

# Golden Sun: The Lost Age Psynergy List

by unorigino

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1. Welcome!

Ah, welcome to my FAQ! I wrote this guide to help anyone with any troubles they may have had with psynergy names, what they do, etc.

So this guide will list the many psynergies in the game, with a brief description of what they do, PP needed, and all that stuff.

FASCINATING, huh?

Anyway...

(And EP is PP, but you already knew that.)

=====

2. Psynergy

The Psynergy will be listed as so:

Kana / Transliterated English / Literal English / Golden Sun US English

PP Required

Neat little description goes here.

Ok? So, onward to the psynergy!

-----

-A. Puzzle

アクア / Akua / Aqua / Douse

5PP

Count on this psynergy to.. wet stuff for you.

スコップ / Sukoppu / Scoop / None Yet

1PP

Can dig holes in the ground to discover secrets.

サイクロン / Saikuron / Cyclone / None Yet

2PP

Clears leaves off the ground.

ドライ / Dorai / Dry / None Yet

2PP

Can dry puddles and certain pools of water.

サンド / Sando / Sand / None Yet

2PP

Allows you to burrow under sand.

フォース / Fo-su / Force / Force

2PP

Can knock objects over using a large power.

リフト / Rifuto / Lift / Lift

2PP

Can lift large boulders to unblock new paths.

イマジン / Imajin / Imagine / Reveal

1PP

See hidden objects with the eyes of truth.

チャドー / Tyado- / Shadow / Cloak

1PP

Stay invisible in shadows only.

キャリー / Kyari- / Carry / Carry

2PP

Lift light objects and move them for one space.

キャッチ / Kyatchi / Catch / Catch

1PP

Catch objects that are just out of your reach.

バースト / Ba-suto / Burst / None Yet

2PP

Blast open large cracks.

ゲラインド / Geraindo / Grind / None Yet

2PP

Sink large rocks under the water with this psynergy.

ゲラビテイ / Gerabitei / Gravity / None Yet

2PP

Allows floating, activated on special energy panels.

プロミネンス / Purominense / Prominence / None Yet

1PP

Spread flames forward with this psynergy.

テレポート / Terepo-to / Teleport / None Yet

3PP

Teleport using special warp pads. Also used to teleport between towns.

チルド / Chirudo / Chilled / Frost

5PP

Freeze small puddles.

リターン / Rita-n / Return / Retreat

6PP

Return to the beginning of a dungeon.

ムーブ / Mu-bu / Move / Move

2PP

Push/Pull objects along one space.

リリース / Riri-su / Release / None Yet

1PP

Ties wound-up rope to make tightrope.

ブルーフ / Buru-fu / Bluff / Avoid

5PP

Avoid non-boss battle temporarily.

プレス / Puresu / Press / None Yet

2PP

Press columns flat on the ground.

スライド / Suraido / Slide / None Yet

1PP

Knock over toppling objects.

グロウ / Guruo / Grow / Growth

4PP

Grow plants.

スピン / Supin / Spin / Whirlwind

5PP

Blow leaves off the wall to unblock caves / move certain vines.

しつぷうのじゅつ / Shitsupuu no Jutsu / Art of Shitsupuu / Gale

3PP

Blow leaves off the wall to unblock caves / move certain vines.

リード / Ri-do / Read / Mind Read

1PP

Read into people's hearts.

ストップ / Sutoppu / Stop / Halt

2PP

Freeze objects in their tracks.

=====

-B. Mercury

チルド / Chirudo / Chilled / Frost

5PP

Chilly ice freezes the enemy for some ice damage.

チルドアース / Chirudo A-su / Chilled Ice / Tundra

8PP

Chilly ice freezes the enemy for medium ice damage.

チルドマウンテン / Chirudo Maunten / Chilled Mountain / Glacier

15PP

Chilly ice freezes the enemy for large ice damage.

---

アイス / Aisu / Ice / Ice

5PP

Ice shards stab the enemy. Some ice damage.

アイスホーン / Aisu Ho-n / Ice Horn / Ice Horn

11PP

Ice shards stab the enemy. Medium ice damage.

アイスミサイル / Aisu Misairu / Ice Missile / Ice Missile

23PP

Ice shards stab the enemy. Medium ice damage.

---

プリズム / Purizumu / Prism / Prism

7PP

Blocks of ice smash the enemy for some ice damage.

ヘイルプリズム / Heiru Purizumu / Hail Prism / Hail Prism

16PP

Blocks of ice smash the enemy for medium ice damage.

フリーズプリズム / Furi-zu Purizumu / Freeze Prism / Freeze Prism

31PP

Blocks of ice smash the enemy for large ice damage.

---

アクア / Akua / Aqua / Douse

5PP

Water damage.

アクアフォール / Akua Fo-ru / Aqua Fall / Drench

10PP

Larger water damage.

アクアスポラッシュ / Akua Suporasshu / Aqua Splash / Deluge

20PP

Extreme water damage.

---

アクア / Akua / Aqua / Douse

5PP

Water douses the enemy for some water damage.

アクアフォール / Akua Fo-ru / Aqua Fall / Drench

10PP

Water douses the enemy for medium water damage.

アクアスポラッシュ / Akua Suporasshu / Aqua Splash / Deluge

20PP

Water douses the enemy for large water damage.

---

バブル / Baburu / Bubble / Froth

5PP

Bubbles smack the enemy for some water damage.

バブルバルーン / Baburu Baru-n / Bubble Balloon / Froth Sphere

12PP

Bubbles smack the enemy for medium water damage.

バブルスパイラル / Baburu Supairaru / Bubble Spiral / Froth Spiral

31PP

Bubbles smack the enemy for large water damage.

---

クール / Ku-ru / Cool / None Yet

6PP

Ice spikes stab the enemy for some ice damage.

パーキークール / Pa-kii Ku-ru / Perky Cool / None Yet

14PP

Ice spikes stab the enemy for medium ice damage.

バイオレントクール / Baiorento Ku-ru / Violent Cool / None Yet

33PP

Ice spikes stab the enemy for large ice damage.

---

プライ / Purai / Ply / Ply

4PP

Restores 100HP to a single ally.

プライウェル / Purai Ueru / Ply Well / Ply Well

8PP

Restores 200HP to a single ally.

アーネストプライ / A-nesuto Purai / Earnest Ply / Pure Ply

12PP

Restores 1000HP to a single ally.

---

ウィッシュ / Uisshu / Wish / Wish

9PP

Restores 80HP to the whole party.

ウィッシュウェル / Uisshu Ueru / Wish Well / Wish Well

13PP

Restores 160HP to the whole party.

ピュアウィッシュ / Pyua Uishhu / Pure Wish / Pure Wish

20PP

Restores 400HP to the whole party.

---

アンチドウテ / Antidoute / Antidote / Cure Poison

2PP

Cures poison and venom.

アテンション / Atenshon / Attention / Restore

3PP

Cures sleep, stun, and delusion.

スプラッシュ / Supurasshu / Splash / Break

5PP

Removes any stat increases on the enemy.

---

プレッシャーエッジ / Puressha Ejji / Pressure Edge / Cutting Edge

5PP

A blast of water slices the enemy.

ブルームエッジ / Purumu Ejji / Plume Edge / None Yet

15PP

A waterfall rains down on the enemy before it is attacked.

---

ダイヤモンドダスト / Daiyamondo Dusuto / Diamond Dust / None Yet

6PP

Ice rocks smash onto the enemy for some damage.

ダイヤモンドバーグ / Daiyamondo Ba-gu / Diamondburg / None Yet

17PP

An iceberg falls on the enemy before it is smashed through.

---

ファニーニンフ / Fani-ninfu / Funny Nymph / None Yet

5PP

Summons a Funny Nymph to attack.

サッキュバス / Sakkyubasu / Succubus / None Yet

9PP

Summons a Succubus to attack.

エストレイッド / Esutoreiddo / ? / None Yet

14PP

Summons a ? to attack.

こおろのカード / Kooro no Ka-do / Card of Kooro / None Yet

28PP

A card spits ice onto the enemy.

=====

-C. Venus

クエイク / Kueiku / Quake / Quake

4PP

The earth trembles, and causes some earth damage.

アースクエイク / A-su Kueiku / Earth Quake / Earthquake

7PP

The earth trembles, and causes medium earth damage.

クエイクスフィア / Kueiku Sufuia / Quake Sphere / Quake Sphere

15PP

The earth trembles, and causes large earth damage.

---

スパイア / Supaia / Spire / Spire

5PP

A clay spire lands on the enemy and causes some earth damage.

スパイアクレイ / Supaia Kurei / Clay Spire / Clay Spire

13PP

A clay spire lands on the enemy and causes medium earth damage.

スパイアストーン / Supaia Suto-n / Stone Spire / Stone Spire

22PP

A clay spire lands on the enemy and causes large earth damage.

---

ガイア / Gaia / Gaia / Gaia

7PP

The earth rumbles and explodes for some earth damage.

マザーガイア / Maza- Gaia / Mother Gaia / Mother Gaia

17PP

The earth rumbles and explodes for medium earth damage.

グランドガイア / Gurando Gaia / Grand Gaia / Grand Gaia

32PP

The earth rumbles and explodes for large earth damage.

---

グロウ / Gurou / Grow / Growth

4PP

Plants rise from the ground for some earth damage.

マッドグロウ / Maddo Gurou / Mad Grow / Mad Growth

10PP

Plants rise from the ground for medium earth damage.

ジャングリグロウ / Jyunguri Gurou / Jungly Grow / Wild Growth

19PP

Plants rise from the ground for large earth damage.

---

ブロッサム / Burossamu / Blossom / Thorn

6PP

Wild thorns rise from the ground for some earth damage.

ソーンブロッサム / So-n Burossamu / Thorn Blossom / Briar

11PP

Wild thorns rise from the ground for medium earth damage.

ブライアブロッサム / Buraia Burossamu / Briar Blossom / Nettle

23PP

Wild thorns rise from the ground for large earth damage.

---

キュア / Kyua / Cure / Cure

3PP

Restores 70HP to a single ally.

キュアライト / Kyua Raito / Cure Light / Cure Well

7PP

Restores 150HP to a single ally.

キュアベスト / Kyua Besuto / Cure Best / Potent Cure

10PP

Restores 300HP to a single ally.

---

リバイブ / Rebaibu / Revive / Revive

15PP

Revives party member from Down status.

---

スクリーム / Sukuri-mu / Scream / Haunt

5PP

Evil spirits possess the enemy.

---

デスフォーチュン Desu Fo-tyun / Death Fortune / Curse

6PP

Death sentence on one enemy.



デスチャージ / Desu Tya-ji / Death Charge / Condemn

8PP

Instant death on one enemy - but it doesn't always work.

---

ひゃっきやこう / Hyakkiyakou / Pandemonium / Demon Night

12PP

A myriad of demons attack the enemy.

おどろおくり / Odorookuri / ? / None Yet

24PP

A myriad of demons attack the enemy.

---

かぶとわり / Kabutowari / Helmet Split / Helm Splitter

8PP

Powerful enough to break helmets.

どくろわり / Dokurowari / Skull Split / None Yet

8PP

Powerful enough to break the skull.

---

ませきかん / Masekikan / ? / Rockfall

5PP

An eruption from within the earth does some earth damage.

ませきしょう / Masekisyuu / ? / Rockslide

15PP

An eruption from within the earth does medium earth damage.

ませきりゅう / Masekiriyuu / ? / Avalanche

30PP

An eruption from within the earth does large earth damage.

---

めっさつのじゅつ / Messatsu no Jutsu / ? / Annihilation

18PP

Attempts to kill an enemy.

---

たけざしのじゅつ / Takezashi no Jutsu / Bamboo Art / Punji

7PP

The enemy is impaled on a bamboo trap. Some earth damage.

たけやりのじゅつ / Takeyari no Jutsu / Bamboo Spear Art / Punji Trap

3PP

The enemy is impaled on a bamboo trap. Medium earth damage.

たけふうじのじゅつ / Takefuuji no Jutsu / ? / Punji Strike

24PP

The enemy is impaled on a bamboo trap. Large earth damage.

---

ラガナロック / Raganarokku / Ragnarok / Ragnarok

7PP

Giant sword impales the enemy.

オデッセイ / Odessei / Odyssey / None Yet

18PP

3 large swords impale the enemy, one by one.

---

トロル / Tororu / Troll / None Yet

3PP

Summons a troll to attack.

ミノタウロス / Minotauros / Minotaurus / None Yet

10PP

Summons a minotaur to attack.

フィアパペット / Fia- Papetto / Fear Puppet / None yet

7PP

Evil voodoo magic.

ダンスナイフ / Dansu Naifu / Dance Knife / None Yet

7PP

Swords slice the enemy.

いばらのカード / Ibara no Ka-do / Card of Thorns / None Yet

22PP

A card attacks the enemy with thorns.

しにがみのカード / Card of the God of Death / None Yet

8PP

A card tries to kill an enemy.

-----  
-D. Mars

フレア / Furea / Flare / Flare

4PP

A wall of flame scorches the enemy for some fire damage.

フレアウォール / Furea Uoru / Flare Wall / Flare Wall

7PP

A wall of flame scorches the enemy for medium fire damage.

フレアストーム / Furea Suto-mu / Flare Storm / Flare Storm

12PP

A wall of flame scorches the enemy for large fire damage.

---

ファイア / Faia / Fire / Fire

6PP

Fire balls rain down on the enemy for some fire damage.

ファイアボール / Faiabo-ru / Fireball / Fireball

12PP

Fire balls rain down on the enemy for medium fire damage.

ファイアクロス / Faia Kurosu / Fire Cross / Inferno

23PP

Fire balls rain down on the enemy for large fire damage.

---

ヴァルカン / Varukan / Vulcan / Volcano

6PP

Magma bursts from under the ground for some fire damage.

イラプトヴァルカン / Iraputo Varukan / Erupt Vulcan / Eruption

14PP

Magma bursts from under the ground for medium fire damage.

ブラストヴァルカン / Burasuto Varukan / Blast Vulkan / Pyroclasm

29PP

Magma bursts from under the ground for large fire damage.

---

ボム / Bomu / Bomb / Blast

5PP

A small explosion blasts the enemy for some damage.

マインボム / Main Bomu / Mine Bomb / Mad Blast

9PP

A small explosion blasts the enemy for medium damage.

バーストボム / Basu-to Bomu / Bomb Burst / Fiery Blast

19PP

A small explosion blasts the enemy for large damage.

---

デンジャラス / Denjarasu / Dangerous / Blast

7PP

An explosion scorches the enemy for some fire damage.

デンジャラクト / Denja Rakuto / Danger ? / Nova

13PP

An explosion scorches the enemy for some fire damage.

デンジャフュージョン / Denja Fyujyon / Danger Fusion / Supernova

31PP

An explosion scorches the enemy for some fire damage.

---

フューム / Fyu-mu / Fume / None Yet

6PP

A stream of fire smashes a single enemy for some fire damage.

フュームワーム / Fyu-mu Wa-mu / Fume Worm / None Yet

14PP

A stream of fire smashes a single enemy for medium fire damage.

フュームドラゴン / Fyu-mu Doragon / Dragon Fume / None Yet

35PP

A stream of fire smashes a single enemy for large fire damage.

---

ビーム / Bi-mu / Beam / None Yet

7PP

A beam of fire hits the enemy for some fire damage.

サイクルビーム / Saikuru Bi-mu / Cycle Beam / None Yet

14PP

A beam of fire hits the enemy for medium fire damage.

スクランブルビーム / Sukuranburu Bi-mu / Scramble Beam / None Yet

36PP

A beam of fire hits the enemy for large fire damage.

---

オーラ / O-ra / Aura / None Yet

7PP

Restores 50HP to the whole party.

ヒールオーラ / Hi-ru O-ra / Heal Aura / None Yet

11PP

Restores 100HP to the whole party.

クリアオーラ / Kuria O-ra / Clear Aura / None Yet

16PP

Restores 200HP to the whole party.

---

プロテクト / Purotekuto / Protect / Guard

3PP

Boosts defence of one ally.

ハイプロテクト / Hai Purotekuto / High Protect / Protect

5PP

Boosts defence of all allies.

---

ウィーク / Ui-ku / Weak / Impair

4PP

Breaks defence of one enemy.

ハイウィーク / Hai Ui-ku / High Weak / Debilitate

6PP

Breaks defence of all enemies.

---

ばくえんりゅう / Bakuenryuu / Smog Dragon / Dragon Cloud

6PP

A dragon of flame smashes the enemy.

ばくしんりゅう / Bakushinryuu / Explosive Dragon / None Yet

33PP

A fire dragon explodes on the enemy.

---

れつかざん / Retukazan / Flowing Volcano / Lava Shower

4PP

Volcanic eruption strikes the enemy for some fire damage.

もうかざん / Moukazan / Rushing Volcano / Molten Bath

12PP

Volcanic eruption strikes the enemy for medium fire damage.

おにかざん / Onikazan / Devil Volcano / Magma Storm

27PP

Volcanic eruption strikes the enemy for large fire damage.

---

しゅごぼさつ / Syugobosatu / Bodhisattva Protection / Guardian

3PP

Boosts a single ally's defence.

しゅごてんじん / Syugotenjin / Divine Protection / Protector

5PP

Boosts all allies' defence.

---

ばくえんのじゅつ / Bakuen no Jutsu / ? / Fire Bomb

5PP

An explosion damages the enemy for some fire damage.

ばくらのいのじゅつ / Bakurai no Jutsu / Depth Charge Art / Cluster Bomb

11PP

An explosion damages the enemy for medium fire damage.

ばくしんのじゅつ / Bakushin no Jutsu / Explosion Art / Carpet Bomb

29PP

An explosion damages the enemy for large fire damage.

---

ヒートバーナー / Hi-to Ba-na- / Heat Burner / Heat Wave

6PP

Wall of flame scorches the enemy.

ルークファイエル / Ru-kufaieru / Ru-kufaiel / None Yet

17PP

Fire rains down on the enemy for fire damage.

---

プラネットダイバー / Puranetto Daiba- / Planet Diver / Planet Diver

7PP

The user dives up and smashes the enemy.

プラネットボンバー / Purunetto Bonba- / Planet Bomber / None Yet

19PP

The user dives up and smashes the enemy.

---

ブレイズ / Bureizu / Blaze / None Yet

9PP

The blaze of black magic hits the enemy for some fire damage.

アビスブレイズ / Abisu Bureizu / Abyss Blaze / None Yet

18PP

The blaze of black magic hits the enemy for medium fire damage.

ハーデスブレイズ / Ha-desu Bureizu / Hades Blaze

32PP

The blaze of black magic hits the enemy for large fire damage.

---

ハンマーリザード / Hanma-riza-do- / Hammer Lizard / None Yet

7PP

Summons a Hammer Lizard to attack.

ファイアドラゴン / Faia Doragon / Fire Dragon / None Yet

17PP

Summons a Fire Dragon to attack.

サラマダー / Saramanda- / Salamander / None Yet

7PP

Summons a salamander to attack.

ファイアブレス / Faia Buresu / Fire Breath / None Yet

13PP

The enemy is hit with fire breath.

ジャグリング / Jaguringu / Juggling / None Yet

7PP

The enemy is hit with juggling balls of fire for some fire damage.

ホットジャグル / Hotto Jaguru / Hot Juggle / None Yet

13PP

The enemy is hit with juggling balls of fire for medium fire damage.

ナパームジャグル / Napa-mu Jaguru / Napalm Juggle / None Yet

25PP

The enemy is hit with juggling balls of fire for large fire damage.

ほのおのカード / Honoo no Ka-do / Card of Flame / None Yet

11PP

A card spews out flames on the enemy.

なまぐらのカード / Namakura no Ka-do / Card of Namakura / None Yet

6PP

A card breaks the enemy's attack power.

=====

-E. Jupiter

ライトニング / Raitoningu / Lightning / Bolt

4PP

Bolts of lightning shock the enemy for some electric damage.

ライトニングボルト / Raitoningu Boruto / Lightning Bolt / Flash Bolt

7PP

Bolts of lightning shock the enemy for medium electric damage.

ヘブンライトニング / Hebun Raitoningu / Heaven Lightning / Blue Bolt

14PP

Bolts of lightning shock the enemy for large electric damage.

---

レイ / Rei / Ray / Ray

6PP

Bolts of lightning shock the enemy for some electric damage.

レイストーム / Rei Suto-mu / Storm Ray / Storm Ray

10PP

Bolts of lightning shock the enemy for medium electric damage.

レイデストラクト / Rei Desutorakuto / Destruct Ray / Destruct Ray

21PP

Bolts of lightning shock the enemy for large electric damage.

---

プラズマ / Purazuma / Plasma / Plasma

8PP

Bolts of electricity shock the enemy for some electric damage.

シャインプラズマ / Shain Purazuma / Shine Plasma / Shine Plasma

18PP

Bolts of electricity shock the enemy for medium electric damage.

スパークプラズマ / Supa-ku Purazuma / Spark Plasma / Spark Plasma

37PP

Bolts of electricity shock the enemy for large electric damage.

---

スラッシュ / Surasshu / Slash / Slash

4PP

Air blades slice the enemy for some wind damage.

ウインドスラッシュ / Uindo Surasshu / Wind Slash / Wind Slash

9PP

Air blades slice the enemy for medium wind damage.

ソニックスラッシュ / Sonikku Surasshu / Sonic Slash / Sonic Slash

20PP

Air blades slice the enemy for large wind damage.

---

スピーン / Supin / Spin / Whirlwind

5PP

The tempest strikes the enemy for some wind damage.

トルネードスピーン / Torune-do Supin / Tornado Spin / Tornado

14PP

The tempest strikes the enemy for medium wind damage.

テンペストスピーン / Tenpesuto Supin / Tempest Spin / Tempest

27PP

The tempest strikes the enemy for large wind damage.

---

インパクト / Inpakuto / Impact / Impact

7PP

Boosts one ally's attack.

ハイインパクト / Hai Inpakuto / High Impact / High Impact

2PP

Boosts all allies' attack.

---

ダル / Daru / Dull / Dull / 6PP

Weakens one enemy's attack.

ダルダル / Daru Daru / Dull Dull / Blint / 11P

Weakens all enemies' attack.

---

レジスト / Rejisuto / Resist / Ward

3PP

Boosts one ally's resistance.

ハイレジスト / Hai Rejisuto / High Resist / Resist

5PP

Boosts all allies resistance.

---

センシティブ / Senshiteibu / Sensitive / Weaken

4PP

Drops enemy's resistance.

ハイセンシティブ / Hai Senshiteibu / High Sensitive / Enfeeble

6PP

Drops all enemies' resistance.

---

イリュージョン / Iryu-jyon / Illusion / Delude

4PP

Wraps the enemy in a mist.

---

スリープ / Suri-pu / Sleep / Sleep

5PP

Sends an enemy to sleep.

---

タイトエナジー / Taito Enaji- / Tight Energy / Bind

4PP

Restricts the use of psynergy.

---

ドレイン / Dorein / Drain / Drain

3PP

Drains HP from the enemy, and heals you for that much HP.



エナジードレイン / Enaji- Dorein / Energy Drain / Psy Drain

0PP

Drains PP from the enemy, and restores that much PP.

---

せんこうざん / Senkouzan / First Attack / Quick Attack / 12PP

A speedy attack on the enemy.

---

きしんのやいば / Kisin no Yaiba / Blade of the Fierce God / Demon Spear

4PP

Boosts a single ally's attack.

てんじんのやいば / Tenjin no Yaiba / Blade of the Heavenly God / Angel

Spear

12PP

Boosts all allies' attack.

---

いっしんめっきやく / Isshinmekkyaku / ? / Magic Shell

3PP

Boosts resistance on one ally.

しんとうめっきやく / Shintoumekkyaku / Clearing of Mundane Thoughts /

Magic Shield

5PP

Boost resistance on all allies.

---

イツナおとし / Iduna Otoshi / ? / Death Plunge

14PP

The user jumps into the air and plunges weapon first onto the enemy.

しんイツナおとし / Shin Iduna Otoshi / ? / None Yet

22PP

The user jumps into the air and plunges weapon first onto the enemy.

---

ふうましゅりけん / Fuuma Shuriken / ? / Shuriken

8PP

Throwing stars are thrown at the enemy.

---

しつぷうのじゅつ / Shitsupuu no Jutsu / ? / Gale

3PP

A gust of wind strikes the enemy for some wind damage.

せんぷうのじゅつ / Senpuu no Jutsu / Whirlwind Skill / Typhoon

12PP

A gust of wind strikes the enemy for medium wind damage.

れつぷうのじゅつ / Retsupuu no Jutsu / ? / Hurricane

25PP

A gust of wind strikes the enemy for large wind damage.

---

らいめいのじゅつ / Raimei no Jutsu / Thunder Skill / Thunderclap

9PP

Bolts of electricity shock the enemy for some electric damage.

らいざんのじゅつ / Raizan no Jutsu / Raizan Skill / Thunderbolt

19PP

Bolts of electricity shock the enemy for medium electric damage.

らいじんのじゅつ / Raijin no Jutsu / Raijin Skill / Thunderstorm

39PP

Bolts of electricity shock the enemy for large electric damage.

---

かすみのじゅつ / Kasumi no Jutsu / Mist Skill / Mist

4PP

Covers up enemy sight.

---

マジカルシュート / Majikaru Shu-to / Magical Shoot / Astral Blast

5PP

Attack the enemy with flying stars.

---

サンダーマイン / Sanda- Main / Thunder Mine / None Yet

16PP

Thunder ball explodes on the enemy.

---

ゴーストアーミー / Go-suto- A-mi / Ghost Army

22PP

Summons an undead knight to attack.

マンティコア / Mantikoa / Manticore / None Yet

18PP

Manticore heals party for 300HP.

フェニックス / Fyenikkusu / Phoenix / None Yet

10PP

Revives a party member.

ウィップラッシュ / Uippurasshu / Whiplash / None Yet

6PP

A lightning whip attacks the enemy.

イミュー / Emyu- / Emu / None Yet

10PP

Summons an emu to attack the enemy.

いかづちのカード / Ikadzuchi no Ka-do / Card of Ikadzuchi / None Yet

17PP

A card throws lightning onto the enemy.

まぼろしのカード / Baboroshi no Ka-do / Card of Illusion / None yet  
4PP

A card wraps the enemy in mist.

ねむりのカード / Mamori no Ka-do / Card of Sleep / None Yet  
5PP

A card sends the enemy to sleep.

-----  
-F. No element

ワイルドウルフ / Wairudo Urufu / Wild Wolf / None Yet  
3PP

Summons a wild wolf to attack.

ロックちょう / Rokku Chou / Super Rock / None Yet  
22PP

Summons a bird to attack.

-----  
-G. Dummied

リフレクト / Rifurekuto / Reflect / Reflect  
5PP

Mercury

Reflects psynergy.

マ???? / Ma???? (Ma[gu-ne-t-to]) / Magnet  
1PP

Venus

A magnetic field. Probably attracted items.

ア?? / A?? (A[ro-u]) / Arrow  
2PP

Jupiter

A bow and arrow.

-----

### 3. Contact

If you have anything to say (suggestions, hosting permission), then contact me at paul<dot>crossman<at>btinternet<dot>com

Anyone who gives corrections, help, etc will have their name put down.

-----  
4. Sites allowed to host

So far, the sites that can host this are:

GameFAQs (www.gamefaqs.com)

-----  
5. Credits

\*Myst Erik Ery for the Freeze Prism info.

\*Kenta for 'Cyclone' and 'Chilled'

\*AstroBlue for a whole lot of psynergy corrections, and for the Samurai skills. They're EVIL. @\_@

And his FAQ FAQ (um...) which helped make my FAQ that teeny bit better.

Final word = him > me

\*Kevin Cox for telling me Halt wasn't on the list.

\*Aspartate for telling me what Halt was in Japanese (I had no password at the time =P)

\*ffgameplay<at>netscape<dot>net (I'll need another name for this, BTW) for giving me unknown psynergy names.

---

\*Camelot and Nintendo for making this game.

\*You for reading it. And for the large checks you sent, which I'll be accepting very soon. ...there's no checks? Dang.

=====

## 6. Update History

-v1.8 (9/29/02 - 21:02)

\*Totally scrapped the old format. Adding psynergy became impossible to do, as I had no idea what was left to add. =/

So, using cheat codes, I'll input the psynergy much easier.

\*Got a large chunk of psynergy added, just minor details left to go through.

-v1.6 (7/30/02 - 08:35)

\*Barely added to the FAQ, corrections here and there.

-v1.5 (7/23/02 - 16:01)

\*Added more psynergys.

\*Got some of the Samurai skills translated.

\*Added Ninja skills.

\*Wondered who named these psynergys.

-v1.2 (7/22/02 - 13:54)

\*Added more psynergys to each section to round off each section.

-v0.9 (7/21/02 - 23:12)

\*Added many psynergys to the list, but... some don't seem right...

-v0.5 (7/20/02 - 20:09)

\*First release of this FAQ. Only out of battle psynergys are included in the list.

=====

## 9. Legal Stuff

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