

The Legend of Heroes: A Tear of Vermillion Skills List

by NoxFusion

Updated on Mar 26, 2007

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A Tear of Vermillion

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Character Skills List  
Written by: NoxFusion  
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This skills list is in absolutely no way complete because of how you only have characters a certain period of time before they leave your party. This being said you may level some characters longer and get more skills then listed here or you may have them shorter then I did. If a skill's level is "Basic" then the character came with that skill when I got them. "Event" means that the character got the skill from an event in the game, not leveling. Characters are in alphabetical order so that they're easier to find, not in the order that you get them. If you get a character more than once, they will be listed more than once along with the level they joined or rejoined the party.

WARNING: THIS DOES CONTAIN SPOILERS OF THE STORYLINE!!!

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Version and Updates  
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-October 3, 2006:

I just typed this up and sent it in to GameFAQs. I haven't played this in awhile but I'll probably start again and update this as much as I can. Feel free to send contributions to noxfusion8211987(at)yahoo(dot)com. If you'd like to

be added to the credits please be sure to specify what you want your name to be in the e-mail. If your name is deemed unacceptable I'll reply and ask you to find something else.

-October 9, 2006:

I've been playing from the beginning again so I can catch up on all the starting skills that didn't right down at first because I didn't plan on writting a FAQ. WOOOO! LEVEL 6 AGAIN!

-March 23, 2007:

New e-mail address and also thought I'd let everyone know that I got LoH2 and plan on making a skills list for it also. So, if you liked ths one, look out for my next one!

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Format:  
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Name - what lvl they joined or rejoined the party at

Level - Skill Name - Skill Type - MP if it's magic
Desc.

Skill lists:

Archem - 8

11 - Rarer - White Magic - 4
A spell to heal a player to a greater extent. Sacred light engulfs the body.

12 - Magic Shield - White Magic - 4
An auxiliary spell that increases magic defense to repel enemy spells.

Archem - 25

Basic - Rare - White Magic - 2
A spell to heal a player to some extent. Sacred light heals a part of damaged body.

Basic - Rarer - White Magic - 4
A spell to heal a player to a greater extent. Sacred light engulfs the body.

Basic - La Rare - White Magic - 6
Spell that makes minor recovery of all allies through droplets of Holy Light.

Basic - La Rarer - White Magic - 12
Spell that makes major recovery of all allies through a pool of Holy Light.

Basic - Cure Poison - White Magic - 3
An spell that neutralizes the poison in the body and makes it harmless.

Basic - Refresh - White Magic - 6
A spell to remove all abnormal status. Effective against poison, sleep, etc.

Basic - Restore - White Magic - 17
Revives an ally that can no longer fight. Must be within close reach.

Basic - Protection - White Magic - 4
An auxiliary spell that increases defense to repel enemy attacks.

Basic - Magic Shield - White Magic - 4
An auxiliary spell that increases magic defense to repel enemy spells.

Basic - Slow - White Magic - 2
Spell that slows the enemies reflexes to reduce their ability to dodge.

Basic - Sleep - White Magic - 6
A spell to emit sleep-inducing waves. Sends enemies to their dream worlds.

Basic - Confusion - White Magic - 8
Confuses the ability to recognize us-or-them and causes irrational behavior.

26 - Earth Prayer - Skill
Converts the energy flowing through the Earth into healing power.

27 - Rarest - White Magic - 8
A spell to heal a player completely. The sacred light heals the body.

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Avin - 1  
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Basic - Fire Ball - Black Magic - 2
Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Sonic Sword - Deadly
Special attack to slash at enemy using force of concentrated swinging of sword.

Basic - Taunt - Skill
Attracts the attention of enemies to willingly become the target.

3 - Stone Blast - Black Magic - 2
A spell to create an enormous rock in the air, crushing all nearby enemies.

5 - Aerial Labrys - Black Magic - 2
Creates a tornado that blows enemies into the air and smashes them.

5 - Might Up - Skill
Concentrates power to increase the power of the next attack.

13 - Electro Cube - Black Magic - 4
A spell to summon lightning, damaging all near by enemies.

14 - Heat Up - Skill
Elevates energy to increase the power gauge.

17 - Shine Bullet - Black Magic - 4
A spell to convert magic power to pure energy. Light arrows hit nearby enemies.

21 - Double Attack - Skill
A series of attacks that flow from top to bottom.

26 - Brave up - Skill
Calms the heart to heal the mind and body.

30 - Strike Sword - Deadly
Cuts the enemy in half using all one's strength. Damages all nearby enemies.

Event - Spirit Scotia - Summon Magic - 30
Power bestowed by Scotia. Summons a copy of Scotia to call power of

Water.

Event - Spirit Idun - Summon Magic - 30
Power bestowed by Idun. Summons a copy of Idun to call power of Wind.

Event - Spirit Nephtys - Summon Magic - 30
Power bestowed by Nephtys. Summons a copy of Nephtys to call power of Earth.

Event - Spirit Zar - Summon Magic - 30
Power bestowed by Zar. Summons a copy of Zar to call power of Fire.

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Conrad - 16  
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Basic - Spirit Arachne - Spirit Magic - 15
Spell with the power of the Earth Spirit. Pierces all enemies with sharp roots.

Basic - Hercules - Deadly
Attack the enemy with your own power and the power of the Earth Spirit.

Basic - Wood Chop - Skill
This single blow is enough to knock down a large tree.

Basic - Brandish - Skill
Swings an axe around to damage enemies.

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Douglas - 24  
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Basic - Sword Wind - Deadly
Arcanum passed down directly from the Sword Saint.

Basic - St. Sword Stance - Skill
Stance that concentrates energy to the sword, taught by the Sword Saint.

Basic - Lightning Slash - Skill
Attacks the enemy with lightning speed.

Basic - Thunder God Slash - Skill
The force of the strike is like that of the Thunder God.

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Elenoa - 14 and 24  
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Basic - Spirit Undine - Spirit Magic - 15
Spell with the power of the Water Spirit. Crushes all enemies with water pressure.

Basic - Crystal Robe - Deadly
Increases the defense of allies by providing the power of the Water Spirit.

Basic - Lecture - Skill
Holds a lecture that makes even the enemies fall asleep.

Basic - Yell in Anger - Skill

Scares enemies by scolding them.

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Gawaine - 37  
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Basic - Rare - White Magic - 2
A spell to heal a player to some extent. Sacred light heals a part of damaged body.

Basic - Rarer - White Magic - 4
A spell to heal a player to a greater extent. Sacred light engulfs the body.

Basic - Rarest - White Magic - 8
A spell to heal a player completely. The sacred light heals the body.

Basic - La Rare - White Magic - 6
Spell that makes minor recovery of all allies through droplets of Holy Light.

Basic - La Rarer - White Magic - 12
Spell that makes major recovery of all allies through a pool of Holy Light.

Basic - Cure Poison - White Magic - 3
An spell that neutralizes the poison in the body and makes it harmless.

Basic - Refresh - White Magic - 6
A spell to remove all abnormal status. Effective against poison, sleep, etc.

Basic - Restore - White Magic - 17
Revives an ally that can no longer fight. Must be within close reach.

Basic - Protection - White Magic - 4
An auxiliary spell that increases defense to repel enemy attacks.

Basic - Magic Shield - White Magic - 4
An auxiliary spell that increases magic defense to repel enemy spells.

Basic - Slow - White Magic - 2
Spell that slows the enemies reflexes to reduce their ability to dodge.

Basic - Sleep - White Magic - 6
A spell to emit sleep-inducing waves. Sends enemies to their dream worlds.

Basic - Confusion - White Magic - 8
Confuses the ability to recognize us-or-them and causes irrational behavior.

Basic - Meteor Breaker - Deadly
Defeats the enemy with a concentrated blow that can destroy a planet.

Basic - Justice Hammer - Skill
Attacks enemy with holy energy.

Basic - Head Crush - Skill
Swings a war hammer down at an enemies head.

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Lucias - 24  
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Basic - Spirit Jin - Spirit Magic - 15
Spell with the power of the Wind Spirit. Attacks all enemies with a shockwave.

Basic - Sword Saint/Wind - Deadly
Arcanum passed down directly from the Sword Saint.

Basic - Treatment - Skill
Emergency technique gained through experience as an adventurer.

Basic - Prediction - Skill
Prediction technique that allows any attack to be seen beforehand.

27 - Sword Hit - Skill
Hits the enemy with the back of a sword. Blow can knock the enemy unconscious.

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Martie - 4  
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Basic - Fire Ball - Black Magic - 2
Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Stone Blast - Black Magic - 2
A spell to create an enormous rock in the air, crushing all nearby enemies.

Basic - Dash - Black Magic - 2
An auxiliary spell increases respose speed for a little while.

Basic - Onion Slice - Deadly
Special attack to send force from the sword by aggressive swinging at enemy.

Basic - Cheer - Skill
Inspires all allies like a true adventurer leader.

5 - Aerial Labrys - Black Magic - 2
Creates a tornado that blows enemies into the air and smashes them.

5 - Impact - Black Magic - 4
An auxiliary spell that uses an aura to envelope body and increases attack power.

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Martie - 30  
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Basic - Fire Ball - Black Magic - 2
Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Stone Blast - Black Magic - 2
A spell to create an enormous rock in the air, crushing all nearby

enemies.

Basic - Aerial Labrys - Black Magic - 2
Creates a tornado that blows enemies into the air and smashes them.

Basic - Aqua Splash - Black Magic - 4
An attack spell to launch a sphere of compressed water toward a single enemy.

Basic - Electro Cube - Black Magic - 4
A spell to summon lightning, damaging all near by enemies.

Basic - Shine Bullet - Black Magic - 4
A spell to convert magic power to pure energy. Light arrows hit nearby enemies.

Basic - Oxide Ring - Black Magic - 7
A spell to seal the enemy into a vacuum space. Burns it with high density energy.

Basic - Flare Ghost - Black Magic - 7
A spell to spread blue flames of intense heat, burning all nearby enemies.

Basic - Dash - Black Magic - 2
An auxiliary spell increases response speed for a little while.

Basic - Impact - Black Magic - 4
An auxiliary spell that uses an aura to envelope body and increases attack power.

Basic - Silence - Black Magic - 10
Spell that prevents enemies from casting spells by stopping air vibration.

Basic - Bind - Black Magic - 6
A spell to affect the nervous system and paralyze the enemy where he stands.

Basic - Onion Slice - Deadly
Special attack to send force from the sword by aggressive swinging at enemy.

Basic - Cheer - Skill
Inspires all allies like a true adventurer leader.

Basic - Ministry Will - Skill
Attacks enemy while using the complete knowledge of the Ministry Exam.

31 - Anti-Magic - Black Magic - 6
Creates a barrier to repel various magic. Also blocks spells cast by allies.

33 - Death Quake - Black Magic - 7
A spell to cause a crack in the earth, engulfing all enemies in the vicinity.

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Basic - Fire Ball - Black Magic - 2  
Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Stone Blast - Black Magic - 2  
A spell to create an enormous rock in the air, crushing all nearby enemies.

Basic - Aerial Labrys - Black Magic - 2  
Creates a tornado that blows enemies into the air and smashes them.

Basic - Aqua Splash - Black Magic - 4  
An attack spell to launch a sphere of compressed water toward a single enemy.

Basic - Electro Cube - Black Magic - 4  
A spell to summon lightning, damaging all near by enemies.

Basic - Shine Bullet - Black Magic - 4  
A spell to convert magic power to pure energy. Light arrows hit nearby enemies.

Basic - Oxide Ring - Black Magic - 7  
A spell to seal the enemy into a vacuum space. Burns it with high density energy.

Basic - Flare Ghost - Black Magic - 7  
A spell to spread blue flames of intense heat, burning all nearby enemies.

Basic - Death Quake - Black Magic - 7  
A spell to cause a crack in the earth, engulfing all enemies in the vicinity.

Basic - Reincarnation - Black Magic - 10  
An ultimate spell to purify evil souls. Creates columns of holy water.

Basic - Dash - Black Magic - 2  
An auxiliary spell increases respose speed for a little while.

Basic - Impact - Black Magic - 4  
An auxiliary spell that uses an aura to envelope body and increases attack power.

Basic - Anti-Magic - Black Magic - 6  
Creates a barrier to repel various magic. Also blocks spells cast by allies.

Basic - Silence - Black Magic - 10  
Spell that prevents enemies from casting spells by stopping air vibration.

Basic - Bind - Black Magic - 6  
A spell to affect the nervous system and paralyze the enemy where he stands.

Basic - B Ascension - Deadly  
Enhanced version of Reincarnation. Completely destroys all evil



souls.

Basic - Collect Magic - Skill

Collects the magic powers within the body to increase spell's attack powers.

Basic - Transfer - Skill

Shares own magic points with others.

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Mile - 1
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Basic - Rare - White Magic - 2

A spell to heal a player to some extent. Sacred light heals a part of damaged body.

Basic - Cure Poison - White Magic - 3

An spell that neutralizes the poison in the body and makes it harmless.

Basic - Flame Throw - Deadly

Boomerang rotating at high speed gets engulfed in flame to attack enemy.

Basic - Steal Throw - Skill

Boomerang move that aims at an item held by the enemy.

2 - Slow - White Magic - 2

A spell that slows the enemy's reflexes to reduce their ability to dodge.

3 - Protection - White Magic - 4

An auxiliary spell that increases defense to repel enemy attacks.

6 - Refresh - White Magic - 6

A spell to remove all abnormal status. Effective against poison, sleep, etc.

12 - Magic Shield - White Magic - 4

An auxiliary spell that increases magic defense to repel enemy spells.

13 - Freeze Throw - Skill

Boomerang move that aims at the feet of an enemy, stopping the enemy's movement.

15 - Sleep - White Magic - 6

A spell to emit sleep-inducing waves. Sends enemies to their dream worlds.

18 - La Rarer - White Magic - 12

Spell that makes major recovery of all allies through a pool of Holy Light.

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Mile - 40
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Basic - Rare - White Magic - 2

A spell to heal a player to some extent. Sacred light heals a part of damaged body.

Basic - Rarer - White Magic - 4  
A spell to heal a player to a greater extent. Sacred light engulfs the body.

Basic - Rarest - White Magic - 8  
A spell to heal a player completely. The sacred light heals the body.

Basic - La Rare - White Magic - 6  
Spell that makes minor recovery of all allies through droplets of Holy Light.

Basic - La Rarer - White Magic - 12  
Spell that makes major recovery of all allies through a pool of Holy Light.

Basic - Cure Poison - White Magic - 3  
An spell that neutralizes the poison in the body and makes it harmless.

Basic - Refresh - White Magic - 6  
A spell to remove all abnormal status. Effective against poison, sleep, etc.

Basic - Restore - White Magic - 17  
Revives an ally that can no longer fight. Must be within close reach.

Basic - Protection - White Magic - 4  
An auxiliary spell that increases defense to repel enemy attacks.

Basic - Magic Shield - White Magic - 4  
An auxiliary spell that increases magic defense to repel enemy spells.

Basic - Slow - White Magic - 2  
Spell that slows the enemies reflexes to reduce their ability to dodge.

Basic - Sleep - White Magic - 6  
A spell to emit sleep-inducing waves. Sends enemies to their dream worlds.

Basic - Confusion - White Magic - 8  
Confuses the ability to recognize us-or-them and causes irrational behavior.

Basic - Fire Ball - Black Magic - 2  
Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Stone Blast - Black Magic - 2  
A spell to create an enormous rock in the air, crushing all nearby enemies.

Basic - Aerial Labrys - Black Magic - 2  
Creates a tornado that blows enemies into the air and smashes them.

Basic - Aqua Splash - Black Magic - 4  
An attack spell to launch a sphere of compressed water toward a single enemy.

- Basic - Electro Cube - Black Magic - 4  
A spell to summon lightning, damaging all near by enemies.
- Basic - Shine Bullet - Black Magic - 4  
A spell to convert magic power to pure energy. Light arrows hit nearby enemies.
- Basic - Oxide Ring - Black Magic - 7  
A spell to seal the enemy into a vacuum space. Burns it with high density energy.
- Basic - Flare Ghost - Black Magic - 7  
A spell to spread blue flames of intense heat, burning all nearby enemies.
- Basic - Death Quake - Black Magic - 7  
A spell to cause a crack in the earth, engulfing all enemies in the vicinity.
- Basic - Reincarnation - Black Magic - 10  
An ultimate spell to purify evil souls. Creates columns of holy water.
- Basic - Dash - Black Magic - 2  
An auxiliary spell increases respose speed for a little while.
- Basic - Impact - Black Magic - 4  
An auxiliary spell that uses an aura to envelope body and increases attack power.
- Basic - Anti-Magic - Black Magic - 6  
Creates a barrier to repel various magic. Also blocks spells cast by allies.
- Basic - Silence - Black Magic - 10  
Spell that prevents enemies from casting spells by stopping air vibration.
- Basic - Bind - Black Magic - 6  
A spell to affect the nervous system and paralyze the enemy where he stands.
- Basic - Flame Throw - Deadly  
Boomerang rotating at high speed gets engulfed in flame to attack enemy.
- Basic - Dark Wings - Deadly  
A demon is summoned from the netherworld and consumes the enemy.
- Basic - Steal Throw - Skill  
Boomerang move that aims at an item held by the enemy.
- Basic - Freeze Throw - Skill  
Boomerang move that aims at the feet of an enemy, stopping the enemy's movement.
- Basic - Absorb Magic Sprit - Skill  
Transfers the magic power in the air to you.

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Muse - 4
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Basic - Spirit Salamander - Summon Magic - 15

Spell with the power of the Fire Spirit. Burns all enemies with intense flames.

Basic - Regina Rush - Deadly

Attacks enemy a vast number of times by using the whip with great speed.

Basic - Twin Whip - Skill

Prevents the enemy from dodging by damaging hands and feet with a whip.

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Muse - 30
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Basic - Spirit Salamander - Summon Magic - 15

Spell with the power of the Fire Spirit. Burns all enemies with intense flames.

Basic - Regina Rush - Deadly

Attacks enemy a vast number of times by using the whip with great speed.

Basic - Twin Whip - Skill

Prevents the enemy from dodging by damaging hands and feet with a whip.

Basic - Rover Whip - Skill

Takes away items from the enemy using a whip.

32 - Circle Whip - Skill

Swing whip around to damage enemies all around.

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Rael - 12
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Basic - Fire Ball - Black Magic - 2

Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Stone Blast - Black Magic - 2

A spell to create an enormous rock in the air, crushing all nearby enemies.

Basic - Aerial Labrys - Black Magic - 2

Creates a tornado that blows enemies into the air and smashes them.

Basic - Aqua Splash - Black Magic - 4

An attack spell to launch a sphere of compressed water toward a single enemy.

Basic - Dash - Black Magic - 2

An auxiliary spell increases response speed for a little while.

Basic - Impact - Black Magic - 4

An auxiliary spell that uses an aura to envelope body and increases attack power.

Basic - Magical Boom - Deadly  
Infuses magic power to the axe and releases it at one time with the attack.

Basic - I'm a Genius - Skill  
Casts a spell in a serious manner. But still likes pudding.

13 - Electro Cube - Black Magic - 4  
A spell to summon lightning, damaging all near by enemies.

14 - Silence - Black Magic - 10  
Spell that prevents enemies from casting spells by stopping air vibration.

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Rael - 23
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Basic - Fire Ball - Black Magic - 2  
Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Stone Blast - Black Magic - 2  
A spell to create an enormous rock in the air, crushing all nearby enemies.

Basic - Aerial Labrys - Black Magic - 2  
Creates a tornado that blows enemies into the air and smashes them.

Basic - Aqua Splash - Black Magic - 4  
An attack spell to launch a sphere of compressed water toward a single enemy.

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A spell to summon lightning, damaging all near by enemies.

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A spell to convert magic power to pure energy. Light arrows hit nearby enemies.

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A spell to seal the enemy into a vacuum space. Burns it with high density energy.

Basic - Dash - Black Magic - 2  
An auxiliary spell increases response speed for a little while.

Basic - Impact - Black Magic - 4  
An auxiliary spell that uses an aura to envelope body and increases attack power.

Basic - Silence - Black Magic - 10  
Spell that prevents enemies from casting spells by stopping air vibration.

Basic - Bind - Black Magic - 6  
A spell to affect the nervous system and paralyze the enemy where he stands.

Basic - Magical Boom - Deadly

Infuses magic power to the axe and releases it at one time with the attack.

Basic - I'm a Genius - Skill

Casts a spell in a serious manner. But still likes pudding.

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Rutice - 19
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Basic - Rare - White Magic - 2

A spell to heal a player to some extent. Sacred light heals a part of damaged body.

Basic - Rarer - White Magic - 4

A spell to heal a player to a greater extent. Sacred light engulfs the body.

Basic - La Rare - White Magic - 6

Spell that makes minor recovery of all allies through droplets of Holy Light.

Basic - La Rarer - White Magic - 12

Spell that makes major recovery of all allies through a pool of Holy Light.

Basic - Cure Poison - White Magic - 3

An spell that neutralizes the poison in the body and makes it harmless.

Basic - Refresh - White Magic - 6

A spell to remove all abnormal status. Effective against poison, sleep, etc.

Basic - Protection - White Magic - 4

An auxiliary spell that increases defense to repel enemy attacks.

Basic - Magic Shield - White Magic - 4

An auxiliary spell that increases magic defense to repel enemy spells.

Basic - Slow - White Magic - 2

Spell that slows the enemies reflexes to reduce their ability to dodge.

Basic - Sleep - White Magic - 6

A spell to emit sleep-inducing waves. Sends enemies to their dream worlds.

Basic - Fire Ball - Black Magic - 2

Most basic attack spells. Launches a ball of intense heat toward the enemy.

Basic - Stone Blast - Black Magic - 2

A spell to create an enormous rock in the air, crushing all nearby enemies.

Basic - Aerial Labrys - Black Magic - 2

Creates a tornado that blows enemies into the air and smashes them.

Basic - Aqua Splash - Black Magic - 4

An attack spell to launch a sphere of compressed water toward a single enemy.

Basic - Electro Cube - Black Magic - 4

A spell to summon lightning, damaging all near by enemies.

Basic - Shine Bullet - Black Magic - 4

A spell to convert magic power to pure energy. Light arrows hit nearby enemies.

Basic - Dash - Black Magic - 2

An auxiliary spell increases respose speed for a little while.

Basic - Impact - Black Magic - 4

An auxiliary spell that uses an aura to envelope body and increases attack power.

Basic - Silence - Black Magic - 10

Spell that prevents enemies from casting spells by stopping air vibration.

Basic - Bind - Black Magic - 6

A spell to affect the nervous system and paralyze the enemy where he stands.

Basic - Unlimited - Deadly

Throws a truly vast number of knives towards the enemy.

Basic - Snipe Shot - Skill

Aims a knife at the enemy's motor nerves to decrease their attacks.

Basic - Speed Needle - Skill

Throws a knife at an enemy's weak point.

20 - Restore - White Magic - 17

Revives an ally that can no longer fight. Must be within close reach.

22 - Oxide Ring - Black Magic - 7

A spell to seal the enemy into a vacuum space. Burns it with high density energy.

23 - Confusion - White Magic - 8

Confuses the ability to recognize us-or-them and causes irrational behavior.

27 - Rarest - White Magic - 8

A spell to heal a player completely. The sacred light heals the body.

27 - Flare Ghost - Black Magic - 7

A spell to spread blue flames of intense heat, burning all nearby enemies.

29 - Mind Shop - Skill

Aims at an enemies central nervous system, causing temporary panic.

31 - Anti-Magic - Black Magic - 6

Creates a barrier to repel various magic. Also blocks spells cast by allies.

33 - Death Quake - Black Magic - 7

A spell to cause a crack in the earth, engulfing all enemies in the vicinity.

Event - Hide - Black Magic - 8

Higher level spell that bends light to hide. Enemy attacks will fail to hit.

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Credits and Legal Stuff
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<Credits>

- Falcom and Bandai for making the game
- GameFAQs for having an awesome site and hosting this
- A lot of free time

<Legal Stuff>

Feel free to use this for anything as long as you do not make money off of it or claim it as your own. If you are going to make money off of it you better hope I don't find out.

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