

# Wild Arms 2 Character FAQ

by Rena Chan

Updated to v1.6 on Oct 29, 2001

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Wild Arms: Second Ignition(English)
Playstation
Character FAQ
Version 1.6(29/10/2001)
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Places where this FAQ can be found:-

- <http://www.gamefaqs.com>
- <http://www.gameadvice.com>
- <http://www.psxcodez.com>
- <https://www.neoseeker.com>
- <http://www.rpgclassics.com>
- <http://www.cheating.de>
- <http://www.cheatcodes.com>

Please inform me via e-mail if this FAQ is found at places other than the above mentioned sites. Of course, it may be up and I just had not updated the FAQ on this yet. But E-mail me anyway, I'll confirm.

The latest version of this FAQ is found at [www.gamefaqs.com](http://www.gamefaqs.com) and [members.atozasia.com/renachan/](http://members.atozasia.com/renachan/) and [www.cheatcodes.com](http://www.cheatcodes.com)

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Revision History
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(18/10/2000)1.0 - Started writing this FAQ

(20/10/2000)1.1 - Added descriptions for most of the force abilities. Added the special abilities for Ashley, Anastasia and Lucied. I need to check the game's description of Marivel's Force Abilities. Added the

upgrade cost for the Bayonet.

(23/10/2000)1.2 - Wow, I'm doing updates rather quick aren't I? And wow, this FAQ is like only a few days old and two other sites had asked me permission to have this FAQ put up at their site. Hmm, not that bad, for my very first FAQ at GameFAQs. But don't get me wrong, I'm actually experienced in doing things like this.

Well like I said, I needed to check the game's description for Marivel's Force Abilities. Well, I did and it is now added. Added Kanon's special abilities. Knight Blazer's attacks have also been added. The rest of the Bayonet upgrade cost is added. Started adding Brad's Special Abilities and the Heavy ARM upgrade cost.

(6/11/2000)1.3 - Yahhh! Finally! My exams are over! I can finally update in a long time ^\_^ . It's my vacation now, and I don't want mail as to where I come from ^\_^ .

Did some minor corrections, what in the world is a line from nowhere appearing at the section where Brad's ARM upgrade list? Actually, I was doing some rearranging on the ARMs when I found a mistake in the Versus Books WA2 Guide Book. And I guess I forgot to delete that line x\_x. I've started adding Lilka's Special Abilities. But I'm a bit lazy today to update further and I want to play with my PS. So I'll have to continue some other time ^\_^ .

(8/5/2001)1.4 - Sorry for not updating in a long time. Have been busy with school and other stuff that I want to do. There doesn't seem to be enough time for everything, and to think, till now, I haven't even started a new game for WA2!!!! And to think I need to do that in order to get some of the game's info.....

Added in descriptions for Lilka's Special Abilities.

Due to the questions asked by some people and they seem to be asked a lot, I've started a Frequently Asked Questions Section. If you can't find what you're looking for there then e-mail me. I'll constantly document on the FAQ section until there is no possible questions to be asked.

(8/3/2001)1.5 - I finally started a new save for WA2. Finally I can get the info I'm missing in this FAQ ^^ . Added more info for Lilka, Tim, Marivel and Kanon's Special Abilities. Added more possible questions in the FAQ section. Also did some slight description changes.

(29/10/2001)1.6 - Great. I haven't been playing WA2 in the longest time and my save is still stuck outside of Spiral Tower. I'll never get things done at this rate, especially when there are other games that I want to play. But anyway, I've changed the format of the faq a little, and typed out all of the locations of Marivel's Red Power, except that what skills you get from the enemy is not completed.

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1.0 Ashley Winchester

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1.1 Fact File

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Age: 19  
 Sex: Male  
 Hometown: Town of Meria  
 Class: Gun Warrior  
 Weapon: Bayonet  
 Found: One of the three characters at the start of the game

Ashley is basically the main character in the game. Well rounded stats with the second best strength, HP, a good vitality and response and strong Force Abilities, he can easily be one of the stronger characters and one of the best characters to use for bossess. His Access Force gives him powerful attacks that use little FP. And when he accesses, his stats is boosted. Really strong character. Although you should almost never use Ashley for Combine. Except for emergencies of course.

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1.2 Tools

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Tool	Found	Usage
Hurl Knife	Withered Ruins	Used to trigger switches and blow certain things up. Can bounce off the wall and hit switches and people below.

Booty Call	Telepath Tower	Used to find treasure in a room or area.
Flare Gun	Sprial Tower	Used to light up a dark room or trigger switches above.

### 1.3 Force Abilities

Force	LV	Found	Description
Accelerator	1	Start with	Ashley will always come first.
Combine	2	After Hidden Trial Arena	Combine Pooka and equipped Medium to summon a Guardian.
Full Clip	3	Talk to Noel after getting Lombardia	Ashley fires off all remaining ammo in his selected Bayonet to cause heavy damage. Seems to Auto Lock On.
Access	4	After defeating Trask Second time	Contact and release inner presence. Ashley transform into Knight Blazer. his stats will be boosted.

### 1.4 Special Abilities

Ashley gets his new Bayonet attacks by using Bayonet Cartridges.

Bayonet	FP	Found	Target
Shot Weapon	6	Ashley starts with this Bayonet.	Single
Multi Blast	10	Under Traffic. Need Brad to kick to it.	Group
Bolt Action	16	Raline Observatory.	Single
Dead or Alive	20	Mt. Chug Chug. Later half of it.	Single
Shock Slide	24	Closed Mine Shaft.	Group
Fantom Fang	30	Lost Garden. Need to raise platform.	Single
Blast 'Em	40	Gate Bridge. Need Tim's Mist Cloak.	All
Rising Nova	50	Sprial Tower. Need Electel. Find the electric symbol that is hidden behind a wall which can be destroyed.	Single

Bayonet upgrade advice - Ashley's Bayonet usually has enough bullets. Besides, he has the Access force, so I don't really recommend upgrading Bullets unless you want some extra ammo. Upgrade his Bayonet to about 80%+ Hit then spend the rest on attack.

Shot Weapon - Bayonet Attack

Attack	Gella	Hit%	Gella	Bullet	Gella
10	-----	83	-----	7	-----
15	500	85	100	8	200
20	1000	87	300	9	500
25	2000	89	500	10	1000
30	5000	91	700	11	1500
35	10000	93	1200	12	2000
40	20000	95	1500	13	3000
45	30000	97	2000	14	4000
50	40000	99	3000	15	5000
55	50000	101	5000	16	8000

Multi Blast - Attack with special shells

Attack	Gella	Hit%	Gella	Bullet	Gella
7	-----	79	-----	5	-----
12	1500	81	100	6	200
17	2500	83	300	7	500
22	3500	85	500	8	1000
27	7000	87	700	9	1500
32	15000	89	1200	10	3000
37	25000	91	2000	11	5000
47	35000	93	5000	12	8000
57	45000	95	8000	13	12000
67	55000	97	12000	14	18000

Bolt Action - Shoot-Slash combo attack

Attack	Gella	Hit%	Gella	Bullet	Gella
20	-----	80	-----	5	-----
25	500	82	300	6	500
30	1000	84	500	7	1000

35	2000	86	700	8	1500
45	5500	88	1200	9	3000
50	11000	90	2000	10	5000
55	22000	92	5000	11	8000
65	33000	94	8000	12	12000
70	44000	96	12000	13	16000
80	55000	98	16000	14	20000

Dead or Alive - Possible instant death attack

Attack	Gella	Hit%	Gella	Bullet	Gella
30	-----	79	-----	5	-----
35	500	81	300	6	500
40	1000	83	500	7	1000
45	2000	85	700	8	1500
50	5000	87	1200	9	3000
55	10000	89	2000	10	5000
65	22000	91	5000	11	8000
75	33000	93	8000	12	12000
95	50000	95	12000	13	16000
105	75000	97	16000	14	20000

Shock Slide - Burrowing Shockwave attack

Attack	Gella	Hit%	Gella	Bullet	Gella
15	-----	78	-----	3	-----
20	1500	80	500	4	1000
25	2500	82	1000	5	3000
30	3500	84	3000	6	7000
35	7000	86	6000	7	10000
40	15000	88	9000	8	15000
45	25000	90	15000	9	20000
55	35000	92	20000	10	30000

65	45000	94	25000	11	40000
75	55000	96	30000	12	50000

Fantom Fang - High voltage energy shells

Attack	Gella	Hit%	Gella	Bullet	Gella
40	-----	77	-----	3	-----
45	500	79	500	4	1000
50	1000	81	1000	5	3000
55	2000	83	3000	6	7000
60	5000	85	6000	7	10000
65	10000	87	9000	8	15000
75	22000	89	15000	9	20000
85	33000	91	20000	10	30000
105	50000	93	25000	11	40000
115	75000	95	30000	12	50000

Blast 'Em - Wide range shockwave attack

Attack	Gella	Hit%	Gella	Bullet	Gella
25	-----	77	-----	3	-----
30	3000	79	1000	4	5000
35	4000	81	3000	5	7000
40	5000	83	5000	6	10000
45	8500	85	7000	7	15000
50	20000	87	12000	8	20000
55	30000	89	20000	9	30000
65	40000	91	30000	10	45000
75	50000	93	40000	11	60000
85	60000	95	50000	12	65000

Rising Nova - Extreme shoot-slash combo

Attack	Gella	Hit%	Gella	Bullet	Gella
60	-----	75	-----	3	-----

65	500	77	500	4	1000
70	1000	79	1000	5	3000
75	2000	81	3000	6	7000
80	5000	83	6000	7	10000
90	15000	85	9000	8	15000
100	30000	87	15000	9	20000
110	45000	89	20000	10	30000
135	75000	91	25000	11	40000
160	99990	93	30000	12	50000

Knight Blazer's Attacks - When Ashley uses Access

Attack	FP	Description	Target
Hot Fencer	4	Knight Blazer attacks with a single blade. Knight Blazer will attack with two blades instead of one when/after defeating Caina at Lost Garden. It is an elemental attack.	Single
Gun Blaze	29	Knight Blazer fires a fireball at the enemy. Usable when/after defeating Caina at Lost Garden. Fire Elemental.	Single
Banisher	50	Knight Blazer fires a partical beam. This attack will cause Knight Blazer to revert back to Ashley. Use this only as a final attack. Non-Elemental.	All
Last Burst	99	Knight Blazer does a lot of damage on the target. Unfortunately, it also does a lot of damage to Ashley to near fatal HP. It also cause Knight Blazer to revert back to Ashley. ONLY use this attack as a final attack or as a last resort. Usable when/after Caina.	Single
Mad Lucied	4	Same as Hot Fencer. But it is Non-Elemental. This will replace Hot Fencer when you meet Lucied at Werewolf's Den.	Single

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2.0 Brad Evans  
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2.1 Fact File  
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Age: 31  
Sex: Male  
Hometown: Slayheim  
Class: Prisoner 666



Weapon: Might Glove

Found: One of the three characters at the start of the game

Brad is the powerhouse of the game. He is rather slow in battle, but his high HP and strength and vitality is more than enough to make up for it. Besides, with a properly maintained Heavy Arm with his Lock On Force, he can really do serious damage. Not only that, if a certain boss had a weakness that you know of and you equip a certain ring with the boss' elemental weakness, he will dish out a whole ton of damage all in one punch! Besides, it also adds to his FP. Due to the response and usefulness of Lock On Force, you probably would not use Brad to Combine ever throughout the game.

## 2.2 Tools

Tool	Found	Usage
Kick Boots	Green Hell	Used to kick down things. Can also kick to activate certain objects. Or kick against a wall to move certain things Brad is standing on.
Bombs	Holst(On a bed use Booty Call to find)	Used to blow up walls or certain objects. Sometimes needed to activate certain switches.
Earthquake	RayPoint Geo	Used to cause earthquakes to activate certain things in the room. Can also break all boxes within the area.

## 2.3 Force Abilities

Force	LV	Found	Description
Lock On	1	Start with	Ensures 100% hit with Heavy ARM.
Combine	2	After Hidden Trial Arena	Combine Pooka and equipped Medium to summon a Guardian.
Arm x2	3	While fighting fake Brad at Alchemic Plant	Brad uses 2 Heavy Arms in one turn. No Auto Lock On. Depends on the hit % of Brad's Heavy Arms.
Boost	4	After crossing RayPoint Geo	Brad's Heavy Arm will do x3 the normal damage. Have Auto Lock On.

## 2.4 Special Abilities

Brad's Heavy ARMs are contained in a special white treasure box which need to be kicked open.

Bayonet	FP	Found	Target
Bazooka	6	Brad starts of with this Heavy ARM.	Single
Pineapple	11	Telepath Tower. Need to exit and reenter the room containing the white treasure box.	Group
AM Cluster	17	Aguel Mine Shaft.	Random
Lawnmower	21	T'Bok Village. In the stable.	All
Mini Scud	25	Sleeping Volcano. Need Kanon to Blade to it.	Single
Sky Eye	31	RayPoint Geo. Look around in a certain room.	Group
EZ Missile	55	Sprial Tower. Need Electel. Look for the electric symbol in one of the rooms with a lot of walls and four different paths.	All
Rail Gun	99	When you get Brad back after crossing Coffin of 100 Eyes.	Single

Heavy ARM upgrade advice - Brad has the Lock On Force, so it is absolutely not necessary to upgrade hit for Brad's Heavy ARMs. Don't ever use his ARM x2 Force, unless the Heavy ARM's hit is 80%+. Besides, Brad can get FP easily by punching enemies. Give some bullet to some of his lesser bullet Heavy ARMs like the Rail Gun, save the rest for attack.

#### Bazooka - Fires mini grenades

Attack	Gella	Hit%	Gella	Bullet	Gella
15	-----	83	-----	6	-----
25	500	85	100	7	200
30	1000	87	300	8	500
35	2000	89	500	9	1000
40	5000	91	700	10	1500
45	10000	93	1200	11	2000
50	20000	95	1500	12	3000
55	30000	97	2000	13	4000
60	40000	99	3000	14	6000
65	50000	101	5000	15	8000

#### Pineapple - Natural Frequency based attack

Attack	Gella	Hit%	Gella	Bullet	Gella
10	-----	79	-----	5	-----

15	1500	81	100	6	200
20	2500	83	300	7	500
25	3500	85	500	8	1000
30	7000	87	700	9	1500
35	15000	89	1200	10	3000
40	25000	91	2000	11	5000
50	35000	93	5000	12	8000
60	45000	95	8000	13	12000
70	55000	97	12000	14	18000

AM Cluster - Anti Monster missile unit

Attack	Gella	Hit%	Gella	Bullet	Gella
8	-----	75	-----	4	-----
13	1500	77	300	5	500
18	2500	79	500	6	1000
23	3500	81	700	7	1500
28	7000	83	1200	8	3000
33	15000	85	2000	9	5000
38	25000	87	5000	10	8000
48	35000	89	8000	11	12000
58	45000	91	12000	12	16000
68	55000	93	16000	13	20000

Lawnmower - Attack with energy rounds

Attack	Gella	Hit%	Gella	Bullet	Gella
8	-----	79	-----	5	-----
13	3000	81	500	6	500
18	4000	83	1000	7	1000
23	5000	85	3000	8	1500
28	8500	87	6000	9	3000
33	20000	89	9000	10	5000

38	30000	91	15000	11	8000
48	40000	93	20000	12	12000
58	50000	95	25000	13	16000
68	60000	97	30000	14	20000

Mini Scud - Portable missile launcher

Attack	Gella	Hit%	Gella	Bullet	Gella
30	-----	70	-----	4	-----
35	500	72	500	5	1000
40	1000	74	1000	6	3000
45	2000	76	3000	7	7000
50	5000	78	6000	8	10000
55	10000	80	9000	9	15000
65	22000	82	15000	10	20000
75	33000	84	20000	11	30000
95	50000	86	25000	12	40000
105	75000	88	30000	13	50000

Sky Eye - Satellite ground beam attack

Attack	Gella	Hit%	Gella	Bullet	Gella
20	-----	73	-----	3	-----
25	1500	75	500	4	1000
30	2500	77	1000	5	3000
35	3500	79	3000	6	7000
40	7000	81	6000	7	10000
45	15000	83	9000	8	15000
50	25000	85	15000	9	20000
60	35000	87	20000	10	30000
70	45000	89	25000	11	40000
80	55000	91	30000	12	50000

EZ Missile - Phase shift missile weapon

Attack	Gella	Hit%	Gella	Bullet	Gella
40	-----	79	-----	2	-----
45	3000	81	1000	3	5000
50	5000	83	3000	4	7000
55	5000	85	5000	5	10000
60	8500	87	7000	6	15000
65	20000	89	12000	7	20000
70	30000	91	20000	8	30000
80	40000	93	30000	9	45000
90	50000	95	30000	10	45000
100	60000	97	30000	11	45000

Rail Gun - Ship mounted Rail Gun

Attack	Gella	Hit%	Gella	Bullet	Gella
100	-----	50	-----	1	-----
105	500	52	1000	2	1000
110	1000	54	3000	3	3000
115	2000	56	5000	4	7000
120	5000	58	7000	5	10000
130	15000	60	12000	6	15000
140	30000	62	20000	7	20000
150	45000	64	30000	8	30000
175	75000	66	40000	9	40000
200	99990	68	50000	10	50000

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 3.0 Lilka Elenaik  
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 3.1 Fact File  
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Age: 14  
 Sex: Female  
 Hometown: Sielje Region

Class: Crest Sorceress

Weapon: Umbrella

Found: One of the three characters at the start of the game

Lilka is a sorceress. So she has low HP. But then, she has the second best Sorcery and Response and a reasonable Strength and Vitality. And she is one of the most useful characters for bossess. Her Mystic Force can heal an entire party to full HP, and she also can revive two fallen characters at once to full HP. And that's neat. And her spells are totally useful when a boss has a weakness, and a non-elemental spell for bossess with none. Overall, Lilka is not that bad. Plus she's quite fast, fast enough to provide the much needed healing during boss battles. And a restore spell to cure negative conditions. Always save the Full Libra for her. And she can Combine very well.

### 3.2 Tools

Tool	Found	Usage
Flame Rod	Start with	Used to activate certain switches. Can destroy certain objects. Also used to light torches up.
Freeze Rod	Mt. Chug Chug	Used to activate certain switches. Can freeze certain objects. Also used to put out torches.
Change Rod	RayPoint Flam	Used to change the large gems into platforms

### 3.3 Force Abilities

Force	LV	Found	Description
Mystic	1	Start with	Invokes the hidden power of an item.
Combine	2	After Hidden Trial Arena	Combine Pooka and equipped Medium to summon a Guardian.
Extend	3	Talk to John Day as Lilka before going to any of the Diablo Pillar	Extends the range of Lilka's spells. A Single Spell will target Group and Group spells would target all. Spell's power will increase by 1.5x
Dual Cast	4	After crossing RayPoint Flam	Cast two spells in one turn. Some spell when combined will have a special effects like totally new spells.

### 3.4 Special Abilities

Lilka uses Crests found in various places in the game. Her spells are inscribed onto the crests and can be wiped clean and write another spell on. If you had

played Wild Arms, this is familiar to you. You can always change your magic setup for Lilka to suit your needs. If you managed to get all crests, and if I remember right, you can have all Lilka's spells ^^.

There are 2 crests that are different from normal crests. Crest E and Crest S. Crest S increases the written spell's strength by 1.5x and Crest E halves FP needed for the spell written on. I like to put Saber on Crest S and Hi-Heal on Crest E. Still, it's all up to you to select the spell to inscribe on.

+	-----+	-----+	-----+	-----+	-----+
	Lv. 1	GEO	FLAME	WING	MUSE
+	-----+	-----+	-----+	-----+	-----+
	GEO	Break	Shield	Air Screen	Heal
+	-----+	-----+	-----+	-----+	-----+
	FLAME	Protect	Flame	Spark	Dispel
+	-----+	-----+	-----+	-----+	-----+
	WING	Rise&Shine	MageWeapon	Vortex	Freeze
+	-----+	-----+	-----+	-----+	-----+
	MUSE	Revive	Reflect	Quick	Aqua
+	-----+	-----+	-----+	-----+	-----+

Lv 2 Magic can only be gotten after a few requirements are met. First, you must have talked to a girl in the library down at Sielje Region. The girl will talk about her teacher which has gone to a far away island to research on high level magic. Then after you get the Teleport Orb in T'Bok Village, switch to Lilka and try to teleport to another place. The Teleport Orb will malfunction and teleport you to the Island Outpost. After running an errand for John Day, he will let you learn the Lv 2 Magic. Now clean those crests and get some new spells! I personally don't use condition magic. And I recommend getting Hi-Heal, Restore and Hi-Revive as soon as possible. After that, you can get Lv 2 Magic anywhere in the Magic Shops.

+	-----+	-----+	-----+	-----+	-----+
	Lv. 2	GEO	FLAME	WING	MUSE
+	-----+	-----+	-----+	-----+	-----+
	GEO	Hi-Break	Armor Down	Field	Hi-Heal
+	-----+	-----+	-----+	-----+	-----+
	FLAME	Irresist	Hi-Flame	Hi-Spark	Sabre
+	-----+	-----+	-----+	-----+	-----+
	WING	Restore	HypeWeapon	Hi-Vortex	Hi-Freeze
+	-----+	-----+	-----+	-----+	-----+
	MUSE	Hi-Revive	Might Body	Slowdown	Hi-Aqua
+	-----+	-----+	-----+	-----+	-----+

+	-----+	-----+	-----+	-----+	-----+
	Spell	Description	Target	FP	
+	-----+	-----+	-----+	-----+	-----+
	Air Screen	Wind Protection ups PRY values	Single	8	
+	-----+	-----+	-----+	-----+	-----+
	Armor Down	Reduces physical defense power	Group	70	
+	-----+	-----+	-----+	-----+	-----+
	Aqua	Water elemental attack spell	Single	12	
+	-----+	-----+	-----+	-----+	-----+
	Break	Earth elemental attack spell	Single	12	
+	-----+	-----+	-----+	-----+	-----+
	Dispel	Dispels enemy spells	Single	12	
+	-----+	-----+	-----+	-----+	-----+
	Field	Halves elemental damage	Single	10	
+	-----+	-----+	-----+	-----+	-----+
	Flame	Fire elemental attack spell	Single	12	
+	-----+	-----+	-----+	-----+	-----+
	Freeze	Ice elemental attack spell	Single	12	

Heal	Restores small amount of HP	Single	5
Hi-Aqua	Lv 2 Water elemental attack	Single	50
Hi-Break	Lv 2 Earth elemental attack	Single	50
Hi-Flame	Lv 2 Fire elemental attack	Single	50
Hi-Freeze	Lv 2 Ice elemental attack	Single	50
Hi-Heal	Restores medium amount of HP	Single	55
Hi-Revive	Revives a character to full HP	Single	60
Hi-Spark	Lv 2 Lightning elemental attack	Single	50
Hi-Vortex	Lv 2 Wind elemental attack	Single	50
HypeWeapon	Ups Physical attack power	Single	70
Irresist	Reduces magic resistance	Group	70
MageWeapon	Ups Physical attack power	Single	25
Might Body	Raises parameters in Auto Combat	Single	5
Protect	Ups Magical defense power	Single	8
Quick	Ups RES value	Single	15
Reflect	Reflects spells cast on you	Single	65
Restore	Cures all abnormal status	Single	9
Revive	Revives a fallen character	Single	10
Rise&Shine	Awakens and prevents sleep	Single	10
Sabre	Non-elemental attack spell	Single	40
Shield	Ups Physical defense power	Single	8
Slowdown	Reduces RES value	Group	70
Spark	Lightning elemental attack spell	Single	12
Vortex	Wind elemental attack spell	Single	12

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4.0 Tim Rhymeless  
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4.1 Fact File  
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Age: 12  
Sex: Male  
Hometown: Baskar  
Class: Zoa Priest



Weapon: Staff

Found: Usable once at Baskar village

Tim is the character that can communicate with the Guardians. And he has to be in your active party in order for Ashley, Brad, or Lilka to use Combine. Since the Guardians are few of the most powerful attacks in the game, summoning them in boss battles would prove very useful. But Tim has a very low HP and a very weak Vitality. And he's not exactly the fastest in the world either. In fact he is next to Brad in Response. But still, he is the strongest magic user in the game and in the face of bosses with elemental weakness or no elemental weakness, Tim is deadly. But with so little HP, you'll probably have to heal more often than attack. But with First Aid, who cares? Tim's main power is based around the mediums and his ability to summon guardians. Still, don't use Tim against bosses that have over the board damage. Overall, if you have some strategy, Tim is still great against bosses.

#### 4.2 Tools

Tool	Found	Usage
Pooka	Hidden Trial Arena	Used to reach switches unreachable or switches that are unreachable alone. Can reach unreachable chests. Hold run button to speed up.
Air Ballet	Emulator Zone	Used to move certain blocks. Can generate strong winds to move certain platforms.
Mist Cloak	RayPoint Wing	Used to mist over a square of area. Can go through grates. When used with a wind, can warp over a large area

#### 4.3 Force Abilities

Force	LV	Found	Description
FP Shift	1	Start with	Transfer Tim's FP to the other members currently in battle.
Combine	2	After Hidden Trial Arena	Combine Pooka and equipped Medium to summon a Guardian.
Divide	3	After Scrifical Altar	Halves an enemy's stats. If used on a single enemy, it will change into a different enemy half the level of the divided enemy. Won't divide further if enemy is Lv 1. For certain monsters, it will change into an enemy not found elsewhere in Filgaia.
Hi-Combo	4	After crossing	Summons the most powerful Guardians by combining Pooka and a 'golden' colored

#### 4.4 Special Abilities

Tim learns new spells by killing enemies. To get him to learn new abilities, you must first equip the said Medium. Then you use Tim to kill the number of said enemies. After he kills enough, the spell will become available for him to use. Tim killing the enemy means the final blow must be given by Tim. It does not matter if other characters has already damaged the enemy. As long as the final blow is given by Tim, it will be counted.

Guard Lore	Description	Target	FP	Kills
First Aid	Guardian's HP restoration	All	24	5
TurnUndead	Turns undead with light	Single	4	15
Rock Bolt	Guardian's Earth attack	Single	12	3
Graviton	Guardian's Earth attack	Group	50	15
Water Gun	Guardian's Water attack	Single	12	3
Submerge	Guardian's Water attack	Group	50	15
Red Beaut	Guardian's Fire attack	Single	12	3
Napalm Hit	Guardian's Fire attack	Group	50	15
Sonic Claw	Guardian's Wind attack	Single	12	3
Tempest	Guardian's Wind attack	Group	50	15
Lightnin'	Guardian's Lightning attack	Single	12	10
Plasma Tap	Guardian's Lightning attack	Group	50	20
Ice Beam	Guardian's Ice attack	Single	12	10
Arctic	Guardian's Ice attack	Group	50	20
Arrow Shot	Guardian's Light attack	Single	12	10
Nova Rain	Guardian's Light attack	Group	50	20
Black Gate	Guardian's Darkness attack	Single	12	10
Dark Star	Guardian's Darkness attack	Group	50	20
Arcana 13	Drain's HP from enemy	Single	20	30
Thanatos X	Protects from sudden death attacks	All	12	50
Valkyrie	Guardian's Non-elemental attack	All	50	10
Cosmic Ray	Guardian's Non-elemental attack	All	75	20

Gold Hammer	Receive ??? Gella	All	77	50	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Lucky Word	Raises Luck by 1	All	7	77	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Speed Down	Drops both RES & PRY	Group	70	20	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Full Heal	Restores all HP	Single	50	50	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Bold Lance	Guardian's Non-elemental attack	Single	80	99	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Apocalypse	Guardian's Non-elemental attack	All	99	99	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+

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5.0 Kanon  
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5.1 Fact File  
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a.k.a: Aisha Bernadette

Age: Unknown

Sex: Female

Hometown: Unknown

Class: Bounty Hunter

Weapon: Dagger

Found: Usable when and after fighting Judecca at Holst

Kanon is constantly after Ashley, thanks to Lord Blazer. Never mind that. Kanon is also one of the best characters to use against bossess. With a resonable amount of HP and the fastest character in the game, she almost always attack first. Her Vitality is okay, but Kanon fares very badly against bossess that use a lot of magic. Kanon has the weakest Sorcery in the game and the weakest Magic Resistance. Thankfully you don't really have to use Kanon for magic. Her Bionic Arm are great too and they never miss, but you probably will have the problem of learning them. Eagle Claw is really tough to learn and have to really depend on luck. Once I learned Eagle Claw at Diablo Pillar Ptolomea. I was really lucky actually. Enough of that. And she can replace Brad when he runs out of ammo.

When you get Kanon in your party, the game will tell you about her Radar ability. This is extremely useful in helping to locate hidden items and unopened areas and towns on the world map. The cross intersection will tell you how near you are to the place.

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5.2 Tools  
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Tool	Found	Usage
Wire Hook	Coffin of 100 eyes	Used to hook on special pillars and swing over.
Rad Blades	Grotto of Lourdes	Used to go over lava floors without getting hurt. Won't fight enemies while blading. Cannot stop unless go into another room or hit something.
		Used to jump on special circles on the floor

Jump Boots	RayPoint Muse	to leap to higher places or over obstacles.
		Can also jump on weak flooring to cause
		Kanon to drop to the area below.

### 5.3 Force Abilities

Force	Lv	Found	Description
Gat. Lv 1	1	Start with	Used with Kanon's Lv 1 Bionic Arm.
Gat. Lv 2	2	Start With	Used with Kanon's Lv 2 Bionic Arm.
Gat. Lv 3	3	After crossing the Grotto of Lourdes	Used with Kanon's Lv 3 Bionic Arm.
Gat. Lv 4	4	After crossing RayPoint Muse	Used with Kanon's Lv 4 Bionic Arm.

### 5.4 Special Abilities

To learn new Bionic Arm easier, it is necessary for Kanon to have good luck. This info is according to when Kanon is at best luck, but it still depends on Randomness. You can learn all the abilities even when you just got Kanon! I had managed to learn all her Bionic Arm abilities even before crossing all four Diablo Pillars on my second play. And Kanon was only on Normal Luck. I got lucky, I guess.

Bionic Arm	Lv	FP	To Learn
Left Edge	1	20	Start with.
Pike Kick	1	40	Start with.
Drive Cut	1	45	Start with.
Wire Fist	2	50	Use Left Edge (1/4 Chance)
Arc Kick	2	70	Use Left Edge (1/12 Chance) Use Pike Kick (1/8 Chance)
Vortex Cut	3	75	Use Pike Kick (1/24 Chance) Use Drive Cut (1/16 Chance)
Phalanx	3	90	Use Drive Cut (1/48 Chance)
Eagle Claw	4	99	Use Phalanx (1/96 Chance)

Bionic Arm description

Bionic Arm	Lv	FP	Description
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Left Edge	1	20	Attack with built-in blade
Pike Kick	1	40	High angle pike kick
Drive Cut	1	45	Double cut with built-in blade
Wire Fist	2	50	Attack with gimmick fist
Arc Kick	2	70	Double kick with energy arcs
Vortex Cut	3	75	Piercing Xenon vortex cut
Phalanx	3	90	Focused shockwave strike
Eagle Claw	4	99	Bionic governer override!

## 6.0 Anastasia

### 6.1 Fact File

Age: Unknown  
Sex: Female  
Hometown: Unknown  
Class: Sword Saint  
Weapon: Argetlam  
Found: Playable only at the Memory Maze

Anastasia is only playable for a while, so I couldn't really say much about her. She just about as fast as Ashley, a good Sorcery and well rounded stats. And yes. She's the Sword Magess everyone is talking about in the game.

### 6.2 Force Abilities

Force	LV	Found	Description
Impulse	1	Start with	Sword attack with power of friends.
Blade Heal	2	Start with	Argetlahm power restores all damage.

### 6.3 Special Abilities

Argetlahm	FP	Description	Target
Refresh	36	Restores abnormal status and HP.	Single
Providence	50	Ups Defense and Magic Resistance.	All
Air Guard	50	Ups Response with wind protect.	All
Salvation	80	Prevents character from falling.	All

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7.0 Lucied  
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7.1 Fact File  
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Age: Unknown  
Sex: Male  
Hometown: Do Guardians have a hometown?  
Class: Guardian  
Weapon: His Fangs  
Found: Only playable at the Memory Maze

Well, Lucied is the Guardian of Desire, the wolf which fought alongside Anastasia against Lord Blazer. Lucied is relatively fast and has really good overall stats. But as with Anastasia, he is only playable for a while so I can't say much.

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7.2 Force Abilities  
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Force	LV	Found	Description
Black Dash	1	Start with	Slash enemy in high speed dash.
Rage Moon	2	Start with	Moon power damages all enemies.

-----  
7.3 Special Abilities  
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Ruinaton	FP	Description	Target
Wolf Fang	50	Lucied's fang attack.	Single
Last Fang	70	Final Attack of werewolf.	Single

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8.0 Marivel Armitage  
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8.1 Fact File  
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Age: Unknown  
Sex: Female  
Hometown: Crimson Castle  
Class: Crimson Noble  
Weapon: Hob & Nob  
Found: A secret character. After you reach the deepest reaches of Crimson Castle and after Ashley convinces her to join

Yeah, Marivel is a secret character. You can complete the game without her but without her, don't ever dream of finding Ashley's strongest Bayonet attack, Brad's useful EZ Missile or even fight

any of the optional bosses except Gatlorg. Marivel also makes it easier to train your party to fight Angolmois and Ragu O Ragula as she has the all useful Lock Stat spell. Plus her Force is really cool. And yes, she is a magic user and is quite deadly against certain bosses, except she can't heal others with magic. She has well rounded stats but is actually slower than Ashley. I don't usually use her for bosses. Marivel raises her attack power via Mecha Boost items. Mecha Boost are found at Promised Catacombs, Thunder Lion Cage(need electel)

## 8.2 Tools

Tool	Found	Usage
Electel	Start with	Generate electricity to hit special electric symbols on the walls. Can also be used to charge up certain robots.
Windup Key	Promised Catacombs	Used to move special blocks with symbols on them.
My Mike	Lost Garden (need windup key)	Get enemies that are found within an area to fight you. Only works when there are enemies within an area. When used near the pyramid like things, you will fight a optional boss.

## 8.3 Force Abilities

Force	LV	Found	Description
Qubeley	1	Start with	Powerful mole type attacker.
Asgard	2	Crimson Castle (need Electel)	Type '3' heavy armor attack.
Lucifer	3	At Fab Science Lab (talk to the hourglass like thing)	Type '0' long-range air attack.
Asgard 2	4	Same as Lucifer	Modified Type '3' heavy armor attack.

## 8.4 Special Abilities

Marivel learns new abilities by using her Skill Drain Red Power on enemies. You don't always succeed, even if you're sure that the enemy has a absorbable Red Power. It is best to absorb when Marivel is at best luck.

Red Power	Description	Target	FP
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Skil Drain	Absorb enemy's Red Power	Single	4	
+-----+	+-----+	+-----+	+-----+	+-----+
Life Drain	Drain's enemy's HP	Single	5	
+-----+	+-----+	+-----+	+-----+	+-----+
Wild Card	Randomly casts a Red Power	??????	4	
+-----+	+-----+	+-----+	+-----+	+-----+
Guillotine	Merciless killing guillotine	Single	4	
+-----+	+-----+	+-----+	+-----+	+-----+
Rock Gazer	Earth elemental Red Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Firebolt	Fire elemental Red Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Air Slash	Wind elemental Red Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Geyser	Water elemental Red Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Inspire	Lightning elemental Red Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Frigid	Ice elemental Red Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Shadowbolt	Darkness elemental Red Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Aport	Non-elemental Res Power	Single	12	
+-----+	+-----+	+-----+	+-----+	+-----+
Tera Break	Earth elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Cremation	Fire elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Twister	Wind elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Maelstrom	Water elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Thunderbolt	Lightning elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Absolute 0	Ice elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Armageddon	Darkness elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Megaton	Non-elemental Red Power	All	55	
+-----+	+-----+	+-----+	+-----+	+-----+
Sleep	Red Power Sleep attack	Group	8	
+-----+	+-----+	+-----+	+-----+	+-----+
Power Seal	Special attack-blocking power	Single	8	
+-----+	+-----+	+-----+	+-----+	+-----+
Cancellor	Cancels actions in that turn	Group	25	
+-----+	+-----+	+-----+	+-----+	+-----+
Anti-Magic	Magic-blocking Red Power	Field	25	
+-----+	+-----+	+-----+	+-----+	+-----+
Demonangle	Banishes enemy to demon triangle	All	60	
+-----+	+-----+	+-----+	+-----+	+-----+
Esc Down	Drops PRY value of target to 0	Group	80	
+-----+	+-----+	+-----+	+-----+	+-----+
Erg Phasor	Non-elemental Red Power	Single	90	
+-----+	+-----+	+-----+	+-----+	+-----+
GellaCrazy	Fires off last 4 digits of gella	All	99	
+-----+	+-----+	+-----+	+-----+	+-----+

#### Red Power Locations

\* Please take note these are just the locations of the enemies. Some enemies may have more than one location on the world map, but I'm only



putting down one of the location where you can find the enemy.

Enemy	Location	Red Power
Aaman	Area South of Crimson Castle	Cancellor
Agion	Outside of Spiral Tower	
Alligatiger	Raypoint Geo	Rock Gazer
Balloon	Outside Town of Meria	Wild Card
BlackSabbath	Werewolf's Den	Demonangle
Bockle	Area South of Crimson Castle	Aport
Briareos	Raypoint Wing, after save point	Air Slash
Buckbaird	Coffin of 100 Eyes, after save point	Erg Phasor
Cuttlefish	Inner Sea	Geyser
Dumpty	U-Shaped Island somewhere South of Promised Catacombs	Armageddon
Earth Figure	Plateau near Holst, need Lombardia	Power Seal
Efreet	Raypoint Flam, after save point	Cremation
Elbucky	Spiral Tower	
Fluerety	Outside Sieljie Region	Frigid
Furfur	Diablo Pillar Caina	Inspire
Gargoyle	Wind Tiger's Den	Twister
Gigafrost	Raypoint Muse	Absolute 0
Hope Diamond	Promised Catacombs	Guillotine
Humpty	U-Shaped Island somewhere South of Promised Catacombs	Anti-Magic
Man Trap	Outside Sylvaland Region	Sleep
Melchom	Area between Gate Bridge and Greenhell	GellaCrazy
Myremecoled	Small island next to Raypoint Wing	Tera Break
Nybbas	Outside Pirate's Warren	Megaton
Potatohead	Outside ot the Promised Catacombs	Esc Down
Skid Lancer	Dark Brown color waters southeast of Sieljie Region	
Thunderdrake	Thunder Lion Cage	Thunderbolt

Twin Tail	Desert outside Quartly	Shadowbolt	
+-----+	+-----+	+-----+	+-----+
Urchin Bug	Area between Gate Bridge and	Firebolt	
	Greenhell		
+-----+	+-----+	+-----+	+-----+
Vepar	Waters near Island Outpost	Maelstrom	
+-----+	+-----+	+-----+	+-----+
Will-o-Wisp	Glaive Le Gable		
+-----+	+-----+	+-----+	+-----+

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9.0 Frequently Asked Questions  
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Q. How do you find Asgard?

A. There is a room in Crimson Castle that doesn't seem to have anything interesting inside (i.e. No Treasure Chests or anything of interest). Actually, the room is somewhere to the right of Crimson Castle. From the entrance, go to the right door, and continue to go to the other doors that are at the right. Rotate the camera angle until you face the door. To the right of the door, there is a faint electric symbol engraved on the wall. Hit it with the electel. It will open a doorway to a new room. Inside you will find Asgard. You have to talk to the 'thing' as Marivel.

Q. Where is the Fab Science Lab?

A. Go to Damzen City and go to the pub. Talk to the girl nearest to the door as Marivel. She will tell you the location of the Fab Science Lab.

Q. Where is the Promised Catacombs?

A. Go back to the Town of Meria. Go into the castle library. There is a book that you weren't able read before. Put Marivel in the lead and you will be able to read it. It will tell you the location of the Promised Catacombs. You need Tim's Mist Cloak to even get started with the dungeon.

Q. Where is Ashley's Rising Nova?

A. In the room where there are walls on both sides, but you don't have to fight them, destroy the second wall from the left on the left side. You will reveal a electric symbol on the wall. You have to stand on the stairs in order to hit the symbol. It will open a new room and you can find the Bayonet Cartridge for Rising Nova.

Q. Where is Brad's EZ Missle?

A. In the room where there are four different paths to choose from but are blocked by different number of fightable walls (there is a mega berry in a chest there), from the entrance, rotate your camera angle until you face the left wall. You can see the electric symbol on the wall. Hit it with the electel. You can find the EZ Missle in the room that opens.

Q. How do you move the block with a face on it in the Lost Garden?

A. You can't move it during your first trip there. You need to get Marivel and her Wind-Up Key Tool to be able to move it.

Q. How do you beat the Bulkogiden?

A. The best team for this battle will be Ashley, Brad and Lilka. Have them at around Lv 50 with 4000+ HP, have a fair amount of Mega Berries by stealing from enemies, the Life Orb. It will help to have the Zephyr Medium also. Equip a Fire Ring(or any other elemental ring) on Brad. Have Ashley hold the Zephyr Medium. Make sure Lilka is faster than the Bulkogiden as she's going to be the healer. Have the Crest E on Hi-Heal also for Lilka. Use Force Charge for Ashley and have him Access ASAP. Use Hi-Heal and Mystic Life Orb/Mega Berry to heal entire party. If you need to revive Lilka, either use Crest Cap with Hi-Revive

filled up or Full Revives. If you need to revive Brad or Ashley, use Hi-Revive (Lilka must have enough FP). Use a normal attack for Brad to deal big damage as the the boss is weak towards Fire(Actually everything). If you want, you can have Lilka MageWeapon on Brad. You don't have to do it on Ashley. As soon as you have accessed with Ashley, Get enough FP to use Gun Blaze. Gun Blaze alone will do about 20000+ HP damage. A few Gun Blaze and punches from Brad, he's toast in a matter of turns.

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#### Credits

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- Me for typing out this FAQ and doing some note taking while playing Wild Arms 2
- The company who made this game. (I'm not sure, but I think it is SCEA)
- Versus Books for writing such a simple, yet effective guide book.

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