Barheim and before

Vaan: Accessories 1, WM1, BM1, Staves 1, Rods 1, Staves 2

Balthier: Accessories 1, WM1, BM1, Rods 1, Staves 2

Fran: Maces 1, Staves 2

After Dustia 2

Leviathan

Vaan: BM2, TM 1-2, AM1

Ashe: BM2, TM 1-2, AM1, Smallswords, Staves 1, MA 2-3, WM3, Gambit 20, ML25, Spellbreaker

Penelo: BM 1-2, TM 1-2, AM1, Staves 1, LA2, Shields 1, MA 2-3

After Garuda

Licenses before Henne Mines

Vaan: Guns 1, Poles 1

Penelo: Daggers 2, Poles 1, Accessories 4, 7, 8

Basch: LA2, Daggers 2, Poles 1, Shields 3, HA4, Accessories 5, 7 and 8, Steal, Gambit 15, PL1, Gambit 25, Shield Block 25, Traveler

After Tiamat

Vaan: Accessories 2, 5, 7 and 8

Ashe: Rods 1, Staves 2, BM3, Quickening, Accessories 8, Headsman

Everyone else should get Accessories 8, too

Before Jellies 1

Vaan: BM3, WM 2-3, Gambit 20, ML25, Spellbreaker, Headsman (may be slightly short of Headsman)

Between rounds of Jellies

Vaan: MA 1-3

Before Stillshrine

Vaan: Maces 2-3, Quickening, Swiftness 30, Spellbound, BM5, Quickening, Accessories 11 and 14, Quickening

Ashe: Bows 1-2, Axes and Hammers 1-3, Quickening, Swiftness 30, Spellbound, Accessories 5 and 9, Quickening, AM 2-3

Basch: Remedy Lore 1, Phoenix Lore, PL2, Spellbound, PL3, +150 HP, Swiftness 50, Remedy Lore 3, +200 HP

Balthier: Charge, Souleater, Infuse (optional: Numerology)

Penelo: BM3, HA4 (right from Shields 1)

After Bergan

Vaan: MA 5-6, BM4, AM2, GM3, GM1

Ashe: MA 5-6, BM4, GM 1-3

Basch: LA6, Shields 4, HA6, WM 4-5

Before Sochen

Penelo: Accessories 12, 15, 16, 18 and 20, Gambit 15, PL1, Gambit 25, Shield Block 25, Remedy Lore 3 (left from SB25), Remedy Lore 2 (down from Spellbound), Heavy Armor 7 (straight right from Shields 1)

After Sochen

Ashe: Accessories 12 and 14

Basch: Accessories 12 and 14

Before Draklor

Vaan: Channeling 50, Gambit 50, Swiftness 50, Serenity (straight right from Ether Lore 1) – if short, postpone Serenity

Ashe: Channeling 50, Gambit 50, Swiftness 50, Serenity (straight right from Ether Lore 1)

Fran: Quickening (left from AM1), AM5, TM2, Quickenings (left from Bows 2, then up and down)

Basch: Belias

After leaving Necrohol

Vaan and Ashe: WM6, Spears 1-3, Blood Sword, Swords 5-6, MA 8, 10 and 9, LA 7-9, HA 7 and 9

Basch: Shell Shield, Quickening, Swords 6, Dragon Whisker, Sagittarius, Zodiac Spear, Adrenaline, Focus, Shield Block 45, Remedy Lore 2, Shields 5, HA 7 and 9, Accessories 15, 16, 18 and 20 – if short, postpone Acc. 20