

Tales of Symphonia Skills FAQ

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Tales of Symphonia

Spells and Technique Aquisition FAQ
V1.32

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Updates

v1.32 Edited part of the FAQ

v1.31 Made minor fixes.

v1.3 Major Overhaul of descriptions, new layout.
Added PS2 version only techs.

v1.01 Fixed up a couple of bits, here and there.

V1.0 Finally got off my backside to write the thing.
-Added all sections you see

Quick Foreword

As you might have not known, before reading this FAQ, that I have included

both names, and properties of each skill in relation to versions of the game in both the Western world, and Japan. Also, I have included PS2 version techs for the curious, and the importers.

Introduction to Spells and Techs

Skills and Spells are the basis of battles within Tales of Symphonia. The battles wouldn't even look half as appealing without a fireball screeching across the battlefield or a Super-Mega-Ultra-Cool, Colourful-Flashy-Lighty attack to finish off a foe.

Skills and Spells in Symphonia, unlike any previous Tales game, are divided into 2 categories of fighting. Tactical, and Strike.

Both categories spawn from EX Skills, which are covered in another FAQ. (Gogeta75's EX Skills FAQ)

Depending on the attack type alignment your character is with, he/she will learn that category of skill.

Tactical Vs Strike

Now alot of people have been asking about this as of late, and all I can say is that both paths have their respective advantages.

Some character's Tactical and Strike paths have certain characteristics. Eg. One path might deal a more noticable amount of damage, but cannot be used in Unison Attacks (such the case with Shihna's/Sheena's Skill paths).

Remember, you can have a combination of techniques from BOTH branches, plus ample time for change during your quests.

More will be covered later regarding character specifics.

Aquisition

Ok, now getting to the real point of all this.

Taking Majinken (Demon Fang) as an example..

After you have used Majinken (Demon Fang) 50 times (same number applies to every skill in the game) and hit or pass the level 16, you acquire Majinken Souga (Double Demon Fang), if you are aligned with Tactical. But if you are aligned with S, you acquire Gou Majinken (Fierce Demon Fang).

And moving on, if you are still with T or S, and after 50 times usage of Majinken Souga (Double Demon Fang) or Gou Majinken (Fierce Demon Fang), and you reach the level of 50, you acquire Majinrengazan or Magoujin, respectively.

That's just for the basic tech Majinken (Demon Fang), and there are many more for ones like Shunjinken (Sonic Thrust), Kougahazan (Tiger Blade), Chirisazame (Sword Rain), Shishisenkou (Beast) and Renkuuzan (Tempest).

You can have combinations of T and S skills for different skills, but not of the same skill line. You can have Shinkuuretsuzan (Omega Tempest T- Upgrade of Tempest) and Soushou (Sonic Sword Rain S- Upgrade of Sword Rain), but not Shinkuuretsuzan (Omega Tempest) and Retsubuu (Psi Tempest), because both skills are from the same technique tree (Tempest).

To change from one to another, just change which EX Skills you assign. From Tactical, to Strike, or vice-versa. (Click on the skill, then choose another one from the list of 4. You can see what type it is in the top right hand corner of the little description box.)

Then go into a few battles (about 7-10, then you'll see a difference). Your alignment should change from one to the other, but gradually.

If you wish to learn the other alignment's techs, you have to "forget" the version of the upgrade you already know.

Eg. You know Double Demon Fang, but you want to learn Fierce Demon Fang, You have to "forget" Double Demon Fang by going into the skills menu, selecting Double Demon Fang, then pressing X. You'll be prompted whether you want to do this, and press Yes.

Then go into a battle, and using Demon Fang a few times, you should acquire Fierce Demon Fang.

By the way, alot of people having been asking on what is that blue skill? It is simply the Symphonia way of saying that you are going to acquire that skill soon, or if something is preventing you acquiring it. It may be due to you being in the wrong alignment, or you are not a high enough level (but this only happens if you are 2-3 levels away). Red Text skills indicate you do not have the TP reserves to use it.

Skill Listings

Now here is kind of the meat of the FAQ, and the potatoes are what was mentioned before. I hope you got a good meal by munching on some nummy gouds, there.

Key~

--- (If the 3 hyphens are placed before a name, then it means it is a root skill, or a skill which only has a level-requirement.)

Sword/Fuujitsu/Kicking Techs

Name- The Name, in the US/PAL version, and the Japanese version.

TP- TP Cost

Hits- Combo of amount of hits delt in the tech

Damage spread- is (a number) times normal attack multiplied by hit count.

Eg. 1.2 X 3 | 3.1 (Thunder) means 1.2 times normal damage, and it is done 3 times. The second part of the technique deals 3.1 normal, plus Thunder-type Damage.

Special Notes (if apply)- Self Explanatory

Spells

Name- The Name!

TP- TP Cost

Type- Type of Damage

Hits- Combo of amount of hits delt in the spell

Target- Who or what is affected by the spell

Special notes (if apply)- Blah blah.

How the requirements work -

- . Default: Automatically aquired
- . T-Line/S-Line: The tech is aligned to this EX-skill path.
- . Lv. #: The character must be at or beyond this level.
- . Elemental Damage (blah): The character must be dealing this element damage to "unlock" the tech. The tech remains active so as long as the element is still being delt.
- . Used (Blah skill) (Blah uses) times: Use the prerequisite skills a set number of times (either 50 or 200)
- . Must know (blah skill): Must have the prerequisite skill already aquired.
- . Event: Sometimes the tech can be aquired during an event, or can be performed after the event in the story..

|Lloyd|

--- Sword Techs ---

--- Demon Fang (Default) || Majinken

A swing of one sword releases a wave of energy.

TP 4

Hit 1

Damage Spread 1.2

Special Note: Demon Fang Techs can immeditely bring back up downed enemies.

Double Demon Fang (T Line, Lv. 16) || Majinken Souga

Consecutive swings of both swords release 2 waves of energy.

TP 16

Hits 2

Damage Spread 1.05 X 2

Special Note: Demon Fang Techs can immeditely bring back up downed enemies.

Demonic Chaos (T Line, Lv. 50) || Majinrengazan

3 Waves of energy are released,

the first 2 are strike and dissapate

and the third hits and continues through the opponent.

TP 34

Hits 5

Damage Spread 1.2 X 2 | 0.5 X 3

Special Note: Demon Fang Techs can immeditely bring back up downed enemies.

Fierce Demon Fang (S-Line Demon Fang, Lv. 16) || Gou Majinken

Lloyd slams the ground with one of his sword arms, releasing a shockwave

immedietely in front of him, but doesn't travel far.

TP 16

Hits 4

Damage Spread 0.6 | 0.6 X 3

Demonic Circle (S-Line, Lv. 50) || Magoujin

Involves Lloyd swinging his sword around him, clearing a path..

then a massive wave in the direction of the enemy,

plus hitting surrounding enemies.

TP 38

Hits 3

Damage Spread 1.0 x 2 | 2.5

--- Sonic Thrust (Lv. 4) || Shunjinken

Lloyd thrusts in one direction with such force that surrounding air

is visibally shifted.

TP 5

Hits 1

Damage Spread 1.4

Hurricane Thrust (T Line, Lv. 18) || Huujinken

The surrounding air within the opponent is forced out, creating a wind blast to surrounding enemies.

TP 14

Hits 2

Damage Spread 1.0 | 1.2 (Wind)

Supersonic Thrust (S-line, Lv. 18) || Kuuhashou

Extreme force is put into the thrust that it pushes back the enemy alot furthur that a normal Sonic Thrust.

TP 14

Hits 1

Damage Spread 2.4

--- Tiger Blade (Lv. 9) || Kogahazan

A 2 part attack involving Lloyd slashing up then quickly down in mid-air, like a bite of a animal of prey.

TP 8

Hits 2

Damage Spread 0.8 X 2

Tiger Rage (T-Line, Lv. 27) || Kogarenzan

Whilst in mid-air, Lloyd slashes a second time before hitting home.

TP 19

Hits 4

Damage Spread 0.7 | 0.5 X 2 | 0.7

Heavy Tiger Blade (S-Line, Lv. 27) || Kogaretsuzan

Extreme force is applied to the final slash that it knocks down the opponent.

TP 19

Hits 2

Damage Spread 1.0 | 1.5

Special Note: On the second slash, it slams the enemy down onto the ground, requiring it to recover.

Twin Tiger Blade (S-Line Lv. 54) || Mouhagouhazan

A 4 part combination with Lloyd hitting the opponent up, down, and up again, until finally a final slam down into the ground.

TP 35

Hits 4

Damage Spread 0.8 X 3 | 1.6 X 1

Special Note: Same deal with Heavy Tiger Blade. Knockdown on last slash.

--- Beast (Lv. 14) || Shishisenkou

Pent up energy is blasted out in a form of a ferocious beast.

TP 12

Hits 2

Damage Spread 1.0 | 1.6

Special Note: Knockback

Raging Beast (T-Line, Lv. 30) || Shikousenpa

A spinning slash to draw the enemy in, then with added force, the energy is released in an arc of 60 degrees as a ferocious beast.

TP 25

Hits 3

Damage Spread 0.6 X 2 | 2.0

Special Note: Knockback involves all enemies immediate in front in an arc.

Hunting Beast (S-Line, Lv. 30) || Shikousouhazin

A short primal release of energy sends Lloyd into the air, and on the return to the land, he transfers all his might into the ground, sending a shockwave all around, causing knockdown to all opponents caught within.

TP 24

Hits 3

Damage Spread 1.0 | 1.2 | 1.4

Special Note: Ground wave causes knockback

--- Sword Rain (Lv. 7) || Chirisamane

A quick burst of stabs in one direction ensure a quick combo.

TP 7

Hits 5

Damage Spread 0.25 X 4 | 0.5

Special Note: All Sword Rain line techs can be used with EX skill Cancellor

Sword Rain: Alpha (T-Line, Lv. 21) || Akizamene

An elongated period of stabs ending finally in a fierce uppercut.

(Blade Storm to those DeJap Tales of Phantasia players)

TP 16

Hits 9

Damage Spread 0.2 X 8 | 0.6

Special Note: On occasion if the correct connecting tech is used, the uppercut is cancelled.

Sword Rain: Beta (T-Line, Lv. 59) || Zangoushigure

Raining stabs into the enemy's body ending with a uppercut and an additional slash in the air.

TP 38

Hits 11

Damage Spread 0.3 X 9 | 0.6 X 2

Special Note: The Uppercut cannot be cancelled, and concequently cannot be used in Combinations to great effect.

Sonic Sword Rain (S-line, Lv. 21) || Soushou

A stabbing period as long as Sword Rain, ending with a powerful thrust.

TP 16

Hits 7

Damage Spread 0.5 X 2 | 0.15 X 3 | 0.4 | 1.05

--- Tempest (Lv. 11) || Renkuuzan

Lloyd somersaults multiple times, letting his blades fly in circular fashions.

TP 8

Hits 4

Damage Spread 0.4 X 4

Special Note: All Tempest-line techs can be used with EX Skill Sky Cancellor

Omega Tempest (T-line, Lv. 24) || Shinkuuretsuzan

Lloyd's somersaulting period is extended, but a set path is taken to make

Lloyd end at the same spot he started at.

TP 17

Hits 8

Damage Spread 0.3 X 7 | 0.4 X 1

Psi Tempest (S-Line, Lv. 24) || Retsuzanpuu

Lloyd somersaults to the other end of the battlefield,

a much longer distance covered than Tempest.

TP 17

Hits 6

Damage Spread 0.4 X 6

--- Rising Falcon (Lv. 40) || Hitenshouku

Lloyd jumps backwards into the air, then crashes down upon the enemy with a large, groundward stab.

TP 32

Hits 1

Damage Spread 3.2

Special Note: Can be used with EX Skill Sky Cancellor

Demonic Thrust || Majinkuugashou

(Lv. 33, Double Demon Fang/Fierce Demon Fang used 50 times,

Hurricane Thrust/Supersonic Thrust used 50 times)

A shockwave is unleashed that goes through multiple enemies in a line, then ends with a Supersonic Thrust.

TP 30

Hits 3

Damage Spread 0.6 X 2 | 2.3

Special Note: This is an Ougi, a combination of 2 techniques.

Demonic Tiger Blade || Majinsouhazan

(Lv. 35, Double Demon Fang/Fierce Demon Fang used 50 times,

Tiger Rage/Heavy Tiger Blade used 50 times)

A shockwave that goes through multiple enemies in a line, then a Tiger Blade.

TP 32

Hits 3

Damage Spread 0.6 X 2 | 1.2 X 3

Special Note: Another Ougi.

Tempest Thrust || Renpuukuugashou

(lv. 38, Hurricane Thrust/Supersonic Thrust used 50 times,
Omega Tempest/Psi Tempest used 50 times)

Tempest in a stationary spot, ending with a Supersonic Thrust.

TP 35

Hits 6

Damage Spread 0.5 X 5 | 1.6

Special Note: Another Ougi

Tempest Beast || Shikoureppuu

(Lv. 41, Hunting Beast/Raging Beast used 50 times,
Omega Tempest/Psi Tempest used 50 times)

Tempest in a stationary spot, coupled with a release of energy.

TP 35

Hits 6

Damage Spread 0.5 X 5 | 1.8

Special Note: Another Ougi, Knockback.

Raining Tiger Blade || Shuusouhazan

(Lv. 44, Tiger Rage/Heavy Tiger Blade used 50 times,
Sword Rain: Alpha/Sonic Sword Rain used 50 times)

Multiple stabs start off the Ougi, and ending with a dual slash.

TP 36

Hits 11

Damage Spread 0.2 X 9 | 0.9 X 2

Special Note: Another Ougi..

Beast Sword Rain || Shishisenretsuha

(Lv. 47, Sword Rain: Alpha/Sonic Sword Rain used 50 times,
Hunting Beast/Raging Beast used 50 times)

Multiple stabs start off the Ougi,
and ending with a release of bestial energy.

TP 38

Hits 9

Damage Spread 0.25 X 8 | 2.0

Special Note: Last Ougi, Knockback.

--- Guardian (Event in Triet) || Suigojin

A green coloured forcefield envelops Lloyd.

TP 10% of Total

Special Note: Used to reduce damage from magic and physical attacks.

--- Hidden Techs ---

Lightning Thrust || Shinraiken

(Sonic Thrust used 200 times, Elemental Damage Lightning)

Like Kratos'/Zelos' Lightning sword, a thrust brings down a lightning bolt.

TP 5

Hits 2

Damage Spread 1.4 | 0.5 (lightning)

Lightning Tiger || Raihazan

(Tiger Blade used 200 times, Elemental Damage Lightning)

Tiger Blade, with lightning striking down.

TP 8
Hits 3
Damage Spread 0.8 X 3 (Lightning)

Grave Blade || Gansaiken
(Fierce Demon Fang used 200 times, Elemental Damage Earth)
Lloyd slams the ground, sending not only a shockwave, but earth and dirt along with it, giving some range.

TP 16
Hits 6
Damage Spread 0.6 | 0.7 X 5

Rising Phoenix || Houtenkuu
(Rising Falcon used 200 times, Elemental Damage Fire)
Same deal as Rising Falcon, only with pyrotechnics.

TP 32
Hits 1
Damage Spread 3.3

Falcon Crest || Tenshou Souhazan
Bright lights encircle Lloyd as he performs the technique only possible with the Eternal Sword.
TP 100
Hits 16
Damage Spread 1.0 X 8 | 2.5 | 1.0 X 6 | 5.0
Special Note: Lloyd's Hi-Ougi.
To perform it you must be down to 16% HP or lower
Have the title "Dimensional Swordman"
(or title you got after receiving Material Blade)
and have Material Blade equipped.
Once you fulfilled those requirements, you must press A+X+B in battle.

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--- PS2 Version Only Techs ---

Kaenrenkuu (Use Renkuuzan 200 times, Elemental Damage Fire)
Lloyd somersaults, but his blades flare up and deal fire damage.
TP 8
Hits 4
Damage Spread 0.4 X 4

Shinkuusenretsuha (Lv. 53, Use Akisazame/Soushou more than 50 times,
Use Shinkuurenkuuzan/Retsuzanpuu more than 50 times)

TP 23
Hits ?
Damage Spread ?
Special Notes: Lloyd was added another Ougi-tech in the PS2 version.

|Collet/Collette|

--- Ray Thrust (Default)
A thrown Chakram deals straight out damage.

The Chakram covers the length of the battlefield.

TP 5

Hits 1

Damage Spread 1.3

Dual Ray Thrust (Lv. 15, T-line, Used Ray Thrust 50 times) || Ray Shiraze (?)
Collet throws a single Chakram, spins, then throws another one.

TP: 10

Hits 2

Damage Spread 1.05 X 2

Triple Ray Thrust || Rimmed Ray (?)

(Lv. 36, T-Line, used Dual Ray Thrust 50 times)

A single spin of Collet throws 3 Chakrams in a 60 degree arc.

TP 22

Hits 3

Damage Spread 1.2 X 3

Ray Satellite (Lv. 15, S-Line, Used Ray Thrust 50 times) || Rune Steer

Collet throws an oddly formed Chakram in front of her, and the disk remains in place, dealing damage for a short period of time.

TP 14

Hits 5

Damage Spread 0.46 X 5

Triple Ray Satellite || Steer Fennel

(Lv. 36, T-Line, Used Ray Satellite 50 times)

Collet spins, throwing out 3 Ray Satellites, and each deal their own set of damage.

TP 26

Hits 15 (total)

Damage Spread 0.5 X 15

--- Pow Hammer (Lv. 8) || Pikohan

A Hammer sprouts from literally nowhere, and bonks the enemy.

TP 8

Hits 1

Damage Spread 1.6

Special Note: All Piko/Pow Hammer moves might stun the enemy.

Pow Pow Hammer (Lv. 19, T-Line, used Pow Hammer 50 times) || Piko Piko Hammer

Multiple hammers sprout, and each hit the enemy.

TP 15

Hits 4

Damage Spread 0.6 X 4

Hammer Rain (Lv. 44, T-Line, used Pow Pow Hammer 50 times) || Pikorain

A little star pops from Collet's hands, then a shower of Toy Hammers rains on the enemy. Useful for larger sized baddies.

TP 30

Hits 11

Damage Spread 0.5 X 2 | 1.0 X 9

Para Ball (Lv. 19, S-Line, used Pow Hammer 50 times) || Parley Ball

2 Spiked balls are thrown by Collet, and upon contact, lightning bolts strike the enemy.

TP 14

Hits 4

Damage Spread 1.5 X 2 | 0.8 X 2 (Thunder)

Torrential Para Ball || Paraly Partita

(Lv. 44, S-Line, used Para Ball 50 times)

Multiple spiked balls are thrown by Collet, upon contact, lightning bolts strike the enemy.

TP 30

Hits 8

Damage Spread 0.5 X 4 | 0.4 X 4 (Thunder)

--- Ring Whirlwind (Lv. 12) || Brandise

Collet spins around, Chakrams in hand, and doing a Link-Spin-Attack-esque attack.

TP 11

Hits 3

Damage Spread 0.7 X 3

Ring Cyclone (Lv. 40, T-Line, Use Ring Whirlwind 50 times) || Angel Ring

Collet spins for an extended period, with Chakrams in hands.

TP 22

Hits 5

Damage Spread 0.56 X 5

Whirlwind Rush (Lv. 40, S-Line, use Ring Whirlwind 50 times) || Solfeggi

Collet hacks away at the enemy like Fred Flintstone during the ending credits, then finishes off with a spin of her Chakrams.

TP 22

Hits 6

Damage Spread 0.7 X 3 | 0.5 X 3

--- Item Thief (Lv. 10) || Item Steal

Collet "accidentally" collapses, and deals damage through the fall.

TP 10

Hits 1

Damage Spread 2.0

Special notes: If she is successful in stealing, you recieve an item.

Item Rover (Lv. 28, used Item Thief 50 times) || Rover Item

Falls over, but probably with greater force O_o

TP 22

Hits 1

Damage Spread 3.0

Special Notes: Greater Chances of Success

Grand Chariot

(Lv. 32, use Pow Pow Hammer/Para Ball 50 times,
use Dual Ray Thrust/Runsutia 50 times)

Collet throws her 3 Chakrams in a 60 Degree arc, and upon contact, lightning strikes from above.

TP 24

Hits 3

Damage Spread 0.6 X 2 | 2.0 (Thunder)

Special Notes: Collet's one of 2 Ougi.

Stardust Cross

(Lv. 50, use Pow Pow Hammer/Paraball 50 times,
use Ring Cyclone/Whirlwind Rush 50 times)

Collet throws up a single star, and a blast of tiny stars blows onto the enemy
TP 34

Hits 14

Damage Spread 0.5 | 0.4 X 13

Special Notes: Collet's other Ougi.

Pow Revenge (EX Skill) || Piko Revenge

When Collet is taken down or delt damage,
randomly a Toy hammer strikes the enemy.

TP N/A

Damage Spread 1.6

Special Notes: The Combonation of EX Skills-
Accuracy (LV 1) and Lucky (LV 3)
yields this combonation EX skill.

Damage Guard (Event in Triet) || Reduce Damage

A green forcefield envelops Collet

TP 10% of total

Special Notes: Reduces damage taken from
magic and physical Attacks dramatically while the shield is up.

--- Angel Spells ---

Angel Feathers (Event)

A solumn prayer brings 3 Chakrams flying into the enemy,
dealing Light-type damage.

TP 20

Hits 3

Damage Type: Light

Holy Song (Event)

A buff to all characters, ups their Defence and Attack powers.

TP 35

Special Notes: This spell can be used in cumulative effect with other buffs.

Judgement (Event)

Columns of Light strike from the Heavens, striking the entire battlefield.
Simply Awesome.

TP 40

Damage Type: Light

Sacrifice (Event) || Reviverser

Collet kills herself for the sake of the party members, to aid them in battle.
Truly a selfless act.

TP 150

Special Notes: Collet heals every party member by about 50%,
and deals massive damage on all enemies.

--- Hidden Techs ---

Toss Hammer (Use Pow Hammer 200 times) || Poihan

Randomly, any of the Pow Hammer-line attacks will inflict Poison.

TP 8

Special Notes: It is entirely random when poison is inflicted.

Ice Hammer (Use Pow Hammer 50 times, and Elemental Damage Ice) || Kochihan

A frozen toy hammer strikes the enemy.

TP 8

Damage Type: Ice

Holy Judgement (Use Judgement and Holy Song 50 times each)

A mistake? Hardly!

A combination of Holy Song, and the damaging lights of Judgement.

TP 100

Hits 1

Damage type: Light

Special Notes: Collet's Hi-Ougi. Is performed at random times.

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--- PS2 Version Only Techs ---

Grand Cross (Lv. 42)

TP 40

Damage Spread: (Light)

Special Notes: Collet was given another Angel Spell, probably to fill in the
void.

|Genius/Genis|

--- Spells ---

--- Aqua Edge (Lv. 7)

Spears of Water glide across the ground, towards the enemy.

TP 8

Type Water

Hits 3

Spread (Lv. 17, T-Line, use Aqua Edge 50 times)
A geyser of water bursts up from under the enemy.
TP 22
Type Water
Hits 4

Tidal Wave (Lv. 38, T-Line, use Spread 50 times)
Water engulfs the entire battlefield, dealing damage to every enemy.
TP 60
Type Water
Hits 12

Aqua Laser (Lv. 17, S-Line, use Aqua Edge 50 times)
A blast of water strikes the enemy from Genis.
TP 20
Type Water
Hits 3

--- Fireball (Default)
3 fireballs are targetted onto one enemy.
TP 7
Type Fire
Hits 3

Eruption (Lv. 23, T-Line, use Fireball 50 times)
A rift of lava explodes beneath the targetted area and lava bursts upwards.
TP 24
Type Fire
Hits 3

Explosion (Lv. 56, T-Line, use Eruption 50 times) || Explode
Looks like a bomb is dropped onto the target and a firey force blows outwards.
TP 55
Type Fire
Hits 1

Flame Lance (Lv. 23, S-line, use Eruption 50 times)
A lance of fire strikes the enemy, then explodes, dealing 2 part damage.
TP 24
Type Fire
Hits 2

--- Wind Blade (Lv. 5) || Wind Cutter
The air around the enemy suddenly begins to slash away at it.
TP 8
Type: Wind
Hits 3

Air Thrust (Lv. 20, T-Line, Use Wind blade 50 times)
A large area of air around the enemy suddenly begins to violently slash at the enemies in the area.
TP 22
Type: Wind
Hits 7

Cyclone (Lv. 50, T-Line, use Air Thrust 50 times)

A cyclone of green air blasts upwards, sending the enemy into a spiral (bad pun).

TP 50

Type: Wind

Hits 12

Air Blade (Lv. 20, S-Line, use Wind Blade 50 times)

A blast of water strikes the enemy from Genis.

TP 22

Type: Wind

Hits 3

--- Stone Blast (Lv. 3)

A pile of rocks bursts up from underneath the enemy.

TP 7

Type: Earth

Hits 3

Stalagmite (Lv. 14, T-Line, use Stone Blast 50 times) || Rock Break

The ground bursts forth in 3 parts, sending the enemy upwards.

TP 20

Type: Earth

Hits 5

Ground Dasher (Lv. 47, T-Line, use Stalagmite 50 times) || Grand Dasher

A great chasm breaks

and the enemy is subject to constant strikes from the fissure.

TP 46

Type: Earth

Hits 10

Grave (Lv. 14, S-Line, use Stone Blast 50 times)

The ground breaks apart, and multiple spikes burst up all sides.

TP 22

Type: Earth

Hits 5

Special Notes: Although one enemy appears to only be the target of the damage, multiple enemies can be caught up within the area of effect and receive damage.

--- Lightning (Lv. 9)

A bolt of lightning strikes at the enemy from above.

TP 9

Type: Lightning

Hits 1

Thunder Blade (Lv. 29, T-line, Use Lightning 50 times)

A large wad of lightning is materialised into a sword, it strikes the enemy, creates a large area of impact, then shocks everything inside that area.

TP 28

Type: Lightning

Hits 4

Indignation (Lv. 61, T-Line, use Thunder Blade 50 times)

A circle is drawn, showing the impact area. Eventually a legendary-sized lightning bolt strikes all enemies within, dealing unbelievable amounts of damage.

TP 60

Type: Lightning

Hits 1

Spark Web (Lv. 29, S-Line, use Lightning 50 times)

A circle develops and anyone unluckyly caught within this recieves a nasty shock. (again, curse me for the pun.)

TP 26

Type: Lightning

Hits 8

--- Icicle (Lv. 11)

The enemy is caught inside an icicle, then the ice cracks abruptly.

TP 10

Type: Ice

Hits 2

Ice Tornado (Lv. 26, T-Line, use Icicle 50 times)

A tornado develops within an area where the enemy is, and the enemy is pummeled by ice when caught inside the tornado.

TP 30

Type: Ice

Hits 6

Freeze Lancer (Lv. 26, S-Line, uses Icicle 50 times)

A rift of ice opens in front of Genis, and multiple icicles shoot towards the target.

TP 29

Type: Ice

Hits 6

Raging Mist (Lv. 35, must know Eruption and Spread)

A large target area is engulfed in raging embers and steam, dealing gradual damage, as long as the enemy is inside the area.

TP 38

Type: Fire

Hits 5 (Max)

Gravity Well (Lv 42, must know Thunder Blade and Stalagmite) || Gravity

A black dome encases the targets within the area, and the enemy suffers from physical damage within the area of effect.

TP 42

Type: Normal

Hits 8

Spiral Flare (Lv. 35, must know Air Blade and Flame Lance)

Similar in appearance to Air Blade, but with a Fiery touch.

TP 38

Type: Fire

Hits 5

Volt Arrow (Lv. 40, must know Spark Web and Flame Lance)

A triangular area is targetted and all enemies caught inside are subject to massive amounts of thunder shocks.

TP 42

Type: Lightning

Hits 10

Atlas (Lv. 48, must know Aqua Laser and Air Blade) || Might Atlas

The area is encased in a shell of swirling water and wind. Anyone inside is slashed about repeatedly.

TP 44

Type: Wind

Hits 10

Absolute (Lv. 44, must know Grave and Freeze Lancer)

A gigantic Icicle sprouts and encases the enemy, then shatters in a mighty icy explosion.

TP 46

Type: Ice

Hits 2

Earth Bite (Lv. 53, Must know Grave and Spark Web) || Bite of Earth

Couple of shocks of electricity shock the enemy, then as a last course, the ground bursts up and closes in on the enemy.

TP 44

Type: Earth

Hits 10

Prism Sword (Lv. 58, must know Absolute and Atlas) || Prismatic Sword

A circle is targeted around the enemy, and swords of light rain down upon the enemy, like a controlled "Judgement".

TP 58

Type: Light

Hits 7

--- Dreaded Wave (Lv. 32) || Add Pressure

A circle is targeted around the target, and tiny rocks pummel the enemy endlessly.

TP 34

Type: Earth

Hits 8

Force Field (Event in Triet)

A Green forcefield envelops Genis.

TP 10% of Total

Special Notes: Reduces damage taken from both Magic and Physical attacks.

--- Hidden Techs ---

Meteor Storm (Acquired in Heimdell, late in the game.) || Meteor Swarm
Wrath of space rains meteorites onto unsuspecting enemy heads.

TP 80

Type: Normal

Hits 14

Indignate Judgement || Indignation Judgement

(Use Indignation 50 times, Overlimits)

The other side of Heaven. Wrath is brought down swiftly, and painfully.

TP 100

Type: Thunder

Special Notes: Genis' Hi-Ougi.

Use Indignation while in Overlimits to use Indignate Judgement.

|Refill/Raine|

--- Spells ---

--- First Aid (Default)

Her hands don't get dirty when she has the power of mana on her side!

TP 8

Special notes: Heals 30% TP

Nurse (Lv. 26, T-Line, use First Aid 50 times)

Playing doctor couldn't be so easy.

TP 28

Special Notes: Heals every single party member 30-40% HP

Healing Circle (Lv. 42, T-Line, use Nurse 50 times)

As opposed to "Circle of Death".

A character is targeted, and a circle is created around that character.

TP 56

Special Notes: Healing is gradual for anyone within the circle.

Outside battle, this heals every party member.

Revitalise (Lv. 50, T-Line, use Healing Circle 50 times) || Resurrection

The Ultimate in Miracle Cures!

TP 96

Special Notes: Every party member's HP is restored up to 80-90%.

Heal (Lv. 26, S-Line, use First Aid 50 times)

Big gashing wounds are not a problem.

TP 20

Special Notes: Target receives 60-70% healing

Cure (Lv. 41, S-Line, Use Heal 50 times)

Feel young again!

TP 64

Special Notes: Target completely restored.

--- Ressurrection || Raise Dead

(Event in Lake U Macy after taking Unicorn's Horn)

Your reanimations aren't zombies anymore..

TP 48

Special Notes: Target KO'ed character is revived to 30% HP.

Revive (Lv. 50, S-Line, use Cure 50 times)

It's like the Elixer of Life!

TP 96

Special Notes: Completely revive a character to full HP.

--- Recover (Lv. 13)

You aren't limited to Quack-miracle cures anymore.

TP 12

Special Notes: Cures all physical status alignments (Poison, etc).

Purify (Lv. 32, T-Line) || Recuperate

A circle of "healthyness" is drawn up..

TP 24

Special Notes: Anyone within that area is rid of any status alignments.

Outside battle, it affects everyone.

Restore (Lv. 32, S-Line)

Cures, AND provides immunity!

TP 24

Special Notes: The target is cured of any Physical status alignments, plus is immune to all status alignment attacks by the enemy for the battle.

--- Dispel (Lv. 16)

Poof!~

TP 16

Special Notes: Dispel rids the target of any buffs and/or harmful downgrades (Eg. Attack up, defence down, etc)

Nullify (Lv. 38, T-Line)

For the magically numb.

TP 28

Special Notes: Dispels magical status alignments for all characters.

Anti-Magic (Lv. 38, S-Line)

Seals all chances of being affected by magic alignments.

TP 28

Special Notes: Dispels magical status alignments on one target, and target is immune to all magical status alignments for the battle.

--- Sharpness (Lv. 16)

Concentration is for the strong.

TP 12

Special Notes: Target receives a small plus in their attack strength.

Acuteness (Lv. 35, T-Line, have Sharpness) || Aggregate Sharp
Minds of all are set on one thing. Destroying the enemy.

TP 32

Special notes: All party members in battle receive a small plus in their attack strength.

Keenness (Lv. 35, S-Line, have Sharpness)

Keeps the concentration of an individual at a peak for longer times.

TP 32

Special notes: Target receives a greater plus in attack strength, and remains that way for the entire battle.

--- Barrier (Lv. 10)

Magical Barriers are fun.

TP 8

Special Notes: Target receives a small plus in their defence.

Field Barrier (Lv. 29, T-Line, have Barrier)

Shields for all!

TP 48

Special Notes: All party members receive a small plus in their defence.

Permaguard (Lv. 29, S-line, have Barrier) || Flint Protect

Wonder-shield!!

TP 40

Special Notes: Target receives a greater plus in defence, and remains that way for the entire battle.

--- Charge (Lv. 8)

No static involved.

TP 24

Special Notes: Target is restored a certain amount of TP, at a greater cost to Raine.

--- Photon (Lv. 18)

Enemy is engulfed in a ball of light and explodes.

TP 16

Type: Light

Hits 2

Ray (Lv. 45, T-line, used Photon 50 times)

Beams of light radiate from a central point above the enemy.

TP 35

Type: Light

Hits 5 (If target is big enough)

Holy Lance (Lv. 46, S-Line, used Photon 50 times)

Enemy is hit multiple times by a slicing Lance, then it eventually gets pierced by it.

TP 40

Type: Light

Hits 5

--- Force Field (Event in Triet)

A green Shield envelops Raine.

TP 10% of total

Special Notes: Reduces damage taken from both Magic and Physical attacks.

=====

--- PS2 Version Only Techs ---

Inspect Magic (Lv. 20)

Refill uses magic to classify and identify a target enemy.

TP N/A

Special Notes: Same effect as using a Magic Lens.

Sacred Shine (Overlimits, Used Ray/Holy Lance 100 times or more)

Part of the battlefield is circled with a glyph on the ground,
and with a blinding flash, it erupts in light, dealing massive light damage.

TP 100

Type: Light

Special Notes: Refill's one of 2 Hi-Ougi. Must be preformed during

Overlimits, and when Ray/Holy Lance are used 100 times or more.

Use Ray/Holy Lance in battle.

Fairy Circle

(Overlimits, Used Ressurrection (or Revitalise in US version) 100 times)

Four fairies fly out in four directions.

a glyph appears, covering the entire battlefield. Another blinding flash,
and all allies are healed and all enemies are damaged.

TP 100

Special Notes: Refill's 2nd Hi-Ougi.

Must be performed during Overlimits, and when Ressurrection (or Revitalise)

and Ray are used more than 100 times.

Use Ressurrection in battle when all these are met.

|Kratos/Zelos|

--- Sword Techs ---

--- Demon Fang (Default) || Majinken

A swing of a sword sends a shockwave towards the enemy.

TP 4

Hit 1

Damage Spread 1.2

Special Note: Demon Fang Techs can immeditely bring back up downed
enemies.

Double Demon Fang (T Line, Lv. 15) || Majinken Souga
Consecutive swings of both swords release 2 waves of energy.

TP 16

Hits 2

Damage Spread 1.05 X 2

Fierce Demon Fang (S-Line Demon Fang, Lv. 15) || Gou Majinken
Lloyd slams the ground with one of his sword arms, releasing a shockwave immediately in front of him, but doesn't travel far.

TP 16

Hits 4

Damage Spread 0.6 | 0.6 X 3

--- Sonic Thrust (Lv. 5) || Shunjinken
Kratos/Zelos thrusts in one direction with such force that surrounding air is visibally shifted.

TP 5

Hits 1

Damage Spread 1.4

Hurricane Thrust (T Line, Lv. 28) || Huujinken
The surrounding air within the opponent is forced out, creating a wind blast to surrounding enemies.

TP 14

Hits 2

Damage Spread 1.0 | 1.2 (Wind)

Special Note: It would be ideal that whatever Lloyd has, copy it, since you can do a Unison attack with both of the same kind.
(eg. Hurricane Thrust and Hurricane Thrust)

Supersonic Thrust (S-line, lv. 28) || Kuuhashou
Extreme force is put into the thrust that it pushes back the enemy alot furthur that a normal Sonic Thrust.

TP 14

Hits 1

Damage Spread 2.4

Special Note: It would be ideal that Whatever Lloyd has, copy it, since you can do a Unison attack with both of the same kind.
(eg. Supersonic Thrust and Supersonic Thrust)

--- Light Spear (Lv. 23) || Senkuureppa
A spiral spin of their sword takes them upwards, then a stab down to finish.

TP 18

Hits 4

Damage Spread 0.5 X 3 | 0.7

Victory Light Spear (T-line, Lv. 44) || Senkuushoureppa
A spiral slash up sends the enemy up with Kratos/Zelos, then spin-slash at the height of their climb finishes off the enemy.

TP 26

Hits 4

Damage Spread 0.6 X 3 | 1.4 X 1

Light Spear Cannon (S-line, Lv. 44) || Senkuushousinga
A spiral slash sends the enemy up, then Kratos/Zelos stab upwards multiple times while the enemy is in the air.

TP 26

Hits 6

Damage Spread 0.5 X 3 | 0.6 X 3

Hell Pyre (Lv. 37, must know Eruption) || Gurenken

They jump backwards after slashing at the enemy, and whilst in the air, their weapon shoots out a fiery shot which upon contact, explodes.

TP 22

Hits 5

Damage Spread 1.0 | 0.5 | 1.0 | 0.5 X 2

Lightning Blade (Lv. 40, must know Thunder Blade) || Raijinken

A powerful stab onto the opponent

brings out a large lightning bolt from the sky.

TP 22

Hits 2

Damage Spread: 1.5 | 1.8

Super Lightning Blade (Lv. 52, must know Thunder Blade) || Huuraijinken

A stab like Lightning Sword, but it bring out a big bolt plus

a blast of wind like Wind Thrust deals wind damage to surrounding enemies.

TP 34

Hits 2

Damage Spread 1.75 | 2.0 (Wind + Lightning)

Demon Spear || Majinsenkuuha

(Lv. 49, use Double Demon Fang/Fierce Demon Fang 50 times,

Use Victory Light Spear/Light Spear Cannon 50 times)

A shockwave which travels through multiple enemies is shot before Kratos/Zelos spiral up into the air then perform a top-air slash.

TP 30

Hits 6

Damage Spread 0.5 X 2 | 0.3 X 3 | 1.1

Special Note: Kratos'/Zelos' only Ougi.

Guardian (Event) || Suigojin

A green forcefield envelops Kratos/Zelos.

TP 10% Total

Special Note: Reduces damage taken from both Magic and Physical attacks.

Grave Blade || Gansaiken

(Use Fierce Demon Fang 200 times, Elemental damage Earth)

Kratos/Zelos slams the ground, sending not only a shockwave, but earth and dirt along with it, giving some range.

TP 16

Hit 6

Damage Spread 0.6 | 0.7 X 5

--- Spells ---

--- Fireball (Default)

A couple of Fireballs, wowzers.

TP 7

Type: Fire

Hits 3

Eruption (Lv. 23, use Fireball 50 times)

The ground explodes with waves of fast lava, dealing damage while also sending the enemy up.

TP 24

Type: Fire

Hits 3

--- Stone Blast (Lv. 9)

A pile of rocks bursts up from underneath the enemy.

TP 7

Type: Earth

Hits 3

Grave (Lv. 34, use Stone Blast 50 times)

The ground breaks apart, and multiple spikes burst up all sides.

TP 22

Type: Earth

Hits 5

Special Notes: Although one enemy appears to only be the target of the damage, multiple enemies can be caught up within the area of effect and receive damage.

--- Wind Blade (Lv. 7) || Wind Cutter

The air around the enemy suddenly begins to slash away at it.

TP 8

Type: Wind

Hits 3

Air Thrust (Lv. 18, Use Wind blade 50 times)

A large area of air around the enemy suddenly begins to violently slash at the enemies in the area.

TP 22

Type: Wind

Hits 7

--- Lightning (Lv. 11)

A bolt of lightning strikes at the enemy from above.

TP 9

Type: Lightning

Hits 1

Thunder Blade (Lv. 20, Use Lightning 50 times)

A large wad of lightning is materialised into a sword, it strikes the enemy, creates a large area of impact, then shocks everything inside that area.

TP 28

Type; Lightning

Hits 4

First Aid (Default)

First Aid without rubber gloves or CPR.

TP 8

Special Notes: Heals about 30% of HP.

Only one character is targetted.

Healing Wind (Lv. 26, must know Air thrust)

An area begins to circulate curative air. If only medicine were that easy.

TP 45

Special Notes: Heals gradually in chunks of HP while the wind is blowing

Anyone within this circle recieves healing.

Healing Stream (Lv. 47, must know Grave)

A circle is placed around the target, and anyone within that circle is healed.

TP 35

Special Notes: Healing is Gradual, until the circle dissapates.

Anyone within this circle recieves healing.

Judgement (Aquired after Kratos rejoins the party)

Big columns of light begin to strike the ground, all around the battlefield.

TP 40

Type: Light

Special notes: Kratos can only know this,

and he gets it on his second joining to your party.

=====

--- PS2 version Only Techs ---

Dankuuken (Use Senkureppa 200 times, Elemental Damage Wind)

Zelos spins upwards only, but a force of wind blows the enemy up and away.

TP 18

Special Notes: Only Zelos can use this secret tech.

Shugohoujin (Aquired when Kratos rejoins)

A seal is placed in front of Kratos, and all friendlies within this are healed whereas all enemies within are damaged.

TP 24

Damage Spread: (Light)

Special Notes: Kratos can only use this tech.

Shining Bind (Overlimits)

Kratos' Ultimate Attack. His wings explode, a symbol is carved into the ground

and light plus the might of Kratos erupts from around him.

TP 100

Type: Light

Special Notes: Kratos' Hi-Ougi

Can be performed when Kratos returns to the party.

Requires: Judgement Title to be worn, and during Overlimits,
Press O, X and [] (square) simultaneously.

Shining Bind (Used Majinsenkuuha more than 100 times)

Zelos' One of 2 Ultimate Attacks. Heavens lends him their might and he smites his enemies with pure force within a set area.

TP 100

Type: Light

Special Notes: Zelos' One of 2 Hi-Ougi

Can be performed when Zelos has used Majinsenkuuha more than 100 times,
and when his HP is below 10%.

Judgement (Acquired after using Shining Bind, for Zelos)

Big columns of light begin to strike the ground, all around the battlefield.

TP 26

Type: Light

Special Notes: This is PS2 version ONLY.

Divine Judgement (Use Judgement 20 times or more, Overlimits)

TP 100

Type: Light

Special Notes: Zelos' Other Hi-Ougi

Can be performed when Zelos has reached Overlimits and when Judgement
has been used more than 20 times. Use Judgement when all these have been met.

|Shihna/Sheena|

--- Fuujitsu/Guardian Techs ---

--- Pyre Seal (Default) || Sakurikifu

A spiral of Ofuda deal explosive damage.

TP 15

Hits 1

Damage Spread 2.5

Special Notes: Has Knockback effect on the enemy.

Demon Seal (Lv. 60, used Pyre Seal 50 times) || Hamatouhu

Banished spirits return to inflict grave damage on the enemy.

TP 35

Hits 1

Damage Spread 3.0

Special Note: Knockback effect on the enemy.

--- Power Seal (Default) || Sanrikifu

Defensive power is smashed this Fuujitsu is used.

TP 5

Hits 1

Damage Spread 0.8

Special Notes: Lowers Enemy Defence by 10% for 15 seconds.

Power Seal Pinion (Lv. 37, T-line, used Power Seal 50 times) || Sanrikishoufu
A 2 part card-slap ensures defence is lowered.

TP 18

Hits 2

Damage Spread 1.0 X 2

Special Notes: Lowers Enemy Defence by 10% for 15 Seconds.

Power Seal Absolute (Lv. 37, S-Line, used Power Seal 50 times) || Sanrikiseifu
Upgraded Power seal, in terms of execution.

TP 22

Hits 1

Damage Spread 1.2

Special Notes: Lowers Enemy Defence by 10% for 15 seconds.

--- Serpent Seal (Lv. 34) || Jakoufu

Evasion is reduced when this Fuujitsu is used.

TP 5

Hits 1

Damage Spread 0.8

Special Notes: Evasion is reduced for 15 seconds.

Serpent Seal Pinion (Lv. 52, T-Line, used Serpent Seal 50 times) || Jakoushoufu
A 2 part card-slap ensures Evasion is lowered.

TP 12

Hits 2

Damage Spread 1.0 X 2

Special Notes: Evasion is reduced for 15 seconds.

Serpent Seal Absolute || Jakouseifu

(Lv. 52, S-Line, used Serpent Seal 50 times)

Upgraded Serpent seal, in terms of execution.

TP 24

Hits 1

Damage Spread 1.2

Special Notes: Evasion is reduced for 15 seconds.

--- Mirage Seal (Lv. 26) || Yuugenfu

Attack power is reduced when this Fuujitsu is used.

TP 5

Hits 1

Damage Spread 0.8

Special Notes: Attack power is reduced by 10% for 15 seconds.

Mirage Seal Pinion (Lv. 44, T-Line, use Mirage Seal 50 times) || Yuugenshoufu
A 2 part card-slap ensures Attack power is lowered.

TP 12

Hits 2

Damage Spread 1.0 X 2

Special Notes: Attack Power is reduced by 10% for 15 seconds.

Mirage Seal Absolute (Lv. 44, S-Line, Use Mirage Seal 50 times) || Yuugenseifu
Upgraded Mirage Seal, in terms of execution.

TP 20

Hits 1

Damage Spread 1.2

Special Notes: Attack Power is reduced by 10% for 15 seconds.

--- Life Seal (Lv. 22) || Seikyuufu

Shihna's Ofuda become vampires. Hiss..!

TP 15

Hits 1

Damage Spread 1.4

Special Notes: 10% of HP is restored every use of this skill on the enemy.

--- Spirit Seal (Lv. 30) || Shoukyuufu

Shihna's Ofuda become leeches of TP!

TP 15

Hits 1

Damage Spread 1.4

Special notes: 3% of TP is restored every use of this skill on the enemy.

--- Purgatory Seal (Lv. 40) || Soumeifu

A cheap-substitute for Resurrection.

TP 40

Special notes: Temporary revives a KO'ed character,
but can be instantly killed again unless healed.

--- Cyclone Seal (Lv. 56) || Fuujinbakufuu

Winds sweep up the enemy, and a card concentration deals the final blow.

TP 35

Hits 2

Damage Spread 1.25 | 2.6

Special Notes: Some larger (and heavier) enemies won't be swept up
by this attack, so it is essentially useless against them.

This attack can also be used at any distance from the enemy.

--- Force Seal (Lv. 40) || Shourikiyoufu

A typical Ofuda seal which increases their time taken to recover from a
knockdown.

TP 25

Special Notes: Increases knockdown time for 15 seconds.

--- Guardian Seal (Default) Shoudanfu

A green forcefield envelops Sheena.

TP 10% of Total

Special Notes: Reduces damage taken from both Magic and Physical attacks,
while the shield is up.

Sylva Seal || Hyoukoushouhu

(Gain Contracts with corresponding Sylvarant Summons)

Changing attack elements can be useful at times.

TP 14

Special Notes: Changes the attack type element of one character corresponding to the element listed. (Wind, Water, Fire and Light)

Tethe Seal || Rikoushouhu

(Gain Contracts with corresponding Tethe' Alla Summons)

Changing attack elements can be useful at times.

TP 14

Special Notes: Changes the attack type element of one character corresponding to the element listed. (Earth, Ice, Dark and Lightning)

--- Summons ---

Corrine || Corin

Sheena's cute little pet whacks the enemy once.

TP 30

Hits 1

Special notes: Can be summoned outside overlimits.

Cannot be used after Volt's Shrine.

Summon (Make the Contract, Overlimits) || Spirit Call

Shihna's other part of her arsenal. Not to be taken lightly.

These spirits kick *rse.

TP 100

Special Notes: Can only summon within Overlimits mode.

Efreet

Explosion from where he is summoned.

Attack Power up within area of effect

Hits 1

Type: Fire

Undine

Gazillions of Spreads guzzle across the battlefield.

HP is slightly recovered within area of effect.

Hits (varies)

Type: Water

Slyph

A 3 part attack by the trio.

Movement rate is enhanced within area of effect.

Hits 5

Type: Wind

Luna

A Judgement-like attack rains columns of light down.

Magic Power is upped for all characters.

Hits 1 per enemy

Type: Light

Origin

Origin tears up the enemy with his attacks.

Defence is enhanced in area of effect.

Hits 14

Type: Origin

Shadow

Shadow destroys the enemy through his attacks.

Party is immune to status effects.

Hits 10

Type: Darkness

Gnome

Stalagmites sprout all around Gnome.

Attack and Defence is upped in area of effect.

Hits 6

Type: Earth

Celsius

A cross of ice spreads outward from Celsius.

Accuracy rating is enhanced.

Hits 2

Type: Ice

Maxwell

Raining Meteors deal massive damage to all enemies on the battlefield.

Party's Magic capabilities are enhanced.

Hits (varies)

Type: Physical Damage

Presea

--- Axe Techs ---

--- Destruction (Default) || Bakusaidin

A stab into the ground sends earth at the enemy

TP 6

Hits 6

Damage Spread 0.5 | 0.5 X 5 (Earth)

Deadly Destruction || Bakkairanbu

(Lv. 39, T-Line, use Destruction 50 times)

A stab into the ground then a shovel up sends more earth

TP 10

Hits 11

Damage Spread 0.5 (Earth) | 0.35 X 6 | 0.5 | 0.35 X 3

Infinite Destruction || Rengabakusaidin

(Lv. 56, T-Line, use Deadly Destruction 50 times)

A 3 part attack involving Presea shovelling even more earth onto the enemy.

TP 38

Hits 16

Damage Spread 0.5 (Earth) | 0.2 X 6 | 0.5 (Earth) |
0.2 X 3 | 0.5 (Earth) | 0.2 X 4

Fiery Destruction (Lv. 39, S-Line, use Destruction 50 times) || Bakuenshouha
Presea stabs her axe into the ground, then swings forward.

TP 12

Hits 5

Damage Spread 1.0 | 0.2 X 3 | 1.6

--- Punishment (Default) || Ressenbu

A spin swing around, contacting any enemy around her.

TP 5

Hits 1

Damage Spread 1.75

Dual Punishment (Lv. 36, T-Line, use Punishment 50 times) || Sousenrenbu
Presea uses her momentum to perform a second swing.

TP 16

Hits 2

Damage Spread 1.0 | 1.5

Rising Punishment || Kuusenrentenbu

(Lv. 45, T-Line, use Dual Punishment 50 times)

Gives a new definition to "Merry go round".

TP 28

Hits 4

Damage Spread 0.7 | 1.5 X 3

Finality Punishment || Gasengoubu

(Lv. 36, S-Line, use Punishment 50 times)

Presea swings around a few times, then
and a ground upper-cut smashes the enemy from underneath.

TP 12

Hits 3

Damage Spread 1.0 X 2 | 1.5

Special Notes: The uppercut has a knockdown effect on the enemy.

--- Infliction (Default) || Kogetsusen

An uppercut with enough power to materialise a crescent.

TP 4

Hits 1

Damage Spread 1.5

Dual Infliction (Lv. 33, T-Line, use Infliction 50 times) || Shougetsushousen
Her momentum picks up as she continues swinging those crescents.

TP 13

Hits 2

Damage Spread 1.2 | 1.55

Endless Infliction || Shouburetsugekka

(Lv. 41, T-Line, use Dual Infliction 50 times)

Presea's 2 uppercuts don't finish there,
but a dig into the ground sends the enemy
back into the air for a third crescent!

TP 28

Hits 6

Damage Spread 0.7 X 3 | 1.2 | 0.7 X 2

Resolute Infliction (Lv. 33, S-Line, use Infliction 50 times) Gessenkuuha
Presea performs dual uppercut, whilst not going into the air. But she does
send the target flying pretty high up on the second uppercut..

TP 15

Hits 2

Damage Spread 1.2 | 1.55

--- Devastation (Lv. 31) || Houshuugeki

Although small for her axe, she can do a flip and slam into the ground,
sending a shockwave around her.

TP 8

Hits 1

Damage Spread 2.0

Finite Devastation || Houshoushuugeki

(Lv. 43, T-Line, use Devastation 50 times)

Her slam into the ground finishes with a firm upper-cut.

TP 11

Hits 3

Damage Spread 2.0 | 1.0

Special Notes: The uppercut has a knockdown effect on the enemy.

Mass Devastation || Houshuutigakudin

(Lv. 43, S-Line, use Devastation 50 times)

Her slam into the ground now not only sends a shockwave,
but it digs up the ground around her and sends it the enemy's way.

TP 12

Hits 5

Damage Spread 2.0 | 0.4 X 4 (Earth)

Eternal Devastation || Houshuuchigakujin

(Lv. 56, S-Line, use Mass Devastation 50 times)

Presea slams into the ground with such force that the shockwave around
her travels much further than normal, hunking earth at all enemies in the way.

TP 26

Hits 7

Damage Spread 1.0 | 0.5 X 6 (Earth)

Fiery Infliction || Sougetsubakurenbu

(Lv. 48, Use Deadly Destruction/Fiery Destruction 50 times

Use Dual Infliction/Resolute Infliction 50 times)

A slam into the ground sends earth flying,
but the momentum carries her into doing not one, but 2 crecents!

TP 18

Hits 8

Damage Spread 0.5 | 0.4 X 4 (Earth) | 0.5 | 0.6 | 1.0

Special Notes: One of 2 of Presea's Ougi

Eternal Damnation || Fugakushuusaigeki

(Lv. 52, Use Deadly Destruction/Fiery Destruction 50 times

Use Finite Devastation/Mass Devastation 50 times)

Presea slams her axe multiple times into the ground, twice. And in between
each slam, she does a somersault to increase
her momentum when she hits the ground.

TP 20

Hits 12

Damage Spread 0.5 | 0.35 X 4 (Earth) | 0.5 |
0.35 (Earth) | 0.5 | 0.4 X 4 (Earth)

Special Notes: One of 2 of Presea's Ougi

--- Beast (Default) || Shikoumetsuryuusen

A swirl of Presea's axe releases built up energy in the shape of a beast.

TP 14

Hits 2

Damage Spread 1.0 | 4.0

Special Notes: Knockdown on enemy around impact zone.

Earth Protection (Default) || Chiseijin

A green forcefield envelops Presea.

TP 10% of Total

Special Notes: Reduces damage taken from both Magic and Physical attacks,
while the shield is up.

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--- PS2 Version Only Techs ---

Raishuuhougeki

(Used Houshuugeki more than 200 times, Elemental Damage Lightning)

Presea slams the ground, and not only physical damage is incurred, but
multiple lightning bolts strike at the enemy.

TP 8

Damage Spread (Lightning)

Reppaenshougeki

(EX-Skill Might-Charge/P. Charge,

Used Shikoumetsuryuusen more than 100 times)

TP 100

Special Notes: One of 2 of Presea's Hi-Ougi.

Must be performed with the EX-Skill Might-Charge equipped

Perform the Might Charge attack during Overlimits, when it says,

use Shikoumetsuryuusen.

Hienmesshoujin

(Can be used after Collet's Kidnapping after acquiring Origin.

Must be performed with the EX-Skill Might-Charge and EX Skill Appeal equipped.

Which gives the EX-Combination of Limit Over

Used Shikoumetsuryuusen 200 times or more, and every other party member in
battle other than Presea has to be KOed.)

TP 100

Special Notes: 2nd of Presea's 2 Hi-Ougi.

Every other party member in battle has to be essentially dead.

Must be performed during Overlimits, in the stage of Limit Over
and have HP at 10% or less.

Perform Shikoumetsuryuusen when these are met.

|Regal|

--- Healing Techs ---

--- Healer (Lv. 39) || Chiyukou

Call it your spritual First aid.

TP 15

Special Notes: This is proportionate to distance from the target, so if the character is further away, less is healed.

Chi Healer (Lv. 53, T-Line, Used Healer 50 times) || Hakkichiyukou

Focus your mind. And use it for the power of healing!

TP 25

Special Notes: This ignores the distance from the target

Grand Healer (Lv. 53, S-Line, used Healer 50 times) || Renkichiyukou

Spiritual guidance for all! But only if you're really close.

TP 30

Special Notes: This spell heals all characters,
but it is proportionate to distance.

--- Kicking Techs ---

--- Crecent Moon (Default) || Tengetusen

A powerful backflip draws out a moon shaped kick pattern.

TP 8

Hits 1

Damage Spread 1.6

--- Spin Kick (Default) || Resshuugenki

Like the name suggests,

a spin around brings Regal's right foot into the monster(s) candied ass.

TP 6

Hits 1

Damage Spread 1.3

Triple Kick (Lv. 38, use Spin Kick 50 times) || Sazanka

This time, 3 spins of this foot brings swift boot.

TP 14

Hits 4

Damage Spread 0.8 X 4

Wolverine (Lv. 60, use Triple Kick 50 times) || Garourentouda

Around..and around we go! And then Regal opens a can of smackdown.

After his 3 Roundhouse combo, a sweep and backflip strike ensures hurt.

TP 28

Hits 6

Damage Spread 0.6 X 5 | 1.1

--- Swallow Kick (Lv. 31) || Hiengyaku

Regal sure knows how to whack it up.

TP 8

Hits 1

Damage Spread 1.5

Swallow Dance (Lv. 40, T-Line, use Swallow kick 50 times) || Hienrenyuku

A combination of 3 whacks in the air!

The enemy is sent up, then back down again.

TP 16

Hits 3

Damage Spread 0.6 | 0.7 | 0.6

Dragon Dance (Lv. 40, S-Line, use Swallow kick 50 times) || Hiryuugaku

Dual kicks, and a backflip escape. Nice.

TP 16

Hits 2

Damage Spread 0.6 | 0.7

--- Eagle Dive (Default) || Youshoushuugenki

What comes up, must come down with a whole heck of power.

TP 8

Hits 1

Damage Spread 1.5

Special Notes: All Eagle techs can only be performed whilst in the air

Useless if you aren't above or above-next to the enemy.

Eagle Rage (Lv. 44, T-Line, use Eagle Dive 50 times) || Yousoumoushuukyaku

Same deal, but with a whole heck of force to accompany it.

TP 18

Hits 4

Damage Spread 0.65 X 4

Eagle Fall (Lv. 44, S-Line, use Eagle Dive 50 times) || Youshijuuraku

This crash into the ground offers a bit of blowback to the enemy.

TP 18

Hits 2

Damage Spread 1.6 | 0.8

--- Rising Dragon (Lv. 34) || Seiryuukou

A scoop-up with Regal's leg sends the enemy skywards.

TP 10

Hits 1

Damage Spread 1.5

Dragon Fury (Lv. 47, T-Line, use Rising Dragon 50 times) || Seiharyuukou

Outer-Roundhouse with a backflip offers to whack up the enemy

to a reasonable height, for some further punishment.

TP 18

Hits 2

Damage Spread 1.0 | 1.4

Dragon Rage (Lv. 47, S-Line, use Rising Dragon 50 times) || Seiryuujouhau

A sweep of the enemy's feet, then swift flip-kick upwards sends them..

well..up!

TP 24
Hits 2
Damage Spread 1.0 | 1.6

--- Heaven's Charge (Lv. 49) || Chinpouryau
Rush in, and elbow from behind! So clever!

TP 14
Hits 1
Damage Spread 2.0

Triple Rage Kick || Sankamoujuugyaku
(Lv. 55, used Triple Kick 50 times
used Eagle Rage/Eagle Fall 50 times)
So many kicks from the air, doesn't Regal get dizzy!?

TP 26
Hits 5
Damage Spread 1.1 | 0.7 X 4
Special Notes: Cannot be performed on the ground.

Crecent Dark Moon (Lv. 57) || Gekkaryuurei
A simple Ougi of 3 roundhouses ending with a Crecent backflip.

TP 30
Hits 5
Damage Spread 0.6 X 4 | 1.6

Mirage || Hiyohonpo (Default)
Regal is...very very sneaky.
TP 12
Special Notes: This tech takes Regal behind the enemy by simply sidestepping it. No damage can be incurred while changing sides.

Bastion (Default) || Fukei
A green shield envelops Regal.
TP 10% of Total
Special Notes: Significantly reduces Magical and Physical damage while shield is up.

--- Hidden Techs ---

Super Swallow Dance || Hienrentengyaku
(Use Swallow Dance 200 times, Elemental damage Wind)
This triple kick has been infused with the powa of..wind!
TP 16
Hits 4
Damage Spread: 0.6 (Wind) | 0.7 (Wind) | 0.6 (Wind) | 1.2 (Wind)

=====

--- Ps2 Version Only Techs ---

Retsuenshu

(Use Retsushuugeki more than 200 times, Elemental Damage Fire)

Regal's hitting foot flares up, and the flames burn at the enemy.

TP 6

Damage Spread (Fire)

Hatsu (Default)

TP 25

Hishoutenshuubu (Lv. 59)

TP 28

Shoryuurengadan (Lv. 66)

TP 28

Garenzesshuugeki

(Must use Hatsu more than 100 times, Overlimits)

Regal's energy and focus is all concentrated into his diving foot, and when crashing down, the ground around him crumbles and erupts in flame and destruction.

TP 100

Special Notes: Equip the title "Lezaleno President", Requires Regal to be in Overlimits, and Regal has to perform a set path of techs which goes as follows:

[Anti-Air Tech -> Mid-Air Tech -> Ground Attack Tech]

OR

[Ground Attack Tech -> Anti-Air Tech -> Mid-Air Tech]

The techs don't necessarily have to hit the enemy.

Credits~

Help me with the skill names, and I'll credit you.

Namco (tales.namco.com + <http://www.namco-ch.net/taleschannel/index.html>)

- For giving me the game to write about! ^_^

GameFAQS (www.gamefaqs.com)

- For putting it up :P

VG Music Freak, Gohan821, X Crono X, CulinShinobi

- For just mentioning the English names.

Majestic Phantasian (<http://www.din.or.jp/~albion/tales/>)

- For Damage references, and as well as the new PS2 version techs.

Yokoshima

- For interpretation of Japanese tech names and spell hit counts.

Gogeta75/Cylllya

- For random bits and pieces on EX-Skills and Collet's Japanese skill names.

DevilLockBoy

- For complete English name skill lists!

Kouli

- For a whole bunch of information on additional skills and Hi-Ougi for the PS2 version.

Ken181

- Minor corrections to a few of Refill's techs

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