
			Sin Core (dead boss)	—	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	Power/Magic brk res. Immune. AoE %HP every 3 turns.			
				—	—	—	Bl Co Pa Pe Po Si Sle Slo St	—, M+	Power/Magic brk res.			
Underwater Ruin	147	61	Geosgaeno									
Cavern of Fayth	155	61	Yojimbo									
Remeim Temple	160	21	Cindy, ...									
FF XI	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes			
Inner Hortuto	27	28	— no boss —	—	—	—	—	—	—			
Maze Shakhrami	39	27	— no boss —	—	—	—	—	—	—			
Waughroon Shr.	58	43	Dark Dragon Seeker	43k 23k	— —	— Dark	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P+ P, M+	*Sleep the Dark Dragon. Uses AoE %HP attacks.			
Batalia Downs	46	31	Sabertooth Tiger									
Delkutt's Tower	60	49	Porphyron									
Beadeaux 1	77	46	De'Vyu Headhunter	97k								
Beadeaux 2	96	52	Go'Bhu Gascon	139k								

FF XII	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Nalbina Fortress	63	49	<i>Air Cutter Remora</i>	128k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	
Garams. Wtrway	66	66	3) <i>4x Flan</i>	22k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Blind. High DEF. Cures each other.
			4) <i>Firemane</i>	95k	*Water	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Nalbina Dungeon	68	81	<i>Daguzo</i>	49k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P	
			<i>Galeedo</i>	49k	*Fire	—	?	P	
			<i>Gwitch</i>	49k	*Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Cure, so kill first.
Barheim Passage	69	65	<i>Mimic Queen</i>	111k	*Ice	[Lgt]	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
Lhusu Mines	72	65	<i>Ba'Gamnan</i>	103k	Water	[Fire] all others	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
			<i>Bwagi</i>	60k	Water	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	
			<i>Gijuk</i>	60k	Water	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	
			<i>Rinok</i>	17k	Water	—	Bl Co Pa Pe Po Si Sle Slo St	p, M	Uses Protect/Shell.
Dreadnought Lev	110	102	3) <i>2x Judges</i>	36k	—	all	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Brk resist. Uses Protect and Haste.
			5a) <i>Judge Ghis</i> 5b) <i>3x Imperial Hoplite</i>	107k 36k	— —	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, m P	Brk resist. At 60%, uses Aero (magic) and Protect/Shell. Uses Protect and Shell.
Tomb of Raith. 1	112	61	<i>Garuda</i>	146k	*Dark	[Holy] (Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	<b>Airborne.</b> Strong phys AoE if its Haste is dispelled.
Tomb of Raith. 2	116	61	<i>Demon Wall</i>	255k	*Holy	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses AoEs of Blind, Sleep, Silence, Death.
Tomb of Raith. 3	113	61	<i>Demon Wall (Far)</i>	227k	*Holy	—	Bl Co Pa Pe Po Si Sle Slo St	P	KOs party after 20? turns. Uses Haste, Silence, AoE Blind.
Tomb of Raith. 4	119	81	<i>Belias</i>	231k	*Water	[Fire] (all others)	Bl Co Pa Pe Po Si Sle Slo St	P+, M+	Bufs self at 80% HP (+ATK) and 50% (Protect+Shell)
Lt. Cruiser Shiva	108	61	<i>Vossler</i> <i>2x Imperial Swdsmen.</i>	122k 46k	— —	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P P, M+	Counters magic w/ Reflect. Haste at 50% HP.
Henne Mines	112	81	<i>Tiamat</i>	242k	*Earth	[Wind] (all others)	Bl Co Pa Pe Po Si Sle Slo St	P, (M+)	Counters magic w/ Reflect??? Magic only used if <50% HP.
Golmore Jungle	120	61	<i>Elder Wyrn</i>	187k	Wind	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses petrify-blind-silence-slow-conf-sleep.
			<i>Elder Wyrn (&lt;80% HP)</i> <i>2x Treants</i>	45k	Wind Wind	— —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ P	AoE multi status at transition (stun avoids) and later on. Uses Protect & Shell on boss, and Slow. Cntr mag w/ Shell.
Stilshrine Miri. 1	125	81	<i>Vinuskar</i>	—	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Petrify and Slow.
			<i>Vinuskar (&lt;80% HP)</i> <i>Vinuskar (&lt;50% HP)</i>	224k	— —	— —	Bl Co Pa Pe Po Si Sle Slo St	P, M P+, M	Gains magic attack. Gains physical AoE, and counters phys with phys atk.
Stilshrine Miri. 2	128	61	<i>Mateus</i>	107k	*Lgt	[Ice] all others	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Starts with Reflect. Uses magic below 80% HP.
			<i>3x Ice Azers</i>	17k	Lgt	[Ice] (all others)	Bl Co Pa Pe Po Si Sle Slo St	—, M	Uses Curaga on Mateus when below 50% HP.
Mt. Bur-Omisace	142	61	<i>Judge Bergan</i>	106k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Armor/magic brk res. Small chance to Blind.
			<i>3x Judges</i>	22k	—	all	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Sleep a Judge. Uses Protect & Shell.
The Salikawood	110	81	<i>King Bomb</i>	136k	Water	[Fire] all others	Bl Co Pa Pe Po Si Sle Slo St	p, M	Summons more bombs (silence prevents?). Uses Regen?
			<i>2x Bombs</i>	13k	Water	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	p, M	Can self-destruct. Max 4 bombs total.
Sochen Cave P. 1	117	61	<i>Mandragora Prince</i>	47k	Fire	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Esuna, heals.
			<i>Alraune King</i>	52k	Wind	—	Bl Co Pa Pe Po Si Sle Slo St	P	Bufs others.
			<i>Onion Queen</i>	43k	Earth	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Protect, Shell, Esuna, heals.
			<i>Pumpkin Star</i>	58k	Ice	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Blind, Silence, Sleep.
Sochen Cave P. 2	128	81	<i>Topstalk</i>	64k	Water	—	Bl Co Pa Pe Po Si Sle Slo St	P	Uses Blind, Stop, AoE Silence. Bufs others.
			<i>Ahriman</i> <i>Ahriman (copy)</i>	185k	*Holy Holy	Dark Dark	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ P, M+	<b>Airborne</b> (sometimes). Uses Doom. <b>Airborne</b> (sometimes). Copy appears at ??% HP.
Draklor Lab.	142	81	<i>Doctor Cid</i>	185k	*Holy	[Dark] all others	Bl Co Pa Pe Po Si Sle Slo St	P+	Pwr/Mnt brk res. Cntrs phys w/ phys immune ?? turns.
			<i>2x Rooks</i>	40k	—	all	Bl Co Pa Pe Po Si Sle Slo St	P, M	Uses Protect, Shell, Reflect, Regen. Heals.
The Feywood	136	81	<i>Rafflesia</i>	184k	*Wind	[Earth] all others	Bl Co Pa Pe Po Si Sle Slo St	P	*Slow it. *Don't use earth. Uses Shell, Reflect, Haste, Regen.
			<i>Malboro</i>	66k	Wind	—	Bl Co Pa Pe Po Si Sle Slo St	P	Summoned at ??% HP.
Giruvegan 1	143	21	<i>Daedalus</i>	284k	*Holy	[Dark] all others	Bl Co Pa Pe Po Si Sle Slo St	P+, M	Lower *ATK, *MAG. Starts with Haste. Uses Slow, Stop.
Giruvegan 2	148	61	<i>Tyrant</i>	267k	*Ice	[Lgt] all others	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Lower *ATK, *MAG. Starts w/ Prot/Shell. Uses KO, %HP.
Giruvegan 3	127	61	<i>Shemhazai</i>						
Pharos 1	128	62	1) <i>Hydro</i>						
			3) <i>Pandemonium</i>						
Pharos 2	134	81	<i>Slyt</i>						

FF XIII	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes	
Hanging Edge	42	53	Manasvin Warmech	46k	*Lgt, *Wa	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Uses 40% HP attack	
Lake Bresha 1	43	53	Garuda Interceptor	41k	*Wind	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P	At 50% HP, switches to magic & magic AoE attacks.	
Lake Bresha 2	44	53	Nix & Stiria	63k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Dooms party. Only need to kill Nix.	
The Vile Peaks 1	46	53	3) Dreadnought	53k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	Use *Blind (or other debuffs) to make the boss waste time Steam Cleaning it away. Immune to new debuffs while in Steam Clean mode.	
			4) Dreadnought	80k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+		
The Vile Peaks 2	48	53	Odin	103k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+,m+	Dooms party.	
Gapra Whtwood.	56	76	Aster Protoflorian	90k	*F/*I/*L/Wa	[various] E, Wi, var.	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Varies absorb & weakness: Fire <=> Ice, Lgt <=> Water	
Sunleth Wtrscp.	57	61	Enki	49k	*Lgt	(Water)	Bl Co Pa Pe Po Si Sle Slo St	P+,M+	*Confuse either boss when HP low (immune before)	
			Enlil	49k	*Water	(Lgt)	Bl Co Pa Pe Po Si Sle Slo St	P+,M+		
Palumpolum pt 1	86	69	Ushumgal Subjugator	73k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P+,M+	Airborne	
Palumpolum pt 2	89	53	2) Ushumgal Subjug.	101k	*Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P+	Not airborne	
			3a) Havoc Skytank	94k	—	(Wind)	Bl Co Pa Pe Po Si Sle Slo St	P+	Airborne	
			3b) 4x Turrets & Hulls	25k	—	(Wind)	Bl Co Pa Pe Po Si Sle Slo St	P	Each one hurts Skytank on death. Hulls use 50% curHP atk.	
Nautilus Park 1	93	61	Midnight Reaper	141k	*Fire, *Ice	Bio, (Lgt)	Bl Co Pa Pe Po Si Sle Slo St	P, M	Gains a magical AoE at 75% HP.	
Nautilus Park 2	98	81	Brynhildr	200k	*Ice	[Fire]	Bl Co Pa Pe Po Si Sle Slo St	P+,M+	Uses Doom.	
The Palamecia 1	106	102	4) Kalavinka Striker	129k	—	[Lgt] Wind	Bl Co Pa Pe Po Si Sle Slo St	P	Airborne	
			5) Kalavinka Striker	139k	—	[Lgt] Wind	Bl Co Pa Pe Po Si Sle Slo St	P+	Airborne	
The Palamecia 2	110	61	Barthandelus	—	—	—	—	—	Immune if Pauldron/Ailette alive. Buffs allies; no attack.	
			Barth. — unprotected Pauldron (on the left)	196k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+,M+	Dooms party. High DEF.	
			Ailette (on the top)	30k	Ice, Water	[F, Lgt] all others	Bl Co Pa Pe Po Si Sle Slo St	—, M+	Powers up over time, gaining AoE. High DEF.	
			30k	Fire, Lgt	[Ice, Wa] all others	Bl Co Pa Pe Po Si Sle Slo St	—, M+	Powers up over time, gaining AoE. High DEF.		
Fifth Ark 1	125	61	5x Pulsework Knights	36k	*Fire, *Lgt	—	Bl Co Pa Pe Po Si Sle Slo St	P+		
Fifth Ark 2	130	81	Cid Raines (offense)	—	—	—	—	—	P, M+	Form switch every ??? turns. Uses a 5x Attack on 1 target.
			Cid Raines (defense)	253k	—	—	Bl Co Pa Pe Po Si Sle Slo St	—	Very high DEF and RES. No attacks.	
			Cid Raines (recovery)	—	—	—	—	—	—	Heal, Esuna, and AoE Dispel. No attacks.
			Cid Raines (low HP)	—	—	—	—	—	P, M+	Buff self, AoE attacks (some with Dispel or Sleep).
Fifth Ark 3	136	101	Bahamut	272k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Arm./mnt. brk res. Dooms party. More atks if <50% HP.	
Vallis Media	112	81	Alexander	167k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	Power brk res. Dooms party. Rapid attacks at low HP.	
Yaschas Massif 1	113	81	2) Svarog	98k	Ice, Wind	(Earth) Fire	Bl Co Pa Pe Po Si Sle Slo St	P+	Armor/mental brk res. Airborne. Uses Silence.	
			4) 2x Hybrid Flora	84k	*Fire, *Wind	(Water)	Bl Co Pa Pe Po Si Sle Slo St	P, M		
Yaschas Massif 2	119	61	Nelapsi	81k	—	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Airborne.	
			2x Taxim	64k	F   L E Wi Wa	—	Bl Co Pa Pe Po Si Sle Slo St	P, M	Uses Blind+Stop+reduce DEF below 40% HP.	
Archylte steppe 1	111	81	Cactuar	159k	*Fire, *Earth	[Water]	Bl Co Pa Pe Po Si Sle Slo St	P	Dances to change size.	
Archylte steppe 2	118	81	Behemoth King	207k	—	[*Lgt] (Wind)	Bl Co Pa Pe Po Si Sle Slo St	P+,M+	*Don't use lgt. Only phys before ??? HP.	
Mah'habara 1	118	61	Juggernaut	185k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+,M+	*Blind the boss. Debuffs make it waste turns.	
Mah'habara 2	129	61	Hecatoncheir	238k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Fang/Vanille no KO. Uses Doom. Pwr brk res. Cntr phys.	
Sulyya Springs	125	61	Orobon	86k	*Fire, Lgt	[Ice] (Water)	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Uses Esuna.	
			Ceratoraptor	61k	*Earth	[Ice, Water]	Bl Co Pa Pe Po Si Sle Slo St	P, M		
			2x Ceratosaurs	35k	Fire, Earth	[Ice, Water]	Bl Co Pa Pe Po Si Sle Slo St	P, M		
Taejin's Tower 1	133	81	Vetala	—	—	(*Earth)	Bl Co Pa Pe Po Si Sle Slo St	M+	*Don't use earth. Def/mnt brk res. Uses Blind, Sil. Slow.	
			Vetala (w/ barrier)	262k	—	(*Earth) all others	Bl Co Pa Pe Po Si Sle Slo St	M		
Taejin's Tower 2	142	61	Dahaka	210k	—	[F/L or I/W] or all	Bl Co Pa Pe Po Si Sle Slo St	p, M+	*Lower MAG. Mag/mnt brk res. Uses haste, dispel, slow. Low DEF when staggered.	
Oerba 1	132	81	3x Seekers	47k	*F, ILEWiWa	—	Bl Co Pa Pe Po Si Sle Slo St	—, M+	*Don't use earth.	
			2x Chonchons	38k	—	(Earth)	Bl Co Pa Pe Po Si Sle Slo St	P+, M		
Oerba 2	142	61	Barthandelus	262k	—	all but Bio, Holy, Dk	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Slow it. Lower its MAG. Uses AoE Dispel.	

FF XIV	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Sastasha Seagrot	80	61	<i>Denn the Orcatoothed</i>	104k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	Attack bubbling water to prevent adds from spawning.
Tam-Tara Dpcrft.	83	65	<i>Galvanth the Domin. Inconspicuous Imp</i>	108k 16k	—	—	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P, M+ P	Immune ifimps are present. 1, then 2imps spawn at certain boss HP values.
Copperbell Mines	89	69	<i>Gyges the Great Stone Servants</i>		—	—		P+ P+	Power brk res. Summons Servants at ???% HP. Power brk res. Respawn if killed.
Bowl of Embers	110	21	<i>Ifrit Infernal Nail</i>		—	—		P, M+ —	Brk res. Uses AoE Stun. More AoE at low HP. Doesn't act. Kill in 3 turns or Ifrit uses large magic AoE.
1000 Maws 1	93	69	<i>Couerl o' Nine Tails 2x Warden's Whips</i>		—	—		P P	*Slow the Couerl. Uses AoE Poison. Calls whips at ???% HP. Uses AoE Poison, AoE Slow.
1000 Maws 2	105	58	<i>Graffias 2-4x Comesmites</i>		—	—		P+ P	*Slow Graffias. Uses Poison. Summoned when Graffias at ???% HP.
Haukke Manor 1	97	73	<i>Manor Sentry</i>		—	—		P, M	*Slow it. Uses AoE Paralyze.
Haukke Manor 2	114	61	<i>Lady Amandine Void Lamp Lady's Candle Manor Sentry Lady's Handmaiden</i>					p, M+ -, M+ P -, M -, M	*Kill before Void Thundaga. Mag/def brk resist. Uses self-destruct. Uses AoE Paralyze (small success chance).
Brayflox's 1	102	77	<i>Hellbender</i>	152k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	*Slow it. *Lower its MAG.
Brayflox's 2	125	61	<i>Aiatar</i>	224k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P+	*Slow it. *Lower its DEF.
The Navel	144	21	<i>Titan</i>	261k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P, M+	Lower its *MAG, *DEF. Break the heart in 5 turns.
Stone Vigil 1	139	41	<i>Chudo-Yudo</i>						
Stone Vigil 2	143	81	<i>Isgebind</i>						
FF Tactics	Lv	Sta	Boss	HP	Vulnerable	[Abs] (Null) Resist	Can debuff with	Dmg	Notes
Orbonne Monas.	43	31	<i>Knight Archer Chemist</i>	9k 9k 9k	— — —	— — —	Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St Bl Co Pa Pe Po Si Sle Slo St	P P P	*Lower ATK of a knight in last wave. *Lower ATK of an archer in last wave. Uses Esuna.
Magick City Garil.	47	34	<i>3x Squires</i>	10k	—	—	Bl Co Pa Pe Po Si Sle Slo St	P	*Lower ATK of one in last wave. Two waves of 3. Cntr phys.
Mandalia Plain	43	31	<i>2x (2x Squire, 1x Thief)</i>						
Dorter Slums	47	34	<i>Knights, Archers, BMS</i>						
Sand Rat's Sietch	54	37	<i>— no boss —</i>		—	—		—	—
Brigand's Den	62	43	<i>Milleuda + adds</i>	24k					
Lenalian Plateau	71	46	<i>Milleuda + adds</i>	34k					
Windmill	79	46	<i>Wiegaf, ...</i>						
Ziekden Fortress	88	49	<i>Argath, ...</i>						

Kevrlet: boss HP, status immunities, and break resistance <http://ffrk.kevrlet.net/> (some of the early bosses had their stats changed, so the datamined values may not be accurate). Also <http://ffrkcentral.com/>  
Target score conditions and (for early bosses) elemental/status info from official wiki: <https://ffrkstrategy.gamematome.jp/game/951/wiki/Home> (the official wiki contains errors, so some info may be incorrect)  
Also see <http://www.reddit.com/r/FFRecordKeeper/wiki/index/bosses>

Specific notes:

Beatrix attack ([https://ik.reddit.com/r/FFRecordKeeper/comments/3epwqw/ko\\_materia\\_conditions/cthc1su](https://ik.reddit.com/r/FFRecordKeeper/comments/3epwqw/ko_materia_conditions/cthc1su))

FF V Ifrit maxHP attack is AoE (not shown in Kevrlet), see TFMurphy comment [https://www.reddit.com/r/FFRecordKeeper/comments/367q0v/some\\_tips\\_for\\_some\\_of\\_the\\_new\\_elites/](https://www.reddit.com/r/FFRecordKeeper/comments/367q0v/some_tips_for_some_of_the_new_elites/)

FF V Archaeoavis details <https://redd.it/3iwsiy>

FF V Ronka Ruins Soul Cannon: Wave Cannon on turn 7 (TFMurphy comment <https://redd.it/3iojy4>)

## Item stats

A quick summary of some non-obvious things:

- **The final level upgrade** of an item is extra strong if there is item synergy, so try to avoid “level 14/15”. It is unimportant when there is no synergy.
- **Character synergy** grants a stat bonus similar to gaining one ★ of power on both weapon and armor.
- Different **item types** have small power differences (e.g. daggers and fist weapons are weaker than swords or axes by a half ★ or more).

The details are below.

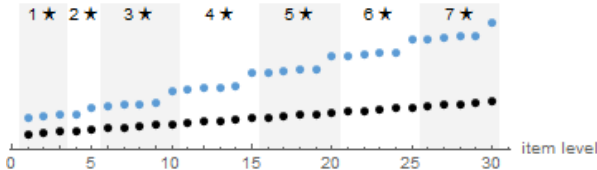
### Item synergy

Equipment gets a level boost based on its current level:

Item rarity	1	2	3	4	5	6	7
Item level	1–4	5–9	10–14	15–19	20–24	25–29	30
Synergy boost	+15	+20	+30	+40	+50	+60	+70
Synergy level	16–19	25–29	40–44	55–59	70–74	85–89	100

alyassus: [http://www.reddit.com/r/FFRecordKeeper/comments/318dxz/tables\\_on\\_game\\_mechanics/](http://www.reddit.com/r/FFRecordKeeper/comments/318dxz/tables_on_game_mechanics/)

The final level-up is worth extra stats for synergy items (except 1★ items):



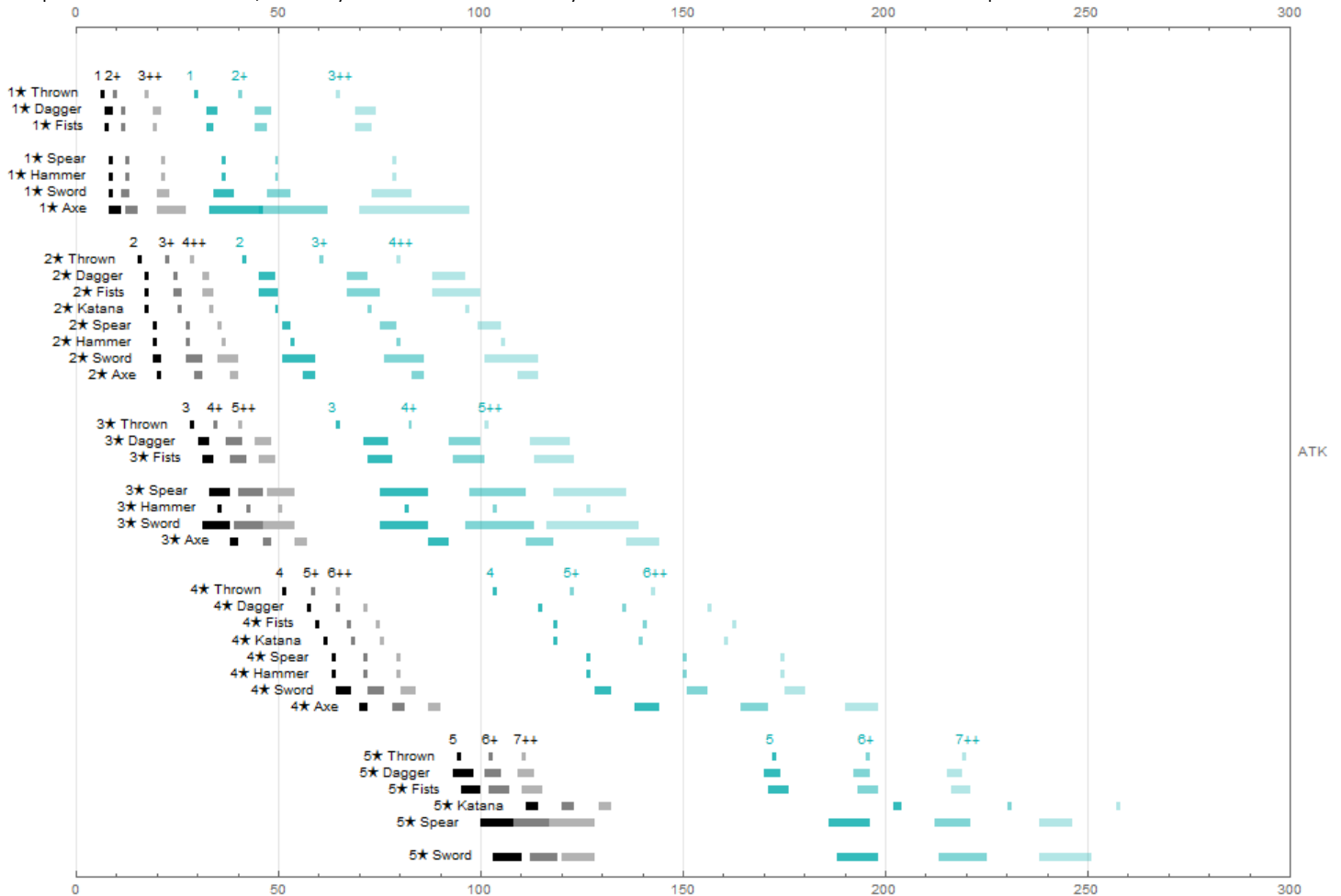
### Character synergy

Characters gain +10 levels (and +50% experience gain).

- That’s worth 15–20 points in their primary stats (ATK & DEF for fighters).
- That’s roughly the same as a one ★ boost in weapon and armor power.

## ATK stats for weapons

This chart shows how rarity, combining, synergy, and item type affect weapon stats. Bar widths show the range of ATK values for items early in the game’s history. Weapons with MAG are omitted, since they have a much lower ATK. They would make the chart less readable and make comparisons more difficult.



### Item levels

Each level adds roughly 1.5 to the item’s primary stats (e.g. DEF for helms). The value of a level upgrade seems to be similar for items of every rarity.

### What rarity does

Rarity improves an item in two ways.

**Max level:** the item’s max level increases by +5 (+2 for 2-star items).

That’s around 8–10 stat points. Rarity from combining **does** grant this bonus.

**Level 1 stats:** a higher rarity item beats a lower rarity item of the same level, because rarity gives items a head start in their level 1 stats.

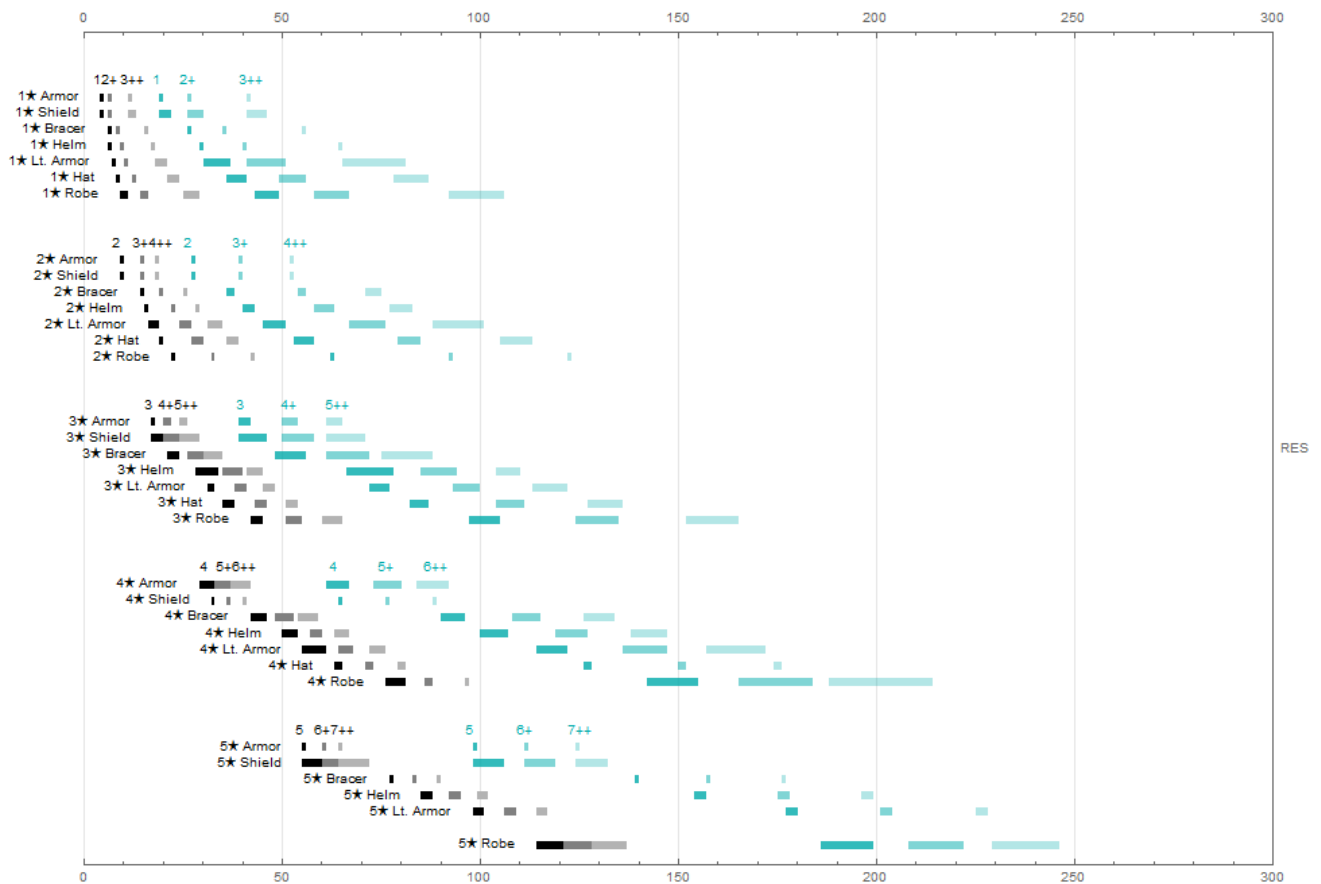
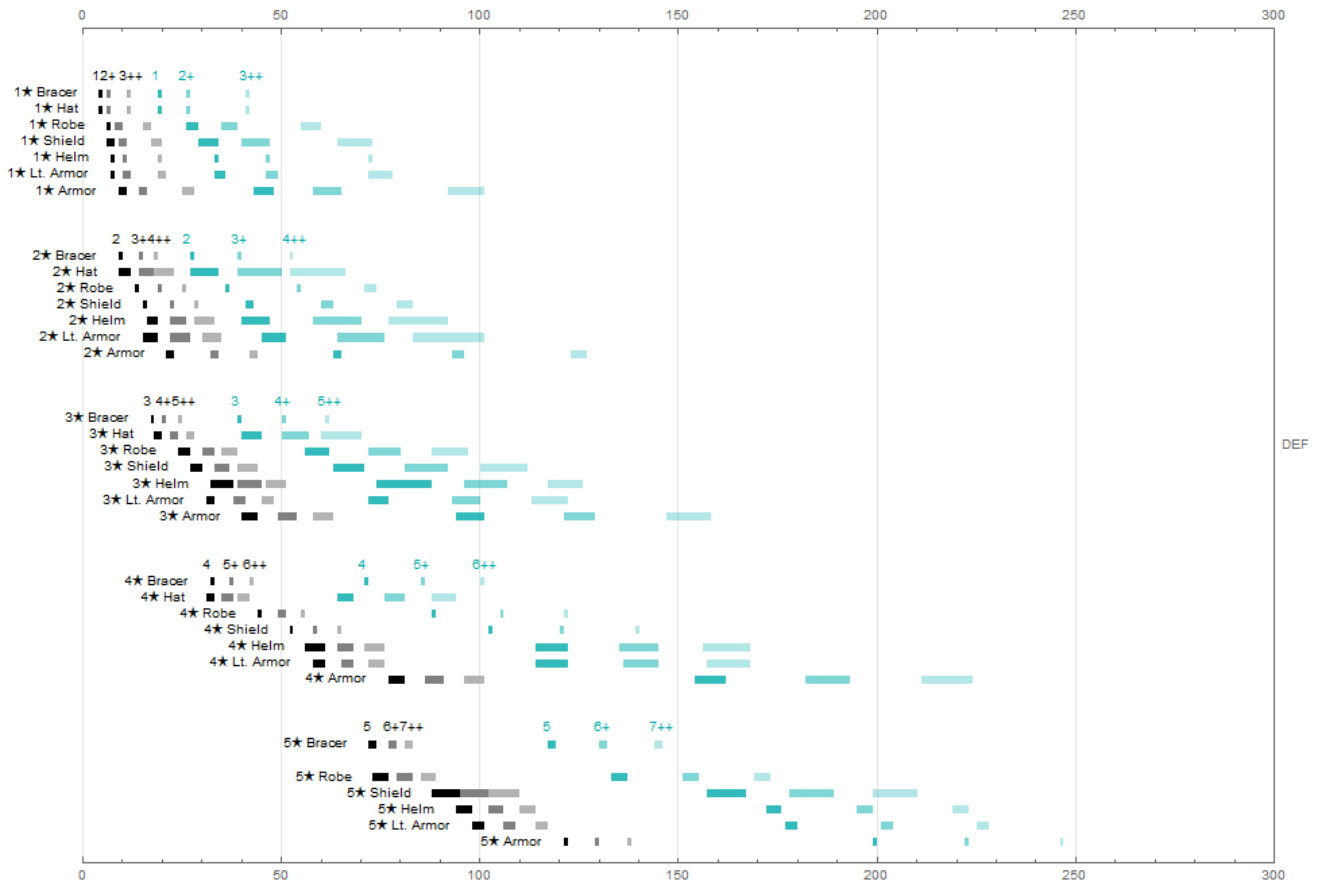
Combining **does not** grant the level 1 bonus, so combined items are weaker:

A level 1 ...	... has ATK ...	... the same ATK as ...
★★ Mythril Knife	11	a level 5 ★★ Knife+
★★★ Ripper	20	a level 6 ★★★ Mythril Knife+
★★★★ Cat Claws	37	a level 12 ★★★★ Ripper+
★★★★★ Danjuro	69	a level 23! ★★★★★ Cat Claws++



## DEF and RES stats for armor

Here are similar charts for DEF and RES. Note that Light Armor is second-best for both stats.



Some items are omitted to keep the charts legible: Ice Helm (III) and Leather Cap (VI) have unusually low DEF, and Aegis Shield (IV) has unusually high RES.

## Miscellaneous game mechanics

### Critical hits

Only physical attacks can critically hit.

Critical chance calculation:

1. **Equipment:** Each weapon has a base crit chance, typically 3%, sometimes 0–5%. There is a one accessory (Champion Belt VII) which adds +3% crit chance.
2. **Crit chance buffs:** If any are active, the buff chance overwrites the equipment chance. The last buff applied is used. Buffs are checked at the moment the attack occurs, unless the ability has its own crit chance (see next step), in which case buffs are checked at the beginning of casting.
3. **Ability crit chance:** A handful of abilities use an increased crit chance. This number is added to the value from the previous step, to a max of 100% chance. Exploding Fist and Sky Grinder are the only normal abilities with crit chance. A few Burst Soul Break commands have special crit chance as well.

Critical damage calculation:

1. The default critical damage bonus is x1.5.
2. A few soul breaks boost the bonus *additively*, e.g. adding an extra 0.5 for a total of x2.0 damage.
3. Critical hits are still limited by the 9999 damage cap.

Enliir: [https://ik.reddit.com/r/FFRecordKeeper/comments/5j5rd0/about\\_abilities\\_with\\_native\\_critical\\_rates\\_and/](https://ik.reddit.com/r/FFRecordKeeper/comments/5j5rd0/about_abilities_with_native_critical_rates_and/)

### Berserk and Confuse

Both of these force the target to use a specific ability each turn.

For party members, the ability is always Attack. Each monster uses a different ability, which might not even be one that it normally uses.

Berserk forces ability targeting to be random, but the kind of target (Self, Ally, Enemy, Any) is not changed.

Confuse causes abilities to have a 50% chance to target a random enemy, and 50% to target a random ally.

Berserked/Confused attacks can be countered, taunted, and Reflected. Area attacks remain area attacks. (Both facts are true as of Feb 2016 game update).

The target's ATB bar is reset when the status is applied and also when it expires.

TFMurphy: [https://ik.reddit.com/r/FFRecordKeeper/comments/3bzicx/the\\_dreadnought\\_leviathan\\_enemy\\_stats\\_and\\_ai/](https://ik.reddit.com/r/FFRecordKeeper/comments/3bzicx/the_dreadnought_leviathan_enemy_stats_and_ai/),

[https://ik.reddit.com/r/FFRecordKeeper/comments/38tbz6/psa\\_berserkedconfused\\_enemies\\_cant\\_use\\_area/](https://ik.reddit.com/r/FFRecordKeeper/comments/38tbz6/psa_berserkedconfused_enemies_cant_use_area/)

TFMurphy changes to berserk/confuse (no longer changes targeting): [https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two\\_important\\_mechanic\\_changes\\_to\\_the\\_combat/](https://www.reddit.com/r/FFRecordKeeper/comments/3smw5t/two_important_mechanic_changes_to_the_combat/)

### Soul gauge gain amounts

Taking damage from an enemy adds 10% of a soul break charge. (Internally, the gauge is measured in points, with one charge being 500 points.)

Abilities (that don't miss) add 10% for Attack, 11% for most 1–2★ abilities, 12% for most 3–4★ abilities. Wrath adds 36% of a charge.

Using Retaliate adds 16% of a charge, but the counterattack adds nothing. Attacking a retaliator always misses, so the attacker gains nothing.

Hitting a weakness fills the gauge by 1.5x as much as normal.

TFMurphy: [http://ik.reddit.com/r/FFRecordKeeper/comments/36w8pt/does\\_attacking\\_your\\_own\\_characters\\_increase\\_soul/](http://ik.reddit.com/r/FFRecordKeeper/comments/36w8pt/does_attacking_your_own_characters_increase_soul/)

### Status resistance vs enemy attacks

When a party member attacks a monster, the success chance to inflict a status is a flat percentage based on the effect being used.

When a party member is the target, the hit chance depends on the kind of effect being used:

- **Auto-Hit** effects always hit, ignoring status resistance and Affliction Break. (*Before 12 Sep 2015, any resistance at all would prevent Auto-Hit effects.*)
- **Random** effects have hit chance  $3\% + 3\% * \text{Hit rate}/\text{Resistance}$ , capped at 100%. The Hit rate is specified by the action being used. Resistance values come from gear or Record Spheres, stacking additively, or a default of 1 if no source of Resistance exists. "Minor/moderate/major resist" have values of 2/10/100 (or 3/11/101 with synergy).
- **Affliction Break** halves the final chance of Random effects, after the resistance calculation. Since this happens after capping to 100%, Affliction Break always reduces the final chance to 50% or less. However, Affliction Break does not affect Auto-Hit status effects, or effects that don't inflict a status (e.g. %HP damage, Dispel, ability count reduction, etc.).
- The final percentage chance is rounded up to the nearest whole number.

When one party member attacks another, the hit chance is plugged into the random status formula, giving a much higher chance than when a monster is the target.

TFMurphy: [http://ik.reddit.com/r/FFRecordKeeper/comments/34meur/battle\\_mechanics\\_formulas\\_damage\\_accuracy\\_speed/](http://ik.reddit.com/r/FFRecordKeeper/comments/34meur/battle_mechanics_formulas_damage_accuracy_speed/)

TFMurphy (Affliction Break): [https://www.reddit.com/r/FFRecordKeeper/comments/5n6ch9/affliction\\_break\\_barthandelus\\_can\\_miss\\_himself/dc9bm7b/](https://www.reddit.com/r/FFRecordKeeper/comments/5n6ch9/affliction_break_barthandelus_can_miss_himself/dc9bm7b/)

TFMurphy (Affliction Break is after capping to 100%): [https://ik.reddit.com/r/FFRecordKeeper/comments/5wlphl/psa\\_affliction\\_break\\_works\\_well\\_against\\_high/](https://ik.reddit.com/r/FFRecordKeeper/comments/5wlphl/psa_affliction_break_works_well_against_high/)

### Blind

Blind decreases ACC by 50%, computes hit chance (max 100%), and divides by 4 (min 20%). The final hit chance is thus between 20% and 25%.

TFMurphy: [http://ik.reddit.com/r/FFRecordKeeper/comments/34meur/battle\\_mechanics\\_formulas\\_damage\\_accuracy\\_speed/](http://ik.reddit.com/r/FFRecordKeeper/comments/34meur/battle_mechanics_formulas_damage_accuracy_speed/)

### % HP attacks

%HP effects like Gravity and Cripple are affected by KO resistance, e.g. the Safety Bit accessory. Most bosses have KO immunity, so these abilities have no effect.

## Items with special effects

“Adds small boost to earth damage” or “Adds light fire damage” boost dmg of that element, usually by +20%. Multiple item bonuses are *additive*, not multiplicative.

Elemental resistance reduces damage taken by 10% per Resistance level past the first (a hidden stat, loosely indicated by the adjectives “minor” and “moderate”).

Accessories with element or status resistance can benefit from synergy.

- Fire Ring (“minor resistance”) has Elemental Resistance 2 (3), which means –10% (–20%) fire damage taken. Similar for Ice Ring.
- Star Pendant, Peace Ring, Silver Glasses (“minor resistance”) have Status Resistance 2 (3), cutting status hit chance by –50% (–67%).

Weapons or armor with element or status resistance do not benefit from synergy.

- Ice Shield (“moderate resistance”) has Elemental Resistance 4 (no synergy bonus), or –30% fire damage taken

Elemental resistance seems to use the strongest value from all worn items (so a resist item completely overrides a weakness item).

Abilities that modify elemental resistance stack additively with equipment, to a maximum of +100% damage taken or minimum of –100% damage taken (i.e. absorb).

The Champion Belt (VII) accessory adds 3% crit chance to the weapon’s natural chance. This seems to be the only accessory that has crit chance.

Status effect chances for specific items (note that the item’s built-in status can only happen when using an ATK-based physical ability with no status of its own):

- Killer Bow (V) 3% KO
- Whip (IV) and Blitz Whip (IV) 5% Paralyze

[http://ik.reddit.com/r/FFRecordKeeper/comments/36qica/fire\\_ring\\_not\\_worth\\_it/](http://ik.reddit.com/r/FFRecordKeeper/comments/36qica/fire_ring_not_worth_it/)

Enlir: [https://reddit.com/r/FFRecordKeeper/comments/4evf08/small\\_medium\\_large\\_resistance\\_element/](https://reddit.com/r/FFRecordKeeper/comments/4evf08/small_medium_large_resistance_element/)  
scytherman96 on Champion Belt: <https://redd.it/4ehy5b>

## Targeting of attacks

The game will auto-target most damaging abilities to the enemy with lowest percent HP remaining.

Double Cut chooses both targets before attacking, so it might split its attacks if all enemies are at same % HP.

Jump, Death Strike, and Shuriken will auto-target to the highest percent HP.

Status inflicting abilities randomly choose a target without the status.

The stat-reducing Break(down) abilities choose random targets.

**Random targeting:** Some actions are randomly targeted even if you select a target. In some of these cases multiple hits all go to the same randomly chosen target, while other actions choose each hit’s target randomly. I don’t have a data source on this, so I can’t tell you which abilities/soul breaks work this way. It would be useful to know which actions force randomness upon you, but without a datamined source the info can’t be given in this document.

TFMurphy: <http://redd.it/36b3tq> , [http://ik.reddit.com/r/FFRecordKeeper/comments/34q15o/magitek\\_infiltration\\_enemy\\_stats\\_and\\_ai/](http://ik.reddit.com/r/FFRecordKeeper/comments/34q15o/magitek_infiltration_enemy_stats_and_ai/) , <https://redd.it/3h5umn>

## Potion types

Potions (blue) heal 10% of HP. Hi Potions (green) heal 25% of HP. X Potions (pink) heal 50% HP (not in Global yet).

Ethers (yellow) choose a random ability on each character and refill 20% of its uses, rounded up. Turbo Ethers (orange) refill 33% (not in Global yet).

TFMurphy: [http://ik.reddit.com/r/FFRecordKeeper/comments/33hk7d/can\\_someone\\_explain\\_the\\_potion\\_drops/](http://ik.reddit.com/r/FFRecordKeeper/comments/33hk7d/can_someone_explain_the_potion_drops/)

## Relic banners

This listing contains Japan's banners from June–November 2018, which roughly corresponds to global's November 2018 – April 2019. The details may be different when released in global. Some clarifications about the event table:

- **Event number:** The Japanese event ordering as given by Enlir. Global is often in a slightly different order.
- **Relics:** Elemental boosts are color-coded by the relic's offensive stat, e.g. +Wa for ATK +Water, +F for MAG +Fire, +H for MND +Holy, and +Wi for a mixed-stat bracer with +Wind. Boosts only active with relic synergy are drawn unboxed, e.g. +H.
- **New relics:** Rows that begin with \*\* are new relics that aren't yet included in the main soul break table above.

FF XIV event #368	March of the Archons	GL 2018 11 21	JP 2018 06 08	New characters: (none)	New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Papalymo	Lunaris Rod	<span style="border: 1px solid blue; padding: 0 2px;">+F</span> Rod	AO Fate's End	magic 79.5 / 3 fire overstrike	
Alphinaud	Almandal	<span style="border: 1px solid purple; padding: 0 2px;">+Wi</span> Book	C Aetherpact	wind chain 1.5x, party +50% MAG 25s	
Alphinaud	Morkinskinna	– Book	BU Garuda Exoburst [Summon], + on wind	magic 17.3 / 10 wind (SUM), party Reflect Dmg 75% as wind, self hi fastcast 2 [m7.92/1 - 11.64/3 - (19.32/6 & refill 1 Summon use) - (29.64/12 & refill 1 use) wind (SUM)]	
Thancred	Yukimitsu	<span style="border: 1px solid red; padding: 0 2px;">+E</span> Dagger	BU Wheel of Life [Ninja], + on Ninja	instant phys 6.3 / 10 earth+fire, -40% DEF/MAG 25s, 1.3x Ninja dmg 15s fast e+f [ (p1.62/1) - (p2.61/3 & -40% DEF 15s) - (p4.92/6 & -40% DEF) - (7.3/10 & -70% ATK/DEF/RES 8s)]	
Papalymo	Scion's Thaumaturge Robe	– Robe	U Ley Line Firaja	magic 17.0 / 10 fire+non, self +30% DEF/MAG 25s, fire infuse 25s 15s (fire ⇒ m5.04/4 - 6.5/5 - 8.04/6 - 9.66/7 - 11.36/8 f+n, grows with uses)	
Alphinaud	Caller's Loincloth	– Robe	G Shockwave	instant m7.5/6 wind+non, wind infuse stacking 25s, wind infuse 25s	
Papalymo	Gambanteinn	– Rod	G Magic Trifecta	instant self instazap 3	
Minfilia	Tyrfing	– Sword	G Divine Veil	instant party Autoheal 2k, self holy infuse 25s	
Thancred	Scion Rogue's Jacket	– Lt. Armor	B Kassatsu Doton [Ninja] [Ninja]	instant phys 5.2 / 8 earth+non, +20% earth vuln. 25s [fast p1.5/2 e+n rngd, Phys blink 1] [fast p1.66/1, refill 1 ability use]	
Minfilia	Hauteclair	– Sword	B Scion's Guidance [Knight] [Knight]	phys 6.64 / 8 holy+non, party Last stand [p2.32/4 h+n, 1.15x Knight dmg 2 turns] [p2.0/2 h+n, Dispel]	
Thancred	Hofuds	– Dagger	LM Natural Grace	– LM – 25% dualcast Ninja	
Minfilia	Ironworks Magitek Sword	– Sword	LM Linkshell Master	– LM – Fastcast 3 at battle start	
Alphinaud	Caller's Himation	– Robe	LM Journey of Discovery	– LM – Wind infuse at battle start	
Papalymo	Caster's Doublet	– Lt. Armor	LM Practiced Prestidigitator	– LM – Fire infuse at battle start	
Character	Relic name,	elem, type	SB name,	effect	
Ysayle	True Ice Rod	<span style="border: 1px solid blue; padding: 0 2px;">+Ice</span> Rod	U Icicle Impact	magic 17.0 / 10 ice+non, self +30% MAG/RES 25s, ice infuse 25s, 15s (ice rank 1-5 ⇒ m2.84/2 - 4.26/3 - 5.68/4 - 7.1/5 - 8.52/6 ice+n)	
Yda	Kaiser Knuckles Zeta	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Fist	U Furious Flurry	phys 7.04 / 8 earth+fire, self fire infuse, instacast Monk 3, Phys blink 3	
Minfilia	Excalibur Zeta	<span style="border: 1px solid orange; padding: 0 2px;">+H</span> Sword	U Call of the Stars	party Haste, +30% ATK/MAG/RES 25s	
Estinien	Gae Bolg	– Spear	U Skydragon Dive	phys 7.1 / 10 wind+dark jump, self +30% ATK/DEF 25s, wind infuse 25s, fastcast 1, 15s (Dragoon ⇒ fastcast 1)	
Papalymo	Lilith Rod Zeta	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Rod	O Flareja	m38.0 fire+non, up to m44.0 with fire attacks used	
Estinien	Drachen Mail	– H. Armor	B The Azure Dragoon [Dragoon] [Dragoon]	phys 6.64 / 8 wind+dark jump, wind infuse 25s mode OFF: [ON, 1.15x jump dmg 3 turns] [p2.08/4 wi+dk jump] mode ON: [OFF, p1.96/2 wi+dk jump, no air time 4 turns] [p2.60/5 wi+dk jump]	
Y'shtola	Healer's Circlet	– Hat	B Asylum	party h85 & Negate dmg 30% of HP, [instant Curaja] [party h25]	
Haurchefant	Fortemps Winglet	– Sword	B Time of Need [Knight]	phys 6.16 / 8 holy+ice rndm, -50% ATK/MAG 25s [p2.2/2 holy+ice, -40% ATK 15s] [... -50% MAG]	
Cid	Magitek Repeater	– Gun	B Grenado Shot [Machinist] [Machinist]	AoE phys 5.81 / 7 earth+n rngd, +20% earth vuln. 25s [p2.06 e+n rngd, increases cmd 2 odds] [p2.12/4 e+n rngd, 0-10-30-100% +10% earth vuln.]	
Yda	Kaiser Knuckles	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Fist	B Forbidden Chakra [Monk] [Monk]	phys 7.3 / 8 fire+non, -40% ATK/DEF/MAG/RES 25s [p2.3 / 4 f+n, stacks +ATK & cast speed] [self Neg. dmg 30% HP]	
Estinien	Drachen Gauntlets	– Bracer	LM Piercing Purpose	– LM – Wind infuse at battle start	
Ysayle	Halonic Exorcist's Rod	– Rod	LM The Greater Good	– LM – (ice ⇒ 20% for +10% ice vuln. 15s)	
Yda	Striker's Cuirass	– Lt. Armor	LM Famed Fighter	– LM – (Monk ⇒ 25% for Negate Dmg 30%)	
Cid	Machinist's Shirt	– Lt. Armor	LM Tailing for Freedom	– LM – 1.25x Machinist dmg if using a gun	

FF X event #365	Breaking the Chains of Sorrow	GL 2018 11 29	JP 2018 05 31	New characters: (none)	New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
** Tidus	Blitz Beast	+Wa ?	BU "Quick & Rush" [Sharpshtr.], + on Shrpsh.	phys 7.2 / 10 water rngd, self fastcast 15s, water infuse 25s [p1.92 (no overstrike) - 3.25 - 6.5 - 10.15 water ranged]	
** Yuna	Hypnocrown	- ?	BU "Spiral Prayer" [W. Magic], + on W.Magic	instant party Curaga (h85), Magic blink 1 instant [ally h25 - party h25 - party h55 - (party h55 & Autoheal 2k)]	
** Wakka	Off Season	+Wa ?	U "Aurochs Shot"	phys 7.2 / 15 water rngd, -70% ATK/MAG 8s, water infuse 25s	
** Auron	Spider's Kiss	+F ?	AO "Crimson Ember"	phys 24.0 / 3 fire overstrike	
Rikku	Sorcery Targe	- Shield	C Hyper Enwater	water chain 1.5x, party +50% ATK 25s	
** Yuna	Golden Staff	- ?	G "Prayer's Ward"	instant party Regen (hi), Negate holy Dmg 50% of max HP	
** Auron	Echo Bracer	- ?	G "Guardian's Resolve"	instant hi fastcast 2, fire infuse stacking 25s, fire infuse 25s	
Tidus	Wizard Sword	- Sword	G Ace Form	instant hi fastcast 2, water infuse stacking 25s, water infuse 25s	
** Wakka	Scout	- ?	B "Dual Buster" [Support]	phys 6.64 / 8 water+non ranged, -40% DEF/MAG 25s [p2.2/2 wa+n rngd, -50% MAG 15s] [... -40% DEF]	
Tidus	Twilight Steel	- Sword	B Sonic Strike [Sharpshooter] [Sharpshooter]	instant phys 7.2 / 10 water+non, self +30% ATK/DEF 25s, instacast 1 [fast p2.16/4 wa+n rngd] [p1.68/2 wa+n rngd, 1.15x Shrpshooter dmg 3 turns]	
Tidus	Tidus's Armguards	+Wa Bracer	LM Moonflow's Grace	- LM - Water infuse at battle start	
Yuna	Bridal Gown	- Lt. Armor	LM Just Whistle	- LM - 25% dualcast White Magic	
Auron	Peaceful Slumber	- ?	LM "Promise to Comrades"	- LM - Fire infuse at battle start	
Rikku	Berserker Knuckles	- ?	LM "Mood Maker"	- LM - Fastcast 3 at battle start	
Character	Relic name,	elem, type	SB name,	effect	
Tidus	Vigilante	- Sword	AO Slash & Splash	phys 8.0 / 20, then overstrike p8.0, water ranged	
Rikku	Tidal Knuckles	+Wa Fist	U Hyper Mighty G	party Haste, Protect, Shell, +30% ATK/MAG 25s	
Auron	Dual Blade	+F Katana	U Lost Arts (continued...) Finisher: [fire ⇒ Samurai]	phys 7.1 / 10 fire+non, fire infuse 25s 15s (Samurai ⇒ stacking crit=30-50-75%, 2.0-2.5-3.0x cast speed), Finisher: phys 35% overstrike	
Seymour	Assault	+D Rod	U Merciless Barrage	magic 17.0 / 10 dark+non, self +30% MAG/RES 25s, dark infuse 25s, 15s (dark rank 1-5 ⇒ m 2.84/2 - 4.26/3 - 5.68/4 - 7.1/5 - 8.52/6 d+n B. Magic)	
Lulu	Moomba Mage	(+Ice) Doll	U Abaddon Blizzaja	magic 17.44 / 8 ice+non, self instacast 2, +30% MAG/RES 25s, ice infuse 25s	
Seymour	Guado Wedding Robes	- Lt. Armor	B Guado Grudge [Black Magic] [Black Magic]	magic 15.04 / 8 dark+non, dark infuse 25s [m13.2/6 d+n, self lose 35% max HP] [self regen 15% per 3.5s for 15s, +30% MAG, -30% DEF (#6002) 20s]	
Lulu	Lulu's Robes	+Ice Lt. Armor	B Triple Threat	magic 17.7 / 10 ice + fire + water [m10.4/4 ice+fire] [... ice+water]	
Paine	Paine's Katana	+Wa Katana	B Whelmen [Spellblade]	phys 6.64 / 8 water+non, water infuse 25s [p2.16/4 wa+n] [p1.68/3 wa+n, 1.15x Spellblade dmg 3 turns]	
Jecht	Eye Poker	- Fist	B Wound Up [Monk]	phys 6.64 / 8 fire+non, party Negate Dmg. 30% [fast p2.16/4 f+n] [p1.95/3 f+n, 1.15x Monk dmg 3 turns]	
Seymour	Moonglow Rod	+D Rod	LM Apocalyptic Savior	- LM - 25% dualcast dark	
Lulu	Sapphire Bangle	- Bracer	LM Third Pilgrimage	- LM - +1% MAG (max +20%) per BLK ice attack	
Paine	Gunner's Guise	- Lt. Armor	LM Gullwing Enforcer	- LM - +2% ATK (max +34%) per Spellblade hit	
-Jecht	Maverick	- ?	LM "Champion's Presence"	- LM - Fire infuse at battle start	



FF IX event #370	Not Alone	GL 2018 12 06	JP 2018 06 15	New characters: (none)	New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
** Zidane	Ozma's Splinter	+Wi ?	AO "Rumble Twister"	phys 24.0 / 3 wind overstrike	
** Eiko	Trance Model	- ?	BU "Phoenix Feathers" [W. Magic], + on W.Magic	instant party Curaga (h85), crit=50% 25s instant [ally h25 - party h25 - party h55 - (party h55 & Autoheal 2k)]	
** Freya	Kain's Lance	- ?	U "Dragonstorm"	phys 6.96 / 8 wind+non jump random, -70% ATK/DEF/MAG 8s, self no air time 3	
** Marcus	Marcus's Sword	+Wi ?	U "Phantom Hazard"	instant phys 6.3 / 10 wind+bio, +20% wind vuln. 25s 15s (Thief ⇒ p1.76/4 wind+bio+non Thief no miss)	
Quina	Gastro Fork	- Spear	U Culinary Curiosity	party Haste, Protect, Shell, +50% ATK 25s	
** Zidane	Navy Gilet	- ?	G "Aerial Ace"	instant p3.12 / 6 wind+non, wind infuse stacking 25s, wind infuse 25s	
** Quina	Silver Knife	- ?	B "Angel's Lunch" [Support]	party Esuna, Status blink 1, Autoheal 2k [p2.2 water+n, ally h60] [self +20% MND 25s, fastcast 3]	
Eiko	Hamelin	- Instrument	B Prayer for the Lost	party h85, crit=50%, [h105,Blink 1] [party h25]	
Freya	Heavy Lance	- Spear	B Heavy Lance [Dragoon] [Dragoon]	phys 7.6 / 8 wind+non, -50% ATK/DEF 25s [p1.96 / 2 wi+n, self no air time 2] [p1.96 / 2 wi+n, self refill lowest abil. 1]	
Marcus	Platinum Dagger	- Dagger	B Poison Impulse [Thief]	AoE phys 6.0 / 6 wind+bio, -40% DEF/MAG 25s [fast p1.8/2 wind+bio, -50% MAG 15s] [... -40% DEF]	
** Freya	Obelisk	- ?	LM "Valiant Lady"	- LM - Wind infuse at battle start	
** Quina	Cook's Hat	- ?	LM "Culinary Journey"	- LM - Fastcast 3 at battle start	
** Marcus	Marcus's Bracers	- ?	LM "Trusted Companion"	- LM - (Thief ⇒ 20% for +10% wind vuln. 15s)	
Zidane	Ninja Gear	- Lt. Armor	LM Thief's Ploy	- LM - 25% dualcast wind	
Character	Relic name,	elem, type	SB name,	effect	
Kuja	Achromatic Bolero	+D Lt. Armor	U Soulsplitter 15s EX: Angel of Death Finisher: [BLK ⇒ B.Magic]	magic 17.0 / 10 dark+non, dark infuse 25s EX: 1.05-1.1-1.15-1.2-1.3x Darkness dmg @ ranks 1-5 Finisher: AoE magic 35% / 8	
Vivi	Judicer's Staff	+F Staff	U Beyond the Twilight	magic 17.1 / 10 fire+non, self +30% MAG/RES 25s, fire infuse 25s, 15s of 100% dualcast Black Magic, but uses extra hone	
Garnet	Holy Rod	- Rod	U Trance Ramuh	AoE magic 14.7 / 7 lgt+n (SUM), party +30% MAG/MND 25s, self lgt infuse 25s, for 15s, cast AoE m5.7 / 2 lgt+n (SUM) every 3.5s	
Beatrix	Apocalypse	+H Sword	U Rose Finale	phys 7.1 / 10 holy+non, self +30% ATK/DEF 25s, holy infuse 15s (holy ranks 1-5 ⇒ p0.68/2 - 1.02/3 - 1.36/4 - 1.7/5 - 2.04/6 holy+non Knight)	
Eiko	Lamia's Flute	- Instrument	U Guardian Mog	instant party Curaga (h85), Haste, Last stand	
Kuja	Terra's Legacy	+D Rod	B Force Symphony [Black Magic]	magic 17.6 / 8 dark+non, +20% dark vuln. 25s [m8.16/4 d+n, 11.44 if doom] [AoE m5.88/2 d+n, 8.24 if doom]	
Kuja	Heretic Rod	+D Rod	B Corrupt Refrain [Darkness] [Darkness]	magic 15.05 / 8 dark_non, dark infuse 25s, self Doom 45s [fast m8.0/4 d+n, -3s Doom] [m5.72/2 - 8.58/3 - 11.44/4 - 14.3/5 d+n @ 40-25-15-0s Doom]	
Vivi	Gravity Rod	(+F) Rod	B Magic Fury [Black Magic]	AoE magic 12.06 / 6 fire+lgt+ice, party +30% MAG/RES 25s [m8.72 / 4 f+lgt+i] [AoE m7.8 / 2 f+n, self +30% MAG, -30% DEF 20s]	
Garnet	Staff of Ramuh	+L Staff	B Trial by Lightning [Summon] [Summon]	AoE +20% lgt vuln. 25s, party +30% ATK/MAG 25s mode OFF: [ON, ally heal 40%] [m10.48/4 lgt+n] mode ON: [OFF,AoE m5.4/2 lgt+n, party heal 30%] [m13.1/5 lgt+n]	
Beatrix	Durandal	- Sword	B Seiken Thunder Slash [Knight] [Knight]	phys 6.64 / 8 holy+lgt, holy infuse 25s [p1.71/3 holy+lgt, Dispel] [p1.96/4 holy+lgt, 1.15x Knight dmg 2 turns]	
Kuja	Chosen of Treno	- Lt. Armor	LM Ashen Narcissist	- LM - Dark infuse at battle start	
Vivi	Mage's Hat	- Hat	LM Part of the Sky	- LM - Fire infuse at battle start	
Garnet	Princess Gloves	- Bracer	LM Lover of the Arts	- LM - (Bard ⇒ 25% party h25)	
Eiko	Eiko's Guise	- Lt. Armor	LM Homesick Summoner	- LM - 25% dualcast White Magic	

**Special note** Each banner in this fest features relics for a handful of characters.

JP experimented with a new banner format, where two BSBs (14% total chance) were replaced with a chance to get any of the featured characters' older BSB+ relics.

Although this change was an improvement over the previous banner format for everyone (both whales and casual players), the fact that JP didn't list the exact relics available led to unhappiness about getting "off banner" relics. They stopped using the new format after a few events.

I will give the exact list of all banner relics (with relative probabilities, adding to 100%). I hope that makes the results more predictable.

Winter festival Character	Banner #1: holy/heal/supp. Relic name,	GL elem,	late Dec type	JP ? SB name,	Featured characters: Tyro, Elarra, Cecil pal., Edward, Ramza effect
7% ** Tyro	Judge's Apocrypha	-	?	U "Judge's Apocrypha"	instant party Haste, crit=50% 25s; self hi fastcast 1 15s (1-5 Support used => party crit=60-70-80-90-100% 15s)
7% ** Elarra	Magika Oration	-	?	U "Magika Oration"	instant party Curaga (h85), crit dmg=2x 25s; self fastcast 15s
7% ** Cecil pal.	Royal Sword	-	?	BU "Advance Crystal" [Knight], + on Knight	phys 7.2 / 10 holy, party Last stand, self 1.3x Knight dmg 15s [p1.92/1 - (2.4/3 & party Autoheal 1k) - (4.5/5 & 2k) - (7.0/7 & 4k) holy]
7% ** Edward	Faerie Harp	-	?	C "Song of Hope"	holy chain 1.5x, party +30% MAG/MND 25s
7% Ramza	Diamond Shield	-	Shield	C Flutegrass Memories	holy chain 1.5x, party +50% ATK 25s
- Pool of other CSB/USB/AO/OSB for: Tyro, Elarra, Cecil pal., Edward, Ramza -					
0.6% Tyro	Arbiter's Apocrypha	-	Book	O Arbiter's Apocrypha	phys 9.0, party +15% ATK/DEF/MAG/RES 25s
0.6% Cecil pal.	Excalibur II	[+H]	Sword	AO Holy Devastation	phys 24.0 / 3 holy overstrike
0.6% Tyro	Keeper's Frock Coat	-	Book	U Warder's Apocrypha	party Haste, Status blink 1, Autoheal 2k; self instacast 2
0.6% Tyro	Tome of Fantasy	-	Book	U Fantasy Unbound	phys 6.29 / 17, party Haste, +15% A/D/M/R/MND 25s
0.6% Tyro	Divine Veil Grimoire	-	Book	U Divine Veil Grimoire	party Haste, Protect, Shell, +200% DEF/RES 25s
0.6% Elarra	Magika Album	-	Book	U Magika Album	instant party Curaga (h85), Regenga, hi fastcast 2
0.6% Cecil pal.	Force Shield	-	Shield	U Paladin Wall 15s EX: Lunarian	party +200% DEF/RES 25s EX: +30% ATK/DEF, (Knight => heal front row 1500 HP)
0.6% Cecil pal.	Lightbringer	[+H]	Sword	U Sacred Cross 15s EX: Paladin	phys 7.1 / 10 holy+non, holy infuse 25s, Autoheal 6k EX: +100% DEF
0.6% Edward	Apollo's Harp	-	Instrument	U Hero's Rime	party +30% MAG/RES/MND 25s, Haste, Fastzap 2
0.6% Ramza	Sasuke's Blade	-	Katana	U History's Truth	party instacast 1, +30% ATK/DEF/MAG 25s
0.6% Ramza	Vigilante	[+H]	Sword	U Seeker of Truth	phys 7.1 / 10 holy+non, holy infuse 25s, hi fastcast 1, 15s (holy => hi fastcast 1 & p1.56/4 holy+non Support no miss)
7% ** Tyro	Cleansing Grimoire	-	?	G "Cleansing Grimoire"	instant party heal 2000, Esuna
7% ** Elarra	Magika Pious	-	?	G "Magika Pious"	instant party Cura (h55)
7% Cecil pal.	Paladin's Bracer	-	Bracer	G Sainly Force	instant party Autoheal 2k, self holy infuse 25s
7% Elarra	Elarra's Guise	-	Lt. Armor	B Magika Coat [White Magic]	party Curaga (h85), Last stand [self +20% MND 25s, fastcast 3] [party h25]
7% ** Cecil pal.	Crystal Shield	-	?	LM "Moon's Guidance"	- LM - 25% dualcast Knight
7% ** Edward	Loki's Lute	-	?	LM "Courageous Man"	- LM - Fastcast 3 at battle start
7% Elarra	Elarra's Hat	-	Hat	LM Aspiring Artisan	- LM - (Bard => 25% party h25)
- Pool of other BSB/Glint/LMR for: Tyro, Elarra, Cecil pal., Edward, Ramza -					
0.6% Tyro	Keeper's Cap	-	Hat	LM Archival Secrets	- LM - Instacast 2 at battle start
0.6% Cecil pal.	Caesar's Plate	-	H. Armor	LM Ardor's Light	- LM - Holy infuse at battle start
0.6% Edward	Requiem Harp	-	Instrument	LM Gifted Bard	- LM - 1.3x stat buff duration
0.6% Ramza	Brigandine	-	Lt. Armor	LM True Hero	- LM - full ATB and instacast 1 at battle start
0.6% Ramza	Platinum Armor	-	H. Armor	LM Ambitious Knight	- LM - 25% dualcast holy
0.6% Tyro	Keeper's Tome	-	Book	B Keeper's Tome [Support]	party Protect, Shell, Magic blink 1 [p2.1, -20% ATK/MAG 15s] [p2.1, -20% DEF/RES 15s]
0.6% Cecil pal.	Excalibur	-	Sword	B Paladin Force [Combat]	AoE phys 5.1 / 5 holy ranged, holy infuse 25s [p2.3 holy, self heal h60] [AoE p1.58/2 holy]
0.6% Cecil pal.	Apocalypse	[+H]	Sword	B Radiant Blast [Knight] [Knight]	phys 7.68 / 8 holy+non, self Sentinel [p1.74/3 - 2.32/4 - 2.9/5 h+n @ 0-3-7 attacks taken] [p2.32/4 h+n, self +100% RES 20s]
0.6% Edward	Lamia's Harp	-	Instrument	B Whisperweed Ballad [Support]	AoE +20% holy vuln. 25s, party +50% ATK 25s [p1.95 holy rngd, -20% ATK/MAG 15s, self Sap] [... DEF/RES ...]
0.6% Ramza	Iga Blade	-	Katana	B Unsung Hero [Knight] [Support]	AoE phys 5.85 / 5, party +100% DEF 25s [p2.5/2 holy, Dispel] [ally +80 SB gauge]
0.6% Ramza	Kiyomori	-	Katana	B Battle Cry [Support] [Support]	party Haste, +50% ATK 25s; self holy infuse 25s [p2.7/5 h+n, but no SB gauge] [self +180 SB gauge]

Winter festival	Banner #2: earth/water	GL ?	JP ?	Featured characters: Red XIII, Rydia, Tifa	
Character	Relic name,	elem, type	SB name,	effect	
7% ** Rydia	Chosen of Feymarch	+Wa ?	AO "Past and Future"	magic 79.5 / 3 water+earth+holy overstrike	
7% ** Rydia	Earth Whip	+E ?	BU "Raging Giant" [Summon], + on earth	magic 17.3 / 10 earth, earth infuse 25s, fastcast 15s [m7.92 (no overstrike) - m12.0 - (m20.8 & refill 1 Summon) - (m35.0 & refill 1) earth]	
7% ** Red XIII	Spriggan Clip	- ?	U "Earth Rave"	magic 17.3 / 10 earth, party Reflect Dmg 75% as earth, instacast 1	
7% Tifa	Dual Claw	+E Fist	AO Platinum Strike	phys 24.0 / 3 earth overstrike	
7% Red XIII	Thornlet	- Hat	C Howling Earth	earth chain 1.5x, party +50% MAG 25s	
- Pool of other CSB/USB/AO/OSB for: Red XIII, Rydia, Tifa -					
1.4% Red XIII	Centclip	- Hairpin	U Mighty Warrior	party Haste, Status blink 1, +30% ATK/DEF/RES 25s	
1.4% Rydia	Mythril Whip	- Whip	U "Fated Encounter"	magic 17.0 / 10 water+non, self +30% DEF/MAG 25s, water infuse 25s 15s (water => m7.85/5 wa+n SUM), then refill 2 ability uses	
1.4% Tifa	Tifa's Gloves	+E Bracer	U Meteor Combo	phys 7.1 / 10 earth+non, self +30% ATK/DEF 25s, earth infuse 25s 15s 100% dualcast Monk (uses extra hone)	
1.4% Tifa	Premium Heart	+E Fist	U Meteodrive	phys 7.0 / 10 earth+non, party Haste, Regen (hi), Reflect Dmg 30s	
1.4% Tifa	God's Hand	+E Fist	O Meteor Strike	phys 12.0 earth+non	
7% ** Rydia	Flame Whip	- ?	G "Secrets of Mist"	instant hi fastzap 15s, 1.05-1.1-1.15-1.2-1.3x Summon dmg @ rank 1-5 15s	
7% Tifa	Mighty Glove	- Fist	G Zangan Awakening	instant 15s of 1.05-1.1-1.15-1.2-1.3x Monk damage @ rank 1-5, 15s cast speed 2.0-4.0-6.0x stacking	
7% Tifa	Kaiser Knuckles	- Fist	B Rolling Blaze [Monk]	phys 7.68 / 8 earth+non, +20% earth vuln. 25s [fast p1.88/4 e+n] [fast p1.1 e+n, self crit=50% 15s]	
7% ** Rydia	Whale Whisker	?	LM "Confronting Destiny"	- LM - Earth infuse at battle start	
7% Rydia	Diamond Ring	- Lt. Armor	LM "Immaculate Spirit"	- LM - Water infuse at battle start	
7% Red XIII	Seraph Comb	- Hairpin	LM "Long-Lived Race"	- LM - 25% dualcast Black Magic	
7% Tifa	Tifa's Guise	+E Lt. Armor	LM Friendly Fighter	- LM - Earth infuse at battle start	
- Pool of other BSB/Glint/LMR for: Red XIII, Rydia, Tifa -					
1.4% Rydia	Rydia's Guise	+Wa Lt. Armor	LM Gifted Summoner	- LM - (Summoning => 35% for fastcast 1)	
1.4% Red XIII	Platinum Barette	- Hairpin	B Cosmo Canyon	party Regen (hi), +30% ATK/MAG 25s, [fast p2.0, -40% DEF 15s] [... RES]	
1.4% Rydia	Minerva Bustier	- Lt. Armor	B Law of the Eidolons [Summon]	AoE magic 11.94 / 6 water+holy (SUM), +20% water vuln. 25s [m7.8/4 wa+ho, fastzap 2] [m8.56/2 wa+ho, refill 1 ability use]	
1.4% Rydia	Sleipnir's Tail	- Whip	B Mournful Cry [Summoning]	AoE magic 11.85 / 5 earth+non (SUM), earth infuse 25s [m8.96/4 e+n] [AoE m6.28/2 e+n]	
1.4% Tifa	Oversoul	- Fist	B Meteor Crusher [Monk]	phys 6.64 / 8 earth, earth infuse 25s [AoE p1.5/2 e+n] [p2.16/4 e+n]	
Winter festival	Banner #3: lgt/wind/heal	GL ?	JP ?	Featured characters: Cloud, Lightning, Onion, Y'shtola	
Character	Relic name,	elem, type	SB name,	effect	
7% ** Onion	Onion Knight's Hat	+Wa ?	AO "Magic Fencer Spell"	magic 79.5 / 3 wind+water+fire+earth overstrike	
7% ** Y'shtola	Augmented Magitek Cane	- ?	BU "Secret of the Lily" [W. Magic], + on W. Mag.	instant party Curaga (h85), hi fastzap 3 instant [ally h25 - party h25 - party h55 - (party h55 & Last stand)]	
7% Cloud	Ultima Weapon	+Wi Sword	AO Sonic Braver	phys 11.0 / 20, then 8.0 overstrike, wind ranged	
7% Lightning	Etro's Shelter	+L Lt. Armor	BU Lightning Blitz [Celerity], + on lgt	phys 7.2 / 10 lgt, 1.3x Celerity/Spellblade dmg 15s, lgt infuse 25s [p1.81 (no overstrike) - 3.06 - 6.11 - 9.55 lgt]	
7% Onion	Onion Knight's Guise	+Wa Lt. Armor	U Sage Unleashed 15s EX: Light's Wisdom	magic 16.5 / 10 wind+water+fire+earth EX: +30% MAG, fastzap, (wi-wa-f-e B. Magic => m7.95/5 same B. Magic)	
- Pool of other CSB/USB/AO/OSB for: Cloud, Lightning, Onion, Y'shtola -					
0.7% Cloud	Ragnarok	+Wi Sword	O Finishing Touch	phys 12.0 wind+non	
0.7% Lightning	Hauteclaire	+L Sword	AO Blaze Slash	phys 11.0 / 20, then overstrike 8.0, lgt ranged	
0.7% Lightning	Gladius	+L Sword	O Thunderfall	phys 11.25-12.0-12.75-13.5 lgt+n, increase per use for 25s	
0.7% Onion	Onion Armor	- H. Armor	O Sword and Spell	either p13.0 or m43.0 non?	
0.7% Cloud	Cloud's Gloves	+Wi Bracer	U Climirage 15s EX: True Form	phys 7.2 / 15 wind, wind infuse 25s EX: +30% ATK, (wind => phys 1.6/4 or 3.2/8 wind+non overstrike no miss Combat)	
0.7% Cloud	Force Stealer	+Wi Sword	U Ultra Cross-Slash 15s EX: SOLDIER	phys 7.5 / 5 wind+dark, self crit=100% 25s EX: 1.3x PHY dmg & can break 9999 cap	
0.7% Lightning	Razor Carbine	+L Sword	U Army of One 15s EX: Blinding	phys 7.1 / 10 lgt+non, self lgt infuse 25s, hi fastcast 1 EX: +30% ATK, (lgt => hi fastcast 1)	
0.7% Onion	Onion Blade	- Sword	U Forbidden Power 15s EX: Ninja	party Haste, crit=50%, +50% ATK 25s EX: +30% ATK, cast speed 1.3x, plus 0.3x per attack in EX (max 3.4x)	
0.7% Onion	Zeus Mace	- Staff	U Forbidden Wisdom 15s EX: Sage	party Haste, Fastzap 3, +30% MAG/RES/MND 25s EX: +30% MAG, 1.15x BLK damage	
0.7% Y'shtola	Nirvana Zeta	- Staff	U Goddess's Mercy	party PM blink 1, Regen (hi); self instacast 1	
7% ** Onion	Onion Knight's Defender	- ?	G "Soul of Onion"	instant 1.3x dmg vs weakness 15s, hi fastcast 2	
7% ** Y'shtola	Weathered Yagrush	- ?	G "Divine Benison"	instant party Haste, Shell, Regen (hi)	
7% Cloud	2nd Fusion Sword	- Sword	G Mako Power	instant p3.12/6 wind+non, wind infuse stacking 25s, wind infuse 25s	
7% Lightning	Lifesaber	+L Sword	G Seething Fury	instant p3.12/6 lgt+non, lgt infuse stacking 25s, lgt infuse 25s	
7% ** Onion	Onion Helm	- ?	LM "Magical Power"	- LM - 1.25x Black Magic dmg if using a rod	
7% Lightning	Lightning's Reprise	- Lt. Armor	LM Gleaming Blade	- LM - 25% dualcast lgt	
7% Cloud	Organics+	- Sword	LM Truth Surmounted	- LM - 25% dualcast wind	
- Pool of other BSB/Glint/LMR for: Cloud, Lightning, Onion, Y'shtola -					
0.9% Cloud	Steady Light	- Lt. Armor	LM Sprinting Wolf	- LM - (wind => 35% fastcast 1)	
0.9% Lightning	Guardian Corps Cap	- Hat	LM Stoic Warrior	- LM - lgt infuse at battle start	
0.9% Onion	Onion Cape	- Lt. Armor	LM Nom de Guerre	- LM - Instacast 2 at battle start	
0.9% Cloud	1st Fusion Sword	Sword	B Fenrir Overdrive [Cloud]	phys 8.0 / 8 (dmg includes +80% crit) [AoE p1.96/2] [p2.8/4]	
0.9% Cloud	Ultima Blade	- Sword	B Cloud Cycle [Combat] [Combat]	phys 6.64 / 8 wind+non, wind infuse 25s [up to p2.6/4 wi+n (like Omega Drive)] [AoE p1.3/2 wi+n, self +30% ATK, -30% DEF 20s]	
0.9% Lightning	Enkindler	- Sword	B Focused Bolts [Combat]	phys 7.68 / 8 lgt+non, +20% lgt vuln. 25s [fast p1.88 / 4 lgt+n] [fast AoE p1.2 / 2 lgt+n]	
0.9% Lightning	Overture	Sword	B Requiem of the Goddess [Combat]	phys 8.05 / 7 (dmg includes +80% crit) [p1.84/4, 31% Stun] [AoE p1.26/2, 29% Slow]	
0.9% Onion	Onion Gauntlets	- Bracer	B Vessel of Fate [Celerity / B. Magic]	party Haste, +30% ATK/MAG 25s [p1.88/4, next phys instant] [m9.0/4 non, next non-NIN mag attack inst.]	

Winter festival	Banner #4: fire	GL ?	JP ?	Featured characters: Gilgamesh, Squall, Vincent, Vivi	
Character	Relic name,	elem, type	SB name,	effect	
7% ** Squall	Flametongue EX	<span style="border: 1px solid red; padding: 1px;">+F</span> ?	U "Fated Fang" 15s EX: Lionheart	phys 7.1 / 10 fire+non, fire infuse 25s EX: cast speed 2.0-2.5-3.0x & crit=30-50-75% increases with uses EX: (Spellblade ⇒ p2.0/5 f+n Spellblade no miss)	
7% ** Vivi	Sage's Robe	<span style="border: 1px solid blue; padding: 1px;">+F</span> ?	AO "Limited Life"	magic 79.5 / 3 fire overstrike	
7% ** Zell	Kaiser Knuckles	<span style="border: 1px solid red; padding: 1px;">+F</span> ?	AO "Combat Overlord"	phys 24.0 / 3 fire overstrike	
7% ** Vincent	Long Barrel R	- ?	BU "Hellhound's Lament" [Combat], + on fire [B. Magic], + on fire	instant either p7.2/10 or m17.3/10 fire ranged, instacast 1, fire infuse 25s [p1.92 (no overstrike) - 3.25 - 6.5 - 10.15 fire], or [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 fire]	
7% Gilgamesh	Gilgamesh's Guise	<span style="border: 1px solid red; padding: 1px;">+F</span> H. Armor	C Historic Splendor	fire chain 1.5x, party +50% ATK 25s - Pool of other CSB/USB/AO/OSB for: Gilgamesh, Squall, Vincent, Vivi, Zell -	
0.6% Vincent	Riot Gun	- Gun	C Cerberus Soul	1.5x fire chain, party +50% MAG 25s	
0.6% Gilgamesh	Ama-no-Murakumo	- Katana	U No Justice 15s EX: No Discussion	phys 7.1 / 10 fire+non, fire infuse 25s EX: +30% ATK, (Samurai ⇒ p0.37/1 or 1.48/4 or 2.22/6 or 3.7/10 f+n Samurai no miss)	
0.6% Gilgamesh	Genji Gloves	- Bracer	U All's Fair 15s EX: Legendry Swrdsmn	phys 7.2 / 10, self Retaliate@p1.2 15s, crit=50% 25s EX: +30% ATK	
0.6% Squall	Icebrand	<span style="color: red;">(+Ice)</span> Sword	U Brutal Blast 15s EX: SeeD	phys 7.47 / 9 ice+non, self Hi fastcast 2 EX: (every 2 Spellblade ⇒ AoE p2.6/4 ice+n Spellblade)	
0.6% Squall	Diamond Heart	<span style="border: 1px solid red; padding: 1px;">+Ice</span> Sword	U Lion of Destiny 15s EX: Lion	phys 6.96 / 12 ice+non, ice infuse 25s EX: +30% ATK, (Spellblade ⇒ p1.12/4 - 1.5/5 - 1.92/6 - 2.38/7 - 2.88/8 i+n Spellblade @ +20 - 25 - 30 - 35 - 40% crit, incr. with uses)	
0.6% Vincent	Cerberus	<span style="color: red;">(+F)</span> Gun	U Lucrecia's Lament 15s EX: Hellhound	AoE: either p5.1/6 fire+n & +30% ATK, or m13.5/6 f+n & +30% MAG, fastcast 1, fire infuse 25s EX: (fire ⇒ fastcast 1)	
0.6% Vivi	Judicer's Staff	<span style="border: 1px solid blue; padding: 1px;">+F</span> Staff	U Beyond the Twilight	magic 17.1 / 10 fire+non, self +30% MAG/RES 25s, fire infuse 25s, 15s of 100% dualcast Black Magic, but uses extra hone	
0.6% Zell	Dragon Claws	<span style="border: 1px solid red; padding: 1px;">+F</span> Fist	U Burning Duel	instant phys 6.6 / 12 fire+non, self +30% ATK/DEF 25s, fire infuse 25s, 15s (critical hit ⇒ p2.08/4 fire+non)	
0.6% Gilgamesh	Gilgamesh's Naginata	Katana	O Strange Bedfellows	phys 13.2 (10.8 if any ally dead)	
0.6% Squall	Enkindler	<span style="border: 1px solid red; padding: 1px;">+Ice</span> Sword	AO Blasting Drive	phys 24.0 / 3 ice overstrike	
0.6% Squall	Punishment	<span style="color: red;">(+Ice)</span> Sword	O Sub-Zero Blast	phys 12.0 ice + non	
0.6% Vivi	Black Mage Staff	<span style="border: 1px solid blue; padding: 1px;">+F</span> Staff	O Life's Torch	magic 40.0 fire + non	
7% ** Vivi	Nirvana	- ?	G "Black Mage's Potential"	instant fire infuse stacking 25s, fire infuse 25s, hi fastcast 2	
7% ** Zell	Zell's Uniform	- ?	G "Study Arts"	instant p3.12/6 fire+non, crit=50-75-100% increases with uses	
7% ** Vincent	Winchester	- ?	G "Dearly Power"	instant either p3.12/6 or m7.5/6 fire+non ranged, fire infuse stacking 25s, fire infuse 25s	
7% ** Squall	Balamb Mercenary	<span style="border: 1px solid red; padding: 1px;">+F</span> Lt. Armor	B "Revolver Drive" [Spellblade] [Spellblade]	phys 6.64 / 8 fire+non, fire infuse 25s [p0.8/2 fire+n, each use powers up cmd 2] [p2.16/4 - 4.45/5 - 6.3/6 - 8.75/7 fire+n, @ 0-5-10-25% crit]	
7% ** Zell	Godhand	- ?	LM "Trained Technique"	- LM - 25% dualcast Monk	
7% Vincent	Vincent's Bandana	- Hat	LM Seeing Red	- LM - 25% dualcast fire	
7% Vivi	Mage's Hat	- Hat	LM Part of the Sky	- LM - Fire infuse at battle start - Pool of other BSB/Glint/LMR for: Gilgamesh, Squall, Vincent, Vivi, Zell -	
0.5% Squall	Squall's Contempt	<span style="border: 1px solid red; padding: 1px;">+Ice</span> Lt. Armor	G Blasting Aura	instant ice infuse stacking 25s, ice infuse 25s, hi fastcast 2	
0.5% Gilgamesh	Golden Armor	- H. Armor	LM Hero's Kindness	- LM - 25% dualcast Samurai	
0.5% Squall	Lion Gloves	- Bracer	LM Slaving Fangs	- LM - Ice infuse at battle start	
0.5% Vivi	Vivi's Hat	<span style="border: 1px solid blue; padding: 1px;">+F</span> Hat	LM Magic Suffusion	- LM - 1.25x BLK damage, but 0.77x BLK cast speed	
0.5% Zell	Zell's Jacket	- Lt. Armor	LM Untamed Spirit	- LM - crit=50% at battle start	
0.5% Gilgamesh	Masamune	- Katana	B Gilgamesh Morphing Time	phys 7.84 / 8, self taunt PHY/BLK, +200% DEF 25s [p2.6/2, Dispel] [p2.6/2, self Retaliate]	
0.5% Gilgamesh	Art of War	- Katana	B Gilgamesh Scorching Time [Samurai] [Samurai]	phys 6.64 / 8 fire+non, fire infuse 25s <u>mode OFF:</u> [mode ON, Retaliate] [p2.2 / 4 fire+non] <u>mode ON:</u> [mode OFF, instacast 3] [p2.6 / 5 fire+wind]	
0.5% Squall	Twin Lance	- Sword	B Lion's Roar [Combat]	AoE phys 6.16 / 4 ranged [p2.52/4 fire+non] [p2.52/4 wind+non]	
0.5% Squall	Axis Blade	- Sword	B Steely Blade [Spellblade] [Spellblade]	phys 6.64 / 8 ice+non, ice infuse 25s [p0.8/2 ice+n, each use powers up cmd 2] [p2.16/4 - 4.45/5 - 6.3/6 - 8.75/7 ice+n, @ 0-5-10-25% crit]	
0.5% Vivi	Flame Staff	<span style="border: 1px solid blue; padding: 1px;">+F</span> Staff	B Proof of Existence [Black Magic]	AoE magic 11.98 / 4 fire+non, fire infuse 25s [m8.96/4 f+n] [AoE m6.28/2 f+n]	
0.5% Vivi	Gravity Rod	<span style="color: red;">(+F)</span> Rod	B Magic Fury [Black Magic] [Black Magic]	AoE magic 12.06 / 6 fire+igt+ice, party +30% MAG/RES 25s [m8.72/4 fire+igt+ice] [AoE m7.8/2 f+n, self +30% MAG, -30% DEF 20s]	
0.5% Zell	Burning Fist	<span style="border: 1px solid red; padding: 1px;">+F</span> Fist	B Duellist [Combat]	instant phys 7.4 / 10 random, 7% Stun per hit, party crit=50% 25s [p2.52/4, self +30% ATK, -30% DEF 20s] [p1.92/4, self instacast 1]	
0.5% Zell	Tiger Fangs	- Fist	B Fiery Meteor Barret [Monk] [Monk]	phys 6.64 / 8 fire+non, fire infuse 25s [p2.16/4 f+n] [p1.68/3 f+n, 1.15x Monk damage 3 turns]	

Winter festival	Banner #5: ice/lgt	GL ?	JP ?	Featured characters: Lulu, Prompto, Reno, Rinoa
Character	Relic name,	elem, type	SB name,	effect
7% ** Lulu	Medical Bangle	+Ice ?	AO "Fury Combo"	magic 79.5 / 3 ice+water overstrike
7% ** Lulu	Water Moomba	+Wa ?	U "Blizzard & Water Fury"	magic 17.0 / 10 ice+water, self +30% DEF/MAG 25s, fastzap 15s 15s (ice/water rank 1-5 ⇒ m2.7 - 4.15 - 5.6 - 7.1 - 8.65 / 5 ice+water+non)
7% ** Reno	Imperial Guard	- ?	BU "Pyramid Maximum" [Combat], + on lgt [B. Magic], + on lgt	either p7.2/10 or m17.3/10 lgt, 1.3x Machinist or B. Magic dmg 15s, lgt infuse 25s [p1.92 (no overstrike) - 3.25 - 6.5 - 10.15 lgt] [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 lgt]
7% Prompto	Calamity	- Gun	C "Custom Starshell"	lgt chain 1.5x, party +50% ATK 25s
7% Rinoa	Pinwheel+	- Thrown	BU Angel Wing Ice Ruin [B. Magic], + on B. Magic	magic 17.3 / 10 ice, self 1.3x Black Magic dmg 15s, ice infuse 25s [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 ice]
- Pool of other CSB/USB/AO/OSB for: Lulu, Prompto, Reno, Rinoa -				
0.9% Rinoa	Conformer	- Thrown	C Shiva	ice chain 1.2x, magic 17.93 / 11 ice, party fastcast 2
0.9% Lulu	Moomba Mage	(+Ice) Doll	U Abaddon Blizzaja	magic 17.44 / 8 ice+non, self instacast 2, +30% MAG/RES 25s, ice infuse 25s
0.9% Prompto	Cocytus	- Gun	U Trigger Happy	phys 7.2 / 10 lgt+non rndm, +20% lgt vuln. 25s, fastcast 1, 15s (Machinist ⇒ fastcast 1)
0.9% Reno	Enhanced Pierce Rod	(+L) Rod	U Turk Special	either (p7.1/10 lgt+n & +30% ATK/DEF) or (m17.0/10 lgt+n & +30% MAG/DEF), lgt infuse 25s, fastcast 1, 15s (lgt ⇒ fastcast 1)
0.9% Rinoa	Cutlass	+Ice Thrown	U Angel Wing Frost Vortex 15s EX: Chosen Sorceress	magic 17.0 / 10 ice+non, ice infuse 25s EX: +30% MAG, (Black Magic rank 1-5 ⇒ m1.42/1 - 2.84/2 - 4.26/3 - 7.1/5 - 8.52/6 ice+n B. M.)
0.9% Rinoa	Hawkeye	- Thrown	BU Angel Wing Earth Edict [B. Magic], + on B. Magic	magic 17.3 / 10 earth, 1.3x Black Magic dmg 15s, earth infuse 25s [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 earth]
0.9% Rinoa	Valkyries	+Ice Thrown	AO Angel Wing Comet	magic 79.5 / 3 ice+earth overstrike
0.9% Rinoa	Twin Viper	(+E) Thrown	O Angelstar	magic 40.0 earth+non
7% ** Lulu	Moomba Warrior	- ?	G "Cool Beauty"	instant ice infuse stacking 25s, ice infuse 25s, hi fastcast 2
7% Rinoa	Wing Edge	- Thrown	G Angel Wing Magic Mien	instant hi fastcast Black Magic 15s, 1.05-1.1-1.15-1.2-1.3x Black Magic dmg @ ranks 1-5 15s
7% Prompto	Bioblaster	- ?	B "Blaster" [Machinist]	phys 6.32 / 8 lgt+fire ranged random, -40% ATK/DEF/MAG/RES 25s [p2.2/2 lgt+fire rngd, -40% ATK 15s] [... -50% MAG]
7% ** Lulu	Crimson Bangle	- ?	LM "Wealth of Knowledge"	- LM - Ice infuse at battle start
7% Rinoa	Wind Slash	- Thrown	LM Daughter of the Resistance	- LM - Ice infuse at battle start
7% Reno	Enhanced Light Rod	- Rod	LM Swaggering Investigator	- LM - Lgt infuse at battle start
7% Prompto	Iron Bangle	- Bracer	LM Common Valor	- LM - 25% dualcast Machinist
- Pool of other BSB/Glint/LMR for: Lulu, Prompto, Reno, Rinoa -				
1.0% Rinoa	Magic Armet	- Bracer	LM Witching Wings	- LM - 25% dualcast Black Magic
1.0% Rinoa	Rinoa's Arm Warmers	- Bracer	LM Defier of Fate	- LM - +1% MAG (max +20%) per damaging BLK hit
1.0% Lulu	Lulu's Robes	+Ice Lt. Armor	B Triple Threat	magic 17.7 / 10 ice + fire + water [m10.4/4 ice+fire] [... ice+water] instant phys 7.44 / 8 lgt+non ranged rndm, -40% ATK/DEF 25s
1.0% Prompto	Prompto's Fatigues	- Lt. Armor	B Shots Fired [Machinist] [Machinist]	[p2.2/4 lgt+n rngd, fastcast Machinist 2] [p2.2/2 lgt+n rngd, -40% DEF 15s]
1.0% Reno	Shinra Bombshell	- Thrown	B Turk Triad [Combat] [Combat]	AoE phys 4.92 / 6 lgt+n rng, lgt infuse 25s [p0.52 / 1 lgt+n rng, stacks to p4.16/8 25s] [p1.96 / 4 lgt+n rng, 31% Stun]
1.0% Rinoa	Shooting Star	- Thrown	B Sorceress's Awakening [Black Magic]	AoE magic 14.4 / 8 earth+ice [m10.48/4 earth+n] [... ice+n]
1.0% Rinoa	Crystal Cross	- Thrown	B Angel Wing Ice Shards [Black Magic] [Witch]	AoE magic 14.4 / 8 ice+non, ice infuse 25s [m8.0 - 9.0 - 10.2 / 4 ice+n @ 0 - 650 - 1200 MAG] [-40% MAG, self +30% MAG 20s]



FF VI event #376	"Dragons of Ruin"	GL ?	JP 2018 06 30	New characters: (none)	New abilities: "Heat Bite"
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Edgar, Locke, Relm, Sabin
7% ** Sabin	Ehrgeiz	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Fist	AO "Tiger Break"	phys 24.0 / 3 fire overstrike	
7% ** Edgar	Edgar's Guise	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Lt. Armor	AO "Bravo, Figaro!"	phys 11.0 / 20, then 8.0 overstrike, bio+fire+lgt ranged	
7% Locke	Orichalcum	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Dagger	AO Blade of the Phoenix	phys 11.0 / 20, then overstrike 8.0, fire ranged	
7% ** Locke	Pirate Gear	- ?	BU "Returners Band" [Thief], + on Thief	phys 6.9 / 10 fire random, +20% fire vuln. 25s, 1.3x Thief dmg 15s [p1.81 (no overstrike) - 3.06 - 6.11 - 9.55 fire]	
7% Sabin	Avenger	<span style="border: 1px solid red; padding: 0 2px;">(+F)</span> Fist	U Raging Fist	phys 7.1 / 10 fire+non, self +30% ATK/RES 25s, fire infuse 25s, instacast 1 15s (fire ⇒ p1.05/3 - 1.4/4 - 1.75/5 - 2.1/6 f+n Monk @ 0-492-780-1014 ATK) - Pool of other 6* : Edgar USB/OSB, Locke CSB/USB2/USB1/OSB, Relm USB, Sabin OSB -	
0.9% Locke	Zwill Crossblade	- Dagger	C Atomic Dive	fire chain 1.2x, phys 7.92 / 11 fire, -50% DEF/RES 25s	
0.9% Edgar	Flash	- Gun	U Royal Brotherhood 15s EX: Machinery (EX continued...)	phys 7.0 / 10 bio+fire+lgt rndg, 1.05-1.1-1.15-1.2-1.3x Machinist dmg @ rank 1-5 15s, EX: +30% ATK, fastcast Machinist, EX: (Machinist bio/fire/lgt ⇒ p1.17/3 b/f/l no miss & 35% for +10% b/f/l vuln. 15s)	
0.9% Locke	Triton's Dagger	- Dagger	U Burning Spirit 15s EX: Adventurer	phys 7.1 / 10 fire+non, fire infuse 25s, instacast 1 EX: +30% ATK, ...	
0.9% Locke	Platinum Dagger	<span style="border: 1px solid red; padding: 0 2px;">(+F)</span> Dagger	U Burning Steel	phys 6.7 / 10 fire+non rndm, +20% fire vuln. 25s, 15s (fire ⇒ p1.2 fire+n Thief & 35% for +10% fire vuln. 15s)	
0.9% Relm	Da Vinci Brush	- Rod	U Divine Portrait	party Curaga (h85), Neg. Dmg. 30%, Instacast 1	
0.9% Edgar	Enhanced Bioblaster	<span style="border: 1px solid red; padding: 0 2px;">(+B)</span> Gun	O Armageddon Blast	AoE phys 8.6 - 9.6 - 10.6 - 11.6 vs 0-1-2-3+ statuses	
0.9% Locke	Gladius	<span style="border: 1px solid red; padding: 0 2px;">+H</span> Dagger	O Miracle of Kohlingen	fast phys 10.0 fire+holy ranged (1.25s cast time)	
0.9% Sabin	Scissor Fangs	- Fist	O Scorching Meteor Strike	phys 11.25 fire+non, 12.75 vs weak	
7% ** Sabin	Headband	- ?	G "Flaming Fist"	instant 15s hi fastcast Monk, 15s Monk rank boost	
7% ** Edgar	Noiseblaster	- ?	G "Critical Noise"	instant crit=100% 2 turns, hi fastcast 2	
7% ** Relm	Angel Brush	- ?	G "Cure Drawing"	instant party Cura (h55)	
7% ** Sabin	Sonic Knuckle	- ?	LM "Full of Fighting Spirit"	- LM - Fire infuse at battle start	
7% ** Edgar	Edgar's Sword	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Sword	LM "Eccentric Developer"	- LM - (Machinist ⇒ 20% for +10% fire vuln. 15s)	
7% ** Relm	Jade Armet	<span style="border: 1px solid red; padding: 0 2px;">+H</span> Bracer	LM "Enchanted Brush"	- LM - 25% dualcast White Magic	
7% Locke	Locke's Armguard	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Bracer	LM Burning Desire	- LM - Fire infuse at battle start	
				- Pool of other 5* : Edgar BSB1/2/LMR1, Locke BSB1/2/Glint, Relm BSB/LMR1, Sabin BSB/LMR1 - (In JP, this pool also had SSBs, I think. This was the only banner pool with SSBs.)	
0.5% Locke	Thief's Cap	- Hat	G Heat of Passion	instant fire infuse stacking 25s, fire infuse 25s, hi fastcast 2	
0.5% Edgar	Edgar's Cloak	- Lt. Armor	B Bio Chainsaw [Machinist]	AoE phys 4.8 / 6 bio+non, 100% Poison, bio infuse 25s [p1.96/4 b+n rng, 25% (7x4) Blind/Pois./Sil.] [AoE p1.4/2 b+n rng, 21% (11x2) Blind/Pois./Sil.]	
0.5% Edgar	Longinus	- Spear	B Trifecta Drill [Machinist]	phys 6.56 / 8 bio+fire+lgt, self +30% ATK/DEF 25s, instacast 1 [fast p1.54/2 bio+fire, 20% for +10% fire vuln. 15s] [... bio+lgt ... +lgt vuln. ...]	
0.5% Locke	Thief's Knife	- Dagger	B Mirage Phoenix [Thief]	AoE phys 5.8 / 5 fire+holy, +20% fire vuln. 25s [p2.0, steal 20% ATK/MAG 20s] [p2.16/4 f+h]	
0.5% Locke	Locke's Sash	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Lt. Armor	B On the Hunt [Thief]	phys 6.64 / 8 fire+non rndg, fire infuse 25s [fast p1.88/4 f+n rndg] [p1.72/2 f+n rndg, steal 50% ATK 20s]	
0.5% Relm	Magical Brush	- Rod	B Star Prism [White Magic]	AoE white 9.39 / 3 holy+non, party Cura (h55), Last stand [instant Curaja] [party h25]	
0.5% Sabin	Godhand	- Fist	B Perdition's Phoenix [Monk]	ph 7.0/10 - 6.3/9 - 5.6/8 - 4.9/7 fire+n @ 1700-1250-700-0 ATK, fire infuse 25s [p1.6/4 f+n, self stack +10, ..., 80% ATK/DEF 25s] [AoE p1.5 / 2 f+n]	
0.5% Edgar	Genji Shield	- Shield	LM Master of Machines	- LM - 10% triplecast Machnist	
0.5% Relm	Relm's Hat	- Hat	LM Wondrous Hues	- LM - (single-target W. Magic heal ⇒ 25% to give Magic blink 1)	
0.5% Sabin	Vishnu Vest	- Lt. Armor	LM Master's Teachings	- LM - +2% ATK (max +34%) per hit with Monk abilities	
0.5% Edgar	Chainsaw	- Spear	S Chainsaw	phys 7.92 / 6 random, +20% bio vuln. 25s	
0.5% Relm	Chocobo Brush	- Rod	S Portrait of Lakshmi	party Curaga (h85) and Regen (hi)	
0.5% Sabin	Tigerfang	- Fist	S Phantom Rush	phys 7.84 / 8, party Phys blink 1	
0.5% Sabin	Sabin's Armet	- Bracer	S Soul Spiral	party Esuna, heal 40% max HP, +100% DEF 25s	
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Gau, Gogo, Mog, Strago
7% ** Strago	Wizard Rod	- ?	U "El Nino Breath"	magic 17.3 / 10 water, party Refl. Dmg. 75% as water, instacast 1	
7% ** Gau	Dual Claw	- ?	U "Dried Meat Boost"	phys 6.84 / 12 wind+lgt+non, self crit=100% 25s 15s of 100% dualcast Combat/Celerity (uses hone)	
7% ** Umario	Behemoth Bone	<span style="border: 1px solid red; padding: 0 2px;">+Ice</span> Hammer	U "Snowball Fight"	phys 6.8 / 10 ice+non ranged random, self +30% ATK/RES 25s, ice infuse 25s 15s (ice ⇒ p2.0/5 ice+n rndg Sharpshooter, +50% crit if Mog alive, no miss)	
7% ** Gogo	Gogo's Falchion	<span style="border: 1px solid blue; padding: 0 2px;">+E</span> Sword	BU "Mime Justice" [Cmbt/B.Mag], + on same	instant party Haste, +30% ATK/MAG/RES 25s fast [p1.81/m7.45 - mimic x1 - mimic x2 - mimic x3]	
7% Strago	Professor's Robe	- Robe	C Blue Field	water chain 1.5x, party +50% MAG 25s	
				- Pool of other 6* : Mog USB1/2, Strago OSB -	
2.4% Mog	Mog's Timpani	- Instrument	U Forest Nocturne	party +30% ATK/MAG/MND 25s, Fastcast 3	
2.4% Mog	Prism Rod	- Rod	U Twilight Requiem	AoE -30% A/D/M/R/MND 25s, party Haste, Protect, Shell	
2.4% Strago	Strago's Guise	<span style="border: 1px solid blue; padding: 0 2px;">+Wa</span> Lt. Armor	O Blue Soul	magic 37.2 water+earth, or m42.8 vs weak	
7% Mog	Faerie Tale	- Rod	B Love Serenade [W.Mag.]	party Haste, +30% MAG/MND 25s [instant Curaga (h80), Regen (hi)] [w10.6 ho, -50% MAG 25s]	
7% Umario	Bone Club	- Hammer	B Master's Voice [Monk]	AoE phys 4.9 / 7 ice+non, ice infuse 25s [ally heal 40% & instacast 1] [p1.95 / 3 ice+n, +30% ATK, -30% RES 20s]	
7% ** Umario	Earth Hammer	- ?	LM "Uga!"	- LM - Ice infuse at battle start	
7% ** Gau	Duel Mask	- ?	LM "Wild Side"	- LM - Trance (under 20% HP, once): full heal, fastcast 25s	
7% ** Gogo	Mimic's Robe	<span style="border: 1px solid blue; padding: 0 2px;">+E</span> Robe	LM "Thorough Mimicry"	- LM - 1.25x mimic damage	
7% Strago	Rod of Faith	- Rod	LM Defying Flame	- LM - 25% dualcast water	
7% Strago	Wonder Wand	- Rod	LM Depths of Power	- LM - Water infuse at battle start	
				- Pool of other 5* : Gau BSB, Gogo BSB/LMR1, Mog LMR1/2, Strago BSB -	
1.2% Gogo	Thornlet	- Hat	LM Heroic Mimicry	- LM - (mimic ⇒ 35% for fastcast 1)	
1.2% Mog	Pixie's Scythe	- Instrument	LM Boss Moogles	- LM - 1.3x stat buff duration	
1.2% Mog	White Cape	- Lt. Armor	LM Moogles Survivor	- LM - (Dancer ⇒ 25% AoE -30% ATK/MAG/MND 15s)	
1.2% Gau	Impact Claws	- Fist	B Maul of the Wild [Combat] [(special)]	phys 7.6 / 8, self +30% ATK, -30% DEF 25s, fastcast 3 [3 turns randomly: p1.0, p2.7/3, or AoE p2.25/3 f+n] [3 turns randomly: ally heal 30%, ally heal 70%, party heal 30%]	
1.2% Gogo	Helm of Wonders	- Helm	B Punishing Meteor [(special)] [Cmbt/B.Mag]	either p7.65/8 or m17.04/8, party +30% ATK/MAG 25s [fast mimic] [either p2.72/4 or m10.68/4]	
1.2% Strago	Strago's Cloak	<span style="border: 1px solid blue; padding: 0 2px;">+Wa</span> Lt. Armor	B Lore [Black Magic]	AoE magic 11.62 water+wind+earth, water infuse 25s [m8.68/4 wa+e, ally Magic blink 1] [m*46.0 / 2 wa+w]	

FF III event #378	"Bonds of Guidance"	GL ?	JP 2018 07 06	New characters: (none)	New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Ingus, Luneth, Refia
7% ** Refia	Godhand	[+F] Fist	AO "Triple Blazing Fist"	phys 24.0 / 3 fire overstrike	
7% ** Luneth	Blood Lance	[+Wi] Spear	U "Blowing Gale"	phys 7.1 / 10 wind+non, wind infuse 25s, 15s of heal 10% of wind dmg, (wind ⇒ p1.92/6 wi+n Dragoon no miss)	
7% ** Arc	Holy Rod	[+H] Rod	BU "Divine Rain" [W. Magic], + on W. Mag.	instant party Curaga (h85), +100% RES 25s instant [ally h25 - party h25 - party h55 - (party h55 & Last stand)]	
7% Luneth	Masamune	- Katana	AO Storm of Blades	phys 11.0 / 20, then overstrike 8.0, wind ranged	
7% Ingus	Giant's Axe	[+E] Axe	U Gaian Promise	phys 7.1 / 10 earth+non, self +30% ATK/DEF 25s, earth infuse 25s, 15s (Knight ⇒ p1.36/4 - 1.7/5 - 2.04/6 e+n Knight no miss @ 0 - 798 - 2736 DEF)	
				- Pool of other 6* : Ingus CSB, Luneth USB1/OSB, Refia USB -	
1.8% Ingus	Rune Axe	(+E) Axe	C Attested Strength	earth chain 1.2x, phys 7.92 / 11 earth, party Last stand	
1.8% Luneth	Kiku-Ichimonji	- Katana	U Zephyr Memories 15s EX: Windborn	phys 7.2 / 10 wind+non, self hi fastcast 1, wind infuse 25s EX: +30% ATK, (wind ⇒ hi fastcast 1)	
1.8% Refia	Metal Knuckles	(+F) Fist	U Burning Devotion	phys 7.1 / 10 fire+non, fire infuse, fastcast 1, crit=50%, 15s (fire ⇒ fastcast 1)	
1.8% Luneth	Dragon Lance	[+Wi] Spear	O Heavenly Gust	phys 11.2 wind+non jump, up to 14.5 with wind attacks used	
7% ** Refia	Refia's Guise	?	G "Secret Love"	instant hi fastcast 2, 15s (fire ⇒ p1.6/4 - 2.0/5 - 2.4/6 fire+non Monk, incr. with glint uses)	
7% Luneth	Mighty Hammer	- Hammer	G Howling Winds	instant wind infuse stacking 25s, wind infuse 25s, hi fastcast 2	
7% ** Refia	Cat-Ear Hood	- ?	LM "Resolved to Depart"	- LM - Fire infuse at battle start	
7% ** Luneth	Dragoon Mail	- ?	LM "Quick Valor"	- LM - (wind ⇒ 35% fastcast 1)	
7% Luneth	Blessed Hammer	- Hammer	LM Orphan of Ur	- LM - Wind infuse at battle start	
7% Arc	Lordly Robes	- Robe	LM Bookworm	- LM - +1% MND (max +25%) per White Magic hit	
7% Ingus	Genji Armor	- H. Armor	LM Resolute Warrior	- LM - Earth infuse at battle start	
				- Pool of other 5* : Arc BSB1/2, Ingus BSB1/2/LMR1, Luneth BSB, Refia BSB/LMR -	
0.9% Arc	Staff of the Magi	- Staff	B Auroral Grace [White Magic]	white 11.7 / 5 holy+n, party Cura (h55), self +30% MND 25s [Curaga (h80), Esuna] [party h25]	
0.9% Arc	Wizard Rod	- Rod	B Break of Valor [White Magic]	white 16.0 / 8 holy+water, holy infuse 25s [w10.4/4 holy+water] [Curaja, +30% MND 25s]	
0.9% Ingus	Crystal Shield	- Shield	B Faith Escutcheon [Knight] [Knight]	phys 6.72 / 8 earth+non, party Reflect Dmg 75% as earth [p1.95/3 e+n, 1.15x Knight dmg 3 turns] [self +50% ATK/DEF 20s]	
0.9% Ingus	Aegis Shield	- Shield	B Oathsworn Espada [Knight] [Knight]	AoE p4.8 / 4 earth+n, self +30% ATK/DEF (ID #6007), earth infuse 25s [p1.96 / 2 e+n, taunt PHY/BLK, +200% DEF 25s] [p1.96 / 2 e+n, self Retaliate 15s]	
0.9% Luneth	Gungnir	[+Wi] Spear	B Eternal Wind [Combat] [Combat]	phys 6.24 / 8 wind+non ranged, 100% stun, wind infuse 25s [p1.96/4 wi+n rngd, 31% (9% x 4) Stun] [AoE p1.3/2 wi+n rngd, +30% ATK, -30% RES 20s]	
0.9% Refia	Shura Gloves	[+F] Fist	B Dance of Carnage [Monk] [Monk]	p6.24/8 f+n, self crit=50%, fire infuse 25s, (crit incl. below) [p2.94/4 f+n, including crit dmg = 2x] [AoE p1.95/2 f+n, self +30% ATK, -30% DEF 20s]	
0.9% Ingus	Genji Shield	- Shield	LM Loyal Heart	- LM - Earth infuse at battle start	
0.9% Refia	Refia's Tunic	- Lt. Armor	LM Deadly Charm	- LM - 25% dualcast fire	
Character	Relic name,	elem, type	SB name,	effect	Featured characters: CoD, Desch, Onion
7% Onion	Zeus Mace	- Staff	U Forbidden Wisdom 15s EX: Sage	party Haste, Fastzap 3, +30% MAG/RES/MND 25s EX: +30% MAG, 1.15x BLK damage	
7% Onion	Onion Blade	- Sword	U Forbidden Power 15s EX: Ninja	party Haste, crit=50%, +50% ATK 25s EX: +30% ATK, cast speed 1.3x, plus 0.3x per attack in EX (max 3.4x)	
7% Aria	Prism Rod	- Rod	U Seaborne Encounter	instant party Curaga (h85), Negate Dmg. 100% (fire only), Regen (hi)	
7% Arc	Seraphim Mace	[+H] Staff	U Water's Grace	white 18.0 / 10 holy+water, self +30% RES/MND 25s, holy infuse 25s, 15s (holy rank 1-5 ⇒ w3.26/2 - 4.89/3 - 6.52/4 - 8.15/5 - 9.78/6 h+wa+n W. Magic)	
7% Refia	Metal Knuckles	(+F) Fist	U Burning Devotion	phys 7.1 / 10 fire+non, fire infuse, fastcast 1, crit=50%, 15s (fire ⇒ fastcast 1)	
				- Pool of other 6* : CoD USB/OSB, Desch USB, Onion USB3 -	
1.8% CoD	Empress Khama	(+D) Staff	U Crashing Darkness	AoE magic 14.7 / 7 dark+lgt, party +30% MAG/RES 25s, dark infuse 25s, 15s (dark ⇒ AoE m4.4 dark+lgt Blk. Magic)	
1.8% Desch	Gladius	(+L) Dagger	U Roar of Duty	magic 17.0 / 10 lgt+non, +20% lgt vuln. 25s, party fastzap 3	
1.8% Onion	Onion Knight's Guise	[+Wa] Lt. Armor	U "Sage's Magic" 15s EX: Wisdom of Light	magic 16.5 / 10 wind+water+fire+earth EX: +30% MAG, fastzap, (wi-wa-fe B. Magic ⇒ m7.95/5 same B. Magic)	
1.8% CoD	Everdark	[+D] Staff	O Convergent Particle Beam	magic 37.2 dark+non, 42.8 vs weak	
7% Aria	Nirvana	- Staff	B Maiden of Water [White Magic]	party Curaga (h85), party -10% fire vuln. 15s [instant Curaga (h80), Regen (hi)] [party h25]	
7% CoD	Bizarre Staff	[+D] Staff	B 0-form Particle Beam [Black Magic] [Black Magic]	AoE magic 12.6 / 6 dark+non, party Doom 30s, +30% MAG/MND 25s [m8.16/3 d+n, 1.15x Darkness dmg 3 turns] [m6.3/2 d+n, +30% MAG, -30% DEF 20s]	
7% Desch	Avenger	- Sword	B Ancient Lightning [Black Magic]	AoE magic 11.7 / 5 lgt+n, lgt infuse 25s [m8.0/4 lgt+n, Fastzap 1] [AoE m6.18/2 lgt+n, +/-30% MAG/DEF]	
7% Onion	Onion Cape	- Lt. Armor	LM Nom de Guerre	- LM - Instacast 2 at battle start	
7% Aria	Spirit Ring	- Bracer	LM Crystal Prayer	- LM - (WHT ⇒ 25% for 1.3x healing 10s)	
7% Aria	Lamia's Tiara	- Hat	LM Duty First	- LM - 25% dualcast White Magic	
7% Refia	Refia's Tunic	- Lt. Armor	LM Deadly Charm	- LM - 25% dualcast fire	
				- Pool of other 5* : CoD BSB1/LMR, Desch LMR, Onion BSB, Refia BSB -	
1.4% CoD	Calcite Staff	[+D] Staff	B Fusillade Particle Beam [Black Magic]	magic 17.6 / 8 dark+holy, party Reflect Dmg [m10.2 / 4 d+h, 25% blind/silence] [... paralyze/stop]	
1.4% Onion	Onion Gauntlets	- Bracer	B Vessel of Fate [Celerity / B. Magic]	party Haste, +30% ATK/MAG 25s [p1.88/4, next phys instant] [m9.0/4 non, next non-NIN mag attack inst.]	
1.4% Refia	Shura Gloves	[+F] Fist	B Dance of Carnage [Monk] [Monk]	p6.24/8 f+n, self crit=50%, fire infuse 25s, (crit incl. below) [p2.94/4 f+n, including crit dmg = 2x] [AoE p1.95/2 f+n, self +30% ATK, -30% DEF 20s]	
1.4% CoD	Brooding Armguard	- Bracer	LM Spawn of Darkness	- LM - Dark infuse at battle start	
1.4% Desch	Bracer	- Bracer	LM Total Devotion	- LM - +1% MAG (max +20%) per damaging BLK hit	

FF Type-0 event #380	"Scarlet Blade"	GL ?	JP 2018 07 13	New characters: Jack	New abilities: ?
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Ace, Deuce, Rem
7% ** Ace	Draconic Deck	[+F] Thrown	AO "Monolith Beam"	magic 36.4 / 20, then 26.5 overstrike, fire	
7% ** Ace	Mythril Deck	- ?	U "Firaga BOM"	magic 17.0 / 10 fire+non, 1.3x Black Magic dmg 15s, fire infuse 25s next 3 B.Magic in 15s trigger (m4.08/2 f+n & hi fastcast 2) - (m4.08/2 f+n & party heal 1.5k) - (m16.32/8 f+n)	
7% ** Jack	Nagamitsu	[+F] Katana	U "Deliverance" EX: Crimson Flash	phys 7.1 / 10 fire+non, self lose 99% max HP, Negate Dmg. 100%, fire infuse 25s EX (ends if Neg. Dmg. lost): +30% ATK, Samurai: [hi fastcast, 100% dualcast (no extra hones)]	
7% ** Rem	Butterfly Edge	- ?	U "Manalchemy Life"	instant party Haste, Shell, Status blink 1, Reraise 40%	
7% ** Deuce	Anima Flute	- ?	U "Concerto ff"	instant party Curaga (h85), +100% RES 25s, Last stand	
				- Pool of other 6* : Ace USB1/OSB, Deuce USB1, Rem USB1/OSB -	
1.4% Ace	Arcane Deck	(+F) Thrown	Jackpot Triad (continued...) 15s EX: Attack Hand	magic 17.0 / 10 fire+non, fire infuse 25s, 15s (any abil. => 74-25-1% for m0.55/1 - 1.1/2 - 7.15/13 f+n) EX: +30% MAG, fastcast	
1.4% Deuce	Argentive Flute	- Instrument	U Hymn of Healing	instant party Curaga (h85), revive @ 40% HP, Neg. Dmg. 30%	
1.4% Rem	Argentive Daggers	- Dagger	U Manalchemy 15s EX: Dominion	white 18.0 / 10 holy+dark, holy infuse 25s, hi fastcast 1 EX: +50% MND, -15% DEF/RES, (hit elemental weakness => hi fastcast 1)	
1.4% Ace	Imperial Tarot	- Thrown	O Mega Burst	magic 37.2 fire+non, or m42.8 if caster in front row	
1.4% Rem	Ogrenyxes	[+H] Dagger	O Cleansing Flame	white 39.06 holy+fire, or 44.94 vs weak	
7% ** Ace	Lustrous Deck	- ?	G "Cut Cards"	instant fire infuse stacking 25s, fire infuse 25s, hi fastcast 2	
7% ** Ace	Diamond Bangle	- ?	B "Firaga SHG" [Black Magic] [Black Magic]	magic 16.16 / 8 (14.0 in back row) fire+non, party +30% ATK/MAG 25s [m8.96/4 f+n, hi fastcast Black Magic 2] [AoE m7.8/2 f+n, +30% MAG, -30% DEF 20s]	
7% ** Jack	Jack's Guise	- ?	B "Lightning Flash" [Samurai] [Samurai]	phys 6.64 / 8 fire+non, +20% fire vuln. 25s [p1.96/4 f+n, 1.15x Samurai dmg 2 turns] [p1.96/2 f+n, Retaliate 15s]	
7% Rem	Rem's Guise	[+H] Lt. Armor	B Siphon Delta [White Magic] [White Magic]	AoE white 13.44 / 8 holy+dark, self refill 1 abil. use, holy infuse 25s [w9.4/4 holy+dark, self h60] [self Magic blink 1, 1.15x White Magic dmg 3 turns]	
7% ** Jack	Diamond Gloves	- ?	LM "Only Needs One Sword"	- LM - Fire infuse at battle start	
7% Ace	Flame Armllet	[+F] Bracer	LM Chocobond	- LM - Fire infuse at battle start	
7% Rem	Gold Hairpin	- Hat	LM Gentle Spirit	- LM - +1% MND (max +25%) per White Magic hit	
				- Pool of other 5* : Ace BSB1/LMR1, Deuce BSB/LMR, Rem LMR2 -	
1.4% Ace	Ace's Summer Uniform	- Lt. Armor	B Firaga RF [Black Magic] [Black Magic]	instant magic 15.04 / 8 fire+non, party Phys blink 1 [m7.84/4 f+n, or m9.8/5 if caster in front row] [AoE m7.8/2 f+n, self +30% MAG, -30% RES 20s]	
1.4% Deuce	Deuce's Akademeia Unif.	- Lt. Armor	B Concerto [White Magic]	party Cura (h55), +30% ATK/MAG 25s [instant Curaja] [party h25]	
1.4% Ace	Argentive Deck	- Thrown	LM Spiral Breaker	- LM - (BLK ability => 25% for Phys blink 1)	
1.4% Deuce	Feathered Cap	- Hat	LM Eye for Detail	- LM - 1.3x stat buff duration	
1.4% Rem	Lunar Armllet	- Bracer	LM Saint's Fire	- LM - (holy => 50% w5.05 holy+fire+non W. Magic)	
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Cinque, King, Queen, Rem
7% King	Outsiders	[+L] Gun	U Endless Waltz	phys 6.96 / 12 lgt+non rngd, self +30% ATK/DEF 25s, lgt infuse 25s, 100% dualcast Machinist (uses extra hone) 15s	
7% Rem	Argentive Daggers	- Dagger	U Manalchemy 15s EX: Dominion	white 18.0 / 10 holy+dark, holy infuse 25s, hi fastcast 1 EX: +50% MND, -15% DEF/RES, (hit elemental weakness => hi fastcast 1)	
7% Cinque	Shock Hammer	[+E] Hammer	U Whirling Mace	phys 7.1 / 10 earth+wind, earth infuse 25s, 15s 1.05-1.1-1.15-1.2-1.3x Heavy Physical dmg @ rank 1-5, 15s of +1 level to all Heavy Charge gains	
7% Seven	Silver Whipblade	- Whip	U Elementlash	magic 17.0 / 10 ice+non, -50% ATK/MAG/RES 25s, +20% ice vuln. 25s	
7% Deuce	Argentive Flute	- Instrument	U Hymn of Healing	instant party Curaga (h85), revive @ 40% HP, Neg. Dmg. 30%	
				- Pool of other 6* : Rem OSB, Queen USB/OSB -	
2.4% Queen	Flamberge	- Sword	U Divine Judgment Blade	phys 7.1 / 10 lgt+dark, self +30% ATK/DEF 25s, lgt infuse 25s, 15s fastcast Spellblade	
2.4% Queen	Claymore	- Sword	O Gate of Destiny	phys 11.16 lgt+dark, or 12.84 vs weak	
2.4% Rem	Ogrenyxes	[+H] Dagger	O Cleansing Flame	white 39.06 holy+fire, or 44.94 vs weak	
7% Deuce	Deuce's Akademeia Unif.	- Lt. Armor	B Concerto [White Magic]	party Cura (h55), +30% ATK/MAG 25s [instant Curaja] [party h25]	
7% Seven	Seven's Guise	[+Ice] Lt. Armor	B Diving Strike [Black Magic]	magic 15.04 / 8 ice+non, -40% ATK/DEF/MAG/RES 25s [m4.72/2 ice+n, -40% ATK 15s] [... -50% MAG]	
7% Queen	Regal Crown	- Hat	B Mana Sphere [Spellblade] [Spellblade]	phys 6.64 / 8 lgt+dark rngd, party crit=50% 25s [p1.95/3 lgt+dark, 1.15x Spellblade dmg 3 turns] [AoE p1.4/2 lgt+dark, +30% ATK, -30% DEF 20s]	
7% King	Platinum Gloves	- Bracer	LM Depths Within	- LM - lgt infuse at battle start	
7% Cinque	Dominion Helmet	- Hat	LM Chestnut Braid	- LM - Earth infuse at battle start	
7% Seven	Gauntlet	- Bracer	LM Class Act	- LM - (ice => 20% for +10% ice vuln. 15s)	
7% Queen	Queen's Guise	(+L) Lt. Armor	LM Calculated Craft	- LM - 25% dualcast lgt	
				- Pool of other 5* : King BSB, Cinque BSB, Rem BSB/LMR1/2, Deuce LMR -	
1.2% Cinque	Skull Crusher	- Hammer	B Gaia Pulse [Heavy Physical] [Heavy Physical]	AoE phys 5.76 / 6 earth+non rngd, earth infuse 25s [p1.68/3 e+n, 1.15x Heavy Physical dmg 3 turns] [p1.79/1 e+n, -40% DEF 15s]	
1.2% King	King's Guise	- Lt. Armor	B Magazine Blast [Machinist] [Machinist]	phys 6.36 / 12 lgt+fire rngd, lgt infuse 25s [p2.04/4 lgt+fire rngd, or 2.55/5 vs weak] [p1.85/1 lgt+fire rngd, instacast Machinist 2]	
1.2% Rem	Rem's Guise	[+H] Lt. Armor	B Siphon Delta [White Magic] [White Magic]	AoE white 13.44 / 8 holy+dark, self refill 1 abil. use, holy infuse 25s [w9.4/4 holy+dark, self h60] [self Magic blink 1, 1.15x White Magic dmg 3 turns]	
1.2% Deuce	Feathered Cap	- Hat	LM Eye for Detail	- LM - 1.3x stat buff duration	
1.2% Rem	Gold Hairpin	- Hat	LM Gentle Spirit	- LM - +1% MND (max +25%) per White Magic hit	
1.2% Rem	Lunar Armllet	- Bracer	LM Saint's Fire	- LM - (holy => 50% w5.05 holy+fire+non W. Magic)	

FF XII event #383	"Skies of Freedom"	GL ?	JP 2018 07 20	New characters: (none)	New abilities: ?
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Ashe, Balthier, Gabranth, Penelo
7% ** Balthier	Mithuna	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Gun	AO "Historia of Innocence"	phys 24.0 / 3 fire overstrike	
7% ** Balthier	Argyle Armet	– Bracer	U "Election of Decadence"	phys 7.1 / 10 fire+non ranged, +20% fire vuln. 25s 15s (2 Machinist ⇒ +10% fire vuln. 15s)	
7% ** Gabranth	Balmung	<span style="border: 1px solid red; padding: 0 2px;">+D</span> Sword	BU "Frost Purge" (continued...) [Heavy Phys], + on dark	phys 7.2 / 10 dark+non ranged, dark infuse 25s 15s of +1 to all Heavy Charge level gains [phys 1.92 (no overstrike) - 3.25 - 6.5 - 10.15 dark]	
7% ** Penelo	Rabanastre Dancer's Dress	– ?	U "Tears Drop"	instant party Curaga (h85), instacast 1 15s (Dancer ⇒ party h25)	
7% Ashe	Ragnarok	– Sword	U Empyrean's Edict	magic 17.0 / 10 lgt+non, self +30% MAG/RES 25s, lgt infuse 25s, 15s (B. Magic rank 1-5 ⇒ m2.84/2 - 4.26/3 - 5.68/4 - 7.1/5 - 8.52/6 lgt+n) – Pool of other 6* : Ashe AO/OSB, Balthier USB1/OSB, Gabranth USB1/OSB, Penelo USB1 –	
1.0% Balthier	Fomalhaut	– Gun	U Makara	phys 7.1 / 10 fire+n rngd, self fastcast 1, fire infuse 25s 15s (Machinist ⇒ fastcast 1)	
1.0% Gabranth	Highway Star	<span style="border: 1px solid red; padding: 0 2px;">+D</span> Sword	U Ruin Unflinching	phys 7.1 / 10 dark+non, self +30% ATK/DEF 25s, dark infuse, fastcast 1, 15s (dark ⇒ fastcast 1)	
1.0% Penelo	Hermes' Suit	– Lt. Armor	U Dance of Rapture	instant party Curaga (h85), Phys Blink 1, Autoheal 2k	
1.0% Ashe	Tournesol	<span style="border: 1px solid blue; padding: 0 2px;">+L</span> Sword	AO Lodestar's Gleam	magic 79.5 / 3 lgt overstrike	
1.0% Ashe	Durandal	<span style="border: 1px solid blue; padding: 0 2px;">+L</span> Sword	O Thunder's Echo	magic 40.0 lgt+non overstrike	
1.0% Balthier	Arcturus	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Gun	O S-85 Cyclotrone	phys 12.0 fire+non ranged	
1.0% Gabranth	Helter-Skelter	<span style="border: 1px solid red; padding: 0 2px;">+D</span> Sword	O Hatred	phys 11.2 dark+non, up to p14.5 with dark attacks used	
7% ** Balthier	Mirage Vest	– ?	G "The Fastest Sky Pirate"	instant fire infuse stacking 25s, fire infuse 25s, hi fastcast 2	
7% Ashe	Aegis Shield	– Shield	G Dusk Mote	instant lgt infuse stacking 25s, lgt infuse 25s, hi fastcast 2	
7% Penelo	Doom Mace	– Rod	B Resurrection	party Curaga (h85), Last stand, [Curaja, Regen (hi)] [party h25]	
7% ** Balthier	Antares	– ?	LM "The Sky Pirate's Way"	– LM – Fire infuse at battle start	
7% ** Gabranth	Gauntlet	– ?	LM "Bloodthirsty Avenger"	– LM – 25% dualcast dark	
7% Penelo	Feathered Cap	– Hat	LM Compassion's Hand	– LM – 25% dualcast White Magic	
7% Gabranth	Barbut	– Helm	LM Clad in Darkness	– LM – Dark infuse at battle start	
				– Pool of other 5* : Ashe BSB/LMR, Balthier BSB1/2/LMR1, Gabranth BSB, Penelo BSB1 –	
1.0% Ashe	Ashe's Defiance	<span style="border: 1px solid blue; padding: 0 2px;">+L</span> Lt. Armor	B Dusk's Decree [Black Magic]	magic 17.6 / 8 lgt+non, lgt infuse 25s [m10.52/4 lgt, self h60] [AoE m6.28/2 lgt+n]	
1.0% Balthier	Betelgeuse	– Gun	B Gatling Gun [Machinist]	phys 7.5 / 10 ranged random, 30% Blind per hit [p2.3/2 rngd (2.8/2 vs Blind), 30% Blind per hit] [p2.44/4 f+n rngd]	
1.0% Balthier	Spica	– Gun	B Spark of Change [Machinist] [Machinist]	p7.68/8 fire+n ranged, +20% fire vuln. 25s [p0.6/2 f+n rngd, 25% for +10% fire vuln. 15s] [p0.96 - 2.16 - 3.36 - 4.8 / 4 f+n rngd, grows w/ use of cmd 1]	
1.0% Gabranth	Nightbringer	<span style="border: 1px solid red; padding: 0 2px;">+D</span> Sword	B Innocence [Combat / Darkness]	phys 7.68 / 8 dark+non, +20% dark vuln. 25s [fast p1.88 / 4 d+n] [p2.2 d+n, drain 20%]	
1.0% Penelo	Doom Mace	– Rod	B Resurrection	party Curaga (h85), Last stand, [Curaja, Regen (hi)] [party h25]	
1.0% Ashe	Ashe's Bracers	<span style="border: 1px solid blue; padding: 0 2px;">+L</span> Bracer	LM Fallen Pride	– LM – Lgt infuse at battle start	
1.0% Balthier	Goggle Mask	– Hat	LM Leading Man	– LM – 25% dualcast Machinist	

FF T event #386	"Those Who Won't Lie"		GL ?	JP 2018 07 27	New characters: Orran	New abilities: ?
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Alma, Delita, Ramza	
7% ** Delita	Vitanova	[+H] Sword	AO "The Valiant"	phys 24.0 / 3 holy+fire+lg+ice overstrike		
7% ** Delita	Delita's Armor	- ?	U "In the Name of Love"	phys 6.9 / 10 holy+fire+lg+ice, self crit=75% 25s, fastcast 15s 15s (hit weakness => p1.84 / 4 h+f+i+n non no miss)		
7% ** Orran	Papyrus Codex	- ?	U "Celestial Stasis"	AoE -70% ATK/DEF/MAG/RES 8s; party Magic blink 1, instacast 1		
7% ** Alma	Dreamwaker	- ?	U "Angelic Vessel"	instant party Curaga (h85), Negate dark Dmg 100%, Autoheal 2k		
7% Ramza	Diamond Shield	- Shield	C Flutegrass Memories	holy chain 1.5x, party +50% ATK 25s		
- Pool of other 6* : Alma USB1, Delita USB1, Ramza USB1/2 -						
1.8% Alma	Nirvana	[+H] Staff	U Sacred Barrier	party Haste, Protect, Shell, Regen (hi), Status blink 1, Reraise 40%		
1.8% Delita	Orichalcum Dirk	- Dagger	U King Apparent	phys 6.7 / 10 holy+fire+lg+ice (7.7 vs weak), self instacast 2, +30% ATK, +25% RES, crit=50% 25s		
1.8% Ramza	Sasuke's Blade	- Katana	U History's Truth	party instacast 1, +30% ATK/DEF/MAG 25s		
1.8% Ramza	Vigilante	[+H] Sword	U Seeker of Truth	phys 7.1 / 10 holy+non, holy infuse 25s, hi fastcast 1, 15s (holy => hi fastcast 1 & p1.56/4 holy+non Support no miss)		
7% ** Delita	Zwill Straightblade	- ?	G "The Meager"	instant 1.3x dmg vs weakness 15s, hi fastcast 2		
7% ** Orran	Orran's Guise	- ?	B "Records of Truth" [White Magic]	party +30% ATK/RES 25s, crit dmg=2x 25s [ally Cura (h60) & instacast 1] [party h25]		
7% Alma	Staff of the Magi	- Staff	B Wisdom of Orbonne [White Magic]	party Curaga (h85), Magic blink 1 [instant Curaja] [party h25]		
7% ** Delita	Golden Helm	- ?	LM "For Our Own Justice"	- LM - 1.25x Spellblade dmg if using a sword		
7% ** Orran	Battle Folio	- ?	LM "Strategist of the Sthrn. Sky"	- LM - (White Magic => ??% party h??)		
7% Alma	Wizard's Rod	- Rod	LM Brother's Keeper	- LM - (single-target W. Magic heal => 27% to give Magic blink 1)		
7% Ramza	Brigandine	- Lt. Armor	LM True Hero	- LM - full ATB and instacast 1 at battle start		
- Pool of other 5* : Delita BSB/LMR1, Ramza BSB1/2/LMR2 -						
1.4% Delita	Runeblade	(+F/L) Sword	B Hero-King [Spellblade]	phys 6.96 / 8 holy+fire+lg+ice (and +50% crit dmg) [p2.32/4 ho+f (+50% crit dmg)] [... lgt+ice]		
1.4% Ramza	Iga Blade	- Katana	B Unsung Hero [Knight] [Support]	AoE phys 5.85 / 5, party +100% DEF 25s [p2.5/2 holy, Dispel] [ally +80 SB gauge]		
1.4% Ramza	Kiyomori	- Katana	B Battle Cry [Support] [Support]	party Haste, +50% ATK 25s; self holy infuse 25s [p2.7/5 h+n, but no SB gauge] [self +180 SB gauge]		
1.4% Delita	Aegis Shield	- Shield	LM Ark Knight's Finesse	- LM - +2% ATK (max +34%) per Spellblade hit		
1.4% Ramza	Platinum Armor	- H. Armor	LM Ambitious Knight	- LM - 25% dualcast holy		
Character	Relic name,	elem, type	SB name,	effect	Featured characters: Agrias, Marche, Orlandeau, Ovelia, Ramza	
7% Orlandeau	Excalibur Trueblade	[+H] Sword	U Sword Saint 15s EX: Sword Saint	phys 10.0 / 12 (p6.69@100% crit) holy+dark, self crit=100% 25s EX: +50% ATK, 100% dualcast Knight/Darkness (uses extra hone)		
7% Agrias	Save the Queen Divine	[+H] Sword	U Divine Devastation	phys 6.7 / 10 holy+non random, +20% holy vuln. 15s, 15s (2 Knight abils. => +10% holy vuln. 15s)		
7% Marche	Burglar Sword	- Sword	U Divine Combo 15s EX: Speed Combo	phys 7.1 / 10 holy+non, holy infuse 25s EX: +30% ATK, (Knight => give front row hi fastcast 1 for phys PHY/NAT)		
7% Ovelia	Zeus Mace	- Staff	U Divine Dispelna	instant party Curaga (h85), Last stand, +100% RES 25s		
7% Ramza	Vigilante	[+H] Sword	U Seeker of Truth	phys 7.1 / 10 holy+non, holy infuse 25s, hi fastcast 1, 15s (holy => hi fastcast 1 & p1.56/4 holy+non Support no miss)		
- Pool of other 6* : Agrias OSB/USB1, Orlandeau OSB, Ramza USB1/2/CSB -						
1.2% Ramza	Diamond Shield	- Shield	C Flutegrass Memories	holy chain 1.5x, party +50% ATK 25s		
1.2% Agrias	Durandal	[+H] Sword	U Loyal Blade	phys 7.1 / 10 holy+non, -50% ATK/MAG 25s, self holy infuse 25s, 1.15x Knight damage 25s		
1.2% Ramza	Sasuke's Blade	- Katana	U History's Truth	party instacast 1, +30% ATK/DEF/MAG 25s		
1.2% Ramza	Vigilante	[+H] Sword	U Seeker of Truth	phys 7.1 / 10 holy+non, holy infuse 25s, hi fastcast 1, 15s (holy => hi fastcast 1 & p1.56/4 holy+non Support no miss)		
1.2% Agrias	Ragnarok	[+H] Sword	O Holy Blade	phys 11.25 holy+non, 12.75 vs weak		
1.2% Orlandeau	Saintly Excalibur	[+H] Sword	O Thunder God	phys 15.0 holy+lg+ (3.75s cast), 3x cast speed 25s		
7% Agrias	Excalibur	[+H] Sword	B Divine Ruination [Knight] [Knight]	AoE phys 5.88 / 4 holy, +20% holy vulnerability 25s, [p2.5 / 2 h+n, Sentinel] [p2.5 / 2 h+n, self +40% RES 20s]		
7% Ramza	Kiyomori	- Katana	B Battle Cry [Support] [Support]	party Haste, +50% ATK 25s; self holy infuse 25s [p2.7/5 h+n, but no SB gauge] [self +180 SB gauge]		
7% Ovelia	Golden Staff	- Staff	B Desperate Plea [White Magic]	party Curaga (h85), Negate Dmg. 30% [Curaga (h80), Esuna] [party h25]		
7% Orlandeau	Flame Shield	- Shield	LM Supreme Swordsman	- LM - 25% dualcast Knight and Darkness		
7% Agrias	Jade Armlet	- Bracer	LM Unshakeable Faith	- LM - 25% dualcast Knight		
7% Marche	Bronze Helm	- Helm	LM Deepest Wish	- LM - 1.25x Knight damage if using a sword		
7% Ovelia	Celebrant's Miter	- Hat	LM Divine Insight	- LM - 25% dualcast White Magic		
- Pool of other 5* : Marche BSB, Ovelia BSB1, Ramza BSB1/LMR1/2 -						
1.4% Marche	Linen Cuirass	- H. Armor	B Knight Combo [Knight] [Knight]	phys 7.52 / 8 holy+non, party +30% ATK/MND 25s [p1.95/3 h+n rndg, 1.15x Knight dmg 3 turns] [p2.5/2 h+n, Sentinel 25s]		
1.4% Ovelia	Mage Staff	[+H] Staff	B Heart's Lament [White Magic]	white 11.7 / 5 holy+non, party Cura (h55), self +30% MND 25s [instant Curaja] [party h25]		
1.4% Ramza	Iga Blade	- Katana	B Unsung Hero [Knight] [Support]	AoE phys 5.85 / 5, party +100% DEF 25s [p2.5/2 holy, Dispel] [ally +80 SB gauge]		
1.4% Ramza	Brigandine	- Lt. Armor	LM True Hero	- LM - full ATB and instacast 1 at battle start		
1.4% Ramza	Platinum Armor	- H. Armor	LM Ambitious Knight	- LM - 25% dualcast holy		



FF VIII event #388	"Solitary Lion"	GL	?	JP	2018 07 31	New characters: (none)	New abilities: ?
Character	Relic name,	elem,	type	SB name,		effect	
** Squall	Flame Heart	+F	Sword	AO	"Revolver Maximum"	phys 24.0 / 3 fire overstrike	
** Edea	Shooting Star	+D	Thrown	AO	"Grievous Judgment"	magic 36.4 / 20, then 26.5 overstrike, ice+dark	
** Squall	Twin Lance+	-	?	BU	"Double Junction" (continued...) [Spellblade], + on Splbl.	phys 7.1 / 10 ice+fire, hi fastcast 15s, 15s: 1.3-1.35-1.4-1.45-1.5-1.55-1.6-1.65-1.7x Spellblade dmg after 0-8 fire/ice Spellblade [phys 1.92 (no overstrike) - 3.2 - 6.4 - 10.0 ice+fire]	
** Edea	Black Robe	+Ice	Robe	U	"Astral World"	magic 17.0 / 10 ice+dark, self +30% MAG/RES 25s, ice infuse 25s 15s (ice ⇒ fastcast 1 to same row)	
** Ultimecia	Phantasmal Dress	+Wi	Robe	U	"Protean Sword-Axe"	magic 17.0 / 10 wind+dark, self +30% MAG/RES 25s, wind infuse 25s, 15s of 100% dualcast Black Magic (uses extra hone)	
Seifer	Hyperion Custom	-	Sword	C	Sorceress Strings	dark chain 1.5x, party +50% ATK 25s	
** Squall	Tidal Heart	-	?	G	"Fated Aura"	instant fire infuse stacking 25s, fire infuse 25s, hi fastcast 2	
** Edea	Aura Staff	-	?	G	"Inherited Powers"	instant ice infuse stacking 25s, ice infuse 25s, hi fastcast 2	
** Selphie	Wonder Wand	-	?	G	"Radical Mood Maker"	instant party Cura (h55)	
Squall	Balamb Mercenary	+F	Lt. Armor	B	"Revolver Drive" [Spellblade] [Spellblade]	phys 6.64 / 8 fire+non, fire infuse 25s [p0.8/2 fire+n, each use powers up cmd 2] [p2.16/4 - 4.45/5 - 6.3/6 - 8.75/7 fire+n, @ 0-5-10-25% crit]	
** Squall	Survival Vest	-	?	LM	"Inherited Charisma"	-LM - Fire infuse at battle start	
** Edea	Rod of Darkness	-	?	LM	"Freed from Enchantment"	-LM - Ice infuse at battle start	
** Edea	Cardinal	-	?	LM	"Concealed Motherhood"	-LM - 25% dualcast ice	
Ultimecia	Harmonia's Guard	-	Bracer	LM	Arrogant Ambition	-LM - Wind infuse at battle start	
Character	Relic name,	elem,	type	SB name,		effect	
Rinoa	Valkyries	+Ice	Thrown	AO	Angel Wing Comet	magic 79.5 / 3 ice+earth overstrike	
Squall	Enkindler	+Ice	Sword	AO	Blasting Drive	phys 24.0 / 3 ice overstrike	
Laguna	Laguna's Bazooka	-	Gun	C	Junction Link	ice chain 1.5x, party +50% ATK 25s	
Rinoa	Pinwheel+	-	Thrown	BU	Angel Wing Ice Ruin [B. Magic], + on B. Magic	magic 17.3 / 10 ice, self 1.3x Black Magic dmg 15s, ice infuse 25s [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 ice]	
Selphie	Selphie's Bracelet	-	Bracer	U	Trabia Slots	instant party Curaga (h85), Reraise 40%, Status blink 1	
Quistis	Dragon Whisker	-	Whip	U	Kingsguard	party +30% ATK/MAG/RES 25s, Haste, Autoheal 2k	
Rinoa	Wing Edge	-	Thrown	G	Angel Wing Magic Mien	instant hi fastcast Black Magic 15s, 1.05-1.1-1.15-1.2-1.3x Black Magic dmg @ ranks 1-5 15s	
Quistis	Wyvern Tail	-	Whip	G	Pride of the King	instant party Protect, Shell, Negate Dmg. 30%	
Squall	Squall's Contempt	+Ice	Lt. Armor	G	Blasting Aura	instant ice infuse stacking 25s, ice infuse 25s, hi fastcast 2	
Selphie	Nunchaku S	-	Rod	B	Reality or Truth [White Magic]	party Curaga (h85), +100% RES 25s [instant Curaja] [party h25]	
Rinoa	Wind Slash	-	Thrown	LM	Daughter of the Resistance	-LM - Ice infuse at battle start	
Rinoa	Magic Armet	-	Bracer	LM	Witching Wings	-LM - 25% dualcast Black Magic	
Squall	Lion Gloves	-	Bracer	LM	Slavering Fangs	-LM - Ice infuse at battle start	
Laguna	Presidential Casual	-	Lt. Armor	LM	Splash of Fun	-LM - (Machinist ⇒ 20% for +10% ice vuln. 15s)	
FF IV event #389	"Inherited Martial Arts"	GL	?	JP	2018 08 03	New characters: (none)	New abilities: ?
Character	Relic name,	elem,	type	SB name,		effect	
** Ursula	Strong Gloves	+E	Fist	AO	"Moonblossom Crush"	phys 24.0 / 3 earth+fire overstrike	
** Yang	Wolf Fang	+E	Fist	AO	"Dance of Fists"	phys 24.0 / 3 earth overstrike	
** Ursula	Crystal Gloves	-	?	U	"Stonecrush Punch"	phys 7.1 / 10 earth+fire, earth infuse 25s 15s fastcast, (crit ⇒ p2.05/5 e+f+n Monk no miss)	
** Cid	Sledgehammer	+L	Hammer	U	"X Chaser"	phys 7.2 / 10 lgt, -70% ATK/MAG 8s 15s fastcast, (lgt ⇒ p1.8/4 lgt+non Machinist no miss)	
** Tellah	Professor's Robe	?	?	U	"Sage's Resolve" Finisher: [earth ⇒ B. Mag]	party fastzap 2; self earth infuse 25s 15s of 100% dualcast Black Magic (no extra hone used) Finisher: magic 35% overstrike, self instant KO	
Cecil pal.	Royal Sword	?	?	U	Advance Crystal [Knight], +1 on Knight	phys 7.2 / 10 holy, party Last stand, self 1.3x Knight dmg 15s [p1.92 - (p2.4/3 + party Autoheal 1k) - (p4.5/5 + 2k) - (p7.0/7 & 4k)]	
** Ursula	Chakra Headband		Hat	G	"Fighter's Prestige"	instant hi fastcast 2, crit=50-75-100% 15s, increases with uses	
** Yang	Yang's Gi	?	?	G	"Focus"	instant earth infuse stacking 25s, earth infuse 25s, hi fastcast 2	
Cecil pal.	Paladin's Bracer	-	Bracer	G	Saintly Force	instant party Autoheal 2k, self holy infuse 25s	
** Ursula	Kaiser Knuckles	?	?	LM	"Master's Path"	-LM - Earth infuse at battle start	
** Cid	Triton Hammer	?	?	LM	"Caring Nature"	-LM - Lgt infuse at battle start	
** Tellah	Psycho Spiral	?	?	LM	"Master of All Magics"	-LM - Earth infuse at battle start	
Yang	Yang's Guise	-	Lt. Armor	LM	Mind and Body	-LM - 1.25x Monk dmg if using a fist	
Ursula	Ursula's Dress	-	Lt. Armor	LM	Back Unbent	-LM - 25% dualcast Monk	
Character	Relic name,	elem,	type	SB name,		effect	
Kain	Brioiac	+L	Spear	AO	Dragon Dive	phys 24.0 / 3 lgt overstrike	
Rydia	Mythril Whipblade	-	Whip	U	Fated Encounter (continued...) Finisher:	magic 17.0 / 10 water+non, self +30% DEF/MAG 25s, water infuse 25s 15s (water ⇒ m7.85/5 wa+n SUM) Finisher: refill 2 ability uses	
Cecil dk.	Demon Slayer	+D	Sword	AO	Nightmare Blade	phys 24.0 / 3 dark overstrike	
Cecil dk.	Demon Helm	-	Helm	U	Endless Darkness EX: Redwings	phys 7.1 / 10 dark+non, dark infuse 25s, self damage for 99% cur HP & Negate Dmg. 100% EX (ends if Neg. Dmg. lost): +30% ATK, Darkness: [hi fastcast, 100% dualcast (no extra hones)]	
Palom	Mirage Rod	-	Rod	U	Thunderstorm	magic 17.0 / 10 lgt+ice, self +30% MAG/RES 25s, lgt infuse 25s, 15s of 100% dualcast Black Magic (uses extra hone)	
Rosa	Fairy's Bow	-	Bow	U	Benediction	instant party Curaga (h85), Autoheal 2k, Magic blink 1	
Cid	Gaia Hammer	-	Hammer	B	Falcon Drill [Machinist]	phys 7.36 / 8 lgt+non, -40% ATK/DEF/MAG/RES 25s [p2.2/2 lgt+n, -50% MAG 15s] [... -40% DEF]	
Tellah	Wonder Wand	-	Rod	B	Sage's Sagacity [Black Magic] [Black Magic]	party Haste, Fastzap 3, +30% MAG 25s [m9.4-10.6-12.0 / 4 earth+n @ 0-650-1200 MAG] [AoE m7.86/2 earth+n, self +30% MAG, -30% DEF 20s]	
Cecil dk.	Demon Shield	-	Shield	G	Evil Force	instant Negate Damage 100%, 1.05-1.1-1.15-1.2-1.3x Darkness damage @ ranks 1-5 15s	
Kain	Thunder Shield	-	Shield	LM	Weak No More	-LM - Lgt infuse at battle start	
Rydia	Diamond Armet	-	Lt. Armor	LM	Pristine Spirit	-LM - Water infuse at battle start	
Cecil dk.	Arondight	-	Sword	LM	Dark Power	-LM - Dark infuse at battle start	
Palom	Hypno Crown	-	Hat	LM	Mischief Lover	-LM - Lgt infuse at battle start	
Cecil dk.	Hades Armor	-	H. Armor	LM	Thirsting Blade	-LM - Trance (under 20% HP, once): Last stand, +35% ATK, -35% DEF 25s (#6018)	

FF XI event #390	"Come, Dancing Princess!"	GL ?	JP 2018 08 10	New characters: Lilisette	New abilities: "Iai Hellfrost"
Character	Relic name,	elem, type	SB name,	effect	
** Ayame	Myochin Kabuto	<span style="border: 1px solid red; padding: 0 2px;">+Ice</span> Helm	AO "Tachi Ageha"	phys 24.0 / 3 ice overstrike	
** Prishe	Scorpion Harness	<span style="border: 1px solid red; padding: 0 2px;">+L</span> Lt. Armor	U "Asuran Fists"	phys 7.0 / 10 lgt+ice+non, self +30% ATK/DEF 25s, lgt infuse 25s 15s of 100% dualcast Monk (uses an extra hone)	
** Lilisette	Darksteel Kukri	<span style="border: 1px solid black; padding: 0 2px;">+Ice</span> Hat	U "Sensual Dance"	AoE -70% ATK/DEF/MAG 8s, +20% lgt. vuln. 25s 15s (Celerity or Dancer ⇒ p2.0/5 lgt+wind+non Dancer no miss)	
** Curilla	Bastard Sword	- ?	U "Shield Defense Bonuse"	party Protect, Shell, Last stand 15s (Knight ⇒ heal front row 1500 HP)	
** Ayame	Zanbato	- ?	U "Hagakure Yukikaze"	phys 7.1 / 10 ice+non, crit=50% 25s, ice infuse 25s 15s retaliate @ p1.2	
Aphmau	Jadagna	- Staff	U Overdrive	instant party Curaga (h85), Haste, Instacast 1	
** Ayame	Daihannya	- ?	G "Overwhelm"	instant ice infuse stacking 25s, ice infuse 25s, hi fastcast 2	
** Lilisette	Dancer's Tiara	- ?	B "Vivifying Waltz" [Dancer]	AoE -40% ATK/DEF/MAG/RES 25s, party Autoheal 2k [fast p1.8, -50% MAG 15s] [party h25]	
Aphmau	Arisotcrat's Crown	- Hat	B Realignment mode OFF: [W. Magic] mode ON: [W. Magic]	party Cura (h55), +30% MAG/MND 25s [ON, h60 ] [party h25 ] [OFF, h60, w10.48/4 lgt+n] [party h25, w10.28/2 lgt+n]	
** Ayame	Omokage	- ?	LM "Youngest Musketeer"	- LM - Ice infuse at battle start	
** Curilla	Royal Knight Army Shield	- ?	LM "Friendly Concern"	- LM - Fastcast 3 at battle start	
** Lilisette	Cermet Knife	- ?	LM "Bounding Dancer"	- LM - 25% dualcast Celerity	
Ayame	Myochin Domaru	- ?	LM No Hesitation	- LM - (Samurai ⇒ 35% fastcast 1)	
Prishe	Temple Cyclas	- ?	LM "Crystal's Might"	- LM - Crit=50% at battle start	
Character	Relic name,	elem, type	SB name,	effect	
Shantotto	Dark Staff	- Staff	AO Colossal Shantotto	magic 79.5 / 3 lgt overstrike	
Shantotto	Federation Signet Staff	- Staff	U A Thousand Suns 15s EX: Twinstrike	magic 17.0 / 10 lgt+ice+fire, lgt infuse 25s EX: +30% MAG, 100% dualcast Witch (uses a hone)	
** Zeid	Chaos Cuirass	<span style="border: 1px solid red; padding: 0 2px;">+D</span> H. Armor	U "Jet-Black Edge"	phys 7.1 / 10 dark+non, self +30% ATK/DEF 25s, dark infuse 25s, 15s (Darkness ⇒ p2.24/7 dark+non but lose 15% max HP)	
Curilla	Gluttony Sword	<span style="border: 1px solid red; padding: 0 2px;">+H</span> Sword	U Holy Circle	party +30% ATK/DEF/MAG 25s, Reflect Damage 30s	
** Prishe	Coeurl Cesti	- ?	U "Auroral Uppercut"	phys 7.2 / 10, crit dmg = 2x 25s, 15s of 1.05-1.1-1.15-1.2-1.3x Monk dmg @ rank 1-5 15s (Monk ⇒ fastcast 1)	
Lion	Darksteel Baselard	- Dagger	U Pirate Pummel	phys 7.02 / 9 random, -30% A/D/M/R/MND 25s, self instacast 2	
Shantotto	Terra's Staff	- Staff	G Elemental Celerity	instant hi fastcast 2, stackable +20% lgt dmg 15s	
Shantotto	Tactician Magician's Cuffs	- ?	B Play Rough [Black Magic]	AoE magic 11.64 / 6 lgt+fire+ice, lgt infuse 25s [fast m8.0 / 4 lgt+fire] [... lgt+ice]	
Zeid	Arondight	<span style="border: 1px solid red; padding: 0 2px;">+D</span> Sword	B Abyssal Strike [Darkness] [Darkness]	phys 6.24 / 8 dark+non, 100% Stun, dark infuse 25s [p1.96/4 d+n, or p2.45/5 vs weak] [AoE p1.3/2 d+n, +30% ATK, -30% DEF 20s]	
Prishe	Sainti	- ?	B Nullifying Dropkick [Monk] [Monk]	phys 7.44 / 8, self fastcast Monk 5 [p2.4/3 - 3.2/4 - 4.0/5 - 4.8/6 @0-1-2-3 diff. Monk abils used, then reset count] [p2.2 / 4, self +30% ATK, -30% DEF 20s]	
Lion	Lust Dagger	- Dagger	B Walk the Plank [Thief]	instant phys 7.6 / 5, -40% ATK/DEF 25s [fast p2.0, -40% ATK 15s] [... -40% DEF]	
Shantotto	Tactician Magician's Wand	- Rod	LM Superiority Complex	- LM - Lgt infuse at battle start	
Shantotto	Wizard's Coat	- Lt. Armor	LM Master Caster	- LM - 10% triplecast Witch	
Zeid	Balin's Sword	- ?	LM "Shining Black Blade"	- LM - Dark infuse at battle start	

FF XIII event #394		"The Goddess's Miracle"		GL ?	JP 2018 08 17	New characters: (none) New abilities: ?	
Character	Relic name,	elem,	type	SB name,	effect		
** Fang	Calamity Spear	+Wi	Spear	AO "Dragonstorm Spear"	phys 24.0 / 3 wind jump overstrike		
Serah	Summoner's Garb	-	Lt. Armor	C Etro Fusion	ice chain 1.5x, party +50% MAG 25s		
** Fang	Taming Pole	-	?	U "Ragnarok's Quickening"	phys 7.1 / 10 wind+non jump, no air time 15s, wind infuse 25s 15s (Dragoon ⇒ p2.0/5 wind+n rngd Dragoon @ +30-50-75% crit, incr. w/ uses, no miss)		
** Serah	Fellowship Arc	+Ice	Bow	U "Ultima Shot"	magic 17.3 / 10 ice+non, party Reflect Dmg. 75% as ice hi fastcast 1, 15s (ice ⇒ hi fastcast 1)		
Snow	Warlord's Glove	+Ice	Bracer	U Revenge Wall	party Haste, Shell, crit=50% 25s, +30% ATK/DEF 25s		
Vanille	Belladonna Wand	-	Rod	U Bonds of Awakening	instant AoE -20% holy dmg 15s (stackable); party Cura (h55), Last stand		
** Fang	Pandoran Spear	-	?	G "Smash Blast"	instant phys 3.12 / 6 wind+non ranged, wind infuse stacking 25s, wind infuse 25s		
** Vanille	Cherub's Crown	-	?	G "Quick Curasa"	instant party Cura (h55)		
Vanille	Erinyes Cane	-	?	B "A World to Color" [White Magic]	party Curaga (h85), Magic blink 1 [instant Curaga (h80) & Regen (hi)] [party h25]		
** Fang	Adamant Bangle	-	?	LM "Cheerful Friendship"	- LM - Wind infuse at battle start		
** Serah	Amazon Bow	-	?	LM "Sisterly Willpower"	- LM - Ice infuse at battle start		
** Snow	Solaris	-	?	LM "Leader of NORA"	- LM - Ice infuse at battle start		
Snow	Indomitus	-	Fist	LM Living Free	- LM - Haste and instacast 1 at battle start		
Vanille	Vanille's Guise	-	Lt. Armor	LM Constant Companion	- LM - (WHT ⇒ 25% for self 1.3x healing done 10s)		
Character	Relic name,	elem,	type	SB name,	effect		
Lightning	Hauteclair	+L	Sword	AO Blaze Slash	phys 11.0 / 20, then overstrike 8.0, lgt ranged		
Lightning	Etro's Shelter	+L	Lt. Armor	BU Lightning Blitz [Celerity], + on lgt	phys 7.2 / 10 lgt, 1.3x Celerity/Spellblade dmg 15s, lgt infuse 25s [p1.81 (no overstrike) - 3.06 - 6.11 - 9.55 lgt]		
Snow	Sacrificial Circle	-	Fist	U Dogged Hero	phys 7.2 / 10 ice, party Reflect Damage 75% as ice 30s, 15s (foe's PHY/BLK dmg ⇒ counter p2.0/2 ice+non Monk)		
Sazh	Aldebarans	-	Gun	U Gifted Pilot	party Haste, Status blink 1, +30% DEF/MAG/RES 25s		
Noel	Blazing Spirit	-	Sword	U Ice Javelin	instant phys 6.6 / 10 ice+non, -50% ATK/MAG/RES 25s, +20% ice vuln. 25s		
Noel	Fragarach	-	Sword	U Blizzard Hunt 15s EX: Farseer's Guardian	phys 7.1 / 10 ice+non ranged, ice infuse 25s EX: +30% ATK, (ice ⇒ p2.0/5 ice+n rngd Combat no miss)		
Lightning	Lifesaber	+L	Sword	G Seething Fury	instant p3.12/6 lgt+non, lgt infuse stacking 25s, lgt infuse 25s		
Sazh	Rigels	-	Gun	B Choco-Chick Blues [Support]	party +30% ATK/MAG 25s, self instacast 2 [p2.1, -20% ATK/DEF 15s] [... -20% MAG/RES]		
Noel	Battle Attire	-	?	B "Break Frost" [Support]	instant phys 4.96 / 8 ice+n ranged random, -40% ATK/DEF/MAG/RES 25s [fast p1.8 rngd, -40% ATK 15s] [... -50% MAG]		
Snow	Feymark	-	Fist	B A Hero Rides [Monk] [Monk]	party Haste, +30% ATK/MAG 25s [p2.44/4 ice, or p3.05/5 vs weak] [AoE p1.5/2 ice+non, self +50% DEF 20s]		
Lightning	Guardian Corps Cap	-	Hat	LM Stoic Warrior	- LM - Lgt infuse at battle start		
Lightning	Lightning's Reprise	-	Lt. Armor	LM Gleaming Blade	- LM - 25% dualcast lgt		
Sazh	Sazh's Coat	-	Lt. Armor	LM Struggling Father	- LM - Haste and instacast 1 at battle start		
Noel	Noel's Guise	-	Lt. Armor	LM A Hunter's Heart	- LM - 25% dualcast ice		

FF I event #398	"A Prophecy of Hope"		GL ?	JP 2018 08 24	New characters: (none) New abilities: Torment: ?
Character	Relic name,	elem, type	SB name,	effect	
** Master	Kaiser Knuckles	- ?	AO "Martial Pinnacle"	phys 24.0 / 3 earth+fire+Igt overstrike	
** Meia	Sventovit	+Wa Rod	AO "Fata Fiore"	magic 79.5 / 3 water overstrike	
** Meia	Mellow Mermaid	+Wa Lt. Armor	U "Brutal Wave"	magic 17.0 / 10 water+non, water infuse 25s 15s (water ⇒ m7.95/5 wa+n B.Magic & cast speed 2.0-2.5-3.0 increasing with uses)	
** Wol	Sargatanas	+E Dagger	BU "Shadowfang" [H.Phys.], +1 on H.Phys.	instant phys 6.3 / 10 earth+holy, -30% ATK/MAG/MND 25s, hi fastcast 15s [p1.92/1 - (p3.12/3 & -40% DEF 15s) - (p5.94/6 & -40% DEF 15s) - (p8.8/10 & -70% ATK/DEF/MAG 8s) e+h]	
** Echo	Fairy Echo	- ?	U "Echo, Stage Left!"	party Hate, Protect, hi fastcast 2, +30% DEF/MAG 25s	
** Sarah	Staff of Light	- ?	BU "Crystal's Radiance" [W.Mag.], +1 on W.M./Bard	instant party Curaga (h85), Last stand instant [ally h25 - party h25 - party h55 - (party h55 & instacast 1)]	
** Master	Faerie Claws	- ?	G "Absolute Focus"	instant 1.3x dmg vs weakness 15s, crit=100% 2 turns	
** Meia	High Tide	- ?	G "Fiat Lux"	instant magic 7.5/6 water+non, water infuse stacking 25s, water infuse 25s	
** Sarah	Rune Staff	- ?	G "Cornerian Compassion"	instant party Haste, Shell, Negate Dmg 30%	
** Wol	Rogue Gear	+E Lt. Armor	B "Reaver's Howl" [Heavy Physical] [Heavy Physical]	party Haste, +50% ATK 25s [p1.95/3 earth+holy, +1 Heavy Charge] [p2.32/4 earth+holy, -20-30-50% ATK/MAG 15s @ Heavy Charge 0-1-2]	
** Master	Soldier's Gloves	- ?	LM "Warrior's Sight"	- LM - 1.2x PHY damage if using a fist	
** Wol	Sirius	- ?	LM "Rulebreaker"	- LM - Trance (under 20% HP, once): 1.25x elemental dmg 25s	
** Echo	Nirvana	- ?	LM "Legendary Fairy"	- LM - Haste and instacast 1 at battle start	
Meia	Vesna Krasna	+Wa Lt. Armor	LM Azure Witchcraft	- LM - Water infuse at battle start	
Character	Relic name,	elem, type	SB name,	effect	
War. of Lt.	Save the Queen	+H Sword	AO Bright Overload	phys 24.0 / 3 holy overstrike	
Garland	Chaosbringer	+D Sword	AO Scion of Malice	phys 24.0 / 3 dark overstrike	
Garland	Rune Axe	(+D) Axe	C Bent on Destruction	dark chain 1.2x, phys 7.92 / 22 dark	
Garland	Rebellion	+D Sword	U Source of Hatred	phys 7.1 / 10 dark+non, dark infuse 25s, 15s (Darkness ⇒ fastcast 1), 15s (Darkness ⇒ p1.82 d+n Darkness & drain 20%)	
War. of Lt.	War. of Lt.'s Guise	+H H. Armor	U Hail of Light 15s EX: Propheted Warrior Finisher: [holy ⇒ Knight]	phys 7.1 / 10 holy+non, holy infuse 25s EX: 1.05-1.1-1.15-1.2-1.3x Knight dmg @ rank 1-5 Finisher: AoE phys 35% overstrike	
Matoya	Gaia Gear	- Robe	U Crystal Spell	magic 16.8 / 10 fire+ice+Igt, self +30% MAG/RES 25s, 15s (Witch ⇒ fastcast 1), 15s (hit weakness ⇒ m8.32/4 f+ice+Igt Witch)	
Garland	Claymore	+D Sword	B Twin Swords [Darkness] [Darkness]	phys 6.64 / 8 dark+non, dark infuse 25s [p0.8/2 d+n, powers up cmd 2] [p2.16/4 - 4.45/5 - 6.3/6 - 8.75/7 d+n with +0-5-10-25% crit chance]	
Sarah	Light Robe	+H Robe	B Age-Old Hymn [White Magic]	party Cura (h55), Magic blink 1, self +30% RES/MND 25s [instant Curaga (h80), Regen (hi)] [party h25]	
** War. of Lt.	Crystal Shield	?	LM "Resolute Warrior"	- LM - (take dmg from enemy ⇒ 25% for p1.26/3 holy+n & ally heal 1500 HP)	
** Garland	Demon Shield	?	LM "Lust for Battle"	- LM - Dark infuse at battle start	
War. of Lt.	Flame Shield	- Shield	LM Absolute Justice	- LM - Holy infuse at battle start	
Garland	Demon Mail	- H. Armor	LM Frenzied Warrior	- LM - Trance (under 20% HP, once): Full heal, fastcast 25s	
Sarah	Princess Veil	- Hat	LM Warriors' Ballad	- LM - (Bard ⇒ 25% party h25)	
Matoya	Matoya's Hat	- Hat	LM Mystic Master	- LM - 1.25x Witch damage if using a staff	

FF V event #400	"Four Lights Rekindled"	GL ?	JP 2018 08 31	New characters: (none)
Character	Relic name,	elem, type	SB name,	New abilities: ?
Character	Relic name,	elem, type	SB name,	effect
** Bartz	Hammerhead	<span style="border: 1px solid red; padding: 1px;">+Wi</span> Axe	U "Passion, Essence of Wind" 15s EX: Essence of Wind	phys 7.1 / 10 wind+non, wind infuse 25s EX: (wind ⇒ front row hi fastcast physical 1) EX: (wind ⇒ p0.3/1 - 1.5/5 - 4.5/15 - 0.3/1 etc. wind+non Spellblade)
** Lenna	Holy Rod	- ?	U "Devotion, Essence of Water"	instant party Curaga (h85), Regenga, -10% ice/water vuln. 15s 15s self fastcast
** Faris	Hunting Crossbow	- ?	BU "Courage, Essence of Flame" [Thief], +1 on Thief	instant phys 6.0 / 10 ranged random, -40% ATK/DEF 25s, self 1.3x Thief dmg 15s instant fire+wind ranged [p1.5 - (p2.34/6 & -30% DEF 15s) - (p4.68/6 & -40% DEF 15s) - (p7.26/6 & -70% DEF/RES/MND 8s) ]
** Krile	Gaia Rod	<span style="border: 1px solid blue; padding: 1px;">+E</span> Rod	U "Hope, Essence of Earth"	magic 17.0 / 10 earth+non, earth infuse 25s fastcast 1, 15s (earth ⇒ fastcast 1) 15s (earth ⇒ m8.08/4 (10.10/5 if Galuf alive) earth+non B.Magic)
Bartz	Man-Eater	<span style="border: 1px solid red; padding: 1px;">+Wi</span> Dagger	AO Crystalline Focus	phys 24.0 / 3 wind+water+fire+earth overstrike
Krile	Beastmaster's Guise	<span style="border: 1px solid blue; padding: 1px;">+F</span> Lt. Armor	AO Raging Hellfire	magic 36.4 / 20, then 26.5 overstrike, fire
Bartz	Bartz's Bracers	<span style="border: 1px solid black; padding: 1px;">+F</span> Bracer	G Master Spellblade	instant 15s hi fastcast Spellblade, 15s of 1.05-1.1-1.15-1.2-1.3x Spellblade dmg @ rank 1-5
** Lenna	White Robe	- ?	G "Supreme Affection"	instant party Cura (h55)
** Faris	Rune Armlet	- ?	G "Captain's Trust"	instant AoE phys 2.64/6 wind+fire, -40% ATK/MAG 15s
** Krile	Seraphim's Mace	- ?	G "Sand Cloud"	instant hi fastcast 2, earth infuse stacking 25s, earth infuse 25s
** Faris	Logninus	- ?	LM "Ruler of Scoundrels"	- LM - 25% dualcast Thief
** Krile	Minervia Bustier	- ?	LM "Inner Brightness"	- LM - Earth infuse at battle start
Bartz	Golden Shield+	- Shield	LM Hereditary Skill	- LM - 1.25x Spellblade dmg if using a sword
Lenna	Laurel Crown	- Hat	LM Impartial Kindness	- LM - (White Magic ⇒ 25% for party h25)
Character	Relic name,	elem, type	SB name,	effect
** Kelger	Organyx	<span style="border: 1px solid red; padding: 1px;">+E</span> Sword	AO "Lupine Boost"	phys 11.0 / 20, then 8.0 overstrike, earth
Galuf	Triton Hammer	- Hammer	C Immortal Soul	earth chain 1.5x, party +50% ATK 25s
Gilgamesh	Gilgamesh's Guise	<span style="border: 1px solid red; padding: 1px;">+F</span> H. Armor	C Historic Splendor	fire chain 1.5x, party +50% ATK 25s
** Gogo	Empyrean Rod	<span style="border: 1px solid blue; padding: 1px;">+Wa</span> Rod	U "Sunken Tower Rhapsody"	instant party Haste, Last stand; self mimic twice, water infuse 25s
Galuf	Godhand	- Fist	U Heart and Soul	phys 7.1 / 10 earth+fire, +20% earth vuln. 25s, self +30% ATK/RES 25s fastcast 1, 15s (earth ⇒ fastcast 1)
Kelger	Kelger's Blade	<span style="border: 1px solid red; padding: 1px;">+E</span> Sword	U Lupine Attack	phys 7.1 / 10 earth+wind, self phys blink 1, 1.05-1.1-1.15-1.2-1.3x Ninja dmg @ rank 1-5 for 15s, 15s (earth ⇒ p2.56/8 - 1.92/6 - 1.28/4 e+wi+n @ Pblink 2-1-0)
** Gogo	Gogo's Coat	- ?	G "Seabound Imitation"	instant mimic, water infuse stacking 25s, water infuse 25s
** Kelger	Hero's Shield	- ?	G "Wolf's Howl"	instant phys 3.12/6 earth+non, earth infuse stacking 25s, earth infuse 25s
Galuf	Murasame	- Katana	B Renewed Vigor [Monk]	phys 6.64 / 8 earth+fire, +20% earth vuln. 25s [p2.16/4 e+f] [p1.08/2 e+f, self crit=50% 15s]
Gilgamesh	Art of War	- Katana	B Gilgamesh Scorching Time [Samurai] [Samurai]	phys 6.64 / 8 fire+non, fire infuse 25s <u>mode OFF:</u> [mode ON, Retaliate] [p2.2 / 4 fire+non] <u>mode ON:</u> [mode OFF, instacast 3] [p2.6 / 5 fire+wind]
** Gogo	Power Rod	- ?	LM "Eccentric of the Depths"	- LM - 1.25x water damage if using a rod
** Kelger	Triton Dagger	<span style="border: 1px solid red; padding: 1px;">+E</span> Lt. Armor	LM "Righteous Spirit"	- LM - Earth Infuse at battle start
Galuf	Lambent Hat	- Hat	LM Regal Nature	- LM - Earth infuse at battle start
Kelger	Kelger's Cloak	<span style="border: 1px solid red; padding: 1px;">+E</span> Lt. Armor	LM Nimble Werewolf	- LM - (Ninja ⇒ 25% for self Phys blink 1)



FF IX event #401	"End of a Limited Life"		GL ?	JP 2018 09 07	New characters: (none) New abilities: ?
Character	Relic name,	elem, type	SB name,	effect	
** Kuja	Millenium Rod	<span>+D</span> Rod	AO "Planet Requiem"	magic 79.5 / 3 dark overstrike	
** Beatrix	Saintbringer	<span>+H</span> Sword	AO "Seiken Holy Hazard"	phys 11.0 / 20, then 8.0 overstrike, holy ranged	
** Kuja	Misty Rod	- ?	BU "Chaos Rhapsody" [Darkness], +1 on dark	magic 17.3 / 10 dark, party Doom 30 & +30% MAG/RES 25s, self dark infuse 25s [m7.92 (no overstrike) - 12.0 - 20.8 - (35.0 & self Reraise 40%) dark]	
** Eiko	Angel Flute	<span>+H</span> Instrument	BU "Sonic Homing" (continued...) [W.Magic], + on W.Magic	magic 17.0 / 10 holy+wind (SUM), 15s (Summoning ⇒ party h25 W.Magic) instant [(ally h25) - (party h25) - (party h55) - (party h55 & Autoheal 2k)]	
Beatrix	Apocalypse	<span>+H</span> Sword	U Rose Finale	phys 7.1 / 10 holy+non, self +30% ATK/DEF 25s, holy infuse 15s (holy ranks 1-5 ⇒ p0.68/2 - 1.02/3 - 1.36/4 - 1.7/5 - 2.04/6 holy+non Knight)	
Steiner	Stoneblade	<span>+F</span> Sword	O Imbued Blade	phys 10.5 fire + lgt + ice, p13.0 vs. weakness	
** Kuja	Chosen of Treno	- ?	G "Soul Charge"	instant self hi fastzap 1, Last stand, dark infuse stacking 25s, dark infuse 25s	
** Beatrix	Diamond Gloves	- ?	G "Holy Knight's Heart"	instant hi fastcast 2, holy infuse stacking 25s, holy infuse 25s	
** Steiner	Gold Shield	- ?	G "Sworn to the Cause"	instant party Negate Dmg. 30%, +100% res 25s	
** Eiko	Gaia Gear	- ?	G "Eiko's Boon"	instant party Haste, Phys blink 1	
** Beatrix	Minerva's Plate	- ?	LM "Gorgeous General"	- LM - Holy infuse at battle start	
** Steiner	Gold Helm	- ?	LM "Loyal Knight"	- LM - 25% dualcast Spellblade	
** Eiko	Siren's Flute	- ?	LM "Scion of a Legendary Tribe"	- LM - 25% dualcast Summoning	
Kuja	Chosen of Treno	- Lt. Armor	LM Ashen Narcissist	- LM - Dark infuse at battle start	
Character	Relic name,	elem, type	SB name,	effect	
Garnet	Garnet's Guise	<span>+L</span> Lt. Armor	C Resilient Memories	lgt chain 1.5x, party +50% MAG 25s	
-Vivi	Sage's Robe	<span>+F</span> Robe	AO "Limited Life"	magic 79.5 / 3 fire overstrike	
Zidane	The Tower	<span>+Wi</span> Sword	U Gale Unbound (continued...) Finisher: [Thief ⇒ Thief]	phys 7.1 / 10 wind+non, wind infuse 25s, 15s of 1.05-1.1-1.15-1.2-1.3 Thief dmg @ ranks 1-5 ... Finisher: p7.68/8 - 11.52/12 - 15.36/16 wind+n @ 0-5-8 Thief abils used during time	
Quina	Gastro Fork	- Spear	U Culinary Curiosity	party Haste, Protect, Shell, +50% ATK 25s	
-Marcus	Marcus's Sword	<span>+Wi</span> ?	U "Phantom Hazard"	instant phys 6.3 / 10 wind+bio, +20% wind vuln. 25s 15s (Thief ⇒ p1.76/4 wind+bio+non Thief no miss)	
Eiko	Lamia's Flute	- Instrument	U Guardian Mog	instant party Curaga (h85), Haste, Last stand	
-Zidane	Navy Gilet	- ?	G "Aerial Ace"	instant p3.12 / 6 wind+non, wind infuse stacking 25s, wind infuse 25s	
-Vivi	Nirvana	?	G "Black Mage's Potential"	instant hi fastcast 2, fire infuse stacking 25s, fire infuse 25s	
-Quina	Silver Knife	?	B "Angel's Lunch" [Support]	party Esuna, Autoheal 2k, Status blink 1 [p2.2/4 water+non, ally h60] [self +20% MND 25s, fastcast 3]	
Vivi	Gravity Rod	<span>+F</span> Rod	B Magic Fury [Black Magic] [Black Magic]	AoE magic 12.06 / 6 fire+lgt+ice, party +30% MAG/RES 25s [m8.72/4 fire+lgt+ice] [AoE m7.8/2 f+n, self +30% MAG, -30% DEF 20s]	
Zidane	Ninja Gear	- Lt. Armor	LM Thief's Ploy	- LM - 25% dualcast wind	
Vivi	Mage's Hat	- Hat	LM Part of the Sky	- LM - Fire infuse at battle start	
-Quina	Cook's Hat	- ?	LM "Culinary Journey"	- LM - Fastcast 3 at battle start	
-Marcus	Marcus's Bracers	- ?	LM "Trusted Companion"	- LM - (Thief ⇒ 20% for +10% wind vuln. 15s)	
Spring festival (4th Anniversary)	Banner #1: ice/water/Shadow	GL ?	JP 2018 09 21		
Character	Relic name,	elem, type	SB name,	effect	
** Tidus	Ace Abes Uniform	<span>+Wa</span> Lt. Armor	AA "Revived Dream"	phys 9.0 / 15 water+non ranged, dmg cap=19,999 15s, water infuse 25s 15s (3 Sharpshooter ⇒ p5.28 water+non overstrike ranged Sharpshooter) 15s Awaken Sharpshooter: up to 1.3x dmg @ rank 5, no hones used, 100% dualcast	
** Celes	Celes's Sword	<span>+Ice</span> Sword	C "Searching for Friends"	ice chain 1.5x, party +50% ATK 25s	
** Celes	Celes's Guise	<span>+Ice</span> Lt. Armor	U "Arcane Blade"	phys 7.1 / 10 ice+non, taunt & cancel BLK/WHT to refill abils 25s, ice infuse 25s 15s (ice ⇒ front row hi fastcast physical 1)	
** Vanille	Pearlwing Staff	- ?	U "Awakening from Stasis"	instant AoE -40% ATK/DEF/MAG/RES 25s, party Curaga (h85) & Regenga	
** Shadow	Orochi	- ?	U "Darkblade of Carnage"	phys 7.1 / 10 dark+non ranged, self phys blink 1, dark infuse 25s 15s (dark ⇒ phys 2.56/8 - 1.92/6 - 1.28/4 dark+non Ninja no miss @ Pblink 2-1-0)	
** Laguna	Great Machine Gun	- ?	U "Ragnarok Blade"	phys 7.1 / 10 ice+non ranged, self +30% ATK/DEF 25s, ice infuse 25s 15s of 100% dualcast Machinist (uses extra hone)	
** Laguna	Sorceress's Knight	<span>+Ice</span> H. Armor	G "Freeze Missile"	instant phys 3.12/6 ice+non ranged, ice infuse stacking 25s, ice infuse 25s	
** Vanille	Orochi Rod	?	G "Enspeed"	instant party Haste, self fastcast 3	
	(unknown returning relic)	?	G		
** Shadow	Black Garb	?	LM "Taciturn Agent"	- LM - (Ninja ⇒ 25% phys blink 1)	
** Laguna	Winchester	?	LM "Charming Young Man"	- LM - Ice infuse at battle start	
** Tidus	Sonic Steel	?	LM "Blitz Code"	- LM - (water ⇒ 35% fastcast 1)	
** Celes	Platinum Shield	?	LM "Insurgent Magitek Knight"	- LM - Ice infuse at battle start	
	(unknown returning relic)	?	LM	- LM -	
Spring festival #2: lgt/holy/dark		GL ?	JP 2018 09 23		
Character	Relic name,	elem, type	SB name,	effect	
** Kain	Dragoon Lance	<span>+L</span> Spear	AA "Lance of Dragon"	phys 9.0 / 15 lgt+non jump, dmg cap=29,999 15s, lgt infuse 25s 15s (3 Dragoon ⇒ p5.2 lgt+wind+non overstrike ranged no miss Dragoon) 15s Awaken Dragoon: up to 1.3x dmg @ rank 5, no hones used, instacast jumps	
** Raines	Dual Claw	<span>+H</span> Fist	AO "Seraphic End"	magic 79.5 / 3 dark+holy overstrike	
** Raines	Master Fist	<span>+D</span> Fist	U "Wings of Despair"	magic 17.0 / 10 dark+holy, self +30% DEF/MAG 25s, dark infuse 25s 15s of 100% dualcast Darkness (uses extra hone)	
	(unknown returning relic)	?	C		
	(unknown returning relic)	?	U		
	(unknown returning relic)	?	U		
** Cecil pal.	Crystal Helm	- ?	G "Valiant Force"	instant hi fastcast Knight 15s, holy infuse stacking 25s, holy infuse 25s	
	(unknown returning relic)	?	G		
	(unknown returning relic)	?	G		
** Raines	Darksteel Claw	- ?	LM "Grieved Commander"	- LM - Dark infuse at battle start	
	(unknown returning relic)	?	LM	- LM -	
	(unknown returning relic)	?	LM	- LM -	
	(unknown returning relic)	?	LM	- LM -	
	(unknown returning relic)	?	LM	- LM -	

Spring festival	Banner #3: wind/dark/fire	GL ?	JP 2018 09 25
Character	Relic name,	elem, type	SB name, effect
** Terra	Lufenian Saber	<span style="border: 1px solid red; padding: 0 2px;">+F</span> Sword	AA "Chaos Inferno" magic 22.5 / 15 fire+non, dmg cap=19,999 15s, fire infuse 25s 15s fastcast, +20% all stats except spd 15s Awaken fire: up to 1.3x dmg @ rank 5, no hones used, 100% dualcast
** Bartz	Freelancer Guise	<span style="border: 1px solid red; padding: 0 2px;">+Wi</span> Lt. Armor	AA "Master Spellblade 4 Lights" phys 9.0 / 15 fire+water+wind+earth+non, dmg cap=19,999, +3 f/wa/wi/e attack level 15s 15s (2 f/wa/wi/e ⇒ p3.52/8 f+wa+wi+e+n Spellblade no miss) 15s Awaken Spellblade: up to 1.3x dmg @ rank 5, no hones used, 100% dualcast
** Cloud	Durandal	<span style="border: 1px solid red; padding: 0 2px;">+D</span> Sword	AO "Dark Finishing Touch" phys 24.0 / 3 dark overstrike
** Cloud	Cloudy Wolf	<span style="border: 1px solid red; padding: 0 2px;">+D</span> Lt. Armor	U "Black Blossom" phys 7.1 / 10 dark+non, dark infuse 25s 15s of +1 level to all Heavy Charge gains 15s (dark ⇒ p1.6/4 overstrike Heavy Physical no miss)
** Rosa	Rosa's Guise	— ?	U "White Mage Miracle" instant party Curaga (h85), Regenga, hi fastcast 2
** Faris	Windslash Bow	<span style="border: 1px solid red; padding: 0 2px;">+Wi</span> Bow	C "Eternal Bond" wind chain 1.5x, party +50% ATK 25s
** Cloud	Nail Bat	— ?	G "Mako Abyss" instant p3.12/6 dark+non, dark infuse stacking 25s, dark infuse 25s
** Rosa	Rune Bow	— ?	G "Divine Guard" instant party Haste, Magic blink 1
	(unknown returning relic)	?	G
	(unknown returning relic)	?	B
** Cloud	Save the Queen	— ?	LM — Wind infuse at battle start
** Cloud	Cloud's Military Guise	— ?	LM — Dark infuse at battle start
** Terra	Meister Rod	— ?	LM — Fire infuse at battle start
** Rosa	Selene Bow	— ?	LM — 25% dualcast White Magic
Spring festival	Banner #4: wind/holy	GL ?	JP 2018 09 27
Character	Relic name,	elem, type	SB name, effect
** Zidane	Butterfly Edge	<span style="border: 1px solid red; padding: 0 2px;">+Wi</span> Sword	AA "Reverse Gaia" phys 9.0 / 15 wind+non, dmg cap=19,999 15s, wind infuse 25s 15s of 1.25x SB gain from Thief abilities 15s Awaken Thief: up to 1.3x dmg @ rank 5, no hones used, 100% dualcast
** Vaan	Lowtown Trousers	<span style="border: 1px solid red; padding: 0 2px;">+Wi</span> Lt. Armor	BU "Calamitous Orb" [Thief], +1 on Thief phys 6.4 / 10 wind ranged, -40% DEF/MAG 25s, fastcast Thief 15s fast wind [p1.62 - (p2.67/3 & -40% DEF 15s) - (p5.1/6 & -40% DEF 15s) - (p7.5/10 & -70% DEF/MAG/MND 8s)]
** Vaan	Triton's Dagger	<span style="border: 1px solid red; padding: 0 2px;">+Wi</span> Dagger	AO "Ultra White Whorl" phys 24.0 / 3 wind overstrike
	(unknown returning relic)	?	AO
	(unknown returning relic)	?	U
	(unknown returning relic)	?	BU
** Vaan	Orochi	— ?	G "Rabanastre's Style" instant p3.12/6 wind+non, +10% wind vuln. 15s, self +1 wind attack level 15s
	(unknown returning relic)	?	G
	(unknown returning relic)	?	G
** Vaan	Thief's Cap	— ?	LM "Ideals of Freedom" — LM — 25% dualcast Thief
	(unknown returning relic)	?	LM — LM —
	(unknown returning relic)	?	LM — LM —
	(unknown returning relic)	?	LM — LM —
	(unknown returning relic)	?	LM — LM —
Spring festival	Banner #5: chains!	GL ?	JP 2018 09 29
Character	Relic name,	elem, type	SB name, effect
** Steiner	Sun Blade	— ?	C "Those I Want to Protect" IX realm chain 1.5x/150%, party Haste, +30% ATK/MAG 25s
** Irvine	Supershot ST	— ?	C "Teller of the Past" VIII realm chain 1.5x/150%, party Haste, +30% ATK/MAG 25s
	(unknown returning relic)	?	C
	(unknown returning relic)	?	C
	(unknown returning relic)	?	C
	(unknown returning relic)	?	C
	(unknown returning relic)	?	G
	(unknown returning relic)	?	B
	(unknown returning relic)	?	B
	(unknown returning relic)	?	LM — LM —
** Edward	Loki's Lute	— ?	LM "Courageous Man" — LM — Fastcast 3 at battle start
	(unknown returning relic)	?	LM — LM —
	(unknown returning relic)	?	LM — LM —
	(unknown returning relic)	?	LM — LM —

Dissidia event #407		"Dawn of Conflict"		GL ?	JP 2018 09 30	New characters: (none)	New abilities: (none)
Character	Relic name,	elem,	type	SB name,	effect		
** Sephiroth	Genji Blade	+D	Katana	AA "Stigma"	phys 9.0 / 15 dark+non, dmg cap=19,999 15s, dark infuse 25s, +500 SB points 15s Awaken Darkness: up to 1.3x dmg @ rank 5, no hones used, 100% dualcast		
** Golbez	Meister Rod	+D	Rod	U "Onyx Dragon" (continued...) Finisher: [Darkness ⇒ Dkns]	magic 17.0 / 10 dark+non, lose 99% max HP, Neg. Dmg. 100%, dark infuse 25s 100% dualcast Darkness until Negate Dmg lost Finisher: magic 11.8 - 20.5 - 34.6 dark+non overstrike @ 0-5-9 Darkness used		
** Ultimecia	Sage's Staff	-	?	BU "Hell's Judgment" [B.Mag], +1 on wind/dark	instant magic 15.0 / 10 wind+dark, -40% DEF/RES/MND 25s, fastcast 15s [m7.92 (no overstrike) - 11.8 - 20.5 - (34.6 & dispel) wind+dark]		
** Garland	Avenger	+D	Sword	U "Chaos Genocide"	phys 7.1 / 10 dark+non, self +30% ATK/DEF 25s, dark infuse 25s 15s (Heavy Physical ⇒ p1.6/5 - 1.9/5 - 2.2/5 dark+n H.Phys. @ 0-1-2 Heavy Charge)		
** Vayne	Armguard	-	?	BU "Battering Ram" [Darkness], +1 on Darknss	either p7.1/10 or m17.0/10 dark+non, party instacast 1, self dark infuse 25s [p1.92/m7.92 (no overstrike) - p3.25/m12.0 - p6.5/m20.8 - p10.15/m35.0 dark]		
Golbez	Demon's Rod	-	Rod	C Darkbind Miasma	dark chain 1.5x, party +50% MAG 25s		
** Golbez	Giant's Axe	-	?	G "Stained by Darkness"	instant fastzap 15s, up to 1.3x Darkness dmg @ rank 5		
** Ultimecia	Onyx Dress	-	?	G "Time Meddling"	instant hi fastcast 2, 1.3x dmg vs weak 15s		
** Sephiroth	Genji Armor	-	?	LM "Disgraced Hero"	- LM - 25% dualcast Darkness		
** Golbez	Earthbreaker	-	?	LM "Dark Magician"	- LM - 25% dualcast Darkness		
** Ultimecia	Judgment Staff	-	?	LM "Erasure of Existence"	- LM - Dark infuse at battle start		
** Garland	Demon Shield	-	Shield	LM "Lust for Battle"	- LM - Dark infuse at battle start		
Vayne	Novus Leathers	+D	Lt. Armor	LM Bathed in Blood	- LM - Dark infuse at battle start		
Golbez	Golbez's Bascinet	-	Helm	LM Air of Intimidation	- LM - Dark infuse at battle start		
Character	Relic name,	elem,	type	SB name,	effect		
Sephiroth	Cetra Blade	+D	Katana	AO Setting Sun	phys 11.0 / 20, then 8.0 overstrike, dark		
Sephiroth	Executioner	-	Lt. Armor	U Zanshin 15s EX: Legendary SOLDIER	phys 7.2 / 15 dark ranged, self crit=50%, dark infuse 25s EX: PHY dark can break 9999 cap, (2 dark ⇒ 1.3x dark dmg 1 turn)		
Kefka	Kefka's Guise	+D	Lt. Armor	U Magitek Rampage 15s EX: Forged Magitek	magic 16.2 / 10 dark+bio random, dark infuse 25s EX: +30% MAG, (dark ⇒ m4.96/4 - 6.4/5 - 7.92/6 - 9.52/7 - 11.2/8 d+b+n B.Mag. grow with uses)		
Gabranth	Balmung	+D	Sword	BU "Frost Purge" (continued...) [Heavy Phys], +1 on dark	phys 7.2 / 10 dark+non ranged, dark infuse 25s 15s Heavy Charge level gains doubled [phys 1.92 (no overstrike) - 3.25 - 6.5 - 10.15 dark]		
Exdeath	Santalum Robe	+D	H. Armor	BU Delta Hole [Darkness], +1 on Darknss	magic 16.4 / 10 dark random, +20% dark vuln. 25s, self fastcast 15s [m7.92 (no overstrike) - 12.0 - 20.8 - 35.0 dark]		
Kuja	Achromatic Bolero	+D	Lt. Armor	U Soulsplitter 15s EX: Angel of Death Finisher: [BLK ⇒ B.Magic]	magic 17.0 / 10 dark+non, dark infuse 25s EX: 1.05-1.1-1.15-1.2-1.3x Darkness dmg @ ranks 1-5 Finisher: AoE magic 35% / 8		
Kuja	Heretic Rod	+D	Rod	B Corrupt Refrain [Darkness] [Darkness]	magic 15.05 / 8 dark+non, dark infuse 25s, self Doom 45s [fast m8.0/4 d+n, -3s Doom] [m5.72/2 - 8.58/3 - 11.44/4 - 14.3/5 d+n @ 40-25-15-0s Doom]		
Sephiroth	Genji Glove	-	Bracer	G Jenova's Might	instant fastcast 15s, heal 10% of dark dmg 15s		
Sephiroth	Sephiroth's Darkcoat	-	Lt. Armor	LM Fateful Secret	- LM - Dark infuse at battle start		
Kefka	Mischief Cap	-	Hat	LM Conniving Clown	- LM - 25% dualcast dark		
Gabranth	Barbut	-	Helm	LM Clad in Darkness	- LM - Dark infuse at battle start		
Gabranth	Gauntlet	-	?	LM "Bloodthirsty Avenger"	- LM - 25% dualcast dark		
Exdeath	Exdeath's Visage	-	Helm	LM Born of Evil	- LM - Dark infuse at battle start		
Kuja	Chosen of Treno	-	Lt. Armor	LM Ashen Narcissist	- LM - Dark infuse at battle start		

FF II	"Craving For an Evil Power"		GL ?	JP 2018 10 05	New characters: (none)
event #409					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
** Leon	Blood Lance	+D Spear	AO "Soul of Darkness"	phys 24.0 / 3 dark overstrike	
** Minwu	Rune Staff	+H Staff	AO "Ultima"	white 84.0 / 3 holy overstrike	
** Leon	Leon's Guise	+D Lt. Armor	BU "Darkness Weapon" [Darkness], +1 on dark	phys 7.2 / 10 dark, -40% ATK/MAG 25s, self fastcast 15s [p1.92 (no overstrike) - (p3.85 & -30% DEF 15s & lose 25% HP) - (as previous but p7.7) - (p12.0 & -70% DEF/RES 8s & lose 25% HP) dark]	
** Scott	Stoneblade	- Sword	U "Undying Flames"	party Haste, Status blink 1, +30% ATK/MAG/MND 25s self fire infuse 25s if Hilda is alive	
Minwu	Light Robe	+H Robe	U Light of Mysidia	white 18.0 / 10 holy+non, self +50% MND 25s, 15s 100% dualcast W. Magic (uses a hone), 15s of 1.05-1.1-1.15-1.2-1.3x White Magic dmg @ ranks 1-5	
Hilda	Lamia Harp	- Instrument	U Winning Waltz	instant party Curaga (h85), +100% DEF 25s, Last stand	
** Leon	Leon's Blade	- ?	G "Darkness Force"	instant Autoheal 6k, dark infuse stacking 25s, dark infuse 25s	
** Minwu	Lordly Robes	- ?	G "Shining Secrets"	instant hi fastcast 2, holy infuse stacking 25s, holy infuse 25s	
** Leon	Obelisk	- H. Armor	LM "Skilled Commander"	- LM - Dark infuse at battle start	
** Minwu	Asura's Rod	- Staff	LM "Heroic Healer"	- LM - Holy infuse at battle start	
Leon	Diamond Armor	- H. Armor	LM Dark Bloom	- LM - 25% dualcast Darkness	
Minwu	Staff of the Magi	- Staff	LM Seer of Fate	- LM - 25% dualcast White Magic	
Scott	Demon Shield	- Shield	LM Unspoken Love	- LM - Fire infuse at battle start	
Hilda	Hilda's Cloak	- Lt. Armor	LM Noble Blood	- LM - 25% dualcast White Magic	
Character	Relic name,	elem, type	SB name,	effect	
** Leila	Zwill Crossblade	+B Dagger	U "Pirate's Cloud"	phys 7.0 / 10 bio+water+non, self crit=100% 25s 15s of 100% dualcast Thief/Sharpshooter (uses extra hone)	
** Ricard	Holy Lance	- ?	U "Winged Roar"	phys 7.1 / 10 wind+lgt jump, instacast jumps 15s 15s (Dragoon => same row gets 1.3x Dragoon dmg & no air time 1 turn)	
Maria	Gaia Gear	+E Robe	AO Meteor Shower LXIV	magic 79.5 / 3 earth overstrike	
Firion	Crimson Sword	+F Sword	AO Thorns of the Rose	phys 24.0 / 3 holy+ice+fire overstrike	
Firion	Firion's Bandana	+Ice Hat	BU Fervid Blazer [Samurai], + on Samurai	phys 7.0 / 10 holy+ice+fire, self crit=75% 15s, fastcast 15s [p1.90 (no overstrike) - 3.15 - 6.3 - 9.85 h+i+f]	
Emperor	Mateus's Malice	- Rod	U Dire Apocalypse	AoE m13.84 / 8 earth+wind, +20% earth vuln. 25s, -50% ATK/MAG/RES 25s	
Maria	Ice Bow	- Bow	G Faith VIII	instant hi fastcast 2, stackable +20% earth dmg 15s	
Firion	Firion's Guise	- Lt. Armor	G Weapon Specialist	instant hi fastcast 2, 1.3x dmg vs weakness 15s	
Emperor	Violet Robe	- Lt. Armor	G Clever Ruse	instant -1 lgt offense level 15s, self hi fastcast 2	
** Leila	Leila's Bandana	+Wa Hat	LM "Maiden of the Sea"	- LM - (water/bio => 25% fastcast 1)	
** Ricard	Dragon Armor	- H. Armor	LM "Stormslice Wyvern"	- LM - Lgt infuse at battle start	
Ricard	Ricard's Gauntlets	- Bracer	LM Windslice Wyvern	- LM - Wind infuse at battle start	
Firion	Winged Helm	- Helm	LM Future's Edge	- LM - 25% dualcast Samurai	
Emperor	Silver Despot	- Lt. Armor	LM Despotic Stratagem	- LM - Earth infuse at battle start	
FF VI	"A Sinner's Path"		GL ?	JP 2018 10 12	New characters: (none)
event #414					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
FF X	"Feelings of a Father"		GL ?	JP 2018 10 19	New characters: (none)
event #415					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
Type-0	"Wings of Flame"		GL ?	JP 2018 10 26	New characters: Cater, Eight
event #417					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
FF Tactics	"The Hidden Truth"		GL ?	JP 2018 10 31	New characters: (none)
event #419					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
FF V	"Rogue of the Second World"		GL ?	JP 2018 11 02	New characters: (none)
event #420					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
FF XIII	"Forgiveness Over Vengeance"		GL ?	JP 2018 11 09	New characters: (none)
event #423					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
FF XII	"Unforgettable Love and Pride"		GL ?	JP 2018 11 23	New characters: (none)
event #426					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
FF IV	"Encounter With the Stars"		GL ?	JP 2018 11 30	New characters: (none)
event #427					New abilities: (none)
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	
FF	"event name"		GL ?	JP ?	New characters: ?
event #					New abilities: ?
Character	Relic name,	elem, type	SB name,	effect	
Character	Relic name,	elem, type	SB name,	effect	

FF event #	"event name"	GL ?	JP ?	New characters: ?	New abilities: ?
Character	Relic name,	elem, type	SB name,	effect	
** X		?	AA		
** X		?	AO		
** X		?	C		
** X		?	U		
** X		?	U		
** X		?	U		
** X		?	U		
** X		?	U		
** X		?	G		
** X		?	G		
** X		?	B		
** X		?	B		
** X		?	LM	- LM -	
** X		?	LM	- LM -	
** X		?	LM	- LM -	
X		?	LM	- LM -	
Character	Relic name,	elem, type	SB name,	effect	

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