

# Breath of Fire III Enemy Skill FAQ

by EternalSpirit

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=====  
INTRODUCTON  
=====

I'm gonna make this short. I was inspired to write this FAQ simply because the current enemy skill list seems pretty incomplete, and seeing as how it hasn't been updated in a while, it's probably gonna stay that way. In this FAQ, there will be COMPLETE details on ALL the skills in the game, just to make sure there are no question regarding the skills themselves when/if I ever get e-mails. Enough of my rambling, onto the FAQ itself.

=====  
SKILL LIST  
=====

This list will contain every skill in the game, including those earned from masters, in order of availability. Also, all master skills will be listed in succession, since technically, you can go and gain the necessary levels right after getting a master. And now, without further ado..

Format:

skill name - ap cost

---

enemy/master that teaches the skill (location of enemy/master)

---

description

---

opinion

NOTE: master and boss representation: (master), [boss], also, keep in mind I'm including ONLY the earliest location to find an enemy, and I am completely disregarding "!" areas

Unmotivate - 0

---

Goblin (Cedar Woods)

(Durandal) ("?" area in a narrow passage outside Wyndia)

---

Stops an enemy's attack (if successful).

---

There are better ways to use turns.

Influence - 0

---

Boss Goblin (Cedar Woods)

King Toad (Black Ship)

---

Berserked characters attack the selected target.

---

VERY useful skill if you decide to use Weretiger. Otherwise, shove it aside.

Burn - 1

---

Mage Goo (Cedar Woods)

Lava Man (Mt. Zublo)

Goo Titan (Meryleep's Woods)

---

Level one flame spell vs. one enemy.

---

It's ok since you get it so early, but quickly becomes crap.

Blind - 0

---

Ripper (Cedar Woods)

Lizard (Momo's Tower)

[Claw] (Tournament of Champions, round 1)

[Bully 3] (Maeksyss Gorge)

Tricker (Angel Tower)

Bolt Archer (Comm. Tower, first visit)

Clone (???)

---

Weak attack vs. one enemy. Can cause blindness.

---

It's ok at first, but don't get used to using it. It's lack of damage will be an issue later.

Frost - 2

---

(Mygas) ("?" area close to McNeill Village)

---

Level one ice spell vs. one enemy.

---

Same as burn. Useful early on, crap later. Use it against Tarmen though.

Meditation - 0

---

(Mygas) ("?" area close to McNeill Village)

Adept (Comm. Tower, second visit)

---

INT +50%, max 2 uses. Wears off after one spell.

---

Decent, although nowhere near as useful as focus.

Magic Ball - 2

---

(Mygas) ("?" area close to McNeill Village)

Egg Gang (Factory)

Nitemare (Station Myria)

---

Non-elemental magic attack.

---

It's a good attack. Use it as you wish.

Typhoon - 7

---

(Mygas) ("?" area close to McNeill Village)

---

Level 2.5 wind spell vs. all enemies.

---

Good skill for mages.

Snap - 0

---

[Pooch] (outside McNeill Manor)

[Charyb, Scylla] (Mt. Zublo)

[Were-Tiger] (Ogre Road)

Dragonfly (Chrysm Gas Plant)

Plant 42 (Station Myria)

[Sample 4] (Station Myria)

---

Weak damage, lowers defense. Targets one enemy.

---

Not all that useful, the defense lowering effect didn't work much for me.

Jump - 0

---

[Rocky] (outside McNeill Manor)

Roach (McNeill Manor)

Giant Roach (Duana Mines)

---

Random damage against one enemy.

---

Can net you pretty high damage, as well as pretty low damage. It's ok at first, but turn to more reliable attacks later.

Charge - 0

---

Volt (McNeill Manor)

Armorbot (Momo's Tower)

(Fahl) (bartender at Arena)

Goo King (Eden [area after the plant blocking you in Station Myria])

Mag Gong (Station Myria)

---

Damage based on user's defense.

---

It does good damage if your defense is relatively high, but I'd stick to other attacks. This one tends to miss quite a bit.

Risky Blow - 0

----

(Bunyan) (Cedar Woods)  
[Gaist] (Cliff)  
Armor (Station Myria)  
[Sample 9] (Station Myria)

----

If it hits, does critical damage.

----

Misses a LOT. Don't use it.

Focus - 0

----

(Bunyan) (Cedar Woods)  
[Were-Tiger] (Ogre Road)  
Reaper (Comm. Tower, second visit)  
[Manmo] (Desert of Death)

----

PWR +50%, max 2 uses. Wears off after one attack.

----

AWESOME skill when used in conjunction with Aura or Shadowwalk, or even Triple Blow. Put it on a powerful character.

Super Combo - 12

----

(Bunyan) (Cedar Woods)

----

Hits one target, you gotta press the button that the screen displays in time. Goes faster as the combo proceeds.

----

This is a good attack. It has potential for high damage, but if you're not quick with your fingers, don't use it.

Disembowl - 0

--

(Bunyan) (Cedar Woods)  
Assassin (Steel Grave)

----

Max HP goes down, hits one target, can cause a fatal blow (enemy HP = 1)

----

Don't use it, it's not worth the max HP down.

Double Blow - 2

----

Nut Troop (Mt. Myrneg)  
[Claw] (Tournament of Champions, round one)  
Lizardman (Mt. Zublo)  
Giant Crab (Black Ship)  
[Elder Dragon] (Dragnier)  
Scorpion (Desert of Death)  
[Sample 7] (Station Myria)  
[Sample 4] (Station Myria)

----

Two hits at 2/3 attack power.

----

This is obviously a pretty good attack, though if one of the hits misses, it's a waste of 2 AP.

Bone Dart - 3

---

Ghoul (Wyndia Graveyard)

Zombie DR (Duana Mines)

[Angler] (Steel Beach)

[Sample 5] (Station Myria)

---

Weak attack vs. one enemy. Can cause confusion.

---

It's a good attack throughout the game. The chance for confusion is not that bad, and can help against enemies that are a pain. Even though it's weak, the effect is good.

Feign Swing - 0

---

(Durandal) ("?" area in a narrow passage outside Wyndia)

[Manmo] (Desert of Death)

---

Take a practice swing. Whee!

---

... unless you're a fan of wasting turns, shove it aside.

Backhand - 0

---

(Durandal) ("?" area in a narrow passage outside Wyndia)

---

Weak damage vs. one enemy.

---

Don't use it. Although you gotta learn this to have access to Hondara.

Last Resort - 0

---

Orc (Mt. Boumore)

---

Your DEF is added to your PWR, DEF = 0.

---

Good in a battle where you need to do as much damage as possible. Other than that, crap.

Blitz - 0

---

Hyperbot (Momo's Tower)

[Shroom] (Chrysm Gas Plant)

Giant Orc (Factory)

---

Damage altered based on HP. Half HP lost. Hits all enemies three times.

---

Very good on a character with naturally high HP, though, there are better attacks. Losing half your HP isn't good.

Monopolize - 0

---

(D'Lonzo) (Coffee Shop)

---

User gets all the experience from a battle.

---

Good if you're trying to get a character to level up fast.

Intimidate - 0

---

(D'Lonzo) (Coffee Shop)

[Dolphin] (Fairie Village)

Hobgoblin (Factory)

---

Chance to stop an enemy from attacking.

---

It's ok, use it if you want, but there are better ways to use your turns.

Steal - 0

---

(D'Lonzo) (Coffee Shop)

---

Chance to steal an item from an enemy.

---

Other than Pilfer, which is Rei only, it's the only other way to steal. You do the math.

Air Raid - 3

---

Bomber (Dump)

Pipebomb (Factory)

Magmaite (Desert of Death)

Hopper (Station Myria)

[Sample 8] (Station Myria)

---

Weak attack vs. one enemy. Can cancel enemy's next move.

---

Great attack against annoying enemies, doesn't always work though. If you use it on a fast character, it'll work quite a bit better.

Rest - 0

---

Eye Bulb (Dump)

---

Restores some HP and AP.

---

Meh. Use it if you want.

Sanctuary - 5

---

(Yggdrasil) ("?" area near Dump)

[Gaist] (Cliff)

---

Cancels all status magic, positive and negative.

---

It's pretty good, kinda costly though. Use only when necessary.

#### Recall - 2

---

(Yggdrasil) ("?" area near Dump)

---

Cast a random magic spell.

---

Don't bother with it.

#### Shield - 4

---

(Yggdrasil) ("?" area near Dump)

---

Raise the whole party's DEF.

---

Not a bad skill, use it in boss battles or something. Shouldn't need it though.

#### Frost Strike - 4

---

[Patrio] (Tournament of Champions, round 1)

Bolt (Comm. Tower, first visit)

Armor (Station Myria)

---

Ice damage vs. one enemy at current power. Can cause sleep.

---

Pretty good attack in general, use it as you please.

#### Spirit Blast - 0

---

[Golem] (Tournament of Champions, round two)

Hobgoblin (Factory)

---

Weak attack vs. one enemy, ignores defense.

---

Hmm, this attack has a pretty cool animation. Unfortunately, that's all it's good for. The game forgot to mention that it uses like 1/10 of your power. Use it once for the animation, then shove it aside.

#### Counter - 0

---

(Fahl) (bartender at Arena)

---

Guarantees a counter attack for that turn.

---

This skill relies on the character using it to be attacked. In other words, this skill is pointless. There are better ways to use turns.

#### Resist - 2

---

(Fahl) (bartender at Arena)

[Stallion] (Maeksyss Gorge)

[Mikba] (Northern Checkpoint)

Gold Egg (Factory)  
[Sample 12] (Station Myria)  
[Sample 3] (Station Myria)

---

User becomes invincible for one turn.

---

Unlike counter, this skill is actually useful. Would be good in a formation where the lead character gets hit most often.

Barrier - 4

---

[Stallion] (Maeksyss Gorge)  
(Emitai) ("?" area in Dauna Region)  
[Sample 10] (Station Myria)  
[Sample 11] (Station Myria)  
[Sample 12] (Station Myria)

---

Raise one ally's MAG DEF.

---

Meh, use it if you want. Not all that useful, in my opinion.

Trump - 0

---

(Giotto) ("?" area in the southern part of the Rhapala Region)

---

Casts a random spell, can be used at 0 AP.

---

Crap. Don't use it.

Berserk - 2

---

(Giotto) ("?" area in the southern part of the Rhapala Region)  
Berserker (Container Yard)

---

Allows a character to attack at high power for 3 turns. The character then dies.

---

Useless.

Sudden Death - 1

---

(Giotto) ("?" area in the southern part of the Rhapala Region)

---

Casts death on a random target.

---

Random includes your characters. Don't use it.

Tsunami - 8

---

[Dolphin] (Fairie Village)  
[Ammonite] (Black Ship)  
[Sample 6] (Station Myria)

---

All characters/enemies get their HP cut in half.

---



Bad attack. Don't bother. It might be good if you need to do some serious damage fast.

Wind Strike - 2

--

Lizardman (Mt. Zublo)

---

Wind damage vs. one enemy at current power.

---

Decent attack. Good against enemies weak to wind.

Lava Burst - 7

---

Vulcan (Mt. Zublo)

[Shroom] (Chrysm Gas Plant)

Magmaite (Desert of Death)

---

Level three fire spell vs. all enemies.

---

Good attack considering when you get it. Inferno is better once you get it.

Wall of Fire - 4

---

[Charyb, Scylla] (Mt. Zublo)

Multibot (Steel Grave)

---

Level two fire spell vs. one enemy.

---

Useless, considering Lava Burst you can get before this.

Purify - 4

---

(Hondara) (Urkan Tapa)

---

Cures poison. Affects one ally.

---

Pointless. Get it and shove it aside.

Kyrie - 5

---

(Hondara) (Urkan Tapa)

---

100% chance to instantly kill all undead enemies.

---

EXTREMELY useful. Have it around at all times.

Benediction - 20

---

(Hondara) (Urkan Tapa)

---

Revive all party members. Has a chance to fail.

---

Not that great, chances are you won't use it until two characters are

dead, and there's a 2/3 chance the character with Benediction will be dead. It's alright to have just in case.

Flying Kick - 0

---

Tricker (Angel Tower)

Codger (Colony)

Magmaite (Desert of Death)

---

Damage altered based on AGL.

---

Didn't find it very useful.

Douse - 1

---

Giant Roach (Dauna Mines)

---

Makes one enemy more vulnerable to flame attacks.

---

Not that useful.

Mind Sword - 2

---

(Emitai) ("?" area in Dauna Region)

Archmage (Container Yard)

---

Powerful magic damage vs. one enemy.

---

Great skill, put it on a mage.

Enlighten - 2

---

(Emitai) ("?" area in Dauna Region)

---

Raises INT.

---

I think it has a better effect than Meditation, but not certain.

Mind Flay - 0

---

Slasher (Ogre Road)

---

Weak attack vs. one enemy. Can decrease INT.

---

Crap skill.

Timed Blow - 0

---

Goo Titan (Meryleep's Forest)

Thrasher (Steel Grave)

---

Damage = HP, user HP = 1.

---

Great attack, but be prepared to heal fast.

Charm - 0

---

(Meryleep) (Meryleep's Forest)

---

Target has a better chance of dropping an item.

---

VERY USEFUL!! Must have.

Shadowwalk - 8

---

(Meryleep) (Meryleep's Forest)

---

One hit at 100% hit rate. Does critical damage.

---

One of the THE best physical skills in the game.

War Shout - 6

---

(Meryleep) (Meryleep's Forest)

---

Entire party's PWR increased.

---

Very useful.

Multistrike - 0

---

[Mikba] (Northern Checkpoint)

[Ammonite] (Black Ship)

Reaper (Comm. Tower, second visit)

Revenant (Station Myria)

[Sample 3] (Station Myria)

---

Hits 1-3 times vs. one enemy at 1/2 damage.

---

Not that good. Too random.

Mighty Chop - 0

---

(Hachio) (Wyndia Kitchen)

Newt (Station Myria)

---

Attack vs. one target, ignores defense.

---

Crap.. don't bother. Although it does look prettier than Spirit Blast.

Demonbane - 1

--

(Hachio) (Wyndia Kitchen)

---

Attack vs. one target, extra damage to "demon" type monsters.

---

Don't bother, it sucks.

Flame Strike - 2

---

Fly Man (Chrysm Gas Plant)

---

Fire damage vs. one enemy at current power.

---

It's pretty useful, there are quite a few enemies weak to fire.

Snooze - 0

---

Sleepy (Tidal Caves)

---

Restores some HP and AP.

---

Err.. kinda sucks.

Sacrifice - 1

---

Bombseed (Tidal Caves)

Tankbot (Container Yard)

Pipebomb (Factory)

---

Deals a fatal blow to an opponent at the cost of the user's life.

---

Sucks, don't bother.

Thunderclap - 4

---

[Angler] (Steel Beach)

Multibot (Steel Grave)

[Sample 5] (Station Myria)

---

Level one thunder spell vs. one target.

---

Pretty bad, don't bother.

Inferno - 10

---

(Deis) (Mt. Zublo Temple)

---

Level three fire spell vs. all enemies.

---

Great spell.

Blizzard - 10

---

(Deis) (Mt. Zublo Temple)

---

Level three ice spell vs. all enemies.

---

Another great spell.

Myollnir - 10

---

(Deis) (Mt. Zublo Temple)

---

Level three thunder spell vs. one enemy.

---

Awesome spell.

Sirocco - 12

---

(Deis) (Mt. Zublo Temple)

---

Level three flame + wind spell vs. all targets.

---

One of the best attack spells in the game.

Celerity - 0

---

(Deis) (Mt. Zublo Temple)

---

All stats +100% for user. Usable every 3 hours.

---

GREAT spell. Use it wisely.

Target - 0

---

Assassin (Steel Grave)

---

Attack vs. one enemy with higher to hit chance, 1/2 damage.

---

Useless.

Bad Back - 0

---

Codger (Colony)

[Jono] (Dragnier)

---

Waste your turn.

---

See above.

Ebonfire - 3

---

Codger (occasionally used with Magic Shuffle) (Colony)

Gooley (Clear game only) (Meryleep's Woods)

---

Non-elemental spell vs. one enemy.

---

Sucks.

Transfer - 10

---

Tankbot (Container Yard)

---

Transfer 10 AP to any ally.

---  
Not that great.

Tornado - 4

---  
Insector (Comm. Tower, second visit)  
Scorpion (Desert of Death)  
Goo King (Eden [area after the plant blocking you in Station Myria])

---  
Fatal damage to random targets.

---  
Very bad skill. Use it only if you're getting your ass kicked and need to take out a lot of HP quickly.

Mind's Eye - 0

---  
(Ladon) (Dragnier)

---  
Raises to hit chance temporarily.

---  
Good when used on a character like Momo, who has a crappy to hit chance.

Holy Strike - 2

---  
(Ladon) (Dragnier)

---  
Holy damage vs. one target at current power.

---  
Fairly decent. Lots of undead enemies in the game to use it on.

Ward of Light - 5

---  
(Ladon) (Dragnier)

---  
Raises defense and counter attack rate.

---  
Good skill.

Aura - 20

---  
(Ladon) (Dragnier)

---  
Holy attack vs. one target. Power +100%.

---  
VERY good attack. Used with focus \* 2 and war shout, it becomes deadly.

Cure - 18

---  
Drak (Desert of Death)

---  
Heals 100% HP and status of one ally.

---  
Great skill.

Triple Blow - 5

---

Death Bot (Station Myria)  
[Dragon Lord] (Station Myria)  
Vampire (Station Myria)

---

Three attacks at 2/3 power.

---

Basicall a Shadowwalk that can miss, for less AP.

Evil Eye - 7

---

[Chimera] (Station Myria)  
Vampire (Station Myria)  
[Sample 4] (Station Myria)

---

High chance to paralyze one target.

---

One word. GOOD. Although, you get it too late to make a lot of use of it.

Chill - 7

---

[Arwan] (Station Myria)  
Revenant (Station Myria)

---

Ice attack, can lower AGL.

---

Good for the lower agility part. Although you get it kinda late to make much use of it.

Thunder Strike - 4

---

Mist Man (Station Myria)

---

Electrical attack vs, one enemy at current power. Can cause paralysis.

---

Good skill for the paralysis effect. Heh, guess they really saved the best for last..

Gloom - 1

---

Night Bat (Station Myria)

---

Turns one enemy into an undead monster.

---

Decent if used in conjunction with holy strike, although you get it so late, it doesn't even matter.

=====

VERSION HISTORY

=====

1.00 - Tuesday, August 5, 2003

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Guide pretty much completely finished. No future updates expected.

1.00 - Tuesday, August 12, 2003

---

Changed some opinions and fixed a few mistakes.

1.00 - Sunday, March 11, 2007

---

Uhh.. I doubt it matters, but contact info update.

=====

LEGAL TRASH

=====

... do I even need to explain this part? No... the fact is, even if I do put something here, what are the chances someone won't steal it anyways. And then if I do bring the authorities into the mix, they can completely erase it from wherever they put it on, and I have no proof to support my claims. Sigh.. please.. just e-mail me if you wanna use this, you don't even need a response, just e-mail me with a link to your site, add my name in the credits, and you're fine. -- E-mail is at the top by the way.

=====

CREDITS

=====

Power-Up Guide - information on a couple of enemies..  
Infinity\_Dragon - helped me a LOT with enemy locations and skills.  
Meeple\_Lard, booboy, RC - opinions on the guide itself.  
Magus999 - pointing out the effects of some skills for me.

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