

https://docs.google.com/spreadsheet/ccc?key=0AqG_cUArVwt5dExEVEJIRmJHd2lrczg4cnZxTDVkm1E

Please see the above Ultimate BLM Resources and Damage Calculator for additional info.

Melding stats are taken from Deus' Materia Cap Chart.

Weapon damage, determination and critical are converted to 'intelligence equivalents' here.

Note that the value of crit changes depending on your average value of your damage per cast.

For simplicity, I am using the following:

1 weapon damage = 4 int

5 determination = 1 int

5 critical = 1 int

This occurs when your damage is about 670 damage per cast on average, which is achievable at the upper i70's.

It is noted when an item has accuracy, which at T4 caps at 432.

Spell speed is not factored into the following calculations.

Stardust Rod

$$(66\text{mdamage} \times 4) + 27\text{int} + (16\text{det}/5) = \mathbf{294.2 \text{ int eq}}$$

Stardust Rod +1

$$(69\text{mdamage} \times 4) + 31\text{int} + (18\text{det}/5) = \mathbf{310.6 \text{ int eq}}$$

Allagan Scepter (28acc)

$$(71\text{mdamage} \times 4) + 24\text{int} = 308\text{int eq}$$

*typically used with Ancient buckler, for a total of **317int eq**

Ancient Buckler (11acc)

int 9

Elder Staff

$$(69\text{mdamage} \times 4) + 31\text{int} + (26\text{det}/5) + (26\text{crt}/5) = \mathbf{317.4 \text{ int eq}}$$

Vanya Hat of Casting HQ (no melds)

$$12\text{int} + (11\text{crt}/5) + (11\text{det}/5) = 16.4 \text{ int eq} \quad \text{*Can meld 5crt and 0det for } \mathbf{17.4 \text{ int eq}} \text{ total}$$

Crimson Circlet

$$15\text{int} + (19\text{crt}/5) + (9\text{det}/5) = \mathbf{20.6 \text{ int eq}}$$

Sorcerer's Petasos

$$18 \text{ int} + (15\text{crt}/5) = \mathbf{21\text{int eq}}$$

Allagan Circlet of Casting (15acc)

$$18\text{int} + (15\text{crt}/5) = \mathbf{21\text{int eq}}$$

Darklight Cowl of Casting (43acc)

33int

*Head and body piece combined

Vanya Robe of Casting HQ (no melds) (acc27)

$$20\text{int} + (13\text{det}/5) = 22.6 \text{ int eq} \quad \text{*Can meld 27crt and 5det for } \mathbf{29 \text{ int eq}} \text{ total}$$

Sorcerer's Coat (34acc)

29int

Crimson Vest (21acc)

$$25\text{int} + (30\text{crt}/5) = \mathbf{31 \text{ int eq}}$$

Allagan Tunic of Casting

$$29\text{int} + (24\text{det}/5) = \mathbf{33.8 \text{ int eq}}$$

Darklight Gloves of Casting (16acc)

$$12\text{int} + (8\text{det}/5) = \mathbf{13.6 \text{ int eq}}$$

Vanya Gloves of Casting HQ (no melds)

$$12\text{int} + (11\text{det}/5) = 14.2 \text{ int eq}$$

Can meld 16crt and 0det for **17.4 int eq total**

Sorcerer's Gloves (15acc)

18int

Crimson Celestial Gloves

$$15\text{int} + (19\text{crt}/5) = \mathbf{18.8 \text{ int eq}}$$

Allagan Gloves of Casting

$$18\text{int} + (11\text{det}/5) = \mathbf{20.2 \text{ int eq}}$$

Darklight Sash of Casting

$$9\text{int} + (12\text{crt}/5) + (6\text{det}/5) = \mathbf{12.6 \text{ int eq}}$$

Vanya Sash of Casting HQ (no melds)

$$9\text{int} + (6\text{det}/5) = 10.2 \text{ int eq} \text{ *Can meld 12crt + 2det for } \mathbf{13 \text{ int eq total}}$$

Hero's Belt of Casting (11acc)

13int

Crimson Sash

$$11\text{int} + (10\text{crt}/5) + (10\text{det}/5) = \mathbf{15 \text{ int eq}}$$

Allagan Rope Belt of Casting

$$13\text{int} + (16\text{crt}/5) = \mathbf{16.2 \text{ int eq}}$$

Darklight Breeches of Casting

$$20\text{int} + (27\text{crt}/5) = \mathbf{25.4 \text{ int eq}}$$

Vanya Breeches of Casting HQ (no melds)

$$20\text{int} + (18\text{det}/5) = 23.6 \text{ int eq} \quad * \text{Can meld 27crt and 0det for } \mathbf{29 \text{ int eq}} \text{ total}$$

Crimson Breeches

$$25\text{int} + (21\text{det}/5) = \mathbf{29.2 \text{ int eq}}$$

Sorcerer's Tonban

$$29\text{int} + (24\text{crt}/5) = \mathbf{33.8 \text{ int eq}}$$

Allagan Breeches of Casting (24acc)

$$29\text{int} + (34\text{crt}/5) = \mathbf{35.8 \text{ int eq}}$$

Darklight Boots of Casting

$$12\text{int} + (16\text{crt}/5) + (8\text{det}/5) = \mathbf{16.8 \text{ int eq}}$$

Vanya Crakows HQ (no melds)

$$12\text{int} + (8\text{det}/5) = 13.6 \text{ int eq} \quad * \text{Can meld 16crt and 3det for } \mathbf{17.4 \text{ int eq}} \text{ total}$$

Crimson Shoes

$$15\text{int} + (19\text{crt}/5) + (9\text{det}/5) = \mathbf{20.6 \text{ int eq}}$$

Sorcerer's Crakows (15acc)

$$18\text{int} + (21\text{crt}/5) = \mathbf{22.2 \text{ int eq}}$$

Allagan Boots of Casting (15acc)

$$18\text{int} + (21\text{crt}/5) = \mathbf{22.2 \text{ int eq}}$$

Darklight Choker of Casting

$9\text{int} + (8\text{det}/5) = 10.6 \text{ int eq}$

Ultima Choker of Casting (14acc)

11int

Astral Choker HQ (no melds) (12acc)

9int *Can meld 12crit and 8det for **13 int eq** total

Allagan Choker of Casting

$13\text{int} + (11\text{crt}/5) = 15.2 \text{ int eq}$

Hero's Necklace of Casting

$13\text{int} + (16\text{crt}/5) + (8\text{det}/5) = 17.8 \text{ int eq}$

Darklight Earrings of Casting (12acc)

$9\text{int} + (6\text{det}/5) = 10.2 \text{ int eq}$

Rose Gold Earrings HQ (no melds)

$9\text{int} + (9\text{crt}/5) = 10.8 \text{ int eq}$ *Can meld 3crt and 8det for **13 int eq** total

Hero's Earrings of Casting

$13\text{int} + (8\text{det}/5) = 14.6 \text{ int eq}$

Tremor Earrings of Casting (16acc)

$13\text{int} + (11\text{crt}/5) = 15.2 \text{ int eq}$

Allagan Earrings of Casting

$13\text{int} + (16\text{crt}/5) = 16.2 \text{ int eq}$

Darklight Bracelet of Casting

$$9\text{int} + (8\text{det}/5) = 10.6 \text{ int eq}$$

Astral Bracelet HQ (no melds)

$$9\text{int} + (12\text{crt}/5) = 11.4 \text{ *Can meld 0crt and 8det for } 13 \text{ int eq total}$$

Infero Bangle of Casting (11acc)

$$13\text{int}$$

Allagan Bracelet of Casting

$$13\text{int} + (11\text{crt}/5) = 15.2 \text{ int eq}$$

Hero's Bracelet of Casting

$$13\text{int} + (16\text{crt}/5) + (8\text{det}/5) = 17.8 \text{ int eq}$$

Darklight Band of Casting (12acc)

$$9\text{int} + (6\text{det}/5) = 10.2 \text{ int eq}$$

Astral Ring HQ (no melds) (9acc)

$$9\text{int} + (8\text{det}/5) = 10.6 \text{ int *Can meld 12crt and 0det for } 13 \text{ int eq total}$$

Allagan Ring of Casting (11acc)

$$13\text{int}$$

Vortex Ring of Casting (16acc)

$$13\text{int} + (8\text{det}/5) = 14.6 \text{ int eq}$$

Ultima Band of Casting

$$11\text{int} + (10\text{crt}/5) + (10\text{det}/5) = 15 \text{ int eq}$$

Hero's Ring of Casting

$$13\text{int} + (16\text{crt}/5) = 16.2 \text{ int eq}$$