



Computers in accounting introduction

Share CAREFULLY! This article is only a guide. The information expressed in the guide tends to be more of an opinion than a fact and should be taken as such. Guides are written by players based on their experience, successes and mistakes, and are designed to assist other players. However, there may be different opinions than those expressed in the guide. Strategies and information in the manual may not work for everyone. LVL 17 Monster Signa weapon (HP+5 MP+5 VIT-5 CHR+8) While it can be expensive for low-level weapons, it's sourced a lot of CHR, and good at least Lv.40. IvI 40 Chanter's Staff (CHR+6 Singing Skill +4) Better Than Monster Signa because of singing skill + 4, despite losing a little CHR. IvI 51 Elementary steavs for debaffs; macro switch in lightweight staff/Apollo staff for lullaby/finale/requiem, as well as Terra's Earth staff/staff for Elegy. Keep Chanter employees for buffs. lvl 73 Alkalurops (HP-10 INT/MND/CHR+10 Magic Accuracy +20) Will not replace HQ stables; drops from Tinin, ZNM (Tier IV). Use in conjunction with Staves. lvl 30 Lizard Belt/+1 (MP+5/+10) lvl 55 Raptor Belt/ MND+1) Ivl 60 Bugard Strap/++1 (MP+5/+10 MND+1 CHR+1) Ivl 65 Hr Strap (MP+20 Enmity-2) Ivl 70 Light Grip (converts 20 hp to MP, Easth Grip (co Grip (Singing Skill+3) One-handed weapon Generally staves with Grips is the best choice by then, while wax dagger Felibre LVL 1 Sword +1 (Probably the best weapon once you start PTing to Signa) Ivl 38 Minstrel's Dagger (CHR+5; Getting this requires Riverne Site #A01 access, but it's the best option short of Signa, and it's perfect if you want to use a shield.) Ivl 40 Paper knife (CHR+2; If you don't have Monster Signa, Minstrel Dagger or Chanter staff at this level, it's at least a step up from the ceremonial dagger) At the moment, if you're not using staff , you have to equip the shield as well. (See the recommended shields below.) Lvl 48 Shellbuster (CHR+4; Update to this if you're using AF weapons yet.) Ivl 60 Swan Bilbo (CHR+4; Single brd specific sword except AF) Ivl 68 Kard (CHR +5; However, not as good as Sign Monstera or chanter's Staff) L VL70 Joyeuse (Bard can wear it, and it's double attacks. probably better for solo.) 75 Double-meter than (If you equip two of them, each with a songwriting time of -5%, it might be better than Chanter's employee or HQ Elemental.) Ivl 75 Carnwenhan (Mythical Dagger, MAcc + 10 - that's half the staff ele, the duration of the song is +20% (+24 seconds usually), and unlike the elementary staff, you can pair it with the above dweomer knife for casting time Undoubtedly good, but should we make an effort to get? It's up to you.) Lvl 89 Felibre's Dague (Singing Skill +7 and Songwriting Time -6% makes it the best weapon for singing any songs.) However, some songs have only improvements from String instrument) lvl 14 Harp +1 (Minne+2; Harps stapled for Paon. (Also, for Minne you have to use it.)) Lvl 33 Military Harp (Finale +2; the only tool to enhance the finale outside the Relic. You can also use with Paeon, so you can store harp +1 (Paeon +2; further reduces XP lost when using the effect Reraise Hymnus. Always plus.) lvl 75 Cythara Anglica +1 (CHR+3 Virelai+2; useful if you are using Virelai.) Ivl 81 Vihuela Mazurka +3 Mambo +3 (excellent under chocobo Mazurka) Ivl 85 Crooner's Cithara Ballad +1 (If you do not have Gjallarhorn enough said) Lvl 88 Oneiros Harp (Adds regeneration effect Paeon +3) (Best non-functioning tool, and the best instrument Paeon) Ivl 90 Daurdabla (90) (Singing Skill + 20 String Instrument Skill + 20 Increases the duration of the song effect, Gives an additional effect of the song) (Empyrean harp obtained through tests of magicians.) Ivl 90 Langeleik (March + 3 Etude + 3)(The best March tool associated with 90 Ghorn) Wind tools are generally more popular than String because of their sequential AOE size. Ivl 1 Flute +1 (Requiem +1; This should be your default instrument for songs, not enhanced by another instrument, or Paeon) Ivl 4 Cornette +1 (Minuet+2; you will pretty much always use Minuet on your mele, so it's critical.) Ivl 9 Piccolo +1 (Threnody+2; Another main song and instrument, this time to maximize skill) Ivl 14 Mary's Horn (Lullaby +1; Although the bonus song is fewer songs than nurse harp, Mary Horn will land Lullaby more securely.) LVL 20 Royal Spearman's Horn (CHR+3 March+1; this should be your new default instrument for songs for which you don't have specific instruments for, thanks to CHR +3) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 36 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 36 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 36 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 36 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 36 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 36 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 36 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 32 Traversiere +1 (Madrigal+2; you'll use this about as much as your Cornette +1. Many!) IvI 34 Fairey Piccolo (March+2; Solid upgrade from your LVL 1 Flute) IvI 34 Fairey Piccolo (March+2; Solid upgrade from your Cornette +1. Many!) IvI 34 Fairey Piccolo (March+2; Solid upgrade from your Cornette +1. Many!) IvI 34 Fairey Piccolo (March+2; Solid upgrade from your Cornette +1. Many!) IvI 34 Fairey Piccolo (March+2; Solid upgrade from your Cornette +1. Many!) IvI 34 Fairey Piccolo (March+2; Solid upgrade from your Cornette +1. Many!) IvI 34 Fairey Piccolo (March+2 Ryl.Spr. but keep the horn for songs you don't have yet song + instruments for.) Ivl 40 Horn +1 (Elegy+2; Slow is always good.) Ivl 40 Oliphant (Optional. In areas beyond the control of your own nation: Wind instrument skills Since latents with this trigger do not function in noncompetitive areas, its usefulness is limited.) Ivl 48 Angel Flute +1 (Prelude +2; Rangers will love you for it.) Lvl 50 50 Fife (Assault: Ballad + 1) (If you plan to go on Marduk gear, this flute is very useful in attacks and also active in rescue as well.) Lvl 58 Flute Hamelin (optional. CHR+2 Requiem+2; CHR + AIDS in requiem landing if you need it.) Lvl 60 Iron Baran Horn CHR +4 and March + 2 updates from Faerie Piccolo and Royal Spieman Horn LVL 68 Hellish Bugle +1 (Mambo + 2; useful for HNMs.) Ivl 70 Harlequin Horn (Mazurka +2; Always fun.) Ivl 70 Cradle Horn (Lullaby +2; CHR +1, Update from The Horn of Mary) Ivl 72 Requiem Flute (Requiem +4; Always use this with Requiem.) Ivl 75 Gjallarhorn (CHR+4, all songs+2, singing and mastery of wind instrument +10; If you have it, you don't need any other tools. 3 Flute Apollo (Minuet +3) Ivl 86 Pan's Horn (final +3 Lullaby +3 You need to say more?) Armour Ivl 40 Elegant Shield (MP+6 CHR+1) If instead of the staff uses a Charisma dagger such as a Minstrel dagger or a paper knife. Lvl 74 Henbu Shield (Def:24 Evasion + 10 Physical Damage Taken-10%) Good for solo with sword or dagger; usually not for the use of the party, but is a reasonable choice to use off-hand when owned by Felibre's Dague. Ivl 1 Bronze Cap, Copper Stud or Headgear Event Ivl 6 Traveler's Hat Ivl 7 Leather Bandana Ivl 10 Brass Pin (HP-4 MP+10) IvI 11 Entrancing Ribbon (CHR+2) Rare/Former; noble tape only three levels later. IvI 14 Noble Ribbon (CHR+3; can use this until while Opo-opo Crown, eat tuna sushi for +5 Chr and get more Chr than Opo-opo Crown at 1.) IvI 20 Crown Trump (HP + 14 ~ MP + 14 ~ CHR + 2) A more expensive alternative to the ribbon Noble that gives, MP and CHR; prices can vary widely between servers. Ivl 41 Rain Hat (MP+20 MND+2 CHR+2 Rainy Weather: Adds regen effect) Nice and free headdress that gives MP, MND and CHR. The only problem is noble mold is not often pop. Get it if you have other mage jobs. --Jam jam 02:05, April 7, 2009 (UTC) Ivl 65 Opo-opo Crown Under the Pamamas effect: HP+50 MP+50 STR-2 DEX+1 VIT+1 AGI-2 INT+2 MND+1 CHR+7. Rare/former, from quest; better than a hooral roundlet (CHR + 5 Singing Skill + 5) Ivl 73 Demon Helm /+1 (Singing Skill + 5; +6 for HQ)) Created; from the Auction House. Lvl 75 Bard Roundlet +1 (CHR + 6 Singing Skill + 7) with a save. (Endgame 2) lvl 85 Aoidos' Calot +2 (CHR +8 Song Spellcasting Time-12% Feud-7 Madrigal +1 If you're wondering if the Bard's roundlet +1 or Tiara Marduk is better, it's honestly a player advantage. I recommend Tiara Marduk because you can stack CHR gear elsewhere while singing skill is hard to come by. — Previous inconsistent comment was added by Lapreaugue (conversation • humbling). LVL 20 Барон Caio (INT + 1 MND + 1) Ivl 25 Ea's Doublet (CHR + 1 MND + 1 - якщо ви робите рятувальні і не хочете платити за Гарнізон Туніка) Ivl 33 RSE (Hume(M/F)/Mithra/Galka Only) (CHR+1) Ivl 50 Crow Jupon (Evasion+8 Enmity-8) Ivl 50 Gaudy Harness (CHR+2; Альтернатива для Gaudy Harness) Ivl 58 Choral Justaucorps (HP+13 VIT+3 Cтрунний інструмент Навичка +3 Ворожнеча-1) Ivl 58 Justaucorps +1 (MND+3, CHR +3 ; можливе оновлення від Gaudy Harness для витягування в партії, якщо вам потрібен додатковий def) LVL 62 Minstrel's Coat (HP + 15 Evasion + 3 Wind Instrument Skill +3) Кращий шматок тіла для березня. Ivl 72 Errant Houppelande (STR-7 DEX-7 VIT-7 AGI-7 INT+10 MND+10 CHR+10 Enmity-3 MP Restored During Healing+5) Cheaper and easier to get an alternative to achieve CHR+10, compared to Choral Justaucorps +1 and Osode Kirina. Ivl 72 Shair Manteel (MP+14 CHR+7 Haste+2% Songwriting time -12%) Optional, and very expensive; can work anywhere from 3.5 m-5 m of the case. Yigit Gomlek may be a smarter alternative to reducing songwriting time. Lvl 72 Yigit Gomlek (Evasion +7 Magic Attack Bonus +5 Song Spellcasting Time-10% MP restored while Healing + 5 set: Add Upgrade Effect) costs 20,000 perigia assault points. Ivl 74 Choral Justaucorps +1 (HP +20 VIT +10 CHR +10 String Instrument Skill +6 Enmity -3) The third highest possible CHR on the body; negative animosity as a bonus. Ivl 75 Royal Redingote (MP +20 INT+5 MND+5 CHR+5) With added enchantments (Magic Accuracy+4 and Fast Cast +5) Achievable, completing the Crystalline Prophesy extension, this is a good and inexpensive option for the bard. IVI 75 Kirin Osod (MP+30 STR+10 DEX+10 VIT+10 AGI+10 INT+10 MND+10 CHR+10) The third largest possible CHR on the body; MND is nice for Stoneskin. Drops from Kirin, and are buying from souks. Lvl 75 Yubba Marduk (HP +3% MP +3% MND +12 CHR +12 enhances fast casting effect (5%) Automatic update kit: improves the effect of fast casting) Very expensive equipment obtained through rescue. lvl 75 Shadow Coat (Magic Precision +10 Feud-4 Physical Harm +6% Magic damage accepted-3%) abj fell from Odin, only the best Macc body for elementary debaffs. LVL 79 Augustur Jaseran (INT + 13 MND + 13 CHR + 13 Challenge Magic Skills + 10 Light Elementary Magical Precision + 10 Enmity-5) The best body piece for lullaby and other lightweight debaffs. Drops from Aries. Ivl 89 Aoidos' Hongreline + 1 (Defense 48 Charisma + 8 Singing Skill + 8 Wind Instrument Skill + 8 Increases the duration of songs. AF3 + 1 body piece) IvI 89 Aoidos' Hongreline +2 (Defense 51 Charisma +10 Singing Skill +10 Wind Instrument Skill +10 Increase Song Duration Minuet +1 Set: Increasing Song Hands LVL 1 7 Leather gloves (VP+8 MND+5) or IvI 27 Magna Gauntlets (MP+24; M only. Elvaan) Magna Gloves (MP+24; F. Elvaan only) Savage Gantlets (MP+16 MND+2; Mitra only) Older Brazzers (MP+32; Galka only) Custom F Gloves M (HP + 12 MP + 4 STR + 3 DEX + 3 VIT-1 AGI-1; Hume Women's Only) Custom F Gloves (MP+32; Galka only Lvl 50 Storm Gages (Optional. MP+22; An extremely rare item from ??? Gloves. Good update from The Mitts of the Doubles.) lvl 55 Cobra Cuffs (INT+1 MND+1 CHR+3; F. Hume only) lvl 62 Sea M Gloves (MP+35 VIT-3 AGI-3 INT+4 MND+4 CHR+3; M. Hume only) IvI 72 Sha'ir Gages (MP+12 CHR+5 Delay song forwarding-2)** IvI 73 Cuffs Bard (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Skill+10) IvI 75 Bard Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Skill+10) IvI 75 Bard Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 (HP+16 Evasion+5 Wind Instrument Skill+3 Enmity-3) IvI 74 Choral Cuffs +1 ((INT + 7 MND + 7 Healing Magic Skill + 5 Enhancement of Magical Skill + 5 Enhancement of Magical Skill + 5 Potency Treatment + 4%) Ivl 82 Schellenband (VIT-6 CHR + 5 Song Spell Time-5%) ** Using Sha'ir Gages is a player/advantage situation based on your role in pt and subjob selection. I recommend using choral cuffs/choral cuffs/choral cuffs/choral cuffs +1 have no benefit, especially when/mage. However, they help you reach the final level on marches to squeeze an extra 1 or 2% out of the edging effect. Sha'ir Gages will give you a better crowd control ability on links/faster pulls along with an MP to help cure. If you find that you have a lot of resistance on debaffs/lullabies on this level stick to choral cuffs. If you have access to the sea, it is strongly recommended that you receive items to upgrade to cuffs +1 for better debaff accuracy on HNM/Gods. Again, it's all based on player/situation preferences. — Previous unsupported comment was added by Lapreaugue (talk • contribs)., and — The previous unsupported comment was added by Ucked32 (conversation • contrites). Legs IvI 1 shoulder blade or RSE Ivl 7 skin lvl 11 Brais lvl 15 Windurstian Slops/Federation Slops (MP+4/+5) lvl 16 Bone Subligar +1 (Evasion +1) lvl 20 Baron's Slops (hMP+1) (Use them to RSE - even then you will want to macroize them, when you're resting.) 21 Beetle Subligar +1 (Evasion +1) lvl 24 Combat Slags (AGI+2 Evasion +3) lvl 31 RSE Hume M/F (MP+32 STR-1 MND+3 CHR+1) Galka (MP+20 AGI+2 INT+1 CHR+2) Elvaan F/M (HP+12 DEX+2 AGI+2) Mitra (MP+32 VIT+1 MND+1 1) Tarutaru (HP +21 STR+1 VIT+2 MND+2) Ivl 50 Crow Hose (Evasion +5 Enmity -3) Ivl 70 Subligar Clown (CHR +4) Ivl 72 Errant Slops (STR/DEX/VIT/AGI-5 INT/MND/CHR+7, Enmity -3) Ivl 72 Sha'ir Seraweels (HP+2% MP+1% CHR+8) lvl 73 Zenith Slacks (MND/CHR+4 Evasion -3 Convert HP to MP+50) lvl 74 Choral Canions/+1 (HP +17/+26 MP+42 Trial) (Court action makes them better, knife Shair and Zenit combined.) lvl 75 Marduk's Shalwar (MP +3% CHR +10 Challenge Magic Skill/Healing Magic Skill/Wind Skill Tool +5 Hidden Effect: Enmity -4) (Best.) IvI 78 Theal Slops (HP + 14 INT + 5 CHR + 5 Magic Precision + 3 Magic Recast Delay-6 Ballad +1) Legs IvI 13 Light Soleas (Evasion + 3) Ivl 2 Sandals Mage (MP+3 AGI+3 INT+2; Elwaan M) Savage Gaithers (HP+16 STR+3 CHR+2; Mitra only) Elder sandals (MP+20 AGI+3 INT+2; Elwaan M) Savage Gaithers (HP+16 STR+3 CHR+2; Mitra only) Elder sandals (MP+12 AGI+3 INT+2; Elwaan M) Savage Gaithers (HP+16 STR+3 CHR+2; Mitra only) Elder sandals (MP+10 AGI+3 INT+2; Elwaan M) Savage Gaithers (HP+16 STR+3 CHR+2; Mitra only) Elder sandals (MP+10 AGI+3 INT+2; Elwaan M) Savage Gaithers (MP+10 AGI+3 INT+2; Elwaan M) Savage Custom M Boots (HP + 4 MP + 12 DEX-1 AGI + 3 INT + 3 MND-1; Hume M only) Ivl 35 Manneguin Pumps (MP + 12 MND+2) Ivl 55 Cobra Pigaches (MND + 2 CHR+2) Ivl 55 Cobra Pigaches (MP + 11 CHR + 4 Haste + 1%) LVL 72 Piglet Oracle (HP + 15 MP + 25 Wind Skill Tool + 5 MP Restored While Healing + 2) LVL 72 Aoide Pumps (Singing Skill + 3) Ivl 75 Rotor Pumps (HP-30 MP + 30 INT + 3 MND + 3 Boosts Fast Casting Effect) LVL 75 Golyard Clogs (MND+5 CHR+5 Magic Accuracy +2 Enmity-2 Physical Damage Taken +1%) (Ajuratation obtained in Einherjar) Ivl 78 Teal Pigaches (HP +8 MND+6 CHR+6 Enmity-4 Set: Improves fast casting effect) Not as good as Golyard or Shadow; better than Shair or Tribune (for debaffs). Lvl 79 August moves (Enhances the effect лиття) Ivl 81 Aoidos' Cothurnes +2 (CHR +11 швидкість руху +12% додає ефект регенератора Scherzo+1) Шия Ivl 7 Justice Badge (MND +3) Ivl 15 Bird Whistle (HP+5 CHR+3) IVI 26 Святий Фіал (MP +9, MND+3) IVI 27 Квітка (XP+3) (cheap and good for a while) LVL 59 Star Necklace (CHR + 5 Staff Skill +7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Staff Skill +7) IVI 69 Pipe Moment (CHR + 5 Staff Skill +7) IVI 69 Pipe Moment (CHR + 5 Staff Skill +7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Staff Skill +7) IVI 65 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 65 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pipe Moment (CHR + 5 Wind Skill Tool + 7) IVI 69 Pip 78 Barcallé Medal (CHR + 2 Singing Skill + 5) Ivl 84 Aoidos' Matinee (Song spell Time-3%) (Increases the duration of the effects of the song +10%)) Back LVL 24 Mantle Nomad's (AGI + 1 Evasion +3) Ivl 42 Lucent Mouse (HP + 7 MP + 7 CHR + 3) Ivl 54 Jester Toe +1 (CHR + 10) Ivl 69 Echo Cape (Wind Tool +54 3) LVL 69 Birdman Cape (MP +30 CHR +9) Ivl 70 Bard Cape (CHR + 7 Precision + 7 Evasion + 7) Although Jester's Cape +1 is better for using exp party, it's good for solo or skill +5 Ninjutsu Skill Magic Precision + 4) Talia Ivl 14 Friar Rope (MP +5 MND+1) Ivl 20 Mokhbwa Sash (MP+10 hMP +2) Ivl 30 Mercenary Captain's Belt (DEX/VIT/AGI/INT/MND/CHR+1) Ivl 30 Mercenary Captain's Belt it's the top belt of the Lv.60 Gleeman and may actually be the best option available for songs.) LVL 50 Royal Knight Belt (STR/DEX/AGI/INT/MND/CHR+2) Corset is better for party use. The items below can be very expensive and can only be obtained through BCNM Hostile Herbivores IvI 50 Desert Stone (MP+40 DEX-5 INT+3 CHR+2 Galka only) IvI 50 Forest Stone (MP+40 DEX-6) Forest Stone (MP+40 DEX-5 INT+3 CHR+2 Galka only) IvI 50 Forest Stone (MP+40 DEX-6) F DEX-5 AGI+2 INT+3 Elva only) lvl 50 Jungle Stone (MP +30 AGI-5 INT+2 MND+3 Mithra only) lvl 50 Ocean Stone (MP+30 STR-5 INT+3 MND+2 Hume only) lvl 50 Swift Belt (Haste+4%) Optional/situational; when used in conjunction with other Haste and Fast Cast gears, good for reducing recast timers for Utsusemi and possibly some buff songs.** lvl 55 Belt Speed / Velocious Belt (Haste + 6%) Optional/situational; impractical/incredible to get an upgrade to the Swift Belt for most players, and it's good as even the Swift Belt is optional to start with.** LVL 60 Gleeman Belt (CHR + 6 Precision + 8) lvl 75 March Belt (Spellcasting Song Time-3%) ** Shorter recast time can be useful for buff songs like Maha II Ballad if used for both back line and Pianissimo member lines in the same buff rotation, and for Magic Finale in some situations. Utsusemi recast timer is not very important for Bard puller if lullaby lands well, but it can be useful, especially in camps where horde lullaby can not be used Backup. Macro return to waist charisma after use. Rings IvI 14 Ring of Hope (CHR + 2) IvI 36 Loyalty Ring (CHR + 3) IvI 50 Ring Minstrel (latent effect: Song Spell Time-25%) Triggered when HP & It; 76% and TP & It; 100%. * LVL 50 Balrahn Ring (Magic Precision + 4 Attack: INT+4, MND+4, CHR+4, adds effect Update) Useful for landing offensive songs like Lullaby and Elegy, and adds a CHR bonus plus a 1 MP/tick upgrade effect in ToAU battlefields such as Assault and Salvage. Lvl 51 Pipe Ring (Wind Skill Tool + 2/+3) Many Bard players would prefer to have wind instrument skill over CHR + 4 / + + 5) lvl 74 Light Ring (HP++ 20 MP-20 CHR+5) Ivl 75 Omega Ring (INT+3 MND+3 CHR+6 Feud-2) Lvl 80 Apollo's Ring (CHR+6 -30) * Minstrel Ring is the biggest source of reduced songwriting time from gear, and can greatly improve BRD Puller efficiency, equipped with Sha'ir Manteel or Yigit Gomlek, drastically reducing the time spent on buff songs. Must be worn before starting playback of the song for it to take effect. Earrings Null +1 For evasion. Nothing better at this level LVL 30 Earring 30 Latent Effect: Enmity -1, if you are going to have whm sub lvl 35 Singing earrings and / or wind earrings Both they are very useful IvI 52 Melody Earrings /Melody Earrings /Melody Earring +1 CHR+ and latent effect Evasion +5 Vin 75 Delta Earring (DEX+2 CHR+2 Feud-3) Award from Einherjar IvI 89 Skald Breloque (MP +10 CHR+3) Drops from Chickharney to Bezosia - Altepa IvI 90 Aoidos' Earring (CHR + 4 Song Spellcasting Time-2%) Drops with impenetraby wheeling in Abyssea - Uleguerand User: Nolokai Sylph, User: Nolo make these last earrings you need. Not only do you get that CHR bonus, but you also get a nice dodging bonus when you draw hate. Buy two and get used to wearing them. Community content is available in the CC-BY-SA section unless otherwise stated. Noted.

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