

Jeanne D'Arc Skill Binding Guide

by TrueBlade85

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Jeanne D'Arc

Skill Binding Guide v. 0.95

by Sam Travis (TrueBlade85)

[Version History]

v. 1.0 10/4/07

-My apologies for taking so long to finish, my senior year of college started last week. :)

-Added what I believe are the last of the alternate combinations

-Special thanks to Dado_Up

-Special Thanks to Chaotic_Fusion

-Special thanks to Gamefaqs

-Special thanks to readers and gamers everywhere

v. 0.95 9/23/07

-Added initial combinations for

/Stun Whip/

/Beast Slayer/

/Three Rounds/

/Exp Bonus 2/

/Exp Bonus 3/

/Exp Bonus 4/

/Magic Defense + 3/

/Defense + 3/

-Added more additional combinations for previously listed skills

-Special Thanks Hearts 235, EnderX_19, and Ragura

v. 0.85 9/19/07

-Added initial combinations for

/War Reverie/

/Hymm of Glory/

/Salvo/

/Two Hits/

/Three Hits/

/Four Hits/

/Inferno/

/Angel's Tear/

/Sneak By/

/Mobility + 2/

-Added additional combinations for several previously listed skills

-Updated missing skills

-Did a LOT of formating. Special thanks to Vagish for his suggestions and encouragement

v. 0.75 9/15/07

-Original Version

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1) [Introduction]

Welcome to skill binding in the world of Jeanne D'arc! The following guide is designed to provide you with anything and everything you need to begin combining the meager skills that you have into the death dealing skills that you want. Enjoy!

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2) [About the Author]

I've been using guides posted on GameFAQ's for as long as I can remember, probably a solid eight years at the least, and while I've considered contributing something more than once I hadn't, until now, actually done so. When I began writing down skill combinations for my own purposes and found shortly that I had quite a bit of data, I decided that now was the time. I only hope that people will benefit from this guide in the way that I have benefited from so many others.

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3) [Basics of Skill Stones]

Skill stones are the bread and butter of Jeanne D'arc's battle system. Everything your warriors are capable of, save basic attacks and transformations, is the result of an equipped skill stone. These little beauties come in four varieties, each with its own unique color and purpose.

Coup de Grace Stones

Coup de Grace stones are red and, as the French suggests, provide your characters with powerful finishing blow techniques that cause large amounts of damage for the cost of a given amount of MP. Depending on your play style, Coup de Graces may well make up the bulk of your attacks. Just remember to balance the MP cost against your character's total mana. Coup de Grace skills are individual to the type of weapon they call for, and entries within this guide are broken up by weapon for your convenience.

Innate Skill Stones

Innate Ability stones are purple, and of all the stones these are the least common. Innate stones provide characters with certain constant abilities, such as the ability to counter an incoming attack, or a certain recklessness that increases attack power at the cost of defense, and a well-placed innate stone can be deadly. As with the Coup de Grace stones, innate stones are individual to the type of weapon they call for.

Magic Stones

Magic stones are green, and provide characters with a range of spells for damage, healing, and support. It takes a high magic attack stat to make the most of a magic stone, but keep in mind also that magic attacks offer some of the only range attacks for melee characters, and it can be useful to have a fireball or thunderbolt on your warriors even if their magic attack isn't that high. After all, some damage is better than none.

Statistic Stones

Stat Boost stones are blue, and probably the most numerous of the skill stones. As I'm sure you can guess stat stones provide your characters with boosts to specific stats such as attack or defense, but they can also provide useful bonuses such as recovering HP at the beginning of each turn, or increasing a character's damage against a specific type of opponent. While stat stones may seem the most lack luster, since they don't provide characters with a fancy new attack, it would be unwise to ignore the benefits of some of the boosts they provide. There's never anything wrong with regenerating 30% of your total HP at the beginning of each turn.

.....
4) [Basics of Skill Binding]

Skill Binding becomes available to players after completing stage nine or ten, I can't remember for sure and if I'm off by a stage or so I apologize. In any case, skill binding is, quite simply, the process of combining two skill stones into a single, new stone. In terms of the story this process is handled by the bizarre Cuisses the frog, who for some reason enjoys eating skill stones, only to spit out a new one seconds later. For players, skill binding is the key to insuring that your characters are equipped with your favorite attacks and abilities.

Important Notes:

Skill binding is a very consumptive process. You are, after all, getting one stone for the price of two, and if you chain together several combinations to reach a higher level stone you may very well expend 6 or more stones in the pursuit of a single ability. Never combine so many stones that you use up your base. The few skill stones that you can purchase in shops are not cheap, and the only other way to

get them is to pilfer from defeated foes. Replacing used stones can be a time consuming process, and it's better for all of your characters to be equipped than for one or two of them to be godly.

++++
Always save before tinkering with your skill stones!
++++

.....

[Reading this Guide]

Skill stone entries are broken up by variety and, as mentioned previously, Coup de Grace and Innate skills are further broken up by weapon type. Each entry includes the skill's name, the required level for use, MP cost if applicable, and a brief description of the skill, followed by the skill binding formulas used to create it. As an example:

[Crescent Arc]
Equip at lv. 10
MP 34

Flashes the blade in an arc that evokes moonlight. Strikes the 3 squares directly ahead.

Formula:
Flash Strike + Luna Spirit 1
Attack + 3 + Luna Spirit 1

.....

5) [Coup de Grace Skills] (Red)

/Sword/

=====

[Follow Me!]
Equip at lv. 5
MP 20

A mighty cry to stir up comrades. Raises the attack of allies within a 4 square radius for several turns.

Formula:
Mighty Roar + Raise Force
Mighty Roar + Attack + 3

=====

[Crescent Arc]
Equip at lv. 10
MP 34

Flashes the blade in an arc that evokes moonlight. Strikes the 3 squares directly ahead.

Formula:

Flash Strike + Luna Spirit 1

Attack + 3 + Luna Spirit 1

[Triple Slash]

Equip at lv. 18

MP 51

Charges the user's aura to a blade that strikes from three directions at once. Deals damage to one enemy.

Formula:

Flash Strike + Crescent Arc

Flash Strike + Cyclone

[Spirit Sword]

Equip at lv. 19

MP 52

Concentrates the surrounding aura into a sharp blade. Attacks all directly adjacent enemies at once.

Formula:

Ice Bullet 2 + Attack + 5

Skewer Shot + Crescent Arc

[Follow Me! 2]

Equip at lv. 25

MP 30

Heroic daring that drives allies' fear away. Greatly raises the attack of surrounding allies.

Formula:

Follow Me + Mighty Roar

Follow Me + Attack + 10

[Blood Sword]

Equip at lv. 25

MP 30

Curses the bearer's weapon with a thirst for blood. Absorbs HP equal to half the damage dealt.

Formula:

HP 50 + Spirit Sword

HP Recovery + Spirit Sword

[Tempest Sword]

Equip at lv. 26

MP 75

Wields a storm as if it were rage and blows foes to bits. Attacks 4 squares directly ahead.

Formula:

Spirit Sword + Cyclone 2

Cyclone 2 + Sweep

=====
[Jugulaire]

Equip at lv. 28

MP 55

A precision strike on enemy vitals. Ensures all single enemy attacks are critical hits for several turns.

Formula:

Wood Chop + Sniper 2

Critical Edger + Triple Slash

=====
[Heaven's Gate]

Equip at lv. 37

MP 100

A merciful attack that opens the gates to a peaceful afterlife. Deals mortal damage to one enemy.

Formula:

Heal 2 + Triple Slash

Tempest Sword + Undead Slayer

=====
[War Reverie]

Equip at lv. 39

MP94

A hundred battles pass like a fleeting dream. Attacks all nearby foes, one after another.

Formula:

Follow Me 2 + Man Eater

4 Hits + Tempest Sword

=====
[Blood Sword 2]

Equip at lv. 42

MP 82

Turns the bearer's weapon into a malevolent demon. Absorbs HP equal to the damage dealt.

Formula:

Magic Attack + 10 + Blood Sword

HP Recovery 2 + Blood Sword

=====
[Hymm of Glory]
Equip at lv. 45
MP 115

A glorious attack blessed by all. Unleashes a powerful attack on the 7 squares directly ahead.

Formula:
Inferno + War Reverie

=====

/Spear/

=====

[Impale]
Equip at lv. 11
MP 35

Strike down numerous foes at once with a single thrust. Attacks 7 squares in a straight line.

Formula:
Piercing Power + Ice Bullet
Attack + 3 + Ice Bullet

=====
[Leg Strike]
Equip at lv. 18
MP 45

Trips up the enemy with a long hilt. Stuns enemies in addition to dealing damage.

Formula:
Crescent Arc + Lower Force
Gold Snatcher + Gold Shakedown

=====
[Sweep]
Equip at lv. 19
MP 55

Use the lance's length to mow down many foes at once. Attacks a wide area straight ahead.

Formula:
Leg Strike + Triple Slash
Body Slam + Raise Mobility
=====

[Pierce]
Equip at lv. 19
MP 55

Bust through enemy armor with a sharp thrust. Deals damage regardless of a foe's defense.

Formula:
Impale + Attack +5
Lower Defense + Piercing Power

=====

[Take Flight]
Equip at lv. 20
MP 60

Take off like a bird and launch a thrust from above. Surmounts all obstacles to strike far off foes.

Formula:
Sniper + Thunderbolt
Accuracy + 10 + Thunderbolt

=====

[Ravage]
Equip at lv. 28
MP 82

Become a true demon and take on surrounding foes alone. Attacks enemies 2 squares away.

Formula:
Desperation 3 + Accuracy 10
Raise Mobility + Jugulaire

=====

[Pierce 2]
Equip at lv. 36
MP 155

Bust through even heavy armor and go for the kill. Deals big damage regardless of foe's defense.

Formula:
Skewer Shot + Pierce
Piercing Power 2 + Attack + 10

=====

[Destroy]
Equip at lv.44
MP 103

Slay all in your path with a cyclonic attack. Launches a fierce attack against a wide area directly ahead.

Formula:

Sinister Storm + Ravage

=====

/Axe/

=====

[Mighty Roar]

Equip at lv. 5

MP 45

The roar of a fearsome beast. Can paralyze enemies in the 3 squares directly ahead.

Formula:

Flash Strike + Lower Force

Follow Me + Lower Force

=====

[Compass]

Equip at lv. 15

MP 53

Use brute force to swing your weapon in a wide radius. Attacks all surrounding foes at once.

Formula:

Crescent Arc + Wood Chop

Cyclone + Wood Chop

=====

[Helm Splitter]

Equip at lv. 18

MP 62

A full force attack that cleaves an enemy helm in two. Deals heavy damage and lowers defense.

Formula:

Thunderbolt 2 + Wood Chop

Take Flight + Lower Defenses

=====

[Dire Swing]

Equip at lv. 31

MP 49

A ruthless slash that cuts through bones an all, leaving only a pitiful shell. Always critical if it hits.

Formula:

Helm Splitter + Wood Chop

Critical Edge + Wood Chop

/Bow/

[Sniper]
Equip at lv. 5
MP 21

Use keen archer senses to always hit the target. Guarantees a hit, but greatly lessens damage.

Formula:
Accuracy + 5 + Lower Force

[Poison Arrow]
Equip at lv. 9
MP 32

A poison tipped arrow that is a tradition of hunting peoples. Inflicts poison as well as damage.

Formula:
Sniper + Poison

[Sniper 2]
Equip at lv. 14
MP 53

Use keen archer senses to always hit the target. Guarantees a hit, but slightly lessens damage.

Formula:
Accuracy + 10 + Sniper
Attack + 5 + Sniper

[Stun Arrow]
Equip at lv. 15
MP 52

An arrow tipped with a powerful tranquilizer. Paralyzes foes in addition to dealing damage.

Formula:
Sniper + Lower Force

[Recovery Shot]
Equip at lv. 15

MP 32

A first aid shot that fires a healing arrow into an ally. Restores a lot of hp to a far away target.

Formula:

Skewer Shot + HP Recovery

Heal 2 + Impale

Sniper 2 + Heal 2

=====
[Meteor Bolt]

Equip at lv. 23

MP 56

A dense aura that tears the sky and pierces the enemy. A secret bow technique that deals big damage.

Formula:

Fireball 2 + Impale

Fireball 2 + Stella Spirit 2

=====
[Toxic Arrow]

Equip at lv. 27

MP 74

A poisonous attack that fills the battlefield with agonized screams. Inflicts damage and strong poison.

Formula:

Sniper 2 + Poison Arrow

=====
[Sniper 3]

Equip at lv. 27

MP 78

Use keen archer sense to always hit the target. Guarantees a hit without compromising damage.

Formula:

Sniper 2 + Skewer Shot

Sniper 2 + Accuracy + 30

=====
[Sky Dart]

Equip at lv. 30

MP 70

An arrow of light shot heavenward that chases its prey to Earth's end. Attacks anywhere on the map.

Formula:

Meteor Bolt + Take Flight

Mobility + 1 + Take Flight

=====
[Skewer Shot]
Equip at lv. 31
MP 55

Draw the bow taut and run one foe after another through. Attacks all enemies in a straight line at once.

Formula:
Sniper 2 + Fireball 2
Piercing Power 2 + Aero Dagger
Piercing Power 2 + Sniper 2

=====
[Sniper 4]
Equip at lv 40
MP 103

Sight enemy weak points with the accuracy of God himself. Ensures a hit for heavy damage.

Formula:
Attack + 20 + Sniper 3
Lightning + Sniper 3

=====
[Salvo]
Equip at lv. 42
MP 110

An assault of arrows that rains down wherever you aim. Randomly attacks a wide area.

Formula:
Meteor + Sky Dart

/Dagger/

=====
[Shadow Stitch]
Equip at lv. 4
Mp 20

Sews a foe's shadow to the ground, restricting movement. Paralyzes foes in addition to dealing damage.

Formula:
Sniper 2 + Lower Force
Two Hits + Lower Force
=====

[Venom Edge]

Equip at lv. 5

MP 25

Attacks with a blade coated in venom. Sometimes poisons in addition to dealing damage.

Formula:

Poison + Flash Strike

[Provoke]

Equip at lv. 8

MP 35

Taunts the enemy to draw their attention. Makes the user more prone to attack for 1 turn.

Formula:

Desperation + Evade + 5

Lower Defense + Evade 5

[Two Hits]

Equip at lv. 12

MP 42

Unleashes a string of attacks faster than the eye can register. Attacks twice in one go.

Formula:

Two Rounds + Raise Mobility

[Aero Dagger]

Equip at lv. 14

MP 38

Hurls a knife in a straight line at the targeted foe. Can attack an enemy up 7 squares away.

Formula:

Skewer Shot + Cyclone 2

Cyclone 2 + Accuracy 10

[Strange Dance]

Equip at lv. 14

MP 29

Sap energy from foes with an odd dance that's...not meant to be odd. Lowers attack for several turns.

Formula:

Gold Snatcher + Lower Force

Gold Shakedown + Lower Force

=====
[Bomb]

Equip at lv. 19

MP 60

Sends a bomb rolling toward the enemy's feet. Deals damage to a wide area around the target.

Formula:

Aero Dagger + Fireball 2

Aero Dagger + Sol Spirit 2

Fireball 2 + Flame

=====

[Three Hits]

Equip at lv. 30

MP 71

Unleashes a string of attacks faster than the eye can register. Attacks thrice in one go.

Formula:

Two Hits + Two Hits

Two Hits + Two Rounds

=====

[Four Hits]

Equip at lv. 46

MP 115

Unleashes a string of attacks faster than the eye can register. Attacks four times in one go.

Formula:

Three Hits + Three Hits

Three Hits + Three Rounds

=====

/Staff/

=====

[Swap]

Equip at lv. 25

MP 58

High support spell. Twists the fabric of space to swap the caster's position with that of a chosen ally.

Formula:

Take Flight + Magic Attack + 3

=====
[Earthquake]

Equip at lv. 29

MP 225

Ultimate magic that leads good and evil to nature's appointed end.
Shakes up friends and foes alike.

Formula:

Thor's Hammer + Body Slam
=====

[Lightning]

Equip at lv. 30

MP 132

High offensive spell. (Neutral) Sets off a supercharged blast that
deals heavy damage to one enemy.

Formula:

Piercing Power 2 + Thunderbolt 2

Piercing Power 2 + MP 30
=====

[Revivify]

Equip at lv. 33

MP 180

High recovery spell. Breathes life into the fallen to revive allies.

Formula:

Healing Wind 2 + Cure

HP Recovery 2 + Magic Attack + 10
=====

[Mind Eater]

Equip at lv. 36

MP 5

Steals an opponent's magic. Ancient taboo. Absorb target's MP

Formula:

Mind Breaker + Impale

MP + 20 + Blood Sword
=====

[Thor's Hammer]

Equip at lv. 36

MP 260

The ultimate stella magic. An ancient thunder God's hammer parts the
heavens in judgment.

Formula:

Magic Attack + 20 + Sky Dart

=====
[Sinister Storm]

Equip at lv. 36

MP 260

The ultimate neutral spell. Summons a tornado of loathing that gouges the earth.

Formula:

Magic Attack + 20 + Ravage

=====
[Angel's Tear]

Equip at lv. 36

MP 260

The ultimate luna magic. A single droplet's purity washes all away in a raging torrent.

Formula:

Magic Attack + 20 + Healing Perfume

=====
[Inferno]

Equip at lv. 36

MP 260

The ultimate sol magic. Summons hellfire through a sinister pact, turning the battlefield to cinders.

Formula:

Magic Attack + 20 + War Reverie

=====
[Meteor]

Equip at lv. 40

MP 210

High offensive spell. Causes a meteor shower that deals random damage to enemies within range.

Formula:

Flame 2 + Sky Dart

Fireball 2 + Salvo

=====

/Whip/

=====

[Stun Whip]

Equip at lv. 5
MP 33

Ties up foes after striking them. Sometimes paralyzes enemies in addition to dealing damage.

Formula:
Tail Whip + Lower Force

=====
[Jezebel's Slave]
Equip at lv. 6
MP 31

Charm the enemies with a tantalizing pose. Makes the user more prone to attack for 1 turn.

Formula:
Provoke + Lower Force
Stun Whip + Lower Defenses
Gold Snatcher + Magic Attack + 5

=====
[Skill Snatcher]
Equip at lv. 17
MP 31

Filch skill stones the enemy is carrying. We might even snag us one stone at random, loves.

Formula:
Jezebel's Slave + Shadow Stitch
Exp Bonus 2 + Shadow Stitch

=====
[Jezebel's Slave 2]
Equip at lv. 21
MP 54

Play up certain irresistible. assets to seduce the enemy. Makes the user more prone to attack for 3 turns.

Formula:
Jezebel's slave + Mind Eater
Jezebel's Slave + Blood Sword 2

=====
[Wild Whip]
Equip at lv. 24
MP 105

Crack your whip indiscriminately, as if possessed by an ice queen. Randomly attack a wide area.

Formula:
Meteor + Compass

Three Hits + Two Rounds
Meteor + Tail Whip

.....
6) [Innate Skills] (Purple)

/Sword/

=====
[Counter]
Equip at lv. 10

Predict, dodge, and return blows. Counters a percentage of enemy attacks without taking damage.

Formula:
Raise Mobility + Triple Slash
Exp Bonus + Raise Mobility

=====
[Adroit]
Equip at lv. 20

Meet assaults from any direction. No disadvantage when attack from back or sides.

Formula:
Counter + Evade + 10
Exp Bonus + Preemptive

=====
[Counter 2]
Equip at lv. 34

Dodge an attack and rebound with a powerful counterattack. Deals heavy damage when countering.

Formula:
Counter + Preemptive
Sneak By + Evade + 10

=====

/Spear/

=====

[Piercing Power 2]
Equip at lv. 18

Use the wielder's weight to negate damage drop to distant target when piercing two foes.

Formula:

Piercing Power + Attack + 10

Exp Bonus + Piercing Power

=====
[Piercing Power 3]

Equip at lv. 30

Use all the wielder's weight to deliver heavy damage, even to distant foes.

Formula:

Attack + 20 + Piercing Power 2

Exp Bonus 2 + Piercing Power 2

=====

/Axe/

=====
[Desperation 2]

Equip at lv. 13

Become a death-seeking warrior, swinging with abandon. Greatly raises attack but greatly lowers defense.

Formula:

Desperation + Raise Force

Lower Defense + Attack + 3

=====
[Desperation 3]

Equip at lv. 30

Parallel a warrior willing to give all to kill his foe. Gain fearsome attack, but also perilous defense.

Formula:

Provoke + Desperation 2

Mighty Roar + Desperation 2

=====

/Bows/

=====
* Missing
=====

/Daggers/

=====
[Sneak By]
Equip at lv. 10

An agent's tech for slipping past nearby foes. Enables movement through an enemy square.

Formula:
Mobility + 1 + Evade + 10

/Staff/

=====
[Mindbreaker]
Equip at lv. 12

A wallop of negative magic hinders enemy spell casting. Deals damage to MP as well when attacking.

Formula:
Helm Splitter + Magic Rust
Jezebel's Slave + Magic Rust

/Whip/

=====
[Healing Perfume]
Equip at lv. 20

An adult scent mixed with an odd healing medicine. Restores some HP to all allies each turn.

Formula:
Jezebel's Slave + Healing Wind 2
Jezebel's Slave + HP Recovery 2

.....
7) [Magic Skills] (Green)

[Fireball]
Equip at lv. 5
MP 36

Offensive spell (sol). Hurls a giant ball of flame at the enemy.

Formula:

Sol Spirit 1 + Sol Spirit 1

=====
[Fireball 2]

Equip at lv. 15

MP 65

Offensive spell (sol). Hurls and enormous fireball that chars to the bone.

Formula:

Sniper 2 + Fireball

Fireball + Sol Spirit 2

=====
[Flame]

Equip at lv. 7

MP 52

Offensive spell (sol). Scorches the area in a fierce torrent of flame.

Formula:

Sol Spirit 2 + Sol Spirit 2

=====
[Flame 2]

Equip at lv. 18

MP 105

Offensive spell (sol). Turns the areas to ash in a storm of blazing fire.

Formula:

Bomb + Flame

Sol Spirit 3 + Flame

Sol Spirit 3 + Mighty Roar

=====
[Ice Bullet]

Equip at lv. 6

MP 36

Offensive spell (luna). Fires an icy projectile at enemies.

Formula:

Luna Spirit 1 + Luna Spirit 1

=====
[Ice Bullet 2]

Equip at lv. 16

MP 65

Offensive spell (luna). Mercilessly impales an enemy on myriad lances of ice.

Formula:
Crescent Arc + Ice Bullet
Luna Spirit 2 + Magic Shield
Luna Spirit 2 + Magic Defense + 5

=====
[Blizzard]
Equip at lv. 11
MP 52

Offensive spell (luna). Turns the area to ice with cold, raging winds.

Formula:
Luna Spirit 2 + Luna Spirit 2

=====
[Blizzard 2]
Equip at lv. 20
MP 105

Offensive spell (luna). Whirls up an ice tempest that freezes all in the area.

Formula:
Spirit Sword + Compass
Spirit Sword + Crescent Arc
Blizzard + Luna Spirit 3

=====
[Thunderbolt]
Equip at lv. 7
MP 36

Offensive spell (stella). Rains lightning down on an enemy's head.

Formula:
Stella Spirit 1 + Stella Spirit 1

=====
[Thunderbolt 2]
Equip at lv. 17
MP 65

Offensive spell (stella). Sundered the heavens and strikes an enemy dead.

Formula:
Take Flight + Thunderbolt
Stella Spirit 2 + Thunderbolt

=====
[Cyclone]
Equip at lv. 11
MP 52

Offensive spell (stella). Swirls through an area and dices enemies with a violent windstorm.

Formula:

Stella Spirit 2 + Stella Spirit 2

[Cyclone 2]

Equip at lv. 22

MP 105

Offensive spell (stella). Swallows the enemy horde in a vortex that rips through the area.

Formula:

Sweep + Compass

Sweep + Stella Spirit 3

Compass + Stella Spirit 3

[Heal 2]

Equip at lv. 16

MP 56

Recovery spell. Mends dire wounds with the light of God's mercy. Restores HP to the target (high).

Formula:

Heal + HP 20

Heal + Magic Attack + 3

[Healing Wind]

Equip at lv. 9

MP 68

Recovery spell. Its balmy winds become comfort to all. Restores HP to all allies in the area (normal).

Formula:

Cyclone 2 + Heal

Heal 2 + Cyclone

[Healing Wind 2]

Equip at lv. 24

MP 103

Recovery spell. Its merciful light heals all who behold it. Restores HP to all allies in the area (high).

Formula:

Healing Wind + HP Recovery

Breath + Heal 2

Mighty Roar + HP 50

.....
8) [Stat Stones] (Blue)

[HP + 30]
Equip at lv. 13

Increases HP by 30.

Formula:
HP + 20 + Luna Spirit 1

=====
[HP + 50]
Equip at lv. 17

Increases HP by 50.

Formula:
HP + 30 + Luna Spirit 1
HP + 30 + HP + 30

=====
[HP + 100]
Equip at lv. 23

Increases HP by 100

Formula:
HP + 50 + Luna Spirit 2
HP + 50 + HP + 50

=====
[HP + 150]
Equip at lv. 35

Increase HP by 150

Formula:
HP + 100 + HP + 100
HP + 100 + Luna Spirit 3

=====
[MP + 20]
Equip at lv. 15

Increases MP by 20

Formula:
MP + 10 + Luna Spirit 1

=====
[MP + 30]
Equip at lv. 19

Increases MP by 30

Formula:

MP + 20 + Luna Spirit 1

MP + 20 + MP + 20

[MP + 50]

Equip at lv. 27

Increases MP by 50

Formula:

MP + 30 + Luna Spirit 2

MP + 30 + MP + 30

[MP + 100]

Equip at lv. 34

Increase MP by 100

Formula:

MP + 50 + MP + 50

MP + 50 + Luna Spirit 3

[Attack + 3]

Equip at lv. 1

Increases attack by 3

Formula:

Raise Force + Sol Spirit 1

[Attack + 5]

Equip at lv. 6

Increases attack by 5.

Formula:

Attack + 3 + Sol Spirit 1

[Attack + 10]

Equip at lv. 13

Increases attack by 10

Formula:

Attack + 5 + Attack + 5

Attack + 5 + Sol Spirit 2

=====
[Attack + 20]
Equip at lv. 21

Increases attack by 20

Formula:
Attack + 10 + Attack + 10
Attack + 10 + Sol Spirit 3

=====
[Magic Attack + 5]
Equip at lv. 11

Increases magic attack by 5

Formula:
Magic Attack + 3 + Sol Spirit 1

=====
[Magic Attack + 10]
Equip at lv. 16

Increases magic attack by 10

Formula:
Magic Attack + 5 + Magic Attack + 5
Magic Attack + 5 + Sol Spirit 2

=====
[Magic Attack + 20]
Equip at lv. 21

Increases magic attack by 20

Formula:
Magic Attack + 10 + Magic Attack + 10
Magic Attack + 10 + Sol Spirit 3

=====
[Defense + 3]
Equip at lv. 5

Increases Defense by 3

Formula:
Raise Defense + Stella Spirit 1

=====
[Defense + 5]
Equip at lv. 10

Increases defense by 5

Formula:

Defense + 3 + Stella Spirit 2

=====
[Magic Defense + 3]

Equip at lv. 3

Increases Magic Defense by 3

Formula:

Magic Shield + Stella Spirit 1

=====
[Magic Defense + 5]

Equip at lv. 10

Increases magic defense by 5

Formula:

Magic Defense + 3 + Stella Spirit 2

=====
[Accuracy + 10]

Equip at lv. 13

Increases accuracy by 10

Formula:

Accuracy + 5 + Accuracy + 5

=====
[Evade + 10]

Equip at lv. 16

Increases evade by 10

Formula:

Evade + 5 + Evade + 5

=====
[HP Recovery 2]

Equip at lv. 21

A crystal full of life's mysterious ability to endure harsh conditions.
Restores 20% of HP each turn.

Formula:

HP Recovery + HP Recovery

=====
[HP Recovery 3]

Equip at lv. 35

A crystal full of life's mysterious ability to endure harsh conditions.
Restores 30% of HP each turn.

Fomrula:

HP Recovery 2 + HP Recovery 2

HP Recovery 2 + HP + 100

[Exp Bonus 2]

Equip at lv. 15

A stone that has traveled eternity and seen the art of war perfected.

Multiplies EXP earned by 150%.

Formula:

Exp Bonus + Exp Bonus

[Exp Bonus 3]

Equip at lv. 22

A stone that has traveled eternity and seen the art of war perfected.

Multiplies EXP earned by 200%.

Formula:

Exp Bonus 2 + Exp Bonus 2

[Exp Bonus 4]

Equip at lv. 29

A stone that has traveled eternity and seen the art of war perfected.

Multiplies EXP earned by 300%.

Formula:

Exp Bonus 3 + Exp Bonus 3

[Preemptive]

Equip at lv. 38

An odd stone that invites carelessness on the part of foes.

Counterattack before their attack instead of after.

Formula:

Accuracy + 10 + Evade + 10

Counter + Raise Mobility

[Dragon Slayer]

Equip at lv. 30

A stone housing ancient braves who brought dragons to bay. Deals

additional damage to wyverns.

Formula:

Ravage + Luna Spirit 2

=====
[Devil Slayer]
Equip at lv. 30

A miraculous demon-repelling stone with God's mark. Deals additional damage to demons.

Formula:
Sniper 3 + Luna Spirit 2

=====
[Undead Slayer]
Equip at lv. 27

A heaven-blessed stone full of divine power. Deals additional damage to undead.

Formula:
Healing Wind 2 + Sol Spirit 2

=====
[Goliath Slayer]
Equip at lv. 27

A dishonorable stone that reminds giants of their days of defeat. Deals additional damage to giants.

Formula:
Helm Splitter + Stella Spirit 2

=====
[Man Eater]
Equip at lv. 25

A stone that curses weapons with a loathing of mankind. Deals additional damage to humans.

Formula:
Two Hits + Luna Spirit 2

=====
[Beast Slayer]
Equip at lv. 24

A stone that causes weapons to confuse a beast's instincts. Deals additional damage to beasts.

Formula:
Triple Slash + Sol Spirit 2

=====
[Mobility + 2]
Equip at lv. 32

A stone that floats in midair by some strange force. Lightens the bearer and increases mobility by 2.

Formula:

Mobility + 1 + Mobility + 1

Mobility + 1 + Raise Mobility

=====
[Three Rounds]

Equip at lv. 45

The crystallized souls of heroes drunk on battle. Fight a third round with opponents.

Formula:

Two Rounds + Two Rounds

.....
9) [Missing Stones]

None. At least, I don't think I'm missing any at this point.
.....

10) [Frequently Asked Questions]

[Question]

Why can't I combine some of my skills, even though they appear in the skill list?

[Answer]

Skill stones have to be unequipped in order to combine. Also, certain high level skills simply aren't combinable with anything.

[Question]

Where can I get more stones for use in combining?

[Answer]

Very basic stones like fireball and ice bullet, or hp 20 and mp 10 can be purchased from shops, but as far as I've found it seems the only real way to stock up on stones is to participate in free battles. You should make a habit of going back every couple of levels and checking the free battle stages to see what kinds of stones are available.

[Question]

Are there certain stones that you would recommend collecting?

[Answer]

Sol and Luna Spirit stones are virtually essential, as they're responsible for creating the attack, magic attack, HP and MP stat

stones. Additionally, Crescent Arc and Wood Chop are used in many early combinations.

.....

11) [Special Thanks]

Special thanks to Vagish for his praise, and for his many wonderful formatting suggestions. Much appreciated.

Much thanks goes out to Hearts235 for submitting a hefty list of alternate combinations, as well as several initial. His willingness to share his findings is much appreciated.

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And, of course, thanks to all readers and everyone out there playing video games.

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