

Tales of the World: Radiant Mythology 2 (Import) Class/Technique FAQ

by Kyo316

Updated to v1.25 on Jul 20, 2009

Tales of the World: Radiant Mythology 2
Class/Technique Faq
Written by KusanagiLord (Jamile Joseph)
Version 1.25 (Shift-JIS)

++++
Table of Contents
++++

1. Updates
2. Disclaimer
3. Introduction
4. Important Notes
5. Terminology
6. Descender Classes:

- Warrior
- Swordsman
- Fighter
- Hunter
- Thief
- Mage
- Priest
- Magic Knight
- Ninja
- Bishop
- Twinsword
- Great Swordsman
- Monk
- Pirate
- Paladin

7. Playable Characters:

- Original Character
 - Kanonno Earhart

- Tales of Phantasia
 - Cless Alvein
 - Mint Adnade
 - Chester Barklight
 - Arche Klaine
 - Suzu Fujibayashi

- Tales of Destiny
 - Stan Aileron
 - Rutee Kartret

Lion Magnus
Woodrow Kelvin
Philia Philis
Mighty Kongman
Lilith Aileron

Tales of Eternia
Rid Hershel
Farah Oerstead
Keel Zeibel
Chat
Celsius

Tales of Destiny 2
Kyle Dunamis
Reala
Nanaly Fletch
Harold Belserius

Tales of Symphonia
Lloyd Irving
Collet Brunel
Genius Sage
Refill Sage
Kratos Aurion
Zelos Wilder
Presea Combatir

Tales of Rebirth
Veigue Lungburg
Mao
Annie Barrs
Eugene Gallarado

Tales of Legendia
Senel Coolidge
Chloe Valens

Tales of the Abyss
Luke fon Fabre
Tear Grants
Guy Cecil
Anise Tatlin
Jade Curtis
Asch

Tales of the Tempest
Caius Qualls
Rubia Natwick

Tales of Innocence
Ruca Milda
Iria Animi
Spada Belforma

Tales of Vesperia
Yuri Lowell
Estelle

9. Credits

10. Contacts

++++++
Updates
++++++

1.00 - Just started the FAQ.

1.25 ? Fixed Typos, added more information about a few characters/
classes.

++++++
Disclaimer
++++++

This guide is Copyright (c) 2009 Jamile Joseph, which is me.

This guide can be viewed on:

www.gamefaqs.com
www.tales-central.com

and any other site that asks my permission via e-mail.

This is protected by International Copyright Law, break
or violate any of these rules may resulted in severe civil and criminal
penalties.

"Tales of" Series is owned by Namco, Copyright (c) 1995-2009. No
Copy/Pasting without permission!

++++++
Introduction
++++++

This guide is for the PSP fangame Tales of the World: Radiant
Mythology 2. It will show the Romanji, Kanji (and if a US Release
comes out, Localization) of skills/spells for the Descender Classes &
Playable Characters, as well as how to acquire them.

This guide is best viewed in Mozilla Firefox.

++++++
Important Notes
++++++

So now I'll explain the basics of RM2 classes and gameplay.

The combo system goes like this:

Attack X n - Tokugi(Base) - Higi(Master) - Ougi(Arcane) - Hi-Ougi
(Mystic).

or

Attack X n - Tokugi(Base) - Ougi(Arcane) - Hi-Ougi (Mystic).

All Desender Classes have Hi-ougis, but some Tales Characters do not. If it's not listed here, the character doesn't have one.

To use a Hi-Ougi simply get to Level 45, and hold the Attack button (Default = O) during an Ougi or while casting a spell. All Hi-Ougis cost 1 TP.

To swich classes, talk to Chat and pick the last option(転職する), then pick the class you want from the menu. You cannot change classes if:

- a.) You are in the middle of a quest.
- b.) You still have characters in your party besides yourself.

To unlock new classes, level the base classes to the required level, then they show up on the class menu. Then simply pay the required Grade Points (GP) to unlock the class. You only have to pay for the class once.

+++++

Terminology

+++++

特技 = Tokugi = Base Arte

秘技 = Higi = Master Arte

奥義 = Ougi = Arcane Arte

秘奥義 = Hi-Ougi = Mystic Arte

Elements:

- 火 = Fire
- 水 = Water
- 風 = Wind
- 土 = Earth
- 光 = Light
- 闇 = Dark

+++++

Descender Classes

+++++

Warrior (戦士) Default, 0 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Sougashou	双牙掌	8	--

3	Houshuukyaku	崩襲脚	4	--
5	Kogetsusen	孤月閃	5	--
7	Bakusaizan	爆碎斬	8	Earth
9	Rekkuzan	裂空斬	13	--
13	Retsusenpa	裂旋破	15	--
15	Goushourai	剛招来	8	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
11	Shougetsusousen	翔月双閃	15	--
21	Shishisenkou	獅子戟吼	15	--
34	Housoushuugeki	崩昇蹴撃	13	--
41	Gasenshouha	牙旋衝破	21	--
44	Shinkuuretsuzan	真空裂斬	21	--
49	Kaen Rekku	火炎烈空	24	Fire

 * Ougi *

Level	Name	Japanese	TP Cost	Element
24	Shuukihou	集気法	15	--
26	Shoubu Retsugekka	翔舞烈月華	21	--
51	Sougetsu Bakurenbu	双月爆連舞	21	Earth
56	Shikou Metsuryuusen	獅吼滅龍閃	24	--
60	Renga Bakusaijin	連牙爆碎迅	15	Earth

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Reppa Enshougeki	烈破焰焦撃	1	Fire

Commentary

Warrior Class now has more Presea techs than Luke techs, so now it's
 80% Presea, 5% Luke, 5% Ruca, 9% Unique.....and 1% Yuri.....

- Goushourai raises the Warrior's attack for about 1 minute.

- Shuukihou heals the Warrior's HP by 30%.

Warrior has gained:

Sougashou
 Bakusaizan
 Shinkuuretsuzan
 Kaen Rekku
 Shuukihou
 Shoubu Retsugekka
 Sougetsu Bakurenbu
 Renga Bakusaijin

Warrior Class has lost from RM1:

Majinken
Reppashou
Senshouha
Tsuuga Renhazan
Yousou Goushouha
Garen Houshuugaku
Zan'ei Rekkoushi
Senpa Zangesshuu
Shikoureppuu
Ressen Sougekiha

Swordsman (剣士) Default, 0 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
3	Shunjinken	瞬迅剣	5	--
5	Chirisazame	散沙雨	7	--
8	Kogahazan	虎牙破斬	7	--
13	Rekkuuzan	裂空斬	13	--

* Higi *

Level	Name	Japanese	TP Cost	Element
15	Gou Majinken	剛・魔神剣	13	--
18	Akisazame	秋沙雨	13	--
21	Senkuureppa	閃空裂破	21	--
24	Shinkuuretsuzan	真空裂斬	21	--
26	Kogarenzan	虎牙連斬	13	--
29	Kuhashou	空破衝	13	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
33	Majin Kuugashou	魔神空牙衝	15	--
41	Reppuu Kuugashou	烈風空牙衝	21	--
44	Senkuu Souhazan	閃空双破斬	29	--
49	Hiten Shouku	飛天翔駆	15	--
51	Shuu'u Souhazan	驟雨双破斬	21	--
55	Mouko Rengekiha	猛虎連擊破	34	--
56	Makoujin	魔皇刃	21	--
60	Shinkuu Senretsuha	真空千裂破	24	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Meikuu Zanshouken	真空斬翔剣	1	--

Commentary

I present the cliché of cliché classes in the game, the swordsman. Even though it's cliché, doesn't mean it sucks. Well rounded stats and good equipment. Can't go wrong with this class.

- The last hit of Akisazame can be cancelled.
- Hiten Shouku can be used in the air.
- Meikuu Zanshouken has been reanimated, and now he and Cless have the same animation for it.

Swordsman has gained:

Gou Majinken
Makoujin

Swordsman Class has lost from RM1:

Majinken Souga
Senkuu Shoureppa
Shuu'u Majinken
Majin Rengazan

Fighter (格闘家) Default, 0 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Genryuuken	幻竜拳	4	--
4	Hakugekishou	迫撃掌	5	--
11	Yousoukyaku	鷹爪脚	4	--
13	Shinryuugeki	噴竜撃	7	--
15	Goushourai	剛招来	8	--
13	Rengadan	連牙弾	13	--
21	Hienrenkyaku	飛燕連脚	13	--
44	Garyuusai	臥竜碎	15	--

* Higi *

Level	Name	Japanese	TP Cost	Element
7	Keigan Sairakugeki	軽岩碎落撃	15	--
24	Rekigan Hakurakugeki	礫岩迫落撃	21	--
41	Kyogan Retsurakugeki	巨岩裂落撃	21	--
49	Bakuryuuken	爆竜拳	24	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
26	Renga Hienkyaku	連牙飛燕脚	15	--
29	Hiren Genryuuken	飛連幻竜拳	15	--
33	Ho'ou Tenku	鳳凰天駆	21	Fire
51	Bakugadan	爆牙弾	15	--
55	Saiga Bakuryuuken	碎臥爆竜拳	29	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Karyuu Enbu	火龍炎舞	1	Fire

Commentary

The fighter class has lost a few techs, so now it's practically a Senel clone, with a Hi-Ougi.

- Ho'ou Tenku can be used in the air.
- Goushourai raises the Fighter's attack for about 1 minute.
- Karyuu Enbu has been reanimated and completely different from RM1 and Farah's version.
- Keigan Sairakugeki throws Light sized enemies.
- Rekigan Hakurakugeki throws Medium sized enemies and lower.
- Kyogan Retsurakugeki throws Large sized enemies and lower.

Fighter Class has gained:

Shinryuugeki
Garyusai

Fighter Class has lost from RM1:

Majinken
Funryuugeki
Shisenkou
Garyuu Kuuha (given to Monk Class)
Majin Genryuuken
Hakugekisenkou

Hunter (狩人) Default, 0 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	Inspect Eye	インスペクトアイ	3	--
Starts	Guren	紅蓮	7	Fire
5	Touga	凍牙	8	Water
7	Rakuha	落葉	3	--
13	Gouten	轟天	13	Wind
15	Shouha	衝破	13	Earth
21	Shayou	斜陽	15	--
24	Shuu'u	鷺羽	15	Wind
34	Hayate	疾風	8	Wind

 * Higi *

Level	Name	Japanese	TP Cost	Element
11	Kagerou	陽炎	13	--
51	Seiha	星霸	15	Light

 * Ougi *

Level	Name	Japanese	TP Cost	Element
18	Gekka	月華	15	Dark
26	Hakuu	雹雨	21	--
29	Senhyousen	扇氷閃	34	Water
44	Touryuu	屠龍	29	--
49	Ryuuensen	龍炎閃	34	Fire
55	Zetsu'ei	絶影	15	Wind

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Wild Gesse	ワイルドギース	1	--

Commentary

This class has gotten a major rehaul from RM1, it is now a combination of Nanaly, Chelsea/Woodrow and Chester.

- Rakuha does no damage, it teleports the character to the back of the field.
- Wild Geese has the same animation as Nanaly's.
- The number of arrows shot when using the skill Hayate is dependant on the character's level as shown:

Starting -> 3
 40 -> 4
 53 -> 5
 78 -> 6
 103 -> 7
 128 -> 8

153 -> 9
178 -> 10.

Hunter Class has gained:

Seiha (Chelsea's tech, fires 5 arrows in 5 different directions in front of her)

Guren (Same as Chester's)

Touga (Same as Chester's)

Shayou (Chelsea's tech, jumps on the enemy and kicks the enemy repeatedly)

Kagerou (Woodrow's tech, disappears and attacks the enemy while falling.)

Gekka (Chelsea's tech, jumps in the air and fires 4 dark arrows downwards)

Hakuu (Woodrow's/Chelsea's tech, works the same way as Senhyousen, but the arrows fall closer together)

Touryuu (Same as Chester's)

Zetsu'ei (Multi-hitting Kagerou)

and a new Hi-Ougi:

Wild Geese

Hunter Class has lost from RM1:

Thrust Arrow

Aiming Razor

Cross Razor

Spectrum Arrow

Trident

Rekkasen

Healing Rain

Kokuusen

Spinel Shot

Harvest Rain

Tsuiyousen

Star Gaser

and it's Hi-Ougi:

Astral Rain

Thief (盗賊) Default, 0 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Bomb Throw	ボムスロー	7	Fire
Starts	Search Gald	サーチガルド	8	--
3	Gatotsushou	牙突衝	7	--
5	Hishoujin	飛翔刃	4	--
8	Kuushuujin	空襲刃	5	--
13	Souhajin	蒼破刃	3	Wind
18	Robber Item	ローバーアイテム	15	--
24	Garenjin	牙連刃	13	--

* Higi *

Level	Name	Japanese	TP Cost	Element
8	Gatotsurengeki	牙突連撃	21	--
15	Hishourenzan	飛翔連斬	15	--
21	Jakogatotsu	蛇咬牙突	21	--
26	Shougaretsuga	翔牙裂臥	15	--
34	Bakutotsushuugeki	爆突襲撃	15	Fire

* Ougi *

Level	Name	Japanese	TP Cost	Element
29	Zanjin Rengagtotsu	斬刃連牙突	21	--
44	Bomb Rain	ボムレイン	21	Fire
49	Renga Hishousame	連牙飛翔鯨	21	--
51	Garen Souhajin	牙連蒼破刃	21	Wind
55	Tenshou Rengatotsu	転生蓮牙突	24	--
60	Bakutotsu Goushougeki	爆突轟撃	34	Fire

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Dead Spiral	デッドスパイラル	1	--

Commentary

For the kleptomaniac in you. A straight rip from RM1.

- Bomb Rain was a Higi in RM1, now an Ougi.

- Bakutotsu Goushougeki and Bomb Rain have a chance to cause paralysis.

- Dead Spiral has a chance to gain or lose Gald based on the number of hits that connect to the enemy. The formula for this is:

of Hits X Luck(運) / 10 - 500.

Thief is missing:

Zilch.

Mage (魔術師) Default, 0 GP

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	8	Fire
2	Stone Blast	ストーンブラスト	5	Earth
5	Wind Cutter	ウィンドカッター	7	Wind

7	Aqua Edge	アクアエッジ	8	Water
9	Lightning	ライトニング	7	Wind
11	Icicle	アイシクル	7	Water
13	Rock Break	ロックブレイク	15	Earth
15	Spread	スプレッド	21	Water
18	Air Thrust	エアスラスト	21	Wind
21	Eruption	イラプション	15	Fire
24	Thunder Blade	サンダーブレード	15	Wind
26	Cyclone	サイクロン	24	Wind
29	God Breath	ゴッドブレス	44	Wind
34	Embrace End	インブレイスエンド	44	Water
41	Explode	エクспロード	29	Fire
44	Indignation	インディグネーション	29	Wind
51	Black Hole	ブラックホール	29	Dark
56	Meteor Swarm	メテオスウォーム	29	--
60	Big Bang	ビッグバン	34	Light

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Indignate Judgment	インディグネイト・ジャッジメント	1	Wind

Commentary

Ye olde generic Tales black mage. Has one spell from ToD2. Use the class the same way as RM1/any other attack mage.

- Indignate Judgment hits the entire field.
- Indignate Judgment has the same animation as Genius'.
- Big Bang hits the entire field.

Mage Class has lost from RM1:

Ice Tornado

Priest (僧侶) Default, 0 GP

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
4	Fuujinshou	風神招	15	Wind
21	Tenshoudan	天翔弾	21	--
29	Ryuurendan	流蓮弾	21	Water
44	Gouhouren	護法蓮	24	Earth

 * Spells *

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	First Aid	ファーストエイド	5	--
Starts	Inspect Magic	インスペクトマジック	3	--
3	Pikohan	ピコハン	3	--
9	Recover	リカバー	21	--
11	Sharpness	シャープネス	13	--
13	Dispel	ディスペル	15	--
15	Barrier	バリアー	15	--
18	Raise Dead	レイズデッド	28	--
24	Kochihan	コチハン	13	Water
26	Heal	ヒール	13	--
34	Nurse	ナース	21	--
51	Cure	キュア	21	--
56	Ray	レイ	24	Light
60	Holy Lance	ホーリーランス	24	Light
63	Judgment	ジャッジメント	56	Light

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Sacred Shine	セイクリッドシャイン	1	Light

Commentary

Gained Reala's techs, but lost most of its support spells to Bishop, at least it has Judgment to pick up the slack. If you want a pure healer/light spell user, here you go.

- The Priest's Kochihan has a small chance to petrify the enemy.

- Sacred Shine hits the entire field and has the same animation as Rubia and Refill.

- Gouhouren can heal characters close to the Priest.

Priest has gained:

Fuujinshou

Tenshoudan

Ryuurendan

Gouhouren

Judgment

Priest Class is missing from RM1:

Photon

Field Barrier

Recuperate

Aggregate Sharp

Piko Piko Hammer

Magic Knight (魔法剣士) Warrior, Swordsman, Mage all Level 30, 500 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
3	Shunjinken	瞬迅剣	5	--
5	Chirisazame	散沙雨	7	--
9	Kogahazan	虎牙破斬	7	--

* Higi *

Level	Name	Japanese	TP Cost	Element
11	Shuusouraiizan	襲爪雷斬	15	Wind
18	Gou Majinken	剛・魔神剣	13	--
24	Dankuuken	断空剣	15	Wind
29	Akisazame	秋沙雨	13	--
41	Senkuureppa	閃空裂破	21	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
44	Fuuraijinken	風雷神剣	21	Wind
49	Senkuu Shoureppa	閃空翔裂破	21	--
51	Shugohoujin	守護方陣	13	--
55	Senkoutsuijinga	閃光墜刃牙	15	--

* Spells *

Level	Name	Japanese	TP Cost	Element
13	Lightning	ライトニング	7	Wind
15	Burn Strike	バーンストライク	15	Fire
21	Spread	スプレッド	21	Water
26	Air Pressure	エアプレッシャー	21	Earth
33	Thunder Blade	サンダーブレード	15	Wind
60	Judgment	ジャッジメント	56	Light

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Shining Bind	シャイニング・バインド	1	Light

Commentary

Lost healing spells due to paladin class. Lost a few attacking skills/spells, but still a good class. Has the only physical Hi-Ougi that hits the whole field. Pretty much Kratos/Zelos with a few ToD2 spells.

- Shining Bind hits the whole field.

- Shining Bind has the same animation as Kratos'.

Magic Knight has gained:

Fuuraijinken

Magic Knight Class is missing from RM1:

Fuujiuken
Raijiuken
First Aid
Wind Slash
Aqua Spike
Recover
Heal Wind
Heal Stream

Ninja (忍者) Swordsman, Fighter, Hunter all Level 30, 500 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Kunaisen	苦無閃	8	--
Starts	Messhouha	滅掌破	13	Dark
3	Sensouga	閃走牙	13	--
5	Jiretsuzan	地裂斬	4	Earth
8	Douryuusen	土竜閃	13	Earth
11	Satsugekka	刹月華	13	--
21	Kimerazan	鬼炎斬	15	Fire
24	Hienrenkyaku	飛燕連脚	13	--
29	Izuna Otoshi	飯綱落とし	15	--

* Higi *

Level	Name	Japanese	TP Cost	Element
13	Manjushage	曼樹沙華	15	Fire
15	Genmaretsushou	幻魔裂衝	15	--
18	Eisouzan	影走斬	13	Dark
34	Kimerarenkyaku	鬼炎連脚	15	Fire
44	Fuujin Bakufuu	風刃縛封	24	Wind
55	Kasha Otoshi	火車落とし	24	Fire

* Ougi *

Level	Name	Japanese	TP Cost	Element
26	Shintomekkyaku	心頭滅却	21	--
41	Zanma Messatsuken	斬魔滅殺劍	24	Dark
49	Zanma Ryuenken	斬魔龍炎劍	34	Fire

51	Genma Retsuzan'ei	幻魔烈残影	24	Dark
63	Fuujin Fuubakusatsu	風塵封縛殺	34	Fire

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Fuuma Kuinken	封魔九印剣	1	--

Commentary

A perfect copy from RM1's Ninja class and the most unique. Play him like you would in RM1.

- Fuuma Kuinken has been reanimated, looks much better now.

Ninja Class is missing:

Zero.

Bishop(ビショップ) Mage and Priest Level 30, 500 GP

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Delta Ray	デルタレイ	8	Light
3	Heal	ヒール	13	--
5	Recover	リカバー	21	--
9	Shadow Edge	シャドウエッジ	13	Dark
11	Raise Dead	レイズデッド	28	--
13	Nurse	ナース	21	--
15	Field Barrier	フィールドバリアー	44	--
18	Negative Gate	ネガティブゲイト	21	Dark
21	Recuperate	リキュペレート	24	--
24	Aggregate Sharp	アグリゲットシャープ	34	--
26	Esparade Erase	エスプレイドイレイズ	29	--
29	Cure	キュア	21	--
34	Hurtless Circle	ハートレスサークル	34	--
41	Cyclone	サイクロン	24	Wind
44	Grand Dasher	グランドダッシャー	24	Earth
51	Embrace End	インブレイスエンド	44	Water
55	Explode	エクスプロード	55	Fire
60	Ancient Nova	エンシェントノヴァ	34	Fire
63	Divine Saber	ディバインセイバー	55	Wind

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Divine Judgment	ディバイン・ジャッジメント	1	Light

Commentary

Harold, Reala, and a T-Line Genius and Refill all wrapped up in one package, even better than RM1's Bishop. The ultimate magic attack/support class. Great for "The Descender does not exist" parties. :) Could have dropped Explode for Grand Cross and Divine Saber for Execution to balance out the elements though.

- Hurtless Circle heals only the area around the caster now, and can't be cast over anyone.

- Divine Judgment hits the entire field and has the same animation as Zelos'.

Bishop has gained:

Delta Ray
Shadow Edge
Negative Gate
Heal
Nurse
Aggregate Sharp
Esparade Erase
Field Barrier
Hurtless Circle
Divine Saber

Bishop Class is missing from RM1:

First Aid
Fireball
Stone Blast
Wind Cutter
Nightmare
Lightning
Icicle
Rock Break
Spread
Ice Tornado
Air Thrust
Eruption
Thunder Blade
Meditation
Tidal Wave (It has Embrace End anyway)
Eclair Larme
Spell Enhance
Grand Cross
Meteor Swarm

Twinsword (双剣士) Swordsman Level 15, 200 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--

3	Chirisazame	散沙雨	7	--
5	Kogahazan	虎牙破斬	7	--
7	Rekkuuzan	烈空斬	13	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
8	Majinken Souga	魔神劍・双牙	13	--
9	Akisazame	秋沙雨	13	--
11	Senkuureppa	閃空裂破	21	--
13	Kogarenzan	虎牙連斬	13	--

 * Ougi *

Level	Name	Japanese	TP Cost	Element
15	Kuuha Zesshougeki	空破絶掌撃	24	Wind
18	Majin Souhazan	魔神双破斬	21	--
21	Reppuu Kuugashou	烈風空牙衝	21	--
24	Senkuu Shoureppa	閃空翔裂破	21	--
29	Hiten Shouku	飛天翔駆	15	--
34	Majin Senkuuha	魔神閃空破	15	--
41	Senkuu Souhazan	閃空双破斬	29	--
44	Shuu'u Souhazan	驟雨双破斬	21	--
49	Ho'ou Tenku	鳳凰天駆	21	Fire
51	Majin Rengazan	魔神連牙斬	21	--
60	Shinkuu Senretsuha	真空千裂破	21	--

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Hi'ou Zetsuenshou	緋凰絶炎衝	1	Fire

Commentary

A new class for RM2 that focuses on guard breaking and pinning down the enemy using long multi-hitting combo strings with a high chance for critical hits. To balance this out, the Twinsword has a low attack stat.

- The last two hits of Akisazame can be cancelled.
- Hiten Shouku and Ho'ou Tenku can be used in the air.
- Back+Attack hits twice, so Back+Attack X 3 would equal 6 hits.
- Hi'ou Zetsuenshou was Rid/Stan's Hi-Ougi in their respective games

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Shunrenjin	瞬連塵	13	--
5	Majinken Kai	魔神劍・改	13	--
7	Reppashou	裂破衝	13	--
8	Zesshouzan	絶翔斬	15	Water
15	Genryuuzan	幻龍斬	15	--
21	Mueishou	無影衝	21	Water

 * Higi *

Level	Name	Japanese	TP Cost	Element
9	Dankuuken	断空劍	15	Wind
18	Retsu Majinken	烈・魔神劍	21	--

 * Ougi *

Level	Name	Japanese	TP Cost	Element
11	Shouha Rengashou	衝破連牙衝	21	--
13	Renjin Zanshouken	連塵斬翔劍	21	--
21	Zekkuu Shoureppa	絶空衝裂破	24	Water
26	Renjin Ryuueijin	連塵龍影刃	24	--
33	Genma Zanshouken	幻魔斬翔劍	29	--
34	Rekkuujin	烈空刃	21	Wind
41	Genma Rengashou	幻魔連牙衝	24	--
44	Houryuu Shoureppa	崩龍衝裂破	24	Water
49	Genma Shoureppa	幻魔衝裂破	24	--
55	Zekkuu Ryuueijin	絶空龍影刃	24	--
60	Kappa Bakusougeki	割破爆走擊	15	--

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Ryuuko Metsugazan	龍虎滅牙斬	1	--

Commentary

A new class in RM2 whose main point is powerful attacks, if a bit slow. It's mainly a mix of Veigue, with a hint of Woodrow and Mary.

- Ryuuko Metsugazan is based off Rid's version in Eternia.

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神拳	3	--
5	Hienrenkyaku	飛燕連脚	13	--
9	Rengadan	連牙弾	13	--
11	Sazanka	三散華	15	--
18	Goushourai	剛招来	8	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
15	Shishisenkou	獅子戦吼	15	--
21	Yousoushuugeki	鷹爪蹴撃	15	--
24	Garyuu Kuuha	臥龍空破	24	--
33	Hienraikyaku	飛燕雷脚	15	Wind

 * Ougi *

Level	Name	Japanese	TP Cost	Element
26	Sanka Moushuukyaku	散華猛襲脚	21	--
41	Hien Rentenkyaku	飛燕連天脚	24	--
44	Yousou Rakubakushuu	鷹爪落瀑蹴	24	--
49	Shishi Rentouda	獅子連涛打	21	--
63	Satsugeki Bukouken	殺劇舞荒拳	44	Fire

 * Chiyuwaza *

Level	Name	Japanese	TP Cost	Element
13	Chiyukou	治癒功	13	--
29	Gedoukukou	解毒功	8	--
51	Kaiseikou	回生功	44	--
56	Hakkai Chiyukou	発氣治癒功	8	--

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Shikou Bakusaijin	獅吼爆碎陣	1	--

Commentary

A newly add class in RM2 which is an edited version of Farah,
 very well rounded class.

- Sazanka is three punches in succession, rather than Farah's three kicks.
- Sanka Moushuukyaku is an air diving kick + Monk's Sazanka.
- Yousou Rakubakushuu is completely different from Farah's, two rising kicks followed by an air diving kick.
- Rengadan is Senel's version, not Farah's.
- Goushourai raises Monk's attack for about 1 minute.
- Hienraikyaku is Hienkyaku with a lightning bolt hitting at the end.
- Shishi Rentouda is Rengadan + Shishisenkou....but has a lag inbetween the two so it doesn't combo properly.
- Chiyukou heals 20% percent of targeted character's HP.
- Hakkai Chiyukou heals 40% percent of targeted character's HP.
- Gedoukukou heals poison.
- Kaiseikou revives a dead character.
- Chiyukou, Gedoukukou, Hakkai Chiyukou and Kaiseikou's casting time can be lowered by cast time lowering equipment.

Pirate (海賊) Thief and Hunter at Level 15, 200 GP

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Fang Edge	ファングエッジ	7	--
5	Wing Edge	ウイングエッジ	4	--
7	Pikohan	ピコハン	7	--
9	Tide Bullet	タイドバレット	21	Water
15	Charge Bullet	チャージバレット	15	--
24	Biting Edge	バイティングエッジ	13	--
26	Aerial Razor	エリアルレイザー	24	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
11	Pirces Rage	ピアンスレイジ	21	--
13	Wing Rage	ウイングレイジ	15	--
21	Aqua Bullet	アクアバレット	24	Water
29	Butterfly Edge	バタフライレイジ	15	--
55	Assault Bullet	アサルトバレット	24	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
18	Charge Fang	チャージファンク	24	--
34	Sting Rave	ステイングレイブ	21	--
41	Serpent Rave	サーペントレイブ	15	--
44	Razor Bite	レイザーバイト	29	--
49	Fake Bullet	フェイクバレット	15	--
60	Shark Rave	シャークレイブ	21	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Bullet of Force	バレット・オブ・フォース	1	Multi

Commentary

A new class that is based on Chat and a bit of Iria, but it's mostly Thief 1.5 with a gun.

- A few skills are just the Thief skills with a name change.
- Holding Back+Attack will make the Pirate shoot from his gun, rather than the 3 hit normal attack.
- Bullet of Force shoots 4 large elemental bullets that each hit twice. The elemental order is Earth, Water, Fire, Wind.

Paladin (聖騎士) Priest, Warrior, Great Swordsman all Level 30, 500 GP

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Shunrenjin	瞬連塵	13	--
4	Reppashou	裂破衝	13	--
5	Zesshouzan	絶翔斬	15	Water
13	Genryuuzan	幻龍斬	15	--
34	Mueishou	無影衝	21	Water

* Ougi *

Level	Name	Japanese	TP Cost	Element
9	Shouha Rengashou	衝破連牙衝	21	--
15	Zekkuu Shoureppa	絶空衝裂破	24	Water
21	Renjin Ryoueijin	連塵龍影刃	24	--
24	Renjin Zanshouken	連塵斬翔剣	21	--
44	Genma Zanshouken	幻魔斬翔剣	29	--

49	Genma Rengashou	幻魔連牙衝	24	--
51	Houryuu Shoureppa	崩龍衝裂破	24	Water
60	Genma Shoureppa	幻魔衝裂破	24	--
63	Zekkuu Ryuueijin	絶空龍影刃	24	--

* Spells *

Level	Name	Japanese	TP Cost	Element
5	First Aid	ファーストエイド	5	--
18	Barrier	バリアー	15	--
26	Sharpness	シャープネス	13	--
41	Heal	ヒール	13	--
56	Cure	キュア	21	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Souryuu Metsugazan	蒼龍滅牙斬	1	Light

Commentary

A new class that can dish out damage as well as support other party members.....In reality, it's just Veigue/Great Swordsman with Healing/Support techs. -_-;

- Souryuu Metsugazan is based off Kyle's version in Destiny 2.

+++++

Playable Characters

+++++

=====

Original Character

=====

Kanonno Earhart (カノンノ・イアハート)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Sen'ouka	旋桜花	7	--
5	Bakusaizan	爆砕斬	8	Earth

* Higi *

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

24 Shishisenkou 獅子戦吼 15 --

* Ougi *

Level	Name	Japanese	TP Cost	Element
29	Ouga Bakusaizan	桜牙爆碎斬	21	Earth
49	Shishi Tenkoudan	獅子天吼弾	21	--

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
9	Stone Blast	ストーンブラスト	5	Earth
13	Fireball	ファイアボール	8	Fire
15	Recover	リカバー	21	--
18	Aqua Spike	アクアスパイク	8	Water
21	Air Thrust	エアスラスト	21	Wind
26	Heal	ヒール	13	--
44	Cure	キュア	21	--
51	Ancient Nova	エンシェントノヴァ	34	Fire

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Unchained Note	アンチェインド・ノート	1	Light

Commentary

The main heroine of RM2, plays like the RM1 Magic Knight Class. Only she uses a broadsword instead of a sword and shield.

- Unchained Note is triggered by holding the Attack button in overlimits while casting a spell.
- Despite how it looks, Unchained Note has a small radius only hitting 1 to 2 enemies at best.
- Shishisenkou launches Kannono straight up rather than a blast of energy forward.

=====
Tales of Phantasia
=====

Cless Alvein (クレス・アルベイン)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神劍	3	--
Starts	Kogahazan	虎牙破斬	7	--
Starts	Hienrenkyaku	飛燕連脚	13	--

* Higi *

Level	Name	Japanese	TP Cost	Element
13	Akisazame	秋沙雨	13	--
15	Shishisenkou	獅子戦吼	15	--
18	Shuusouraizan	襲爪雷斬	15	Wind
41	Jigenzan	次元斬	34	--
44	Senkuuretsuha	閃空裂破	21	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
21	Shuusou Senkuuha	襲爪閃空破	15	Wind
24	Majin Souhazan	魔神双破斬	21	--
26	Shishi Senretsuha	獅子千裂破	21	--
29	Shuukihou	集気法	15	--
33	Ho'ou Tenku	鳳凰天駆	21	Fire
34	Ho'ou Tenshoukyaku	鳳凰天翔脚	21	Fire
49	Shinkuuhan	真空破斬	24	--
51	Kokuu Souhazan	虚空蒼破斬	29	--
55	Jikuu Souhazan	時空蒼破斬	34	--
60	Kuukan Shouten'i	空間翔轉移	44	--
63	Ten'i Souhazan	轉移蒼破斬	44	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Meikuu Zanshouken	冥空斬翔劍	1	--

Commentary

I found that Cless was implemented very well in RM2, the only problem I found is that his Time skills use alot of TP, but for wide radius of Jigenzan and Jikuu Souhazan I can deal with it.

- Cless can only attack twice, as opposed to three times.
- Akisazame, Shishisenkou, Shuusouraizan, Jigenzan and Senkuuretsuha are all Higi, he never had any Higgs in his game.
- The last hit of Akisazame can be cancelled.
- Shuukihou heals Cless of 30% of his HP.

Cless is missing:

Juushourai
 Goushourai
 Shugohojin
 Gurenken
 Satsugeki Bukouken (makes sense, he needed the S·D weapon, so
 it could be fully used)
 Mouko Rengekiha (only in the GBA version of Phantasia)
 and most of his combination ougis which include:

Majin Hienkyaku
 Majin Senretsuha
 Majin Senkuuha
 Shuusou Hienkyaku
 Shuusou Raizanha
 Shuusou Senretsuha
 Houou Shouhazan
 Houou Senretsuha
 Houou Tenkuuha
 Shishi Hienkyaku
 Shuusou Raizanha
 Shishi Kouhazan
 Shishi Senkuuha

Mint Adnade (ミント・アドネード)

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Pikohan	ピコハン	3	--
Starts	Charge	チャージ	8	--
Starts	Deep Mist	ディープミスト	13	--
Starts	Acid Rain	アシッドレイン	13	--
13	Heal	ヒール	13	--
15	Raise Dead	レイズデッド	28	--
18	Nurse	ナース	21	--
21	Sharpness	シャープネス	13	--
26	Recover	リカバー	21	--
29	Dispel	ディスペル	29	--
34	Cure	キュア	21	--
41	Piko Piko Hammer	ピコピコハンマー	7	--
44	Barrier	バリアー	15	--
49	Resurrection	リザレクション	44	--

Commentary

Ye olde generic white mage. Moving on.....

Mint is missing:

Silence

Anidote

Time Stop

Valkyrie (only in the SNES ver of ToP, she's never getting
 this back.)

Chester Barklight (チェスター・バークライト)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Guren	紅蓮	7	Fire
Starts	Touga	凍牙	8	Water
13	Gouten	轟天	13	Wind
18	Shouha	衝破	13	Earth
26	Shuu'u	鷲羽	15	Wind
29	Hayate	疾風	8	Wind

* Ougi *

Level	Name	Japanese	TP Cost	Element
24	Shinten	震天	29	--
33	Taiga	大牙	24	--
44	Touryuu	屠龍	26	--

Commentary

Nothing much to say about Chester, he has kept all of his skills intact, the only difference is that Taiga is no longer a Higi.

- The number of arrows shot when using the skill Hayate is dependant on the character's level as shown:

Starting -> 3

40 -> 4

53 -> 5

78 -> 6

103 -> 7

128 -> 8

153 -> 9

178 -> 10.

Chester is missing:

Nada.

Arche Klaine (アーチェ・クライン)

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	8	Fire
Starts	Stone Blast	ストーンブラスト	5	Earth
Starts	Ice Needle	アイスニードル	7	Water
Starts	Lightning	ライトニング	7	Wind
13	Grave	グレイブ	7	Earth
15	Eruption	イラプション	15	Fire
18	Thunder Blade	サンダーブレード	15	Wind
21	Ray	レイ	24	Light
24	Fire Storm	ファイアストーム	15	Fire
26	Rock Mountain	ロックマウンテン	26	Earth
29	Tractor Beam	トラクタービーム	15	--
33	Ice Tornado	アイストーネード	15	Water

34	Cyclone	サイクロン	24	Wind
41	Indignation	インディグネーション	29	Wind
44	God Breath	ゴッドブレス	44	Wind
49	Explode	エクスプロード	29	Fire
51	Tidal Wave	タイダルウェイブ	29	Water
55	Black Hole	ブラックホール	29	Dark
60	Meteor Swarm	メテオスウォーム	29	--
63	Big Bang	ビッグバン	34	Light

Commentary

Ye olde generic black mage. Moving on.....Wait, why did she LOSE spells? She was fine as-is from RM1. Oh well, her spell list is still very good regardless.

- Big Bang hits the entire field.

What Arche is missing from RM1:

Tempest
Earthquake
Maelstrom
Storm

What Arche is missing from Phantasia:

Stone Wall
Ice Wall
Fire Wall

and on a latter note.....:

Distortion
Death Cloud
Extinction
(all of these are SNES spells, she's never getting these back)

Suzu Fujibayashi (藤林 すず)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Shiranui	不知火	15	--
Starts	Izuna Otoshi	飯綱落とし	15	--
Starts	Manjushage	曼珠沙華	15	Fire
15	Raiden	雷電	5	Wind

* Higi *

Level	Name	Japanese	TP Cost	Element
24	Kamaitachi	鎌鼬	24	Wind

* Ougi *

Level	Name	Japanese	TP Cost	Element
33	Samidare	五月雨	21	--
44	Jiraiya	児雷也	21	Fire

Commentary

Not a bad conversion into RM2, I expected her to use short swords though.....

- If you use Back + Attack, she will throw a kunai, instead of the normal 3 hit combo.

- Shiranui can steal an item from the enemy, it also does no damage.

Suzu is missing:

Usushimi (makes a copy of herself)

Hagakure (flees from battle)

=====
Tales of Destiny
=====

Stan Aileron (スタン・エルロン)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
Starts	Rekkuuzan	烈空斬	13	--
Starts	Kogahazan	虎牙破斬	7	--

* Higi *

Level	Name	Japanese	TP Cost	Element
21	Shishisenkou	獅子戦吼	15	--
24	Kuuga Shouryuukyaku	空牙昇竜脚	21	Fire
41	Maou Engekiha	魔王炎撃波	24	Fire
56	Senkuuretsuha	閃空裂破	21	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
15	Souryuurengazan	爪竜連牙斬	15	--
18	Shakkouken	灼光拳	15	Light
26	Senkoureppa	閃光裂破	15	Light
29	Ho'ou Tenku	鳳凰天駆	21	Fire

44	Neppa Senpuujin	熱破旋風陣	21	Fire
51	Shikou Bakuenjin	獅吼爆炎陣	24	Fire
60	Shou'ou Rekka	翔凰烈火	21	Fire
63	Satsugeki Bukouken	殺劇舞荒剣	44	Fire

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	8	Fire
11	Eruption	イラプション	15	Fire
33	Flare Tornado	フレアトーネード	24	Fire
49	Explode	エクспロード	29	Fire

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Kou'ou Tenshouyoku	皇王天翔翼	1	Fire

Commentary

I find that he plays quite awkward in RM2, he's also one of the characters I wont complain about losing moves.

- Stan is based on his ToD Remake version.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Satsugeki Bukouken is now an Ougi, rather than a Hi-Ougi still.
- Kou'ou Tenshouyoku has been reanimated.

Stan gained:

Shakkouken

Stan is missing from RM1:

Souhajin
 Bakuenken
 Hienrenkyaku
 Dankuuken
 Touryuusen
 Shinkuuretsuzan
 Gurenken
 Fire Wall
 Fire Storm
 Fearful Flare

Stan is missing from ToDr:

Majinken Shouga
 Majin Souhazan
 Hyougetsushousen (Event skill)

Resshintenshou (Event skill)
Goushourai (from equipment)
All of his Aerial Shoujutsu.

Rutee Kartret (ルーティ・カトレット)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Search Gald	サーチガルド	8	--
Starts	Snipe Air	スナイプエア	8	--
Starts	Robber Item	ローバーアイテム	15	--

* Higi *

Level	Name	Japanese	TP Cost	Element
34	Slash Rain	スラッシュレイン	15	Water
55	Serpent Edge	サーペントエッジ	15	Water

* Ougi *

Level	Name	Japanese	TP Cost	Element
24	Snipe Roar	スナイプロア	13	--
51	Bloody Rose	ブラッディローズ	21	--

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Ice Needle	アイスニードル	7	Water
11	Icicle	アイシクル	7	Water
13	Blizzard	ブリザード	15	Water
15	Heal	ヒール	13	--
18	Sharpness	シャープネス	13	--
21	Ice Tornado	アIRSTオーネード	15	Water
26	Recover	リカバー	21	--
29	Raise Dead	レイズデッド	28	--
41	Cure	キュア	21	--
49	Tidal Wave	タイダルウェイブ	29	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Commentary

The thief/healer has gotten better in RM2, the only complaint is that all her multihitting healing spells are removed.

- Rutee is based on her ToD Remake version.
- She cannot chain techs like she did in the ToD Remake, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Life Discharge damages enemies now, still doesn't revive though.

Rutee gained:

Serpent Edge (:])

Rutee is missing from RM1:

Escape Air
 Deep Mist
 Barrier
 Acid Rain
 Silence
 Dispel
 Ice Wall
 Nurse
 Maelstrom
 Resurrection

Rutee is missing from ToDr:

Anidote

Her Hi-ougi:

Trickster
 Embrace End

Lion Magnus (リオン・マグナス)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
Starts	Garyuusen	臥竜閃	8	--
Starts	Gen'eijin	幻影刃	7	--
11	Kogahazan	虎牙破斬	7	--
15	Hienrenzan	飛燕連斬	13	--
18	Gessenkou	月閃光	15	Light
44	Sougazan	双牙斬	13	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
Starts	Kuushuukun	空襲剣	8	--
56	Gessenkouhou	月閃虚崩	24	Dark

* Ougi *

Level	Name	Japanese	TP Cost	Element
21	Souryuurengazan	爪竜連牙斬	15	--
33	Marian	魔人闇	21	--
49	Houryuu Zankouken	崩龍斬光剣	21	--
51	Garyuu Meppa	臥竜滅破	21	--

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Grave	グレイブ	7	Earth
Starts	Stone Wall	ストーンウォール	15	Earth
13	Pikohan	ピコハン	3	--
24	Demon's Lance	デモンズランス	24	Dark
34	Grand Dasher	グランドダッシャー	24	Earth
41	Black Hole	ブラックホール	29	Dark

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Majin Rengokusatsu	魔神煉獄殺	1	Dark

Commentary

You can't have a fan game without the FABULOUS Lion Magnus...but at least give him more physical techs, darn it!

- Lion is based on his ToD Remake version.
- Gen'eijin will not trigger if Lion is too far from the enemy.
- He no longer has any Shouha Kenji. Garyuu Meppa and Gessenkouhou are stand alone.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Majin Rengokusatsu has been reanimated from RM1, much better Hi-Ougi now.

Lion is missing from RM1:

Stone Blast

Air Pressure
Piko Piko Hammer

Lion is missing from ToDr:

Majin Messatsuen
Majinken Souga
All of his skills from the Director's Cut.

and his Hi-Ougi:

Jouha Messhouen
Majinken Setsuga (Director's Cut)

Woodrow Kelvin (ウッドロウ・ケルヴィン)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Gouretsu	豪烈	13	--
Starts	Fuujinken	風神剣	8	Wind
Starts	Hayate	疾風	13	Wind
26	Bassaiga	抜碎牙	13	--
29	Setsuna	刹那	13	--
49	Kofuu	虚封	21	--

* Higi *

Level	Name	Japanese	TP Cost	Element
Starts	Kagerou	陽炎	8	--
15	Kourinshou	煌隣昇	15	--
21	Dankuukun	断空剣	15	Wind
41	Akisazame	秋沙雨	13	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
34	Hakuu	雹雨	21	--
51	Kuuha Zesshougeki	空破絶掌撃	24	Wind
55	Rekkuujin	烈空刃	21	Wind
63	Zetsu'ei	絶影	15	Wind

* Spells *

Level	Name	Japanese	TP Cost	Element
11	Wind Arrow	ウインドアロー	4	Wind

18	Storm	ストーム	15	Wind
24	Stream Arrow	ストリームアロー	13	Wind
33	Air Thrust	エアスラスト	21	Wind
60	God Breath	ゴッドブレス	44	Wind

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Resshou Souhajin	裂衝蒼破塵	1	Wind

Commentary

One of the few characters who had a poor conversion to RM2. Kourinshou and Setsuna don't work well at all.....

- If you use Back + Attack, he will shoot arrows from his bow, instead of the normal 3 hit combo.
- Typo. Fuujinken is listed as a Higi in the game, when it functions as a Tokugi.
- Woodrow's Hayate shoots 3 arrows regardless of level.
- Hakuu used to be Water elemental, now non-elemental.
- Gouretsu used to be Earth elemental, now non-elemental.
- Woodrow is based on his ToD Remake version.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Woodrow is missing:

Cyclone

Whirlwind

and his Hi-Ougi:

Koubu Senkousen (he should have had this instead)

Sekkazan

Philia Philis (フィリア・フィリス)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Philia Bomb	フィリアボム	8	--
Starts	Inspect Eye	インスペクトアイ	3	--

* Higi *

Level	Name	Japanese	TP Cost	Element
15	Twin Bomb	ツインボム	15	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
55	Bomb Rain	ボムレイン	21`	Fire

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Lightning	ライトニング	7	Wind
Starts	Fireball	ファイアボール	8	Fire
11	Stone Blast	ストーンブラスト	5	Earth
13	Wind Arrow	ウインドアロー	3	Wind
21	Flare Tornado	フレアトーネード	24	Fire
24	Thunder Blade	サンダーブレード	15	Wind
26	Tractor Beam	トラクタービーム	15	--
33	Piko Piko Hammer	ピコピコハンマー	7	--
34	Cyclone	サイクロン	24	Wind
44	Holy Lance	ホーリーランス	24	Light
49	Explode	エクスプロード	29	Fire
51	Indignation	インディグネーション	29	Wind
56	Meteor Swarm	メテオスウォーム	29	--
60	Black Hole	ブラックホール	29	Dark
63	Big Bang	ビッグバン	34	Light

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Sacred Blame	セクリッドブレイム	1	Light

Commentary

Philia's physical skills are lacking, but that isn't her forte. She has a great assortment of spells covering all angles (besides Water). That and her bombs cause random status effects to the enemies.

- Inspect Eye works like a Spectacles.
- Philia Bomb has a chance to paralyse the enemy.
- Twin Bomb has a chance to silence the enemy.
- Bomb Rain has a chance to turn the enemy to stone.
- Philia's Thunder Blade uses Symphonia's animation.

- Piko Piko Hammer has a fast cast time, and is 3 Pikhans that fall on the enemy instead of one huge one.
- Big Bang and Sacred Blame hit the entire field.
- Philia is based on her ToD Remake version.
- She cannot chain techs like she did in the ToD Remake, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Philia is missing:

Force Field
 Judgment
 Hide Party
 Stone Wall
 Storm
 Ice Tornado
 Fearful Flare
 Grand Dasher
 Extension
 Tidal Wave
 Stop Flow

and her Hi-Ougi:

Divine Power
 Rebirth Crusader

Mighty Kongman (マイティ・コングマン)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Falcon Fledge	ファルコンフレッジ	13	--
Starts	Rhomb Shoulder	ロンブショルダー	13	--
51	Heart Break	ハートブレイク	29	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
Starts	Great Upper	グレートアッパー	21	--
15	Ikasu Hip	イカスヒップ	13	--

 * Ougi *

Level	Name	Japanese	TP Cost	Element
Starts	Bolt Thrust	ボルトスラスト	13	Wind

11	Muscle Heat	マッスルヒート	5	Fire
21	Hell's Hurricane	ヘルズハリケーン	21	--
26	Ressurect Kiai	リザレクトキアイ	8	--
29	Messa Throw	メッサスロウ	24	--
34	Metal Body	メタルボディ	8	--
44	Heavy Bomber	ヘヴィボンバー	21	Light
49	Crush Earth	クラッシュアース	15	Earth

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Tres Bien Hip	トレビアンヒップ	1	--

Commentary

ORE-SAMA WA CHAMPION DA!!!!

- Ressurect Kiai revives a character, and doesn't have a chance of failing now.
- Muscle Heat doesn't poison Kongman when you use it now.
- Heart Break now causes a automatic dizzy, instead of Stop status.
- Kongman is based on his ToD Remake version.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Kongman is missing:

His Hi-Ougi

Gossa Blow

Lilith Aileron (リリス・エルロン)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Lilith Rush	リリスラッシュ	15	--
Starts	Kick Rock	キックラック	8	--
Starts	Turn Over	ターンオーバー	13	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
13	Shisha no Mezame	死者の目覚め	15	--
15	Manbou Senkou	まんぼう戦吼	21	Water

26	Aqua Smite	アクアスマイト	8	Water
41	Steak Flare	ステーキフレア	13	Fire

 * Ougi *

Level	Name	Japanese	TP Cost	Element
18	Flashback	フラッシュバック	21	Light
21	Manbou Stride	まんぼうストライド	24	Water
44	Rainbow Arch	レインボーアーチ	13	Light

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Thunder Sword	サンダーソード	1	Wind

Commentary

The lovely secret character who uses cookware as a weapon is in!
 She is toned down alot from ToDr though, for better or worse....

- Lilith is based on her ToD Remake version.
- She cannot chain techs like she did in the ToD Remake, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Lilith is missing:

Nothing.

=====
 Tales of Eternia
 =====

Rid Hershel (リッド・ハーシェル)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
3	Majinken	魔神剣	3	--
5	Chirisazame	散沙雨	7	--
7	Kogahazan	虎牙破斬	7	--
29	Rekkuzan	裂空斬	13	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

11	Majinken Souga	魔神劍・双牙	13	--
15	Akisazame	秋沙雨	13	--
26	Kogarenzan	虎牙連斬	13	--
34	Senkuureppa	閃空裂破	21	--
44	Shinkuuretsuzan	真空裂斬	21	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
13	Fuuraijinken	風雷神劍	21	Wind
18	Majin Senretsuha	魔神千烈破	21	--
21	Majin Rengazan	魔神連牙斬	21	--
24	Kuuha Zesshougeki	空破絕掌擊	24	Wind
33	Gurenken	紅蓮劍	15	Fire
41	Senkuu Shoureppa	閃空翔裂破	21	--
51	Senkuu Souhazan	閃空双破斬	29	--
55	Shou'ou Rekkugeki	翔雨裂空擊	29	--
56	Ho'ou Tenku	鳳凰天驅	21	Fire
60	Mouko Rengekiha	猛虎連擊破	34	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Kyokkouheki	極光壁	1	Light

Commentary

Rid is a very good character in RM2, if a bit slow. The only thing is WHY Gurenken was added to the list? and why was Rajinken removed? That just sticks out to me.

- The last hit of Akisazame can be cancelled.

- Ho'ou Tenku can be used in the air.

- Kyoukouheki hits the entire field.

Rid is missing from RM1:

Raijinken

Fuujin Bakufuu (was too slow to link into combos anyway)

Raijin Souhazan

Rid is missin from Eternia:

Dankuukun (Senkuureppa + Cyclone)

and Hi-Ougis:

Ryuuko Metsugazan (Given to Great Swordsman)

Hi'ou Zetsuenshou (Given to Twinsword)

Fuujin Fuubakusatsu (100% differnt from the ninja class)

Kyokkouken

Kyoukouha

Farah Oersted (ファラ・エルステッド)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Shouteiha	掌底破	13	--
3	Hienrenkyaku	飛燕連脚	13	--
5	Rengadan	連牙弾	13	--
9	Sazanka	三散華	15	--

* Higi *

Level	Name	Japanese	TP Cost	Element
13	Shishisenkou	獅子戦吼	15	--
15	Yousoushuugeki	鷹爪蹴撃	15	--
18	Garyuu Kuuha	臥龍空破	24	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
21	Sanka Moushuukyaku	散華猛襲脚	21	--
29	Soudou Souteiha	双撞掌底破	24	--
34	Hien Rentenkyaku	飛燕連天脚	24	--
44	Yousou Rakubakushuu	鷹爪落瀑蹴	24	--
63	Satsugeki Bukouken	殺劇舞荒拳	44	Fire

* Chiyuwaza *

Level	Name	Japanese	TP Cost	Element
11	Chiyukou	治癒功	13	--
26	Gedoukukou	解毒功	8	--
55	Kaiseikou	回生功	44	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Karyuu Enbu	火龍炎舞	1	Fire

Commentary

I find Farah wierd to play in RM2, probably because of the new combo chain she was given. Maybe it's just me.

- Farah can only use her normal attack twice, and comes out very fast.
- Hiyouhonpo is not lost, the animation is used for her forward+guard movement. (Crossing like in ToL and ToI.)
- Farah uses the Tokugi - Higi - Ougi - Hi-Ougi chain, as opposed to Ground - Air - Anti-Air - Force from her respective game.
- Karyuu Enbu only hits twice.
- Chiyukou heals 20% percent of targeted character's HP.
- Gedoukukou heals poison.
- Kaiseikou revives a dead character.
- Chiyukou, Gedoukukou, and Kaiseikou's casting time can be lowered by cast time lowering equipment.

Farah is missing:

Hachiyourenge

Tenketsu Bakutai

Shikou Bakusaijin (given to Monk class)

Kairyuken (combo with Garyuu Kuuha and Heal)

Raisenken (combo with Soudou Souteiha and Thunder Blade)

Keel Zeibel (キール・ツアイベル)

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Aqua Edge	アクアエッジ	8	Water
Starts	Wind Cutter	ウィンドカッター	7	Wind
Starts	Fireball	ファイアボール	8	Fire
5	Holy Bless	ホーリーブレス	8	--
9	Recover	リカバー	21	--
11	Eruption	イラプション	15	Fire
13	Heal	ヒール	13	--
15	Air Thrust	エアスラスト	15	Wind
18	Nurse	ナース	13	--
21	Freeze Lancer	フリーズランサー	21	Water
24	Cure	キュア	21	--
26	Cyclone	サイクロン	24	Wind
29	Barrier	バリアー	15	--
33	Ray	レイ	24	Light
41	Raise Dead	レイズデッド	28	--
44	Holy Lance	ホーリーランス	24	Light
49	Absolute	アブソリュート	34	Water
51	Resurrection	リザレクション	44	--
55	Explode	エクスプロード	29	Fire
60	Shooting Star	シューティングスター	55	--

Commentary

You don't need a Hi-ougi to be good, and Keel proves this. He has a very good selection of spells in his arsenal.

- Holy Bless will make the target recover 10% of HP when damage is taken, and will last for 5 hits.
- Shooting Star has a WIDE AoE, hits multiple times, and will probably dizzy a foe quite easily.

Keele is Missing:

Nothing. (You could choose what spells you wanted by putting the appropriate Craymel in his Cramel Cage, so you can give him what you wanted.)

Chat (チャット)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Pikohan	ピコハン	7	--
13	Robber Item	ローバーアイテム	15	--
15	Poihan	ポイハン	8	--

* Higi *

Level	Name	Japanese	TP Cost	Element
34	Paralay Ball	パラライボール	21	Wind

* Ougi *

Level	Name	Japanese	TP Cost	Element
24	Kochihan	コチハン	13	Water
29	Eternal Throw	エターナルスロー	5+	--

Commentary

Out of all the characters they could have picked, they picked Chat. I never expected this. Instead of relying on her for damage, aim for her gimmicks and status effects instead.

- Robber Item use to be a Higi, now a Tokugi.
- Pikohan has a chance to stun the enemy.
- Robber Item can steal items from the enemy(duh).

- Poihan has a chance to poison the enemy.
- Kochihan has a chance to petrify the opponent.
- Paralay Ball has a chance to paralyse the opponent.
- Eternal Throw uses 5 TP to start and will keep going and continuously drain TP until Chat runs out, or is knocked out of the move.

Chat is missing:

Nothing.

Celsius (セルシウス)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
33	Hienrenkyaku	飛燕連脚	13	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
Starts	Icicle Fall	アイシクルフォール	4	Water
24	Shishisenkou	獅子戦吼	15	--
41	Hyoushuurengeki	氷襲連撃	21	Water

 * Ougi *

Level	Name	Japanese	TP Cost	Element
18	Freeze Lancer	フリーズランサー	34	Water
44	Toujin Juurengeki	凍刃十連撃	44	Water

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Ice Needle	アイスニードル	7	Water
15	Absolute	アブソリュート	34	Water
21	Blizzard	ブリザード	15	Water

Commentary

I can't really say much for Celsius, since she was never playable besides other fangames. They could have easily given her Shikou Bakusaijin for a Hi-ougi though.....

- Celsius can only use her normal attack twice, as opposed to three times.

Celsius is missing:

Nothing?

=====
Tales of Destiny 2
=====

Kyle Dunamis (カイル・デュナミス)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Souhajin	蒼破刃	3	Wind
Starts	Chirihajin	散葉塵	13	--
Starts	Kuushouzan	空翔斬	15	--
15	Senkoushou	閃光衝	21	Light
21	Bakuenken	爆炎剣	21	Fire

* Higi *

Level	Name	Japanese	TP Cost	Element
13	Souhatsui ren	蒼破追蓮	15	Wind
18	Chirahakareha	散葉枯葉	21	--
26	Kuushoureppu	空翔裂風	21	--
44	Bakuenrenshou	爆炎連焼	24	Fire
55	Senkoushoutsui	閃光翔墜	29	Light

* Ougi *

Level	Name	Japanese	TP Cost	Element
24	Garen Souhajin	牙連蒼破刃	21	Wind
29	Touryuu Rengekiha	屠龍連擊破	21	--
33	Kuuha Zeppugeki	空破絶風擊	21	Wind
41	Shikkuu Rensatsuken	疾空連殺剣	21	--

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Wind Slash	ウインドスラッシュ	7	Wind
11	Flame Drive	フレイムドライブ	8	Fire
49	Thrust Fang	スラストファンク	21	Wind

51	Burn Strike	バーンストライク	15	Fire
56	Vortex Heat	ヴォルテックヒート	29	Wind

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Zankuu Tenshouken	斬空天翔剣	1	--

Commentary

Alpha Systems really took liberty for Kyle's TP usage for his physical skills. A combo of Senkoushou - Bakunenrenshou - Touryuu Rengekiha would be 66 TP.

- Kyle's Tsuka Tokugi/Extensions are all now Higi, so you don't have to hold the Attack button from the respective skills to use them.

- Senkoushoutsui is took slow to chain into any ougi.

Kyle is missing:

Ganzan Messaijin
 Dely Ray
 Stone Zapper

and his hi-ougis:

Reshou Souhajin (lol Woodrow)
 Zeppa Messhougeki
 Souryuu Metsugazan (given to Paladin)
 Shou'ou Zetsuenshou

Reala (リアラ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Fuujinshou	風神招	15	Wind
15	Tenshoudan	天翔弾	21	--
18	Ryuurendan	流蓮弾	21	Water
21	Gouhouren	護法蓮	24	Earth

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Wind Slash	ウインドスラッシュ	7	Wind
Starts	Aqua Spike	アクアスパイク	8	Water
Starts	Flame Drive	フレイムドライブ	8	Fire
Starts	Stone Zapper	ストーンザッパー	13	Earth

11	Heal	ヒール	13	--
24	Burn Strike	バーンストライク	15	Fire
26	Air Pressure	エアプレッシャー	21	Earth
29	Thrust Fang	スラストファング	21	Wind
33	Splash	スプラッシュ	24	Water
41	Ancient Nova	エンシェントノヴァ	34	Fire
44	Raise Dead	レイズデッド	28	--
51	Ressurrection	リザレクション	44	--
56	Embrace End	インブレイスエンド	44	Water
60	Grand Vanish	グランヴァニッシュ	55	Earth
63	Fearful Storm	フィアフルストーム	55	Wind

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Aqua Rimms	アクアリムス	1	Water

Commentary

Another well done conversion into RM2, not much to say about her.

- Grand Vanish uses the animation for ToS's Grand Dasher while Grand Dasher itself uses Abyss animation. Gran Vanisher is supposed to suck enemies into a bottomless pit whereas Grand Dasher hits with Stalagtites.
- Fearful Storm is a stronger Cyclone recolor. Go figure.
- Gouhouren can restore HP to allies near her.
- Aqua Rimms heals 40% of the party's HP. It also hits the entire field.

Reala is missing:

All of her extensions (To be expected, or else her tech list would be oversaturated)

Her Hi-ougi:

Sylph's Tear
 Flame Brave
 Earth Tapper

Nanaly Fletch (ナナリー・フレッチ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Garensen	牙連閃	15	Wind

 * Ougi *

Level	Name	Japanese	TP Cost	Element
Starts	Rekkasen	烈火閃	13	Fire
15	Kokuusen	虚空閃	21	--
21	Tsuiyousen	墜陽閃	34	Dark
29	Senhyousen	扇氷閃	34	Water
44	Ryuuensen	龍炎閃	34	Fire

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Wind Slash	ウインドスラッシュ	7	Wind
Starts	Aqua Spike	アクアスパイク	8	Water
Starts	Flame Drive	フレイムドライブ	8	Fire
13	Shadow Edge	シャドウエッジ	13	Dark
18	Burn Strke	バーンストライク	15	Fire
26	Slash Fang	スラストファンク	21	Wind
33	Splash	スプラッシュ	24	Water
49	Ancient Nova	エンシェントノヴァ	34	Fire

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Wild Geese	ワイルドギース	1	--

Commentary

The only problem I have with Nanaly, is like Kyle, her physical techs have a high TP usage.

- All her arrow techs have become ougi, except Garensen which stayed a Tokugi.

Nanaly is missing:

Her spell extensions.

Embrace End

Harold Belserius (ハロルド・ベルセリオス)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Raigashou	雷牙衝	15	Light
Starts	Garengeki	華連撃	15	--
18	Ensenken	影閃剣	21	Dark
21	Kyoeisou	鏡影槍	21	Dark

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Cure	キュア	21	--
11	Delta Ray	デルタレイ	8	Light
13	Shadow Edge	シャドウエッジ	13	Dark
24	Trinity Spark	トリニティスパーク	15	Light
26	Negative Gate	ネガティブゲイト	21	Dark
29	Resurrection	リザレクション	44	--
33	Bloody Cross	ブラッディクロス	24	Dark
34	Evil Sphere	イービルスフィア	29	Dark
44	Crush Gust	クラッシュガスト	29	Water
49	Prism Flasher	プリズムフラッシャ	29	Light
51	Ancient Nova	エンシェントノヴァ	34	Fire
55	Shining Spear	シャイニングスピア	34	Light
56	Embrace End	インブレイスエンド	44	Water
60	Divine Saber	ディバインセイバー	55	Wind
63	Execution	エクセキューション	56	Dark

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Princess of Mermaid	プリンセス・オブ・マーメイド	1	--

Commentary

Unlike the other ToD2 cast, she has all of her extensions. Probably because she only had 12 spells to begin with....and if Crazy Comet was stil a normal spell, she'd be in my party permanantly.

- Execution is the strongest spell in the game, damage output being 5300, only Hi-ougi have that high of a damage formula.
- Her spell extensions are now used as normal spells. No need to hold the arte button down to use them.
- Divine Saber is now Wind Elemental, instead of Light.
- Princess of Mermaid is actually her whole Crazy Comet chain in sucession. (Crazy Comet, Twinkle Star, Mix Master, & Princess of Mermaid)
- Princess of Mermaid hits the entire field.

Harold is missing:

Splash

and her Hi-ougi:

Sol Bright
Luna Shade
Aqua Rimms

=====

Tales of Symphonia

=====

Lloyd Irving (ロイド・アーヴィング)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
Starts	Shunjinken	瞬迅剣	5	--
Starts	Chirisazame	散沙雨	7	--
Starts	Kogahazan	虎牙破斬	7	--
8	Rekkuuzan	裂空斬	13	--

* Higi *

Level	Name	Japanese	TP Cost	Element
11	Shishisenkou	獅子戦吼	15	--
13	Majinken Souga	魔神剣・双牙	13	--
15	Akisazame	秋沙雨	13	--
18	Kogarenzan	虎牙連斬	13	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
21	Shikousenpa	獅吼旋破	15	--
24	Majin Kuugashou	魔神空牙衝	15	--
26	Majin Souhazan	魔神双破斬	21	--
29	Reppuu Kuugashou	烈風空牙衝	21	--
34	Hiten Shouku	飛天翔駆	15	--
41	Shikou Reppuu	獅吼烈風	21	--
44	Shuu'u Souhazan	驟雨双破斬	21	--
49	Shishi Senretsuha	獅子千烈破	21	--
51	Majin Rengazan	魔神連牙斬	21	--
55	Shinkuu Senretsuha	真空千裂破	21	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Tenshou Souhazan	天翔蒼破斬	1	--

What can I say, Lloyd is Lloyd. Proving that 1+1 Sword is 200% Power! =_=

- Shinkuu Senretsuha was given to Lloyd in the PS2 version of ToS.
- Lloyd can use Hiten Shouku in the air.
- Lloyd is using techs from his T-type tree.

Lloyd is missing from RM1:

Shinkuuretsuzan
Zankoushigure

Lloyd is missing from Symphonia (not counting S-type):

Fujinken
Suigojin (lowered damage to all attacks)
All elemental variations of his normal techs.

Collet Brunel (コレット・ブルーネル)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Ray Thrust	レイトラスト	5	Light
Starts	Pikohan	ピコハン	7	--
13	Poihan	ポイハン	8	Water
21	Robber Item	ローバーアイテム	15	--

* Higi *

Level	Name	Japanese	TP Cost	Element
Starts	Brandish	ブランディス	13	Light
11	Ray Shiraze	レイシレーゼ	13	Light
15	Piko Piko Hammer	ピコピコハンマー	13	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
18	Kochihan	コチハン	13	Water
24	Grand Chariot	グランシャリオ	15	Light
26	Rimue Rayer	リミュエレイヤー	21	Light
29	Range Wingle	レンジウィングル	15	Light
49	Piko Rain	ピコレイン	34	--
51	Stardust Cross	スターダスト・クロス	15	--

* Spells *

Level	Name	Japanese	TP Cost	Element
41	Angel Feather	エンジェル・フェザー	24	Light
44	Grand Cross	グランドクロス	55	Light
55	Holy Song	ホーリーソング	34	Light
60	Judgment	ジャッジメント	56	Light

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Holy Judgment	ホーリージャッジメント	1	Light

Commentary

.....and to this day, I have NO idea what language the Katakana for some of Collet's skills are supposed to be --;.....aaaannnyway I find that her induction to RM2 is TOO good. Most of her skills were made Light elemental, and her Hi-Ougi does ALOT of damage.....if it hits fully.

- Collet is using techs from her T-type tree.
- Holy Judgment is no longer random, just hold the Attack button during overlimits while casting a spell.
- Grand Cross is not new, it was added in the PS2 version of ToS.
- Holy Song raises Attack, Defence and heals 20% of HP, but will not stack with Sharpness, Barrier and the like. It also has a near instant casing time.
- Collet's Poihan has a VERY high chance of poisoning the enemy.
- Collet's Kochihan has a VERY high chance of petrifying the enemy.
- Robber Item used to be an Ougi, now dropped to a Tokugi.

Collet is missing (not counting S-type):

Item Steal (weaker version of Robber Item)

Reduce Damage (lowered all damage by 20%)

Reviverser (dealt damage, healed allies, killed Collet)

Genius Sage (ジーニアス・セイジ)

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	8	Fire
Starts	Stone Blast	ストーンブラスト	5	Earth

Starts	Wind Cutter	ウインドカッター	7	Wind
Starts	Aqua Edge	アクアエッジ	8	Water
Starts	Lightning	ライトニング	7	Wind
9	Icicle	アイシクル	9	Water
13	Rock Break	ロックブレイク	15	Earth
15	Spread	スプレッド	21	Water
18	Air Thrust	エアスラスト	21	Wind
21	Eruption	イラプション	15	Fire
24	Thunder Blade	サンダーブレード	15	Wind
26	Ice Tornado	アイストーネード	15	Water
29	Raging Mist	レイジングミスト	24	Fire
33	Tidal Wave	タイダルウェイブ	29	Water
41	Grand Dasher	グランドダッシャー	24	Earth
44	Cyclone	サイクロン	24	Wind
51	Explode	エクスプロード	29	Fire
55	Indignation	インディグネーション	29	Wind
60	Meteor Swarm	メテオスウォーム	29	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Indignate Judgement	インディグネイト・ジャッジメント	1	Wind

Commentary

Use him like you would in RM1/Symphonia. No need to remove some of his spells though.

- Indignate Judgment hits the whole field.
- Grand Dasher uses Abyss's animation.
- Genius is using techs from his T-type tree.

Genius is missing from RM1:

Add Pressure
Gravity

Genius is missing from Symphonia (not counting S-type):

Ice Tornado
Force Field (lowers damage to all attacks)

Refill Sage (リフィル・セイジ)

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Charge	チャージ	8	--
Starts	Barrier	バリアー	15	--

9	Recover	リカバー	21	--
11	Dispel	ディスペル	15	--
13	Photon	フォトン	24	Light
15	Raise Dead	レイズデッド	28	--
18	Nurse	ナース	21	--
21	Field Barrier	フィールドバリアー	44	--
24	Recuperate	リキュペレート	24	--
27	Esparade Erase	エスプレイドイレイズ	29	--
29	Hurtless Circle	ハートレスサークル	34	--
41	Ray	レイ	24	Light
49	Resurrection	リザレクション	44	--

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Sacred Shine	セイクリッドシャイン	1	Light

Commentary

A straight rip from RM1. Could have given her Aggregate Sharp or Sharpness at least.

- Refill is using techs from her T-type tree.
- Hurtless Circle heals only the area around the caster now, and can't be cast over anyone.
- Sacred Shine hits the entire field.

Refill is missing (not counting S-type):

Force Field (lowers damage to all attacks)
 Sharpness
 Aggregate Sharp
 Inspect Magic (Works like a specticles)

and her Hi-ougi:

Fairy Circle

Kratos Aurion (クラトス・アウリオン)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
Starts	Shunjinken	瞬迅剣	5	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
8	Gou Majinken	剛・魔神剣	13	--
13	Kuuhashou	空破衝	13	--
15	Senkuureppa	閃空裂破	21	--
24	Raijinken	雷神剣	15	Wind

 * Ougi *

Level	Name	Japanese	TP Cost	Element
26	Shugohoujin	守護方陣	13	--
29	Gurenken	紅蓮剣	15	Fire
41	Senkoutsuijinga	閃光墜刃牙	15	--
51	Majin Senkuuha	魔神閃空破	15	--
55	Fuuraijinken	風雷神剣	21	Wind

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	8	--
Starts	Fireball	ファイアボール	5	Fire
Starts	Stone Blast	ストーンブラスト	5	Earth
11	Eruption	イラプション	15	Fire
18	Heal Wind	ヒールウィンド	34	--
21	Grave	グレイブ	7	Earth
49	Heal Stream	ヒールストリーム	44	--
60	Judgment	ジャッジメント	56	Light

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Shining Bind	シャイニング・バインド	1	Light

Commentary

A little toned down from RM1, but still good none the less, a great addition to the party.

- Kratos can attack five times with his normal attack, as opposed to three times.
- Shugohojin and Shining Bind were given to Kratos in the PS2 version of ToS.
- Heal Wind & Heal Stream have a near instant casting time.
- Kratos is using techs from his S-type tree.
- Shining Bind hits the entire screen.

Kratos is missing:

Suigojin (lowered damage to all attacks)
Gansaiken
Anything else that Kratos is missing was given to Zelos,
and vice-versa.

Zelos Wilder (ゼロス・ワイルダー)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
Starts	Shunjinken	瞬迅剣	5	--

* Higi *

Level	Name	Japanese	TP Cost	Element
8	Majinken Souga	魔神剣・双牙	13	--
21	Fuujinken	風迅剣	13	Wind
15	Senkuureppa	閃空裂破	21	--
24	Raijinken	雷神剣	15	Wind
26	Dankuuken	断空剣	15	Wind

* Ougi *

Level	Name	Japanese	TP Cost	Element
29	Gurenken	紅蓮剣	15	Fire
41	Senkuu Shoureppa	閃空衝裂破	21	--
51	Majin Senkuuha	魔神閃空破	15	--
55	Fuuraijinken	風雷神剣	21	Wind

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	8	--
Starts	Wind Cutter	ウインドカッター	7	Wind
Starts	Lightning	ライトニング	7	Wind
11	Air Thrust	エアスラスト	21	Wind
13	Thunder Blade	サンダーブレード	15	Wind
18	Heal Wind	ヒールウィンド	34	--
49	Heal Stream	ヒールストリーム	44	--
60	Judgment	ジャッジメント	56	Light

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Divine Judgment	ディバイン・ジャッジメント	1	Light

Commentary

Well, I see no point of having both him and Kratos in the party at the same time. It's all up to preference, I guess.

- Heal Wind & Heal Stream have a near instant casting time.
- Since RM2 only uses 6 elements, all Lightning spells are Wind element now.
- Zelos has a 2-3 second lag when casting a spell, making it easier to knock him out of it.
- Judgment, Dankuiken, and Divine Judgment are all from the PS2 version of ToS.
- Divine Judgment hits the entire field and is triggered by holding the Attack button in overlimits while casting a spell.
- Zelos is using techs from his T-type tree,

Zelos is missing:

Suigojin (lowered damage to all attacks)

Gansaiken

Anything else that Zelos is missing was given to Kratos, and vice-versa.

Presea Combatir (プレセア・コンバティール)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Bakusaizan	爆碎斬	8	Earth
Starts	Kogetsusen	弧月閃	5	--
8	Ressenbu	裂旋斧	8	--
11	Houshuugeki	崩襲撃	8	--
13	Shippuressen	疾風裂旋	13	Wind

 * Higi *

Level	Name	Japanese	TP Cost	Element
13	Shougetsusousen	翔月双閃	15	--
21	Sousenrenbu	双旋連斧	13	--
24	Bakkairanbu	爆壊連舞	13	Earth
34	Houshoushuugeki	崩昇襲撃	15	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
Starts	Shikou Metsuryuusen	獅吼滅龍閃	21	--
18	Raishuuhougeki	雷襲崩撃	13	Wind
26	Shoubu Retsugekka	翔舞烈月華	21	--
41	Kuusen Rentenbu	空旋連転斧	15	--
44	Sougetsu Bakurenbu	双月爆連舞	21	Earth
51	Fugaku Shuusaigeki	斧顎襲碎撃	21	--
55	Renga Bakusaijin	連牙爆碎迅	15	Earth

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Hien Messhoujin	緋焰滅焦陣	1	Fire

Commentary

Presea is the only character to purely use axes in RM2, (the other 2 use both swords and axes) and the representative for the Warrior class, and for a damned good reason. Hien Messhoujin = love.

- Presea is using techs using her T-type tree.

- Raishuuhougeki, Shippuretsusen, and Hien Messhoujin are not new, they were added to the PS2 version of ToS.

Presea is missing (not counting S-type):

Chisei jin (lowers damage from all attacks).

Reppa Enshougeki (PS2, given to Warrior)

=====
Tales of Rebirth
=====

Veigue Lungburg (ヴェイグ・リュングベル)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Zehhyoujin	絶氷刃	7	Water
Starts	Shunrenjin	瞬連塵	13	--
Starts	Reppashou	裂破衝	13	--
13	Zesshouzan	絶翔斬	15	Water
24	Genryuuzan	幻龍斬	15	--
34	Mueishou	無影衝	21	Water
*	Majinken	魔神剣	3	--

 * Ougi *

Level	Name	Japanese	TP Cost	Element
Starts	Renjin Rehhyougeki	連塵裂氷撃	21	Water
Starts	Touga Shoureppa	凍牙衝裂破	15	Water
15	Zekkuu Rehhyougeki	絶空裂氷撃	21	Water
18	Shouha Rengashou	衝破連牙衝	21	--
21	Renjin Zanshouken	連塵斬翔剣	21	--
26	Zekkuu Shoureppa	絶空衝裂破	24	Water
29	Renjin Ryuueujin	連塵龍影刃	24	--
41	Touga Mueiken	凍牙無影剣	24	Water
44	Genma Rengashou	幻魔連牙衝	24	--
49	Houryuu Shoureppa	崩龍衝裂破	24	Water
51	Genma Shoureppa	幻魔衝裂破	24	--
55	Zekkuu Ryuueijin	絶空龍影刃	24	--
60	Houryuu Mueiken	崩龍無影剣	29	--

Commentary

Good ol' Veigue, give him a good level and broad sword and he kills things in seconds.....Also, obligatory CLLLLLLLLLLLAAAAA
 -AAAAARRRRRRREEEEEEE!!!!

- Majinken is learned from a quest.

Veigue is missing:

Skills learned from the "-no Tamashi" accesories:

- Shunjinken
- Kogahazan
- Senkoushou
- Kuushuuken
- Muhyoushou

and:

- Zetsu Muhyousou
- Zetsu Shun'eijin
- Touga Ryuueijin
- Genma Zanshouken

Mao (マオ)

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Flare Shot	フレアショット	15	Fire
Starts	Wind Edge	ウィンドエッジ	15	Wind
Starts	Arch Shade	アーチシェイド	15	Dark
13	Aiming Heat	エイミングヒート	24	Fire
15	Burn Strike	バーンストライク	15	Fire

21	Negative Gate	ネガティブゲイト	21	Dark
24	Gale Slash	ゲイルスラッシュ	24	Wind
29	Gusty Nail	ガスティーネイル	29	Wind
34	Fearful Storm	フィアフルストーム	55	Wind
36	Bloody Cross	ブラッディクロス	24	Dark
44	Blazing Hearts	ブレイジングハーツ	44	Fire
50	Disaster Roar	ディザスターロアー	55	Dark

Commentary

Mao is just another spellcaster with unique spells, Disaster Roar looks awesome too.

Mao is missing:

F Flame
F Enchant

Eugene Gallarado (ユージーン・ガラルド)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Senpuusou	旋風槍	8	Wind
Starts	Rekkusou	裂駆槍	13	--
Starts	Gouhasou	轟破槍	15	Earth
13	Shunjinsou	瞬迅槍	15	--
41	Messhousou	滅翔槍	21	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
Starts	Reppuu Jinsoushou	裂風迅槍衝	21	Wind
15	Goubaku Senpuuga	轟爆旋風牙	24	Wind
18	Reppuu Shunjinsatsu	裂風瞬迅殺	24	Wind
21	Shunsatsu Jinsoushou	瞬殺迅槍衝	24	--
29	Messatsu Senpuuga	滅殺旋風牙	24	Wind
34	Ressou Tenshougeki	裂走天翔撃	29	--
44	Jinrai Goushougeki	迅雷轟衝撃	29	Wind
49	Goubaku Tenshougeki	轟爆天翔撃	29	Earth
51	Shunsatsu Tenshougeki	瞬殺天翔撃	29	Earth

Commentary

Ummmmmmmm, what? He gains the ability to use equipment, but loses techs instead? Oh well, he still is a high damage dealer like he was in Rebirth. He could have at least kept Jinrai Tenshougeki...

- All of his skills that were Light elemental in Rebirth are now Wind.

Eugene is missing from RM1 & Rebirth:

Tenraishou (STILL?)
Ren Koutaisou
Ren Kyoumeidan
Goubaku Jinsoushou
Reppuu Bakuraijin
Ressou Bakuraijin
Shunsatsu Goushougeki
Jinrai Shunjinsatsu
Jinrai Tenshougeki (;_;

Annie Barrs (アニー・バース)

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Power Kraft	パワー・クラフト	7	Fire
Starts	Guard Wasser	ガード・ヴァッサー	7	Water
Starts	Life Materia	ライフ・マテリア	7	Earth
11	Charge Wind	チャージ・ヴィント	7	Wind
13	Reduce Regen	レデュース・レーゲン	13	Earth
15	Shave Regen	シェイブ・レーゲン	13	Earth
18	Mind Geist	マインド・ガイスト	7	Light
21	Blast Regen	ブラスト・レーゲン	13	Earth
24	Resist Wille	レジスト・ヴィレ	7	Dark
26	Gambit Regen	ガンビット・レーゲン	13	Earth
29	Rise Elixer	R(ライズ)・エリキシル	21	Dark
33	Drug Leben	D(ドラッグ)・レーベン	8	Water
41	Heal Regen	ヒール・レーゲン	13	Earth
44	Arts Regen	アーツ・レーゲン	13	Earth
49	Break Regen	ブレイク・レーゲン	13	Earth

Commentary

Annie with her buffs, debuffs, Life Materia and Heal Regen make her the best pure support character in the game. Too bad her AI sucks horribly without some major tweaking in AI commands.

- Most of Annie's skills work completely different from Rebirth, as I will explain.
- Power Kraft raises physical attack power and cures all status effects for all allies in an AoE temporarily.
- Guard Wasser raises physical defence power and cures all status effects for all allies in an AoE temporarily .
- Life Materia gives all allies a HP regenerative effect and cures all status effects for all allies in an AoE temporarily.
- Charge Wind recovers 10% of max TP and cures all status effects to all allies in an AoE temporarily.
- Mind Geist raises magical attack power and cures all status effects to all allies in an AoE temporarily.

- Resist Wille raises magical defence power and cures all status effects to all allies in an AoE temporarily.
- Reduce Regen temporarily reduces the physical attack power for all enemies by 10%.
- Shave Regen reduces the physical defence power for all enemies by 10% temporarily.
- Blast Regen reduces the arte attack power for all enemies by 10% temporarily.
- Gambit Regen increases the arte attack power for all allies by 10% temporarily.
- Rise Elixer revives all allies in range, and also restores Annie's HP.
- Drug Leben steals HP from enemies and shares it to all allies in range.
- Heal Regen heals 50% of all allies HP.
- Arts Regen raises all allies Overlimit gauges by 8%.
- Break Regen increases the chances to break the guard of all enemies,

Annie is missing:

Pain Regen (increases the knockback rate of enemies)

Burst Regen (Raises the enemies Rage Gauge, ToR game mechanic.)

Stun Regen (Lowers the enemies Rage Gauge, ToR game mechanic.)

Flash Regen (3 seconds of invincibility, not surprised she doesn't have it)

Fast Regen (increases characters movement speed)

=====

Tales of Legendia

=====

Senel Coolidge (セネル・クーリッジ)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神拳	3	--
Starts	Genryuuken	幻竜拳	4	--
Starts	Hakugekishou	迫撃掌	5	--
9	Funryuugeki	噴竜撃	7	--
13	Goushourai	剛招来	8	--
15	Hienrenkyaku	飛燕連脚	13	--
26	Rondo Senpuu	輪舞旋風	13	--
34	Garyuusai	臥竜碎	15	--

* Higi *

Level	Name	Japanese	TP Cost	Element
7	Keigan Sairakugeki	軽岩碎落撃	15	--
11	Shinryuugeki	神竜撃	13	--
18	Rekigan Hakurakugeki	礫岩迫落撃	21	--
29	Kyogan Retsurakugeki	巨岩裂落撃	21	--
44	Shishisenkou	獅子戦吼	15	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
Starts	Majin Genryuuken	魔神幻竜拳	7	--
21	Hien Genryuuken	飛燕幻竜拳	15	--
24	Renga Hienkyaku	連牙飛燕脚	15	--
33	Majinken Ryuuga	魔神拳・竜牙	15	--
41	Rondo Funryuurengeki	輪舞噴竜連撃	21	--
49	Saiga Bakuryuuken	碎臥爆竜拳	29	--
51	Bakugadan	爆牙弾	21	--
55	Rondo Bakugadan	輪舞爆牙弾	21	--
60	Ryuu'ou Tenku	竜凰天駆	13	--

Commentary

This is annoying, I still want to know why Alpha Systems are dropping characters skills for RM1 characters when there was no need too.
I guess to make Senel different from the Fighter class, I suppose.

- For some apparent reason the Legendia characters fill up the Overlimit gauge faster than the other Tales cast. (Need more testing.)

- Goushourai raises Senel's attack for about 1 minute.

Senel is missing from RM1:

Yousoukyaku
Rengadan
Bakuryuuken
Hakugeki Senkou
Ho'ou Tenku
Hien Genryuuken

Senel is missing from Legendia:

Majinken Souga
Bakugekishou
Hakugeki Goushourai
Rengan Houraigeki (throws light enemies)
Gakugan Zetsurakugeki (throws massive enemies)
Banbutsu Shintsuigeki (throws any enemy)
All of Senel's Garyuu Ougi/Compound techs.

Chloe Valens (クロエ・ヴァレンス)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
Starts	Chirisazame	散沙雨	7	--
Starts	Kogahazan	虎牙破斬	7	--
8	Shipuusen	疾風閃	7	--
13	Kuuretsuzan	空裂斬	5	--
15	Shoubu	昇舞	8	--
26	Genshouken	幻晶剣	3	--
33	Jin'u	迅羽	15	--
44	Jinpuusen	神風閃	15	--

* Higi *

Level	Name	Japanese	TP Cost	Element
18	Kenbu	絢舞	8	--
34	Akisazame	秋沙雨	13	--
55	Majinken Souga	魔神剣・双牙	13	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
Starts	Shuu'u Majinken	驟雨魔神剣	8	--
7	Shuu'u Kogahazan	驟雨虎牙破斬	8	--
21	Koga Kuuretsuzan	虎牙空裂斬	8	--
24	Majinken Kenbu	魔神剣・絢舞	15	--
29	Shuu'u Genshouken	驟雨幻晶剣	15	--
41	Kirisazame	霧沙雨	21	--
49	Jin'u Kuuretsuzan	迅羽空裂斬	15	--
51	Shoubu Jinpuusen	昇舞神風閃	21	--

Commentary

Very nice conversion into RM2, a combo of Attack X 3 Chirisazame - Akisazame - Kirisazame would break most enemies guard/penetrate quite easily.

- For some apparent reason the Legendia characters fill up the Overlimit gauge faster than the other Tales cast. (Need more testing.)

- Typo says Kenbu is a Tokugi in the game, when it functions as an Higi.

Chloe is missing form Legendia:

Getsueijin
 Juushourai
 Shuusouraizan
 Getsueishoubu
 Majinken Shunga
 Shiden Getsueijin
 All of Chloe's Garyuu Ougi/Compound techs.

=====

Tales of the Abyss

=====

Luke fon Fabre (ルーク・フォン・ファブレ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Sougazan	双牙斬	13	--
Starts	Majinken	魔神拳	3	--
Starts	Houshuukyaku	崩襲脚	4	--
7	Shunjinken	瞬迅剣	5	--
8	Reppashou	烈破掌	7	--
15	Goushourai	剛招来	8	--
24	Senshouha	穿衝破	5	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
Starts	Shuusouraizan	襲爪雷斬	15	Wind
29	Resshintenshou	烈震天衝	13	Earth

 * Ougi *

Level	Name	Japanese	TP Cost	Element
13	Zeppa Rehhyougeki	絶破烈水撃	15	Water
18	Tsuga Renhazan	通牙連破斬	15	--
21	Garen Houshuugaku	牙連崩襲顎	15	--
26	Yousou Goushouha	鷹爪豪掌破	15	--
34	Zan'ei Rekkoushi	斬影烈昂刺	15	--
41	Senpa Zangesshuu	穿破斬月襲	15	--
49	Senkoutsuijinga	閃光墜刃牙	15	--
51	Resshin Sougekiha	烈穿双撃破	15	--
55	Shouha Rekkousen	翔破裂光閃	21	Light
56	Hien Shunrenzan	飛燕瞬連斬	15	--

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Radiant Howl	レイディアント・ハウル	1	--

Commentary

For one-on-one fights Luke is pretty much your man. Can easily hold his own in a fight.

- Goushourai raises Luke's attack for about a minute.
- FoF skills/spells are now used as regular skills.
- Raidant Howl hit's the entire field.

Luke is missing from RM1 and Abyss:

Shugohojin
 Shugo Hyousojin (FoF of Shugohojin)
 Suigojin
 Ei Shourai

His Hi-Ougi:

Ion Summon
 Lost Fon Drive

Anything else Luke is missing was given to Asch and vice-versa.

Tear Grants (ティア・グランツ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
6	Pikohan	ピコハン	7	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
11	Nocturnal Light	ノクターナルライト	8	--
21	Severed Fate	セヴァードフェイト	15	Light
29	Banishing Sorrow	バニシングソロウ	15	Light

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Nightmare	ナイトメア	7	Dark
5	Meditation	メディテーション	8	--

13	Charge	チャージ	8	--
15	Hurtless Circle	ハートレスサークル	34	--
18	Raise Dead	レイズデッド	28	--
24	Eclair Larme	エクレールラルム	15	Light
26	Spell Enhance	スペル・エンハンス	15	--
33	Ressurrection	リザレクション	44	--
49	Holy Lance	ホーリーランス	24	Light
51	Holy Song	ホーリーソング	34	--
55	Judgment	ジャッジメント	56	Light
56	Grand Cross	グランドクロス	55	Light

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Innocent Shine	イノセント・シャイン	1	Light

Commentary

Another straight rip from RM1, and one of best mages in the game.

- Hurtless Circle heals only the area around the caster now, and can't be cast over anyone.
- Holy Song raises Attack, Defence and heals 20% of HP, but will not stack with Sharpness, Barrier and the like. It also has a near instant casing time.
- Spell Enhance lowers spell casting time.
- FoF skills/spells are now used as regular skills.
- Meditation heals 40% of HP and heals all status effects.

Tear is missing:

Kochi Kochi Hammer (FoF of Pikohan)
 Inlay Nocturne (FoF of Nocturnal Light)
 Fatal Circluar (FoF of Severed Fate)
 Searing Sorrow (FoF of Banishing Sorrow)
 Appears: Ground, Aqua, Flame and Gale
 (No FoF's in this game to use)
 Tribute (FoF of Charge)
 Fairy Circle (FoF of Hurtless Circle)
 Flamme Rouge (FoF of Eclair Larme)
 Witchcraft (FoF of Spell Enhance)
 Regenerate (FoF of Raise Dead)
 Cluster Raid (FoF of Holy Lance)
 Force Field

and her Hi-Ougi:

Fortune Arc + Extension

Guy Cecil (ガイ・セシル)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神劍	3	--
Starts	Rekkuuzan	裂空斬	13	--
8	Kogetsusen	弧月閃	5	--

* Higi *

Level	Name	Japanese	TP Cost	Element
21	Shishisenkou	獅子戦吼	15	--
29	Dankuuken	断空劍	15	Wind
44	Akisazame	秋沙雨	13	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
9	Shinkuuhazan	真空破斬	24	--
11	Ryuusou Senkuuha	龍爪旋空破	15	--
13	Shuukihou	集気法	15	--
15	Majin Getsueika	魔神月詠華	15	--
18	Zekku Majingeki	絶空魔神擊	15	--
24	Shikou Bakuraijin	獅吼爆雷陣	24	Wind
26	Gekka Zankousen	月華斬光閃	15	--
34	Senkuu Shoureppa	閃空翔裂破	24	--
41	Byakko Sousenga	白虎宵閃牙	15	--
49	Kokuu Resshoujin	虚空連衝刃	15	--
51	Resshin Senshouha	烈震千衝破	15	--
55	Zeppa Juujishou	絶破十字衝	13	--
56	Zesshou Hyougajin	絶衝氷牙陣	21	Water

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Ho'ou Tenshouku	鳳凰天翔駆	1	Fire

Commentary

Another poor conversion of a character into RM2. He's not THAT bad, he just needed a little more tweaking, that's all.

- Ho'ou Tenshouku hits the entire field.
- Kogetsusen is too slow to combo into anymore.
- Shuukihou heals 15% of Guy's HP.
- Ryuusou Senkuuha used to be Wind elemental, now non-elemental.

- Resshin Senshouha used to be Earth elemental, now non-elemental.
- FoF skills/spells are now used as regular skills.
- Guy's Down+Attack will not lift up enemies anymore.
- Shinkuuhazan is now an Ougi, rather than a Tokugi
- Guy conforms to the Tokugi - Higi - Ougi - Hi-Ougi chain now.

Guy is missing:

Kogahazan

Maou Engekiha (FoF of Majinken)

Hyougetsushousen (FoF of Kogetsusen)

Juushourai (FoF of Shuukihou)

Ryuuko Metsugazan (FoF of Kogahazan)

Suigojin

Neppa Senpuujin (FoF of Dankuukun)

and his Hi-Ougi:

Brilliant Overlord (Senpa Shunrenjin)

Anise Tatlin (アニス・タトリン)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Garyuugeki	臥龍擊	7	--
Starts	Sousenga	双旋牙	5	--
7	Inspect Eye	インスペクトアイ	3	--
8	Yousoushuugeki	鷹爪襲撃	7	--
11	Ryuu'eida	流影打	5	--
21	Might Charge	マイトチャージ	8	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
13	Souren Ryuugasou	爪連龍牙昇	15	--
24	Souryuu Rettouda	爪竜烈瀉打	15	--
26	Kuuha Tokuudan	空破特攻弾	15	--
29	Zan'ei Rensengeki	斬影連旋撃	15	--
49	Shoubu Koubappa	翔舞煌爆破	15	--

* Spells *

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	Spark Web	スパークウェブ	21	Wind
15	Negative Gate	ネガティブゲイト	21	Dark
18	Pikohan	ピコハン	3	--
41	Miracle Hammer	ミラクルハンマー	24	--
44	Rock Mountain	ロックマウンテン	34	Earth
51	Raise Dead	レイズデッド	28	--
55	Maelstrom	メイルシュトローム	24	Water
60	Divine Saber	ディバインセイバー	55	Wind

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Izayoi Tenbu	十六夜天舞	1	--

Commentary

She is supposed to be used as a hybrid, but since Rods in RM2 have low attack, her physical damage leaves much more to be desired.

- Izayoi Tenbu is actually Satsugeki Bukouken + Izayoi Tenbu.
- Pikohan, Raise Dead, Divine Saber, and Inspect Eye were on accesories for Anise in Abyss.
- FoF skills/spells are now used as regular skills.

Anise is missing:

Luck Luck
 Choupachiki (Heihachi doll)
 X-BUSTER (KOS-MOS doll)
 Suigojin
 Rentou Raikoudan
 Goushouha (Heihachi doll)
 Shikou Metsuryuusen (Presea doll)
 All the FoF's versions of her physical techs.
 Limited
 Crimson Riot (FoF of Negative Gate)
 Bloody Howling

and Her Hi-Ougi:

Fever Time

Jade Curtiss (ジェイド・カーティス)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Shunjinsou	瞬迅槍	5	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
8	Gansai Retsujinsou	岩碎烈迅槍	15	Earth
21	Raijin Senpuusou	雷神旋風槍	13	Wind
26	Tenshou Tsuigasou	天衝墜牙槍	13	--
33	Tsuiga Bakuensou	墜牙爆炎槍	21	Fire
49	Fuujin Kousenshou	風塵皇旋衝	13	Wind
55	Suijin Karyuusou	水塵渦龍槍	21	Water

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Energy Blast	エナジーブラスト	8	--
11	Rock Break	ロックブレイク	15	Earth
13	Splash	スプラッシュ	24	Water
15	Icicle Rain	アイシクルレイン	15	Water
24	Turbulence	タービュランス	13	Wind
29	Grand Dasher	グランドダッシャー	24	Earth
41	Saint Bubble	セイントバブル	21	Water
44	Frigid Coffin	フリジットコフィン	24	Water
51	Divine Saber	ディバインセイバー	55	Wind
56	Absolute	アブソリュート	34	Water
60	Meteor Swarm	メテオスウォーム	29	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Mystic Cage	ミスティック・ケージ	1	Dark

Commentary

Unlike Anise, Jade's physical attack is extremely high (because he and Eugene use the same weapons), but his magic attack and spell list is quite lacking.

- Saint Bubble's radius is severly lowered, it only hits one enemy now.

- Frigid Coffin's animation has changed, think Rock Mountain with ice cubes. -_-

- Mystic Cage is Dark elemental now.

- FoF skills/spells are now used as regular skills.

Jade is missing:

Photon (Fof of Energy Blast)

Drain Magic

Absorption (FoF of Drain Magic)
 Flame Burst
 Eruption (FoF of Rock Break)
 Flare Tornado (FoF of Turbulence)
 Explode (FoF of Flame Burst)
 Ignite Prison
 Thunder Blade
 Prism Sword
 Gravity (FoF of Thunder Blade)
 Raging Mist (Fof of Ignite Prison)

and his Hi-Ougi:

Indignation

Asch (アッシュ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Sougazan	双牙斬	13	--
Starts	Houshuukyaku	崩襲脚	4	--
Starts	Reppashou	烈破掌	7	--
26	Senshouha	穿衝破	5	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
Starts	Shuusouraizan	襲爪雷斬	15	Wind
Starts	Garensuugeki	紅蓮襲撃	15	Fire
13	Raijinken	雷神剣	15	Wind

 * Ougi *

Level	Name	Japanese	TP Cost	Element
18	Tsuga Renhazan	通牙連破斬	15	--
21	Garen Houshuugaku	牙連崩襲顎	15	--
24	Ganzan Messaijin	岩斬滅碎陣	13	Earth
29	Kuuha Zeppuugeki	空破絶風撃	21	Wind
44	Senkoutsuijinga	閃光墜刃牙	15	--
51	Maou Zetsuenkou	魔王絶炎煌	15	Fire
55	Maou Chigakujin	魔王地顎陣	24	Earth
60	Zanma Hienzan	斬魔飛影斬	21	Dark

 * Spells *

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

11	Rock Break	ロックブレイク	15	Earth
15	Icicle Rain	アイシクルレイン	15	Water
41	Explode	エクスプロード	29	Fire
49	Thunder Blade	サンダーブレード	15	Wind

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Kouga Meishouzan	絞牙鳴衝斬	1	--

Commentary

...I think they just put Asch in so all the Tales games have at least ONE main party member not in RM2. Anyway, while Luke focuses on single opponents, Asch's main point is crowd control.

- FoF skills/spells are now used as regular skills.
- Despite how it looks, Kouga Meishouzan, has a small radius, and the monsters change positions when it activates. Weird.

Asch is missing:

Shugohojin
 Shugo Hyousojin (FoF of Shugohojin)
 Suigojin
 Ei Shourai
 Anything else Asch is missing was given to Luke and vice-versa.

=====
 Tales of the Tempest
 =====

Caius Qualls (カイクス・クオールズ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
5	Chirisazame	散沙雨	7	--
8	Kogetsuzan	弧月斬	21	--
21	Kogahazan	虎牙破斬	7	--
29	Rekkuuzan	烈空斬	13	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
7	Majinken Souga	魔神剣・双牙	13	--

11	Akisazame	秋沙雨	13	--
33	Shishisenkou	獅子戦吼	15	--
51	Koukuuretsuzan	虚空裂斬	29	--
55	Shiguresanka	時雨散花	44	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
15	Majin Rengazan	魔神連牙斬	21	--
18	Hiten Shouku	飛天翔駆	15	--
24	Shuu'u Souhazan	驟雨双破斬	21	--
26	Zankou Shigure	斬光時雨	21	--
44	Shishi Senretsuha	獅子千裂破	21	--
49	Tenchi Mousougeki	天地猛爪撃	44	--
60	Tenshou Rengageki	天翔連牙撃	44	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Beast Blow	ビーストブロウ	1	--

Commentary

This is a first, Caius plays BETTER than the game he originated from.
How sad.

- Hiten Shouku can be used in the air.
- Beast Blow hits the entire screen.
- Unlike Tempest, all of his skills can be used by themselves. No need to use Majinken twice for Majinken Souga and the like.
- Beast Blow used to be a normal skill (use Juujinka when 50% HP, then use any attack to use Beast Blow), now a Hi-Ougi.

Caius is missing:

Samidare (Chirisazame + Kogetsuzan)
Suigojin (Lowered damage to all attacks)

Rubia Natwick (ルビア・ナトウィック)

* Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	5	Fire
2	First Aid	ファーストエイド	8	--
3	Barrier	バリアー	15	--

5	Icicle	アイシクル	7	Water
7	Deep Mist	ディープミスト	3	--
11	Nurse	ナース	21	--
13	Eruption	イラプション	15	Fire
15	Recover	リカバー	21	--
18	Photon	フォトン	24	Light
21	Heal	ヒール	13	--
24	Ice Tornado	アイストーネード	15	Water
26	Anti Magic	アンチマジック	15	--
29	Resist	レジスト	21	--
34	Flame Lance	フレイムランス	21	Fire
44	Field Barrier	フィールドバリアー	44	--
49	Ray	レイ	24	Light
51	Raise Dead	レイズデッド	28	--
55	Spread	スプレッド	24	Water
56	Recuperate	リキュペレート	24	--

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Sacred Shine	セイクリッドシャイン	1	Light

Commentary

I found Rubia's skill list rather lacking, she's more like a watered down Bishop. That and Medigo Flame would be better as a Hi-Ougi for her.

- Flame Lance is the only unique spell she has.
- Sacred Shine is a normal spell in Tempest (gotten as an event), now changed to an Hi-Ougi. She, Refill and the Priest have the same animation for it.

Rubia is missing:

- Explode
- Divine Laser
- Absolute
- Judgment
- Embrace End
- Medigo Flame
- Resurrection
- Angel Halo (Healed 100% in an AOE)
- Angelus (Auto-Life)
- Revive (100% HP revival to a dead character)

=====
 Tales of Innocence
 =====

Ruca Milda (ルカ・ミルダ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
3	Goushourai	剛招来	8	--
5	Kogetsusen	弧月閃	5	--
8	Rekkuzan	烈空斬	13	--

* Higi *

Level	Name	Japanese	TP Cost	Element
13	Gou Majinken	剛・魔神剣	13	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
18	Kogetsusousen	弧月双閃	15	--
21	Shuukihou	集気法	15	--
24	Shinkuuhazan	真空破斬	24	--
29	Zekku Majingeki	絶空魔神撃	15	--
33	Ho'ou Tenkuu	鳳凰天駆	21	Fire
41	Neppa Senpuujin	熱波旋風陣	21	Fire
44	Kaen Rekkuu	火炎裂空	24	Fire
49	Reppuu Gekkashou	烈風月華衝	29	--
51	Maou Engekiha	魔王炎撃波	24	Fire
56	Yousou Reppuken	鷹爪烈風剣	24	--
60	Ho'ou Tenshouku	鳳凰天翔駆	29	--

* Spells *

Level	Name	Japanese	TP Cost	Element
2	Fireball	ファイアボール	5	Fire
15	Eruption	イラプション	15	Fire
26	Explode	エクспロード	29	Fire

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Maou Shakumetsujin	魔王灼滅刃	1	Fire

Commentary

Not surprised Ruca made a good transition to RM2, Alpha Systems DID make his game after all. When his Hi-Ougi hits, it hits HARD.

- No your not blind, Gou Majinken is his only Higi. Kaen Rekkuu, Ho'ou Tenku and Kogetsushousen were Higi, now moved to Ougis.

- Ho'ou Tenku can be used in the air.
- Goushourai raises Ruca's attack for about 1 minute.
- Shuukihou heals Ruca of 30% of his HP.
- Ho'ou Tenshouku is not Fire elemental anymore, wierd.
- Ruca doesn't transform in his Hi-Ougi to prevent SPOLIARS!

Ruca is missing:

Houshuuken
 Houshoushuuzan
 Sharpness
 Aggegate Sharp
 Spiral Flare
 Meteor Swarm

Iria Animi (イリア・アニーミ)

 * Tokugi *

Level	Name	Japanese	TP Cost	Element
3	Twin Bullet	ツインバレット	21	--
7	Tide Bullet	タイドバレット	21	Water
9	Acro Bullet	アクロバレット	3	--
13	Charge Bullet	チャージバレット	15	--
21	Aerial Razor	エリアルレイザー	24	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
11	Sessive Bullet	セッシブバレット	34	--
29	Freeze Bullet	フリーズバレット	24	Water
41	Assault Bullet	アサルトバレット	24	--

 * Ougi *

Level	Name	Japanese	TP Cost	Element
44	Aqua Laser	アクアレイザー	15	Water
51	Aqua Spiral	アクアスパイラル	34	Water
55	Astral Razor	アストラルレイザー	34	Water
60	Freeze Lancer	フリーズランサー	34	Water

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
5	Pikohan	ピコハン	3	--
15	Recover	リカバー	21	--
18	Heal	ヒール	13	--
24	Icicle	アイシクル	7	Water
26	Spread	スプレッド	21	Water
49	Raise Dead	レイズデッド	28	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Ruined Vein Wish	ルインド・ベイン・ウィッシュ	1	Wind

Commentary

Again nice transition to RM2, I just find that they could at least stick ONE more spell in her reptiore, Ice Tornado, maybe?

- Iria doesn't transform in her Hi-Ougi to prevent SPOLIARS!

- Ruined Vein Wish hits the entire screen.

Iria is missing:

Aqua Bullet (Given to Pirate)

Aqua Edge

Barrier

Kochihan

Ice Tornado

Tidal Wave

Spada Belforma (スパーダ・ベルフォルマ)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	3	--
Starts	Chirisazame	散沙雨	7	--
Starts	Kogahazan	虎牙破斬	7	--
Starts	Rekkuuzan	裂空斬	13	--

* Higi *

Level	Name	Japanese	TP Cost	Element
15	Majinken Souga	魔神剣・双牙	13	--
18	Akisazame	秋沙雨	13	--

21	Shinkuuretsuzan	真空裂斬	21	--
24	Kogarenzan	虎牙連斬	13	--
26	Senkuureppa	閃空裂破	21	--

 * Ougi *

Level	Name	Japanese	TP Cost	Element
29	Majin Souhazan	魔神双破斬	21	--
44	Shuu'u Souhazan	驟雨双破斬	21	--
49	Senkuu Shoureppa	閃空翔裂破	21	--
51	Reppuu Kuugashou	烈風空牙衝	21	--
60	Shinkuu Senretsuha	真空千裂破	21	--

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	Wind Cutter	ウインドカッター	7	Wind
Starts	Lightning	ライトニング	7	Wind
13	Air Thrust	エアスラスト	21	Wind
41	Thunder Blade	サンダーブレード	15	Wind
55	Cyclone	サイクロン	24	Wind

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Shinretsu Senkouzan	神裂閃光斬	1	--

Commentary

You see a pattern here? Spada is pretty much a Lloyd 2.0 with Wind Spells.

- Spada doesn't transform in his Hi-Ougi to prevent SPOLIARS!
- Spada's Hi-Ougi animation is completely different from the Innocence version.

Spada is missing:

Shunjinken
 Goushourai
 Fuujinken
 Shuusouraizan
 Majin Senkuuha
 Kuuha Zeppuugeki
 Barrier
 Indignation

=====

Yuri Lowell (ユーリ・ローウェル)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Souhajin	蒼破刃	3	Wind
13	Garougeki	牙狼撃	13	--
24	Ensenga	円閃牙	13	--
34	Genrouzan	幻狼斬	15	--

* Ougi *

Level	Name	Japanese	TP Cost	Element
15	Souha Gaougeki	蒼破牙王撃	15	--
21	Souryuurengazan	爪竜連牙斬	15	--
36	Shun'enkazan	峻円華斬	15	--

* Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Zankou Roueijin	漸毅狼影陣	1	--

Commentary

Newflash! Vesperia hero Yuri Lowell was reported "brutally assaulted with a Nerf Bat ", suspect was wearing all green with long brown hair and glasses, more details coming shortly.

.....actually, due to RM2 and Vesperia being in production at the same time, Yuri lost most of his moves due to time constraints.

- Yuri's down+attack hits twice.

Yuri is missing:

Too many to list. :(

Estelle (エステル)

* Tokugi *

Level	Name	Japanese	TP Cost	Element
Starts	Pikohan	ピコハン	7	--

8	Star Stroke	スターストローク	7	--
15	Pierce Cluster	ピアズクラスター	13	--
34	Divide Edge	ディバイドエッジ	13	--
51	Marche Waltz	マーシーワルツ	13	--

 * Higi *

Level	Name	Japanese	TP Cost	Element
44	Air Divide	エアディバイド	13	--

 * Ougi *

Level	Name	Japanese	TP Cost	Element
56	Ray Sting	レイスティング	15	--

 * Spells *

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Sharpness	シャープネス	13	--
11	Barrier	バリアー	15	--
13	Recover	リカバー	21	--
18	Resist	レジスト	21	--
21	Photon	フォトン	24	Light
24	Nurse	ナース	21	--
26	Raise Dead	レイズデッド	28	--
29	Dispel	ディスペル	15	--
41	Hurtless Circle	ハートレスサークル	34	--
60	Ressurrection	リザレクション	44	--
63	Holy Lance	ホーリーランス	24	Light

 * Hi-Ougi *

Level	Name	Japanese	TP Cost	Element
45	Sacred Blame	セイクリッドブレィム	1	Light

Commentary

Update! Princess Estellise Sidos Heurassein has been found the second victim in the Nerf Bat attacks! Suspect had long red hair, wearing a white headband, white and pink clothes, and attempted to ask the victim out before the assault.
 More news as it comes.

.....

Actual reason? Same as Yuri.

- Estelle's Air Divide is now a Higi, and the only skill change she kept.
- Hurtless Circle heals only the area around the caster now, and can't be cast over anyone.
- Unljke Philia's Sacred Blame, Estelle's heals 75% of HP to all allies.
- Sacred Blame hits the entire field.

Estelle is missing:

Delight Roll
 Angel Ring
 Astion (gotten from a sidequest in Vesperia)
 and all of her spell skill change skills.

++++
 FAQ's
 ++++

Q: The names/moves aren't spelled that way!

A. That's a statement. This is how they are spelled in the Manual/Wiki websites. Only when a US version is released will the names and terminology change.

Q. When is this coming out in the US?

A. I have no idea. As I'm writing this, it would have been 4 months since RM2 came out in Japan, just give it a few more months. Just remember it's not a 1% chance....

Q. You forgot (Insert move/spell here)!

A. I'm not perfect you know! Just e-mail me what I'm missing, and I'll put it in, giving you credit of course.

++++
 Credits
 ++++

Stahn Alvein - For proofreading all my betas to this point.

Kiko ? For pointing out what I missed/correcting my errors.

<http://aselia.wikia.com> - For being a large resource for all things Tales.

<http://www20.atwiki.jp/kanonno/> - JP RM2 Wiki. If you can read Japanese, go here instead.

If I'm missing someone/thing, please don't hesitate to E-mail me!

++++
 Contacts
 ++++

I can be e-mailed at:

KusanagiLord (at) gmail (dot)com

Of course, any flames or junk will be deleted immediately.

"See you again....."

```
+++++  
                               :End of Document:  
+++++
```

This document is copyright Kyo316 and hosted by VGM with permission.