
Field Changes

MDef bug fixed. The stat works as intended.

Many more save points before critical moments in the game!

All Sources in the game have been replaced with various consumable items. No more permanent stat point grinding.

Domino's quiz is no longer as harsh, getting it right in three tries is ok. His words are still harsh though.

Sandbagging the Rufus Sendoff ceremony is no longer optimal.

You probably want to play Mog House.

Changed payouts for Battle Square. You also retain BP upon leaving the arena building.

A large variety of other changes, go find them out!

Limits

General mechanics

HP Divisors now universal. Limits are gained at 80/120/160/200% HP lost, depending on level.

Amount of limit uses for X-2 limits required standardized to 5/4/3

- Kill count requirements for new limit levels lowered as follows:
 - Cloud 120/320 -> 120/200
 - Barret 80/160 -> 74/130
 - Tifa 96/192 -> 74/130
 - Aeris 80/160 -> 40/96
 - Red XIII 72/144 -> 64/120
 - Yuffie 64/128 -> 54/110
 - Cid 60/136 -> 40/96

Cloud

- **Braver**: now affected by row
- **Cross-slash**: mult 52 -> 40, now affected by row
- **Blade Beam**: now energy elemental
- **Climhazzard**: mult 70 -> 92, now affected by row
- **Meteorain**: mult 26 -> 16
- **Omnislash**: mult 12 -> 8, now affected by row

Barret

- **Big Shot**: mult 52 -> 40, now energy elemental
- **Mindblow**: now does magical damage (mult 16) instead of 100% cMP, drains MP, changed from gravity to energy elemental

- **Grenade Bomb:** mult 54 -> 72
- **Hammerblow:** now also deals damage (mult 96, affected by row)
- **Satellite Laser:** mult 35 -> 56, now energy elemental
- **Angermax:** mult 8 -> 7

Tifa

- All limits mult +4, all except Final Heaven now affected by row
- **Waterkick:** now water elemental
- **Dolphin Blow:** now water elemental
- **Final Heaven:** now ignores defense

Aeris

- **Seal Evil:** now also inflicts Slow-numb
- **Breath of the Earth:** no longer heals status, now restores 50% of party's MP
- **Pulse of Life:** now also fully heals MP
- **Great Gospel:** now also fully heals MP

Red XIII

- **Sled Fang:** now affected by row
- **Blood Fang:** mult 20 -> 80, now drains only HP, now affected by row
- **Stardust Ray:** mult 10 -> 8
- **Howling Moon:** attack mod boost +60% -> +100%, now also adds Regen, Reflect, Peerless, Death Force, and

Lucky Girl

- **Earth Rave:** mult 30 -> 23
- **Cosmo Memory:** mult 125 -> 255, now ignores defense, fills limit gauge of allies

Yuffie

- **Landscaper:** mult 48 -> 80
- **Bloodfest:** mult 10 -> 13, now affected by row
- **Gauntlet:** mult 28 -> 40
- **Doom of the Living:** mult 10 -> 13, now affected by row
- **All Creation:** mult 128 -> 255, now ignores defense, resurrects allies, inflicts Death

Cait Sith

- **Slots (Mog Dance):** no longer restores MP

Vincent

- **Galian Beast**
 - **Berserk Dance:** mult 24 -> 48, now affected by row
- **Death Gigas**
 - **Gigadunk:** mult 42 -> 96, now affected by row
- **Hellmasker**
 - **Splattercombo:** mult 8 -> 30, now affected by row
 - **Nightmare:** now also deals damage (mult 50, magical), additionally adds Death, Slow, Stop, Petrify, Berserk, Paralysis, Dual
- **Chaos**

- **Chaos Saber:** mult 40 -> 170, now affected by row
- **Satan Slam:** mult 90 -> 255, Death chance 28% -> 255%

Cid

- **Dynamite:** now inflicts Death (24% chance)
- **Hyper Jump:** mult 56 -> 64, Death chance 20% -> 52%
- **Dragon:** mult 72 -> 48, now ignores defense
- **Dragon Dive:** mult 23 -> 14, Death chance 28% -> 255%
- **Big Brawl:** now affected by row

Magic Materia

Added Spells

Aura: Adds Lucky Girl (autocrits) status to self. 200 MP.

Rasp: MP damage (mult 4, ignores MDef). 1 MP.

Slownumb: Inflicts slow-numb status (96% chance). 8 MP.

Drain: HP draining damage (mult 34) to single target. 41 MP.

Radiance: Holy damage (mult 90) to single target. 90 MP.

Removed Spells

Poisona, Escape, DeBarrier, Demi, FullCure

Changed Spells

Cure2: mult 35 -> 30, MP cost 24 -> 30

Cure3: mult 130 -> 80, MP cost 64 -> 75

Regen: MP cost 30 -> 40

Esuna: now additionally removes Dual status, is Heal elemental

Resist: MP cost 120 -> 60

Life: HP restoration 25 -> 50%, MP cost 34 -> 20

Life2: MP cost 100 -> 90

Mini: status chance 72% -> 88%, MP cost 10 -> 14

Toad: status chance 72% -> 80%, MP cost 14 -> 18

Sleep: status chance 72% -> 96%

Confuse: status chance 60% -> 88%, MP cost 18 -> 10

Silence: status chance 80% -> 108%, MP cost 24 -> 12

Berserk: status chance 80% -> 108%, MP cost 28 -> 12

Barrier: MP cost 16 -> 48

MBarrier: MP cost 24 -> 32

Wall: MP cost 58 -> 72

Haste: incompatible with 'All', MP cost 18 -> 35

Slow: incompatible with 'All', MP cost 20 -> 30

Stop: incompatible with 'All', Status chance 60% -> 80%, MP cost 34 -> 25
Dispel: now additionally removes Lucky Girl status, MP cost 20 -> 50
Death: status chance 44% -> 80%, MP cost 30 -> 34
Fire2: mult 20 -> 24
Fire3: mult 64 -> 54
Ice2: mult 20 -> 24
Ice3: mult 64 -> 54
Bolt2: mult 20 -> 24
Bolt3: mult 64 -> 54
Quake2: mult 24 -> 28
Quake3: mult 70 -> 60
Bio2: mult 21 -> 25, status chance 48% -> 72%
Bio3: mult 68 -> 58, now additionally adds Dual status
Demi2: accuracy 75% -> 100%, reflectable
Demi3: reflectable
Comet: mult 80 -> 40, ignores mdef, MP cost 70 -> 50, reflectable
Comet2: mult 30 -> 15, ignores mdef, MP cost 110 -> 80
Freeze: mult 95 -> 60, status chance 68% -> 32%, MP cost 82 -> 60
Break: mult 100 -> 65, MP cost 86 -> 75
Tornado: mult 105 -> 70, MP cost 90 -> 70
Flare: mult 115 -> 80, cannot miss, ignores MBarrier, MP cost 100 -> 80
Ultima: mult 105 -> 75, MP cost 130 -> 120
Shield: MP cost 180 -> 100, reflectable

Materia Properties

Restore: Removed Regen, bestows Heal element
Heal: Added Regen, grants Regen added effect
Revive: Added Shield, grants Shield added effect
Seal: Added Remove
Mystify: Added Reflect
Transform: Added Slownumb, grants additional Slow-numb added effect
Exit: Removed from game
Gravity: Added Drain, removed Demi
Barrier: Removed Reflect, grants Barrier and MBarrier added effect
Comet: Added Break, grants Petrify added effect
Destruct: Added Rasp, removed DeBarrier
Contain: Removed Break, no longer grants Petrify added effect
Full Cure: Replaced with **Radiance**, which has Radiance and bestows Holy element
Shield: Replaced with **Aura**, which has Aura

AP costs

Fire: Fire3 18k -> 15k
Ice: Ice3 18k -> 15k
Earth: Quake3 22k -> 15k

Lightning: Bolt3 18k -> 15k
Restore: Cure3 25k -> 20k
Heal: Esuna immediately available, Regen at 5k, Resist 52k -> 30k
Revive: Life2 45k -> 10k, Shield at 60k, mastery 55k -> 70k
Seal: Silence 10k -> 1k, Remove at 10k
Mystify: Berserk immediately available, Confuse at 1k, Reflect at 5k
Transform: Slownumb immediately available, Mini at 5k, Toad 8k -> 10k
Poison: Bio3 20k -> 15k, mastery 38k -> 35k
Gravity: Demi2 immediately available, Demi3 20k -> 9k, Drain at 10k
Barrier: Wall 30k -> 50k, mastery 50k -> 100k
Comet: Break at 20k, Comet2 12k -> 25k, mastery 60k -> 35k
Time: Stop 20k -> 10k
Destruct: Dispel immediately available, Rasp at 5k, mastery 45k -> 30k
Contain: Flare 15k -> 20k, mastery 60k -> 40k
Radiance: Radiance at 3k, mastery at 50k
Aura: Aura at 3k, mastery at 50k
Ultima: mastery 100k -> 50k

Summon Materia

Changed Spells

Choco/Mog: wind elemental, adds Confusion instead of Stop, Fat Chocobo adds Mini (40%), MP cost 14 -> 35
Shiva: mult 24 -> 20, MP cost 32 -> 40, adds Slow (40%)
Ifrit: mult 27 -> 23, MP cost 34 -> 45 adds Berserk (40%)
Ramuh: mult 30 -> 26, MP cost 40 -> 50, adds Paralysis (40%)
Titan: MP cost 46 -> 55, adds Slow-numb (40%)
Odin: Gungnir Lance mult 78 -> 55
Leviathan: mult 75 -> 50
Bahamut: mult 65 -> 42
Kjata: mult 100 -> 70, MP cost 110 -> 90
Alexander: mult 120 -> 65
Neo Bahamut: mult 80 -> 52
Hades: no longer adds Frog
Typhon: mult 110 -> 80, no longer ignores mdef, wind elemental
Bahamut Zero: mult 120 -> 62
Knights of Round: mult 80 -> 24, no longer ignores mdef, MP cost 250 -> 500

Materia Properties

Choco/Mog: grants Mini and Confusion added effect, no longer grants Stop added effect
Shiva: grants Slow added effect
Ifrit: grants Berserk added effect
Titan: grants Slow-numb added effect

Hades: additionally grants Slow added effect, no longer grants Frog added effect

AP costs

- Choco/Mog:** L3 14k -> 5k, L4 25k -> 9k, mastery 35k -> 15k
- Shiva:** L2 4k -> 3k, L3 15k -> 7k, L4 30k -> 12k, mastery 50k -> 20k
- Ifrit:** L2 5k -> 4k, L3 20k -> 9k, L4 35k -> 15k, mastery 60k -> 25k
- Ramuh:** L2 10k -> 5k, L3 25k -> 11k, L4 50k -> 18k, mastery 70k -> 30k
- Titan:** L2 15k -> 6k, L3 30k -> 13k, L4 60k -> 21k, mastery 80k -> 35k
- Odin:** L2 16k -> 7k, L3 32k -> 15k, L4 65k -> 24k, mastery 90k -> 40k
- Leviathan:** L2 18k -> 8k, L3 38k -> 17k, L4 70k -> 27k, mastery 100k -> 45k
- Bahamut:** L2 20k -> 9k, L3 50k -> 19k, L4 80k -> 30k, mastery 120k -> 50k
- Kjata:** L2 22k -> 10k, L3 60k -> 21k, L4 90k -> 33k, mastery 140k -> 55k
- Alexander:** L2 25k -> 11k, L3 65k -> 23k, L4 100k -> 36k, mastery 150k -> 60k
- Phoenix:** L2 28k -> 12k, L3 70k -> 25k, L4 120k -> 39k, mastery 180k -> 65k
- Neo Bahamut:** L2 30k -> 13k, L3 80k -> 27k, L4 140k -> 42k, mastery 200k -> 70k
- Hades:** L2 35k -> 14k, L3 120k -> 29k, L4 150k -> 45k, mastery 250k -> 75k
- Typhon:** L2 35k -> 15k, L3 120k -> 31k, L4 180k -> 48k, mastery 250k -> 80k
- Bahamut ZERO:** L2 35k -> 25k, L3 120k -> 50k, L4 180k -> 75k, mastery 250k -> 100k

Enemy Skill Materia

- Frog Song:** status chance 252% -> 68%, MP cost 5 -> 26
- L4 Suicide:** no longer reflectable
- Magic Hammer:** mult 5 -> 2
- White Wind:** heals target's cHP/2, no longer removes status effects, MP cost 34 -> 47
- Big Guard:** MP cost 56 -> 320
- Angel Whisper:** mult 32 -> 8, no longer removes status effects
- Dragon Force:** reflectable
- Death Ward:** reflectable
- Flamethrower:** mult 14 -> 16, Fire/Holy elemental, renamed **Sacred Fire**
- Laser:** mult 16 -> 12, accuracy 100% -> 75%, Gravity/Energy elemental
- Matra Magic:** MP cost 8 -> 15, no longer reflectable
- Bad Breath:** status chance 255% -> 72%, additionally adds Frog
- Beta:** mult 54 -> 38, Fire/Wind elemental, adds Dual (255% chance), MP cost 35 -> 60
- Aqualung:** mult 52 -> 42, MP cost 34 -> 68, no longer reflectable
- Trine:** now affects everyone in battle, MP cost 20 -> 35
- Magic Breath:** mult 77 -> 57, omni-elemental
- ????:** Hidden elemental
- Goblin Punch:** now affected by row
- L5 Death:** ignores status immunity
- Death Sentence:** targets all opponents
- Roulette:** adds Peerless, no longer adds Death
- Shadow Flare:** mult 125 -> 65, ignores mdef and Mbarrier, MP cost 100 -> 150

(NEW) Aero3: Wind damage (mult 45) to single target. 45 MP.
(NEW) Void: sets HP of all enemies to 1, adds Dual (255% chance). Gravity elemental. 255 MP.

Removed E.Skills
Chocobuckle, Pandora's Box

Command, Support, and Independent Materia

Materia Properties

Sense: grants +2 Dex
Slash-All: removed Flash
W-Item: removed from game, replaced by **Flash**
Final Attack: maximum of 3 final attacks
HP Plus: +10% -> +4% HP/level
MP Plus: +10% -> +8% MP/level
Gil Plus: L1 properly gives only +50% Gil
Long Range: removed from game, replaced by **Str Plus**

AP costs

Steal: Mug 40k -> 25k
Sense: mastery 40k -> 5k
Morph: mastery 100k -> 40k
Slash-All: mastery 150k -> 130k
Flash: Flash at 3k, mastery at 100k
All: L3 6k -> 9k, L4 18k -> 36k, mastery 35k -> 72k
Counter: L2 20k -> 10k, L3 40k -> 20k, L4 60k -> 50k
Magic Counter: L2 20k -> 10k, L3 40k -> 20k, L4 80k -> 50k, mastery 300k -> 100k
Elemental: L3 40k -> 30k, mastery 80k -> 50k
Added Effect: mastery 100k -> 30k
Sneak Attack: L2 20k -> 10k, L3 60k -> 20k, L4 100k -> 50k, mastery 150k -> 100k
Final Attack: L2 20k -> 80k, mastery at L3
Added Cut: mastery 200k -> 100k
Steal as Well: mastery 200k -> 10k
Str Plus: L2 at 15k, L3 at 30k, L4 at 60k, mastery at 100k
Magic Plus: L2 10k -> 15k, L3 20k -> 30k, L4 30k -> 60k, mastery 50k -> 100k
Pre-emptive: L2 8k -> 4k, L3 20k -> 10k, L4 40k -> 20k, mastery 80k -> 40k
HP <-> MP: mastery 80k -> 10k

Weapons

* denotes availability via steal.

- **Striking Staff**: Eligor (Train Graveyard)
- **Hardedge**: SOLDIER: 3rd (Shinra Building)
- **Atomic Scissors**: Custom Sweeper (Midgar Area)
- **Grand Glove**: Madouge (Mythril Mine)
- **Boomerang**: Formula (Junon Area)
- **Rising Sun**: Diamond Weapon

Cloud

- **Buster Sword** (Initial): 18 (255%), Cut, Mag+2, power up when near death, OO
- **Hardedge** (*Shinra Building / Junon): 32 (98%), Cut/Blunt, Spr+12, OOX
- **Mythril Saber** (Kalm): 24 (98%), Cut, Mag+4, OOOO
- **Force Stealer** (Junon / Gongaga): 36 (98%), Cut, Mag+8, Add:Silence, XXXXXX
- **Butterfly Edge** (Cosmo Canyon): 44 (98%), Cut, Spr+16, OOOOX
- **Rune Blade** (Mt. Nibel): 48 (98%), Cut, Mag+12, OOX
- **Yoshiyuki** (Rocket Town): 60 (98%), Cut/Pierce, Vit/Spr+80, Dex+8, power up when allies dead, OOX
- **Murasame** (Wutai): 25 (254%), Cut, 254% Crit, OOOOOO
- **Nail Bat** (Temple of the Ancients): 72 (98%), Blunt, 24% Crit, Dex+24, Add:Paralysis, XX
- **Break Blade** (Icicle Inn): 62 (98%), Earth/Cut, Add:Petrify, OOX
- **Enhance Sword** (Gaea's Cliff): 50 (98%), Cut, Spr+32, OOOOOOOO
- **Crystal Sword** (Mideel): 75 (98%), Cut, Mag+20, OOOOXX
- **Apocalypse** (Ancient Forest): 88 (98%), Cut, Mag+40, Spr+20, OOOO
- **Heaven's Cloud** (Gelnika): 97 (98%), Cut, Vit/Spr+62, Add:Sleep, OOX
- **Ragnarok** (Proud Clod): 93 (98%), Cut, Mag+24, OOOOOOX
- **Ultima Weapon** (Ultima Weapon): 100 (98%), Cut, Spr+48, more damage at high HP, OOOOX

Barret

- **Gatling Gun** (Initial): 20 (90%), Shot, ranged, X
- **Assault Gun** (Sector 7): 30 (90%), Shot, ranged, Vit+5, OO
- **Atomic Scissors** (*Midgar Area / Junon): 55 (100%), Pierce, 15% Crit, no slots
- **Cannon Ball** (Kalm): 42 (100%), Blunt, Mag+5, OOX
- **W Machine Gun** (Mt. Corel): 40 (90%), Shot, ranged, Spr+10, OOOO
- **Heavy Vulcan** (Cosmo Canyon): 48 (90%), Shot, ranged, Vit+15, OOOOX
- **Enemy Launcher** (Shinra Mansion): 56 (90%), Shot, ranged, Spr+20, OOX
- **Drill Arm** (Rocket Town): 41 (100%), Pierce, 25% Crit, ignores defense, XXXX
- **Chainsaw** (Wutai): 58 (100%), Cut, Dex+10, Add:Death, OOOOOO
- **Rocket Punch** (Temple of the Ancients): 72 (100%), Blunt, 10% Crit, XXXXXXXX
- **Microlaser** (Icicle Inn): 50 (255%), Energy, ranged, Vit+25, OOOOXX
- **A•M Cannon** (Mideel): 80 (90%), Shot, ranged, Spr+30, OOOOOOX
- **Solid Bazooka** (Costa del Sol, Disc 2): 140 (80%), Shot, ranged, Vit+30, OO
- **Max Ray** (Sector 8): 75 (255%), Energy, ranged, OOOOOOXX
- **Pile Banger** (Shinra Building, Disc 2): 150 (100%), Pierce, Vit/Spr+60, OOX
- **Missing Score** (Sister Ray): 98 (95%), Shot, ranged, Mag+49, more damage with more AP, OOOOOOOO

Tifa

- **Leather Glove** (Initial): 13 (99%), Blunt, 40% Crit, X

- **Metal Knuckle** (Wall Market): 18 (102%), Blunt, 40% Crit, Mag+1, XX
- **Mythril Claw** (Kalm): 24 (105%), Pierce, 50% Crit, Mag+3, OO
- **Grand Glove** (*Mythril Mine / Junon): 31 (108%), Blunt, 40% Crit, Mag+6, OOX
- **Motor Drive** (Costa del Sol): 27 (108%), Blunt, 60% Crit, Dex+10, OO
- **Tiger Fang** (Cosmo Canyon): 38 (111%), Pierce, 40% Crit, Mag+9, OOX
- **Platinum Fist** (Nibelheim): 35 (111%), Blunt, 40% Crit, Mag+12, OOOO
- **Powersoul** (Mt. Nibel): 40 (114%), Blunt, 40% Crit, Spr+24, power up when near death, X
- **Diamond Knuckle** (Wutai): 51 (117%), Blunt, 40% Crit, Mag+10, XXXXX
- **Work Glove** (Temple of the Ancients): 71 (120%), Blunt, 40% Crit, Dex+20, Add:Mini, XX
- **Dragon Claw** (Icicle Inn): 62 (123%), Pierce, 50% Crit, Mag+13, OOOXX
- **Kaiser Knuckle** (Whirlwind Maze): 53 (123%), Blunt, 40% Crit, Mag+13, OOOOOO
- **Crystal Glove** (Mideel): 68 (126%), Blunt, 40% Crit, Mag+16, OOOOX
- **God's Hand** (Carry Armor): 80 (255%), Blunt, 40% Crit, Mag+25, OOXXXX
- **Master Hand** (Shinra Building, Disc 2): 69 (129%), Blunt, 40% Crit, power up under status effects, OOOOXX
- **Premium Heart** (Wall Market, Disc 2): 99 (132%), Blunt, 40% Crit, Mag+34, more damage at high limit, OOOOOOX

Aeris

- **Guard Stick** (Initial): 12 (99%), Blunt, Vit/Spr+50, OO
- **Mythril Rod** (Wall Market): 16 (99%), Blunt, Mag+5, OOX
- **Striking Staff** (*Train Graveyard / Junon): 32 (99%), Blunt, 30% Crit, Vit/Spr+20, OOOO
- **Full Metal Staff** (Kalm): 22 (99%), Blunt, Mag+10, OOX
- **Wizard Staff** (Mt. Corel): 28 (99%), Blunt, Vit+50, OOXXXX
- **Fairy Tale** (Reno, Gongaga): 37 (99%), Blunt, Mag+15, XXXXXXXX
- **Prism Staff** (Cosmo Canyon): 44 (99%), Fire/Ice/Lightning, Mag+15, OOOOX
- **Wizer Staff** (Gi Nattak): 33 (99%), Blunt, Spr+50, OOOOOO
- **Aurora Rod** (Wutai): 51 (99%), Blunt, Mag+25, OOOOOOX
- **Umbrella** (Speed Square): 150 (99%), Blunt, 5% Crit, Mag+100, no slots
- **Princess Guard** (Temple of the Ancients): 60 (99%), Blunt, drains MP, Vit/Spr+150, OOOOOOOO

Red XIII

- **Mythril Clip** (Initial): 28 (101%), Blunt, Mag+4, OOX
- **Diamond Pin** (Junon): 37 (102%), Lightning, Mag+8, OOX
- **Magic Comb** (Fort Condor): 41 (103%), Poison, Mag+6, OOOOXX
- **Silver Barrette** (Cosmo Canyon): 44 (104%), Ice, Mag+10, OOOOX
- **Seraph Comb** (Seto): 62 (105%), Holy, Mag+12, OOX
- **Plus Barrette** (Mt. Nibel): 84 (255%), Heal, 50% Crit, Mag+14, OOOO
- **Hairpin** (Wutai): 54 (106%), Shot, ranged, Mag+16, OOX
- **Gold Barrette** (Wutai): 61 (107%), Fire, Mag+18, OOX
- **Adaman Clip** (Icicle Inn): 73 (108%), Earth, Mag+20, OOOOXX
- **Crystal Comb** (Mideel): 80 (109%), Water, Mag+22, OOOOOO
- **Centclip** (Costa del Sol, Disc 2): 64 (200%), Wind, Mag+24, OOX
- **Spring Gun Clip** (Ancient Forest): 91 (110%), Hidden, Mag+55, XXXXX
- **Behemoth Horn** (Shinra Building, Disc 2): 200 (75%), Gravity, Vit+35, Mag+26, Spr+18, OOX
- **Limited Moon** (Bugenhagen, Disc 3): 97 (111%), Blunt, Mag+31, more damage at high MP, OOOOOOOO

Yuffie

- **4-point Shuriken** (Initial): 35 (100%), Cut, ranged, Spr+12, OOX
- **Boomerang** (*Junon Area/Junon): 45 (100%), Cut, ranged, Spr+14, Add:Berserk, OOX
- **Wind Slash** (Shinra Boat): 42 (150%), Wind/Cut, ranged, Dex+7, Add:Confu, OO
- **Pinwheel** (Cosmo Canyon): 56 (100%), Cut, ranged, Spr+18, Add:Sleep, OOOO
- **Twin Viper** (Shinra Mansion): 65 (100%), Cut, ranged, Spr+24, Add:Poison, XXXX
- **Superball** (Rocket Town): 92 (100%), Blunt, ranged, hits all, Dex+10, Add:Reflect, no slots
- **Magic Shuriken** (Wutai): 69 (100%), Cut, ranged, Mag+20, Add:Frog, XXXXX
- **Razor Ring** (Wutai): 74 (100%), Cut, ranged, Spr+32, Add:Paralysis, OOOOX
- **Hawkeye** (Icicle Inn): 72 (150%), Cut, ranged, Spr+42, Add:Mini, OOOOXX
- **Crystal Cross** (Mideel): 86 (100%), Cut, ranged, Spr+54, Add:Slow-numb, OOOOOO
- **Spiral Shuriken** (Costa del Sol, Disc 2): 60 (100%), Cut, ranged, 50% Crit, Spr+68, Add:D.Sentence, OOOOXXX
- **Oritsuru** (Fire Caves): 102 (100%), Cut, ranged, Spr+84, Add:Slow, OOOOOOX
- **Rising Sun** (*Diamond Weapon): 125 (100%), Cut, ranged, Dex+42, Add:Stop, OOX
- **Conformer** (Gelnika): 46 (100%), Cut, ranged, more damage to high level enemies, OOX

Cait Sith

- **Yellow M-phone** (Initial): 48 (97%), Blunt, Mag+8, XXXX
- **White M-phone** (Gongaga): 75 (97%), Blunt, Mag+14, Add:Haste, OO
- **Green M-phone** (Cosmo Canyon): 0 (97%), Gravity/Blunt, Mag+9, damage is Atk/32 of target cHP, OOX
- **Black M-phone** (Cave of the Gi): 16 (97%), Mag+10, magical damage, OOX
- **Silver M-phone** (Shinra Mansion): 32 (97%), Blunt, fixed 320 damage, XXXXX
- **Blue M-phone** (Wutai): 64 (97%), Blunt, MP damage, Mag+10, OOOO
- **Trumpet Shell** (Temple of the Ancients): 200 (0%), Blunt, X
- **Red M-phone** (Icicle Inn): 72 (97%), Blunt, Mag+51, no slots
- **Crystal M-phone** (Mideel): 100 (97%), omni-elemental, OOOOOO
- **Gold M-phone** (Costa del Sol, Disc 2): 120 (255%), Heal/Blunt, Mag+20, OOOOX
- **Battle Trumpet** (Junon Reactor): 0 (97%), no damage, Str/Mag+25, Vit/Spr+50, Add:Peerless, OOOOXX
- **Starlight Phone** (Sector 8): 88 (50%), Blunt, dice effect, Vit+20, Mag+31, OOOOXXX
- **HP Shout** (Shinra Building, Disc 2): 95 (97%), Blunt, cHP/2 damage, Mag+44, OOOOOOX

Vincent

- **Cerberus** (Initial): 38 (120%), Shot, ranged, Mag+10, OOX
- **Lucky Barrel S** (Kalm): 52 (120%), Shot, Luk+80, OOX
- **Hydra** (Mt. Nibel): 72 (255%), Shot, ranged, Vit+14, OOOO
- **Griffon** (Rocket Town): 81 (120%), Shot, hits all, Dex+12, Mag+6, OOOOX
- **Blast Machine Gun** (Wutai): 60 (120%), Shots, hits all, Add:Paralysis, OOOOXX
- **Guard Barrel N** (Temple of the Ancients): 62 (120%), Shot, ranged, Vit/Spr+60, OOX
- **Manaheart** (Bone Village Dig): 47 (120%), Shot, ranged, Mag+28, OOX
- **Materia Floater** (Icicle Inn): 64 (120%), Shot, ranged, OOOOOOOO
- **Sniper Griffon** (Costa del Sol, Disc 2): 82 (255%), Shot, ranged, hits all, OOX
- **Quantum Cerberus** (Mideel): 73 (120%), Shot, ranged, Mag+26, XXXXXXXX
- **Sonic Griffon** (Ancient Forest): 100 (120%), Shot, hits all, Dex+52, OOOOOO
- **Gigant Hydra** (Gelnika): 150 (255%), Shot, ranged, Vit+96, X
- **Death Penalty** (Lucrecia's Cave): 99 (120%), Shot, ranged, Mag/Dex+34, Add:Death, more kills = more

damage, OOOOOOOO

Cid

- **Spear** (Initial): 44 (94%), Pierce, OOOO
- **Shining Mop** (Rude, Gongaga): 65 (94%), Holy/Blunt, 15% Crit, XXX
- **Dragoon Lance** (Wutai): 42 (94%), Pierce, drains HP/MP, OOX
- **Slash Lance** (Wutai): 52 (94%), Pierce, OOOOX
- **Trident** (Temple of the Ancients): 56 (94%), Water/Pierce, OOOOXX
- **Viper Halberd** (Corral Valley): 60 (94%), Pierce, Mag/Dex+20, Add:Poison, XXXXX
- **Mast Ax** (Icicle Inn): 68 (94%), Pierce, OOXXXX
- **Javelin** (Gaea's Cliff): 52 (94%), Pierce, Spr+50, OOOOOOXX
- **Partisan** (Mideel): 73 (94%), Pierce, OOOOXXX
- **Flayer** (Speed Square, Disc 2): 50 (94%), Pierce, ignores defense, Vit+50, Add:Death, XXXXXX
- **Scimitar** (Junon Reactor): 76 (94%), Cut, 10% Crit, Dex+30, OOX
- **Blood Lance** (Shinra Building, Disc 2): 58 (94%), Pierce, drains HP, OO
- **Spirit Lance** (Gelnika): 48 (94%), Pierce, Mag+86, OOOOOOOO
- **Venus Gospel** (Rocket Town, Disc 3): 81 (94%), Pierce, Spr+82, more damage at high MP, OOOOOO

Armor

* denotes availability from non-shop or chest sources.

Titan Bangle: Drop from Air Buster

Carbon Bangle: Steal from Moth Slasher (Shinra Building)

Shinra Beta: Steal from Shinra Marine (Cargo Ship)

Platinum Bangle: Steal from Death Claw (Corel Prison)

Silver Armlet: Drop from Dyne

Gold Armlet: Steal from Dragon (Mt. Nibel)

Edincoat: Drop from Palmer

Adaman Bangle: Steal from Adamantaimai

Dragon Armlet: Drop from Red Dragon or Blue Dragon (Gaea's Cliff); steal from Dark Dragon (Crater)

Gigas Armlet: Drop from Demon's Gate; steal from Gigas (Whirlwind Maze)

Bolt Armlet: Steal from Unknown 3 (Gelnika)

Aurora Armlet: Steal from Unknown 2 (Gelnika)

Wizard Bracelet: Drop from Jenova LIFE; steal from Epiolnis (Ancient Forest)

Fire Armlet: Steal from Unknown (Gelnika)

Minerva Band: Steal from Elena

Warrior Bangle: Steal from Eagle Gun

Imperial Guard: Drops from Commander Grand Horn

Ziedrich: Steal from Rude

Shinra Alpha: Steal from Underwater MP (Junon Reactor) or Soldier: 1st (Sister Ray)

	Cld	Bar	Tif	Aer	Red	Yuf	Cat	Vin	Cid
• Bronze Bangle (Initial): 16 Def, no slots	X	X	X	X					
• Iron Bangle (Sector 7): 20 Def, MDef, X	X		X						
• * Titan Bangle (Wall Market): 56 (2%) Def, 8 MDef, XX				X		X			
• Mythril Armlet (Wall Market): 36 (3%) Def, 16 MDef, OO	X	X	X	X	X				
• Four Slots (Shinra Building): 44 Def, 44 MDef, Half:Gravity, XXXX				X	X	X			
• * Carbon Bangle (Costa del Sol): 54 (3%) Def, 28 MDef, OOX	X	X	X			X			

Accessories

Power Wrist - Str+10	(Bottomswell drop, Rocket Town shop)
Protect Vest - Vit+40	(Rufus drop, Rocket Town shop)
Earring - Mag+10	(Mt. Nibel, Rocket Town shop)
Talisman - Spr+40	(Sample:HO512 drop, Junon shop)
Choco Feather - Dex+10	(Dio Battle Square prize, Wutai shop)
Amulet - Luk+20	(Dio Battle Square prize, Mideel shop)
Champion Belt - Str/Vit+30	(Battle Square prize)
Draclau Ring - Half:Cut/Blunt/Pierce/Shot/Energy/Gravity/Heal	(Whirlwind Maze)
Tough Ring - Vit/Spr+100	(Reno [Gelnika, Midgar Disc 2] steal)
Circlet - Mag/Spr+30	(Snow steal)
Star Pendant - Immune:Poison	(Shinra HQ)
Silver Glasses - Immune:Stop/Darkness	(Junon shop)

Headband - Immune:Sleep/Dual	(Junon shop)
Fairy Ring - Immune:Silence/D.Sentence	(Cave of the Gi, Mideel shop)
Jem Ring - Immune:Petrify/Paralysis	(Materia Keeper drop, Mideel shop)
White Cape - Immune:Frog/Mini	(Jenova-BIRTH drop, Gongaga shop)
Sprint Shoes - Auto:Haste, Immune:Resist	(Battle Square prize, Chocobo racing prize)
Peace Ring - Immune:Confusion/Berserk	(Rapps drop)
Ribbon - Immune positive/negative status except death	(Temple of the Ancients)
Fire Ring - Immune:Fire	(Costa del Sol, Mideel shop)
Ice Ring - Immune:Ice	(Checkov drop, Mideel shop)
Bolt Ring - Immune:Lightning	(Trade w/ Mithril, Mideel shop)
Octa Elemental - Half:Fire/Ice/Bolt/Earth/Poison/Water/Wind/Holy	(Cactrot morph, Crater)
Safety Bit - Immune:Death/Slow-numb	(Great Glacier, Snowboarding minigame)
Fury Ring - Auto:Berserk, Immune:Sleep/Conf/Stop/Frog/Mini/Dark	(Gongaga shop)
Curse Ring - Str/Mag/Dex/Vit/Spr+15, Luk+10, Start:D.Sentence	(Mideel quest, Ultimate Weapon [1st] steal)
Protect Ring - Start:Barrier/MBarrier	(Schizo drop)
Cat's Bell - Luk+50, walking restores HP	(Chocobo racing prize)
Reflect Ring - Auto:Reflect	(Jenova-DEATH drop, Mideel shop)
Water Ring - Immune:Water	(Corral Valley)
Sneak Glove - Steal+	(Wall Market Disc 2 for 129,000 gil)
Hypno Crown - Manipulate+	(Corral Valley)

Items

- Potion** - restores 25% HP in battle
- Hi-Potion** - restores 50% HP in battle
- X-Potion** - restores 75% HP in battle
- Ether** - restores 25% MP in battle
- Turbo Ether** - restores 50% MP in battle
- Elixir** -
- Megalixir** -
- Phoenix Down** -
- Antidote** - cures sleep in addition to poison
- Soft** -
- Maiden's Kiss** -
- Cornucopia** -
- Echo Screen** -
- Hyper** - function changed, now cures slow and stop
- Tranquilizer** - function changed, now cures confusion and berserk
- Remedy** - only cures paralysis and dual drain
- Smoke Bomb** -
- Speed Drink** -
- Hero Drink** - function changed, now adds shield status
- Vaccine** -
- Grenade** - power 10 -> 5

Shrapnel -
Right Arm - power 100 -> 50
Hourglass - status chance 80% -> 84%, MT -> ST
Kiss of Death - status chance 68% -> 72%, MT -> ST
Spider Web - status chance 255% -> 92%, MT -> ST
Dream Powder - status chance 80% -> 100%, MT -> ST
Mute Mask - status chance 80% -> 92%, MT -> ST
War Gong - status chance 80% -> 92%, MT -> ST
Loco Weed - status chance 80% -> 92%, MT -> ST
Fire Fang - power 60 -> 38
Fire Veil - power 75 -> 60
Antarctic Wind - power 75 -> 54
Ice Crystal - power 130 -> 80
Bolt Plume -
Swift Bolt - power 75 -> 52
Earth Drum -
Earth Mallet -
Deadly Waste - power 6 -> 7
M-Tentacles -
Stardust -
Vampire Fang - power 12 -> 60
Ghost Hand -
Vagyrisk Claw - power 68% -> 72%
Light Curtain - MT -> ST
Lunar Curtain - MT -> ST
Mirror - MT -> ST
Holy Torch - no longer removes Mini, additionally removes DeathForce/Resist/Lucky Girl, MT -> ST
Bird Wing -
Dragon Scales -
Impaler - status chance 255% -> 92%
Shrivel - status chance 255% -> 92%
Eye Drop -
Molotov - power 25 -> 19
S-mine - power 100 -> 63, fire/shot elemental
8 inch Cannon -
Graviball -
T/S Bomb -
Ink - power 0->255, ST->MT
Dazers - status chance 255% -> 80%
Dragon Fang -
Cauldron - status chance 255% -> 68%, no longer inflicts silence, ST -> MT
Sylkis Greens -
Reagan Greens -
Mimett Greens -
Curiel Greens -
Pahsana Greens -

- Tantal Greens -
- Krakka Greens -
- Gysahl Greens - more american
- Tent -
- Power Source -
- Guard Source -
- Magic Source -
- Mind Source -
- Speed Source -
- Luck Source -
- Zeio Nut -
- Carob Nut -
- Porov Nut -
- Pram Nut -
- Lasan Nut -
- Saraha Nut -
- Luchile Nut -
- Pepio Nut -
- Battery -
- Tissue -
- Omnislash -
- Catastrophe -
- Final Heaven -
- Great Gospel -
- Cosmo Memory -
- All Creation -
- Chaos -
- Highwind -
- 1/35 soldier -
- Super Sweeper -
- Masamune Blade -
- Save Crystal -
- Combat Diary -
- Autograph -
- Gambler -
- Desert Rose -
- Earth Harp -
- Guide Book -

Average Character Growths

LV15	HP	MP	Strength	Vitality	Magic	Spirit	Dexterity	Luck
------	----	----	----------	----------	-------	--------	-----------	------

Cloud	728	94	18	18	18	18	18	15
Barret	920	57	16	26	8	16	8	13
Tifa	811	58	21	21	13	8	13	21
Aeris	621	83	8	4	26	4	10	10
Red XIII	739	77	24	16	21	10	24	18
Yuffie	576	51	13	10	16	24	26	24
Cait Sith	964	92	10	14	13	14	6	27
Vincent	728	74	11	11	24	26	21	14
Cid	889	61	26	24	4	21	16	8

LV30	HP	MP	Strength	Vitality	Magic	Spirit	Dexterity	Luck
Cloud	1565	169	35	35	35	35	35	29
Barret	1856	111	29	50	12	29	12	22
Tifa	1603	112	39	39	22	12	22	39
Aeris	1215	167	12	7	50	7	17	17
Red XIII	1432	161	45	29	39	17	45	35
Yuffie	1215	120	22	17	29	45	50	45
Cait Sith	1954	191	10	22	17	22	8	50
Vincent	1466	143	17	13	45	50	39	14
Cid	1780	121	50	45	7	39	29	12

LV45	HP	MP	Strength	Vitality	Magic	Spirit	Dexterity	Luck
Cloud	2724	276	52	52	52	52	52	44
Barret	3152	189	44	77	18	44	18	36
Tifa	2699	190	61	61	36	18	36	61
Aeris	2037	289	18	9	77	9	28	28
Red XIII	2391	283	69	44	61	28	69	52

Yuffie	2100	213	36	28	44	69	77	69
Cait Sith	3324	328	10	36	28	36	9	77
Vincent	2488	250	28	18	69	77	61	14
Cid	3013	213	77	69	9	61	44	18

LV60	HP	MP	Strength	Vitality	Magic	Spirit	Dexterity	Luck
Cloud	4071	405	66	66	66	66	66	57
Barret	4658	279	57	98	23	57	23	44
Tifa	3971	289	78	78	44	23	44	78
Aeris	2991	433	23	11	98	11	34	34
Red XIII	3504	418	88	57	78	34	88	66
Yuffie	3129	327	44	34	57	88	98	88
Cait Sith	4914	487	10	44	34	44	11	98
Vincent	3676	370	34	23	88	98	78	14
Cid	4444	318	98	88	11	78	57	23