






MATERIA

Materia are special little crystal orbs that contain magicite that provide a magical effect when affixed to a weapon, shield, or suit of armor (or any other item that grants an armor bonus to AC). These materia are carefully crafted by spellcasters. There are five types of materia (Spell, Support, Independent, Ability, and Summon).

Type	Color	Description
Spell	Green 	Use Black Magic spells.
Support	Blue 	Use White Magic spells.
Independent	Purple 	Bestows a unique ability.
Ability	Yellow 	Bestows a feat or skill.
Summon	Red 	Summons an Avatar.

Different materia require different amounts of materia experience points (MXP) in order to level and become more powerful. When you have materia attached, 1/10th of the XP you earn (through combat only) is added and shared equally among all attached materias' MXP. (For example, if you receive 1,000 XP, and you have 2 materia attached, each of them earns 50 MXP). Any materia you have but are not attached will not earn any MXP. As a materia earns more MXP, it can eventually advance in level (to a maximum of level 3). The amount of MXP required to increase in level is dependent on the rarity of the materia (see table 11-2). Materia require a level of 1 in order to provide bonuses to your character, so materia of uncommon or higher rarity will not provide any effects until they have earned enough MXP. Materia are often referred to by their name and level. For example, a Lightning materia of level 2 is called a Lightning 2 materia.

Materia Level	MXP (Common)	MXP (Uncommon)	MXP (Rare)	MXP (Legendary)
0	-	0	0	0
1	0	500	750	1,000
2	500	1,000	1,500	2,000
3	1,000	2,000	3,000	4,000
Mastered ¹	2,000	4,000	6,000	8,000

¹ Mastered Materia produces a second materia with 0 MXP.

When a materia gains enough MXP to become Mastered, it stops gaining MXP and creates a new materia of the same material at level 0. The new materia will be formed instantly from the original and detach in a process similar to mitosis. All non-common new materia begins its life at level 0 and 0 MXP while common materia begins at level 1.

The level of the materia not only describes the relative power level of the materia's effect, but also the minimum required armor, shield, or weapon bonus (Enhancement + Special Ability) for the materia to gain MXP and function:

- A 0-level materia gains MXP only whenever it is attached to a masterwork object.
- A 1st-level materia gains MXP and functions only when attached to an object with a bonus of +1 or higher.
- A 2nd-level materia gains MXP and functions only when attached to an object with a bonus of +3 or higher.

- A 3rd-level or mastered materia gains MXP and functions only when attached to an object with a bonus of +5 or higher.

Higher level materia will function as lower-level if slotted into an item that doesn't have a correct amount of bonus. For materia to function and gain MXP, it must be attached onto an item. Each item can hold a single materia, but an attached materia can be swapped for another one at any time. Attaching a materia to (or removing it from) an item requires a move action that doesn't provoke attacks of opportunity. Effectively, each eligible item has a single "slot" that can be filled by any appropriate materia. Once attached, it immediately activates and provides the user with all its bonuses. If attached item is sundered, the materia is not destroyed.

Bonuses from the same type of materia don't stack unless they provide different types of bonuses. A level 2 or 3 materia will receive all the bonuses of lower level versions of that materia in addition to the bonus for its level unless those bonuses are of the same type, in which case it will only receive the highest of those bonuses.

Spell Materia

These green materias uses black magic spells to enhance weapons and armor. With the Use Magic Device skill, the user can also cast black magic spells. They can be attached to weapons or armor.

Bio Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint enfeebling

Rarity: Uncommon

Activation: —

This materia provides the user the ability to deal poison damage over time with a weapon or gain a resistance bonus to poison spells and effects. With the Use Magic Device skill, the user can cast Poison and Bio spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This deals 1 point of non-elemental damage to the target for 1 round after the initial hit.	This grants the user a +2 resistance bonus to poison and sap spells and effects.	Poison
2	This deals 1d6 points of non-elemental damage to the target for 1 round after the initial hit.	This grants the user a +4 resistance bonus to poison and sap spells and effects.	Bio
3	This deals 2d6 points of non-elemental damage to the target for 1 round after the initial hit.	This grants the user a +6 resistance bonus to poison and sap spells and effects.	Biora

Dark Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint dark

Rarity: Common

Activation: —

This materia provides the user the ability to deal shadow damage with a weapon or gain an elemental resistance to the Dark element. With the Use Magic Device skill, the user can cast Dark spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of shadow damage to the weapon's damage.	This grants the user a Shadow Elemental Resistance of 2.	Dark
2	This adds an extra 1d6 points of shadow damage to the weapon's damage.	This grants the user a Shadow Elemental Resistance of 5.	Dark II
3	This adds an extra 2d6 points of shadow damage to the weapon's damage.	This grants the user a Shadow Elemental Resistance of 10.	Dark III

Death Materia

Price (Materia Level): 25,000 gil (L1); 40,000 gil (L2); 60,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong dark

Rarity: Legendary

Activation: —

This materia provides the user the ability to deal shadow damage with a weapon or start becoming strong versus death spells and effects. With the Use Magic Device skill, the user can cast greater Dark spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds an extra 1d6 points of shadow damage to the weapon's damage.	You auto-stabilize at -1 hp and lower.	Countdown
2	This adds an extra 2d6 points of shadow damage to the weapon's damage.	Your death threshold (negative HP equal to your Constitution score) increases to Constitution score + character level.	Doom
3	This adds an extra 3d6 points of shadow damage to the weapon's damage. On a critical hit, the target must succeed a Fortitude save (DC 20) or die.	Immunity to Death/Countdown and related spells and effects.	Death

Earth Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal earth damage with a weapon or gain an elemental resistance to the Earth element. With the Use Magic Device skill, the user can cast Stone spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of earth damage to the weapon's damage.	This grants the user an Earth Elemental Resistance of 2.	Stone
2	This adds an extra 1d6 points of earth damage to the weapon's damage.	This grants the user an Earth Elemental Resistance of 5.	Stone II
3	This adds an extra 2d6 points of earth damage to the weapon's damage.	This grants the user an Earth Elemental Resistance of 10.	Stone III

Fire Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal fire damage with a weapon or gain an elemental resistance to the Fire element. With the Use Magic Device skill, the user can cast Fire spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of fire damage to the weapon's damage.	This grants the user a Fire Elemental Resistance of 2.	Fire

2	This adds an extra 1d6 points of fire damage to the weapon's damage.	This grants the user a Fire Elemental Resistance of 5.	Fire II
3	This adds an extra 2d6 points of fire damage to the weapon's damage.	This grants the user a Fire Elemental Resistance of 10.	Fire III

Ice Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal ice damage with a weapon or gain an elemental resistance to the Ice element. With the Use Magic Device skill, the user can cast Blizzard spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of ice damage to the weapon's damage.	This grants the user an Ice Elemental Resistance of 2.	Blizzard
2	This adds an extra 1d6 points of ice damage to the weapon's damage.	This grants the user an Ice Elemental Resistance of 5.	Blizzard II
3	This adds an extra 2d6 points of ice damage to the weapon's damage.	This grants the user an Ice Elemental Resistance of 10.	Blizzard III

Lightning Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal lightning damage with a weapon or gain an elemental resistance to the Lightning element. With the Use Magic Device skill, the user can cast Thunder spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of lightning damage to the weapon's damage.	This grants the user a Lightning Elemental Resistance of 2.	Thunder
2	This adds an extra 1d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Elemental Resistance of 5.	Thunder II
3	This adds an extra 2d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Elemental Resistance of 10.	Thunder III

Time Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Strong enhancing

Rarity: Rare

Activation: —

This materia provides the user the ability to strike easier with a weapon or react faster on the initiative. With the Use Magic Device skill, the user can cast Haste and Slow spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	+1 luck bonus to attack rolls.	+2 luck bonus to initiative.	Haste
2	+2 luck bonus to attack rolls.	+4 luck bonus to initiative.	Slow
3	+3 luck bonus to attack rolls.	+6 luck bonus to initiative.	Hastega

Water Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal water damage with a weapon or gain an elemental resistance to the Water element. With the Use Magic Device skill, the user can cast Water spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of water damage to the weapon's damage.	This grants the user a Water Elemental Resistance of 2.	Water
2	This adds an extra 1d6 points of water damage to the weapon's damage.	This grants the user a Water Elemental Resistance of 5.	Water II
3	This adds an extra 2d6 points of water damage to the weapon's damage.	This grants the user a Water Elemental Resistance of 10.	Water III

Wind Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint elemental

Rarity: Common

Activation: —

This materia provides the user the ability to deal wind damage with a weapon or gain an elemental resistance to the Wind element. With the Use Magic Device skill, the user can cast Aero spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of wind damage to the weapon's damage.	This grants the user a Wind Elemental Resistance of 2.	Aero
2	This adds an extra 1d6 points of wind damage to the weapon's damage.	This grants the user a Wind Elemental Resistance of 5.	Aero II
3	This adds an extra 2d6 points of wind damage to the weapon's damage.	This grants the user a Wind Elemental Resistance of 10.	Aero III

Support Materia

These blue materias uses white magic spells to enhance weapons and armor. With the Use Magic Device skill, the user can also cast white magic spells. They can be attached to weapons or armor.

Barrier Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Strong enhancing

Rarity: Rare

Activation: —

This materia provides the user the ability to bypass damage reduction with a weapon or gain a damage reduction. With the Use Magic Device skill, the user can cast greater Defensive spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This bypasses 2 points of damage reduction using this weapon.	This grants the user a damage reduction of 1/-.	Barrier
2	This bypasses 5 points of damage reduction using this weapon.	This grants the user a damage reduction of 3/-.	Wall
3	This bypasses 10 points of damage reduction using this weapon.	This grants the user a damage reduction of 5/-.	Stoneskin

Cure Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint healing

Rarity: Common

Activation: —

This materia provides the user the ability to heal damage with a weapon or gain heal damage per round up to 50% health. With the Use Magic Device skill, the user can cast Cure spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This heals the wielder of 1 point of damage using this weapon.	This grants the user Fast Healing 1 until 50% health.	Cure
2	This heals the wielder of 2 points of damage using this weapon.	This grants the user Fast Healing 2 until 50% health.	Cure II
3	This heals the wielder of 3 points of damage using this weapon.	This grants the user Fast Healing 3 until 50% health.	Cure III

Holy Materia

Price (Materia Level): 1,500 gil (L1); 3,000 gil (L2); 6,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint light

Rarity: Common

Activation: —

This materia provides the user the ability to deal holy damage with a weapon or gain an elemental resistance to the Light element. With the Use Magic Device skill, the user can cast Light spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds 1 point of holy damage to the weapon's damage.	This grants the user a Holy Elemental Resistance of 2.	Light
2	This adds an extra 1d6 points of holy damage to the weapon's damage.	This grants the user a Holy Elemental Resistance of 5.	Light II
3	This adds an extra 2d6 points of holy damage to the weapon's damage.	This grants the user a Holy Elemental Resistance of 10.	Light III

Life Materia

Price (Materia Level): 25,000 gil (L1); 40,000 gil (L2); 60,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong healing

Rarity: Legendary

Activation: —

This materia provides the user the ability to deal holy damage with a weapon or gain the ability to rise back to life from death. With the Use Magic Device skill, the user can cast Raise spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This adds an extra 1d6 points of holy damage to the weapon's damage.	This grants the user the ability to Auto-Raise once per day.	Raise
2	This adds an extra 2d6 points of holy damage to the weapon's damage.	This grants the user the ability to Auto-Arise once per day.	Arise
3	This adds an extra 3d6 points of holy damage to the weapon's damage. On a critical hit versus undead, the target must succeed a Fortitude save (DC 20) or be destroyed.	This grants the user the ability to Auto-Full-Life once per day.	Full-Life

Protect Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the ability to evade attackers from hitting or gain a deflection bonus to armor class. With the Use Magic Device skill, the user can cast Protect spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This penalizes attackers with a -1 penalty on Attack rolls against you.	This grants the user a +1 deflection bonus to armor class.	Protect
2	This penalizes attackers with a -2 penalty on Attack rolls against you.	This grants the user a +2 deflection bonus to armor class.	Protect II
3	This penalizes attackers with a -3 penalty on Attack rolls against you.	This grants the user a +3 deflection bonus to armor class.	Protect III

Regen Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint healing and enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the ability to heal damage with a weapon or gain heal damage per round up to 50% health. With the Use Magic Device skill, the user can cast Regen spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This heals the wielder of 2 points of damage using this weapon.	This grants the user Fast Healing 2 until 50% health.	Regen
2	This heals the wielder of 4 points of damage using this weapon.	This grants the user Fast Healing 4 until 50% health.	Regen II
3	This heals the wielder of 6 points of damage using this weapon.	This grants the user Fast Healing 6 until 50% health.	Regen III

Shell Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 5th

Aura: Faint enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the ability to bypass elemental resistance or gain spell resistance. With the Use Magic Device skill, the user can cast Shell spells.

Level	Weapon Bonus	Armor Bonus	Spells
1	This bypasses 2 points of elemental resistance.	This grants the user Spell Resistance 10.	Shell
2	This bypasses 5 points of elemental resistance.	This grants the user Spell Resistance 15.	Shell II
3	This bypasses 10 points of elemental resistance.	This grants the user Spell Resistance 20.	Shell III

Independent Materia

These purple materias provide the user with unique abilities that function the same whether put into a weapon slot or armor slot. There are a few materia that can only be equipped into certain slots.

Ability Boost Materia

Price (Materia Level): 4,000 gil (L1); 16,000 gil (L2); 36,000 gil (L3)

Attachable Slot: Any

Caster Level: 8th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the enhancement bonus to an attribute.

Level	Bonus
1	This provides a +2 enhancement bonus to either Str, Dex, Con, Int, Wis or Cha. (The stat is chosen when the materia reaches level 1 and may not be changed later.)
2	This provides a +4 enhancement bonus to either Str, Dex, Con, Int, Wis or Cha. (The stat is chosen when the materia reaches level 1 and may not be changed later.)
3	This provides a +6 enhancement bonus to either Str, Dex, Con, Int, Wis or Cha. (The stat is chosen when the materia reaches level 1 and may not be changed later.)

Caster Boost Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Any

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user the bonus to his caster level.

Level	Bonus
1	This provides the user a +1 bonus to caster level.
2	This provides the user a +2 bonus to caster level.
3	This provides the user a +3 bonus to caster level.

Demolition Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia aids the user in dealing with constructs.

Level	Bonus
1	This adds an extra 1d6 points of damage to constructs to the weapon's damage.
2	This adds an extra 2d6 points of damage to constructs to the weapon's damage.
3	This adds the <i>bane</i> magic weapon special ability versus constructs.

Doublecut Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia grants the user the ability to make extra attacks with a full-attack action.

Level	Bonus
1	This grants the user an extra attack with a full-attack action with a -2 penalty to this attack and all other attacks in the round.
2	This grants the user two extra attacks with a full-attack action with a -4 penalty to these attacks and all other attacks in the round.
3	This grants the user three extra attacks with a full-attack action with a -6 penalty to these attacks and all other attacks in the round.

Evasion Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Armor or Shield

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user evasion abilities of a thief.

Level	Bonus
1	This grants the user the Evasion ability as per the thief ability.
2	This grants the user the Uncanny Dodge ability as per the thief ability.
3	This grants the user the Improved Evasion ability as per the thief ability.

Flight Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 5th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user with the ability to fly.

Level	Bonus
1	This grants the user a Fly speed of 20 feet (clumsy).

2	This grants the user a Fly speed of 40 feet (poor).
3	This grants the user a Fly speed of 60 feet (average).

HP Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 5th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user with additional hit points.

Level	Bonus
1	This grants the user a 10 additional hit points.
2	This grants the user a 20 additional hit points.
3	This grants the user a 30 additional hit points.

Light Materia

Price (Materia Level): 300 gil (L1); 600 gil (L2); 1,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint light

Rarity: Uncommon

Activation: Swift action

This materia provides the user with the ability to make a bright illumination around the user.

Level	Bonus
1	This sheds bright illumination in a 5-foot radius and shadowy illumination for 5 feet beyond that.
2	This sheds bright illumination in a 20-foot radius and shadowy illumination for 20 feet beyond that.
3	This sheds bright illumination in a 60-foot radius and shadowy illumination for 60 feet beyond that.

MP Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Any

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user with additional magic points.

Level	Bonus
1	This grants the user a 5 additional magic points.
2	This grants the user a 10 additional magic points.
3	This grants the user a 15 additional magic points.

Safe Materia

Price (Materia Level): 1,000 gil (L1); 9,000 gil (L2); 25,000 gil (L3)

Attachable Slot: Armor or Shield

Caster Level: 5th

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user a resistance bonus to all saving throws.

Level	Bonus
1	This grants the user +1 bonus to all saving throws.
2	This grants the user +3 bonus to all saving throws.
3	This grants the user +5 bonus to all saving throws.

Shadow Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 7th

Aura: Moderate dark

Rarity: Uncommon

Activation: —

This materia provides the user a circumstance bonus to Stealth checks and partial concealment.

Level	Bonus
1	This grants the user a +2 circumstance bonus to Stealth skill checks and a partial concealment (10% miss chance).
2	This grants the user a +4 circumstance bonus to Stealth skill checks and a partial concealment (20% miss chance).
3	This grants the user a +6 circumstance bonus to Stealth skill checks and a partial concealment (30% miss chance).

Spell Reduction Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Any

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user a defense against spells targeting the user.

Level	Bonus
1	Spells targeted against the user count as 1 caster level less for determining numerical values such as damage, duration, distance, etc (not saves).
2	Spells targeted against the user count as 2 caster levels less for determining numerical values such as damage, duration, distance, etc (not saves).
3	Spells targeted against the user count as 3 caster levels less for determining numerical values such as damage, duration, distance, etc (not saves).

Spider Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user an immunity to webs and snares. It also grants the user a climb speed.

Level	Bonus
1	This grants the user immunity to webs, snares and a Climb speed of 15 feet.
2	This grants the user immunity to webs, snares and a Climb speed of 30 feet.
3	This grants the user immunity to webs, snares and a Climb speed of 45 feet.

Undead Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing and dark

Rarity: Uncommon

Activation: —

This materia aids the user in dealing with the undead.

Level	Bonus
1	This adds an extra 1d6 points of damage to undead to the weapon's damage.
2	As the level 1 ability and allows the user to attack incorporeal undead without halving damage.
3	As the level 2 ability and adds <i>bane</i> magic weapon special ability versus undead.

Underwater Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Any

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user water breathing and the swim speed.

Level	Bonus
1	This grants the user water breathing and a Swim speed of 20 feet.
2	This grants the user water breathing and a Swim speed of 40 feet.
3	This grants the user water breathing and a Swim speed of 60 feet.

Ability Materia

These yellow materias provide the user feats and can be equipped in a weapon or armor/shield slots. Each level of the ability materia grants a feat. You must have the prerequisites to benefit from the feats gain through these materia.

Cleave Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user the Cleave, Cleaving Finish, and Great Cleave feats.

Level	Bonus
1	This grants the user the Cleave feat.
2	This grants the user the Cleaving Finish feat.
3	This grants the user the Great Cleave feat.

Dodge Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Armor or Shield

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Dodge, Mobility, and Spring Attack feats.

Level	Bonus
1	This grants the user the Dodge feat.
2	This grants the user the Mobility feat.
3	This grants the user the Spring Attack feat.

Endurance Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Endurance, Diehard, and Fast Healer feats.

Level	Bonus
1	This grants the user the Endurance feat.
2	This grants the user the Diehard feat.
3	This grants the user the Fast Healer feat.

Expertise Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Combat Expertise, Improved Trip, and Improved Disarm feats.

Level	Bonus
1	This grants the user the Combat Expertise feat.
2	This grants the user the Improved Trip feat.
3	This grants the user the Improved Disarm feat.

Flank Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 12th

Aura: Moderate enhancing

Rarity: Rare

Activation: —

This materia provides the user the Improved Feint, Disengaging Feint, and Greater Feint feats.

Level	Bonus
1	This grants the user the Improved Feint feat.
2	This grants the user the Disengaging Feint feat.
3	This grants the user the Greater Feint feat.

Mounted Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Mounted Combat, Ride-By Attack, and Spirited Charge feats.

Level	Bonus
1	This grants the user the Mounted Combat feat.
2	This grants the user the Ride-By Attack feat.
3	This grants the user the Spirited Charge feat.

Overwhelm Materia

Price (Materia Level): 15,000 gil (L1); 25,000 gil (L2); 40,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 7th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Improved Sunder, Improved Bull Rush, and Improved Overrun feats.

Level	Bonus
1	This grants the user the Improved Sunder feat.
2	This grants the user the Improved Bull Rush feat.
3	This grants the user the Improved Overrun feat.

Power Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon

Caster Level: 15th

Aura: Moderate enhancing

Rarity: Uncommon

Activation: —

This materia provides the user the Power Attack, Furious Focus, and Dreadful Carnage feats.

Level	Bonus
1	This grants the user the Power Attack feat.
2	This grants the user the Furious Focus feat.
3	This grants the user the Dreadful Carnage feat.

Shield Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Shield Focus, Shield Specialization, and Greater Shield Focus feats.

Level	Bonus
1	This grants the user the Shield Focus feat.
2	This grants the user the Shield Specialization feat.
3	This grants the user the Greater Shield Focus feat.

Skill Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Skill Focus feats.

Level	Bonus
1	This grants the user the Skill Focus feat.
2	This grants the user the Skill Focus feat (can't be same skill as level 1).
3	This grants the user the Skill Focus feat (can't be same skill as level 1 & 2).

Unarmed Materia

Price (Materia Level): 4,000 gil (L1); 6,000 gil (L2); 10,000 gil (L3)

Attachable Slot: Any

Caster Level: 3rd

Aura: Faint enhancing

Rarity: Common

Activation: —

This materia provides the user the Improved Unarmed Strike, Deflect Arrows, and Stunning Fist feats.

Level	Bonus
1	This grants the user the Improved Unarmed Strike feat.
2	This grants the user the Deflect Arrows feat.
3	This grants the user the Stunning Fist feat.

Summon Materia

These red materias provide the user with the ability to summon a summoner's Avatar (only 1 avatar out at a time, no matter how many summon materias you have) which also enhances weapons and armor. With the Use Magic Device skill, the user can also cast greater black and white magic spells. They can be attached to weapons or armor.

Bahamut Materia

Price (Materia Level): 40,000 gil (L1); 70,000 gil (L2); 100,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong elemental

Rarity: Legendary

Activation: Swift action (to change elemental damage type) / Full-Round Action (to summon Bahamut)

This materia provides the user the ability to change the weapon damage to any elemental damage type or gain an elemental resistance to the all elements. This also allows the user to summon Bahamut for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Graviga, Scathe, and Ultima spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to any elemental damage.	This grants the user an Elemental Resistance of 5.	Summon Bahamut (1/day) for 3 rounds.	Graviga
2	This changes the user's weapon damage to any elemental damage and adds an extra 1d6 points of any elemental damage to the weapon's damage.	This grants the user an Elemental Resistance of 10.	Summon Bahamut (2/day) for 6 rounds.	Scathe
3	This changes the user's weapon damage to any elemental damage and adds an extra 2d6 points of any elemental damage to the weapon's damage.	This grants the user an Elemental Resistance of 15.	Summon Bahamut (3/day) for 9 rounds.	Ultima

Carbuncle Materia

Price (Materia Level): 20,000 gil (L1); 30,000 gil (L2); 50,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 9th

Aura: Moderate light

Rarity: Uncommon

Activation: Full-Round Action (to summon Carbuncle)

This materia changes the user's weapon damage to holy damage or gain an elemental resistance to the Light element. This also allows the user to summon Carbuncle for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Light spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to holy damage.	This grants the user a Light Resistance of 5.	Summon Carbuncle (1/day) for 3 rounds.	Light III
2	This changes the user's weapon damage to holy damage and adds an extra 1d6 points of holy damage to the weapon's damage.	This grants the user a Light Resistance of 10.	Summon Carbuncle (2/day) for 6 rounds.	Lightra
3	This changes the user's weapon damage to holy damage and adds an extra 2d6 points of holy damage to the weapon's damage.	This grants the user a Light Resistance of 15.	Summon Carbuncle (3/day) for 9 rounds.	Lightga

Diablo Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate dark

Rarity: Rare

Activation: Full-Round Action (to summon Diablo)

This materia changes the user's weapon damage to shadow damage or gain an elemental resistance to the Dark element. This also allows the user to summon Diablo for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Dark spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to shadow damage.	This grants the user a Dark Resistance of 5.	Summon Diablo (1/day) for 3 rounds.	Dark III
2	This changes the user's weapon damage to shadow damage and adds an extra 1d6 points of shadow damage to the weapon's damage.	This grants the user a Dark Resistance of 10.	Summon Diablo (2/day) for 6 rounds.	Darkra
3	This changes the user's weapon damage to shadow damage and adds an extra 2d6 points of shadow damage to the weapon's damage.	This grants the user a Dark Resistance of 15.	Summon Diablo (3/day) for 9 rounds.	Darkga

Ifrit Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Ifrit)

This materia changes the user's weapon damage to fire damage or gain an elemental resistance to the Fire element. This also allows the user to summon Ifrit for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Fire spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to fire damage.	This grants the user a Fire Resistance of 5.	Summon Ifrit (1/day) for 3 rounds.	Fire III
2	This changes the user's weapon damage to fire damage and adds an extra 1d6 points of fire damage to the weapon's damage.	This grants the user a Fire Resistance of 10.	Summon Ifrit (2/day) for 6 rounds.	Fira
3	This changes the user's weapon damage to fire damage and adds an extra 2d6 points of fire damage to the weapon's damage.	This grants the user a Fire Resistance of 15.	Summon Ifrit (3/day) for 9 rounds.	Firaga

Ixion Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Ixion)

This materia changes the user's weapon damage to lightning damage or gain an elemental resistance to the Lightning element. This also allows the user to summon Ixion for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Thunder spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to lightning damage.	This grants the user a Lightning Resistance of 5.	Summon Ixion (1/day) for 3 rounds.	Thunder III
2	This changes the user's weapon damage to lightning damage and adds an extra 1d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Resistance of 10.	Summon Ixion (2/day) for 6 rounds.	Thundara
3	This changes the user's weapon damage to lightning damage and adds an extra 2d6 points of lightning damage to the weapon's damage.	This grants the user a Lightning Resistance of 15.	Summon Ixion (3/day) for 9 rounds.	Thundaga

Leviathan Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Leviathan)

This materia changes the user's weapon damage to water damage or gain an elemental resistance to the Water element. This also allows the user to summon Leviathan for a short period of time using the caster level of the

item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Water spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to water damage.	This grants the user a Water Resistance of 5.	Summon Leviathan (1/day) for 3 rounds.	Water III
2	This changes the user's weapon damage to water damage and adds an extra 1d6 points of water damage to the weapon's damage.	This grants the user a Water Resistance of 10.	Summon Leviathan (2/day) for 6 rounds.	Watera
3	This changes the user's weapon damage to water damage and adds an extra 2d6 points of water damage to the weapon's damage.	This grants the user a Water Resistance of 15.	Summon Leviathan (3/day) for 9 rounds.	Waterga

Phoenix Materia

Price (Materia Level): 40,000 gil (L1); 70,000 gil (L2); 100,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 18th

Aura: Strong elemental

Rarity: Legendary

Activation: Standard Action (to cast Arise) / Full-Round Action (to summon Phoenix)

This materia changes the user's weapon damage to fire and holy (half and half) damage or gain an elemental resistance to the Fire and Light element as well as being able to cast Arise. This also allows the user to summon Phoenix for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast Arise, Flare II, and Full-Life spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to fire and holy damage.	This grants the user a Fire and Light Resistance of 5 and the ability to cast Arise (1/day).	Summon Phoenix (1/day) for 3 rounds.	Arise
2	This changes the user's weapon damage to fire and holy damage and adds an extra 1d6 points of fire and holy damage to the weapon's damage.	This grants the user a Fire and Light Resistance of 10 and the ability to cast Arise (2/day).	Summon Phoenix (2/day) for 6 rounds.	Flare II
3	This changes the user's weapon damage to fire and holy damage and adds an extra 2d6 points of fire and holy damage to the weapon's damage.	This grants the user a Fire and Light Resistance of 15 and the ability to cast Arise (3/day).	Summon Phoenix (3/day) for 9 rounds.	Full-Life

Shiva Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Shiva)

This materia changes the user's weapon damage to ice damage or gain an elemental resistance to the Ice element. This also allows the user to summon Shiva for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Blizzard spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to ice damage.	This grants the user an Ice Resistance of 5.	Summon Shiva (1/day) for 3 rounds.	Blizzard III
2	This changes the user's weapon damage to ice damage and adds an extra 1d6 points of ice damage to the weapon's damage.	This grants the user an Ice Resistance of 10.	Summon Shiva (2/day) for 6 rounds.	Blizzara
3	This changes the user's weapon damage to ice damage and adds an extra 2d6 points of ice damage to the weapon's damage.	This grants the user an Ice Resistance of 15.	Summon Shiva (3/day) for 9 rounds.	Blizzaga

Titan Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Titan)

This materia changes the user's weapon damage to earth damage or gain an elemental resistance to the Earth element. This also allows the user to summon Titan for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Stone spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to earth damage.	This grants the user an Earth Resistance of 5.	Summon Titan (1/day) for 3 rounds.	Stone III
2	This changes the user's weapon damage to earth damage and adds an extra 1d6 points of earth damage to the weapon's damage.	This grants the user an Earth Resistance of 10.	Summon Titan (2/day) for 6 rounds.	Stonera
3	This changes the user's weapon damage to earth damage and adds an extra 2d6 points of earth damage to the weapon's damage.	This grants the user an Earth Resistance of 15.	Summon Titan (3/day) for 9 rounds.	Stonega

Valefor Materia

Price (Materia Level): 30,000 gil (L1); 50,000 gil (L2); 80,000 gil (L3)

Attachable Slot: Weapon or Armor

Caster Level: 12th

Aura: Moderate elemental

Rarity: Rare

Activation: Full-Round Action (to summon Valefor)

This materia changes the user's weapon damage to wind damage or gain an elemental resistance to the Wind element. This also allows the user to summon Valefor for a short period of time using the caster level of the item as the Summoner class level for purposes of determining HD of the Avatar. With the Use Magic Device skill, the user can cast greater Aero spells.

Level	Weapon Bonus	Armor Bonus	Bonus	Spells
1	This changes the user's weapon damage to wind damage.	This grants the user a Wind Resistance of 5.	Summon Valefor (1/day) for 3 rounds.	Aero III
2	This changes the user's weapon damage to wind damage and adds an extra 1d6 points of wind damage to the weapon's damage.	This grants the user a Wind Resistance of 10.	Summon Valefor (2/day) for 6 rounds.	Aera
3	This changes the user's weapon damage to wind damage and adds an extra 2d6 points of wind damage to the weapon's damage.	This grants the user a Wind Resistance of 15.	Summon Valefor (3/day) for 9 rounds.	Aeroga