

UPDATE: As of the 2026.08.22 Patch, Siren Song has been rebuffed to hit 8 targets once again! Thank you so much Ray!~

🧡TuxedoKamen's Pure DP Duke Guide🧡



(If you would like to see my general guide for Raccoons, [click here!](#))

🧡Self-Introduction🧡

My overall self-introduction is in my other Raccoon guide, so if you would like to know more about me, please check out my other guide!

But anyway, I'm making this guide after creating my experimental pure DP Duke that I made for farming. Since Siren Song is massively buffed in this server (hitting 8 targets instead of 4), I really wanted to try out a farming-Raccoon. Raccoon is my favorite character in Trickster, so I wanted to see if he would be a viable farmer instead of going for the usual Sheep or Lion.

So far, I've really enjoyed the experience and I wrote this guide hoping to share tips and suggestions if you'd like to try out the build as well!~

Feel free to add me in-game on LifeTO ! Here's all my IGN's!

TuxedoKamen (Main/Raccoon)
MoonlightKnight (DP Duke)
Jadeite (Lion)
Zoisite (Dragon)

Also hope you can visit my cafe street in Megalopolis!~

🧡Intro to Pure DP Dukes🧡



Charm-types in Trickster are essentially the “tanks” of the game, with a gameplay focus on soaking up damage and a physical attacking fighting style. Duke is the hybrid 3rd job option for Raccoon, the male charm-type character of the game. It combines Raccoon’s card attacks with Cat’s Entertainer skills. Dukes can access Cat’s 1-on-1 close-range skills like Volley Kick, as well as her various galder throwing attacks. However, Dukes are unable to learn Cat’s Evolution and related skills.

Now, DP is the defense stat of the game—standing for “defense points.” The higher your DP, the lower physical damage you take. Siren Song is a skill learnable by Dukes and Entertainers and its damage formula scales off of DP as well as HP. Its range and ability to hit multiple targets make it so Charm-types have an option to help clear out crowds, making farming easier as a Charm-type. Pure DP Dukes are few and far in between in the world of Trickster. So if you are considering making one, here’s what you can expect in making a pure DP Duke:



🧡Pros and Cons of Pure DP Duke🧡

Pros

- ♥ Great survivability. The high DP means you’ll take very little damage
- ♥ Good AoE options for easy farming and Harkon Defense
- ♥ Searching for quest items will also be made easier with a strong AoE
- ♥ Great for PvE content

Cons

- ♥ Duke is still an inferior farmer compared to other characters like Sheep or Lion
- ♥ Siren Song does not come until 3rd job
- ♥ Only really has 2 skills compatible with a pure DP build
- ♥ Not an optimal build to fight bosses
- ♥ Not a build suited for beginners
- ♥ Siren Song lacks in damage compared to other charm skills, like One Pair or Wild Nail



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🐾 Build Graphs 🐾

(More detailed explanation on build graphs 101 in my overall Raccoon guide)



🐾 1144 🐾

|| 🐾 1 Power | 🐾 1 Magic | 🐾 4 Sense | 🐾 4 Charm ||

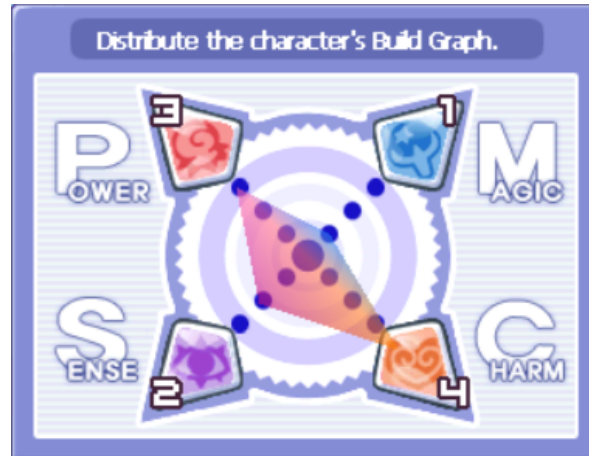
For those who are very familiar with Charm types, 1144 may seem out of this world for a suggested build. However for a pure DP Duke, this is probably the most optimal build.

The skills you'll be focusing on will be Siren Song and Impelling Rage. As we know, Siren Song scales off of both DP and HP, while Impelling Rage is based solely on HP. Neither of these skills utilize AP unlike many other charm skills (such as Card Strike and Volley Kick), so it is actually totally okay to sacrifice the points in Power for better Sense stats without having to sacrifice damage.

Having a 4 in Sense means you'll have naturally high WT, which will be very useful when you're farming (and a pure DP build is most likely made for farming). It also comes with the bonus of high LK, which affects your block rate and adds to your survivability.

The biggest drawback to this build is that the first half of a game will be a major slog because all of your other skills will rely on AP. (More info on build graph resets in the next section)

Overall, 1144 is the most optimal build for a farming, pure DP Raccoon; and this is the build I personally recommend.



3124

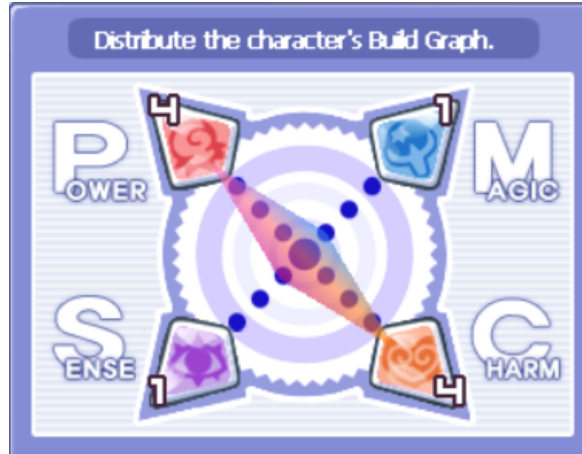
|| 3 Power | 1 Magic | 2 Sense | 4 Charm ||

This is the classic build for Charm-types. This build will help make your life easier in the first half of the game while also giving you the perks of having slightly higher Sense stats.

The 3 in Power will ensure your 1st and 2nd job skills will deal decent damage, even if you aren't putting any bonus points into either AP or HV.

The 2 in Sense gives you a slight boost in WT and LK compared to if you went 4114, but the WT will still be rather low, making farming a little bit more of a hassle. This is easily relieved with pouches, but you'll have even more WT if you went 1144 with pouches.

I would still say this build is good and I would still recommend this build if you do not want to go to the extremes of 1144.



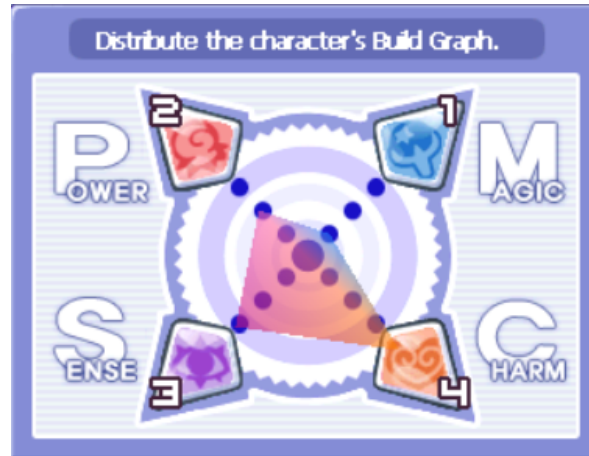
4114

|| 4 Power | 1 Magic | 1 Sense | 4 Charm ||

This is the all-out damage build. The 4 in Power means you'll have as much AP as possible, so you can still deal high damage with your staple skills like Card Strike and Volley Kick on top of also having strong basic attacks (and of course, Siren Song with your DP). This build means all your skills will be dealing fairly good damage overall. You'll be dealing a ton of damage while soaking it all up with high DP.

However, with this build, you are sacrificing utility for strength. The 1 in Sense means you'll have little WT, which is the opposite of what you want for a farming-focused build. Again, this can be relieved with pouches, but you'll still be behind in WT compared to 3124 or 1144.

The biggest plus to this build is that the early game will be much, much easier. Since you're not putting points in AP or HV, your damage will still be lacking, but it should be good enough to get you through 1st and 2nd job. Regardless, the higher power means you'll have more options in damaging skills than just Siren Song and Impelling Rage.



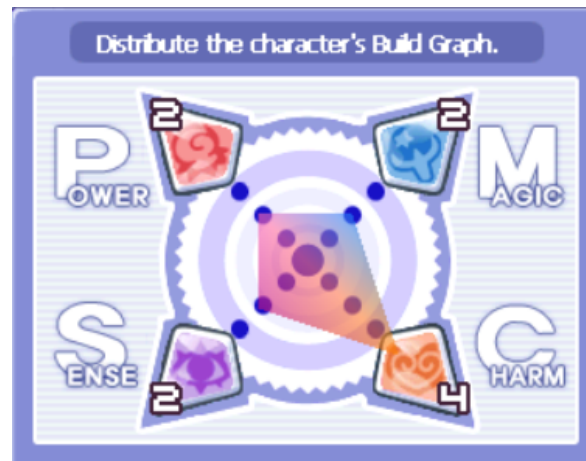
2134

|| 2 Power | 1 Magic | 3 Sense | 4 Charm ||

Similar to 3124, but a little more weight. This is probably the happy medium between 1144 and 4114.

You'll still have decent AP for your other skills while also having higher WT and LK.

I'd probably recommend this second to 1144.



2224

|| 2 Power | 2 Magic | 2 Sense | 4 Charm ||

2224 was a common trap build that several newbies and beginners to Trickster tended to fall into if they didn't read up on guides. Even my 11/12-year-old-self first starting out in Trickster also managed to fall into this trap because this appeared to be "balanced." Having a 2 in all of your stats means everything will be evenly distributed, but everything will be distributed in the wrong areas. Highly unrecommended build.



💖 Bonus Points 💖

💖 Point Back All Pathway 💖

I'll keep this section brief because your bonus point distribution will be quite obvious and straightforward if you're going pure DP.

Of course, if you're going for a pure DP build, all of your bonus points should be put into DP. However, because your only DP-based skill does not come until 3rd job, you'll be having a really tough time getting by until then.

Instead of going pure DP straight from the beginning, you have the option to go with another stat build, then use a Point Back All or Build Graph Reset when you can finally learn Siren Song.



These are MyShop potions that reset all of your bonus points so that you can reallocate them into another stat. Build Graph Resets (as the name suggests) also allows you to change your build graph on top of resetting all of your bonus points. These both cost only 5,900 MyShop points, or 5,900,000 galders.

I definitely recommend you take this pathway because it'll make your whole experience much easier in the first half of the game. I personally decided to go 3124 hybrid AP/HV, then switched to 1144 DP once I hit 3rd job.

The build that will give you the easiest time in the beginning will probably be **4114 pure AP, then switch to pure DP**. Changing your build graph is optional, but I recommend just going 1144 in the end.

🧡Skills Introduction🧡

(More detailed descriptions/notes in my overall Raccoon guide)

🧡1st Job Skills (Teacher/Model)🧡

Icon	TM	Name	Description	Notes
	0	Warm Up	Beginning AP-based, single-target attack.	Learned automatically upon beginning your journey as a Cat or Raccoon.
	1	Power Blow	AP-based single-target attack.	.
	10	Dodge Master	Buff skill that increases HV. Can increase HV up to 45% when mastered.	
	20	Galder Thrower	Throws 100 galders for fixed damage. Maximum damage upon mastery is 800, or 1200 if critical	The fixed damage may be useful if Power Blow isn't enough in the beginning. However, this skill is still overall not that great in Trickster's modern meta.
	20	Magic Meltdown	Reduces target's MA based on HV	This is very much a PvP skill (which I don't do), so it's not the most useful for PvE.
	20	Magic Def Breaker	Reduces target's MD based on HV.	As a Charm-type, none of your attacks will be targeting MD, so this will never really serve you any benefit.
	20	Mana Reflector	Reflects magic damage based on HV.	Maximum possible damage reflected is 80%. It is a little situational but can come in handy for magic-wielding bosses/monsters. Prerequisite for Shield All
	25	Shield All	Buff skill that increases DP for user and party members in range. Has a longer duration than Sturdy Shield, but has a lower modifier. Can stack with Sturdy Shield	Because this skill boosts DP, this can help bump up your damage for Siren Song.
	30	Sturdy Shield	Buff skill that increases DP for user only. Has a slightly higher modifier than Shield All, but has a shorter duration. Can stack with Shield All.	Same as above. When stacked with Shield All, DP can be increased by up to 52%
	40	Titanium Wrist	Passive skill that supplements Power Blow. Increases Power Blow's damage	

	40	Skunk Pouch	Debuff skill that inflicts "faint" status upon target. With "faint" status, the enemy cannot move or attack for a short duration of time	This skill can be useful for bosses. Prerequisite for Deadly Funk
	45	Physical Training	Passive skill that permanently increases HP by a set amount. Maximum HP increase is 2360 HP when mastered	Definitely a must-have skill—it's free 2k+ HP. Prerequisite for Siren Song.
	50	Final Blow	Attack skill based on HP and damage received	This skill is honestly very rarely used, and I have never seen anyone use it. If you'd like to try it, it's probably workable for pure HP builds. It has a shorter cooldown than Power Blow, so that's a plus.



🃏2nd Job Skills (Card Master)🃏

Icon	TM	Name	Description	Notes
	41	Card Strike	Ranged attack using cards. Damage is based on AP and HV.	Even if you're pure DP, it's best to grab this as your main attacking skill for the time being.
	55	Super Hips	Allows user to avoid critical and power attacks from enemies when Dodge Master is active.	Super Hips will not take effect if the enemies are 100 levels higher than you or more.
	65	Bodyguard	Allows user to take a portion of party members' damage.	
	100	Impelling Rage	HP-based AoE attack that shoves enemies away from user. Damage increases based on distance pushed, and obstacles can reduce damage.	Definitely a must grab as a DP Duke. It's an HP-based skill (not DP), but it synergizes well with Siren Song, which also scales off of HP.
	115	Furious Galder Throw	Throw 500 galders to inflict random damage from a set range based on skill level. When mastered, maximum damage is 6800 and maximum crit damage is 10200	
	115	Flux Capacitor	Converts HP into MP.	This skill is useful in a pinch and can definitely save you money on MP potions.
	115	Metamorphosis	User transforms into a beast. During Metamorphosis, DX, HV, and DP are improved, while AP and LK are decreased. Only certain skills are usable while transformed.	This skill has fallen from grace in modern times, but it is still one of my favorite skills. It's fun to use and still a pretty strong skill in its own right. But as a pure DP Duke, this skill will serve very little use. LifeTO Server Note: MP usage has been increased, but cooldown time now matches duration time.
	125	Wild Nail	A strong single-target attack based off of HV. Only usable during Metamorphosis.	An HV Raccoon's favorite skill, Wild Nail deals massive damage to enemies. (Unfortunately not meant for DP Dukes)
	125	One Pair	Single target attack that throws 2 cards for more damage.	Despite being an AP/HV-based skill, this can still deal very high damage even if you're pure DP. It can be your crutch while you're waiting for Siren Song to cooldown.
	160	Lady Luck	Passive supplemental skill for One Pair. Increases the number of cards thrown for One Pair to increase damage. When mastered, number of cards thrown can be 4 to 6.	Number of cards thrown is random, so damage can be erratic.

💖3rd Job Skills (Duke)💖

**Note: Dukes cannot learn Evolution, Beast Claw, or Fatal Wound.

Icon	TM	Name	Description	Notes
	91	Volley Kick	Single target kick attack based off of HV and AP.	Tends to have higher potential damage than Card Strike. Has a large bias for HV than AP. Unfortunately, Raccoon does not do a cool flip-kick animation like Cat.
	105	Galder Barrage	Throws 100 galders to deal fixed damage on 3 targets. Maximum damage is 1275, and maximum crit damage is 1912.	
	115	Team Bolster	Passive supplemental skill for Shield All. Buffs the possible DP increase based on party members in range. DP increase only affects user.	
	140	Siren Song	Ranged AoE attack based on DP and HP. Maximum enemies hit is 8.	The pure DP Duke's trademark skill. The skill that the build was made for. This will be your main attack as a DP Duke. Since Siren Song scales off of 2 different stats, it's hard to say exactly what the HP and DP thresholds are to OHKO the shadow monsters in Path to Snow Hill for farming. But from my experience, you need roughly at least 44k HP and 12k DP to OHKO in Path to Snow Hill. LifeTO Server Note: Cooldown at mastery has been reduced to 2.5 seconds.
	180	Fist Full of Galders	Throws 100 galders for fixed damage on a single target. Maximum damage is 919, and maximum crit damage is 1378.	
	185	Sumo Suit	When active, reduces damage received from both physical and magical attacks.	Maximum possible damage reduction is 50%. Can stack with Mana Reflector.
	210	Deadly Funk	AoE version of Skunk Pouch. Applies "faint" status to multiple enemies.	



🎁 Special/Event Skills 🎁

I wanted to add this section because there's a few special skills in the game that buff DP!

Icon	TM	Name	Description	Notes
	-	3rd Anniversary	Shoots fireworks in the air and shows a special "3rd Anniversary" image. Increases DP by 3%.	Available via exchange with Aria in Megalopolis. Requires Card Hunter Crest x50 and Fairy Fireworks.
	-	4th Anniversary	Shoots fireworks in the air and shows a special "4th Anniversary" image. Increases DP by 3%.	Same as above.
	-	5th Anniversary	Shoots fireworks in the air and shows a special "5th Anniversary" image. Increases DP by 3%.	Same as above.
	-	Match Lighting	Lights a fire above the user's head. Increases DP by a small amount.	Obtained from Match Girl Annie in Techichi Field 4 from quest "Annie's Story."

📖 Skill Builds 📖

Please note that these skill builds are not an end-all-be-all, nor is this a Bible that you are obligated to listen to for optimal play. These are just personal recommendations and you are free to learn any skill you find suited for your personal gameplay style. You are also free to omit any skills that you find are unsuited for your personal gameplay. Regardless of which, you have 500 TM levels to go through—that is *plenty* of TM points to learn every single skill in the game without having to worry about having wasted any TM points.

📖 1st Job Skill Build 📖

Skills to Learn			
Icon	Skill	Recommended Skill Level	Notes
	Warm Up	–	Automatically learned.
	Power Blow	Lvl 10	This skill is mainly to carry you through 1st job
	Dodge Master	Master	
	Mana Reflector	Lvl 10 or Master	Prerequisite for Shield All. Very situational use but can come in handy (notably Phantom Dungeon 1-3 and 1-4 for farming, or Queen Odinea)
	Shield All	Master	Must have for Siren Song
	Sturdy Shield	Master	Must have for Siren Song
	Physical Training	Master	Prerequisite for Siren Song (Duke, lvl 10)
Optional Skills			
	Galder Thrower	Master (if learned)	
	Skunk Pouch	Lvl 10 or Master (if learned)	Mainly used for bossing, but as a DP Duke, you probably won't bossing much
	Titanium Wrist	Lvl 10 or Master (if learned)	If you really, really are desperate for damage in the early game, this can help.

Unrecommended Skills			
	Magic Meltdown	-	Mostly unnecessary for DP Dukes. If the magical enemies in Phantom Dungeon or Queen Odinea's summons are that troublesome, this may be useful. But otherwise, unrecommended.
	Magic Def Breaker	-	
	Final Blow	-	Again, I have never seen anyone use this skill. It requires you to have taken a significant amount of damage to deal damage back. You usually don't want to be taking a lot of damage, and Charm-types don't often take much damage in the first place.

📱2nd Job Skill Build📱

Skills to Learn			
Icon	Skill	Recommended Skill Level	Notes
	Card Strike	Lvl 10 or Master	Even if you're pure DP from the beginning, this skill will be helpful to get you through.
	Super Hips	-	
	Impelling Rage	Master	Your first AoE skill and will synergize well with Siren Song.
	One Pair	Master	Also useful to learn despite being pure DP.
	Lady Luck	Master	
Optional Skills			
	Metamorphosis	Master (if learned)	Meta has become something of my signature skill because it is one of my favorites. However, this is strictly for HV builds and has no use for a pure DP build.
	Wild Nail	Master (if learned)	Same note as above.
	Bodyguard	Lvl 10 or Master (if learned)	Useful if playing with friends.
	Furious Galder Throw	Lvl 10 or Master (if learned)	Fixed damage can be useful if you're still lacking in damage. Requires Galder Throw lvl 10 as prerequisite.
	Flux Capacitor	Lvl 10 (if learned)	Useful if you want to carry less potions. You will use less HP with lower levels of this skill, and you typically will have low enough MP that even without mastering, you can top off your MP.

📖3rd Job Skill Build (Duke)📖

Skills to Learn			
Icon	Skill	Recommended Skill Level	Notes
	Volley Kick	Master	Just like Card Strike, even if you are pure DP, this skill is useful to have. It's also much faster than Card Strike or One Pair.
	Siren Song	Master	Learn this skill ASAP. This is your main skill as a pure DP Duke.
	Sumo Suit	Master	
	Team Bolster	–	This does require a party for it to activate, but it's good to grab the skill anyway. It's fairly effective in Harkon Defense.
Optional Skills			
	Deadly Funk	Master (if learned)	
	Galder Barrage	Master (if learned)	Situational, but again, sometimes the fixed damage can help.
Unrecommended Skills			
	Fist Full of Galders	–	Galder Barrage and Furious Galder Throw both have better maximum damage

🧡Equipment🧡

The following is a list of equipment recommended for DP Dukes. Typically, Raccoons normally look for equipment with good AP, HP, DP, and HV. However, DP Dukes only look for HP and DP. AP and HV will be supplemental, but will be useful because you will probably have the AP/HV skills in your arsenal anyway. It's important to find equipment that can compound HP, then refine for DP. According to my research, the ONLY equipment out there that compounds **and** refines for DP is Aspect of the Lycan (hat).

Also, because this build is primarily focused on farming, WT is another stat that you should keep in mind. Higher WT allows for you to carry more equipment or equipment boxes so you can make more money each round.

Items listed with "temper range" refer to the minimum and maximum possible stats obtainable via tempering for items that have set base stats upon acquiring (ie. Parfait's Hammer 250 will always have a base HV of 54, but can be tempered to a range between 41 to 72 HV). Items not labeled with "temper range" have random stats upon acquisition.

"Best in Slot" equipment (or "BiS") will be noted with a "BiS" icon in the corner. BiS equipment for pure DP builds is still mostly unknown among the community due to how uncommon this build is, but these are what I find to be best for a pure DP build from what I've seen. Anything labeled as BiS is still up for debate, so please let me know if you find anything better!

Regardless, have fun putting together different outfits ~!





🧡Headgear🧡

	Stats	Level	Weight	Slots	Refine
	AC: 12 ~ 48 DA: 6 ~ 42 LK: 6 ~ 42 DP: 192 ~ 768	240	120	2-4	DP
Aspect of the Lycan 240		Compoundable Stats		Notes	
		AC, DA, LK, DP		ONLY equip available that can refine and compound DP together	

	Stats	Level	Weight	Slots	Refine
	MD: 84 ~ 588 HP: 294 ~ 2058 DP: 168 ~ 672 HV: 10 ~ 42	210	105	3-4	DP
		Compoundable Stats			
Bandit Hat 210		MD, HP, HV			

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AC: 12 ~ 48 MD: 96 ~ 672 DP: 192 ~ 768 HV: 6 ~ 42	240	120	2-4	DP
Blazing Horns 240		Compoundable Stats			
		AC, MD, HV			

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AC: 6 ~ 9 MD: 36 ~ 64 HP: 675 ~ 1215 DP: 54 ~ 97 HV: 26 ~ 45	250	125	3	DP
Parfait's Fruit Headband 250		Compoundable Stats			
		AC, HP, HV			

🔱 Weapons 🔱

<i>BiS!</i>	Stats	Level	Weight	Slots	Refine	
	AP: 153 ~ 768 HP: 1008 ~ 5040 HV: 18 ~ 90	240	240	3-4	AP	
Card Master Raccoon Staff 240		Compoundable Stats				
		AC, HP, Light Attribute				

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 425 ~ 764 HP: 938 ~ 1687 HV: 41 ~ 72	250	250	3	AP
Parfait's Hammer 250		Compoundable Stats			
		HP, HV, Dark Attribute			

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 609 ~ 1096 HP: 968 ~ 1741 HV: 43 ~ 76	280	280	3	AP
Pavane Staff 280		Compoundable Stats			
		HP, HV, Dark Attribute			

🛡️ Shields 🛡️

<i>Bis!</i>	Stats	Level	Weight	Slots	Refine
	DP: 305 ~ 1830	305	610	1-4	DP
Powerful Regal Shield		Compoundable Stats			
		MD, LK, HP, Light Resistance, Dark Resistance, Fire Resistance, Water Resistance, Wind Resistance, Soil Resistance, Electric Resistance			

	Stats	Level	Weight	Slots	Refine	
	AC: 9 ~ 48 MD: 144 ~ 768 HP: 504 ~ 2688 DP: 144 ~ 768 HV: 9 ~ 48	240	120	3-4	DP	
Card Master Raccoon Shield 240		Compoundable Stats				
		MD, HP, HV, Light Resistance				

	Stats (Temper Range)	Level	Weight	Slots	Refine
	MD: 144 ~ 768 HP: 504 ~ 2688 DP: 240 ~ 1056 HV: 9 ~ 48	240	120	2-4	DP
Blazing Guard 240		Compoundable Stats			
		MD, HP, HV, Dark Resistance			

	Stats (Temper Range)	Level	Weight	Slots	Refine	
	MD: 105 ~ 189 HP: 1313 ~ 2362 DP: 156 ~ 280 HV: 21 ~ 37	250	125	3	DP	
Parfait's Cream Shield 250		Compoundable Stats				
		HP, HV				

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AC: 15 ~ 25 MD: 111 ~ 199 HP: 840 ~ 1512 DP: 168 ~ 302 HV: 19 ~ 33	280	140	3	DP
		Compoundable Stats			
Pavane Shield 280		AC, HP, HV, Dark Resistance			

Capes

<i>BiS!</i>	Stats	Level	Weight	Slots	Refine	
	AP: 144 ~ 672 AC: 18 ~ 60 MD: 480 HP: 1008 ~ 3360 DP: 240 HV: 18 ~ 60	240	120	3-4	n/a	
Card Master Raccoon Cape 240		Compoundable Stats				
		AP, AC, MD, DP, HV, HP				

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 285 ~ 513 MD: 375 ~ 675 LK: 12 ~ 20 HP: 563 ~ 1012 DP: 188 ~ 337 HV: 25 ~ 44	250	25	3	n/a
Parfait's Apron Cape 250		Compoundable Stats			
		AP, LK, HP, HV			

	Stats (Temper Range)	Level	Weight	Slots	Refine	
	AP: 399 ~ 718 AC: 18 ~ 31 MD: 420 ~ 756 HP: 570 ~ 1026 DP: 210 ~ 378 HV: 21 ~ 37	280	28	3	n/a	
Pavane Cape 280		Compoundable Stats				
		AP, AC, HP, HV				

<i>BiS!</i>	Stats	Level	Weight	Slots	Refine	
	AP: 430 ~ 2670 AC: 24 ~ 88 DX: -1 ~ -5 MP: 1,100 ~ 7300 MA: 24 ~ 88 MD: 310 ~ 1620 DA: 24 ~ 88 LK: 24 ~ 88 HP: 1,100 ~ 7300 DP: 110 ~ 1230 HV: 24 ~ 88	220	22	2-4	n/a	
Great Trickster Cape		Compoundable Stats				
		AP, AC, MA, DA, LK, HP, HV				

🐾 Pets 🐾

	Stats	Level	Weight	Slots	Refine
	AP: 192 ~ 864 AC: 12 ~ 54 HP: 1344 ~ 4032 DP: 192 ~ 864 HV: 24 ~ 72	240	240	1	n/a
Card Master Roan 240	HP Recovery Rate: 5 MP Recovery Rate: 5	Compoundable Stats			
		AP, AC, HP, HV			

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 509 ~ 915 AC: 18 ~ 31 HP: 1200 ~ 2160 DP: 209 ~ 375 HV: 36 ~ 64	250	250	1	n/a
Divinity Parfait 250	HP Recovery Rate: 5 MP Recovery Rate: 5	Compoundable Stats			
		AP, AC, HP, HV			

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 416 ~ 728 AC: 32 ~ 58 HP: 1820 ~ 3276 DP: 520 ~ 936 HV: 26 ~ 45	260	260	1	n/a
Titania E4	HP Recovery Rate: 5 MP Recovery Rate: 5	Compoundable Stats		Notes	
		AP, AC, HP, HV		Must be trained from E1 to E4 with Growth Vitamins	

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 384 ~ 1152 AC: 12 ~ 54 HP: 672 ~ 3024 DP: 192 ~ 864 HV: 24 ~ 72	240	240	1	n/a
Afrina Blaze 240	HP Recovery Rate: 5 MP Recovery Rate: 5	Compoundable Stats			
		AP, AC, HP, HV			

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 672 ~ 1209 AC: 30 ~ 54 HP: 887 ~ 1595 DP: 112 ~ 201 HV: 36 ~ 63 HP Recovery Rate: 5 MP Recovery Rate: 5	280	280	1	n/a
		Compoundable Stats			
Janitor Pavane 280		?			

📖 Accessories 📖

	Stats	Level	Weight	Slots	Refine
	AP: 144 ~ 672 AC: 9 ~ 42 LK: 9 ~ 42 HP: 504 ~ 2352 DP: 192 ~ 768 HV: 12 ~ 48	240	24	3-4	n/a
		Compoundable Stats			
		AP, AC, LK, HP, DP, HV			
Card Master Raccoon Tie Pin 240					

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 473 ~ 850 AC: 23 ~ 40 MP: 600 ~ 1080 HP: 1125 ~ 2025 DP: 189 ~ 340 HV: 35 ~ 62	250	25	3	n/a
		Compoundable Stats			
		AP, AC, MP, HP, HV			
Sugary Papi 250					

	Stats	Level	Weight	Slots	Refine
	AP: 288 ~ 960 AC: 12 ~ 48 LK: 12 ~ 48 HP: 672 ~ 2688 HV: 18 ~ 60	240	24	2-4	n/a
		Compoundable Stats			
		AP, AC, LK, HP, HV			
Blazing Boots 240					

<i>BiS!</i>	Stats	Level	Weight	Slots	Refine
	AP: 168 ~ 672 AC: 10 ~ 42 HP: 882 ~ 2940 DP: 168 ~ 672 HV: 15 ~ 52	210	22	3-4	n/a
		Compoundable Stats			
		AP, AC, HP, DP, HV			
Coldvice's Loop 210					

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 573 ~ 1031 AC: 27 ~ 47 LK: 18 ~ 31 HP: 1050 ~ 1889 HV: 28 ~ 49	210	22	3-4	n/a
		Compoundable Stats			
		AP, AC, LK, HP, HV			
Pavane Keychain 280					

	Stats	Level	Weight	Slots	Refine
	AP: 612 AC: 37 WT: 24000 LK: 13 HP: 2250 DP: 160 HV: 34	250	0	3	n/a
		Compoundable Stats		Time Limit	
		AP, AC, WT, LK, HP, DP, HV		Yes	
Red Pouch					

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 610 ~ 3120 AC: 35 ~ 110 DX: -2 ~ -7 MP: 2100 ~ 2400 MA: 35 ~ 110 MD: 110 ~ 820 DA: 35 ~ 110 LK: 35 ~ 110 HP: 2100 ~ 8400 DP: 75 ~ 670 HV: 35 ~ 110	400	167	4	n/a
		Compoundable Stats			
		AP, AC, MA, DA, LK, HP, HV			
Great Trickster Ring					

Innerwear

	Stats	Level	Weight	Slots	Refine
	AP: 168 ~ 672 AC: 10 ~ 42 LK: 10 ~ 42 HP: 882 ~ 2940 HV: 15 ~ 52	210	21	3-4	n/a
		Compoundable Stats			
		AP, AC, LK, HP, HV			
Striped Leather Belt 210					

<i>BiS!</i>	Stats	Level	Weight	Slots	Refine
	AP: 152 ~ 608 AC: 9 ~ 38 HP: 798 ~ 2660 DP: 152 ~ 608 HV: 14 ~ 47	190	19	3-4	n/a
		Compoundable Stats			
		AP, AC, HP, DP, HV			
Jen's Belt 190					

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 444 ~ 799 AC: 26 ~ 45 DX: -3 ~ -5 HP: 1440 ~ 2592 DP: 171 ~ 307 HV: 21 ~ 37	280	28	3	n/a
		Compoundable Stats			
		AP, AC, HP, DP, HV			
Cyclone Belt					

📷 Head Accessories 📷

	Stats	Level	Weight	Slots	Refine
	AP: 192 ~ 768 AC: 12 ~ 48 MP: 672 ~ 2688 HP: 672 ~ 2688 DP: 192 ~ 768 HV: 12 ~ 48	240	120	3-4	n/a
		Compoundable Stats			
Card Master Raccoon Halo 240		AP, AC, MP, DP, HV			

<i>BiS!</i>	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 471 ~ 847 AC: 26 ~ 45 LK: 6 ~ 10 HP: 2018 ~ 3631 DP: 438 ~ 788 HV: 30 ~ 52	280	140	?	n/a
		Compoundable Stats			
Pavane Head Accessory 280		AP, AC, LK, HP, DP, HV			

	Stats	Level	Weight	Slots	Refine
	AP: 442 AC: 15 MP: 632 HP: 2171 DP: 442 HV: 33	250	125	3	n/a
		Compoundable Stats			
Movie Camera 250		AP, AC, MP, HP, HV			

Sprints

	Stats	Level	Weight	Slots	Refine
	AP: 152 ~ 608 AC: 9 ~ 38 LK: 14 ~ 47 HP: 532 ~ 2128 HV: 14 ~ 47 Speed: +60%	190	19	3-4	n/a
		Compoundable Stats			
Kitty Earring 190		AP, AC, LK, HP, HV			

	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 216 ~ 388 MP: 1350 ~ 2430 DA: 14 ~ 24 LK: 21 ~ 37 HP: 1350 ~ 2430 HV: 24 ~ 43 Speed: +80%	240	25	3	n/a
		Compoundable Stats		Time Limit	
Queen's Anklet 240		AP, MP, DA, LK, HP, HV		Yes	

<i>BiS!</i>	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 408 ~ 734 AC: 26 ~ 45 DX: -3 ~ -5 LK: 9 ~ 16 HP: 1013 ~ 1822 DP: 96 ~ 172 HV: 26 ~ 45 Speed: +90%	230	23	3	n/a
		Compoundable Stats		Time Limit	
Orange Shoestring		AP, MP, DA, LK, HP, HV		Yes	

👁️Masks👁️

<i>BiS!</i>	Stats (Temper Range)	Level	Weight	Slots	Refine
	AP: 300 ~ 540 MD: 282 ~ 507 HP: 1522 ~ 2739 DP: 159 ~ 284 HV: 24 ~ 43	250	125	3	n/a
		Compoundable Stats			
Party Blowout 250		AP, HP, DP, HV			