SPECIAL DRESSPHERES

Normal dresspheres can be shared by Yuna, Rikku and Paine. They can even all have the same dressphere equipped simultaneously. However, each character also has a special dressphere that is exclusively for their own use. In the How To Play chapter, we have already explained (on page 17) how to activate these special dresspheres. Special conditions apply to their use:

- The other party members leave the battleground.
- Two special units ensure adequate support in their place.
- The Auto-Ability Ribbon protects against all status ailments.
- Additional effects activated by Garment Grid gates on the Garment Grid are rendered ineffective while the special dressphere is equipped.
- The Items Command is not available.
- Escape is impossible. You can only switch back to the dressphere used last (press 4).
- After your victory, the party member will automatically change back.
- If all three units are KO’d, the other Gullwings will resume the fight.

Attributes

The number of nodes on the Garment Grid will have an effect on the abilities of the character using the special dressphere. The table below shows the example of Yuna’s Floral Fallal at Lv. 30. You can see that by using the Uprising Path Garment Grid, which only has two nodes, you can activate the special dressphere very quickly, but its potency will be reduced due to the small number of nodes.

The HP and MP referred to below are all maximum values. Otherwise, what applies to all the special dresspheres applies here too: if a party member loses half their HP before the special dressphere becomes active, they will have 50% of the (new) maximum value after the change.

### Attributes

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Number of Nodes</th>
<th>Attributes</th>
<th>Number of Nodes</th>
</tr>
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<tbody>
<tr>
<td>HP</td>
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<td>HP</td>
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<tr>
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<tr>
<td>Evasion</td>
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</table>

### HP Limit Boost

The party member’s maximum HP can be increased by 50% of the (new) maximum value after the change.

### Special Dresspheres

**SPECIAL DRESSPHERES**

**Attributes**

- **HP**: Party member’s maximum HP can be increased by 50% of the (new) maximum value after the change.
- **Strength**: The character’s physical damage output is increased.
- **Magic**: The character’s magical damage output is increased.
- **Defence**: The character’s ability to avoid physical damage is increased.
- **Agility**: The character’s ability to avoid magical damage is increased.
- **Evasion**: The character’s ability to avoid both types of damage is increased.

**Analysis of one opponent or party member, analogous to Scan Lv. 3 of the Gun Mage**

- **Great Whirl**: Deals Water damage three times. The target is selected at random for each attack.
- **Triple HP**: Party member’s maximum HP can be increased to 99,999.
- **Heat Whirl**: Deals Heat damage twelve times. The target is selected at random for each attack.
- **All-Life**: Revives all party members from KO (while completely restoring their HP).
- **Triple HP Limit**: Party member’s maximum HP can be increased to 99,999.

### Floral Fallal

**Special dressphere imbued with serious flower power!**

Floral Fallal is Yuna’s special dressphere. The flowery costume bestows awesome magical powers upon her, as well as strong physical attacks. Right Pistil and Left Pistil give her defensive magic and status support. Where this trio treads, no grass will grow.

**Whereabouts:** Dsipe Highland. You can’t miss the special dressphere if you bump into it in the Uniform search mission. Two buttons, one rhyme, in Chapter 2 (see page 71).

<table>
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**AP to learn all abilities:** 192

**Info:** Floral Fallal cannot regenerate MP during battle – unlike the other special dresspheres. For this reason, Yuna should rely predominantly on attack and save the elemental abilities for opponents who have a known weakness. Attacks such as Heat Whirl or Great Whirl are powerful, because they form Chains, but the target is constantly re-selected, so these abilities are only especially effective when you are dealing with a single opponent.

**Tip:** Only a relatively low amount of AP is required to learn the extremely useful auto-abilities Double HP and Triple HP.

**Secret:** Break HP Limit and Break Damage Limit are only available after you have obtained the key items Aurora Rain and Twilight Rain in Chapter 5 (see pages 60 and 164). This applies to the same abilities of Left Pistil and Right Pistil.

**Important:** Great Whirl, All-Life, Triple HP, Heat Whirl.