

# Star Ocean: The First Departure Special Arts FAQ

by aj\_the\_one

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Star Ocean: First Departure  
Special Arts FAQ (Version 1.00; October 23 '08)  
Written by: Aj\_the\_one

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## A. Version History

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Version 1.00- FAQ Complete

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## B. Introduction

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As a dedicated Star Ocean fan i'm glad to welcome you to my FAQ for SO:First departure!! I didn't get the chance to play the first game but this remake is simply beautiful and I have to tip my cap to the people at Tri-Ace for making such a great game. Instead of doing a full walkthrough(which was already done and posted) I decided to list all the moves in the game that I have found so far with my opinion on each move's usefulness. That being said read on and enjoy the FAQ!!

Note: In Parenthesis is the MP cost of the move

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## C. Legal Stuff

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D.Roddick Farrence (Fellpool)  
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Roddick is the main character of the game and as such he is a balanced Fighter fairly fast and has some strong Special Arts my favorite being Dragon Roar. He will most likely be one of your main fighters.

Shockwave Swirl(3)

Learned-Level 3

Description-Roddick swings his sword around him and releases a blue wave of energy hitting anything near him.

My Opinion-Rarely used this move as I got Firestorm Blade shortly after this.

Firestorm Blade(5)

Learned-Level 7

Description-Roddick Jumps forward and slashes his sword up then down with his sword on fire.

My Opinion-I've been spamming this move ever since I learned it. It's a very good move to use on enemies unless they're resistant to fire.

Lightray Blade(5)

Learned-Level 10

Description-Roddick swings his sword in the air and balls of light shoot out around him, hitting anything around him.

My Opinion-Not a very useful move unless you're surrounded and even then it isn't very effective due to the delay time.

Thunderclap Blade(5)

Learned-Level 13

Description-Roddick holds his sword in the air, charges it with lightning then swings downward hitting whatever is in front of him.

My Opinion-Nice to have against enemies weak against lightning but I wouldn't recommend it on anything else, as the delay time reduces the efficacy.

Air Slash(8)

Learned-Level 16

Description-Roddick swings his sword around and shoots a blade of energy toward an enemy.

My Opinion-Useful for fighting at a distance but the damage done by the blade isn't a great amount and it only hits once. This will get outclassed by the other moves quickly.

Double Slash(13)

Learned-Level 19

Description-Roddick jumps forward and swings his sword up then down in one motion.

My Opinion-Since it has a delay and only hits twice I wouldn't recommend using this move a great deal unless you like the move

Spirit Strike(10)

Learned-Level 25

Description-Roddick stabs his sword forward and releases a big orange burst of energy hitting whatever's in front of him.

My Opinion-Pretty good move if you want to keep your enemy away from you but still do some good damage. It only hits once but few moves have the range of this.

#### Dragon Roar(15)

Learned-Level 29

Description-Roddick lifts his hand in air and release a mist of energy hitting enemies 5-7 times.

My Opinion-This is a devastating move if the enemy is in the corner and a good one in the middle of the screen since it pushes the enemy when it hits. I've handled cornered bosses quickly spamming this move.

#### Omega Thunderclap Blade(25)

Learned-Using Thunderclap blade after learning Omega SFT skill

Description-Roddick lifts his sword in the air and charges his sword with lighting, then makes a circle of lighting hitting enemies around him.

My Opinion-Much better than the original Thunderclap Blade as it hits in an arc and does a great amount of damage to everything around Roddick.

#### Omega Lightray Blade(25)

Learned-Using Lightray Blade blade after learning Omega SFT skill

Description-Roddick swings his sword in the air and creates a shockwave of energy which hits all enemies in wide area.

My Opinion-Like the other Omega moves this one is vastly better than it's original. It does a large amount of damage and hits everything remotely close to Roddick.

#### Omega Double Slash(27)

Learned-Using Double Slash after learning the Omega SFT Skill

Description-Same as Double Slash only with a bigger Cresent andmore damage.

My Opinion-This is much better than the regular double slash and when I use it I hit for 7000-8000 damage each hit. This is great for enemies who have elemental strengths since it has no element.

#### Dragon Slash(25)

Learned-Using Spirit Strike after learning Four Beasts SFT Skill

Description-Roddick stab his sword forward and unleashes a dragon which goes straight ahead and hits whichever enemies are in the way.

My Opinion-Uses more MP than Spirit Strike but it hits multiple enemies whereas spirit strike only hits one. This is also a great range move and will cancel most enemy attacks.

#### Phoenix Blast(32)

Learned-Using Shockwave Shirl after learning Four Beasts SFT skill

Description-Roddick sing his sword around and releases a flaming Phoenix which circles around him once and hits enemies multiple times.

My Opinion-Very Very good move to use if the enemy is weak against fire. It also works great against groups of enemies and when Roddick is surrounded.

#### Blackwyrn Thundersurge(55)

Learned-Using Dragon Roar after learning Wyrm King SFT skill

Description-Roddick raises his arm and summons a Black Dragon which releases it's breath hitting enemies multiple times.

My Opinion-Similiar to Dragon Roar except the breath shoots downward diagonally whereas Dragon Roar shoots straight ahead. I still abuse this move the most out of the Wyrm SFT's though it has a longer recovery time than Dragon Roar.

#### Bluewyrn Thundersurge(55)

Learned-Using Dragon Slash after learning Wyrm King SFT skill

Description-Roddick swings his sword around and creates a dragon which circles around him twice hitting enemies many times.

My Opinion-Much better than Dragon Slash since it circles Roddick instead of shooting ahead and it also hits more than once. Like the other Wyrm SFT's you

might want to keep another skill which has no element in case the enemy is immune.

Redwyrn Thundersurge(55)

Learned-Using Phoenix Blast after learning Wyrn King SFT skill

Description-Roddick stabs his sword forward and shoots out a flaming dragon which moves in front him leaving a trail of fire, hitting multiple times.

My Opinion-Another great skill used by Roddick. This one can do serious damage even if the enemy isn't weak against fire and the multi-hits help also.

-----  
E.CYUSS WARREN(Highlander)  
-----

Cyuss is the first character that you can recruit and he can be a devastating member of any party. His Special Arts are strong and most them hit multiple times making them very spam-worthy. His only downside is he's really slow but if you have Millie in your party you can boost his speed by using the Haste spell.

IMPORTANT!!! If you recruit Cyuss then you can't get Ashlay, nor Mavelle since you need Ashlay to recruit her.

Recruit-When in Coule buy the sword that the guy is selling and watch Cyuss come and argue with him. Next go to the item shop and accept the quest and Cyuss will tag along with you. When you come to deliver the merchandise ask Cyuss to join you.

Shockwave Swirl(3)

Learned-Level 10

Description-Cyuss swings his sword around him and releases a blue wave of energy hitting anything near him.

My Opinion-It's the same as Roddick's move so I didn't have him use this much either.

Spirit Blast(4)

Learned-Level 13

Description-Cyuss stabs his sword forward and release a big orange burst of energy hitting whatever's in front of him.

My Opinion-This move does a good amount of damage and is good for keeping enemies at bay while causing damage. It only hits once but since it uses little to no MP it's still a good move to use.

Double Slash(8)

Learned-Level 16

Description-Cyuss jumps forward spinning his sword around hitting enemies multiple times.

My Opinion-This is a pretty good move when you get it, since it hits multiple times and does stronger than normal damage. It takes a little moment for him to actually jump and start spinning though, making it easy to be hit out of.

Thunderclap Blade(5)

Learned-Level 19

Description-Cyuss stabs his sword forward and calls down a bolt of lighting to hit an enemy.

My Opinion-Since I don't like single hit moves this one rates very low for me. It's not so bad if the enemy is weak against thunder but even then it's still ineffective and outclassed by other moves.

Firestorm Blade(6)

Learned-Level 27

Description-Cyuss swings his sword from the ground to the air, raising up a column of fire in front of him, hitting any enemies in the area.

My Opinion-Very nice move. It hits multiple times and covers a nice area in front of him. I wouldn't recommend using it against enemies strong against fire though.

Lightray Blade(10)

Learned-Level 31

Description-Cyuss stabs his sword forward and releases alot of energy balls hitting enemies in front of him many many times.

My Opinion-This is a great move when you have an enemy cornered and are right in front of them. If this is the case then most or all of the balls will hit causing a good amount of damage and multiple hits. This move also has staying power for the end of game and all the bosses inbetween.

Omega Firestorm Blade(17)

Learned-Using Firestorm Blade after learning Omega SFT

Description-Cyuss swings his sword and raises up a column of fire, hitting enemies in the path of the blaze up to 5 times.

My Opinion-Similiar to Firestorm Blade though it does greater damage and the area of effect is wider.

Omega Thunderclap Blade(22)

Learned-Using Thunderclap blade after learning Omega SFT

Description-Cyuss throws his sword at the enemy then charges it with lightning hitting the enemy once for good damage.

My Opinion-Same as Ashlay's Omega Thunderclap blade.

Omega Double Slash(24)

Learned-Using Double Slash after learning Omega SFT Skill

Description-Cyuss jumps forward spinning his sword around and around then finishes with a wave of energy shot out in front of him

My Opinion-Same as Ashlay's Omega Double Slash

Dragon Surge(27)

Learned-Using Lightray Blade after learning Four Beasts SFT

Description-Cyuss raises his sword in the air and makes a dragon appear under the enemy and rise up hitting them 5-6 times.

My Opinion-This move absolutely kicks ass when coupled with some of the battle skills such as Power Burst. I also love the sound for the move:"Awaken!!!

Dragon from beyond the Clouds!!!

-----  
F.ASHLAY BERNBELDT(Highlander)  
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The legendary hero of the Demon Wars, Ashlay has quite a reputation that follows him everywhere you go, especially in the kingdoms.As a fighter he is similiar to Cyuss both in moves and stats, though he is faster than Cyuss. I didn't use him much though.

IMPORTANT!!!If you recruit Ashlay you can't recruit Cyuss for your party

Recruit-When in Tatroi go to the arena spectator's area and talk with Ashlay. After he leaves enter the tournament and win an entire class or two. Once your done go to the dock and Ashlay will introduce himself and ask to accompany you.

Shockwave Swirl(3)

Learned-Starts with

Description-Ashlay swings his sword around him and releases a blue wave of

energy hitting anything near him.

My opinion-A decent move if you're surrounded but gets outclassed fairly quickly.

Double Slash(8)

Learned-Starts with

Description-Ashlay jumps forward and slashes up then down

My opinion-Since it's the same move that Roddick has my opinion is the same, good damage making it a decent move.

Thunderclap Blade(5)

Learned-Starts with

Description-Ashlay stabs his sword forward and calls down a bolt of lightning to hit an enemy.

My opinion-Since this move is a single hit i haven't used it much(only twice to write this description). I don't think it's very useful though, as it has a long startup time though it does hold the enemy in place for the bolt to hit.

Firestorm Blade(6)

Learned-Starts with

Description-Ashlay swings his sword from the ground to the air, raising up a column of fire in front of him, hitting any enemies in the area.

My opinion-Very nice move. It hits multiple times and covers a nice area in front of him. I wouldn't recommend using it against enemies strong against fire though.

Lightray Blade(12)

Learned-Learned Level

Description-Ashlay stabs his sword forward and releases a lot of energy balls hitting enemies in front of him many many times.

My Opinion-Same move as Cyuss, same level of efficacy. I've noticed no change between his version and Cyuss'.

Dragon Slash(25)

Learned-Using Spirit Strike after learning Four Beasts SFT Skill

Description-Ashlay stabs his sword forward releasing a Dragon which goes straight ahead and hits whatever enemies are in the path once.

My Opinion-Pretty decent ranged move since it hits every enemy in a line for a good amount of damage. It has a long recovery time though and you'll probably get Phoenix Blast before this.

Phoenix Blast(32)

Learned-Using Shockwave Swirl after learning Four Beasts SFT skill

Description-Ashlay swings his sword forward releasing a flaming phoenix which circles around him 2 times hitting enemies multiple times.

My Opinion-The same move that Roddick has, still a great move for Ashlay.

Omega Thunderclap Blade(22)

Learned-Using Thunderclap Blade after learning Omega SFT Skill

Description-Ashlay throws his sword at the enemy then charges it with lightning hitting the enemy once for good damage.

My Opinion-Much better than the regular Thunderclap Blade as this one will actually hit the enemy. And since he throws the sword it can be a long range move also.

Omega Double Slash(24)

Learned-Using Double Slash after learning Omega SFT Skill

Description-Ashlay jumps forward spinning his sword around and around then finishes with a wave of energy shot out in front of him.

My Opinion-Similiar to Cyuss's move but it adds the shockwave at the end. It hits 3-4 times but has a slow startup time in which he can get hit out of the move.

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G.ILIA SILVESTRI (Human)  
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Ilia is Ronyx's second in command and a master of the Martial Arts. As such she is a very effective fighter and has a couple of specials which are particularly damaging: Tortoise Smash and Tiger Claw.

Recruit-Ilia automatically joins you when you go back to Roak in the past

Palm of Destruction(4)

Learned-Level 9

Description-Ilia shoots one ball of energy from her palm which goes straight and hits one enemy.

My Opinion-Great move if you want to keep your distance from the enemy or pound away from far. Nice damage level although it only hits once.

Meteor Palm(6)

Learned-Level 13

Description-Ilia Jumps forward and throws a punch with a glowing fist hitting enemies once.

My Opinion-Decent move early on but gets outclassed once you get Avenging Fist.

Explosive Kick(6)

Learned-Level 16

Description-Ilia does a front flip hitting whatever enemies in front of her once.

My Opinion-A strong move though it only hits once. This can be a nice bridge gapper until you get Avenging Fist.

Avenging Fist(6)

Learned-Level 25

Description-Ilia throws a rapid succession of punches, hitting whatever is in front of her 5-6 times. When leveled up it hits more times

My Opinion-Very good move. I started spamming this as soon as I got it and it works wonders. The only minor problem is this doesn't hit enemies which fly.

BlueWyrn Strike(16)

Learned-Using Destructive Palm after learning Four Beasts SFT Skill

Description-Ilia leans back and releases a dragon from her hands which moves forward hitting everything in a straight line from her.

My Opinion-Great hitting enemies lines up one after another in a line or from a distance. No so good on single enemies though unless you want to keep your distance.

Tiger Claw(18)

Learned-Using Avenging Fist after learning Four Beasts SFT Skill

Description-Similiar to the Avenging fist only an image of a tiger growls and hits enemies in the air as well on the ground.

My Opinion-Just as good as Avenging Fist and it does more damage. This is very effective against the Phoenix summoned with Devil's Aria and Music Level 8.

Tortoise Smash(16)

Learned-Using Explosive Kick after learning Four Beasts SFT Skill

Description-Ilia swings forward and creates an giant Tortoise which hits all enemies in the surrounding area 4-5 times.

My Opinion-Very Very good move since it hits in a wide range and hits multiple times for good damage. Very Very spam worthy.

#### Phoenix Blast(22)

Learned-Using Meteor Palm after learning 4 Beasts SFT skill

Description-Ilia jumps high in the air and release a Phoenix which slams into the ground damaging all enemies in the area.

My Opinion-Very Very effective group elimination attack. Very damaging and it has a wide area of effect and no delay. It's even useful against single enemies, though not as much as Divine Strike/Wrath or Avenging Fist/Tiger Claw

#### Divine Strike(50)

Learned-Use any Four Beasts SFT after learning Bagua SFT Skill

Description-Ilia hits the enemy with a three-hit combo then knocks them in air hits them with a punch then fires an energy blast at them.

My Opinion-Pretty good move though I used Tiger Claw and Avenging fist more than this. A good amount of damage and the extra hits also help the cause.

#### Divine Wrath(18)

Learned-Use Divine Strike after learning Divine Fury SFT Skill

Description-Ilia does a backflip kick, knocking the enemy in the air, then kicks the enemy twice then finishes with a downward flip kick then a downward strike kick.

My Opinion-Better than Divine Strike though not by much. It does a great amount of damage with little recovery time and also the extra hits are great.

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#### H.PHIA MELLE(Highlander)

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Phia is a Highlander like Cyuss and Ashlay so you would think that her skills would be just as devastating but from what i've seen she's not as good as them. Her moves are great for hitting cluttered enemies and Sylvan Shot is pretty good in matchup. She is also fast.

Recruit-You can recruit her first when you get to the port town of ??? but you won't be able to get her Final SFT. You can ask to join a second time later on in the game and she'll come with the SFT.

#### Raven Sword(5)

Learned-Starts with

Description-Phia jumps back and throws her dagger hitting an enemy once.

My opinion-As far as ranged moves go it's pretty standard. One hit for a good amount of damage. Great if you want to keep your distance from the enemy.

#### Dancing Sword(5)

Learned-Starts with

Description-Phia throws her blade at an enemy and brings them close to her so she can hit them with a uppercut slash.

My opinion-Single hit move though it does a good amount of damage and will bring the enemy closer to you.

#### Three-Way(12)

Learned-Level 21

Description-Phia throws 3 blades above, below and in front of her hitting whatever enemies are in the path of blades once.

My opinion-Since the blades branch out in 3 directions it's good for hitting more than one enemy but the downside is that it only hits once per blade.

#### Aqua Spread(12)

Learned-Level

Description-Phia throws a blade imbued with the power of water which cuts



through enemies, hitting them multiple times.

My Opinion-Very good move unless the enemy has an immunity. The hits do less than normal attacks do but it's multi-hit so it kind of balances out.

#### Three Volley(12)

Learned-Level

Description-Similar to Three-Way except the blades rotate and hit 3 times per blade instead of once.

My Opinion-Much better than Three-Way since it multihits and does more damage than Three-Way.

#### Galaxy Spinning Blade(18)

Learned-If you reject her the first time then accept her later on in the game she will come with the SFT and the move.

Description-Phia throws out blades which spread around hitting whichever enemies are in the area.

My Opinion-Very good move since it covers most of the screen and hits 3 times. It's strong but it's big downfall is the recovery time after the move which is considerable and will get her hit quite a bit after the move.

#### Sylvan Shot(10)

Learned-Using 3-Way after learning God of War SFT

Description-Phia throws several blades in front her rapidly hitting enemies 3-5 times.

My Opinion-Very good move on either one enemy or a group if they are in a line. Strong but like most of her moves it has a delay at the end which makes her a target after the move is finished.

#### Unholy Terror(32)

Learned-Using Galaxy SB after learning God of War SFT

Description-Phia Jumps high in the air and unleashes Blades which create a large explosion on the ground damaging enemies in the blast area.

My Opinion-Very strong move and is an absolute monster if used by a group of enemies. Unlike almost all her moves, this one doesn't have a long recovery time, making it even better.

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#### I.T'NIQUE ARCANA (Lycanthrope)

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T'nique can transform into a wolf when battles start and he is very fast. The skills that I have used are pretty good especially Divine Strike and I think he makes an excellent addition to the party.

IMPORTANT!!!You must have 5 or less characters in your party to recruit T'Nique.

Recruit-You need to go back to the coliseum and get up to Rank C. Once there you need to get at least to the fourth match then you'll be challenged by T'Nique, you just need to beat him and he will offer to join you.

#### Tornado Strike(5)

Learned-Starts with

Description-T'Nique place his staff in the ground and starts spinning around hitting whichever enemies are in the way 5-6 times.

My Opinion-Aside from the fact that the move looks like he's on a stripper pole, it's fairly strong and hits multiple times which always rates high in my book.

#### Gale Strike(6)

Learned-Starts with

Description-T'Nique's version of Double Slash as he swing his staff up then down.

My Opinion-Moderately useful move though I found Tornado Strike more useful.

#### Glacial Strike(12)

Learned-Starts with

Description-T'Nique spins his staff around shooting out pieces of ice which hit 3-4 times.

My Opinion-A pretty good medium range move plus it hits multiple times. Works much better if enemy is weak against ice.

#### Double Destroyer(24)

Learned-Starts with

Description-T'Nique stabs his staff forward an hits the enemy once inside of a ball of light, maybe killing them instantly.

My Opinion-The move says that it kills instantly but i've yet to one-hit kill enemy with this move.

#### Hurricane Strike(17)

Learned-Starts with

Description-T'Nique leans forward and spins his staff around hitting enemies 3 times.

My Opinion-Not a bad move but I use this less than Tornado Strike since it hits more.

#### Flame Tornado(19)

Learned-Using Tornado Strike after learning Bagua SFT skill

Description-T'Nique surrounds himself with fire then does the Tornado Strike.

My Opinion-Better move than Tornado Strike as it's much stronger and it adds a fire element to the attack.

#### Gale Hurricane(19)

Learned-Using Gale Strike after learning Bagua SFT skill

Description-T'Nique spins around creating a large Hurricane which moves forward and sweeps up whichever enemies are in the path, hitting them 4-6 times.

My Opinion-Very useful move for getting enemies out of way and doing damage to them at the same time. It also has an added bonus of lifting the enemy off the ground.

#### Divine Strike(55)

Learned-Using Hurricane Strike after learning Bagua SFT skill

Description-T'Nique unleashes a devastating string of staff attacks ending with him throwing his staff at the enemy hitting them 9-11 times.

My Opinion-Damn is pretty much all I can say about this move. This move makes T'Nique a very very formidable fighter since it doesn't get interrupted once started and it does a great amount of damage, and it also has several hits adding to the devastation of the move.

#### Omega Strike(60)

Learned-Using Divine Strike after learning Omega SFT skill

Description-T'Nique unleashes a wave of attacks on an enemy, finishing with a crescent of energy swung from his staff.

My Opinion-Much like Divine strike but it hits less. The beam of energy at the end of the move is a nice bonus though. I think Divine Strike is better though since it has a wider range of attack and does more damage.

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J.PERICCI(Lesser Fellpool)  
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Pericci is one of the few Lesser Fellpools on the planet and appears to be a catwoman. Most of her moves involve cats but she does have some worthwhile moves, especially Healing Dance. She is fast but I haven't found her more useful than Cyuss/Ashlay or T'Nique.

Recruit-Once you defeat the bandit king you have to release Pericci from her cell. Once you get back to Portsmouth make sure to pick up the Ocarina that she drops. Later on in the game do a PA in Kratus and speak to Millie. When she asks you to pick a name for the cat choose PERICCI, then equip and play the OCarina next to the cat and a scene should occur with Pericci asking to join your party.

#### Multiple Punch(6)

Learned-Starts with

Description-Pericci does a little dance and calls up three cats which hit the enemy simultaneously.

My Opinion-Decent move starting out though she'll also Power Dance which I prefer more. The move isn't bad though and does an average amount of damage.

#### Power Dance(10)

Learned-Starts with

Description-Pericci floats in the air and creates a ring of light hitting enemies 5-6 times.

My Opinion-The only non-SFT move that warrants use by Pericci. It hits several times and has a wide area of effect.

#### Panther Charge(12)

Learned-Starts with

Description-Pericci spins toward an enemy then hits them 3-4 times.

My Opinion- A decent move since it hits more than once and each hit does a great amount of damage. This move shouldn't be used on flying enemies though since she'll almost certainly miss.

#### Air Kisses(12)

Learned-Starts with

Description-Pericci does a little dance and blows a kiss forward and diagonally hitting an enemy once.

My Opinion-This move isn't worth using plain and simple. It's slow and if she's surrounded the move won't do much good. It might be useful as a long range move but I can't see how.

#### Healing Dance(16)

Learned-Starts with

Description-Pericci jumps up, does a shimmy and heals the party a healthy amount.

My Opinion-If you don't want to have a healer in your fighting party then you would do well to spam this move as much as possible. When I got Pericci at Lv.40 this was healing 2000. Granted it's not a large amount but it will allow you to have 3 possible 4 fighters in your party which should make quick work out of almost any enemy.

#### Spread Missile(10)

Learned-Starts with

Description-Pericci throws a bomb which hits an enemy and explodes hitting once.

My Opinion-I can't really call this a range move since she has to be relatively close to the enemy to use it. It has a small area of effect but if enemies are clustered together it hits them at once for a nice amount of damage.

#### Roundhouse(12)

Learned-Starts with

Description-Pericci jumps and does a roundhouse hitting the enemy once.

My Opinion-Like most other moves which hit once I am not a big fan of this one. Granted that one hit does a great amount of damage, and you have to use this if you want her one of her Feline SFT's.

#### Panic Dance(12)

Learned-Starts with

Description-Pericci does a litte dance and creates a circle or energy which dazes whatever enemy it hits.

My Opinion-Since it dazes whichever enemies hit it and has a large area of effect I can't hate on the move entirely. If you want to score some cheap hits then this is move you would look toward.

#### Cutie in the Sky(10)

Learned-Starts with

Description-Pericci makes an apparition in the sky which temporarily distracts enemies.

My Opinion-I didn't find this move useful since the enemies are distracted for a second maybe two and when you hit them once they snap back to attention. I would save the move slot for something better.

#### Dream Hammer(24)

Learned-Using Panther Charge after learning Feline SFT skill

Description-Pericci whips out a big hammer and bashes the enemy three times over the head.

My Opinion-I would place this move with Power Dance as her best attack move. It takes a little while for her to start swinging but those hits do damage and hit three times making it more painful.

#### JC Somersault(24)

Learned-Using Roundhouse after learning Feline SFT Skill

Description-Pericci throws two punches, does an uppercut then does a somersault in the air finishing the move.

My Opinion-This move is very nice hitting multiple times and it launches the enemy in the air with each move doing a great amount.

#### Magical Dance(60)

Learned-Using Healing Dance after learning Feline SFT skill

Description-Pericci does a really dance and recovers the party's MP.

My Opinion-Since it heals MP I find it somewhat useful but a good item can do the same thing without the long animation and start-up time.

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#### K.MAVELLE FROESSON(Human)

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Mavelle is a mysterious character and very little is revealed about her background(Spoiler not included).

Recruit-If you have Ashlay and Ioushua she will join with Ronyx in Ionis.

#### Raven Orb(5)

Learned-Starts with

Description-Mavelle throws an orb which floats toward the enemy hitting them once for decent damage.

My Opinion-Since there are other orb moves which hit more than once I would recommend those over this one.

#### Hail Orb(12)

Learned-Starts with

Description-Mavelle throws a orb spiraling with water hitting an enemy once  
My Opinion-Nice if the enemy is weak against that element otherwise stick it out until you get Galaxy.

Flare Orb(12)

Learned-Starts with

Description-Mavelle throws a orb spiraling with Fire hitting an enemy once.  
My Opinion-Same as above

Thunder Orb(12)

Learned-Starts with

Description-Mavelle throws an orb charged with electricity which hits an enemy once.  
My Opinion-Same as above only you should spam this so you might get Galaxy quicker.

Ark Crystal(12)

Learned-Level

Description-Mavelle throws an orb which disables the enemy from attacking for a short period of time.

My Opinion-This is actually one of my favorite moves with her although depending on the strength of your party it'll be useless since the enemy will be dead in a amteer of seconds anyway.

Seal Crystal(12)

Learned-Level

Description-Mavelle throws an orb which stops the enemy from moving for a short period of time.

My Opinion-Useful for that fast enemies that are hard to track down. But like Ark Crystal most of these enemies are weak anyway and can be killed in a couple of hits reducing the usefulness of this move.

Death Crystal(24)

Learned-Level

Description-Mavelle throws an orb which hits an enemy killing them upon impact.

My Opinion-It's an instant kill move which I haven't had much success with but you can feel free to spam it as much as you want, though i've found the kill rate to be low.

Southern Cross(28)

Learned-Using Flare Orb after learning Omega SFT skill

Description-Mavelle throws an orb which hits the enemy then creates a black space with a cross which hits the enemy 4-7 times

My Opinion-Similiar to Seventh Star except for the cross. It does a nice amount of damage and hits multiple times adding to Mavelle's deadly array of Special Arts.

Seventh Star(40)

Learned-Using Hail Orb after learning Omega SFT skill

Description-Mavelle throws an orb at an enemy which creates a black space around the enemy and hits them 5-8 times.

My Opinion-Similiar to Galaxy except it hits one enemy at a time. It does great damage and is yet another reason why Mavelle simply kicks ass as a frontline fighter.

Galaxy(50)

Learned-Using Thunder Orb after learning Omega SFT skill

Description-Mavelle creates a blackhole around her spinning with orbs which

hits whatever enemies are in the area several times.

My Opinion-I wondered why people said Mavelle was a such a good fighting character and after using this move I didn't need to look any further. This does an insane amount of damage and hits multiple time and i've never been knocked out of the move. The MP cost is high but well worth it in any situation.

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#### L.WELCH VINEYARD

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Welch is a mysterious traveler and from the moment you meet her you can tell that she isn't a native of Roak. She has technology that is far more advanced than anything the planet has. She is very peppy and has a crush on Roddick.

#### Slap(6)

Learned-Starts with

Description-Welch whips out her hand and slaps the enemy with it.

My Opinion-Quick and effective single hit move.

#### Flick(6)

Learned-Starts with

Description-Welch extends her hand and flicks the enemy with a finger.

My Opinion-Slower than Slap but does the same amount of damage and has a longer reach.

#### Left Hand Rule(10)

Learned-Starts with

Description-Welch lifts the enemy off the ground and slams back down hard.

My Opinion-Didn't work all the time and about half the time I just got a miss.

#### Spinning Finger(10)

Learned-Starts with

Description-Welch spins her hand around dazing an enemy.

My Opinion-Useful if you want to stun an enemy, but they'll be dead in a matter of second which reduces the usefulness of this move.

#### Distraction(12)

Learned-Starts with

Description-Welch points to the sky making enemies look the other way.

My Opinion-I had to use this a couple of times before it actually worked but I guess it's useful in a small way, though the enemies will be dead way too fast to make this practical.

#### Iron Fist(16)

Learned-Starts with

Description-Welch reaches back and punches the enemy, knocking them back.

My Opinion-Since it can hit behind and in front of her the move isn't completely hopeless. It does have a delay in the startup time though.

#### Slappity Slap(28)

Learned-Using Slap after learning Omega SFT skill

Description-Welch reaches out and slaps the enemy 8-10 times.

My Opinion-Very damaging move and the Take This!!! is very funny to hear. It also has a little delay which has it's obvious setback but it doesn't take anything off the move.

#### Rapid Flick(28)

Learned-Using Flick after Omega SFT skill

Description-Welch repeatedly flick the enemy hitting them 5-7 times.

My Opinion-Much like Slappity Slpa except it hits less times but it does the

same amount of damage. It also knocks the enemy away on the last hit.

Mithril Fist(28)

Learned-Using Iron Fist after learning Omega SFT

Description-Welch powers up her hand then slams it into the ground damaging all enemies closeby.

My Opinion-Great move if your surrounded but not so useful on single enemies though. It does a great amount of damage but it slow to start up and can be easily canceled by an enemy.

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M.Credits

- 
- Tri-Ace for making this great game
  - Gamefaqs for hosting my FAQ
  - You the readers because without you there'd be no point in writing the FAQ

Anything that you have to add or any comments please e-mail me at:

Koolkid11434@yahoo.com

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