

FINAL FANTASY ZERO ITEMS



Lariat: "Drink this."

OVERVIEW

Items in FFZ are how all characters access certain essential functions. All characters can use them, they all have the same effects regardless of statistics, and their only variables are, essentially, how many of them you have.

“Item” is an umbrella term for any consumable resource in the game. Thus, a “potion” is an item because it can be consumed, while a sword or a suit of armor is not, because it is never “used up” (instead, these things are equipment).

In many ways, items form a baseline. They are assumed to be readily available in most shops, and by buying them, a character is given a dependable resource that doesn't depend on their own capacity at all. Every grenade deals the same amount of damage. Every potion heals the same amount of damage. Every Chronos Tear undoes the given effects. Every Silver Hourglass has the same chance to inflict Stop. It doesn't matter if the person using them is the hero of a thousand worlds, or if they're a stable-cleaner for a chocobo farm – items are the great equalizer.

In addition to being bought in shops, items can be found on various monsters and creatures (and thus can be won or stolen from them), and can even be manufactured by certain characters.

This document serves mostly as a reference point for all items. It lists the item, the typical price in gil, and the effect the item has when used. The items are listed by category, with an alphabetical table at the end.

You'll notice that all items have levels. While this is not a hard limit on the levels these items can be used at, they are an “assumed minimum level” for distributing the item.

TRACKING ITEMS

FFZ assumes that all items and gil go into a “communal pot.” Much like in the FF games, this allows the party to stock up on things that benefit the entire party. There is no limit to the number of items you can carry, and there is no need to specify who has what in what bag. The carrying of these consumable things is largely abstracted in this way. If you're going to use an item, you should OK it with the rest of the party (and, of course, if you're unconscious or otherwise unable to take actions, the other members of the party must use items on you).

It is possible to become more precise with these measurements – assigning specific items to specific characters. This certainly adds to the realism of the game, and it gives you more direct control over the use of the items, but for many games it is a rather academic detail.

POTION



Potion: *(Level 1, 100 Gil)* Heals 10 hp

Hi-Potion: *(Level 6, 600 Gil)* Heals 20 hp

X-Potion: *(Level 11, 1100 Gil)* Heals 30 hp

Mega Potion: *(Level 6, 600 Gil)* Heals 10 hp to the party

Hyper Potion: *(Level 11, 1100 Gil)* Heals 20 hp to the party

Potions are basic healing items. While often dedicated healing powers are more potent, potions are cheap and readily available, so that few adventurers leave home without them.

ETHER



Ether: *(Level 5, 500 Gil)* Restores 10 mp

Ether Dry: *(Level 10, 1000 Gil)* Restores 20 mp

Turbo Ether: *(Level 15, 1500 Gil)* Restores 30 mp

Mega Ether: *(Level 10, 1000 Gil)* Restores 10mp to the party

Hyper Ether: *(Level 15, 1500 Gil)* Restores 20 mp to the party

Ethers are items that replenish magick points, enabling you to perform more potent attacks than normally in the course of a single encounter. Frequently, an ether is used to keep the “big guns” coming in a desperate fight.

PHOENIX DOWN



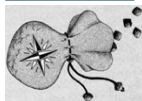
Phoenix Down: (Level 11, 1100 Gil) Removes KO and heals 1 hp.

Phoenix Pinion: (Level 15, 1500 Gil) Removes KO and heals half hp.

Mega Phoenix: (Level 15, 1500 Gil) Removes KO and heals 1 hp for the party.

The phoenix down is a feather that can restore life to those who have been KO'd. Though often quite pricey, these are a pretty essential piece of adventuring equipment for most warriors, as death is always around the corner.

MEDICINE



Antidote: (Level 1, 100 Gil) Removes Poison.

Eye Drops: (Level 1, 100 Gil) Removes Umbra.

Smelling Salts: (Level 5, 500 Gil) Removes Sleep and Confuse.

Echo Herbs: (Level 7, 700 Gil) Removes Seal.

Mallet: (Level 7, 700 Gil) Removes Mini.

Bandage: (Level 9, 900 Gil) Removes Immobilize and Disable.

Chronos Tear: (Level 11, 1100 Gil) Removes Stop and Slow.

Maiden's Kiss: (Level 11, 1100 Gil) Removes Frog.

Golden Needle: (Level 13, 1300 Gil) Removes Petrify.

Holy Water: (Level 15, 1500 Gil) Removes Zombie.

“Medicine” is a catch-all term for any item that removes a status ailment. Not all status ailments have medicine that can remove them, and some medicines will remove more than one status ailment. Unlike most powers that remove ailments, medicines don't usually heal HP.

GRENADE



Arctic Wind: (Level 8, 800 Gil) Deals 10 Ice damage to all enemies.

Anarctic Wind: (Level 13, 1300 Gil) Deals 20 Ice damage to all enemies.

Bomb Fragment: (Level 4, 400 Gil) Deals 10 Fire damage to one enemy.

Bomb Core: (Level 9, 900 Gil) Deals 10 Fire damage to all enemies.

Earth Drums: (Level 12, 1200 Gil) Deals 20 Earth damage to all enemies.

Gyshal Greens: (Level 1, 100 Gil) A chocobo deals 5 physical damage to one enemy.

Lilith's Kiss: (Level 9, 900 Gil) Drains 10 hp from one enemy.

Wrath of Zeus: (Level 4, 400 Gil) Deals 5 Bolt damage to all enemies.

Wrath of the Gods: (Level 9, 900 Gil) Deals 10 Bolt damage to all enemies.

“Grenade” is a catch-all term for any item that attacks an enemy. Usually, these deal elemental damage of some kind to one or more enemies.

Grenade Attack: The attack of a grenade is equal to 15, plus the item's level.

ELIXIR



Elixir: (Level 15, 1500 Gil) Heals all hp and restores all mp.

Remedy: (Level 15, 1500 Gil) Removes any ailment except for Zombie or Petrify.

Elixirs are an elite category of item that isn't sold in most shops. They include potent healing and recovery effects that are rarely equaled.

NEW ITEMS

The list above represents something of a skeleton of items. Because of the consumable nature of items, it is fairly easy to introduce nonstandard items with varying effects, even if they outclass certain existing items. New grenades that inflict status ailments, new elixirs that heal the entire party, new potions or ethers with extreme effects, items to fill in the “missing levels”...all are entirely possible, and even recommended: discovering new

items is usually something of a rush, so they make a fitting reward. Use the following items as guidelines, and note the tier structure: just like with designing new powers, items adhere to this to govern how much damage (or healing) they should do, and what statuses they should recover (or cause). Items should generally cost 100 gil for each level they have, though if you're awarding them as special treasure or drops from enemies, of course, this gil only comes into play if the PC's sell the item. All you need to do when you introduce an exceptionally powerful or unusual item is be aware of two basic principles:

Save it for the Boss: Players will often save rare or potent items for particularly hard battles (like boss battles). This often makes the boss battle a bit easier than intended (and also makes the players able to handle bosses that are a bit tougher than usual).

Get More: A particularly great item will tempt the players to get more of it. This can make a great incentive, but just as often, it might get to the point where either the player feels jilted in not being able to get the item, or the GM feels pressured into giving out items that might make encounters too easy. Players should remember to be content with what they get – after all, nothing is guaranteed. GMs should remember to reward cleverness – a player who “earns” the item should be given it, but that doesn't mean they'll be given it every time.

ITEM LIST BY LEVEL

Level 1 (100 Gil)

Antidote Removes Poison.

Eye Drops Removes Umbra.

Gyshal Greens A chocobo deals 5 physical damage to one enemy.

Potion Heals 10 hp

Level 4 (400 Gil)

Bomb Fragment Deals 10 Fire damage to one enemy.

Wrath of Zeus Deals 5 Bolt damage to all enemies.

Level 5 (500 Gil)

Ether Restores 10 mp

Smelling Salts Removes Sleep and Confuse.

Level 6 (600 Gil)

Hi-Potion Heals 20 hp

Mega Potion Heals 10 hp to the party

Level 7 (700 Gil)

Echo Herbs Removes Seal.

Mallet Removes Mini.

Level 8 (800 Gil)

Arctic Wind Deals 10 Ice damage to all enemies.

Level 9 (900 Gil)

Bandage Removes Immobilize and Disable.

Bomb Core Deals 10 Fire damage to all enemies.

Lilith's Kiss Drains 10 hp from one enemy.

Wrath of the Gods Deals 10 Bolt damage to all enemies.

Level 10 (1000 Gil)

Ether Dry Restores 20 mp

Mega Ether Restores 10mp to the party

Level 11 (1100 Gil)

Chronos Tear Removes Stop and Slow.

Hyper Potion Heals 20 hp to the party

Maiden's Kiss Removes Frog.

Phoenix Down Removes KO and heals 1 hp.

X-Potion: Heals 30 hp

Level 13 (1300 Gil)

Anarctic Wind Deals 20 Ice damage to all enemies.

Golden Needle Removes Petrify.

Level 15 (1500 Gil)

Elixir Heals all hp and restores all mp.

Holy Water Removes Zombie.

Hyper Ether Restores 20 mp to the party

Mega Phoenix Removes KO and heals 1 hp for the party.

Remedy Removes any ailment except for Zombie or Petrify

Turbo Ether: Restores 30 mp

Mega Potion Heals 10 hp to the party

Phoenix Down Removes KO and heals 1 hp.

Remedy Removes any ailment except for Zombie or Petrify

Smelling Salts Removes Sleep and Confuse.

Wrath of Zeus Deals 5 Bolt damage to all enemies.

Wrath of the Gods Deals 10 Bolt damage to all enemies.

X-Potion: Heals 30 hp

ITEM LIST BY ALPHA

Anarctic Wind Deals 20 Ice damage to all enemies.

Antidote Removes Poison.

Arctic Wind Deals 10 Ice damage to all enemies.

Bandage Removes Immobilize and Disable.

Bomb Core Deals 10 Fire damage to all enemies.

Bomb Fragment Deals 10 Fire damage to one enemy.

Chronos Tear Removes Stop and Slow.

Echo Herbs Removes Seal.

Elixir Heals all hp and restores all mp.

Ether Restores 10 mp

Ether Dry Restores 20 mp

Eye Drops Removes Umbra.

Gyshal Greens A chocobo deals 5 physical damage to one enemy.

Hi-Potion Heals 20 hp

Holy Water Removes Zombie.

Hyper Ether Restores 20 mp to the party

Hyper Potion Heals 20 hp to the party

Lilith's Kiss Drains 10 hp from one enemy.

Mallet Removes Mini.

Maiden's Kiss Removes Frog.

Mega Ether Restores 10mp to the party

Mega Phoenix Removes KO and heals 1 hp for the party.



