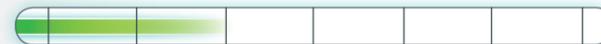




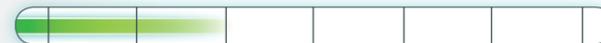
WALKTHROUGH

This huge chapter is the heart of the guide, offering a considered blend of step-by-step guidance with in-depth advice and analysis. For those who wish to complete a first playthrough with a bare minimum of assistance, it can be used sparingly to find quick-fix solutions for tough battles, character development advice, and valuable tips on new gameplay features whenever they are introduced. Equally, though, it's also perfect for those who wish to plot the most optimal route through this huge adventure.

GAMEPLAY SPOILER LEVEL: **LOW**



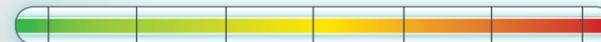
STORY SPOILER LEVEL: **LOW**



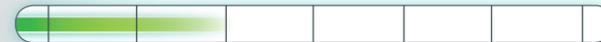
STRATEGY & ANALYSIS

Designed primarily with later playthroughs in mind (but also doubtlessly a great temptation for those who seek first-time perfection), the Strategy & Analysis chapter exposes the hidden mechanics that drive Final Fantasy XIII. From practical advice (such as advanced battle tactics and character growth) to fascinating trivia, it combines expert advice with a wide variety of insights into how assorted gameplay systems actually work. Be warned: unless directed to visit sections of this chapter by page references in the Walkthrough, you may find that it reveals more than you care to know during your first run through the story.

GAMEPLAY SPOILER LEVEL: **HIGH**



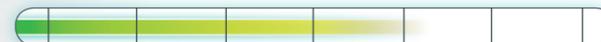
STORY SPOILER LEVEL: **LOW**



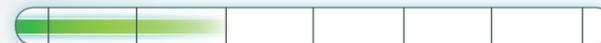
INVENTORY

This chapter offers nothing less than an unabridged guide to every collectible item in Final Fantasy XIII. It also features complete lists of goods available for purchase from retail networks and – perhaps most importantly – demystifies and deconstructs the hugely important weapon and accessory upgrade system.

GAMEPLAY SPOILER LEVEL: **MEDIUM**



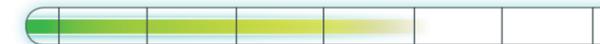
STORY SPOILER LEVEL: **LOW**



BESTIARY

From stock assailants to fearsome bosses, unusual opponents to extremely rare monsters, the Bestiary chapter offers a phenomenally detailed account of all enemies in Final Fantasy XIII. Need advance warning of a particular enemy's principle weakness, or the probability of obtaining a coveted component from a specific opponent? Such information, and *much* more, can be found in this authoritative reference section.

GAMEPLAY SPOILER LEVEL: **MEDIUM**



STORY SPOILER LEVEL: **MEDIUM**



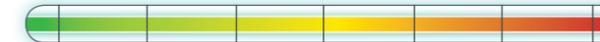
EXTRAS

Finally, the Extras chapter offers a round-up of features not covered elsewhere, such as a recap of side-quests, a checklist for Achievements and Trophies, and additional secrets. For this reason, we strongly advise that players avoid this section of the guide until they have completed their first playthrough.

GAMEPLAY SPOILER LEVEL: **HIGH**



STORY SPOILER LEVEL: **HIGH**



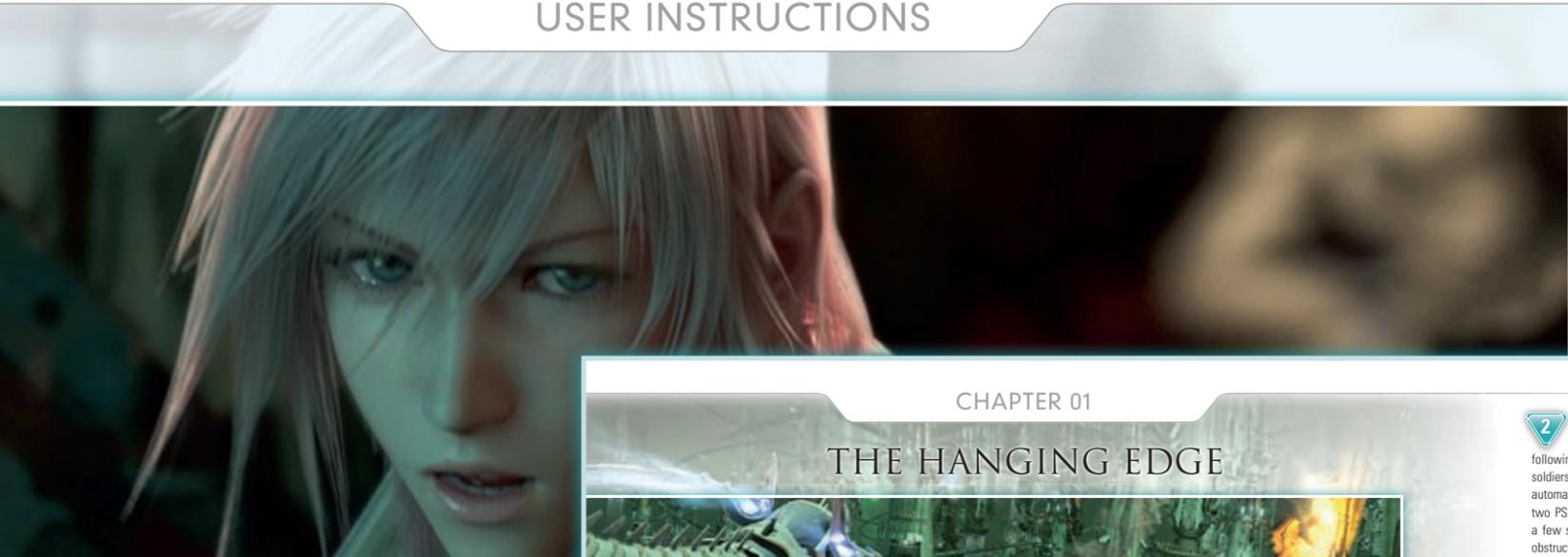
VERTICAL TAB

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists individual chapters, while the lower section highlights which section of a chapter you are currently reading.

INDEX

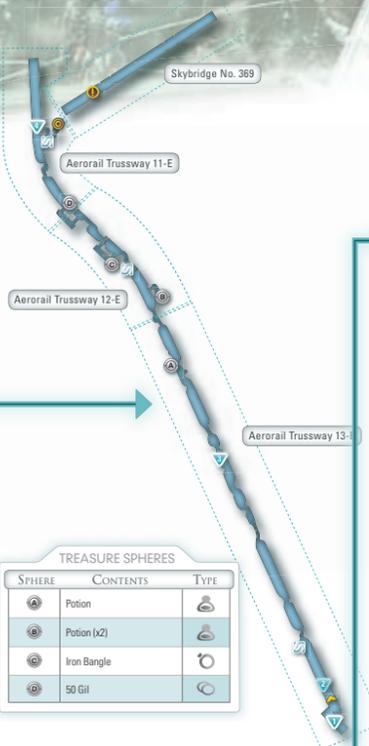
If you are looking for specific information, our alphabetical index is just what you need. Simply search for the keyword you're wondering about, and turn to the relevant page number.

- QUICKSTART
- WALKTHROUGH
- STRATEGY & ANALYSIS
- INVENTORY
- BESTIARY
- EXTRAS
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- FFXIII PRIMER
- GUIDE STRUCTURE



CHAPTER 01

THE HANGING EDGE



ENEMIES		
NAME	NOTES	PAGE
Manasvin Warmech	More aggressive in second form.	233
PSICOM Warden	Will fall in three hits or less.	228
PSICOM Enforcer	Reasonably tough enemy for area.	228
Pantheron	High HP, but easy to dispatch.	232
PSICOM Aerial Recon	Reasonably tough enemy for area.	229
PSICOM Marauder	Acts as a "sub-boss" encounter; easy to Stagger for a fairly quick kill.	229

TREASURE SPHERES		
SPHERE	CONTENTS	TYPE
(A)	Potion	(Potion icon)
(B)	Potion (x2)	(Potion icon)
(C)	Iron Bangle	(Bangle icon)
(D)	50 Gil	(Coin icon)

1 The Manasvin Warmech may seem imposing, but worry not: this opening battle is merely an opportunity to familiarize yourself with the basic functions of combat in Final Fantasy XIII. Take the time to view the ATB tutorial, then use the Auto-battle command to pummel the annihilator. After a brief intermission, the fight will resume with the Warmech restored to full health – and with new and more damaging attacks at its disposal. Rapid use of the Auto-battle command (Fig. 1) will enable you to whittle down its HP gauge before it can knock out Lightning.



Before you go any further, please take a few seconds to familiarize yourself with the structure of this chapter. The sample layout presented here illustrates all of the helpful features that will be available to you while using the walkthrough.

1 Maps: Every double-page spread begins with a map that relates directly to the tips and advice covered on those pages. Designed as an aid to easy navigation, our maps feature all collectable treasures (as denoted by lettered icons) and other points of interest.

2 Treasure Spheres: For each location map, a table details the contents of all Treasure Spheres, with the object type represented by an easily identifiable icon. To locate a treasure, simply look for its lettered icon on the corresponding area map.

ICON	REPRESENTS
(Potion icon)	Item
(Sword icon)	Weapon
(Bangle icon)	Accessory
(Hand icon)	Component
(Coin icon)	Gil

3 Enemies: With each location map, you will also find a table listing all enemy types that you will encounter in the region covered. Read the corresponding notes for a quick description of each creature's strengths and weaknesses. If you need more information, the page references will lead you to detailed enemy data sheets in the Bestiary chapter.

4 Main walkthrough: The walkthrough has been designed to guide readers on an efficient and enjoyable path through the main storyline, offering just the right amount of information required to successfully beat every enemy encounter of consequence. We have also taken steps to avoid all unnecessary plot spoilers. For maximum clarity, the walkthrough text is structured in paragraphs that begin with reference numbers. These numbers also appear on the corresponding maps, acting as "walkthrough waypoints" to enable you to easily discover which challenges await in the indicated areas.

2 Run over to the Save Station, and select Save to create a new slot and store your progress. Move along the Aerorail platform, following the compass marker on the mini-map until you reach two soldiers, then run over to them to initiate combat. This may happen automatically if one of them makes contact with Lightning first. The two PSICOM Wardens are very weak, and will fall in no more than a few swift attacks. Just beyond them lies a seemingly impassable obstruction (Fig. 2). However, the nearby blue, swirling marker indicates that Lightning and Sazh can easily leap over this. Simply run into it to begin the climb and reach the other side.



3 Fight the next group of soldiers (this time including more resilient PSICOM Enforcers), then continue along the platform until you see a bobbing metallic device. This is a Treasure Sphere (Fig. 3): approach it and press **X**/**△** to obtain its contents. All Treasure Spheres are marked on area maps displayed throughout this walkthrough, so unless there is a specific need to talk about one – such as enemy guards, an ambush or notable rewards – we'll usually assume that you will diligently loot each one without further instruction.



4 Fight your way to the end of Aerorail Trussway 11-E where, after a cutscene, you will encounter three Pantherons and a PSICOM Warden. This is arguably the first battle where there is a very real danger of Lightning being knocked out if all four enemies focus their attacks on her. If you notice her HP gauge slip into the low yellow area (and especially so if red), quickly select the Items menu and use a Potion. Remember, you will invariably be taken to the Game Over screen if the party leader (that is, the character currently under your command) is incapacitated during combat. Judicious use of restoratives will always take less time than restarting from a prior checkpoint.

Once the battle is over, leap onto the nearby platform, then activate the control console to proceed. When you reach the PSICOM Marauder and his two cohorts, we strongly recommend that you carefully study and digest the excellent tutorial on the Chain Gauge and Stagger systems. The onscreen instructions will tell you all you need to know about this important aspect of combat in FFXIII at this stage of the story. For now, it's enough that you know that building Chain Combos by maintaining a steady flow of attacks (and inflicting the temporary Stagger status – Fig. 4) is the key to beating most enemies. We'll return to the subject to examine it in greater detail when all of its features are unlocked in the game.



The third Treasure Sphere you encounter contains an Iron Bangle – the first accessory you receive in the game. Accessories are special pieces of equipment that confer a variety of bonuses on the wearer, from special resistances to improved attacking capabilities. In this instance, the Iron Bangle increases the user's total HP by 50 – a boost that you should give to party leader Lightning straight away. Visit the Equipment menu to place it in her single accessory slot.

USING THE BLITZ ATTACK
Blitz is a physical attack that inflicts damage on all enemies within a limited radius. It costs two segments of Lightning's ATB gauge. The early battle against two Pantherons and a single PSICOM Warden demonstrates how it is best used. As they are locked in close formation once combat begins, Lightning can inflict damage on all three in one hit, draining more total HP across three enemies than two standard Attack commands would on a single target. However, a Blitz assault on a solitary opponent is wasteful – though slightly stronger than a single Attack command, it is definitely less powerful than two. The Auto-battle AI is usually efficient at recognizing situations where Blitz is appropriate.



5 Analysis, tactics and points of interest: You will also find additional insights covering tactics, "power-leveling" suggestions, trivia and feature introductions throughout the walkthrough.

6 Secrets and side-quests: Final Fantasy XIII's optional challenges are all introduced as they are encountered in the game. All side-quests or non-essential activities that we recommend players should tackle immediately appear in box-outs on the appropriate pages. Those that are best left for endgame play are covered in a dedicated Side-Quests section at the end of the chapter.

MAP LEGEND

Most icons used on our maps should be instantly recognizable, as they are identical to those used in the game itself. If in doubt, you can refer back to this legend at any time.

ICON	REPRESENTS
(Yellow triangle)	Starting Point
(Yellow exclamation mark)	Objective
(Blue inverted triangle)	Walkthrough Waypoint
(Dashed line)	Zone Outline
(Dotted line)	Zone Link
(Staircase icon)	Stairway
(Save icon)	Save Station
(A in a circle)	Treasure Sphere
(Yellow circle)	Point of Interest
(Red circle)	Temporary Obstruction
(Blue circle)	Cie'th Stone
(Orange circle)	Cie'th Waystone

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- CHAPTER 12
- CHAPTER 13
- SIDE-QUESTS

LAKE BRESHA



To Amid Timebound Waves

TREASURE SPHERES		
SPHERE	CONTENTS	TYPE
(A)	Pearlwing Staff	Staff
(B)	Chipped Fang (x7)	Weapon
(C)	200 Gil	Item

ENEMIES		
NAME	NOTES	PAGE
Ghast	Both are little more than cannon fodder by this stage.	244
Ghoul		243
Wight	High evasion probability; falls easily once attacks land.	244

1 Pay close attention to the Paradigm tutorial and, once it ends, stay with the Relentless Assault option to obliterate the Ghosts with ease. That task complete, head down the slope for additional cutscenes and an introduction to the Crystarium. Now head left where the path forks (Fig. 1) and fight the four Ghouls and one Ghast to reach a Treasure Sphere containing a Pearlwing Staff that Vanille can use. This offers a slight boost to her Magic rating at the expense of a large drop in her (for the time being, unused) Strength stat. Continue forward until you reach a tutorial.



1

PARADIGMS & ROLES

The introduction of the Paradigm system, character “roles” and several new abilities at the start of Chapter 03 marks a decisive step towards more tactical and challenging combat encounters. Final Fantasy XIII doesn’t kick off the training wheels just yet, but this is the point where the shape and texture of the “true” battle engine first becomes apparent.



- ◆ **Medics** are healers who use magic to restore HP and, eventually, remove negative status effects. They have no combat capabilities.
- ◆ **Sentinels** are the classic tank archetype, using their defensive bonuses and special abilities to attract and bear the brunt of enemy attacks. These “damage sponges” are capable of soaking up withering assaults that might cripple other party members.

PARADIGMS

After their transformation at the climax of Chapter 02, each protagonist can perform one or more roles. Different configurations of character roles are known as Paradigms. Each of these has a distinct tactical purpose, from raw aggression to pure defense, with many shades of gray in between. They are automatically assigned descriptive names that make them easy to identify on sight.

One vitally important feature of the Paradigm system is that characters can only use abilities specific to their current assigned role. For example, Vanille cannot use Cure while operating as a Ravager, or the Aero offensive magic while performing duties as a Medic. Press **(L)/LB** during combat to bring up the Paradigm Deck, then make your selection with **(X)/A** to perform a Paradigm Shift. Your party leader and allies will automatically change their strategy in accordance with their new roles.

For the majority of this Chapter, you only need use two Paradigms: “Relentless Assault” for attack, and another featuring a Medic for healing. At first, the default Paradigm featuring a healer also has Snow operating as a Sentinel, a setup that is a little too defensive for your needs right now. This is, therefore, a good time to visit the Paradigm menu and create a more suitable configuration of your own. Select an empty slot in the Paradigm Deck and create a new setup that has Lightning as a Commando, Snow as a Ravager and Vanille working as a Medic. This is called “Diversity”, and is a staple Paradigm that enables you to heal while maintaining a solid attack. While you’re at it, feel free to change the order of your Paradigms as you see fit, and choose your active one.

It’s always a good idea to check available setups in your Paradigm deck when your party changes and, if necessary, create new options of your own. Naturally, you should feel free to experiment. We examine Paradigm tactics throughout the walkthrough, and will always suggest useful combinations whenever it may be helpful to have them.

ROLES

As the Paradigm tutorial explains, every character can fight in one of six different roles. For now, only four are used in combat. The two further roles only become relevant during Chapter 04.

- ◆ **Commandos** specialize in physical assaults, though some of their abilities may have special properties. As a general rule they inflict greater damage than Ravagers. Their attacks slow down the depletion of the orange “timer” bar in the Chain Gauge, which is an invaluable contribution to the process of Staggering an opponent.
- ◆ **Ravagers** use magical attacks, many of which have elemental properties – such as Fire, Wind or Ice. After you have identified an opponent’s elemental affinities and vulnerabilities (read “Enemy Intel and Libra” on page 33 for more details on this subject), allies operating as Ravagers (and, of course, a party leader entrusted to Auto-chain) will tailor their choice of spells to cause maximum harm. Their most significant contribution against stronger opponents is to drive their Chain Gauges and Chain Bonuses up at a rapid rate to cause the Stagger status and increase the damage inflicted with every blow.

ENEMIES

NAME	NOTES	PAGE
Ghast	Both are little more than cannon fodder by this stage.	244
Ghoul		243
Wight	High evasion probability; falls easily once attacks land.	244
PSICOM Warden	Very low HP; may fall to a single blow.	228
Breshan Bass	Dangerous opponent in large groups; high HP; weak against Fire and Lightning elements, but halves Water damage.	235
Pantheron	A temporary inconvenience.	232
PSICOM Enforcer	Can be felled with a stern look.	228
Manasvin Warmech	Has a very distinct battle routine and two very powerful attacks that harm all party members; weak against Lightning and Water elements.	233

TREASURE SPHERES

SPHERE	CONTENTS	TYPE
(A)	Cie'th Tear (x5)	💧
(B)	Silver Bangle	📿
(C)	Phoenix Down	📖
(D)	50 Gil	💰
(E)	Strange Fluid (x8)	🧪
(F)	Magician's Mark	📿



2 Breshan Bass seem an unassuming foe at first sight (Fig. 2), but are very hardy and pack a surprisingly vicious punch. Keep Relentless Assault as your default Paradigm until one or more party members slip below 50% HP, then switch to the newly created Diversity (see page 29) to have Vanille heal the party. Once the bars are back in the green, return to Relentless Assault to maximize your damage-dealing potential.

In the dead end that branches off to the left, there are another four Breshan Bass guarding a Treasure Sphere containing a Silver Bangle. Give this to party leader Lightning to increase her HP. The rest of the journey to the waypoint marker is blissfully uncomplicated. Don't neglect to pick up the Magician's Mark when you pass it – this is an excellent accessory tailor-made for Vanille.



2

3 Major Encounter – Manasvin Warmech: Invest CP (see “Using the Crystarium”) in character upgrades if you have yet to do so, record your progress at the Save Station, then stride purposefully to the waypoint to meet a Manasvin Warmech. Unlike its comparatively sickly kin that you fought in the opening battle, however, this one has a massive total HP of 32,400 and boasts two special (and devastating) attacks that damage all party members. Stay with Relentless Assault until it unleashes its Wave Cannon (Fig. 3), then switch to Diversity (or the less efficient Solidarity if you did not create that custom Paradigm, see page 29) to have a Medic heal through the subsequent Crystal Rain attack. Failure to make this transition *will* lead to an abrupt end to the confrontation – the short tutorial beforehand really is an informative piece of foreshadowing.

Once all characters are looking healthy, with the Warmech performing vertical Plasma Bursts on individual party members, it's safe to switch



3

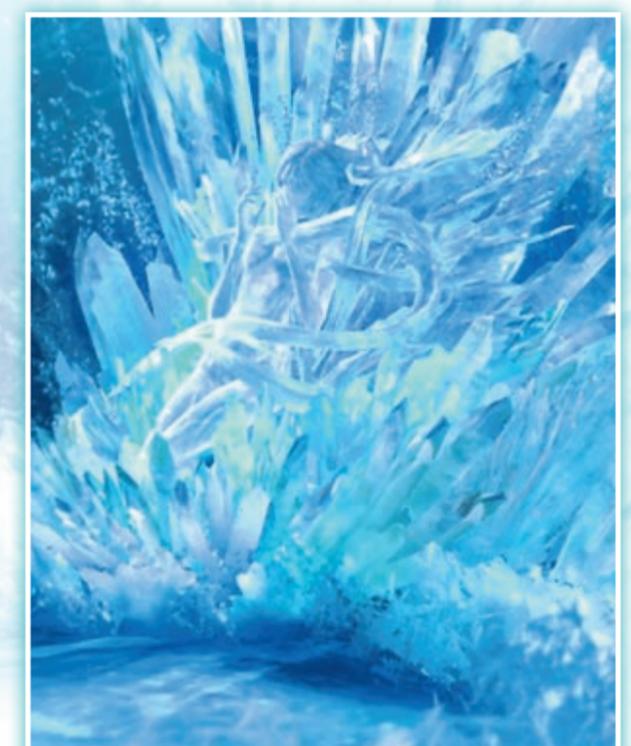
back to Relentless Assault to accelerate the battle. Return to a more defensive Paradigm if a character's health falls below 60%, or if you notice visual cues for subsequent deployments of Wave Cannon and Crystal Rain. Using these tactics, you should beat it in less than two minutes, Staggering it twice.

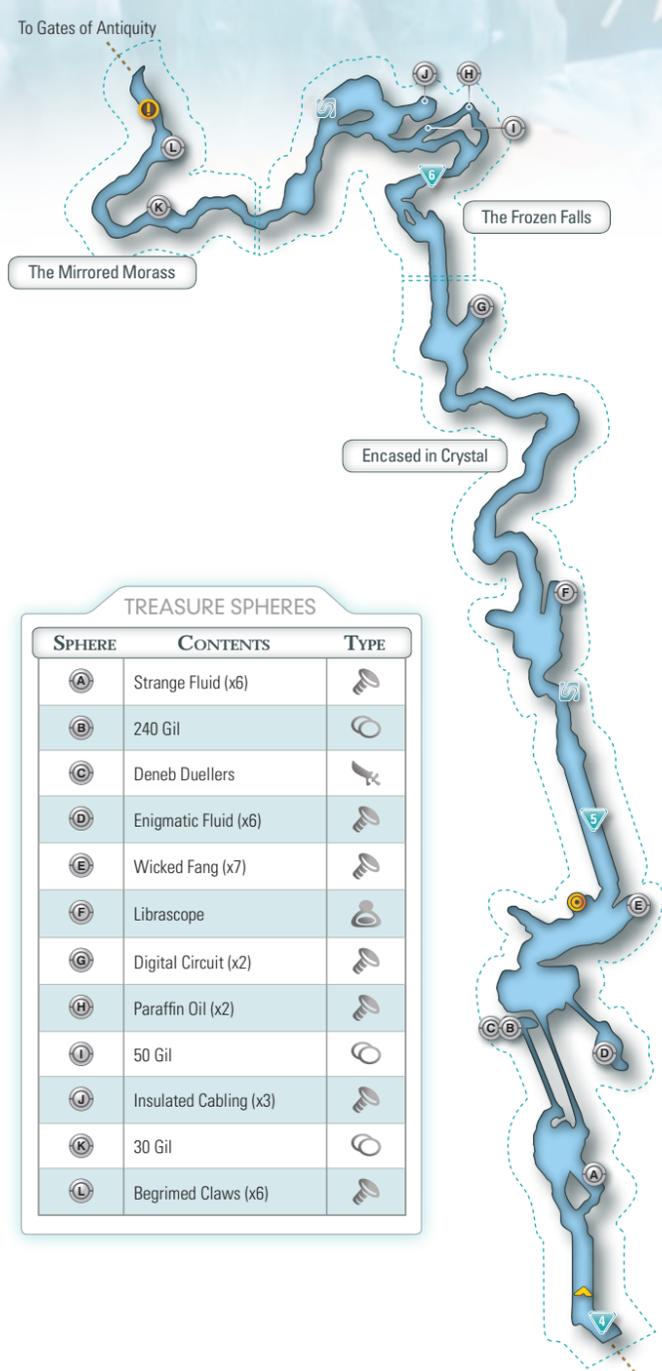
USING THE CRYSTARIUM

Those surprised by the absence of palpable character growth until this point will greet the introduction of the Crystarium with no small degree of happiness. From this point onward, all protagonists (whether in the active party or even temporarily gone) will be rewarded Crystogen Points (CP) at the end of almost every fight. The actual sum is determined by the CP value of each enemy (as revealed in the Bestiary chapter of this guide) and specified at the Battle Results screen. CP can then be spent at the Crystarium screen, a feature introduced in great detail by the in-game tutorial.

At this stage in the game, progression in the Crystarium is fairly linear, with no real opportunities or need to make informed choices on which role to invest in first. We would advise that you visit it to upgrade party members every time you accumulate 200-300 CP in Chapter 03 – though if a potentially useful Crystal is within your grasp (such as a large stat increase or a new ability) it's always worth paying an early visit.

Readers keen to “level up” the party straight away should note that Crystarium progression is capped, with new layers only introduced at fixed story milestones. Though there are instances where grinding for CP (by backtracking to fight enemies who respawn) can offer short-term advantages, this is not one of those occasions: there are just enough enemies between now and the chapter end to provide all the progress you need. You should also bear in mind that CP rewards (and Crystarium costs) actually grow with each passing chapter, so there's no real benefit in fighting in a single spot with long-term character advancement in mind.





TREASURE SPHERES		
SPHERE	CONTENTS	TYPE
A	Strange Fluid (x6)	Key
B	240 Gil	Circle
C	Deneb Duellers	Key
D	Enigmatic Fluid (x6)	Key
E	Wicked Fang (x7)	Key
F	Librascope	Key
G	Digital Circuit (x2)	Key
H	Paraffin Oil (x2)	Key
I	50 Gil	Circle
J	Insulated Cabling (x3)	Key
K	30 Gil	Circle
L	Begrimed Claws (x6)	Key

ENEMIES		
NAME	NOTES	PAGE
Breshan Bass	Slightly less threatening after Crystarium upgrades, but still a strong foe.	235
Pantheron	Pose no danger whatsoever.	232
Bloodfang Bass	Very low HP; when mixed with their Breshan cousins, kill these first.	235
Alpha Behemoth	Powerful but very slow; easily Staggered.	233
PSICOM Tracker	Reasonable HP total, but no real threat.	228
Watchdrone	Extremely fast; in mixed groups, try to dispatch these before you turn to other enemies; weak against Lightning and Water elements.	230
PSICOM Ranger	Weak opponent; kill first to prevent them from casting Protect or Shell on their stronger allies.	228
Ciconia Velocycle	Halves physical and magic damage; sustains 10% of usual damage when in Charging status; loses resistances when Staggered.	231

4 Sazh now joins the party to replace Snow, so ensure that you visit the Crystarium to unlock upgrades for him. Press on until the path separates into two bridges (Fig. 4), then take the leftmost of these to reach two otherwise inaccessible Treasure Spheres. The Deneb Duellers boost Sazh's Magic rating at the expense of a minor drop in Strength – a trade that is definitely worthwhile. Backtrack to the other bridge, then cross it to reach a large group of six enemies. Their appearance may suggest that a tough battle awaits, but five of these creatures are Bloodfang Bass (easily distinguished by their red legs): a far less dangerous adversary than its regional cousin, the Breshan Bass. Press forward and examine the vehicle overlooking the bridge to open the path ahead.



5 Don't underestimate the huge group of Breshan and Bloodfang Bass on the bridge (Fig. 5). Focus on the latter first, and be prepared to briefly switch to the Diversity Paradigm to heal midway through the battle. After the next Save Station you will encounter an Alpha Behemoth – and, usefully, a pertinent tutorial on the use of the Libra technique. The best tactic against this opponent is to stick with the Relentless Assault Paradigm and Stagger it for a quick victory. If you take too long, the Alpha Behemoth will charge its Extermination Mode attack, which enables it to inflict approximately 300 HP of damage with each blow.



6 While scaling the ice face at The Frozen Falls, take the right-hand route when the path branches (Fig. 6) to find two Treasure Spheres. You will encounter a Watchdrone and a powerful Ciconia Velocycle at the top. You should dispatch the former first, as the Ciconia Velocycle has very high HP. Don't be disheartened by the tiny shavings of damage that you inflict at first, as this enemy loses its high resistance to physical and magical attacks once Staggered.



TECHNIQUES

Techniques are special abilities that require Technical Points (TP) to activate. The TP cost of each Technique appears next to its name in the Battle Menu. Though you only have Libra right now, your repertoire will soon expand.



Like items, Gil and components, Technical Points are a resource that is shared between different parties – so even after changes in personnel and locale, your TP total will not change. They are replenished slowly during combat when you accumulate high Chain Combos, with additional increases awarded after battles. The higher your star rating, the bigger the reward – though the rise can be almost imperceptible after minor combat encounters.

You will discover later that judging when and where to spend TP on Techniques is an important skill. For the time being, feel free to use Libra whenever you need it.

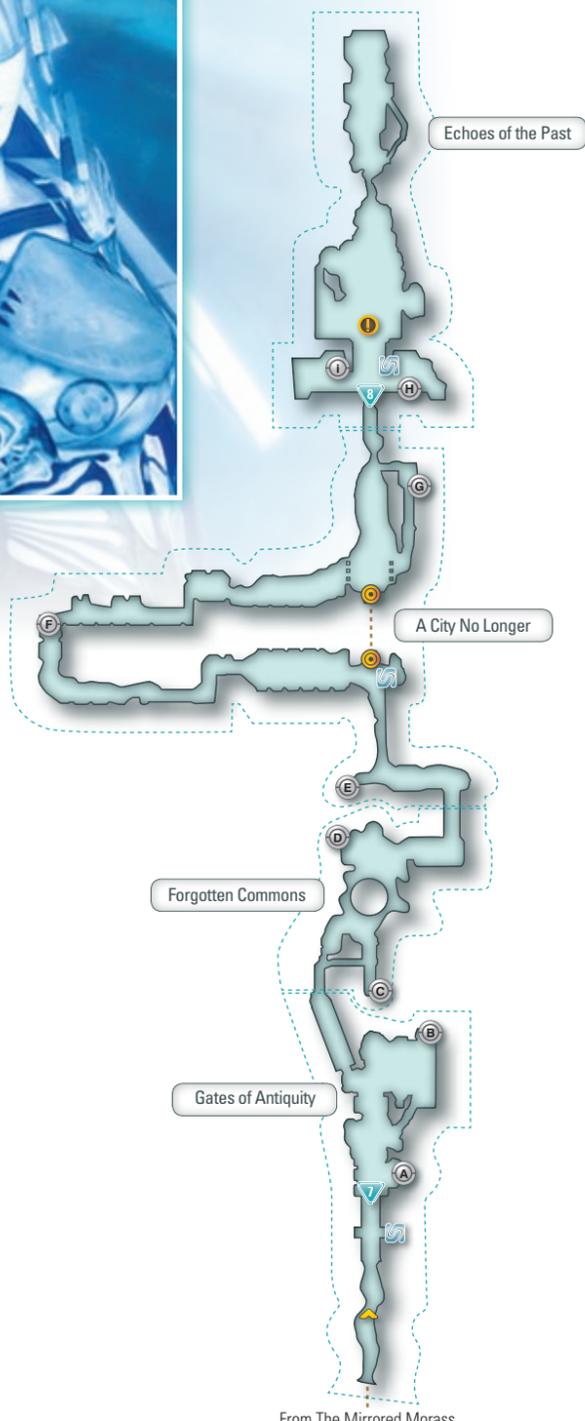
ENEMY INTEL AND LIBRA

As you should know by this stage, you can view information on enemies you face by pressing **R1/RB** during combat. Though all fields except an opponent's name are blank on first meeting, entries are gradually filled in during and after combat. It usually takes no more than three battles to build a complete picture of a particular adversary's strengths, weaknesses and special attributes.

Much of the data obtained for each enemy concerns their susceptibility or capacity to withstand elemental forces (Ice, Fire, et al) and status ailments (which do not matter just yet, but will do soon). With the introduction of magical attacks and physical assaults with elemental properties, this is vitally important.

Why? Actions chosen by the AI that controls your companions and the Auto-battle command (and indeed, all "auto" options for each role) are adjusted in accordance with the intelligence at your disposal. If you have not discovered that a foe has a high resistance to (or, worse, absorbs) Wind-based damage, for example, all party members will be oblivious to this fact until they learn otherwise. Furthermore, even if you know that an enemy is vulnerable to Water attacks after referring to the Bestiary chapter or a walkthrough tip, your allies (and Auto-battle) will not until this information is exposed in-game. In Final Fantasy XIII, knowledge really is power.

That is why the **Libra** technique and disposable **Librascope** item are genuinely essential – they can be used to immediately obtain a clearer picture of an opponent's attributes, though it may take two of the former to reveal every last secret. This is especially useful against stronger adversaries (particularly bosses) who pose a clear threat to your party. Note that whereas the Libra technique only reveals information about one target, the use of a Librascope item reveals the attributes of all opponents taking part in a battle at once.



From The Mirrored Morass

After the second Crusader falls, the journey to the Echoes of the Past map area is fairly uneventful. The PSICOM Executioners are worthy of respect, but soon fall once Staggered. When you reach the final Save Station, be sure to open the two Treasure Spheres before you approach the staircase (Fig. 7).



7

Equip the Spark Ring you just found and visit the Crystarium to spend accumulated CP before using the Save Station. If you haven't done so yet, unlocking Aero (Ravager magic) in Sazh's Crystarium will make the forthcoming battle a little easier.

Major Encounter – Garuda Interceptor: This fight is split into two sections – a short opening bout followed by a more involved second encounter. For the first, use Libra to reveal information about your opponent, then pound away with the Relentless Assault Paradigm until a cutscene begins. Your party's HP will be restored for the following stage, so there's really no need to heal.

For the final part of the fight the Garuda Interceptor is much stronger, as its Barrier status buff cuts all physical and magic damage to a tenth of its normal level. Don't be worried by the negligible effect you have on its HP bar at first: once this enemy is Staggered, its susceptibility to Aero magic (Fig. 8) will cause its health to plummet as the Chain Combo rockets upwards. Despite initial worries (and an occasional need to heal), you will find this a battle that ends satisfyingly quickly.

You receive several different rewards after the fight ends. In terms of spoils, you get a Silver Bangle and access to the Up in Arms store (accessed via the Shop option at Save Stations). Sazh and Vanille acquire the new Synergist and Saboteur roles respectively (more on which shortly), and all party members have their Crystariums expanded.



8

9 Eidolon Battle – Shiva: Once the story returns to Snow, you are launched straight into battle when the cutscene ends. If you equipped him with an accessory earlier it may be prudent to remove it now, as he has a limited role in combat encounters for the coming chapters. To do so, press **(START)**/**(START)** and then select Retry as soon as combat begins. This may seem like an unusual step, but it enables you to pay a quick automatic visit to the Main Menu before you resume.

Your first task is to fight a group of PSICOM soldiers. As Snow is fighting alone, you can dispatch individual Rangers efficiently and quickly by initiating Auto-battle after two ATB gauge segments are full (tap **(A)**/**(Y)**). When the tougher reinforcements arrive, use Potions to top up his HP level while you wait for his ATB gauge to fill between attacks.

In the second confrontation (against Shiva), you should immediately switch to the Sentinel Paradigm. While one of the sisters (Nix) will attack, the second (Stiria) will heal Snow at regular intervals. Select Auto-cover (the Sentinel equivalent of Auto-battle), and Snow will initially use Provoke on the aggressive Nix. She is actually immune to this ability, but what follows (and will be added to the command queue on every subsequent use of Auto-cover) is the key to completing the challenge: the Steelguard skill. This staple component of the Sentinel's repertoire enables its user to endure attacks with minimal HP loss.

All you need do here is engage Steelguard just before Nix attacks (Fig. 9). If its effects are active as she unleashes each assault, the Gestalt gauge will fill steadily. To ensure that all goes according to plan, use **(A)**/**(Y)** and **(C)**/**(B)** as required to rush or cancel Steelguard (with the latter being applicable when Nix stops to perform ATB Charge). Once the Gestalt gauge is sufficiently filled, press **(C)**/**(X)** to end the confrontation.



9

EIDOLON BATTLES

The fight against Shiva introduces a new gameplay feature: Eidolon Battles. As the in-game tutorial explains, beating these powerful opponents enables you to acquire their services for the rest of the game. Unlike traditional boss encounters, defeating them is rarely a simple matter of pummeling away until an HP gauge is depleted. Instead, the challenge is to discover what these creatures expect from you by using the Libra ability to obtain clues or learn weaknesses, then perform specific actions to increase the Gestalt gauge before the relentless Doom countdown reaches zero.

ENEMIES

NAME	NOTES	PAGE
PSICOM Tracker	May be awkward if buffed with Protect or Shell by an accompanying Ranger.	228
PSICOM Ranger	Weak opponent; kill first to prevent them from casting Protect or Shell on their stronger allies.	228
Watchdrone	Uses deadly combo attacks in conjunction with its allies - be ready to heal or revive victims.	230
Alpha Behemoth	High HP and Strength, but very slow; catch it with a preemptive strike for an easy fight.	233
Crusader	Sustains half usual damage from physical attacks; try to start battle with a preemptive strike.	231
Pantheron	Heels on command.	232
PSICOM Executioner	Fast and agile; sustains half usual damage on all attacks.	229
Garuda Interceptor	Sustains a tenth of normal damage while its Barrier is active; vulnerable to Wind-based magic.	233

TREASURE SPHERES

SPHERE	CONTENTS	TYPE
(A)	600 Gil	(G)
(B)	Digital Circuits (x2)	(S)
(C)	Begrimed Claws (x7)	(S)
(D)	Spark Ring	(R)
(E)	Potion (x3)	(P)
(F)	Millerite	(S)
(G)	Ferroelectric Film	(S)
(H)	Phoenix Down	(P)
(I)	Librascope (x2)	(P)

Once you reach the Gates of Antiquity area, try to sneak up on the Alpha Behemoth. As you proceed through the ruins, aim to kill the weaker PSICOM Rangers first when you meet groups of enemies. They fall easily, but may cast Protect and Shell if left alive, which could be problematic if bestowed upon a stronger ally. The two Crusaders you fight are perhaps the most noteworthy foes – they are easy to Stagger, but have powerful attacks that are dangerous if directed at a single party member in an unbroken sequence. Starting the battles with preemptive strikes will make a big difference, though it's not worth wasting a Deceptisol Shroud to do so.

- QUICKSTART
- WALKTHROUGH
- STRATEGY & ANALYSIS
- INVENTORY
- BESTIARY
- EXTRAS
- USER INSTRUCTIONS
- CHAPTER 01
- CHAPTER 02
- CHAPTER 03
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- CHAPTER 05
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- CHAPTER 07
- CHAPTER 08
- CHAPTER 09
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- CHAPTER 11
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- CHAPTER 13
- SIDE-QUESTS



SPECIALIZATION

Most traditional RPGs gradually award experience points as players progress through an adventure, with characters undergoing an automatic “level up” that increases core statistics and unlocks new abilities at key EXP milestones. With Final Fantasy XIII’s Crystarium system, though, you must manually invest accumulated Crystogen Points (or “CP” – EXP in all but name) at the Crystarium screen to upgrade your party.

Though there is technically no right or wrong way to spend CP at the Crystarium, players will definitely profit by upgrading all six characters with a long-term strategy in mind. In this section, we study the Crystarium system as a whole before exploring each character’s natural proficiencies – and the optimum developmental paths that these might suggest.

EXPANSIONS

The Crystarium is first introduced at the start of Chapter 03. Each role in the Crystarium has ten stages in total, initially limited to Stage 1, with access to higher tiers gradually unlocked through progression in the main storyline. During Chapter 10, all party members are also given three “secondary” roles. However, due to the enormous CP investment, we strongly advise that you focus on specialist disciplines alone until after the final boss battle.

CRYSTARIUM EXPANSIONS	
CHAPTER/EVENT	CRYSTARIUM STAGE
The Hanging Edge	-
The Pulse Vestige	-
Lake Bresha: become L'Cie	Stage 1
The Vile Peaks	Stage 2
The Gapra Whitewood	Stage 3
The Sunleth Waterscapes	Stage 4
Palumpolum	Stage 5
Nautilus Park/The Palamecia	Stage 6
The Fifth Ark	Stage 7
Gran Pulse	Stage 8
Eden	Stage 9
Final boss defeated	Stage 10

Each character has an initial allocation of three primary roles where you can invest CP. As a general rule, effective character development isn’t a question of which crystals you obtain, but the order in which you unlock them after each Crystarium Expansion. When we talk of “specialization”, then, we are referring to the act of focusing on a particular role or crystal purchase as a priority before spending points elsewhere.

As a general rule, you will acquire sufficient CP to maintain a balanced party if you diligently fight all battles that your party can conceivably win. A little power-leveling, though, can enable you to leap ahead of the difficulty curve for a particular area or even an entire chapter, making many fights far less difficult or time-consuming. You can find tips on suitable locations to farm CP throughout the Walkthrough chapter, and a dedicated power-leveling section on page 144.

CRYSTOGEN POINTS (CP)

The Crystogen Points total specified after the conclusion of a successful battle is the sum that is awarded to all characters, not merely those in the active party. This means that characters who rarely see front-line combat can potentially develop at the same rate as your more-favored warriors.

Crystogen Points are awarded for each enemy you defeat, with the following exceptions:

- ◆ You will receive no additional CP for defeating enemies that are summoned during the course of a battle. Only the original line-up of foes that you face when the fight commences are taken into account.
- ◆ There is no CP reward for enemies that escape from battle.
- ◆ In three-way battles you obtain CP for all enemies present at the start of the fight, even if your party did not land every finishing blow.

There is a 999,999 cap on unspent CP for each character, a sum that your reserves could reach from Chapter 11 onward if you are fighting with a fixed party. All further Crystogen Points are wasted after accumulating this total, so it is vital that you invest in suitable upgrades beforehand. This leads us neatly to a related topic: “Super Specialists”.

SUPER SPECIALISTS

As we state in the walkthrough, staying with a fixed group of Lightning, Hope and Fang once you gain the ability to choose your own party can be advantageous in a variety of ways. Principle among these is the fact that it is a balanced line-up that boasts a great blend of roles and unique abilities. There are also secondary considerations that make this approach highly worthwhile – such as efficient use of resources for weapon upgrades, the ability to keep a fixed Paradigm Deck, and a reduction in the time spent engaged in administration at the Main Menu.

However, this strategy also offers a less obvious benefit that can be of great use during post-credits play. Once you complete the end-game boss battle and unlock the final tier of the Crystarium, you will find that the paths to the ultimate Role Level crystals are quite breathtakingly expensive. With your main trio developed as balanced all-rounders (with a degree of natural specialism), the perks offered by the fifth and final Role Levels could take many hours of play to obtain. However, the Crystogen Points accumulated by your reserves throughout the story will enable you to afford the 700,000+ CP required to max out one discipline immediately. This turns them into what we call Super Specialists who can be employed to beat opponents that your default group might struggle to overcome. Snow operating as a maxed-out Sentinel, for example, can become an indomitable damage sponge in all but the most difficult battles.

There are, of course, certain drawbacks to this strategy. Super Specialists will only truly excel in one role until you accumulate more CP and unlock important abilities and stat boosts in other disciplines. You will, therefore, need to tailor your Paradigm Deck carefully to take all relative strengths and weaknesses into account when you use them. Weapon upgrades are also a factor – as you will have almost certainly focused on your main trio, your three reserves will lack this advantage. Even with these considerations, though, the Super Specialists strategy can make the process of power-leveling, grinding for valuable spoils and hunting Marks much easier for many hours of post-story play.

SUPER SPECIALISM SUGGESTIONS	
CHARACTER	SPECIALIZED ROLE
Lightning	Ravager or Commando
Sazh	Synergist
Snow	Sentinel
Hope	Medic or Ravager
Vanille	Saboteur or Medic
Fang	Commando

BUYING PRIORITIES

For optimum party development, it is critical to prioritize the crystals you should acquire first. Indeed, some enhancements are far more valuable than others, regardless of what you pay for them:

- ◆ **ATB Crystals:** An extra ATB segment is one extra action point per round, and one of the best possible combat upgrades. A priority acquisition.
- ◆ **Accessory Crystals:** You can expand each character’s accessory capacity up to a maximum of four slots. This crystal grants one extra slot, allowing you to equip another item and gain further protection or enhancement, with greater potential for experiencing useful synthesized abilities (see page 194).
- ◆ **Ability Crystals:** The early acquisition of powerful elemental attacks, status enhancements and debuffs, or multiple-target upgrades for all such spells, can make a serious difference to your performance in battle.
- ◆ **Role Level Crystals:** These are far more important than they may initially seem, as they offer a meaningful enhancement to a character’s proficiency in the related role, plus a smaller boost to their companions. This (invisible) upgrade is applied immediately once you unlock the crystal. You can learn about the full benefits of reaching each Role Level on page 146.

It is of course equally important to ascertain which crystals can be left until later. For example, techniques – such as Quake, Renew and Dispelga – may not see much use if the character is never intended to be the party leader. With all primary roles, the Crystarium trees also feature branches of additional crystals that are effectively optional purchases. These often carry a higher CP price than crystals on the main crystogenesis paths, so it can often be preferable to leave non-essential improvements until they become more cost-effective.

Note that you can use the completion table that appears under the role selection menu to see where you have missed upgrades in lower tiers.



VANILLE

- ◆ **Primary Roles:** Saboteur, Medic, Ravager
- ◆ **Secondary Roles:** Synergist, Commando, Sentinel

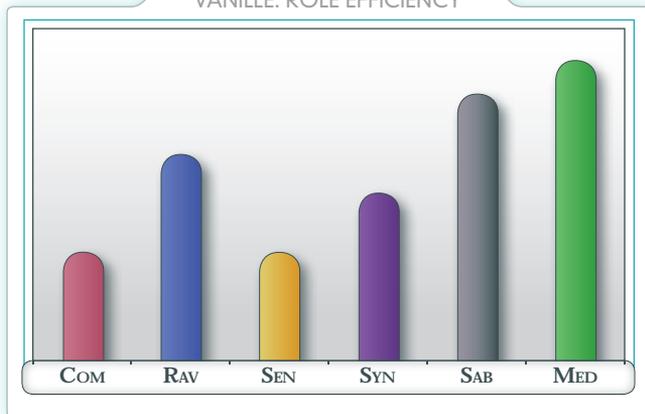
DEVELOPMENT PATHS

Vanille starts out as a great Ravager, but lacks both -strike abilities and area-effect spells such as Thundaga, Waterga and Aeroga, which is a great shame. Nonetheless, she will still make an excellent second Ravager in Paradigms that feature two.

As a Saboteur, Vanille has all the spells that are effective in the early game stages (Deprotect, Deshell, Poison and Imperil – all in their area-effect form too), which are also the debuffs that the majority of enemies are susceptible to. Her main drawback is that she doesn't learn more advanced spells (such as Slow, Fog and Pain), which are essential abilities for numerous major encounters later in the adventure. What she does have, though, is the singular Death spell. This deals serious damage to a single target even if it fails, but will kill a susceptible adversary instantly if successful. Most enemies enjoy blanket immunity to its main effect, but those that don't can offer some very interesting power-leveling opportunities. See page 144 for more information.

Where Vanille really shines is as a Medic. She rivals Hope in this area, and her superior HP means that she's less likely to be incapacitated by powerful attacks. If you are looking to cast her as a Super Specialist, it's a close call between this and Saboteur.

VANILLE: ROLE EFFICIENCY



OVERVIEW

Vanille starts out as a strong magical character, and becomes more balanced as the game progresses – though her final Magic stat is second only to that of Hope. Hope is probably the better choice in many situations, but Vanille's superior HP and unique Death skill make her an extremely interesting character during certain tough battles and bouts of specialist leveling.

As with Sazh, equipment makes a big difference to her performance. If you have a particular purpose in mind while developing her, look for a weapon that will complement your goals. She can be quite a strong attacker during the early stages of her stat growth, but you may wish to take advantage of her very high Magic for the greatest long-term gain.

SECONDARY DEVELOPMENT

Vanille can unlock most status enhancements in their more powerful forms – but unfortunately, she's the one Synergist who can't cast Haste. Obviously, with her relatively low Strength and HP, don't expect her to thrive or survive if employed as a Commando or Sentinel.

SHIVA

NORMAL MODE: NIX

- ◆ Acquired by Snow in Chapter 03.
- ◆ Shiva is actually comprised of two sisters, Stiria and Nix. They accompany Snow in battle as individual entities in Normal Mode but join to become Shiva for Gestalt Mode.
- ◆ Shiva's moves are elemental Ice attacks, but with a special property: if the target possesses elemental Ice resistance of Halved, Resistant, Immune or Absorb, this is ignored and treated instead as Normal resistance in damage calculations.
- ◆ While both sisters appear in Normal Mode, they share a common SP gauge. However, they do have separate ATB gauges.
- ◆ Enemies will target Nix (the smaller sister) and cannot attack Stiria directly. However, area-effect assaults can still hurt Stiria, causing SP depletion.

NORMAL MODE: STIRIA

Stiria assumes a support role, acting as Medic and Synergist with a limited but effective skill set. When able and free of other tasks she will attack with elemental Ice magic. She will heal and cure Snow as a matter of priority, though. This means Snow is free to pursue a more aggressive role in combat.

Due to Stiria's priorities, having two partners in Normal Mode combat doesn't actually guarantee easier chaining. However, her magic is effective against multiple opponents, and will see use if Snow is not in need of attention.

ABILITY	ATB COST	DESCRIPTION
Blizzard	1	Deal Ice damage to targets.
Blizzara	2	Deal Ice damage to targets in range.
Blizzaga	3	Deal Ice damage to targets within a wide radius.
Curaga	1	Restore a large amount of target's HP.
Esuna	1	Remove target's most recently inflicted status ailment.
Arise	Auto	Revive from KO with full HP and no status ailments.
Penetration	Auto	Bypass target's Fire, Ice, Lightning and Water resistances.

Nix takes a Commando role in Normal Mode, dispensing physical damage with moves that emulate Launch, Ruin and Blitz. Her standard behavior is to move in close to a target, then wait for her ATB charge to fill before she launches an assault. Her special ATB Charge technique increases the rate at which her ATB gauge fills while she is waiting to attack.

Nix is the more useful sister for Snow to watch and work with when building Chains. It may be advantageous to operate as a Ravager to increase the Chain Bonus more rapidly.

ABILITY	ATB COST	DESCRIPTION
Wheel Rap	1	Deal physical damage to target.
Flip Kick	1	Deal physical damage to target, launching it into the air if Staggered.
Wheel Grind	1	Strike target repeatedly for physical damage.
Wheel Toss	1	Attack distant target for physical damage.
Pirouette	2	Attack surrounding targets repeatedly for physical damage.
Blizzara	2	Deal Ice damage to targets in range.
ATB Charge	Auto	Store power to accelerate ATB gauge recharge.
Penetration	Auto	Bypass target's Fire, Ice, Lightning and Water resistances.

GESTALT MODE

All of Shiva's attacks are technically ranged, in the sense that the bike itself is the weapon. It can be directed at an enemy anywhere in the arena.

ABILITY	COST	MOVE	DESCRIPTION
Wheelie	3	⬇️⬆️+ ⊗/A	Charge forward and deal non-elemental damage to target.
Spinfreeze	3	⬇️⬇️+ ⊗/A	Deal Ice damage to surrounding targets and launch Staggered ones into the air.
Icicle Drift	3	⬇️⬅️ or ➡️+ ⊗/A	Deal non-elemental damage by sliding into target.
Ice Ramp	3	⊙/B	Jump off conjured ramp and deal Ice damage.
Diamond Dust	All	Ⓐ/Y	Repeatedly deal Ice damage to all targets.

CHAPTER CONTENTS

This chapter is dedicated to all items available in the game, covering both their analysis as well as how to acquire them. The actual content of each section is as follows:

Weapons (page 207) – Every weapon in the game revealed, with statistics, comparison charts of Strength and Magic potential, and tactical analysis.

Accessories (page 213) – A full list of the equipment available for your accessory slots. Records every attribute and reveals hidden details regarding function and combination.

Components (page 216) – The complete catalog of components, with information on their best use.

Upgrade (page 218) – How to improve old items and create exciting new ones, explaining the secrets of efficient combining.

Dismantle (page 220) – A breakdown of items generated through the Dismantle option, showing how to make the most beneficial returns on decommissioned kit.

Items (page 222) – Consumable items and Shrouds examined, plus an overview of all key items.

Shops (page 223) – The entire directory of vendors accessible through Save Stations, with details of their merchandise. This section includes information on obtaining e-passes to unlock all of the retail networks.



TABLE STRUCTURE

Most tables in this chapter share the same overall structure. The meaning of each column headline is detailed below. Note that Final Fantasy XIII is unusual in that it offers a subtle and complex development system for weapons and accessories. In short, you can only make sound decisions regarding the equipment you want to use if you understand the upgrade system, yet you also need to study the former carefully to really get a grip on the latter.

- ◆ **Rank** – A hidden stat that determines the experience (EXP) value of components when upgrading the item. Each weapon or accessory has a rank between 1 (lowest) and 11 (highest); the higher its rank, the lower the EXP value awarded by components.
- ◆ **Max Level** – The maximum experience level for the weapon or accessory in its current form. In the game, items that reach their maximum level display a star (★) instead of a level number.
- ◆ **Special Property** – A buff or passive ability that is conferred on the character when the item is equipped.
- ◆ **Synthesis Group** – The group of weapons and accessories with which the item should be combined to activate its synthesized ability (see page 194 for more details on these).
- ◆ **Buy/Sell Price** – The cost of acquiring the item directly from a shop, and the income derived from selling it, in Gil.
- ◆ **Availability** – Names the retail network from which the item may be purchased through the Save Station Shop option, or the creature which drops the item as spoils when defeated.
- ◆ **Catalyst** – The transformational component required to upgrade a maximum level weapon or accessory from one form to the next. In our tables, when an arrow points from one item to another, this represents such a transformation path.
- ◆ **Attribute: Min** – The item's relevant attribute (Strength, Magic, HP bonus or percentage value) at Level 1.
- ◆ **Attribute: Max** – The item's relevant attribute at maximum level.
- ◆ **Attribute: Increment** – The amount by which the attribute rises with each level increase.

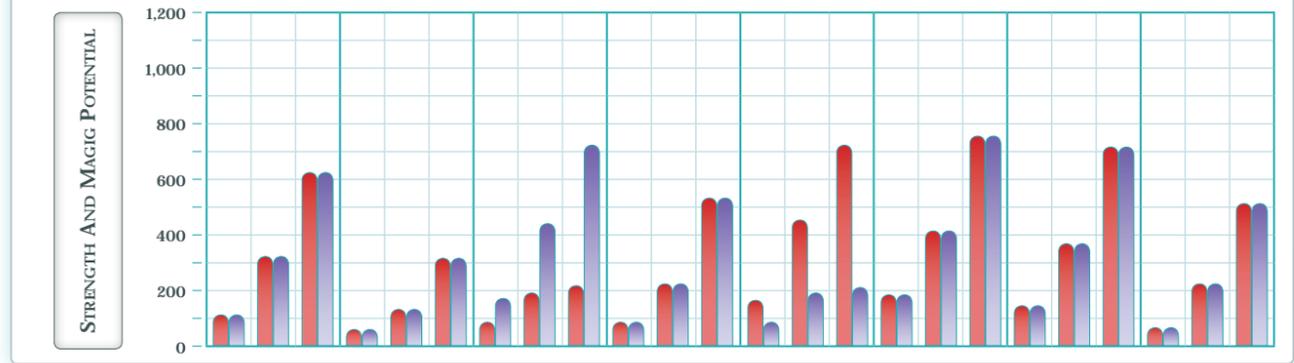
As you will soon notice, each character has access to eight “families” of weapons, each including three forms (initial, intermediate and ultimate), for a total of 24 weapons per character. A party member's eight ultimate weapons are easy to recognize as they share the same name (“Omega Weapon” for Lightning, for instance).

As a general rule, initial forms can be found in Treasure Spheres or shops: however, the only way to acquire intermediate and ultimate weapons is through upgrades (see page 218 for more details). A very expensive process indeed, but one that is definitely worthwhile, as all ultimate weapons offer – among other things – a very welcome sixth ATB segment to their wielders. The only drawback is that all ultimate weapons relinquish their Synthesis Group affiliation. Special properties are retained, but you lose the benefit of synthesized abilities.

LIGHTNING'S WEAPONS

WEAPONS LIST

NAME	Blazefire Saber			Omega Weapon			Edged Carbine			Omega Weapon			Gladius			Omega Weapon			Omega Weapon			Omega Weapon			Omega Weapon		
	Blazefire Saber	Flamberge	Omega Weapon	Axis Blade	Enkindler	Omega Weapon	Edged Carbine	Razor Carbine	Omega Weapon	Lifesaber	Peacemaker	Omega Weapon	Gladius	Helter-skelter	Omega Weapon	Organyx	Apocalypse	Omega Weapon	Hauteclaire	Durandal	Omega Weapon	Lionheart	Ultima Weapon	Omega Weapon			
RANK	3	5	11	5	9	11	3	5	11	5	8	11	4	6	11	2	4	11	4	6	11	6	8	11			
MAX LEVEL	26	61	100	21	41	100	26	61	100	21	41	100	26	61	100	26	61	100	26	61	100	21	41	100			
SPECIAL PROPERTY	-	-	-	Attack: ATB Charge	Attack: ATB Charge II	Attack: ATB Charge II	-	-	-	Improved Raise	Improved Raise II	Improved Raise II	-	-	-	Leadenshield	Ironstrike	Ironstrike	Stagger Lock	Stagger Lock	Stagger Lock	Quick Stagger	Quick Stagger	Quick Stagger			
SYNTHESIS GROUP	Physical defense	Physical defense	Independent	Boost	Boost	Independent	Magic defense	Magic defense	Independent	Low HP	Low HP	Independent	Physical defense	Physical defense	Independent	Adamancy	Adamancy	Independent	Gestalt	Gestalt	Independent	Gestalt	Gestalt	Independent			
BUY PRICE	2,000	-	-	15,000	-	-	4,600	-	-	20,000	-	-	7,100	-	-	260,000	-	-	20,000	-	-	28,000	-	-			
SELL PRICE	1,000	4,000	12,800	7,500	19,500	34,125	2,300	9,200	29,400	10,000	26,000	45,500	3,550	14,200	45,440	14,000	36,400	63,700	10,000	26,000	45,500	14,000	36,400	63,700			
AVAILABILITY (SHOP)	Up in Arms	-	-	Plautus's Workshop	-	-	Up in Arms	-	-	Plautus's Workshop	-	-	Up in Arms	-	-	Gilgamesh, Inc.	-	-	Gilgamesh, Inc.	-	-	Plautus's Workshop	-	-			
AVAILABILITY (TREASURE)	-	-	-	Page 56	-	-	Page 46	-	-	Page 60	-	-	Page 24	-	-	-	-	-	Page 84	-	-	Page 100	-	-			
CATALYST	Perovskite	Trapezohedron	-	Adamantite	Trapezohedron	-	Perovskite	Trapezohedron	-	Scarlettite	Trapezohedron	-	Uraninite	Trapezohedron	-	Cobaltite	Trapezohedron	-	Uraninite	Trapezohedron	-	Scarlettite	Trapezohedron	-			
MIN	15	23	26	8	13	18	8	10	12	8	25	25	25	28	30	37	50	57	13	18	18	8	13	13			
MAX	115	323	620	48	133	315	83	190	210	88	225	520	175	448	723	187	410	750	138	378	711	68	213	508			
INCREMENT	4	5	6	2	3	3	3	3	2	4	5	5	6	7	7	6	6	7	5	6	7	3	5	5			
MIN	15	23	26	8	13	18	20	28	30	8	25	25	13	10	12	37	50	57	13	18	18	8	13	13			
MAX	115	323	620	48	133	315	170	448	723	88	225	520	88	190	210	187	410	750	138	378	711	68	213	508			
INCREMENT	4	5	6	2	3	3	6	7	7	4	5	5	3	3	2	6	6	7	5	6	7	3	5	5			



- ◆ Starter weapons tend to aim for a balance of Strength and Magic, so the Blazefire Saber is particularly suited to Lightning – an all-round character who relies on a fair measure of each, switching between Commando and Ravager roles. It only lacks special properties.
- ◆ Hauteclaire can't inflict a Stagger on an enemy but teamwork can. Overcome its innate weakness through appropriate Paradigms and you will be free to enjoy the superior stats of this gunblade and its upgrades.
- ◆ With similar principles of balance, the swiftness of Axis Blade and its upgrades are offset by low stats. Speed is doubtlessly their prime virtue, but what a virtue: if you combine the “Attack: ATB Charge” special property with the ATB Rate synthesized ability, you can turn Lightning into a deadly weapon.
- ◆ To emphasize and enhance just one attribute at the expense of the other, you could equip the Gladius and its upgrades for Strength (and synthesize Physical Wall) or Edged Carbine and upgrades for Magic (and synthesize Magic Wall).
- ◆ Why does Organyx tower over others in both Strength and Magic? Because of an achingly slow attack rate which effectively reduces the damage that its user can inflict during a battle. Equipped with the right accessories, however, it can be accelerated or may even acquire the life-draining synthesized ability of Vampiric Strike.
- ◆ Lionheart and upgrades belong to the Synthesis Group of Gestalt items, potentially conferring some of the most interesting synthesized abilities available. Add to this some very decent raw attributes and the very useful Quick Stagger special property, and you have some of the best weapons available to Lightning.



ENEMY SHEET STRUCTURE

All enemy data sheets in this chapter share a standardized format for quick and easy reference. The information they contain includes the data offered by the in-game Enemy Intel files, but with many additions and revelations that the game itself does not divulge.

The meaning of each cell is as follows:

Location: The map area where you encounter the creature for the first time, and other known habitats where applicable.

Damage Affinities: The way in which the enemy reacts to the different types of damage you can inflict. The meaning of each icon is revealed here:

DAMAGE TYPES							
Fire damage	Ice damage	Lightning damage	Water damage	Wind damage	Earth damage	Physical damage	Magic damage

There are six possible reactions to every type of attack, each corresponding to a multiplier applied to the base damage inflicted. These are as follows:

DAMAGE VULNERABILITIES	
REACTION	MEANING
x2	Enemy has a weakness, damage is doubled.
-	Normal reaction, no multiplier employed.
½	Damage is halved.
1/10	Enemy resists, damage is divided by ten.
IMM	Enemy is immune to damage type.
ABS	Damage absorbed: your attacks will actually heal the target (up to 30% of the usual damage total).

HP: The amount of damage the creature can endure, in Hit Points, before it is defeated.

Magic: The Magic attribute of the enemy: the higher the number, the more damage it can deal when using magical attacks.

Strength: The Strength attribute of the enemy: the higher this is, the more damage its physical attacks will inflict.

CP: The amount of Crystogen Points each of your characters will receive for defeating the target.

Status Ailment Susceptibility: Shows, by percentage, how susceptible your opponent is to debuffs. The meaning of the icons used is as follows:

STATUS AILMENTS					
Deprotect	Deshell	Imperil	Poison	Slow	Pain
Fog	Curse	Daze	Provoke	Death	Dispel

Normal Drop: The enemy's common drop, with your base chance of obtaining the item after battle. This probability can be increased by equipping a Collector Catalog.

Rare Drop: The enemy's rare drop, with your base chance of winning the item. This probability can be increased by equipping a Connoisseur Catalog and by obtaining high post-battle ratings.

Stagger: The target's Stagger Point – in other words, the size of the Chain Bonus you need to reach to cause a Stagger.

Chain Resistance: The higher this value, the longer it will take to fill the enemy's Chain Gauge.

Notes: Highlights the strengths and weaknesses of the creature.

