

Dissidia: Final Fantasy Sephiroth FAQ

by Infamous_TSJ

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|   Final Fantasy Dissidia   |  
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I. Legal Spiel

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This guide was written by yours truly, Infamous_TSJ. I am not affiliated with Square-Enix, or any of its subsidiary groups. This was written as a tool to help people understand Sephiroth and use him in Dissidia as a godly character (as he should be). It's only what I've learned from the North American version of the game. However, you are more than welcome to use it, freely. You can even copy it, make life easier, you know. If you're using this guide elsewhere, please use proper citations.

This is my first FAQ in 18 years of gaming. We'll see how it goes. Feel free to contact me about any typos, errors, misjudgments, comments and or opinions you may have made at thinkhigher@myspace.com. Or just get at me on the boards of GameFAQS.

This is Update v1.5

*Update 1.1 - Posted beta version of FAQ.

*Update 1.2 - Updated Character Strategies, and a few BP attack descriptions. Also changed a few formatting errors.

*Update 1.3 - Added Chaos to Character Strategies. Also added Bait to my Terms and fixed a few spelling errors. Added information about Sephiroth from Crisis Core: FF7. Also added Iai Strike and switched up Basic Abilities for my build.

*Update 1.4 - Fixed even more spelling errors. Added a few comments to some character strategies.

*Update 1.5 - Updated the usage of Shadow Flare and Black Materia. Also added more Play-by-Play strategy in the intro and strategy section. Stressed more important things in the guide.

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I / II. Terms I will be using

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You might hear a few words that you aren't familiar with if you don't play fighting games a lot. Let me dish some definitions out.

*Poke - To attack faster or farther away, keeping an opponent at bay.

*Whiff - To completely miss an attack or dodge, leaving you wide open.

*Bait - To seem wide open after an attack, or taunting an opponent to draw them in. This can be handy if you Dodge Cancel after a slow attack.

*Pressure - To attack constantly, giving your opponent minimal time to react. Use this in PvP mostly, humans react very different than a CPU.

*Zoning - To move an opponent into a different location via unblockable attack or closed quarter pressure.

*Dodge Cancel - Using Dodge with out a direction during an attack, in order to start and connect a different move.

*Punish (ing) - To counter an opponent's Whiff (see above) with your attack.

*Spam(ming) - To repeatedly use a move in favor of victory or cheapness,
or just plain lack of skill. Avoid doing this, as others may do to you.

-*On a sidenote, sometimes spamming a move may come in handy (SHADOW FLARE)*

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II. Who is Sephiroth?

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Profile

Name: Sephiroth

Age: Born in 1977. Was 30 in FF7.

Birthplace: Unknown; Mt. Nibel

Blood Type: Unknown

Height: 6'1

Weapon: Masamune Blade

Style: Self-created

"You chose to believe, even if it wasn't true. That's all."

- Flavor text on the Life of the Planet item (Required trade for his ultimate
weapon)

Sephiroth. A legendary member of SOLDIER once revered as a hero.

In the original game (Final Fantasy VII), after learning that he was the product of genetic experimentation, he decided he was fated to destroy the planet - and he had more than enough power to do so. He used the Black Materia to summon Meteor to nearly destroy the planet - causing the Lifestream to assimilate at ground zero of the meteor strike. He planned to absorb all of this energy and become a demi-god like character, and use the devastated planet to travel the cosmos to strike a new planet, such as JENOVA did long ago.

In Crisis Core - FF7, Sephiroth was one of 3 SOLDIER 1st Class that Zack Fair aspired to join the ranks of. He went on missions and also passed missions onto Zack during the course of the game for other reasons. He even calls Zack on a cell phone. Later on, Sephiroth learns of his genetic experimentations at the reactor of Nibelheim and tries to recover Jenova from it. Zack attempts to stop him, becomes gravely wounded, and Cloud picks up the Buster Sword to finish the job. Sephiroth falls to his "death", then reappears to begin the serious story of FF7.

During his stint in SOLDIER, he learned well how to slash enemies with an impossibly-long sword (9 FEET?!). His fighting prowess is perhaps the only thing he values from the time he considered himself to be human.

With a hatred of life that exceeds any other, Sephiroth does not care much

for others in his quest to become a godlike being. He will do anything to achieve his goal and destroy anything or anyone in his path. Despite his confident exterior, he can be just as confused and misled as any other person, though he would never admit it.

He is always serious, possibly to a fault. His only weakness may be his overconfidence, but his swordsmanship is second to none.

He and Cloud share some unwritten mental connection, probably owing to the fact that they share similar genetic traits, such as Jenova cells, and Mako infusion. Sephiroth abuses this during the course of FF7 (see above quote, directed at Cloud).

He is also known as the One-Winged Angel, owing to the black wing that protrudes from his back at certain points in battle.

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III. Why Sephiroth? Really?

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Because he's badass? duh. But, honestly, if punishment is your game, you'll like Sephiroth. Period. His style is the "attacks so fast you can't see me" type, so you'll see a lot of numbers with just a few swings. With the right build and damage modifiers, he can become beastly. To be most effective with him, you need to play defensively and wait for an opening. He capitalizes when it counts most.

Playing defensively is a concept that new players might not understand just yet. You should learn all of the characters' different attacks any way that you can. Wait for your opponent to act first, then react depending on the situation. This is of ABSOLUTE IMPORTANCE. So read the last few lines again.

He is an excellent mid-range player, with a variety of moves that keep the pressure up on opponents, high or low. More often than not, you can Dodge Cancel out of most of his attacks, and follow up with a quick attack from almost any range. He can poke out characters with a shorter melee range easily. He's not overly quick with his start-ups, but he makes up for it with that 9 foot sword.

If you're constantly attacking, switch up your BP and HP attacks to keep things fresh and confusing for your opponent, causing them to attack or block prematurely. This is called basic pressuring. But try not to rely on pressure against a CPU or Block happy opponent.

He also has a wide range of long range moves that serve him well, whether for power or just zoning an opponent to fall into another slick sword move.

He opens up a lot of opportunity for chase scenes. If you don't like them that's fine, but mastering them is part of Sephiroth's mind-games. I've won more than my fair share of matches through Chase, even online.

Although he may not learn direct Bravery/HP attack chains, he has more than enough tools to set up an effective mindgame. He replaces the staple chains in favor of Dodge Cancel combos. He can effortlessly link up to 5 of his attacks, finally ending in an HP attack. This takes practice, but looks amazing and hits for over 2000 damage usually at lvl 100.

I almost forgot to mention his Ex Mode allows you to glide, and use his signature Heartless Angel attack. You can also use the EX-gauge for a Hell's

Gate cancel, which equals INSTANT HP ATTCK EXPLOSION.

He works wonders against spellcasters, or any other character who leaves themselves open for severe punishment (Tidus, Jecht, WoL, etc.)

On the other hand, he isn't exactly the fastest out of the bunch. His attacks, while swift, sometimes have a predictable start-up and bad recovery time. If you're Blocked, be warned. Sephiroth staggers on almost all of his BP attacks that aren't ranged. So be careful, Sephiroth can be stopped.

Often times you'll find yourself hating the faster melee characters who just always seem to beat you to the punch. But with enough practice, and blocking mastery, they'll all look like a joke compared to Sephiroth.

Quick Pros/Cons breakdown:

Pros:

- Huge sword means great melee range.
- Can apply pressure that is hard to dodge.
- Higher than average critical rate.
- Has a naturally high attack power.
- Dodge Cancel combos have EXTREMELY high damage potential.

Cons:

- Some attacks are easily punished when missed/blocked.
- Dosen't learn any EASY *BP/HP chains*.
- Not too many vertical options with BP attacks besides Shadow Flare.
- Faster melee characters will annoy you. No two ways about it.

* He has a few strings that attach very well, and might as well be a chain, but they require skill, finesse, and timing. Not just pressing Square. *

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IV. Abilities

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I'll be scoring each with a rating out of 5. And i'll explain why I scored each one as I did.

1. BRAVERY ATTACKS

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Ground Abilities:

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Reaper

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His bread and butter on the ground. It hits directly in front of him at mid-range, and looks like 8 slashes combined into one. It's a 3-hit combo that really hits about 23 times and leads into a chase after the last strike. To get the most hits out of it, delay each hit by about a second. Or just swing when he holds the sword near his face, both methods work well. Aside from hitting a ridiculous amount of times, Reaper has about average strength. But if you pull a critical strike, this attack becomes a breaking machine. This move does NOT combo with anything else, so use it as ground punishment after an opponent whiffs a dodge, or carelessly throws out an HP attack. Works

best if used after a successful Block. If you have Riposte equipped, Reaper = instant Break after blocking.

Extra effects: Chase after last hit.

Rating: 4/5.

=====
Fervent Blow
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An effective anti-range move. After saying "Die", he sends 2-5 quick shockwaves at his opponent. If you hit with ANY of them, you can follow up with a 2 hit sword combo, effectively making this a 7-hit combo. To get the most hits, delay the sword strike. These waves don't track, although Seph starts the move in the direction of your opponent. This move is used mostly for punishment during an HP attack, and does a good amount of damage when it hits. However, if blocked, the waves reflect and cause stun on Sephy. And they can also be dashed through. So be careful on how you use this. You can also use it semi-close to the wall and follow up with Octaslash to keep your friends on their toes. On a random note, I find using this move right at the start of battle confuses most human opponents.

Extra effects: Wall Rush after sword strikes. Also strikes through weak magic attacks.

Rating: 3/5.

=====
Shadow Flare
=====

His main zoning attack on the ground. And a PERFECT tool for interrupting HP attacks. 4 dark flares pop up around your opponent with strong homing in a + formation, and close in. It also hits just about anywhere that's not a mile away. This attack, while being rather weak, allows for some easy combos at short range or forces your opponent to dodge. This is called basic zoning. It's a very effective move. This tactic will force anyone (CPU or Human) to either:

- A) Dodge
- B) Block (multiple times)
- C) Dash through the flares.

These situations should be interpreted carefully. Refer to these quick guides.

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A) (DODGE) This is usually what you hope for. And depends on which direction they dodged in, IE;

- 1) Away from you (in any direction): Use another.
- 2) Towards you at Mid-range: Use Sudden Cruelty if you can, or Godspeed.
- 3) Towards you at Close-range: Sudden Cruelty for sure. Insert combo here.
- 4) If you just don't like the position they're in, USE ANOTHER ONE. Trust me.

-

B) (BLOCK) Try using another and force a dodge. OR use Godspeed and see if they're paying enough attention to Block. If they are indeed Block happy, Try mixing it up with Octaslash every now and again. This is probably a rare situation, as most people just dodge or dash through anyway.

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C) (DASH) This is where things might get dangerous. If they dash and you started the attack at Mid/Close range, Dodge. Fast, preferably away. Try not to rely on SF if the opponent likes to dash a lot (Jecht?).

-

Use this when you're unsure of what to do next. After the attack animation, Seph is airborne for a minute. Use this to your advantage by following up with Godspeed or Sudden Cruelty (discussed later). Don't forget to use it ANYTIME you see a slow HP attack (Starfall, Apocalypse, etc.) NEW: This combos into Heaven's Light or Hell's Gate, but ONLY after a successful Block. So it's like Block -> Shadow Flare -> Hell's Gate, or Heaven's Light.

Extra effects: Zoning.

Rating: 4/5.

Air Abilities:

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Sudden Cruelty
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An aerial version of Reaper, with only 2 attack sequences. This is his bread and butter in the air, no matter what level you are. As with Reaper, delay the 2 hits for the most damage. This move is godly for multiple reasons. 1. It's quick punishment for a whiffed attack, which means a high critical chance with Counterattack. 2. It's the start of most of his midair combos. After the first set of strikes hit, dodge with a neutral direction (R + X neutral) and follow up with Oblivion or another Sudden Cruelty for an easy combo. I'll post a link for this later. On top of it all, it has Magic Block properties if you use it early enough. Use this move anytime you can.

Extra effects: Chase, Magic Block, COMBOS ALL DAY SON.

Rating: 5/5.

=====
Godspeed
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An aerial version of Fervent Blow. The attack animation is almost the same, except this has a faster start-up, which makes it harder to punish. Once the waves connect, you may follow up with circle again. But this time, instead of wall rushing, it sends your opponent into the ground with 3 strikes, almost directly below you. This is an excellent opportunity to follow up with Octaslash, and make a quick chain out of this move. That being said, don't throw this out randomly. A skilled player will quickly dodge the waves and mollywop you if you're not careful. And the waves don't have much vertical reach at all. It's effective from mid-long range, and only when the height is similar. Throw it in situations

where you would use Fervent Blow. The strategies are very similar.
Some combo potential gives this a higher score than it's ground counterpart.

Extra effects: It says Wall Rush in the game. I call it Ground Rush.

Rating: 3.5 / 5

=====
Oblivion
=====

A very fun move. After you activate it, Sephy tracks your opponent vertically for a split-second, then rushes through them with one light-speed strike. After the first hit, the opponent is still being struck with countless small bravery attacks. It looks like he just slashes through them, and they bleed out with bravery damage. xD Good times. This move is really hard to see coming, and is very quick after you get past that first animation. And on top of it all, it combos with the first strike of Sudden Cruelty, guaranteed. That comes with practice (more links later). On the downside, the move dosen't have much range, so use it when you're mid-close ish. And the slow start-up combined with the lack of range means you'll be punished by a severely good Jecht or someone who is ridiculous at blocking. Use as a punisher (starting to see a pattern here?) and obviously, as a combo finisher. Seems to connect more against a human opponent.

Rating: 3.5 / 5

Extra effects: Wall Rush

=====
Shadow Flare (midair)
=====

Similar to the ground verision (obviously). Has most of the same uses combo wise, but is highly unpractical for zoning. The animation still lags, especially in the air. You're just asking to get hit with an HP attack. If you like it, use it at will. Personally, I don't.

Extra Effects: N/A

Rating: 2/5

HP Attacks

Land Abilities:

=====
Octaslash (ground)
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One of his first HP moves on the ground. He slashes forward 5 times with that ridiculous sword. The first 4 attacks hit for Bravery damage and set them up for that last HP slash, ending in a wall rush. This move follows the opponent very well, unless they jump. It's extremely effective against someone whos just been blocked, or is stuck in a corner with no easy way out. It's good to follow up a Fervent Blow wall rush with one of these.

Very easy to use, you'll get the point after a few tries. No combo links here, but it moves so fast your opponent should still be running scared. Short-ish recovery for an HP attack.

REVISED: I unequipped this, instead leaving more CP open.

Extra effects: Wall Rush

Rating: 2/5

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Scintilla (ground)

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A nice defensive tool. Sephiroth blocks with a shield of energy for a second, stabs forward for multiple Bravery hits, then slashes you away for HP damage. When you're on the ground, this works as a fair replacement for a block, considering it hits for nice damage. But be warned. The timing is much more strict than a normal Block, so use it when you ONLY when you see an attack coming from a mile away. Because if you miss, the attack animation still goes through, and is really slow if it's not hitting. So be careful. If you see a great opening for a block, use this and scare your opponent. I give this a 4, mainly because I haven't seen a better punishment move with Sephiroth yet. Not something to combo with. Ever.

Extra effects: Wall Rush, BRV Block

Rating: 4/5

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Black Materia

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His only long-range HP attack and aerial mindgame attack. He charges his black materia in 3 stages by holding Square. You'll see the noticeable changes in stages. These stages can be used effectively if you take the time to learn their capabilities.

Level 1 (Starting charge): A small meteor comes down with average speed. Used for interrupting very slow HP attacks, and for keeping a long range opponent on their toes.

Level 2 (Deeper glow, humming sound): Much faster than Level 1 on it's drop. Use to interrupt slow attacks in general, or Other HP attacks from afar. Also effective if an opponent dashes towards you.

Level 3 (Lightning, loud hum): An extremely large Meteor absorbs the opponent inward upon summoning, and (if hit) causes BRV damage before exploding brilliantly for HP Damage. You'll be lucky to have this charged when you need it. But it's faster than Starfall, just use it real quick when you see it.

-

If you're playing defensively (like you should), you'll find many chances to use this. Use it if you see an opponent beating you to an EX Core. Or if their out of range of Shadow Flare, just start charging this. They'll come to you eventually =]. Also a fun follow up to Shadow Flare.

There's one distinct flaw to using it. When dropping a level 1 or 2 charge, you can be hit out of the attack even when the meteor is MID-DROP. So be

careful, and keep your distance (Omni Air Dash) when using this. No combos here, I thought that would be self-explanatory.

Extra effects: Wall Rush, Absorb (If MAX)

Rating: 3.5/5

Air Abilities:

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Octaslash (midair)

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Now this is what I'm talking about. Same as the ground version, but tracks nicely in midair this time. Has most of the same uses, except it has AWESOME combo potential. You can safely use this after Godspeed connects with the ground rush or after a Ground hit after Chaseing for easy HP damage. More combos will be discussed later. One difference between the aerial version: Even if some of the first strikes connect, the rest can still be dodged. That being said, it's still extremely effective against slower opponents. The combo potential is too much for this move to give it LESS than a 5.

Extra effects: Wall Rush

Rating: 5/5

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Scintilla (midair)

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See the ground version of this move. It's exactly the same, and shares similar uses. It's a little more practical since it's in the air. As before, try not to throw it out randomly.

Extra effects: Block

Rating: 4/5

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Heaven's Light

=====

A good HP attack for unsuspecting people above you. Seph positions himself below your opponent (mostly regardless of height) and gives a vicious slash upward about 10 ft. Can be used to confuse human opponents at same height. You can definitely use this under slower characters like Exdeath, Golbez and the like, but most CPU opponents will see this coming and dodge. The recovery time is great by comparison. I personally like it, and keep it in my list instead of Scintilla. It's much faster than ALL of his other HP attacks, and can be used to counter such. Especially useful against caster HP attacks, such as Flare Star (Kuja).

Extra effects: Wall Rush

Rating: 3.5/5

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Hell's Gate

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Another efficient sword strike, this time from above. He rises, says "To the Promised Land", and drops with his blade facing down (Aerith-assassination style). This attack can be let go early, or held to maximum effect. If you choose to let go or don't hold, Seph will slash at wherever he was in midair in a good radius. If held, he drops all the way to the nearest surface and creates a rock explosion on contact, damaging those around him as well. Use against people rushing to an EX Core below you. This move almost never hits a CPU opponent, but it has one amazing use against friends or other online opponents. You can use it directly above them, and they can't see you, due to the fact that Dissidia's camera doesn't look straight up. Yes, I know it's a cheap trick, but since when has Sephiroth been the nicest guy on the block? The recovery is a little slow, but it's worth the use, and you can let go at random times to induce confusion. NEW: This move can be EX-Canceled. Meaning it attacks without any downtime. EX-canceling requires a certain swiftness of the fingers, and I'll post a video to show you what I mean. This move is still legal in tournaments, although you waste an EX-Guard performing it.

Extra effects: Can be EX-Canceled!

Copy + Paste this for Demo Video.

https://www.youtube.com/watch#playnext=1&playnext_from=TL&videos=EKdLXIDG9ew&v=DbIYDym8CIg

Rating: 4/5 IF you master the EX-Cancel.

EX MODE

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In Sephiroth's Ex Mode, he gains 3 new abilities, some passive, and some not. Oh yeah, and his signature black wing.

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Regen

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Slowly regenerates HP during EX Mode.

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Glide

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Activated by holding X in midair. You can freely glide around while descending, allowing faster movement and escape patterns.

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Heartless Angel

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In Ex Mode, hold R + Square for about 4 seconds. He charges his energies into an unblockable, undodgable magic attack that lowers your opponents Bravery to 1. Period. And they can't recover any until they connect an attack or you force a break. What a mean little move.

Use it if The Emperor tries a Starfall, or someone just has way too much Bravery for your comfort zone. Glide far away then start it if you plan on using it. I personally like scaring my friends with it.

You can also bait your opponent into moving much closer, then release early and start slashing. Both methods are fairly effective, but highly unpractical against any characters that have fast dashing attacks or quick projectiles (Namely Terra, Squall, etc.)

Rating: 3.5/5

*=====
V. Strategy and Combos
*=====

In case you hadn't gotten the point already, Sephiroth is not a character who goes all out and smashes buttons. He should be played safe, until you see an opening. When given the opportunity, attack and start linking from there.

An example would be...

Begin the match.

At close range, play Defensively and block a lot (or Scintilla if you feel comfortable) until you can Chase with either Reaper variation or return an attack with a well timed Octaslash. Or BOTH, with a nice combo. You'll see. Soon, young jedi. I tend to throw Sudden Cruelty a lot, only because I've mastered the follow-up combos that come with it. Sudden Cruelty is your best friend that you never knew. Trust me.

At Mid-Range, try a Shadow Flare. Refer to the section above for what to do. You can also try Fervent Blow. If they Dodge, YOU dodge. Walk around your opponent and see what they do. If you bait them into attacking unsafely, easy combos for you (considering you can Block).

At long range, play around with Godspeed and Shadow Flare. Both moves have fairly safe recovery at that range. Actually, abuse Shadow Flare. It's easy. Just zone them into doing something they didn't want to do, then come in and finish the job. Black Materia is also your friend. Despite its slow charge and attack, it's a great tool for interrupting opponents, especially casters.

Learn the Chase sequences.

Simply enough, use Heaven's Light for opponents above you, and Hell's Gate for those below. Use Hell's Gate especially if they're running for an EX core. Aim directly for the core to force an opponent away from it, or suffer the consequences.

Also, don't forget to delay most of his Bravery attacks for the maximum effect. Riposte should be a main priority once you master Blocking. If you're *ahem* Blocking-Impaired, equip Counterattack. This will save you if you can't Block and kick in Riposte.

So, in a nutshell, play it safe, and wail on your opponents when you see the chance, Breaks will be happening every couple seconds =].

Now, for the.....

Character Strategies

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Now, you can reference these on how to survive when a Zidane is kicking the crap out of you. Each character is listed, along with major points of battle, and a rating of difficulty after each one.

1 = Cakewalk

2 = Combo spam-able

3 = Might have to think a little

4 = Be on your toes, things might get tricky

5 = Don't mess around. Focus, and you might get out alive.

1. Warrior of Light

=====

This can be a hard match-up for Sephy. You want to stay at mid-range most, if not all, of the time. Shadow Flare and Godspeed/Fervent Blow are your friends. If you're in the air, avoid being directly above or below him at any time. This can get you caught in an easy chain. If you're on level with him, his options are limited at best, so do as you will, or start a Sudden Cruelty combo. The main reason I say avoid close combat is Shield of Light. This makes quick work of you if you spam slow Brave moves at close range. Use your HP's carefully, or use Octaslash to follow up any Wall Rush when you can.

Rating = 4

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2. Garland

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A fair match, IMO. Use that range, anytime you can. Poke at him, lead him into your attacks, but play defensively at all costs. Garland and Cloud have a tendency to Break you very often, and seemingly out of nowhere. But he's too slow to pose much of a real threat. Just dodge Blaze, run from Cyclone, and counter Earthquake with an HP attack after dodging. If you see Tsunami, dodge TOWARDS him or jump REALLY high, really fast. Both methods work well.

Rating = 3 to 4

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3. Firion

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This match up isn't so bad, depending on if it's a CPU or human. Firion tends to be slower than most of the other characters, so you have a lot more freedom move wise. Wait for him to throw a Reel Axe or any other slow move, then move in for a counterattack. Reaper does wonders to a whiffed Reel Axe or Lance Combo. On the other hand, all I can really say is watch out for Shield Bash. This will kill you. Period. It just depends on how well your opponent times it. Godspeed and Fervent Blow help to avoid this.

Rating = 3

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4. The Emperor

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Now THIS is a match I always enjoy. Your options are open from the very start.

Try starting with a Fervent Blow, he's rather slow, and won't have much chance to avoid your pressure. This is one character you can push at will, because he is MUCH slower than you. If you play fast and fierce, he won't have time to set up traps, much less connect with an HP attack. You can also dash through almost everything he does. This should be easy, no matter how you look at it. Just beware of Thunder Crest. Stay off the ground and AVOID using Hell's Gate. It seems Aerial combat is your friend here. Keep it that way.

Rating = 1

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5. Onion Knight

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.- I'd give most of my equipment to never fight this kid again. He can tear Sephy up if you're not careful, so stay away from close range AT ALL COSTS. Wait for him to use a Quick Hit, and punish away. Sudden Cruelty works best. Generally, your sword is much longer, so abuse it. Poke and snip until you see a nice opening. Otherwise, just play it safe. OK is not someone you can spam combos against, since he chains EVERYTHING into HP attacks. Avoid using Shadow Flare, as he can close the distance between you two with the quickness. You can't afford to be sitting still. On the upside, a whiffed Blizzard attack opens up a nice Octaslash for you. Try it out. If you're going to block, do it early. His attacks are swift and relentless, although Wind Shear leaves him open for a Godspeed/Fervent Blow. This, and Sudden Cruelty/Reaper both magic block, so you can use it against Thunder and the like.

Rating = 4-5

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6. Cloud of Darkness

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Another fairly fun match-up, although you do have to watch her Particle Beams very carefully. You can Godspeed through her Fusillade and hit straightaway. If you see O-Form, back off, quick. Otherwise, her defense is low-ish, so capitalize on her slow recovery time. Fusillade is a blessing, and a free plug for damage. Godspeed/Fervent Blow will get through most of her moves, just don't rely on it, especially when she's closer than mid-range. If she starts thrashing, just move towards her and block. It's much easier than you think.

Rating = 3

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7. Cecil

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This match isn't overly difficult, unless Cecil is well-equipped and you're not. Just watch his form. If he's in Dark Knight, stay your distance and use Fervent Blow or Shadow Flare after dodging his Brave attacks. When he's in Paladin form, don't get too far in the air. Sephiroth is too slow and punishable to play against Cecil in aerial combat. Dash toward him if he uses Searchlight, and just drop straight down if he throws Saint's Fall. Dodge Paladin Force whenever you see the name on the screen. Return fire with Sudden Cruelty, etc etc. Very susceptible to blocking, altogether. A Saint's Fall leaves him set up for a lvl 1 Black Materia if you drop fast enough. Try it sometime. Amazingly, he's good at hitting you from directly above, so try and avoid being below him.

Rating = 3.5

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8. Golbez

=====

Of all the spellcasters, this one is probably the worst. His attacks are fast, and often end up leading into a Cosmic Ray. You're better off dodging, since most of his attacks finish with a float system that finished whether he's blocked or not. Just play it safe, running around on the ground isn't a bad idea. Avoid Genesis Rock. If you're in the air, fall. If you're near the ground, jump. A lot. As with before, use the Sudden Cruelty chain near the ground for Easy HP damage. Counterattacking is key to winning here. Also, beware of Black Fang during his EX Mode. This = Instant Break, so charge him.

Rating = 4

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9. Bartz

=====

Another quick melee character. His play style reminds me of Tidus, with MUCH better HP attacks. Block Holy, as it chains into Flare. It's very easy. Otherwise, he has plenty of dash moves and quick melee strikes that mime other attacks you've seen by this point. Most of them are easy enough to block, and hard to dodge. Run from Wind Shear, and return fire with a Godspeed, just like Onion Knight. And Dodge Flood twice, as seen before. Just block his BP attacks early and you should be fine.

Rating = 3-4

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10. ExDeath

=====

The big VOID armor-type character. If a human picks this character, you're in for a long fight. If not, the CPU still does a ridiculously good job of Omni Blocking everything, so be careful. Shadow Flare and Fervent Blow/Godspeed are nice because they hit multiple times, causing disruption of ExDeath's return fire and such. Dodge his Delta Attack, and interrupt Almagest with a Brave attack. There's not a lot else I can say, really. It all depends on who you're fighting, and how good they are. But usually, he's not that hard.

Rating = 2-5 (depending on how they Omni Block)

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11. Terra

=====

Not even gonna lie, she's annoying for a spellcaster. You can dash through her Blizzard and Holy combo, though. Don't get too friendly with being close, as she can easily spam Tornado and screw your whole day up. Just play at a safe mid-range, getting your free hits when you can. See if you can corner her and use Octaslash (if the ring permits). Sudden Cruelty blocks magic attacks as well if that helps. She's not too bad, unless you're new to the game. Just dodge her attacks frequently, and you'll start to see a pattern with her. Oh, and dash toward her if you see Meteor or Gravity above you. Use Fervent Blow or Godspeed after you avoid her attacks. If you see Flood, dodge. Twice.

Rating = 3

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12. Kefka

=====

The crazy clown. He's not so bad if you keep him out of Ex-Mode. He becomes beastly after that. If you block his huge ice chunk (Scatter-Spray Blizzaga) when it comes out, it switches direction, which is nice. But don't block it after it's out, as it will still hit with most of it. Havoc Wing is a fast HP attack that you should keep on your toes for. It alst tracks vertically, so just dodge away. Otherwise, just stay up close and Kefka will have a hard time dealing with you. And for god's sake, KEEP HIM OUT OF EX MODE.

Rating = 3

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13. Cloud

=====

The ultimate. The match-up some of us bought Dissidia to play. So it makes sense that Cloud would be one of the hardest opponents to beat using Sephy. But his Brave moves are mostly slow, and can be easily blocked. Just be alert if the opponent tries mind-gaming you with his Fire spells. Be aware, and stay at a safe distance if you're unsure of where the Fire spells will be next. If you're out of direct hit range, try using a Shadow Flare to mix things up. Unlike other characters, Cloud also has great range with his sword. It's just much more powerful than yours. So don't poke. Wait. Defend. Counterattack. The best time to use an HP attack is right after one of his own. So fire away. Heaven's Light is faster than Meteorain, is you're within the right range. Use the Sudden Cruelty - Oblivion - Octaslash combo if you can't link an HP attack. Be careful when using Brave moves at close range. If Cloud blocks, he can make mincemeat out of you with one combo leading into Omnislash v.5. Also, just dodge Braver whenever you see it. You'll thank me later. All this being said, just play it safe, and you should come out on top.

Rating = 4

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14. Sephiroth

=====

The mirror match. Not much to say here, you should know your own attacks now. If you see Octaslash, dodge about 3 times, as far as you can. As with some others, just wait for a nice opportunity to counterattack. If you know which moves are coming out, don't be afraid to block. It really helps. If you really want to shine in this match, master Chasing. You'll probably see it a lot. And don't forget to charge him when you see Heartless Angel during his Ex-Mode.

Rating = 3

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15. Squall

=====

The gunblade master. He's quick, and can steal your Bravery faster than Cloud if left unchecked. Your best bet is to stay mid /far range, and poke where you see your opening. His Brave attacks are something else, so dodge em'. His HP's are slow, and often very predictable. Here's where you counterattack and mollywop. It's best to return his HP's with one of your own. And don't forget

to Dodge Rough Divide if you see it pop up. Chances are he's close enough. A chase is a good way to make sure you don't lose too much Bravery to him. Avoid Beat Fang like the plague it is. Try and stay on the ground. His options are very limited.

Rating = 4

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16. Ultimecia

=====

And yet another fun mage match-up. Avoid her direct fusillade type attacks by dodging towards her than get behind her. Use Sudden Cruelty after she whiffs any attack. If you ever see any HP attack besides Shockwave Pulsar, use Shadow Flare. It interrupts almost everything rather nicely. To keep things simple, stay close to mid-range a lot, and dodge frequently. She won't have options at this point. The only thing to watch out for is Time Crush during her EX-Mode. Rush her and connect an attack as quickly as possible. Or just use Shadow Flare if you're within range. Hell's Gate goes through Apocalypse.

Rating = 2

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17. Zidane

=====

The key to winning against Rat-boy is to stay on the ground. Here, he has an almost negligible Brave game. Everything can be seen from a mile away, and punished with a Reaper when missed. If you're in the air (which I DON'T recommend), poke at him from mid-range with Sudden Cruelty or Godspeed when you can. After Stellar Circle 5 is a great opening for an HP attack, probably Octaslash. Same thing goes for Grand Lethal, you just have to be quicker. Use Hell's Gate right at before the end of Grand Lethal and you should have a free HP attack.

Rating = 4

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18. Kuja

=====

A good match-up, if you like to test reflexes. You need to stay close or mid range to go toe to toe with Kuja, because his long range game is much better than yours. So no Black Materia here. Oblivion will hit him out of most of his Brave moves, surprisingly. Most of his HP attacks are slow, so dodge, wait, then counterattack with Godspeed/Fervent Blow. If you see Ultima, wait just a second, then dodge. If you dodge right away, you'll get hit for HP damage. Just be careful, and watch if he spams magic. Dodge or Block, and he'll open himself up a lot, regardless of difficulty. Beware of spamming Sudden Cruelty, as he can return with a Flare Star instantly. Make good use of the fact that Kuja doesn't have a lot of Vertical options, Brave or HP-wise. Bait him into attacking from above or below, then return fire with SC or an Oblivion. Don't forget about Heaven's Light. It counters almost all of his HP attacks, especially Flare/Seraphic Star.

Rating = 3

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19. Tidus

=====

The blitzball ace, huh. Interesting. He's very quick, but has a hard time getting around Sephiroth's sword. Be careful of his dodges, as they usually precede an attack. You're better off blocking, and early, since he lags on a lot of his moves. His HP attacks (besides the Quick Hit chain) are laughable. Dodge any one of them and return fire with an HP of your own. Hell's Gate is a fun counter to Energy Rain, as it causes a lot of Brave damage on the way down. As with Terra, this can be a difficult fight if you're new to fighters, or just aren't used to blocking just yet. Take it easy, and play him a few times to get the hang of his attacks. This is a great person to practice Scintilla on with his Bravery attacks.

Rating = 3

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20. Jecht

=====

The boss of all melee duels. This is a hard one, no matter how you look at it. Watch his attacks, but don't get too block happy. He can charge and plow right through you if you whiff a block. Just bait him into his Jecht Stream (aerial kicks), dodge and counterattack. He can also block all of your HP attacks and stagger, but really. It's just scary sometimes. If you fall into his combos, it's almost a guaranteed Break followed by an HP chain, so be careful. Do as you will, but don't spam any slow attacks, whatsoever. Especially on the ground. Godspeed also works in the air for long-range counterattacking.

Rating = 5

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21. Shantotto

=====

The slower one of the casters. She's not so bad if you watch her Bio and Bind. If you ARE caught in Bind, spam Shadow Flare. It interrupts ALL of her attacks below 3000 Bravery, BP or HP wise. So you're safer than you think. She's much scarier when a human opponent uses her. Try and keep her below 3000 Bravery, as her spells can get a little out of hand if they are taken too far. All of her HP's can be dodged, but Aero absorbs you, so dodge or Omni Dash out if you use it. Otherwise, Reaper/Sudden Cruelty hits nicely, so combo away. If you end up in Bio, don't HP attack. This = Auto-Break. So don't be a douche.

Rating = 2

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22. Gabranth

=====

The EX-Mode judge. So, it should be a given that you pressure him when he's normal, yes? Don't give him time to use that EX Charge, and you shouldn't have any issues. Ever. But if he does hit EX-Mode, you're in for it. Block, block and more block. His Brave attacks in EX-mode are beastly, but mostly melee with bad recovery. Dodge Innocence multiple times, as this is his best HP attack by a longshot. Don't get too close either. Hatred will make short work of almost all your attacks, and set him up for an EX-Burst. Poke at mid range, and wait for his EX-Mode to dissappear. Then he'll be a cakewalk again.

Rating = 1 w/o EX-Mode, 4 in EX.

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23. Chaos

=====

The big guy. Period. This match can be really easy or reeeally difficult. It depends on how Chaos wants to treat you and how well you know his attacks. The first flame wave at the start of the fight can be dodged forward. You can follow this up with a nice Octaslash or BP combo of your choice. Keep your eyes out for Divine Punishment. Just drop straight down without moving until you see the last flame spike stop bursting. Then dodge, quickly. If you are successful in dodging, follow up with a quick Heaven's Light for an easy HP connect. Otherwise, just dodge fast if you see Comdemn, and use Shadow Flare if you see Soul of Oblivion, or just dash and attack. If you see Demonsdance, start dodging, a lot. Once you've dodged 5 teleport attacks, return fire. The rest is up to you. He will become stronger and faster with each successive time you kill him (up to 3). Aside from that, just use the initial flame wave to score free damage, and look out for Shinryu. Most of this summons effects are devastating, at worst. And don't get to Block happy. Most of his moves Guard Crush. So dodge effectively, quickly, and often. Good Luck.

Rating = 4, 5 if you're new to the game.

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That was a good one. Now, the one you've all been waiting for.....

=====

BP/HP Combos

=====

It's been a long time coming. Here ya go.

*Sudden Cruelty (1st swing) - DC - Oblivion - Dodge towards opponent
- Octaslash (midair)*
MUST BE DONE NEAR GROUND-ISH.

This is the most basic of his midair combos. Getting the feel for the 2nd dodge can be difficult. I find dodging diagonally makes the dodge easier to set up. Get to know this, especially if you want to scare people. You'll see it a lot.

*Sudden Cruelty (1st) - Dodge (neutral) - Sudden Cruelty (1st) - DC - Oblivion
- Dodge towards opponent - Octaslash (midair)*
MUST BE DONE NEAR GROUND-ISH.

A more refined version of the above combo. Practice this one, and it will come every time. Yes, it does Sudden Cruelty twice. lol.

Shadow Flare (ground at Mid-range) - Godspeed - Octaslash

This is a fairly easy combo that dosen't require dodging. The moves generally follow up well, the only issue is that it starts with a close to mid-range Shadow Flare. I've seen this dodged a few times, so be careful.

*Shadow Flare (ground Close range) - Sudden Cruelty (1st) - DC - Oblivion

- Dodge towards opponent - Octaslash*

You can guess where this one is going. Combining the 2 ideas, there's a great chain waiting out of a Shadow Flare. If you think you're cool, go ahead and insert ANOTHER Sudden Cruelty if you feel like it. It works 90% of the time.

Well, there you have it. 4 grand combos to scare your opponents. I know they sound difficult. These videos below have great examples to help. I don't know if you could tell, but most of these are variable. You can replace Oblivion with another Sudden Cruelty before it at almost any time. It works up to 2 times before pushing them out of range.

Here's a few YouTube videos I saw that can really help you catch up on strategy and such.

Basic Strategy and Infinite wall combo:

https://www.youtube.com/watch?v=JxrMyrpbD_E#movie_player

First set of combos:

<https://www.youtube.com/watch?v=In1VL7-1hUI&NR=1>

Second set of combos:

https://www.youtube.com/watch?v=ousv_TOEKAs&feature=related

As a sidenote, I haven't been able to pull off these 2nd combos just yet, so I think they've been nerfed for the NA version

So there you have it. I hope these help.

=====

VI. Equipment and Builds

=====

Sephiroth can Equip:

- Katana
- Spears
- Shields
- Gauntlets
- Helms
- Light Armor
- Heavy Armor

Here is my setup. You can use anything you need in your abilities. EXCEPT RIPOSTE/COUNTERATTACK. You MUST have this on to make Sephiroth as godly as he can be. Aside from that, here's a basic setup to work off of.

My Equipment

Weapon: Heaven's Cloud (Atk + 68, EX Intake range +6m)

Shield: Adamant Shield (Def + 73)

Helm: Adamant Helm (Brv + 249, Def + 1)

Armor: Adamant Vest (HP + 2717)

Adamant Chains set BRV boost on Dodge + 30%, Midair Evasion
Boost

My Abilities

=====

{OFFENSIVE ABILITIES}

[1.Bravery Attacks]

Land abilites:

Circle - Reaper
Toward (Up) + Circle - Fervent Blow
Away (Down) + Circle - Shadow Flare (ground)

Air abilities:

Circle - Sudden Cruelty
Up + Circle - Godspeed
Down + Circle - Oblivion

[2. HP Attacks]

Land Abilities:

Square - EMPTY
Toward (Up) + Square - Scintilla (ground)
Away (Down) + Square - Black Materia

Air Abilities:

Square - Octaslash (midair)
Up + Square - Heaven's Light
Down + Square - Hell's Gate

{BASIC ABILITIES}

Actions:

-Ground Evasion
-Midair Evasion
-Ground Block
-Midair Block
-Aerial Recovery
-Omni Air Dash
-Speed Boost ++
-Jump Boost ++
-Jump Times Boost ++
-Controlled Recovery
-Katana Adept

Support:

- Always Target Indicator
- Ex Core Lock On

Extra:

- Riposte
- Counterattack
- EXP to HP

I find this makes him much more effective, with a high critical rate to boot, considering you can block. And Heaven's Cloud ensures that you can EX-cancel or use Heartless Angel a lot. =]

My Accessories

=====

I use a basic ATK+ setup, it seems to help him break more than usual. Do as you please. Note that if you were wondering...

+ ATK means more critical damage.

+ DMG% means more damage outside of criticals.

That being said, here's my Build as of now.

==

- Red Gem (Atk + 2)
- Red Drop (ATK +1)
- Red Drop (ATK +1)
- Gaia Ring (Damage +15%)
- Miracle Shoes (ATK, DEF, LUK +1)
- Strength Crystal (ATK + 1)
- Strength Crystal (ATK + 1)
- HP = 100% (You - 1.5 Boost)
- Summon Unused (1.5 Boost)
- Champion Belt (Physical Dmg + 25%)

This ensures a 2.2 multiplier until you get 9999 BRV. EXP to HP helps the multiplier stay alive.

Force Begets Courage Setup

=====

This setup is very fun, his Bravery skyrockets very easily. However, the 9.0 multiplier can be ruined fairly easily as well. Do as you please. It's much easier to go for a one-hit KO with this build.

- Force Begets Courage
- Close to You (Absorb EX Force during atks, when dmgd, and after summoning)
- Pre-HP Damage (Opponent - 1.5 Boost)

- HP = 100% (Opponent - 1.5 Boost)
- Empty EX Gauge (1.5 Boost)
- HP = 100% (You - 1.5 Boost)
- Pearl Necklace (EX Force Absorption + 30%)
- Gaia Ring (Damage + 15%)
- Level 100 (1.2 Boost)
- Summon Unused (1.5 Boost)

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Iai Strike Setup

=====

This is one of the favorite setups that people use with Sephiroth. Most of your attacks inflict instant Break on 1st strike, but the multiplier is very unstable. It's very fun if you want to end the match quickly. Make SURE to use EXP to EX Force for this build, with the Full Ex Gauge booster.

- Smiting Soul
- HP = 100% (You - 1.5 Boost)
- HP is a Prime Number (You - 1.5 Boost)
- HP = 100% (Opponent - 1.5 Boost)
- Summon Unused (You - 1.5 Boost)
- Full EX Gauge (You - 1.5 Boost)
- Pre-HP Attack (You - 1.5 Boost)
- Pre-HP Damage (Opponent - 1.5 Boost)
- Large Gap in BRV (You - 1.5 Boost)
- Pre-Bravery Damage (Opponent - 1.5 Boost) OR Large Gap in Level if it fits.

Summons

=====

I don't use summons, personally, I only equip them for the free booster.

If you must know, I use Demon Wall.

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VII. Credits

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-Neoseeker.com. They are also using this guide as an official resource. Feel free to check it out there.

-<http://finalfantasy.wikia.com/wiki/Sephiroth>

I got some of the Profile information from here, and I really likes the way they explained his character in one paragraph. Thanks again.

-outofthegar on YouTube for providing the basis on Sephiroth strategies. You show what I write rather well, so thank you for providing it.

-tbsguyguy of YouTube as well for acting out most of the combos with pinpoint accuracy. If those other combos work, I'm working to find out. Thanks again for showing me refinement of technique.

-ujhbn from YouTube as well for pointing out Sephiroth's Hell's Gate Ex-cancel. This makes him much more versatile. Thanks to you.

-GameFAQS for being there all these years, while I look up guide after guide for any given Final Fantasy. My turn to give back a little. Thanks again guys. I know how hard it is being original these days.

-Square-Enix for creating this epic game. I honestly didn't think it was going to be as great as it was, considering it was on a handheld. And look at me now. xD

-And of course, you. Without someone to read this, I think it'd be rather pointless. And you deserve a thanks if you got all the way to here. =]

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