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[1.1] Game Biography

This is Emma Frost's Biography as it is given in the game (through the computer behind Professor Xavier's desk in X-Mansion).

"Codename: The White Queen

"The middle child of a wealthy Boston family, Emma was a majority stockholder of a multibillion-dollar conglomerate that dealt in electronics and transportation. With the aid of her personal charms, high intelligence and her psionic powers, she swiftly rose to power at a very young age. She was eventually name chairwoman of the board and CEO of Frost International.

"Once her mutant powers had fully activated in her teenage years, Emma discovered she was telepathic and could convert her body into an organic

diamond substance that was as hard as real diamond. Young and impetuous, she became a member of a group of evil mutants known as the Hellfire Club and fought the X-Men several times. But Emma eventually saw the error of her ways and joined the X-Men."

Emma first joins your team after you return from Muir Island following the mission at the nuclear plant; and she is available for use beginning with the GRSO invasion of X-Mansion. She is required during the first mission to the Astral Plane, to rescue Illyana. You must also use Emma during the first two stages of the final mission on Asteroid M.

[1.2] Strengths and Weaknesses

Emma is a good melee fighter with the benefit of added mental damage. Unlike purely physical tanks--Colossus, Wolverine, Beast, Rogue--she is better able to handle physical-resistant foes. The downside is she is very weak against mental-resistant foes, including sentinels. Her offensive mutant powers are very good for crowd control; but, they do no or little damage, and, again, aren't useful against sentinels.

Emma's personal shield, combined with Hardness, is one of the best in the game, but she cannot buff or shield any other X-Men. She also doesn't fly, build bridges or anything else that helps overcome obstacles. Her greatest contribution to the team is the ability to break up large mobs and make them easy pickings for the others.

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[2] Powers and Skills

[2.1] Confuse/Command/Legend Command

Confuses enemies into becoming non-hostile for a time. Upgrades to convert them.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Confuse 1	1-3 seconds, short range	10	1	0
Confuse 2	1-4 seconds, short range	15	3	1
Confuse 3	1-5 seconds, short range	20	5	1
Confuse 4	1-6 seconds, short range	25	7	1
Confuse 5	1-7 seconds, short range	30	9	1
Command 1	2-10 seconds, medium range, converts, +2 victim traits	40	15	2
Command 2	2-11 seconds, medium range, converts, +4 victim traits	45	17	1

Command 3	2-12 seconds, medium range, converts, +6 victim traits	50	19	1
Command 4	2-13 seconds, medium range, converts, +8 victim traits	55	21	1
Command 5	2-14 seconds, medium range, converts, +10 victim traits	60	23	1
Legend Command	5-20 seconds, long range, converts, +16 victim traits	70	30	2

Confuse causes those enemies in range to wander aimlessly for a while. The range is so short, it's only useful when Emma is surrounded. Command has a longer range, allowing Emma to reach ranged opponents, and it converts them to your team. This has the effect of making them attack their former allies. The negative effect is AI-controlled X-Men will not attack the converted foes. Command also increases the stats of the converted enemies, but they still aren't that effective at fighting their former brethren.

Confuse/Command is a better power for crowd control. The affected foes stay nearby and don't run off, as they do with Fear. On the downside, Confuse/Command causes no damage to your opponents, and you cannot use it to hit power combos.

[2.2] Fear/Terror/Legend Terror

Causes foes to flee in terror. Upgrades to reduce their abilities for a short time and cause mental (psychic) damage.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Fear 1	1-3 seconds, short range	25	5	2
Fear 2	1-4 seconds, short range	30	7	1
Fear 3	1-5 seconds, short range	35	9	1
Fear 4	1-6 seconds, short range	40	11	1
Fear 5	1-7 seconds, short range	45	13	1
Terror 1	2-8 seconds, medium range -2 victim traits, 15-18 dmg	55	20	2
Terror 2	2-9 seconds, medium range -3 victim traits, 25-31 dmg	60	22	1
Terror 3	2-10 seconds, medium range -4 victim traits, 50-63 dmg	65	24	1
Terror 4	2-11 seconds, medium range -5 victim traits, 80-100 dmg	70	26	1

Terror 5	2-12 seconds, medium range	75	28	1
	-5 victim traits, 80-100 dmg			
Legend	5-15 seconds, long range	85	30	2
Terror	-8 victim traits, 125-150 dmg			

Fear is an effective crowd-control power, and can also damage opponents and be used in power combos. On the downside, it is difficult to keep mobs contained when your foes are fleeing in fear. Chasing down scared enemies isn't a lot of fun and fragments the team. Still, the damage factor makes this a better power for a melee-oriented Emma Frost under player control.

[2.3] Psychic Shell/Diamond Shell/Impervious Shell

Changes into protective shell form for a time. Reduces physical damage, beam damage and pain.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Psychic Shell 1	15 seconds, -8 physical dmg, -33% pain	60	5	2
Psychic Shell 2	16 seconds, -10 physical dmg, -33% pain	70	7	1
Psychic Shell 3	17 seconds, -13 physical dmg, -33% pain	80	9	1
Diamond Shell 1	20 seconds, -13 physical dmg, -8 beam dmg, -66% pain	100	14	2
Diamond Shell 2	22 seconds, -16 physical dmg, -10 beam dmg, -66% pain	110	16	1
Diamond Shell 3	24 seconds, -20 physical dmg, -13 beam dmg, -66% pain	120	18	1
Impervious Shell 1	28 seconds, -30 physical dmg, -13 beam dmg, Pain immunity	140	23	2
Impervious Shell 2	32 seconds, -30 physical dmg, -16 beam dmg, Pain immunity	150	25	1
Impervious Shell 3	36 seconds, -50 physical dmg, -20 beam dmg, Pain immunity	160	27	1

Primary tactics with Emma as a tank involve liberal use of her Shell form. In combination with her Hardness skill, this is one of the best personal defenses in the game. Unfortunately, no benefit accrues to any teammates, so it's of no use when Emma is being used for team support.

[2.4] Psychic Bedlam

Xtreme power: Damages all enemies within 50 feet with a psionic attack and paralyzes nearby enemies with fear. Requires level 15, 2 points; uses one Xtreme icon.

Like any Xtreme power, this is a very powerful attack. This is a radial, area-of-effect power that is best used against large numbers of foes. Each enemy in the blast radius receives 250-300 points of mental damage.

[2.5] Psionic Strike/Psionic Fury

Adds mental damage to melee attacks.

Psionic Strike

- 1: 4-5 mental damage, requires level 3
- 2: 9-11 mental damage, requires level 5
- 3: 15-18 mental damage, requires level 9

Psionic Fury

- 1: 25-31 mental damage, requires level 12
- 2: 50-63 mental damage, requires level 15
- 3: 80-100 mental damage*, requires level 18

*The official description for Emma Frost's Psionic Fury level 3 lists the same damage figure as level 2 (50-63). This is a typographic error in the game. The 80-100 figure given here is from the description of the same skill for Psylocke and Jean Grey.

Psionic Strike makes Emma a more effective melee fighter, and reduces the need for an extremely high Strike stat. Since you will have to use Emma and Jean alone, soon after acquiring Emma, you'll need two or three levels of Psionic Strike to make her effective. If you intend to use Emma as a tank character, you should maximize this skill.

[2.6] Hardness

Reflects physical damage back at foes.

- 1: 10% chance to reflect 15-18 damage
- 2: 20% chance to reflect 25-31 damage, requires level 7
- 3: 30% chance to reflect 50-63 damage, requires level 12
- 4: 40% chance to reflect 80-100 damage, requires level 17
- 5: 50% chance to reflect 100-125 damage, requires level 22

Hardness combines with shell form to give Emma a very strong personal defense system. It doesn't become real effective until skill level 3, and you should increase it to that level for any build. It should be noted that, since reflecting damage back on the attacker counts as a "mutant attack", Power Enhancers increase the damage inflicted on your attacker.

[2.7] Shell Might

Increases lifting strength, and damage of melee attacks while in shell form.

- 1: +5% damage, Heavy objects, +3 destruction, requires level 4
- 2: +10% damage, Massive objects, +6 destruction, requires level 9
- 3: +15% damage, Gigantic objects, +8 destruction, requires level 14

Shell Might makes Emma an even more effective tank character, while in shell form.

[2.8] Toughness

Increases Maximum Health

Level 1: Raises Max Health by 10%, requires level 10

Level 2: Raises Max Health by +15%, requires level 12

Level 3: Raises Max Health by +20%, requires level 14

Toughness should be considered an optional skill for max-level (level 45) builds of Emma. For normal (level 38) builds, it is not as useful. Normally, Emma should stay in shell form as much as possible, which should reduce damage received enough that the extra gained from Toughness isn't needed.

[2.9] Mutant Mastery

Increases Maximum Energy

Level 1: Raises Max Energy by 10%, requires level 10

Level 2: Raises Max Energy by +15%, requires level 12

Level 3: Raises Max Energy by +20%, requires level 14

One level of Mutant Mastery can be a big help in the mid-twenties, before Emma's Focus has gotten really high and her shell form is still short enough in duration that you have to spend lots of energy keeping it up. In the later stages of the game, having enough mutant energy shouldn't be a problem. If you're consistently running out of energy, a DNA Generator equipped may be a better choice than spending skill points on MM.

[2.10] Critical Strike

Increase chance of criticals for melee attacks.

Level 1: +2% chance

Level 2: +4% chance, requires level 7

Level 3: +6% chance, requires level 12

Level 4: +8% chance, requires level 17

Level 5: +10% chance, requires level 22

Critical Strike is a must-have skill for any tank character. In Emma's case, you may not be able to maximize it due to the importance of other skills such as Psionic Strike, Hardness and Shell Might. You should be able to get at least three levels of Critical Strike for your tank builds and you can maximize it through power-leveling.

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\/ [3] Ability Stats

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Even as a tank, Emma is very reliant on mutant powers and should have her stats increased like any X-Man that primarily uses mutant attacks; e.g. Storm, Jean Grey, etc. Focus should receive approximately 1 out of every 2 stat point increases. For tank builds, split the remaining increases 2:1 Strike to Body--you won't need Agility because you'll be using shell form all the time. Support builds should split increases after Focus between Agility and Body, with no points put into Strike.

Tank Stat Distribution Example

Focus +1
Strike +1
Focus +1
Strike +1
Focus +1
Body +1
Focus +1
Strike +1
Focus +1
Strike +1
Focus +1
Body +1
Etc.

Support Stat Distribution Example

Focus +1
Body +1
Focus +1
Agility +1
Focus +1
Body +1
Focus +1
Agility +1
Etc.

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 \ / [4] Equipment
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For the armor slot, the best nanofiber armor you currently have or can obtain is optimal for all characters, including the White Queen. For Emma's belt slot, a Focus or (if playing a tank build) Strike enhancer are most useful. Your backpack slot may rotate a bit depending on your current needs.

Soon after obtaining Emma, you have to use her and Jean along with Professor X on the first mission to the Astral Plane. At this point, a DNA Regenerator, to help her keep her Shell up; or, a Power Enhancer to increase the damage of Psionic Strike are the most useful items.

As soon as you obtain the Emma Frost Danger Room Challenge, you can earn Diamond's Aura, which increases the damage of Emma's Psionic Strike melee attacks, as well as the damage of her Terror power. However, once you have a Super or Ultra Power Enhancer, that will add more damage than Diamond's Aura.

You can also use Super or Ultra DNA Regenerators; but, once Emma's Focus is high enough (35+), you don't really need to regenerate energy that much faster--unless you're using her as a support character spamming Command or Terror. Don't bother with damage-reducing devices in the backpack slot, as Emma's Shell + Hardness is all you need in that department.

In short, use the backpack slot to enhance Emma's attacks--her melee or mutant attacks if playing a tank build, or just mutant attacks if playing support.

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   \| [5] Character Builds
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The character builds listed here assume Emma will reach level 38 by the end of the game. This is the typical level for X-Men when you play the game normally. By power-leveling using the Danger Room, you can increase the X-Men to a maximum of level 45. Options for spending those extra points are presented in section 5.5 below.

[5.1] Initial Build

During the first mission to the Astral Plane, to rescue Colossus' sister Illyana, you have a set team of Professor X, Jean Grey and Emma Frost. While Prof X is with you, he's so powerful that Jean and Emma are almost superfluous. Once he's gone, it's just Jean and Emma. In this instance, you almost have to use Emma as a tank. Jean will probably not be leveled as a tank, and, even if she is, you don't want her being the only one who can fight. Emma will not have any strong ranged attacks and, if not able to fight hand-to-hand, will be useless.

Thus, every build for Emma should start as a tank. At the point you acquire Emma, she will be about level 15. You can use her during the GRSO invasion of X-Mansion using this starting build, and then continue using this same build during the Astral Plane Mission. Once past level 15, you can then vary your level progression according to the builds below.

When acquired, Emma will have one level of Confuse and no other powers or skills. You want to concentrate on building up her defensive and melee abilities. At level 15, you should have these stat and skill point levels:

Emma Frost, Level 15

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Strike +6
Body +1
Focus +10
Psychic Shell 3
Psychic Bedlam
Psionic Fury 1
Hardness 3
Shell Might 2
Critical Strike 2
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With this start, Emma will be a good complement to Jean during the final

stage of the Astral Plane mission and you should have no problems completing the mission. You do have the one level of Confuse, and you should use it if you get mobbed.

[5.2] Human-controlled Tank

This build concentrates on using Emma for melee attacks (punches/kicks) while in shell form. The emphasis is on increasing Emma's melee ability with little use of Emma's mutant offensive powers. This build should be run by a player, as the AI will not use shell form consistently enough to be effective with this build.

This is a natural progression from the initial build (see above). You'll concentrate on Psychic Shell, Psionic Strike, Shell Might, Hardness and Critical Strike. For mutant attacks, you will use the Fear/Terror power in order to increase the damage done to foes as well as enable you to hit power combos.

Level	Stat	Power/Skill
16	Strike +1	Shell Might +1 (maxed)
17	Focus +1	Hardness +1
18	Strike +1	Psionic Fury +1
19	Body +1	Psionic Fury +1 (maxed)
20	Focus +2	Diamond Shell +1 (2 points)
21	Strike +1	[save]
22	Focus +1	Fear +1 (2 points)
23	Strike +1	Diamond Shell +1
24	Body +1	Fear +1
25	Focus +2	Diamond Shell +1, Fear +1
26	Strike +1	Fear +1
27	Focus +1	Hardness +1 (maxed)
28	Strike +1	Fear +1
29	Body +1	Fear +1
30	Focus +2	Terror +1 (2 points)
31	Strike +1	[save]
32	Focus +1	Impervious Shell +1 (2 points)
33	Strike +1	Terror +1
34	Body +1	Critical Strike +1
35	Focus +2	Impervious Shell +2 (maxed)
36	Strike +1	Terror +1
37	Focus +1	Terror +1
38	Strike +1	Critical Strike +1

[5.3] Human-controlled Riot Squad

The emphasis here is crowd control using your offensive mutant power. The specific power you will use will depend on whether other people or the AI are controlling your teammates. If you are playing single-player and you convert your enemies to allies, your AI-controlled teammates will not attack the converted foes. True, they are fighting for you rather than against you; however, you still want to take the opportunity to get rid of them since they will turn against you after a short time.

Playing with an AI-controlled team, you should use Fear/Terror and let the computer-controlled X-Men hunt down the terrorized enemy. You will also actually have a ranged attack this way, which will help you in hitting combos.

When playing with other people, use Confuse/Command. This will keep your opponents near you (a good thing since human-controlled players cannot separate beyond the limits of the screen) and pacify the mobs, allowing them to be disposed of easily.

You'll still want some melee power of your own, otherwise, after you've unleashed your primary power, you'll be standing around twiddling your thumbs, watching your team cut the enemy to pieces. However, instead of building up Strike as much, you'll want more points into Focus (for spamming attacks) and Body (for maintaining health).

Confuse/Command Build

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Level	Stat	Power/Skill
16	Focus +1	Confuse +1
17	Strike +1	Confuse +1
18	Focus +1	Confuse +1
19	Body +1	Confuse +1
20	Focus +2	Command +1
21	Strike +1	Shell Might +1 (maxed)
22	Focus +1	Hardness +1
23	Body +1	Psionic Fury +1
24	Body +1	Command +1
25	Focus +2	Diamond Shell +1 (2 points)
26	Strike +1	Command +1
27	Focus +1	Command +1
28	Body +1	Diamond Shell +1
29	Focus +1	Command +1
30	Focus +2	Legend Command (2 points)
31	Strike +1	Diamond Shell +1
32	Focus +1	Psionic Fury +1 (maxed)
33	Strike +1	Hardness +1 (maxed)
34	Body +1	Critical Strike +1
35	Focus +2	Impervious Shell +1 (2 points)
36	Strike +1	Mutant Mastery +1
37	Focus +1	Critical Strike +1
38	Body +1	Impervious Shell +1

Fear/Terror Build

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Level	Stat	Power/Skill
16	Focus +1	[save]
17	Strike +1	Fear +1 (2 points)
18	Focus +1	Fear +1
19	Body +1	Fear +1
20	Focus +2	Diamond Shell +1 (2 points)
21	Strike +1	Shell Might +1 (maxed)
22	Focus +1	Fear +1
23	Body +1	Psionic Fury +1
24	Body +1	Fear +1
25	Focus +2	Terror +1 (2 points)
26	Strike +1	Terror +1
27	Focus +1	Terror +1
28	Body +1	Terror +1
29	Focus +1	Terror +1
30	Focus +2	Legend Terror (2 points)
31	Strike +1	Diamond Shell +1
32	Focus +1	Psionic Fury +1 (maxed)
33	Strike +1	Hardness +1 (maxed)
34	Body +1	Diamond Shell +1

35	Focus +2	Impervious Shell +1 (2 points)
36	Strike +1	Critical Strike +1
37	Focus +1	Critical Strike +1
38	Body +1	Impervious Shell +1

[5.4] AI-controlled Support

If you want Emma around for her crowd-control abilities, but do not want to control her, then Confuse/Command is the only way to go. You do not want the computer scaring away all your opponents, so avoid Fear/Terror at all costs. Since the computer isn't real good about using defensive powers, you can leave off some points from melee-oriented skills and powers and buy Toughness and Mutant Mastery levels to help keep Emma alive and spamming the Confusion.

Level	Stat	Power/Skill
16	Focus +1	Confuse +1
17	Focus +1	Confuse +1
18	Agility +1	Confuse +1
19	Body +1	Confuse +1
20	Focus +2	Command +1 (2 points)
21	Focus +1	Psionic Fury +1
22	Focus +1	Command +1
23	Agility +1	Mutant Mastery +1
24	Body +1	Command +1
25	Focus +2	Diamond Shell +1 (2 points)
26	Focus +1	Command +1
27	Focus +1	Toughness +1
28	Agility +1	Command +1
29	Body +1	Psionic Fury +1 (maxed)
30	Focus +2	Legend Command (2 points)
31	Focus +1	Shell Might +1 (maxed)
32	Focus +1	Diamond Shell +1
33	Agility +1	Hardness +1
34	Body +1	Diamond Shell +1
35	Focus +2	Impervious Shell +1 (2 points)
36	Focus +1	Critical Strike +1
37	Focus +1	Hardness +1 (maxed)
38	Agility +1	Critical Strike +1

[5.5] Level 45 Options

If you power level past level 38, your first goal will be maxing out the partially filled powers and skills from your build. For example, Critical Strike is left unfilled in all the builds above. Once all your necessary powers and skills are filled, buy at least one level each of Mutant Mastery and Toughness (if you don't already have any). Put your remaining skill points into the unused offensive power so you have different options available to you. Continue the pattern of stat point increases from the build progression you are using.

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\/ [6] Tactics

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If you haven't figured it out yet, Emma Frost is all about controlling your enemies and then beating the stuffing out of them. Emma's shell form and bonuses to melee damage are key to making her an effective fighter. She doesn't really have much of an offensive mutant power selection in terms of damage. One of her powers causes no damage at all; the other causes very little compared to other X-Men's offensive powers.

What Emma can do, like Jubilee, is keep mobs off your back. However, where Jubilee has to stay back and lob balls of energy at the bad guys, Emma can get up close and personal. When you max out her offensive skills and with the proper equipment, Emma can easily punch and kick for 200+ points of damage per hit.

When controlling Emma directly, keep your shell form up and running as much as possible. When attacked, Confuse or Fear your enemies and then beat them down. When allowing the AI to control Emma, keep her spamming Confuse/Command so you can easily subdue your foes.

Tactically, that's really all you have to do with Emma. At first blush, Emma does not seem to be a very useful X-Man to have around. But, if you level her properly and understand what her role is on the team, she becomes a valuable member of the X-Men.

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[7.1] Comic Book

Emma Frost's comic book is located in The Lonely Dark stage of the first mission to the Astral Plane. From the Xtraction point, head to the opposite corner of the map to find the comic. It adds +2 to Emma's Body and Focus stats.

[7.2] Danger Room Challenge

The Danger Room disc, Challenge - Emma Frost, can be found in The Guardian Statues stage during the mission to retrieve the three parts of Professor X's mind in the Astral Plane. You'll find it in a side room near the objective point. The Challenge reward is Diamond's Aura, which adds 50% damage to Emma's punch/kick damage and +5 to her Body stat.

To complete the challenge, you must destroy six statues in an area on the Astral Plane. This is an incredibly easy stage: turn on your Shell and run around to each statue and destroy it. Use Confuse or Fear if you get mobbed, which probably won't happen.

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 \ /---MEN-----[8] Version History-----
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1.01 (2004-12-07)
- Corrections of some minor typographic errors

1.00 (2004-12-06)
- First release

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Thanks to pgw, freac and cablepuff of the GameFAQs X-Men Legends message board for build tips, tactics and lots of other great info

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