

Tablets

Index from Section Start	Tablet	Max (Dec)	Max (Hex)
0	Knight	1000	03E8
2	Berzerker	1000	03E8
4	Paladin	1000	03E8
6	Sacred Fencer	1200	04B0
8	Imperial Cavalier	1200	04B0
10	Zealous Warrior	1200	04B0
12	Hunter	1000	03E8
14	Assault Raider	1200	04B0
16	Fighter	1000	03E8
18	Brave Fighter	1500	05DC
20	Thief	1000	03E8
22	Assassin	1000	03E8
24	Mage	1000	03E8
26	High Mage	1500	05DC
28	Wizard	1200	04B0
30	Dark Mage	1200	04B0
32	Enchanter	1000	03E8
34	Cleric	1000	03E8
36	Holy Priest	1200	04B0
38	Kit (Light Close Range)	1000	03E8
40	Kit (Heavy Close Range)	1000	03E8
42	Kit (Very Heavy Close Range)	1000	03E8
44	Kit (High Mobility)	1000	03E8
46	Kit (Very High Mobility)	1000	03E8
48	Kit (Very Heavy Firepower)	1500	05DC
50	Kit (Heavy Armor)	1000	03E8
52	Kit (Very Heavy Armor)	1000	03E8
54	Kit (Support)	1000	03E8
56	Kit (Ebony Crusader)	1200	04B0
58	Kit (Crimson Knight)	1200	04B0
60	Kit (Silver Witch)	1200	04B0
62	Kit (Doublestrike)	2000	07D0

For Kreist in first save slot, section is roughly 106-208.

Format: Points (2 blocks)

There are 32 kits for 64 blocks total. Simply enter maxes as above, in succession.

Items

Item ID	Item Description
0000	Potion of Life
0001	Special Potion of Life
0002	Extra Special Potion of Life
0003	Herb of Life
0004	Lucklau, the Enchanted Herb of Life
0005	Spirit Potion
0006	Special Spirit Potion
0007	Extra Special Spirit Potion
0008	Spirit Herb
0009	Spilrau, the Enchanted Spirit Herb
000A	Soma
000B	Secret Potion of the Heavens
000C	Healing Potion
000D	Purification Potion
000E	Revival Potion
000F	Spirit Potion of the Elves
0010	Dau's Famous Coarse Salt
0011	Fire Gem
0012	Water Gem
0013	Earth Gem
0014	Wind Gem
0015	Gem of Nothingness
0016	Strong Weedkiller
0017	Smoke Screen
0018	Campset
0019	Memory Quartz

For first save slot, section is roughly 9FA-A47.

Format: Qty (1 block), Item ID (2 blocks)

Max Qty per Item: 7F (127 dec)

Equipment

Item ID	Item Description	Type	Character	Material	Special
000D	Laevateinn	Weapon	Kreist	Zeradonal	Attacks all enemies in a line
000E	Diglia Throw	Weapon	Kreist	Zeradonal	None
000F	Aegislute	Weapon	Kreist	?	
001D	Beresrakna	Weapon	Dauturu	Zeradonal	Slightly restores HP on critical hit
001E	Vileogran	Weapon	Dauturu	Zeradonal	None
002C	Eirenturia	Weapon	Laishutia	Zeradonal	Absorbs enemy's MP
002D	Ryulareite	Weapon	Laishutia	Zeradonal	None
0032	Eon Way	Weapon	Sershka	Zeradonal	Absorbs enemy's HP a little
0033	Il Zatona	Weapon	Sershka	Zeradonal	None
0038	Mictrante	Weapon	Elestona	Zeradonal	Uses MP to attack with great strength
0039	Lucalarles	Weapon	Elestona	Zeradonal	None
003D	Wodan Lance	Weapon	Rozeim	Zeradonal	Sometimes fell enemy with a single blow
003E	Londergrut	Weapon	Rozeim	Zeradonal	None
0041	Glam	Weapon	Ruland	Zeradonal	Critical hit rate is very high
0042	Juggernaut	Weapon	Ruland	?	Attacks all enemies
0043	Ragio Renown	Weapon	Ruland	Zeradonal	None
0048	Narukami	Weapon	Rednight	Zeradonal	Attacks enemy randomly 3x w/weak strength
0049	Meirayasha	Weapon	Rednight	Zeradonal	None
0057	Stratia	Armor	Laishutia	Zeradonal	Protects from abnormal status
0058	Tangaronia	Armor	Laishutia	Zeradonal	None
005E	Adonis	Armor	Sershka	Zeradonal	None
0070	Tira Atias	Armor	Kreist	Zeradonal	Absorbs light and darkness damage
0071	Narsh Nazel	Armor	Rozeim	Zeradonal	Protects from poison, paralysis, and blindness
0072	Gornaserit	Armor	Ruland	Zeradonal	None
0073	Grufactia	Armor	Kreist	Zeradonal	None
0074	Dajborg	Armor	Rozeim	Zeradonal	None
0075	Sweel Alter	Armor	Ruland	Zeradonal	None
0083	Dumbreith	Armor	Dauturu	Zeradonal	Reduce fire, water, earth, and wind damage
0084	Follesatie	Armor	Dauturu	Zeradonal	None
008A	Marduk	Armor	Elestona	Zeradonal	Restores MP slightly on critical hit
0090	Thinair Gauze Armor	Armor	Rednight	Zeradonal	Nullifies damage incurred during first turn
0091	Ring of Power	Misc	ALL		PA+5
0092	Ring of Force	Misc	ALL		MA+5
0093	Hunter's Ring	Misc	ALL		A+5, E+5
0094	Knight's Ring	Misc	ALL		PA+5, PD+5
0095	Priest's Ring	Misc	ALL		MA+5, MD+5
0096	Fighter's Ring	Misc	ALL		PA+5, Increases critical hit rate of physical attack
0097	Sorcerer's Ring	Misc	ALL		MA+5, MD+5
0098	Ring of Death	Misc	ALL		Increases critical hit rate
0099	Megin Gjord	Misc	ALL		Makes break gauge rise more quickly
009A	Ring of Sunlight	Misc	ALL		Increases max HP by 150
009B	Ring of Venus	Misc	ALL		Increases max MP by 25
009C	Tupsimati	Misc	ALL		All merit points +5
009D	Antidote Amulet	Misc	ALL		Wards off poison state
009E	Freedom Amulet	Misc	ALL		Wards off paralysis
009F	Sight Amulet	Misc	ALL		Wards off blindness
00A0	Stay-awake Amulet	Misc	ALL		Wards off sleep
00A1	Clearmind Amulet	Misc	ALL		Wards off confusion
00A2	Focus Amulet	Misc	ALL		Wards off distraction
00A3	Amulet of the Soul	Misc	ALL		Ward off instant death
00A4	Unicorn Amulet	Misc	ALL		Strong protection against all abnormal states
00A5	Fire Crystal	Misc	ALL		Gives fire elements to weapons
00A6	Water Crystal	Misc	ALL		Gives water elements to weapons
00A7	Earth Crystal	Misc	ALL		Gives earth elements to weapons
00A8	Wind Crystal	Misc	ALL		Gives wind elements to weapons

Equipment

00A9	Light Crystal	Misc	ALL		Gives light elements to weapons
00AA	Darkness Crystal	Misc	ALL		Gives darkness elements to weapons
00AB	Fire Quartz	Misc	ALL		Reduces fire element damage
00AC	Water Quartz	Misc	ALL		Reduces water element damage
00AD	Earth Quartz	Misc	ALL		Reduces earth element damage
00AE	Wind Quartz	Misc	ALL		Reduces wind element damage
00AF	Light Quartz	Misc	ALL		Reduces light element damage
00B0	Darkness Quartz	Misc	ALL		Reduces darkness element damage
00B1	Orlov	Misc	ALL		Increases experience gained after combat by 1.5x
00B2	Lapis Lazuli	Misc	ALL		Increases money gained after combat by 1.5x
00B3	Draupnir	Misc	ALL		Increases TP gained after combat by 1.5x
00B4	Warning Amulet	Misc	ALL		Protects party from being caught off-guard
00B5	Burglar's Forearm	Misc	ALL		Makes rare items easier to steal
00B6	Burglar's Bracelet	Misc	ALL		Makes rare items easier to steal after combat
00B7	Burglar's Shoes	Misc	ALL		Party moves faster
00B8	Assassin's Shoes	Misc	ALL		Party is invisible to enemies while moving

For Kreist in first save slot, section is roughly AC-103.

For items carried in first save slot, section is roughly D0F-1E3E.

Format: Item ID (2 blocks), PA (2), MA (2), A (2), C (2), S (2), PD (2), MD (2), E (2), RU (2), R (2)

Max per Merit Point Attribute: ?

Materials

Item ID	Material
06A4	Nuggets of Magic Silver
06A5	Mithril Ore
06A6	Orichalcum Ore
06A7	Zeradonal Ore
06A8	Ruby
06A9	Sapphire
06AA	Turquoise
06AB	Emerald
06AC	Diamond

For first save slot, section is roughly CD3-CED.

Format: Qty (1 block), Item ID (2 blocks)

Max Qty per Item: 7F (127 dec)

Key Items

Item ID	Key Item
0708	Herbs of the Holy Spirit
0709	Key to the Seal
070A	Underwater Parts
070B	High-altitude Parts
070C	Spirit Crystal of Fire
070D	Spirit Crystal of Water
070E	Spirit Crystal of Earth
070F	Spirit Crystal of Wind
0710	Spirit Crystal of Light
0711	Spirit Crystal of Darkness
0712	A Fragment of Aegislute

For first save slot, section is roughly CEE-D0E.

Format: 01, ID (2 blocks)