

Dissidia: Final Fantasy Jecht FAQ

by zooYork_banSho

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Dissidia: Final Fantasy
Character Guide for Jecht
By zooYork_banSho of GameFAQS and Neoseeker
Version 2.5
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Any suggestions, questions, comments, passable in-game tips and additional info, as well as corrections for expanding this guide are welcome. Send something good and I'll put you on the credits.

This FAQ/guide can be found at the following sites:

www.gamefaqs.com
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I. Introduction	[INT]
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Hi there everyone! This is my first FAQ ever on GAMEFAQS so you might notice a few flaws. I'm just your regular adept gamer, an F.F fan (although I only played a couple of F.F games) and a semi-pro "TEKKENIST" (dudes that careers the game TEKKEN). I only own one gaming console and that's my trusty PSP and I always assure to myself that all games I played on my PSP will make it to 100%(simply, career mode =P). I enjoy playing fighting/beat 'em up games and RPGs. Since Dissidia has the elements of both gaming genres, I simply enjoyed and "careered" this game. I also decided to write a FAQ for Jecht because his one of my favourite main characters (3rd only to WoL and Golbez) and he is pretty interesting and 'effin hard to use (the fun part that challenges myself = P), besides there is still no FAQ available for him yet so here's one. I might say that this guide might not be perfect but I will automatically update these (if I have ample time) as soon as I've received corrections, infos and more tips. Also, this guide is written assuming that you already know most of Dissidia's basics (moveset and ability terminologies, battlegens, equipment, summons and ingredients etc.). Now enough of the yapping, let's

get down to the nitty-gritty!!

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II. The Blitz King, "Jecht".

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[WIJ]

"You, with a woman? You can't even catch a ball! Oh, what's the matter? Gonna cry again? Cry, cry. That's the only thing you're good for!"

-Jecht on Tidus

WARNING!! This section may contain major spoilers pertaining on Final Fantasy X and X2 and will explain Jecht's character and history in detail, so, if you ever plan on playing the game, or you already have played the game, don't read this part. But if you have no plans on playing FFX and FFX2 and would like to know some more about Jecht, please do continue.*

On the surface, Jecht is a surly and arrogant man. He frequently refers to himself as "the great Jecht", and declares himself the best blitzball player there is. As a blitzball star he loves fame and glamour, and asks Braska several times if there will be any celebratory events on their pilgrimage. Eventually his career hit a slump when Jecht began drinking, and it was rumored he was going to retire, though he was quick to deny this and claim he could quit drinking if he chose. Jecht was also verbally abusive to Tidus, giving him the nickname "crybaby" and otherwise brushing him off or berating him.

Despite his numerous flaws, at heart Jecht is a good man. He criticizes Tidus frequently, but does so in the hope his criticisms will encourage Tidus to try harder and disprove him. Jecht does love Tidus, but has trouble expressing it: a sentimental message to Tidus on a sphere is cut off with Jecht mumbling "Remember, you're my son. And...well, uh...never mind. I'm no good at these things." Another video sphere shows Jecht telling Braska and Auron his dream is to train Tidus into a star blitzball player like him. When Tidus confronts Jecht at the end of the game, his first words to Tidus are to accuse him of being "all bones" and question his diet, but immediately after he compliments Tidus on how much he's grown.

Beyond Tidus, Jecht is generally good-natured. He enjoys the Hymn of the Fayth, and it is the people of Spira singing the tune for him that calms Sin enough for Tidus and his comrades to enter the best and find Jecht at its core. He is also well-loved by his fans, to the point a blitzball tournament in Zanarkand is named in his honor after he disappears. Perhaps the best example of Jecht's benevolence is his decision to sacrifice himself to become the Final Aeon, choosing to give up his life and any chance to return home in favor of defeating Sin, and hopefully one day finding a way to defeat it for good.

Final Fantasy X.

Jecht came to Spira from a magically-summoned replica of Zanarkand, created from the memories of those who lived in the original and maintained by Yu Yevon, the Summoner who was the leader of Zanarkand a thousand years before the events of Final Fantasy X. Jecht became a star blitzball player, perfecting his own technique, the "Sublimely Magnificent Jecht Shot Mark III," otherwise known as the Jecht Shot.

In the present, Jecht's son, Tidus, claims that he hates his father for putting him and his mother through hard times, and because he was left under a lot of pressure to live up to Jecht's fame. Whenever Jecht was around, according to Tidus, his mother constantly ignored him and spent time with her husband. Jecht disappeared one day while training out at

sea, where he came in contact with Sin resting in the waters. Sin pulled Jecht out of the dream and transported him into present-day Spira, where he was seen as a crazy drunkard and locked up in Bevelle. Soon after his imprisonment, Braska visited Jecht and requested he become one of two Guardians, the other being Auron - a Bevelle warrior monk who had fallen from grace. Auron objected to Jecht being a Guardian but Braska thought it the perfect irony for three of the most unlikely people to defeat Sin; a drunken blitzball player from Zanarkand, a summoner with a "heathen" Al Bhed wife and a "half-breed" daughter (namely Yuna), and a disgraced warrior monk. Before they departed, Jecht told Yuna numerous stories about his Zanarkand; because of this, she is the only one of the playable characters (aside from Rikku and Auron himself) who is not skeptical of the idea that Tidus comes from Zanarkand ten years earlier. During the earlier parts of their journey, Jecht's tendency to drink sometimes got him into trouble, most notably when on the Moonflow when he once thought that a shoopuf was a giant Fiend and wounded it, forcing Braska to pay for the damage with all of his travel money. After this incident, however, Jecht gives up drinking anything stronger than shoopuf milk for fear that his family would be ashamed of him, and out of embarrassment for what he had forced Braska to do. Jecht also records their journey on the way to show his wife and Tidus, still hopeful he will find a way home some day.

Over the course of Braska's pilgrimage, Jecht matured as he learned about Spira and what became of Zanarkand, his own personal journey mirroring what Tidus would go through ten years later. According to Auron, Jecht would often suggest that they help people along the way because it was "the right thing to do", which always led to trouble for the three. Jecht also eventually came to accept he was trapped in Spira with no hope to return to Zanarkand, and left behind spheres to help guide Tidus' journey in case Tidus befell the same fate he had.

By the time they reached Zanarkand, Jecht, Auron and Braska had bonded and became close friends, and it was Jecht who offered to give up his life to become Braska's Final Aeon, knowing that he could never return home. As one last favor, Jecht asked Auron to look after Tidus, believing that Auron could find a way to the Dream Zanarkand. Though Auron protests Jecht's choice, knowing Sin will eventually return, Jecht assures Auron he'll think of a way to eventually stop Sin's continual reincarnations. As the Final Aeon, Jecht defeated Sin, but the "spiral of death" surrounding Sin continued: Yu Yevon's spirit possessed the Final Aeon and transformed Jecht into the core of the new Sin, leaving Jecht's soul trapped within the creature for ten years. Unable to completely fight back against the powerful instincts Yu Yevon had instilled within Sin, the only times Jecht could operate of his own free will was for brief moments when he heard the Hymn of the Fayth. However, Jecht eventually managed to assert some control and make his way to Dream Zanarkand, where he communicated with the now-undead Auron and transported him and Tidus to Spira, hoping that Tidus would be able to find a way to destroy Sin for good where he had failed.

While in Spira, Tidus would reminisce about Jecht frequently, not suspecting the beast Sin was his father. When Auron revealed the truth to him, Tidus initially refused to believe him. However, Tidus eventually sensed Jecht within Sin and with Auron's urgings realizes Jecht's desire is for Tidus to kill him and free him from being forced to destroy Spira. Tidus and his comrades are later stunned to find Sin complacently listening to the Hymn of the Fayth, the same song Jecht enjoyed as a human. Tidus accepts what he must do at this point, and promises Jecht he'll find a way to end the cycle and free him.

Using the Fahrenheit to broadcast the Hymn across Spira, Tidus' group manages to bring all of Spira together in song, calming Sin momentarily. This allows them to fight their way through the beast's innards and

confront Jecht at Sin's core. Able to speak to his son one final time, Jecht transformed into the Final Aeon, and was defeated by Tidus and his allies. Dying, Jecht and Tidus finally made peace, and Yuna used her aeons to weaken the spirit of Yu Yevon, making him vulnerable for the first time in a thousand years. The group then unleashed an assault on him directly, destroying him and ending Spira's spiral of death.

Final Fantasy X-2

Jecht first appears in a short flashback from the scholar Maechen during Chapter 5 at the Zanarkand Ruins. Jecht also has a small voice cameo in the final battles of Final Fantasy X-2 along with Braska and Auron, during which time they give Yuna encouraging words and advice on where to strike Vegnagun. Not surprisingly, as Shuyin resembles his son, he calls him a crybaby as well as one that needed a "good spanking".

**** END OF SPOILERS ****

Jecht in Dissidia: Final Fantasy

Chaos has summoned a combined force of Final Fantasy's ultimate villains in an attempt to gain control of a number of Crystals, resulting in total control of the Final Fantasy worlds. Jecht is one of these villains and stands as the villain representing Final Fantasy X, opposing Tidus.

Jecht has no true interest in serving Chaos, fighting only on the word of the Emperor with the hope of attaining an unspecified dream involving his son. Jecht also confronts Tidus to offer him the chance to settle their grudge and prove himself. Later in the game, it is revealed that Jecht and his servitude to Chaos is simply another component of the Emperor's grand scheme to destroy Cosmos and end the war.

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III. So why Jecht?
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[WSJ]

Well, Jecht is a melee-based (duh...He is equipped with a greatsword) close-quarter specialist character that excels on countering and pressuring (his not the best though in this feat) but is practically not "user-friendly" in a sense that you have to press the button precisely and in exact timing to land his combos. Not 'user-friendly' because his playstyle is not suited for beginners meaning constant mashing of the circle and square buttons will get you to perform moves that will usually miss and will only lead you into more trouble. To compensate for this, using him the proper way will let you perform his devastating, multi-hit combos that deal extra wall-rush damage in a whim! Plus Jecht also possesses a good defence both on ground and midair, thanks to Jecht Block. I am not a frequent visitor of the boards here on GameFAQS so I would not know what people have to say on Jecht. He maybe pretty useless for some but don't fret! , this guide is made for the sole purpose on how to input those "brave to hit combos" with ease. To avoid asking these redundant questions on the answers boards again and again, this guide might come in handy and I do hope you can find what you seek here. Duly noted also is his signature loud and raspy voice that he utters during encounters, cutscenes and battles making me want to use him more, trash talking does cut the mustard in every fights eh? hehe. Jecht perhaps is also the "manliest" character here in Dissidia so if you think you're man enough, master him!! This guide might not be perfect and surely I'm not the best "Jecht-user" in this side of the universe, but this guide will certainly help players who might consider Jecht as their main course.

Now let's see some of Jecht's Pros and Cons.

Pros

- +Can steal Bravery points really fast with his almighty combos
- +Safe defensive gameplay thanks to the Jecht Block
- +Like Cloud, deals enormous Wall-Rush Bravery and HP damage
- +With the right set of equips and abilities, it is very likely to deal more "CRITICAL" damage
- +Consider yourself a 'pro' if you perfected all combos! =)
- +Fun to use!! Considered by some as the most powerful melee-character and he's cool!! Hands down.

Cons

- +Needs precise timing to land those combos
- +Combos are hard to pull out if you've managed to inflict BREAK on your foe while you're in the middle of combo-ing.
- +Needs to be in close-range to punish foes
- +You might want to rack that brain if you're fighting against 'mages'
- +Takes time, skill, subtlety and a lot of practice to master
- +Must constantly find sweet spots to position most attacks
- +Not that impressive in EX mode

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IV. Moveset [MVS]
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When it comes to moves, Jecht only has few on his disposal. His initial bravery attacks both on land and midair are only two and are a bit slow and predictable on start-up that can dramatically change when precisely-timed, but it can dish-out insane attacks that can eat up a lot of bravery points. His HP attacks are pretty straight-forward and is most useful when connected to his combos. Let's go into detail:

Name of Attack
AP to master
CP when mastered

*[Rating]: My personal rating for the attack. 5 is the highest, while 1 is obviously the lowest.

*[Description]: What the attack does and other additional clap-trap.

*[Personal Review]: I'll review the attack. My personal opinion should suffice.

IV-1. Brave Attacks [BRA]

Jecht only has two bravery-attacking moves that can be charged(if blocked

on charge, the foe will stagger) but once you get the hang out of comboing and precise timing presses, it will be quite powerful and will deal additional effects like a chase sequence or wall-rush(especially that HP chaining combos!! We'll save that later = P) depending on how you tweak that circle button. Bear in mind that there is no official release of the names of his combos so I've named it myself depending on how the moves will look. I have also listed most brave combos and how and what will it exactly do. Here they are:

1. Jecht Rush

AP to master: 90

CP when mastered: 25

*[Rating]:3/5

*[Description]: Jecht's basic and only ground combo starter that can chain about 4 bravery to HP attacks and 5 bravery-attacking combos (hold circle to charge) the connecting combos are:

a.)Performs a lariat, head butt and an upper on continuous circle (O) mashing

b.)After the initial lariat, press circle (O) to perform 2 sets of continuous elbow rush like uppercuts (additional effect is chase)

c.)after the initial lariat, press circle(O), and after the 1st wave of elbow rush hit press up+circle(^+O), Jecht will perform an upper, throws his sword to the foe then will jump to deal additional damage (additional effect is wall-rush, Jecht will utter "Not done yet, go fly!")

d.)after the initial lariat, press down+circle(v+O), and after the 1st set of elbow rush hit press down+circle(v+O) to perform a series of spinning punches(additional effect is wall-rush, Jecht will utter "This'll hurt, don't cry now!")

e.)after the initial lariat, press up+circle (^+O) to perform an upward- uppercut-like series of kicks (additional effect is chase), if you press circle (O) on the middle of the kick, he will perform a tornado-spin move (additional effect is chase), and when you press down+circle (v+O) again on the middle of the kick, he will perform 3 downward slashes (additional effect is wall-rush).

*[Personal Review]:

Nice combo starter on the ground. The reason I gave it a 3 because as usual you can only use it on close-range. Most reliable when punishing after blocked or Jecht Block if you want to go for the additional critical damage and BREAK. Good for sneaking behind the back and has good range on start-up especially after blocking (Riposte anyone?).

2. Jecht Stream

AP to master: 180

CP when mastered: 25

*[Rating]:3/5

*[Description]: Jecht's basic and only midair combo starter that can chain about 2 bravery to HP attacks and 3 bravery-attacking midair combos (hold

circle to charge) the connecting combos are:

a.) Performs on up to 4-6 kicks and ends with an upper on continuous circle mashing.

b.) After 2 hits of the initial kick, press circle (O) to perform a tornado spin move (additional effect is chase, Jecht will utter "How's that?")

c.) After 3 spins of the tornado move, press down+circle (v+O) to perform 3 downward slashes (additional effect is wall-rush, Jecht will utter "I'll give it to you, to the ground!")

d.) After 3 spins of the tornado move, press up+circle (^+O) to perform a series of spinning punches (additional effect is wall-rush, Jecht will utter "This'll hurt, don't cry now!")

*[Personal Review]:

Hmmm, same as the 1st one. Most probably you'll always be in midair and most fights take place there so you'll use it anytime if you want to win =P.

3. Jecht Block (ground and midair)

AP to master: 120

CP when mastered: 15

*[Rating]: 4/5

*[Description]: Jecht performs a powerful swing of his left backhand that blocks most attacks and is highly efficient than normal block.

*[Personal Review]:

Perhaps this should be revered as Jecht's most useful move!! It redefines the term 'raw defence' because it can block most of all bravery and HP attacks (although you'll stagger after blocking an HP attack but still your foe has no chance to close in on you so it's GOOD!!)!! easy to use and quick in execution and owns more than Firion's Shield Bash or even Exdeath's Omni-Block(this one is slow). The only thing you should worry is how, what and when the opponent will use their attacks. It doesn't deserve a perfect rating in my opinion because it cannot block some magic HP spells most noted are Ultimecia's Apocalypse, Shockwave Pulsar and Great Attractor. Kefka's Forsaken, Kuja's Ultima, Terra's Cyclone and the latter's Flood but it can block most Physical based HP attacks! You may also notice a bit of a lag after the move animation making it hard to continuously initiate (all is fair I guess) it unlike the normal block (remember, you can do continuous blocking on the whiff of that right shoulder button). This move may not be infallible and omniscient as you may think but it's a must on your arsenal so try mastering this move (if you're good on pulling these one off, hands down to you! You will practically own this game). Equipped both on ground and midair! Bottom line is if you can't Jecht Block it, just dodge it!

IV-2. HP Attacks

[JHA]

Well, Jecht's HP attacks are on their prime when they are chained to his combos (all of them are chargeable). But they can be quite effective from close to mid-range and can catch your foes off-guard. To top these all off, they're all deadly (I think I've heard this one)... that is if you can chain them... =]

I will list the brave combos that connect to his HP attacks, just refer to the Brave Attacks section (IV-1). Example 1. Jecht Rush: 2nd combo b, so it will look like (1-b)

Name of Attack
AP to master
CP when mastered

*[Rating]: The personal rating for the attack.
*[Description]: What the attack does and some blah-blah.
*[Personal Review]: My review and opinion as usual.

1. Ultimate Jecht Shot (ground only)

AP to master: 300
CP when mastered: 20

*[Rating]: 3/5
*[Description]: Jecht will hurl a meteor out of nowhere jumps out and will smack it right on his foe dealing massive damage a couple of 10+ hits and a major wall-rush damage if your lucky near the wall, plus it has an uncanny resemblance to Hulk's Gamma Crush. (Reminisce the days...hehe)
Close range. Hold square to charge.
*[Personal Review]:
As I've said, Jecht's HP attacks are most useful when it is connected to combos. Well it can also be used for defence especially if you're on the ground and your foe is right above you but not entirely dependable. Not that special but it looks cool if you manage to pull it off from a ground combo. Gamma Crush anyone?
Can be chained to (1-c)

2. Jecht Blade (ground and midair)

AP to master: 180
CP when mastered: 20

*[Rating]: 3/5
*[Description]: A masterful barrage of swordplay that deals massive wall-rush damage and has around 6 hits. Hold square to charge.
*[Personal Review]:
This is quite good it can catch human players off guard (range is a bit similar to Sephiroth's Octa-Slash and Cloud's Cross-Slash) but nowhere near CPU opponents with high level and A.I (not really). Has decent close to mid-range that can easily break your opponent's defence and can steal a good amount of bravery points before the HP attack whiffs. Nice looking when chained into a combo and this will probably be your staple because it can inflict a major wall-crush on the last hit (Jecht utter's "C'mon C'mon C'mon, one more!!"). By the way...the ground and midair is exactly the same (when equipped on ground, Jecht will jump a bit to perform Jecht Blade very much like Squall's Rough Divide on ground, basically it has

midair properties) so it will only eat-up an additional CP slot making it pretty unnecessary on your ground arsenal.

Can be chained to (1-d), (1-e), (2-c)

3. Triumphant Grasp (midair)

AP to master: 180

CP when mastered: 20

*[Rating]:3/5

*[Description]: Jecht will get hold of the foe then charges downward ending with a backhand after detonating dealing massive wall-rush damage (if your near one). Hold square to charge.

*[Personal Review]:

A bit useful from above and will home to the foe (Jecht will utter "Get lost!").It can pierce on weak spells especially if the caster is ground. It has around 5 hits that will also eat a little brave damage after the last hit connects but its range is not at par to Jecht Blade's. Much more useful when chained into combo. Not that fancy.
Can be chained to (1-e), (2-d)

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V.EX Mode

[EXM]
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While in EX mode, Jecht switches to his summon look reminiscent to FFX's Nebraska's Final Aeon complete with that eerie and gloomy face, a god-like bronzed body and those large claws and some sort of wings to boot. Look's scary to me. In my opinion, he is not that special while in EX mode, I mainly initiate EX mode just to break out from combo strings or perform his special combo while EX-cancelling(you'll see this later) and I love his EX burst!!, it gives a nice and sweet ending in any bouts living me fulfilled and satisfied.(last two minutes...) = P

A.EX Mode effects

1. Regen

It will heal you up little by little. Nothing fancy but it's always nice to have extra HP. All characters in EX mode have these anyways so no big deal.

2. Full Combo

This'll make your combo... ahemm...full even if it misses your opponent. Not that Special if you ask me... But you can practice with these on combos or you may perform them on mid-range before closing in to your opponent but most likely they'll just dodge that. Full Combo is on it's element when

you charged up your bravery starters and even if you do miss, your rhythm will stay (remember that foes stagger when they blocked your charged up attacks) and most of your attacks will deal critical damage simply because your in EX mode silly (just equip EX critical boost if your serious for an EX build).

EX Burst

Blitz King:

Jecht will smack and kick his foe, impales them with his huge sword and like the Ultimate Jecht Shot, he will summon a meteor again out of nowhere, this time he'll kick it, the meteor cracks into pieces and will perform an axe kick to shoot those flaming rocks onto the foe (approximately 6 hits on Great). Impressive shot indeed. Kinda easy to perform, just watch your timing when pressing circle (O) and you need to do it twice unlike Tidus's (this'll be a cinch if your familiar with those mobile bowling games = P).

(On the duration of the EX burst Jecht will utter these:

"You're just out of luck, common, common, common, common. This is my show.")

Failed EX Burst

Jecht will automatically axe kicked that huge meteor from nowhere straight onto the enemy's face...

=====
VI. Trashing Up them Dudes.

[BUD]

=====
In this section, I'll explain what I think and what I usually apply as the best strategy to beat all Dissidia characters whether a CPU or human players alike (Human players are arguably much harder because they don't jump right into action instantly, they patiently wait...duh! That can be really annoying). Bear in mind that Jecht is flexible on most stages (wall-rush remember?) especially on boxed ones (e.g Pandemonium, Kefka's Tower and Edge of Madness) but no need to worry on bigger stages, the longevity and hit points of your combos plus the range of that insane HP attacks will instantly cut the distance on those walls. Just watch out for the banish traps (bluish sort of dimension-like thingies on some parts of the stage, not available on all stages though) its bravery eating properties can easily ruin your chances on comboing. This section will also cover on the offensives of each opponent not their A.I, behaviour and strength so you can prepare for the worst. To cap this I consider all mage fighters used by human players (e.g Terra, Kefka, CoD etc.) as formidable foes because most of the trajectories of their spells are long-range and Jecht is a close-quarter combat specialist so most likely it will be hard closing in on these bunch. I've also applied this strategy on Lunar Whale course (earned a decent 105 consecutive wins = P), tested it on Blackjack course mostly on level 130 foes/high antiquities (earned around 25 consecutive wins) but I've managed to beat all characters.

Every section will look like these:

Name of the character
Their 'destined' encounter quotes.
My personal strategy and opinion on beating up this dude
The EX mode properties of your foe

Rating system:

All these are classified as easy, normal and hard because I don't see any point if I use the numbering system, but for each difficulty I've managed to include some footnotes. Here they are:

E. Piece of cake...But can take you into beating if you're reckless.

M. Manageable...Handle with caution and care.

H! Very HARD!! You might lose an ounce of sweat and piss!!

Now, onto the sauce!!

1. Warrior of Light [VWOL]

"Warrior of Light: I will sever the chains of dusk."

"Jecht: Well aren't you special?"

Warrior of Light is a balanced melee fighter that has decent moveset with good range and has great defence. His attacks are pretty linear so Jecht may have an advantage. His magic spells are all crappy and need not worrying, the ones you might want to watch out are "spinning" Crossover/Ascension that can HP chain to Rune Saber and the aerial Rising Buckler/Shield Strike that can HP chain to Bitter End. These shield attacks has good range and can be unpredictable once he throws these lot. The best bet here is block and counter because all his shield attacks can be blocked normally and you don't even have to bother on that Jecht Block, with Jecht's ass-kickin' combos this will not be a problem. As for his HP attacks, Shining Wave has poor homing and can be easily dodged sideways. Shield of Light is close range and he will only pull this off if your rushing him so careful while closing in. Radiant Sword has good range but can easily dodged upwards. All of these can be Jecht Blocked if your good at it or just plain showing off so it depends on you.

In EX mode WoL has increased defence and has extra hits on all brave attacks. Good thing is all of it can be normally blocked as well just be careful and wary. He might be aggressive while on EX mode as well so hold your horses and think before you act.

[Rating]: E

2. Garland [VGR]

"Garland: Another prisoner of fate!"

"Jecht: This is gonna be a good fight."

This fight can be tricky depending on the player. Garland sure is slow but can pack a brutal punch with that huge zweihander-sort of weapon. Bear in mind that on ground and once his sword glows red, this is the time to pull off that Jecht Block because normal blocking these will cause you to stagger that leaves him free for that heavy hits that will prove dangerous for you especially if he has Riposte or Counterattack equipped. His aerial brave attacks can be easily normal blocked so you may own that air-game. Garland's HP attacks are not that deadly. Blaze can easily dodged upwards, Earthquake just needs a back or a side step. Cyclone is close-range and has long duration so be careful while closing in whilst Tsunami has good range and good for counterattacks that can only catch you if you're off-guard. Can be a tough fight since Garland is a decent ground fighter, just keep your cool and think before pulling off your combos.

In EX mode Garland is pretty much untouchable (A good Garland player has an EX build) because he can retaliate your attacks directly and can inflict break on you literally in seconds (ouch! for the extra counterattack and EX critical boost that is most likely) so be wary while doing those combos. Your main advantage here is that his still slow and his air-game still sucks so time to work that midair combos. And try practicing Jecht Block too this'll help you a lot against him.

[Rating]: M

3. Firion

[VFIR]

"Firion: A fist for a fist!"
"Jecht: The great Jecht has dreams too."

Firion is a superb ground fighter. He has two unblockable brave attacks on ground that rakes a decent brave damage that connects to an HP attack called Double Trouble that deals additional wall-rush damage (If you're near a wall it will wall splat but if you're far from one he'll smash you on the ground so it's quite troublesome). The Rope Knife is mid range so either jump upwards or initiate Jecht Block to stagger him, it's a bit homing leaving some sort of like an electric trail so never dodge it sideways. Reel Axe is long range but is linear and a bit slow so pull your Jecht Block to punish him big time! Lance combo can be normal blocked so retaliate with your combos. Firion air game is perhaps the dumbest of all; he only uses weak magic spells plus a crappy single sword slash, most of the time you will own him on midair. Now Firion's HP attacks are kinda decent. Straightarrow is long and fast although you can block it, Shield Bash can be a bit of problem for you if you close in too him too much plus it can hit on any distance and steal a flurry of brave points before HP damaging you so careful here. Weaponsmaster in midair is another decent move with good range and a bit of homing but can easily dodge upwards or Jecht Blocked because it's slow on start up.

In EX mode Firion is still the same but a bit risky when facing him because of his Blood Weapon, each time he lands a successful HP attack he also recovers the same amount (watch out for his EX burst!). Be careful when facing him on this state and every good Firion player is an EX build type.

[Rating]: M

4. The Emperor

[VEMP]

"The Emperor: Sinners must be punished."

"Jecht: Your heart is gotta be in the fight."

Not too much of a fight, Emperor needs to be on the ground to play effectively. Just watch out for the mines and vacuum, mines eat a decent brave points and he can place as many as he wants and his Vacuum eats a lot of brave points and you're kinda stuck leaving you vulnerable for a Flare. Light Crest can be annoying but you can pierce through it with free air-dash. Starfall is out of the equation but watch for his only HP attack called Flare(the orange one is close homing while the blue one is a strong homing) which strongly homes on you(reminiscent of FF7: Crisis Core's Minerva's Crimson Flare). Just sneak up behind him and you'll be fine on beating him to a bloody pulp. His projectiles can be tricky to dodge if you're fighting him on Pandemonium or Kefka's Tower but you own this stages so if your good this'll be a cinch.

In EX mode the Emperor us very much like Firion's that also allows him to recover the same amount of HP damage he have dealt. The Emperor is an EX build type of character so be more cautious if he's on this state. This fight isn't that hard just keep on chasing until you can corner him with your combos since he is not that good in countering.

[Rating]: M

5. Onion Knight

[VONK]

"Onion Knight: I won't go easy on you old man."

"Jecht: You remind me of another little kid."

What a pesky little runt!! His melee attacks are too fast making it a real threat just keep an eye on those Brave slash flurries both ground and midair that can connect to an HP attack mainly Guiding Swipe and Swordshower respectively, meanwhile his Brave magics namely Blizzard on ground and Thunder on midair can also be connected to an HP attack, Quake for the latter and Flare for the former. The downside to all of his "brave to HP attacks" is that it's all predictable and can be normally blocked leaving O.K vulnerable for you move in that combos. O.K's HP attacks are also all pathetic, Blade Torrent has lame range, Firaga hits on long range but can be easily dodged sideways, Comet fires like a Gatling gun that can whiff you even if just one hit connects but not that threatening and his Wind Shear is close range although you might want to watch out for this one if you're closing in it also has long duration but your Jecht Block can stop this.

In EX mode O.K becomes a Ninja when landing physical strikes, not that special but when he lands his magic combos, he turns into a Sage and all his spells have additional effects and the range has drastically improved. Still you can normal blocked all these so it's not much of a threat for you.

[Rating]: E

6. Cloud of Darkness [VCOD]

"Cloud of Darkness: Earthly life is no different from phantoms."

"Jecht: Ha... This'll be interesting."

A devious monster that looks uncannily sexy plus a voluptuous figure too boot. Looks can really be deceiving mates so stop ogling at her and pay attention. All her brave attacks let's her use those tentacle thingies around her that changes drastically on timing and has a weird set of patterns; it can either be predictable or annoying. But luckily for you, all of these are normal blockable so keep a sharp eye out. The major threat of Cloud of Darkness is her HP draining particle beams that has different variations depending on the distance of her foe. The real threat here are her 0 particle beam that fires on close range making it hard for you to dash in, also noteworthy here are her anti-air, fusillade and feint particle beams that are a threat to any melee character and don't bother with the Jecht Block, just dodge all of them if you can. Just be careful while closing in to retaliate with your combos. Surely this'll be a very hard fight so keep your cool.

In EX mode CoD has a slight cooldown in between on all her HP attacks that recovers her bravery faster and can cast HP attacks without lag meaning she can abuse it anytime. Much trickier while she's on this state so my best advice is to run and wait until it wears off.

[Rating]: H!

7. Cecil Harvey [VCEL]

"Cecil: Vows can't be broken."

"Jecht: Light, dark just make up your mind!"

Cecil will prove to be a tougher foe given his nice melee moveset and some decent magic ones. Dark Knight Cecil is not that tough and has little air game so you might rake that ground combos of yours after blocking, his moves can be readable just watch out for his Dark Cannon magic that can be linked to his HP attacking Soul Eater. The bigger threat here is Paladin Cecil, since you are most effective while in close quarters you might find a hard time bringing in that midair combos because all Paladin Cecil's moves are pretty fast not too mention his Searchlight that can be linked to Paladin Force and his Saint's Fall has a good controllable range. Just be wary while bringing in the pain.

In EX mode Cecil can freely change to either a Dark Knight or Paladin without having the trouble of doing an HP attack. Plus all his attacks are 1.5 times much stronger given the higher chance of critical damage since his in EX mode. As always wait before the EX mode wears off or if you think you're that good you can follow up his pace.

[Rating]: M

8. Golbez

[VGOL]

"Golbez: Love is a sinful thing."

"Jecht: Feels like we got something in common."

Possibly one of your harder match-ups because Golbez is a cross-breed of melee and mage that can attack on all ranges but not quite hard for me because I also main Golbez, anyways Golbez has insane ground control and much more owning than Firion. He can constantly pressure you with his ground brave attacks that come up wherever you are making it hard for you to close in, meanwhile his midair brave game is not that good, just be careful when blocking his Gravity/Float System because even though Golbez staggers, the laser from the orb can still sting you. Fairly speaking you have decent advantage on him while in midair to work on your combos. His HP attacks on the other hand are not that deadly but still can be perilous. His Nightglow is slow on start-up but can block most attacks and can easily send you into the ceiling for that wall-rush damage. Genesis Rock can be a threat too but your Jecht Blade can pierce through that, just be careful while closing in if you don't want to get hit with those huge rocks. Can be a tough to easy game if you can properly insert your combos well, Golbez sure is strong.

In EX mode Golbez has Black Fang that can instantly break you in a whim! It has a long bit of casting time so you might want to close in if he initiates this. Unfortunately for Jecht, he has no projectile attacks to chase Golbez in this mode so work out with that Free Air Dash.

[Rating]: M

9. Bartz Klauser

[VBRT]

"Bartz: Let's fight like men."

"Jecht: Look who's on his first adventure!"

Bartz has all moves stolen from all the heroes in this game. These mix-ups can be a bit tricky and hard to predict. Two of his brave attacks acts as a counter bait, his Climbarrell which will start exactly like Cloud's Climhazard, sure is slow, and his aerial slide imitating Tidus which is even slower than Climhazard. This two can be easily blocked so you know what to do after that. In close range he has a shield strike ala WoL's and a gun strike ala Squall's but again can be easily blocked. In midair most of the time he will spam Holy very similar to Terra's that has strong homing and can HP chain to O.K's Flare, you can either dodge it upwards or block it at the last minute (blocking it earlier may prove critical for you because Holy has many trajectories). He also has a spinning attack ala Zidane's that homes on you but can be easily blocked. Also bear in mind that most of his attacks have additional effects that may likely inflict surprise criticals. His HP attacks varies from Terra's Flood, O.K's Wind Shear and Cecil's Paladin Force and Soul Eater of if know how to deal with

these, it will not be a problem.

In EX mode Bartz has his own unique attack called Goblin Punch that is one of the fastest HP attacks and can steal a good amount of bravery before the move animation ends. Be careful on this one.

[Rating]: E

10. Exdeath [VEXD]

"Exdeath: Sins are eternal."
"Jecht: If only erasing things were that easy."

This fight can be easy and annoying to very hard especially for melee characters depending on your foe. CPU's are a bit easy since he will most likely spam that slow spells but it can be hard if you rush him aggressively leaving you open for that crit! This can also be annoying since most of the time he will just wander on the stage due to his teleport move. Meanwhile a human player can release the full potential of Exdeath's that will surely prove lethal for you. My best advice is if you can't land that brave combos, predict his timing and mash that square button for his HP attacks and play carefully with distance. Your advantage is that his too slow so you might find a way sneaking up behind his back. As for the HP attacks, Delta Attack is uncannily similar to WoL's Shield of Light but has greater range. Grand Cross is out of the equation so don't mope on this. And Almagest has quick execution and decent range but can be easily interrupted with your combos.

In EX mode Exdeath has Speed Guard that shortens the time and adds a bit of invincibility when guarding. Not too shabby I think so don't be a pitbull.

[Rating]: M

11. Terra Branford [VTER]

"Terra: Isn't there's someone you want to protect?"
"Jecht: Stay out of these little lady."

Wait and whiff strategy is out of the equation on Terra because she can be comfortable spamming all those long range spells most noteworthy is the Holy spell that can HP chain to Ultima. So what do you do? What do you do?!! This is the time for you to start playing rough, be aggressive bro when fighting against mages! Terra only has a Blizzard combo on close range that has sweet wall rush range but can easily block so it's not a threat. Her Meteor and Graviga is also long range and can be easily pierced with free air-dash so no sweat. The strategy is just close in on her and workout your almighty combos! As for the HP attacks, Flood can be dodged sideways when you see that pillar of water underneath you. Tornado can be a bit of a problem so careful. Meltdown is fast and can bounce on the stage so watch out for it also. The best thing to do is chase so you can cut the distance; of course you know what to do if you're near her.

In EX mode, Terra has Dualcast which means she can cast that last spell

twice in succession considering all her spells are devastating, so what more it is casted twice? All good Terra players consider an EX build so know your pace.

[Rating]: H!

12. Kefka Palazzo [VKEF]

"Kefka: Meatheads, meatheads everywhere."
"Jecht: You really think you got a chance?"

This sadistic clown should not be underestimated. The range of his spells is very similar to Terra's. His thunder spells homes on you but not much of a threat, his Blizzaga moves has two variations. One is that one that bounces all over the floor but not worth it, Scatter-spray Blizzaga is perhaps the one you should worry because it scatters literally after that big chunk of ice is fired although if your not careful, try blocking it, it will eat a decent brave points for you if you missed. Waggle Wobbly Firaga is a strong homing spell that has a good duration after hit and a nice starter for Kefka to connect his HP spells but can easily be blocked. If you're serious on closing into him, he might cast Ultima that can rack up your chances on your combos so dodge it. His HP attacks are plain crap but with the right usage of his W.W Firaga, it can prove fatal to you. Havoc Wing is also quite good it can catch you off guard. Trine and Hyperdrive are crap and so is Forsaken Null that leaves him vulnerable but can easily kill you if you're in a distance. Just try your best to close the gap because his much more vulnerable on close range.

In EX mode Kefka is much more god-like literally because all his spells are quite chaotic and you may have a hard time closing in. A good Kefka player considers an EX build, if you have gotten his rhythm you may have a chance on winning so good luck!

[Rating]: H! M when a CPU

13. Cloud Strife [VCLD]

"Cloud: No one is too special."
"Jecht: You should sharpen that sword once in a while."

Cloud's moves are a bit slow and don't cover much range. His air game sucks but watch out for his Slashing Blow that can HP connect to Omnislash V.5 that deals an enormous wall crash damage!, good thing is that it's slow and can be easily blocked giving you time to retaliate with that combos. But don't get to close to him on the ground because a good Cloud player waits for that opportunity to block and counter. Climhazard is nice move to eat up Brave damage; Double Slash can attack staggering opponents and is connectable to that HP draining Cross Slash, Blade Beam is a safe move but not much of a threat. As for the remaining HP attacks, Braver has good range but a bit slow it depends on you if you want to Jecht block it simply dodge it. Meteor Rain is a nice projectile attack that homes on you, he might do this very often as you try to close into

him so watch out foe this. Timing is essential here remember that you excel on most melee fighters it's just that Cloud can really hit you hard.

In EX mode all Cloud's moves have drastically changed making it impossible to block thanks to his Ultima Weapon Crush. The best advice here is to dodge all of it or pull your Jecht Block (both of you will stagger so he has no time to rush you) to insult him.

[Rating]: E

14. Sephiroth [VSPH]

"Sephiroth: You seem quite worked up."

"Jecht: Let's show everybody else how it's done."

Can be an annoying fight if you're reckless because Sephy has a nice melee range that is much better than Jecht's. Scintilla is easy to dodge and can be Jecht Blocked, not to mention its guard is only for a brief second. Black Materia is easily dodged but can be a bit tricky if the meteor becomes gargantuan it leaves him vulnerable for you to strike back. Heaven's Light is pathetically easy to dodge too. Hells' Gate needs precise timing to dodge and can hit you a couple of times in midair (this move owns on the Life of the Planet stage), but poses little threat. OctaSlash has an odd angle and nice range so it maybe a bit tricky to dodge and don't bother with the Jecht Block. Now all those Shockwave bravery sword strikes(Godspeed and Fervent Blow) can be easily blocked a multiple times(try mastering block, dash, block, dash) and has that same linear properties, it's also a bit slow on start up so you may find an advantage in doing your combos if you stagger him up. Shadow Flare is similar to Kuja's Remote Flare but a bit slow and can be dodged forward.

In EX mode Sephiroth has an added move, the infamous Heartless Angel that is uncannily similar (but not at par) to Golbez's Black Fang. It also has a long casting time that will leave you a bravery of one regardless of how high it was and you will not recover any, still not good because he still has to attack to inflict break. You just have to watch for this move he can also glide in midair similar to Terra, Kuja and Kefka's but nothing fancy on this state.

[Rating]: M

15. Squall Leonhart [VSQL]

"Squall: I have something to protect too."

"Jecht: If you're a lion, what the heck am I?"

Squall perhaps has the best brave game in all melee fighters (and the top tier Cosmos' hero IMO), fast and strong and can easily out best Jecht in terms of close range he is also quite adept at mid range magic noteworthy is his Mystic Flurry that can be your downfall if he manages to hit you, you're advantage here is that it has poor range and can be easily dodge so you know when to insert your combos. Beat Fang is most nasty move that is

fast and can rake a big brave damage. Heel crush is slow but cannot be normal blocked because if you stagger, Beat fang is chainable, just Jecht Blocked this one to turn the tables on Squall. If Squall has a fast brave game, his HP attacks are not that good Fated Circle and Aerial Circle has a series of ring-like explosions that is close range and can be easily dodged. Revolver Drive is slow with long duration but is useless and he will only tend to use this if Mystic Flurry is a success. Blasting Zone is only good on the ground. Now you might want to worry a bit on his Rough Divide it's slow on start up but covers a nice and hefty range that easily catch you off guard. Your biggest advantage here is that all his HP attacks can be Jecht Blocked (yes guys!! So work on this one) so even if he managed to earn about 9999 bravery he will really have a hard time finishing you off.

In EX mode, Squall can be very deadly because all his close range moves has drastically improved and can strike twice thanks to his Lion heart weapon. Plus that critical boost while on this mode spells instant break for you. This is the time you should be wary when closing into him still you can get him if you can manage to land a perfect combo.

[Rating]: M

16. Ultimecia [VULT]

"Ultimecia: Would you like to escape from infinity?"
"Jecht: Tinkering with time's gonna do you no good."

Another mage huh but compared to the others, Ultimecia is not much of a threat. All her bravery moves have a decent range and can be tap a multiple times so you might not want to dash your way through all those axes and arrows. The downside to all these is it's all linear so you might want to sneak behind her and punish that with you're oh so good combos! As for her HP attacks, all has good range and can catch you off guard like Shockwave Pulsar and Great Attractor but not worth worrying. You may want to worry a bit on her Apocalypse (that circular talisman-like laser) that can home on you in any range. Just dodge it right after you see the symbol underneath you and she is pretty vulnerable while casting it so attack her head on if you've managed to escape Apocalypse.

In EX mode she also has a long casting spell called Time Crush that can stop you on track, very similar to the Chaos' Judgment's Coward's Punishment. Not at par to Golbez's Black Fang and even Sephiroth's Heartless Angel so attack her head on once you see this.

[Rating]: M

17. Zidane Tribal [VZID]

"Zidane: I won't lose to an old man."
"Jecht: Nice tail buddy."

Well, as the game info says Zidane literally is tough and one of the

fastest fighters in midair. He has some sort of attack that scoops upward and the one were he throws the dagger that can easily be normal blocked or dodged. Just watch out for the ones that can connect to his HP attack called Meo Twister and don't get too excited on attacking him head on in midair because he can kill you in a blink of an eye. Your best advantage here is that all his midair brave moves can be normal blocked so you have time to whiff your combos or stay on the ground and patiently wait for an opening. His HP attacks are all decent. Free Energy has the fastest HP attack execution in the game so careful on this while closing in. Grand Lethal has good range and long duration that can be annoying so dodged it upwards. His ground HP attacks are not that good, Stellar Circle 5 sucks you in and can catch you off guard. Tidal Flame is slow and not worth worrying.

In EX mode Zidane's defence is increased due to the invincibility frames of his jumping skills making him a far more dangerous opponent in midair so just stay on the ground and do your best to win.

[Rating]: E

18. Kuja [VKUJ]

"Kuja: Not an ounce of grace in you."
"Jecht: I might lose an argument."

Kuja is one top notched deadly fighter that can dominate you on all ranges. His bravery moves are all decent and he can move freely while casting these so a Long Range Kuja specialist can spell your doom. Since you're a CQC specialist, Kuja will not much retaliate you on your kill zone so most probably he'll (or she = P) try to kill you from afar. Your biggest advantage here is that all of his brave moves can be normal blocked or Jecht Blocked but because he can move freely while attacking so you may have a hard time bringing him into your kill zone. As for the HP attacks, Flare Star is good on close range so careful, Seraphic Star is mid range and leaves him vulnerable for you to retaliate. Now what bugs me is his Ultima HP move that comes out of nowhere, sure this'll be deadly for you and will do this in the distance making it hard for you to close in. This can be one of your toughest match-ups but if you know you're rhythm you'll be just fine.

In EX mode Kuja has Auto Magic on his very movement casting bits of holy or flare while moving so careful while attacking him head on. You'll need precision and lots of patience here.

[Rating]: H!

19. Tidus [VTID]

"Tidus: You're the final chapter in my story."
"Jecht: Let's end this, huh?"

Well Jecht's skinny nimble son sure is no threat. Jecht love's picking him

on their previous games and surely you can dominate him here. Tidus sure is quick on moving and jumping but most of his brave moves are slow on start up and can easily be seen, also his "dodge to counter moves" that HP connects to Quick Hit can be blocked so you know what to do from here although you have to watch your back while attacking. His HP attacks are not worth the trouble because you can Jecht Blocked all of it; Spiral Cut has several cartwheels before ending in a slash so a simple sidestep should be fine. Energy Rain is short range but can get you if you're reckless. Slice and Dice has good range but is slow. The infamous Jecht shot should also be a cinch it is slow but has good range so proper timing in dodging these is essential. Just stick to countering him and once you're on your element, you can send him back to the Farplane.

In EX mode Tidus has increased speed and a bit invincible while dodging thanks to his Caladbolg weapon. If he's on this state, watch out for his dodge to counter moves that can surely kill you in a flash.

[Rating]: E

20. Jecht [VJCH]

"Jecht: I get to fight with the best fighter in the world."

Whoa! A mirror match! Jecht is no greater challenge by himself. Either way this could be easy or annoying to hard. The biggest problem here is that he can do what you can do! It all boils down on whose better on raking up that combos and who's better on using Jecht Block! There is nothing I can tell you other than the Jecht with the most skill wins. May the best and manliest Jecht wins.

In EX mode, you know that one now right?

[Rating]: M

21. Shantotto [VSHN]

"Shantotto: You're too boorish for me."

"Jecht: What a cute little girl."

This boisterous midget can pack a serious punch because she is quite fast as a magician and her game revolves on HP combos that will eat a good amount of brave points before ending in a smack. Her bravery attacks is a variation of her staff and some are quite annoying but can be easily blocked, plus she has some spells ranging from Bio that eats a hefty amount of bravery and the other one that stops you on your track. As for most of her HP attacks, watch for the precision of the move animation because the spell will appear right in front of you. Thank goodness though that she is vulnerable if you've managed to escape her chain spells so you know what to do here and BTW don't try Jecht Blocking all her spells, it seems useless in my opinion.

In EX mode Shantotto is perhaps the best mage with the best EX build

thanks to her Manafont. It has the ability to keep her brave points after inflicting HP damage (most likely she will initiate EX mode if she has at least 5000 bravery, it's like an infinite Alexander summon!) so if she can't kill you with the last move, the next will surely spell Armageddon for you.

[Rating]: M

22. Gabranth [VGAB]

"Gabranth: Your ties of blood are but a hindrance."
"Jecht: Aren't you hot on that thing?"

Not much to say about him in his normal mode, all he does is run and then EX charge. His bravery moves tends to knockback giving him ample time to fill his EX gauge or gather EX cores if present. Do not let him keep busy and attack him head on immediately.

In EX mode, now were talking you might notice that his bravery attacks are the same but has increased strength and hit points of up about 3 times. All can be normal blocked but sure it's fast so watch out. His HP attacks are all deadly but cannot be much of a threat if dodged properly. Innocence conjures about 4 air-like slashes that has decent range and can cause a knockback for additional wall-rush damage. Hatred is a close ranged shockwave that can literally suck you in. And Guilt works only on ground, he'll slash you up ending with a big mushroom-like explosion, easy to dodge but watch out for the explosion. Most players will go for an EX build obviously it's either your choice if you want to fight him in this state head on or wait for it to wear out and abuse his usual weakness since Jecht is "the man" attack him while in EX mode if you're man enough. Not that hard if you can cut your distance.

[Rating]: M

Well, this is all I can say for the match-ups. It's terribly intricate to write so don't pester me. If you're a good Jecht player that has much better suited strategies, you can share it to me so we can improve this section. Plus this may differ on every human foe you'll face. It'll still be best if you can come up with your own strategies that will match your own play style = P. **

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VII. Recommended Equipments and Accessory Builds for Jecht [REA]
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The varieties of weapons and equipment that can be equipped by Jecht are as follows.

*Weapons: greatswords, axes, grappling weapons.

*Armor: shields, bangles, hats, helms, clothing, light armor.

a. Weapons:

Best weapons as always are depending on your play style, I recommend this

few:

Earthbreaker (Axe) = Deals additional Wall rush damage +30%

Ragnarok (Greatsword) = Deals additional Physical damage + 25%

Sin's Fang (lvl 100 Exclusive) = my most recommended choice 'coz it grants a Wall rush HP defense + 75% plus it has a Sneak Attack effect.

b. Armor:

As for the equips set, my best choice would be:

1. Adamant Set (shield, helm and vest) - grants BRV boost on dodge + 30% and midair evasion boost. The effects of this set will deem useful for you if your good at dodging that basically happens all the time.

2. Lufenian Set (shield, helm and vest) - grants EX gauge depletion plus 15% on your foe after a successful HP attack. You might want to use this lot against foes that are EX build and it's a good choice because most of the time you'll love comboing that inflicts good HP damage, just combine it with some Anti-EX accessories and booster ones (Dismay and Despair Shock).

As for the Accessories here's some I frequently use, here's some Formidable Builds I've aptly named for Jecht:

"The Punisher Build"

Champion Belt

Gaia Ring

Sniper Soul

Muscle Belt

Close to You

Booster accessory (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

"The Untouchable Build"

Champion Belt

Sniper Soul

Gravitorb

Pearl Necklace

Force Begets Courage

Close to You

Empty EX gauge booster (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

"The Breaker Build"

Champion Belt

Sniper Soul

Smiting Soul

Pearl Necklace

Close to You

Booster accessory (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

Booster accessory (1.5x)

"The Godly Build"

Champion Belt

Sniper Soul
Smiting Soul
Pearl Necklace
Close to You
Force Begets Courage
Empty EX Gauge booster (1.5x)
Booster accessory (1.5x)
Booster accessory (1.5x)
Booster accessory (1.5x)

The booster accessories are left unnamed because it can be anything your lil' heart desires depending on your playstyle. Champion Belt is also a must since all of his moves reflect as a physical damage. Sniper Soul is perhaps the most useful here because of it's wall-rush damaging properties, with the help of the booster accessories times 5 it will surely guarantee almost a dual damage!!(ex. If you inflicted 4000 damage it will add an additional 2000 damage on wall-splat!)

As for the summons my best bet would be a manual Alexander (freezes your bravery for a set period of time), initiate the summon when you procured at least 5000 points of bravery. A Behemoth summon (doubles your bravery but quickly falls) should also do the trick and most useful for a quick one-hit finish on PVPs, initiate it on combos just right after the HP attack ends. Personally I do not use summons on the game (I only equip summons for the Summon Unused booster), I mainly use summons only on WLAN PVPs so your choice as usual.

'The Punisher Build'- is practically good for any situation and once you've managed to fill your EX gauge to the brim you can perform his super EX cancel combo (refer to this on section VIII).

'The Untouchable Build'- since Jecht's EX mode is a bit shabby I've use the Force Begets Courage (ex force and ex core to bravery) together with other ex force absorbing accessories, it will continuously add an ample amount of bravery making it a hard time for your opponents to inflict break in you. It will also add more brave points as you perform that combos dealing additional more damage! Downside to this build is you can't initiate EX mode so you may have a hard time breaking out from your foes attacks and you can't perform his EX cancel combo. The Empty EX gauge booster accessory is also perfect for this build because it's like a permanent accessory due to the Force Begets Courage accessory, your EX bar will never replenish so use this one. This build is my personal favourite and I strongly recommend this set for expert players (am I one?. well).

'The Breaker Build'- using the Smiting Soul accessory (grants Iai strike + 2% that may randomly inflict break) you may want to consider this build since the Iai strike's succession is based from every single hit points and since Jecht is a combo-master that relies on his muti-hit moves (very much like Sephiroth's Hit points too), this build might spell into fruition for a guaranteed BREAK. Chances surely is slim but with the help of the booster accessories it might increase a bit but bear in mind that his combos are hard to complete if you managed to inflict break on your for while in the middle of combo-ing so again I recommend this one for master players who can maintain their rhythm at all times.

'The Godly Build'- basically this build is a combination of the Breaker and Untouchable build recommended for master players and is a guaranteed one-hit kill (with the help of a Behemoth summon) if the Iai strike is a success. Recommended for master players who can perfect all combos come-what- may and who are exceptionally good at dodging and dodge cancelling.

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VIII. Brave to Hit Combos Step by Step Input

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[BHC]

Now the most anticipated part as we always save the best for last, the almighty "Brave to Hit Combos" considered as Jecht's bread and butter moves making him unique to all characters. While doing these, bear in mind that it'll be hard to complete the combos especially if you've managed to inflict break on your foe in the middle of the riff-raff. Best advice is stay on your rhythm and also pay attention on the dialogue that Jecht utters, this'll significantly help you perfect these combos. All combos are in 3 separate steps (you'll recognize it when you hear a sound something like ZZING! after every step, pun intended = P) before inputting the HP attack. I will also list the words that he utters to keep you on track. All combos ending in Jecht Blade is my personal favourite because of the duration of combo that may eat up more brave points and it's long and hefty range that may usually follow up a good wall rush damage, as for the ground one I usually do the one ending with Ultimate Jecht Shot because aside from looking cool, it has a couple of multiple hits. The usual input I use is on default setting but to simplify things follow these (on ground set Ultimate Jecht Shot to square ([]), on midair set Triumphant Grasp to square ([])) and the Jecht Blade to up+square (^+[])) This section is categorize by Ground and Midair Combos, onto the goose!

a. Ground combos [BHCG]

As far as I'm concerned, there are 4 possible Ground Brave to HP combos up on Jecht's sleeve. 1 ending in Ultimate Jecht Shot, 2 ending in Jecht Blade and 1 ending in Triumphant Grasp, here they are:

Combo starts from Jecht Rush:

1.) Ultimate Jecht Shot ending

- Press circle (O), after the initial lariat, press circle (O), and after the 1st wave of elbow rush hit press up+circle (^+O), Jecht will perform an upper, throws his sword to the foe (Jecht will utter "Not done yet!" this set will have at least 4 hits). Before Jecht flies, press square ([])) to initiate the Ultimate Jecht Shot. (Approximately 15+ hits)

2.) Jecht Blade ending (I.)

- Press circle (O), after the initial lariat, press up+circle (^+O) to perform an upward uppercut-like series of kicks. After 2 hits of these, immediately press up+circle (^+O) to perform a series of spinning punches (Jecht will utter "This'll hurt") after 3 hits of these set immediately press up+square (^+[]) to initiate Jecht Blade.
(Approximately 12 hits)

3.) Jecht Blade ending (II.)

- Press circle(O), after the initial lariat, press circle(O), and after the 1st wave of elbow rush hit press down+circle(v+O) to perform a series of spinning punches (Jecht will utter "This'll hurt") after 3 hits of these set immediately press up+square (^+[]) to initiate Jecht Blade.

(Approximately 12 hits) 1st set is same as UJS ending.

4.) Triumphant Grasp ending

- Press circle(O), after the initial lariat, press up+circle(^+O) to perform an upward uppercut-like series of kicks. After 2 hits of these, immediately press down+circle(v+O) to perform 2 downward slashes(Jecht will utter "I'll give it to you") and press square([]) to initiate Triumphant Grasp. (Approximately 11 hits)

b. Midair combos [BHCM]

As far as I know, there are 2 possible midair Brave to HP combos on Jecht's sleeve. 1 ending in Jecht Blade and 1 ending in Triumphant Grasp. This two will probably be your combo staples/ best friends because most fights happens on midair, here they are:

Combo starts from Jecht Stream:

1.) Jecht Blade ending

- Press circle (O), after 2 hits of the initial kick, immediately press circle (O) to perform a tornado spin move. And after 3 spins of the tornado move, press up + circle (^+O) to perform a series of spinning punches. After 3 hits of these set immediately press up + square (^+[]) to initiate Jecht Blade.
(Approximately 14 hits)

2.) Triumphant Grasp ending

- Press circle (O), after 2 hits of the initial kick, immediately press circle (O) to perform a tornado spin move. And after 3 spins of the tornado move, press down + circle(V+O) to perform 2 downward slashes(Jecht will utter " I'll give it to you") after that 2 slashes press square([]) to initiate Triumphant grasp.
(Approximately 13 hits)

c. 'EX-cancel' combo set [BHX]

Remember what I said about Jecht's EX mode being shabby and not that good? Still you may want or use it for an EX burst finish using his EX-cancelling technique that may yet perform another combo and perhaps one of the most devastating combos in the game, check this one out:

This section is pointed out by Mad_Cartoonist via e-mail:

Finally, I want you to consider another combo of Jecht, which IMO, is probably the strongest combos in the whole game, given proper setup and critical ratings.

This combo is practically a fusion of Jecht's two combos, using the help of full EX-Bar. This technique is called 'EX-Cancelling'.

To do this all correctly, first do any of Jecht Blade ending combos, mid-air or ground doesn't matter, it is okay. Right before the combo ends w/ Jecht Blade where you press square ([]), hold it a little longer and press R after square ([]). This will result you in changing into ex-mode, making you free to deal ANOTHER mid-air combo, be it another Jecht Blade combo or Triumphant Grasp combo, which may then go into EX-Burst. However, you're going to have to be quick to continue, other wise your opponent will recover first.

If you need a visual aid, try looking up Jecht Ex canceling combos in Youtube. This ex-cancel combo can help Jecht rack up to nearly 3k BRV in a set. Granted, it is very easily to screw up at first, but it is very note-worthy combos as he is one of the only two characters in the

whole game who can use this technique (the other being Golbez).

That's it for all the combos. I do really hope these section helps a lot. A couple of tweaks and some serious practice will certainly help you perfecting this lot. If your serious on practicing, choose opponents that has the same level as yours but with low difficulty and behaviour (low level characters will instantly die!). There is also some Jecht combo vids available on youtube.com, just type Jecht combos and they will instantly appear! That will also suffice.

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IX. Miscellaneous Info. [MI]
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a. Short Encounter Quotes

"Are you serious?"

"Sure you're up for this?"

"I won't be able to hold back."

"You've got guts."

"Now were talking, c'mon!" (This message will flash if you start the bout with low HP a.k.a near Death)

"I'm ready for anything." (This message will flash if your foe has at least 5 levels above yours)

"Ha! Just keep me entertained." (This message will flash if your foe has at least 10 levels above yours)

"Gonna cry, are you gonna cry?"

"So you wanna play huh?"

"Think you're a big shot?!" (This message will also flash if your foe has at least 10 levels above yours)

b. Victory Quotes

"Well, that's that."

"Told ya I wouldn't lose."

"There's no shame in losing to me."

"I'm just getting started."

"I got no such thing as limits."

"What? I still have to fight?"

"I'm the greatest."

"How strong can a guy get?"

"That wasn't even fun!"

"C'mon get with it."

c. Loss Quotes

"Ooh...Aahh"

"Once in a while is alright."

"This is good..."

"Aww, think I'll go to sleep."

"I'm just out of it."

"Not bad!"

"You'd make a decent guardian."

"I gotta sober up."

"I'm getting to old for these."

d. Must have set of abilities

I'll explain the most recommended abilities for Jecht and every melee-based character.

1.) Sneak Attack

-must have for every melee-character. Quick sneaking up on backs and if for some reason you don't have a Sin's Fang, equip one. And if you do have a Sin's Fang, skip these one.

2.) Riposte

-must have for every melee-character most useful after a successful block that will cause your foe to stagger. Go for that CRIT! Only equip this though if you think you're that good at blocking.

3.) Snooze and Lose

- about 100 CP when not mastered but will shorten to 50 at mastered. An essential ability to add up to your arsenal and pairs nicely with counterattack, your foe's bravery will decrease by around 200 if for a certain time they'll not attack. Which means you'll provoke them once

they attack and that's were the extra critical damage should enter.

4.) Disable Counterattack, Riposte, Sneak Attack

-must have for every character, so your foe will not inflict critical damage further which happens all the time.

5.) EXP to HP or Bravery

-Must have after hitting level 100 to replenish lost HP or to quickly fill that bravery. Substitute to an EXP to EX force if you like EX builds.

6.) Free Air Dash

-Must have for every melee/ close range fighter if you don't want your combos to miss.

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X. Frequently Asked Questions

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[FAQ]

Q. Is there any available character guide for Jecht yet?

A. Request granted.

Q. Is there a way to find any tutorial combos?

A. Here it is. And there are a couple of vids in youtube.com

Q. I'm new to this game, should I immediately use Jecht?

A. Absolutely, after reading this FAQ.

Q. Jecht sucks at attacking, I thought his the best melee fighter?!

A. He is if you managed to master him and he is definitely not recommended for beginners.

Q. There so many typos on your FAQ! Where can I contact you?

A. Hey it's my first FAQ and nobody's perfect. So notify me here at

jami_theimpure@yahoo.com.

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XI. Word of Thanks and Credits

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[CRT]

This FAQ would not be possible without the help of certain people. You might be surprised if you find your names below. Just showing off my appreciation for everyone.

SPECIAL THANKS TO:

Square Enix: For making yet another fabulous game!!

Final Fantasy Wikia: For providing me Jecht's info.

Dissidia Wikia: For supplying me more in-game info.

GameFAQS: for always being there when I want an answer for my question, you always provide credible info for all gamers for 14 consecutive years. Hands down to the moderators and staff.

Neoseeker.com and Supercheats.com: for also providing good info for gamers and for accepting this FAQ.

ps_wrist: for teaching me how to contribute here.

sumostickfigure: for always providing nifty, applicable and serious answers on the boards for me since Phantasy Star Portable.

Jonazarry: for helping me step by step on how to properly contribute.

Battousai X: for pointing out a bit of typo regarding the sound that Jecht utters. Thanks brah!

Mad_Cartoonist: for teaching and reminding me that "EX-cancelling" can also be done by Jecht and clarifying some notable errors on the combos section. I've tested it a couple of times and managed to perfect it, that series of combos owns bro!! Thanks very much!! This will surely help lots of players.

All GameFAQS members who provides serious answers. And for some who are posers, Still I thank you.

For some guy who contributed a Jecht combo vid in youtube. I dunno your name but if you read these one, you know it's you, thanks a bunch.

My brother for always beating the crap out of me in Tekken... still I can beat you here. You ain't the best brah!

My lovely sister for editing and proof-reading these, my friends and my parents..

My True Love, you know who you are. Someday you'll love me and I'm gonna eat every inch of you!

And finally to you for reading these and making it this far...thanks for appreciating this one.

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XII. Revision History [RVH]
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v.1.5- added a couple of stuff and I enlisted neoseeker.com and supercheats.com for some sites on where to view this FAQ.

v.2.0- added more stuff on the combos section thanks to a fellow gamer. Managed to fix some typos.

v.2.5- expanded the builds section and added some stuff.

***** CIAO! *****

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