

Valkyrie Profile: Lenneth Character Guide

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Updated to vFinal on May 6, 2009

VALKYRIE PROFILE: LENNETH

Character Guide and FAQ by Kshell Triumph

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Also let me know if I made a mistake. I am human, so I make mistakes at times. Yes I know it's hard to believe that the fabulous, glamorous me is human, but what can you do?

(2*) Purpose

Valkyrie Profile is back on the PSP. I decided, in typical Mr. Triumph manner, to make a character guide. This guide will contain information about all characters including history, moves, special attacks, and when you are able to get them. Yes, there is going to be plenty of spoilers in this guide, so keep that in mind as you research your favorite character.

(3*) FAQ

Q: How many characters are there, total?

A: 25, but that's only if you play Hard mode AND play the bonus dungeon.

Q: So, I can't get all the characters in Easy and Normal modes?

A: No, but that does not mean you should not stray away from these modes if you are a first time Valkyrie Profile player.

Q: How are the characters effected in each mode?

A: In Easy mode, you only get a handful of characters who have very little relevance to the story. Experience is gained easier. In Normal, you are able to get more characters, some of which are important to the story. They gain experience at a moderate rate. In Hard mode, you are able to get all characters, but they all start at level one and gain experience at a slower rate. However, playing in Hard mode grants you access to more dungeons with much better equipment than any of the other modes. In the end, it all balances itself out.

Q: So is Hard mode really that hard?

A: No. To me, I found Hard mode to be the most enjoyable. Keep in mind that with more dungeons comes not only more monsters and weapons, there is also more event points for the Experience Orb. Thus, you can easily raise a character's level from level one with little trouble. Also I found that playing the bonus dungeon is FAR, FAR easier when attempted on Hard mode. That is, of course, you finished all of the story dungeons and obtained all 8 Flame Jewels.

Q: Do all characters have a specific ultimate weapon?

A: With the exception of Valkyrie, Freya, and Brahms, no.

Q: Is it better to give my characters weapons from Divine Item or from what I find in dungeons?

A: Divine Items don't break. Thus, use those. However, if facing a certain type of foe, then use the proper weapon associated with that foe's weakness. (i.e. use the Dragon Slayer against dragon-type enemies).

Q: Is there a good way to level up characters?

A: Use those dungeons. If you were gaining ample experience points, then return to the dungeon of your choice. Just be sure to watch how much time you have left on your chapter.

Q: I'd hate to never see this character again! Do I really have to transfer him/her to Valhalla?

A: If he/she meets Freya's requirements, yes. But don't worry, because you can find other characters to fill that void.

If you have any other questions, feel free to email me!

(4*) Characters

I wrote these characters in their general order of appearance and on how soon you are able to get them. Keep in mind that no two games are the same, so you may recruit someone in an earlier chapter on your first game, but not get that same someone until later in your next game.

Next, I described just how exactly their skills hit. So, if I say "1 Hit, Hits Left, +25 to Gauge" this means that the attack hits one time, sends the enemy in the left direction, and adds 25 points to the Special Attack Gauge, respectively. Then, you'll see the character's Purify Weird Soul (PWS) attack and how much it adds to the gauge. After that, you'll see how soon you can recruit the character. Finally, you have their innate elemental resistances.

a. LNTH

Valkyrie: Your lady protagonist. Her real name is Lenneth, and she is the middle child of the three Valkyrie sisters who find the souls of dead warriors to take to Valhalla. She carries out her orders no matter what, however, should she get curious about her duties, and her past, the true form of Lenneth will be discovered.

As the main character of the game, it's no wonder that Lady Valkyrie is so strong. She is able to equip both swords and bows, which allows you to play her in a versatile manner. She also has special armor that is only available to her through Divine Item. You will be playing with Valkyrie the entire game, so be sure to become well acquainted with this goddess.

SWORD ATTACKS:

Bolt Slash, 1 Hit, Hits Left, +25 to Gauge
A simple, downward sword strike great for leading attacks or finishing up the attack session.

Moment Slide, 1 Hit, Hits Up, +15 to Gauge
This sliding attack is what I use as Valkyrie's first attack.

Vertical Raid, 2 Hits, Hits Up-Left Twice
+12/Hit to Gauge
(24 Total)

A double slash sends an enemy upwards and is great for setting up other characters for an attack.

BOW ATTACKS:

Spread Shot, 2 Hits, Hits Up Twice
+10/Hit to gauge
(20 Total)

A powerful arrow strike, great for starting a session.

Tri-Blast, 3 Hits, No Direction, +3/Hit to Gauge
(9 Total)

Three arrows hit the enemy.

Infinity Blast, 4 Hits, No Direction, +6/Hit to Gauge
(24 Total)

Arrows hit the foe in the shape of the infinity symbol.

PURIFY WEIRD SOUL:

Valkyrie is the only character who has a changing PWS. Depending on her equipped weapon, she is able to perform various levels of her special attack.

Nibelung Valesti, a series of the three sword or bow attacks, followed by the enemy being levitated in the air by holy spears. (Level 1, +53 to Gauge)

Nibelung Valesti, a series of the three sword or bow attacks, followed by the enemy being levitated in the air by holy spears. Valkyrie then leaps into the air and grows angel wings. The feathers materialize into a giant spear and she hurls it at the enemy for some extra damage. This is the most common form of the attack that you will see. (Level 2, +58 to Gauge)

Nibelung Valesti, a series of the three sword or bow attacks, followed by the enemy being levitated in the air by holy spear. Valkyrie then leaps into the air and grows angel wings. The feathers materialize into a giant spear and she hurls it at the enemy for some extra damage. Finally, the explosion from the sphere forms a cluster of holy bombs, all of which blow up on the enemy for some colossal damage. This form is only available if you play Hard mode or get a weapon from the Seraphic Gate. (Level 3, +65 to Gauge)

EARLIEST AVAILABLE: You start the game with her.

ELEMENTAL RESISTANCE ORDER: Holy>Poison and Fire>Ice and Lighting>Darkness

b. FRYA

Freya: Known as the goddess of fertility, Freya will do anything that Odin commands. Usually a cold and calculating goddess, Freya is very friendly to Lenneth and instructs her through her first Midgard adventures. With a fighting

style all of her own, Freya is the one goddess who you do not want to cross. Clearly, she must have a secret reason for being so personable with Lenneth, right?

Freya accompanies you after you start the new game when you learn the basics. It's a shame she doesn't stay with you for the rest of the game. While she is difficult to control due to the fact she has a one second pause before each of her attacks, her power is unquestionable.

Freya can only be obtained on hard mode and that's only during the Seraphic Gate AND if you have a Flame Jewel that grants you access to her chambers.

ATTACKS:

Critical Flare, 9 Hits, Hits Left, +4/Hit to Gauge
(36 Total)

A fan wave of powerful energy.

Aerial Burst, 3 Hits, Hits Down, +7/Hit to Gauge
(21 Total)

Freya teleports up and shoots three energy beams at her enemy. This is the attack you'll be using when you have her in your party in the Artolian Mountain Ruins.

Thunder Sword, 5 Hits, Hits Left, +10/Hit to Gauge
(50 Total)

Another beam of energy, only this time it hits the enemy with more concentration; perfect for bigger foes.

PURIFY WEIRD SOUL:

Ether Strike, Freya summons up as much power as she can and sends it all down towards the unfortunate enemy. Powerful as hel-er, Nifhleheim.
(+10 to Gauge)

EARLIEST AVAILABLE: Automatically joins in the introduction. Can only be acquired in the Seraphic Gate if you completed the game on Hard mode.

ELEMENTAL RESISTANCE ORDER: Fire>Lighting and Holy>Poison and Darkness>Ice

c. ARNG

Arngrim: Facing Arngrim in battle is surely not a good idea. A man of great strength who wields a sword that would make both Cloud and Sephiroth faint, Arngrim is a beast on the battle-field. Despite disrespecting the king of Artolia, he feels differently about the princess, Jelanda, and joins Valkyrie at the last minute.

If you are playing on Hard mode, Arngrim will be with you from start to finish, and even a little bit in the bonus dungeon. Other than that, Arngrim can be easily replaced by other Einherijar. Arngrim's amazing strength is quite reliable in the earlier parts of the game. His PWS adds

a whopping 80 points to the meter!

ATTACKS:

Spinning Back-Knuckle, 1 Hit, Hits Left, +15 to Gauge
This is Arngrim's worst attack. Arngrim back-fists an enemy.
The fact that it is such a short-ranged attack is what
inhibits it from being more potent.

High Wind, 1 Hit, Hits Down-Left, +30 to Gauge
Arngrim swings his huge sword down, knocking down a foe.
Much more useful than Spinning Back-Knuckle, and a great
way to lead an attack.

Wrenching Swing, 1 Hit, Hits Left, +25 to Gauge
Another powerful swing of Arngrim's sword, only this time it
swings horizontally, pushing a foe away.

PURIFY WEIRD SOUL:

Final Blast, Arngrim dashes towards an enemy as multiple
volcanic eruptions arise from his steps, and then a final
eruption ends a deadly combination of refined swordsmanship.
Because it adds so much to the gauge, this skill is best
saved as the third PWS in a row.
(+80 to Gauge)

EARLIEST AVAILABLE: Automatically joins in the introduction
chapter.

ELEMENTAL RESISTANCE ORDER: Fire>Lightning and Holy>Darkness
and Poison>Ice

d. JNDA

Jelanda: The princess of Artolia. To the public, she
appears as a demure, regal figure of authority, but in
reality, she is tomboy brat who will stop at nothing when
it comes to getting what she wants. Granted, that's not all
a bad thing because if someone were to upset her father,
she would step in and take care of business. However,
that attribute is what caused her untimely death.

Jelanda is the first mage you obtain. Mages are best used
in the back, under the O command. They do not have a
designated PWS, but they are capable of using something
called Big Magic, which attacks every enemy on the screen.
Performing these attacks requires the mage to have a certain
weapon equipped. Until the game is about to end, most of
these weapons are fragile, and break very easily. It is
important to only use these attacks for special occasions.

STARTING SPELLS: Fire Storm, Heal

EARLIEST AVAILABLE: Automatically joins in the introduction
chapter.

ELEMENTAL RESISTANCE ORDER: Ice>Darkness and Poison>Holy

and Lightning>Fire

e. LWLN

Llewelyn: An inexperienced archer, and a novice soldier who lives in Crell Monferaigne. Drafted into the war, he ended up leaving his betrothed, Lylia, with a promise to get married after his return. Unfortunately, his promise was never fulfilled as he was lost in a ship battle, and his corpse was never found from the ocean.

Llewelyn is the first archer, next to Valkyrie, that you will obtain. At first, he will seem lame and not nearly as powerful as the other characters. Obviously, if you stick with him, you'll see that he does have potential to be a formidable fighter. Unfortunately, Freya requests an archer at some point. If you have yet to recruit Janus, you are going to have to send up Llewelyn.

ATTACKS:

First Shot, 1 Hit, No Direction, +5 to Gauge
An arrow strike. Nothing impressive.

Twin Shot, 2 Hits, No Direction, +5/Hit to Gauge
(10 Total)
Two arrows hit an enemy. Again, nothing impressive.

Aiming Wisp, 3 Hits, No Direction, +5/Hit to Gauge
(15 Total)
This is his best attack, mainly because it hits at a very fast speed. I would use this when leading an attack session.

PURIFY WEIRD SOUL:

Layer Storm, Llewelyn focuses his energy into one arrow, and after it gets released, the arrow explodes into millions of clusters. These clusters fly towards the enemy. This is a great attack if the enemy you are facing is large. If the enemy is smaller, the potential is wasted.
(+100 to Gauge)

EARLIEST AVAILABLE: Chapter 1

ELEMENTAL RESISTANCE ORDER: Fire>Holy and Lightning>Poison
and Darkness>Ice

f. BENU

Belenus: Residing in Lassen, Belenus comes from a long lineage of nobles. While Lassen is known for it's slave trade, Belenus is known to take good care of all of his workers. After an unsuccessful trip to the auction, Belenus's favorite servant, Asaka, loses her soul to the vampire queen. Valkyrie performs the soul transfer ritual and allows Asaka to live. Belenus then becomes an

Einherijar.

Belenus is usually the first character I received after all of the introductions end. Most of the time, I send him right up in Chapter 1. However, keeping him is also a good way to start building a strong party. Belenus has amazing strength and his only flaw is that he can become terribly boring as you come close to finishing the game.

ATTACKS:

First Slash, 1 Hit, Hits Left and Down, +15 to Gauge
A quick cut to an enemy.

Rising Slash, 2 Hits, Hits Up, +12/Hit to Gauge (24 total)
This is a great attack that knocks an enemy up while hitting it twice.

Piercing Crusade, 2 Hits, Hits Left, +10/Hit to Gauge
(20 Total)
Another great attack in which Belenus charges right through the enemy. This is the perfect attack session starting attack.

PURIFY WEIRD SOUL:

Extreme Void, Belenus summons green circles to confine an enemy. Then, a massive sword comes from the earth and skewers the foe. This is a highly damaging attack, too bad it is so boring after seeing it the first couple of times.
(+30 to Gauge)

EARLIEST AVAILABLE: Chapter 1

ELEMENTAL RESISTANCE ORDER: Holy>Lightning and Fire> Ice
and Poison>Darkness

g. JUUN

Jun: Jun is a samurai who created a dual sword style that is all of his own. His twin sister, Ai, was born without the ability to see. He decided to look for a cure, but when he was wandering in a cave in Hai-Lan, he became possessed by an ogre. After Valkyrie slays the ogre, Jun becomes an Einherijar.

Jun is one of the slickest characters in the game. His style of fighting may be a bit difficult to control at first, but after a while, he becomes quite useful. He has one of the most entertaining PWS's.

ATTACKS:

Senko-zan, 2 Hits, Hits Up and then Left, +5/Hit to Gauge
(10 Total)

This attack is difficult to chain with other attacks if it is used first. Jun will slash, and then jump a bit in the air.

Koei-zan, 1 Hit, Hits Right, +5 to Gauge

A body tackle, nothing more. Jun goes to the other side of the enemy to perform it.

So-enbu, 2 Hits, Hits Left, +12/Hit to Gauge

(24 Total)

Two powerful sword slashes. For some reason, this attack has always helped in breaking the enemy guards.

PURIFY WEIRD SOUL:

Senko-jin, Jun becomes a ninja as he slashes and gashes an enemy from all sides with lightning quick cuts. He finishes the combo with a rising sword strike through the enemy. This attack is great, but it doesn't add much to the gauge.

(+30 to Gauge)

EARLIEST AVAILABLE: Chapter 2

ELEMENTAL RESISTANCE ORDER: Lightning>Fire and Darkness> Ice and Holy> Poison

h. NANA

Nanami: While not related by blood, Nanami was taken and raised by a Shinto priest. In order to carry on the legacy of these priests, Nanami attempts an ascension ritual, even though it could cost her life. Her sister, Minayao, was the one originally intended for the ritual, however she passed away before it was her time. Nanami finds the sacred sword, but a spectre of Minayo attempts to possess her. Nanami accepts this fate and switches places with the lost soul and the spirit of Minayo lives on in Nanami's body.

Nanami is one of the first mages who comes with the Lightning Bolt spell. For this reason, I used her for a certain duration of time before she became lost in a sea of mages. Like other spell-casters, she'll eventually get over-shadowed and can be sent up to Valhalla.

STARTING SPELLS: Fire Storm, Lightning Bolt, Normalize

EARLIEST AVAILABLE: Chapter 2

ELEMENTAL RESISTANCE ORDER: Holy>Fire and Poison>Lightning and Ice>Darkness

i. YUUM

Yumei: Half-mermaid, half-human, Yumei had a difficult life growing up. Her nobleman father and mermaid mother lived a lifestyle that was unheard of by both races. After her parents died, she decided to look for the mystical Cerulean Lapis, which supposedly grants any wishes. In an

attempt to find it, she meets Fuyuki and his father, but the lack of results discouraged Yumei and she swam into the sea. Fuyuki ended finding the lapis, and was able to grant Yumei's wish for her.

Yumei is not a powerful mage, but her ability to swim is much needed in one of the chapters. One thing I like about Yumei is how she turns into mermaid form when casting a spell. Still, when Freya requests someone who can swim, it is time to send Yumei to Valhalla.

STARTING SPELLS: Frigid Damsel, Icicle Edge, Stone Torch

EARLIEST AVAILABLE: Chapter 2

ELEMENTAL RESISTANCE ORDER: Ice>Poison and Darkness>Holy and Lightning>Fire

j. JANS

Janus: Another archer from Crell Monferaigne. Janus went into the knight-hood to make his parents proud, but when he was asked to assassinate someone, he gave up his position. He left the city for days, and came back regarded as a coward. When he came back to the knight headquarters, he was the one who became assassinated.

In comparison to Llewelyn, Janus is the better archer for both battle and Valhalla. Not only are his attacks generally more powerful, he does not need a large enemy for his PWS to be successful. But, his attacks add very little to the gauge. Still, by the time you get him, you should already have established a good party and are able to obtain 100 on the gauge no matter who you use. When Freya demands an archer, Janus is the one to be sent.

ATTACKS:

Diseased Needle, 2 Hits, No Direction, +1/Hit to Gauge
(2 total)

Two poisoned needles pierce an enemy. Janus is the only character in the game that can cause a negative status ailment just via a normal attack.

Tri-Stinger, 3 Hits, No Direction, +1/Hit to Gauge
(3 total)

Three arrows are shot at an enemy.

Restrain Flame, 1 Hit, No Direction, +50 to Gauge
A fire arrow explodes on an enemy as Janus shouts, "Yeah!" showing that he is one bad-ass archer.

PURIFY WEIRD SOUL:

Guilty Break, Janus fires a series of arrows that cause the enemy to elevate in the air. He then shoots one more exploding arrow. A powerful attack, and great way to add some points to that gauge.

(+72 Gauge)

EARLIEST AVAILABLE: Chapter 2

ELEMENTAL RESISTANCE ORDER: Poison>Ice and Holy>Fire and
Darkness> Lightning

k. LWFE

Lawfer: Lawfer was a fellow knight with Arngrim in Artolia. However, Lawfer only got into his position because of his noble lineage and the fact that his father was the head of the knights. After the fiasco happened with Jelanda, Lawfer knew that something was amiss when Arngrim's brother got arrested. Lawfer decided to free Roland and it was this mission that cost Lawfer his life.

Lawfer is the first pole-arms user you will obtain. His best attribute is the fact that his PWS can be used many times and requires very little purple gems for recovery. However, his PWS is on the weaker side, and his normal attacks are a bit awkward to use.

ATTACKS:

Smash Axe, 1 Hit, Hits Left, +24 to Gauge
Lawfer swings his spear and hits the enemy with the blade.

Prisoner Fang, 1 Hit, Hits Right, +30 to Gauge
Lawfer pulls the enemy closer to the party. This attack can be tricky to use effectively.

Triple Thrust, 3 Hits, Hits Down-Left, Left, and Up-Left,
+10 to Gauge/Hit

(30 Total)

Three attacks to an enemy. Despite the direction that they strike, they barely budge most enemies. Also, this attack is not effective on smaller foes.

PURIFY WEIRD SOUL:

Justice Stream, After a series of spear strikes, Lawfer knocks a foe to his left and creates a whirlwind that slashes an enemy. I like Lawfer as a character, but not as a party member. His attacks, and especially his PWS, bore me to death. They aren't especially powerful, either.

(+25 to Gauge)

EARLIEST AVAILABLE: Chapter 2

ELEMENTAL RESISTANCE ORDER: Lightning>Darkness and Fire>
Ice and Holy> Poison

l. KASH

Kashell: During an expedition in Camille Village, the mercenary Kashell and his partner Celia encounter something horrid. All of the villagers were not only turned into stone, but they were also broken apart. As they looked for survivors, they found a young girl still intact. However, the demon responsible for the petrification curse skewers Kashell before the antidote could be administered. Thanks to Valkyrie, the bottle does not shatter and Celia is able to revive the young girl from the curse. Kashell's noble sacrifice was not in vain.

Of all the heavy sword users in Valkyrie Profile, my favorite is Kashell, but you probably were able to figure that out. His fighting style, his personal style, and his confident attitude shape him up to be a great character for both your team and Valhalla. If you are tired of using Arngrim, or just feel like adding some extra power to your party, using Kashell is the way to go.

ATTACKS:

Low Swing, 1 Hit, Hits Up, +10 to Gauge
A giant sword sweep that knocks the enemy up in the air.

Beast Tackle, 2 Hits, Hits Left and Down-Left, +15 to Gauge/Hit
(30 Total)
A shoulder tackle followed by a downward slash. Be careful not to miss his second attack, because there is a brief pause after the body-ram.

Air Pressure, 1 Hit, Hits Up-Left, +15 to Gauge
Attack from above! Kashell storms at an enemy with his huge sword leading the way. This is a great Guard Break attack and also a great way to lead an attack.

PURIFY WEIRD SOUL:

Flashing Blade, Kashell combines Low Swing and Beast Tackle into a deadly combination, and finishes his attack with an Air Pressure attack. At the end of the thrust, there is an explosion beneath the foe.
(+69 to Gauge)

EARLIEST AVAILABLE: Chapter 3

ELEMENTAL RESISTANCE ORDER: Fire>Holy and Lightning>Poison and Darkness>Ice

m. LREN

Lorenta: One of the most highly loved and regarded instructors at Flenceburg Sorcery Academy, Lorenta is a very powerful mage. After her birthday, she came home to a disturbing surprise: her husband was kidnapped by her ex-pupil, Lezard Valeth. Because her husband took a dark potion, he turned into a monster against his will and ended up slaughtering Lorenta.

Lorenta's story is a tragic one indeed. Luckily, her magic power is quite a welcome when you obtain her. She is the first mage to have Mystic Cross, which ultimately allows you to use the most powerful Big Magic: Celestial Star. I realize that by the time you get her, you will probably have a plethora of mages, but using Lorenta comes highly recommended by this time.

STARTING SPELLS: Mystic Cross, Heal, Invoke Feather, Fire Lance, Sap Guard

EARLIEST AVAILABLE: Chapter 4

ELEMENTAL RESISTANCE ORDER: Ice>Poison and Darkness>Holy and Lightning>Fire

n. LVAL

Lezard Valeth: A necromancer with uncanny magic powers. Despite his genius, he uses his skill only for the purpose of making Lenneth fall in love with him. However, his knowledge can also become useful for those in need of information about the very fabrication of the gods. With so much power at his disposal, it is no wonder Lezard could very well become a god.

While you can face off against Lezard Valeth in Normal and Hard modes, he is only playable in Hard mode, and that is during the Seraphic Gate. Still, he is the most powerful mage in the game, and his battle quotes are some of my favorites in Valkyrie Profile. Worth the wait? I think so.

STARTING SPELLS: Dark Savior, Mystic Cross, Shield Critical, Invoke Feather, Guard Reinforce, Poison Blow, Prismatic Missile, Stone Torch, Invoke Feather, Fire Lance

EARLIEST AVAILABLE: Can only be acquired in the Seraphic Gate if you completed the game on Hard mode.

ELEMENTAL RESISTANCE ORDER: Darkness>Ice and Lightning>Fire and Poison>Holy

o. AEIA

Aelia: Friends with Kashell and Celia, Aelia is a woman who will not let anything take her down. However, she was captured by the evil wizard Gandar in order to obtain the Dragon Gem that sleeps within her. Refusing to give in to his demands, Gandar uses a final spell on Aelia which results in the loss of her life.

Besides having the sex appeal of diva, Aelia is another cool character to use in battle and to send up to Freya. Of the two spear users, she is the by far the better choice for battle purposes. My only complaint is that her Purify

Weird Soul is slow, and can make battles drag out longer.

ATTACKS:

Roundkick, 2 Hits, Hits Up and Left, +3 to Gauge/Hit
(6 Total)

Probably Aelia's worst attack, I set it so this one is last.
She does a double kick on an enemy.

Sonic Edge, 1 Hit, Hits Left, +9 to Gauge

Aelia chucks her spear at the enemy. This is the attack
I use as her first strike. It is easy to hit with and use.
How does she get her spear back, though...?

Spinning Edge, 3 Hits, Hits Left Three Times,
+8 to Gauge/Hit
(24 Total)

My favorite attack, Aelia charges at her enemy as a red
whirlwind surrounds her spear, knocking the foe back three
times in a row.

PURIFY WEIRD SOUL:

Dreaded Dragon, Aelia summons up all of her powers and turns
into a gigantic dragon. The gem in her chest releases a
mighty beam of energy on the foe. A cool attack for a few
battles, but it gets repetitive to watch it later in the
game.
(+45 to Gauge)

EARLIEST AVAILABLE: Chapter 4

ELEMENTAL RESISTANCE ORDER: Fire>Holy and Lightning>Poison
and Darkness>Ice

p. MYSS

Mystina: At the top of her class at the Flenceburg
Sorcery Academy, Mystina has earned the respect of class-
mates and teachers alike. When she heard of the death of
Lorenta, Mystina was jovial and decides to pay Lezard's
castle a visit to see what else he has been up to besides
murdering professors. In spirit form, what she finds are
secrets and experiments beyond the comprehension of most
mages. Lezard decides to explain to Mystina the results of
research, but in the end, Lezard decides to let Mystina
remain in sprit form forever as he freezes her body solid.

Another female mage to add to your list, but at least this
one has higher stats and more attitude. Mystina plays a key
role in the A Ending as well.

STARTING SPELLS: Dark Savior, Normalize, Sap Guard, Mystic
Cross, Sacred Javelin

EARLIEST AVAILABLE: Chapter 5, only if you defeated Lezard
Valeth in his tower.

ELEMENTAL RESISTANCE ORDER: Darkness>Ice and Lightning>Fire
and Poison>Holy

q. LCIA

Lucian: Lucian and Platina were best friends growing up in the isolated Coriander Village. However, after Platina's death, Lucian never was the same. He spent the rest of his years in Gerabellum, living the life of a bandit. However, when one of his friends went too far, nobles from far and wide began a massacre to wipe out the poor and those who steal for them. Lucian was hit by a stray arrow in the chaos, and Valkyrie recruited his soul. Lucian cannot help but to wonder why Valkyrie looks so similar to Platina.

Another key character in the A ending. If you want to see this ending, you will have to send up Lucian a chapter after you get him. While not a total loss, Lucian does have some skills that prove very useful in battle. I never liked his character, so sending him to Freya was no problem with me, despite his usefulness in some boss battles. By this point in the game, you will have so many sword-users that you may find yourself happy to get rid of one of them.

ATTACKS:

Air Slash, 1 Hit, Hits Up, +25 to Gauge.

A simple strike with an upwards motion, similar to Valkyrie's first attack with a sword.

Slanting Thrust, 1 Hit, Hits Up-Left, +15 to Gauge.
Lucian knocks a foe away with another upward cut.

Shining Bolt, 12 Hits, No Direction, +3 to Gauge/Hit
(36 Total).

An excellent attack, especially if the enemy is down. Lucian sends a lightning bolt from his sword to an enemy, which allows a huge amount of both experience crystals and purple crystals to appear. If your team is in need for some CT recharging, then Shining Bolt is a great skill to use.

PURFIY WEIRD SOUL:

Round Rip Saber, Lucian hits the foe from all directions, and then knocks the foe into the air. However, the foe is not airborne for long, because his final attack is a charged downward slash on the enemy. A good PWS, but nothing special. As I said, the only saving grace with Lucian is his Shining Bolt skill.
(+40 to Gauge)

EARLIEST AVAILABLE: Chapter 5

ELEMENTAL RESISTANCE ORDER: Lightning>Darkness and Fire>Ice
and Holy>Poison

r. REGY

Grey: At first glance, Grey looks like a living piece of armor, however that is far from the case. His love, Lemia, saved Grey's life via Soul Transfer. Grey's guilt got the best of him as he tried to save her life the same way. But, the laws of the gods would not allow for it, and the ritual caused him to lose his life.

Grey has one of the more depressing stories in the game. It is not because of how his life ended, but how he and his other mercenary friends (Kashell, Aelia, Lawfer, etc.) left Celia all alone. Anyways, Grey is the last heavy arms character you will obtain. Unfortunately, he is not as powerful as Arngrim and Kashell. However, if you are against a group of fire enemies, Grey can be quite helpful.

ATTACKS:

Razor Edge, 1 Hit, Hits Left, +15 to Gauge.
Grey thrusts the enemy full force with his giant sword.

Mortal Razor, 1 Hit, Hits Up, +25 to Gauge
Another sword thrust, except this time it knocks the foe in the air.

Energy Cannon, 3 Hits, Hits Left Once, +5 to Gauge/Hit (15 Total).
Once again, a sword thrust. However, Grey runs through the enemy and bits of ice energy trail behind him and slice the enemy.

PURFIY WEIRD SOUL:

Icicle Disaster, Grey calls upon the powers of ice to perform a powerful thrust attack and which countless clusters of ice trail behind him. These form into a giant glacier that solidifies the enemy. Finally, Grey cuts the ice sculptor in half, causing large damage. An ice elemental attack is always fun, especially considering the cold atmosphere of the game in it's entirety.
(+58 to Gauge)

EARLIEST AVAILABLE: Chapter 5

ELEMENTAL RESISTANCE ORDER: Poison>Ice and Holy>Darkness and Fire>Lightning

s. HOSH

Shiho: The song-maiden of Hai-Lan. Shiho was born blind, but she has the power to turn men into fierce warriors with the sounds of her singing voice. However, she eventually reached her breaking point and refused to sing any longer for her comrades. As a result, the soldiers were destroyed by the opposing army, and Shiho was taken in by Suo. She

thought that she found salvation, but she was killed by Suo's superior.

Yet another Hai-Lan sorceress. I did enjoy the fact that she was the first person who had Might Reinforce, but other than that bonus, she is another mage in the mix. It probably makes no difference at the point in which you get her whether or not you send her to Valhalla.

STARTING SPELLS: Might Reinforce, Guard Reinforce, Heal, Invoke Feather, Normalize

EARLIEST AVAILABLE: Chapter 5

ELEMENTAL RESISTANCE ORDER: Holy>Fire and Poison>Ice and Lightning>Darkness

t. RACH

Badrach: A loner thief who does whatever job he wants to do, just as long as the price is right. While he has no companions, he prefers money to friendship and has no qualms about making enemies. Over the years, he became too notorious for his own good, and an assassin from the Thieves Guild decided it was time for his services to end. While Badrach may not have been the most valiant of warriors in Midgard, he had one time to shine, which allowed him to become an Einherjar.

Yes, Badrach is an archer. However, Badrach is probably one of the worst characters in the game. Two of his attacks may hit multiple times, thus each hit goes up by an increment of one. For instance, if he hits an enemy five times, the gauge will go up by fifteen. However, his attacks are so erratic, so unpredictable, you're better off sticking with characters that are more reliable with their attacks. Not to mention, his voice drives me up a wall.

ATTACKS:

Flare Shot, 1 Hit, Hits Up, +15 to Gauge.

This is Badrach's only decent attack. He shoots a group of bullets from his crossbow that explode on impact.

Fifth Way, 12 Potential Hits, No Direction, +1 to Gauge Initially, but then increases by 1 after each successive attack.

A stream of bullets fans out towards the enemy. Since each attack is weak and not very effective for the gauge, this is better used on larger enemies.

Lunatic Shot, 15 Potential Hits, No Direction, +1 to Gauge Initially, but then increases by 1 after each successive attack.

Another crazy attack, only this time the bullets create a sinusoidal pattern. This is his most unreliable attack, and probably one of the worst attacks in the game.

PURFIY WEIRD SOUL:

Sphere Strike, Badrach runs around the enemy and sprinkles gun powder behind his trail. He then runs behind the party and ignites the powder, causing a circular explosion. Like everything else that Badrach has, this attack is neither powerful or useful.

(+30 to Gauge)

EARLIEST AVAILABLE: Chapter 5

ELEMENTAL RESISTANCE ORDER: Darkness>Ice and Lightning>Fire and Poison>Holy

u. JLYE

Jayle: Jayle's real name is Leticia. However, she went under cover as a male for the sole purpose of joining the knighthood. When Captain Graham finds out, he keeps her secret because he understands her reasons. She seeks revenge on the crafty Magnus, who has been tampering with forbidden arts. When Jayle finally encounters Magnus, the criminal summons Genevieve, the dark lady. Her spells hypnotize all of the male knights, and while Valkyrie gets rid of her, Graham ends up stabbing Jayle. Just as he comes to, Jayle utters her last words of happiness to him. Magnus ends up dead by Graham's sword.

I am not sure how Jayle was able to pass as a man with that style of fighting, but whatever. Jayle is another sword user. Her stats are nothing special, but if you previously sent up a sword user and need someone to fill the void, then Jayle is a great way to go. Her attacks are very quick, and require little practice to master.

ATTACKS:

Gleam Charge, 1 Hit, Hits Left, +25 to Gauge.
A charging sabre attack, that is both quick and effective.

Round Dance, 1 Hit, Hits Up, +15 to Gauge.
I usually set this as her first attack. Jayle performs an upward sabre strike that knocks the foe in the air.

Hind Edge, 1 Hit, Hits Up-Right, +10 to Gauge.
One of the more useful attack in which Jayle smacks her sabre when behind the enemy. It causes the enemy to get in the air, and it moves it closer to your team.

PURIFY WEIRD SOUL:

Eternal Raid, Jayle probably has the PWS that executes the quickest. That alone is a good reason to use her. Anyways, Jayle unleashes a flurry of thrusts from her sabre, and finishes her attack with a charging thrust. A cool and quick attack. It also gives a huge boost to the gauge.
(+56 to Gauge)

EARLIEST AVAILABLE: Chapter 5

ELEMENTAL RESISTANCE ORDER: Poison>Ice and Holy>Darkness
and Fire>Lightning

v. LRIE

Lyseria: A woman shrouded in mystery. While a prophet by nature, she hated the fact that she was born with the ability to see into the future of herself and others. Due to her insanity, she sealed herself away into a giant crystal structure found in ancient ruins. Valkyrie was directly asked by Odin to find her. While reluctant at first to join Lenneth, Lyseria becomes an Einherijar after she is defeated by Lenneth in battle.

Lyseria is the only character in Hard mode that can be obtained in the main story. Why is this? I have no idea. She, as you may have guessed, is another mage in the mix. Odin specifically requests that she be sent up. You don't have to do this, but it is a good suggestion to do this. Thus, you have very little time to play around with her. But don't worry because she pales in comparison to another mage you will acquire in a later chapter. Furthermore, she can be used once again in the Seraphic Gate.

STARTING SPELLS: Guard Reinforce, Mystic Cross, Sacred Javelin, Invoke Feather, Might Reinforce

EARLIEST AVAILABLE: Chapter 7, Hard mode only

ELEMENTAL RESISTANCE ORDER: Holy>Fire and Poison>Ice and
Poison>Darkness

w. SUOO

Suo: The mighty Suo comes from Hai-Lan. Before his faithful meeting with Shiho, Suo was a merciless killer in the army. His nodachi drew enough blood to re-paint his red armor. However, Shiho changed his views on war and the path that his comrades took. During a village assault, Suo became lost in a daze as he reflected on the deaths of the countless men, women, and children by him. The thought of Shiho ran in his mind, and he was finally stabbed by one of the survivors of the village raid.

Suo will be the last fighter you obtain in the game. At first glance, Suo seems like a potentially powerful warrior and for the most part he plays this role well. Unfortunately, his true weakness comes with his PWS, but I will explain more about that in the proper section. Since it will be a while since you last had Jun in your party, Suo is a great way to add some extra oriental flare to your team of fighters.

ATTACKS:

Shisen, 1 Hit, Hits Left, +25 to Gauge
A nodachi cut of terror. Ok, just a basic attack, but you get the idea. The perfect attack leader.

Hyo-rappa, 1 Hit, Hits Left, +10 to Gauge
Suo unleashes from his palm a blast of blue chi energy. This attack isn't as powerful as Shisen, nor does it have as wide a range.

Yasha-uchi, 2 Hits, Hits Right Twice, +8 to Gauge/Hit (16 Total)
This is difficult move to pull off, but it is effective because Suo gets behind the enemy and performs a side kick and a stab with his nodachi. If you press the button too quickly, he won't move behind the enemy so you have to focus on your timing.

PURIFY WEIRD SOUL:

Hyoso-hojin, Suo's biggest weakness comes from this PWS. The warlord kicks the enemy to the left, and then summons up jagged icicles from the ground. This is an average PWS, but the problem lies in Suo's position. If he is too close to the enemy, then the enemy won't feel the full force of the attack and the Gauge will barely get a boost. Even if it does hit fully, the gauge only goes up by an average amount. Really, it's up to you whether or not this is too big of a flaw to disregard Suo.
(+48 to Gauge)

EARLIEST AVAILABLE: Chapter 7

ELEMENTAL RESISTANCE ORDER: Lightning>Fire and Darkness>Ice and Holy>Poison

x. GNDA

Gandar: The first time you see Gandar is when you are about to recruit Aelia. As you can probably tell, Gandar is not a nice person. While exploring the Palace of the Dragon near the end of the game, you'll see him again. A powerful mage from Villnore with a cunning attitude, Gandar will do anything to make sure victory is in his grasp. Many men have fallen to Gandar's magic, and when you finish him off in the Palace of the Dragon, many enemies will fall to his magic.

Gandar may be acquired late in the game, but he is probably the best wizard you can have in your party with the exception of Lezard Valeth. If you're playing on Hard mode, then you will be happy to see how much more useful he is than Lyseria. Furthermore, Gandar is a huge help in the final story dungeons like the Celestial Castle and the Arianrod Labyrinth. Since you get him so late in the game, don't bother sending him up to Valhalla because you will need a powerful mage for the end game scenarios.

STARTING SPELLS: Prismatic Missile, Sap Guard, Poison Blow, Fire Lance, Shadow Servant, Shield Critical

EARLIEST AVAILABLE: Chapter 8, boss battle in Palace of the Dragon

ELEMENTAL RESISTANCE ORDER: Darkness>Ice and Lightning>Fire and Poison>Holy

y. BMSH

Brahms: Brahms sits in a castle that only appears under the full moon. As the lord of the undead, Brahms has earned the fear and respect from the beings of Midgard and Valhalla. Currently, he holds the youngest of the three Valkyrie sisters, Silmeria, captive. His relationship with Lenneth is shrouded in mystery.

Another character who you only obtain in the Seraphic Gate, and that's only if you decided to play the game in Hard mode. Like Freya and Lezard Valeth, Brahms is totally worth the wait. He has amazing power, and his PWS not only packs a wallop, it does not take too much time for it's full recovery. With a team of Brahms, Freya, and Lezard, the foes of the Seraphic Gate don't stand a chance.

ATTACKS:

Bloody Knuckle, 1 Hit, Hits Down-Left, +30 to Gauge
Brahms shows the foe how you fight in the underworld with a powerful, downward fist attack.

Deadly Raid, 2 Hits, Hits Up-Left Twice, +15 to Gauge/Hit
(30 Total)

A double upper-cut attack that knocks the foe in the air.

Immortal Blow, 3 Hits, Hits Down-Left Once, Up-Left Twice,
+10 to Gauge/Hit

(30 Total)

This attack combines his first two attacks into one. Brahms first executes a downward knuckle attack, and then he strikes again with the uppercut.

PURIFY WEIRD SOUL:

Bloody Curse, Brahms unleashes his three attacks in quick succession. Once the foe is on the ground, Brahms punches the ground and red spikes of blood arise. These spikes mercilessly impale the foe numerous times. By far, one of the slickest PWS' in the game.

(+42 to Gauge)

EARLIEST AVAILABLE: Can only be acquired in the Seraphic Gate if you completed the game on Hard mode.

ELEMENTAL RESISTANCE ORDER: Darkness>Lightning and Ice>Fire and Poison>Holy

(6*) Credits

The fabulous, glamorous, and modest me, for writing this
FAQ.

Tri-Ace, for a brilliantly created adventure.

Square-Enix, for deciding to port a great game.

Sony, for making the greatest portable system ever.

Caldrin for proof reading.

Akonite for pointing out that Lyseria does not have to be
sent to Valhalla.

THANKS FOR READING!

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