

<u>Stat</u>	<u>Level</u>	<u>Pips</u>	<u>Condition</u>
STR			Defeat a unit with physical damage.
AGI			Have higher initiative than all enemies at start of a round.
VIT			Take damage.
INT			Cast at least 1 spell and do nothing but cast and/or defend.
LUC			Evade a physical attack.

<u>Spell</u>	<u>Level</u>	<u>Pips</u>	<u>Weapon Skill</u>	<u>Level</u>	<u>Pips</u>
Ultima	L		Axe		
Basuna	L		Bell		
Blink	L		Blade		
Barrier	L		Book		
Rasp	L		Boomerang		
Curse	L		Bow		
Dispel	L		Brush		
Swap	L		Claw		
Aura	L		Fellsword		

<u>Armor Skill</u>	<u>Level</u>	<u>Pips</u>	<u>Weapon Skill</u>	<u>Level</u>	<u>Pips</u>
Helm			Flail		
Hat			Game		
Ornament			Greatsword		
Plate			Gun		
Mail			Hammer		
Clothes			Harp		
Robe			Katana		
Gauntlet			Knife		
Armlet			Knightsword		
Shield			Pole		
Mantle			Rapier		
Ring			Rod		
Boots			Spear		
			Staff		
			Sword		
			Whip		