

Xenogears Boss/Deathblow Guide

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Updated on Aug 12, 2004

Xenogears Bosses Strategies and Deathblow listing
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1. Introduction

Most of the bosses in Xenogears are more-than-average in difficulty. So I've decided to make up my own FAQ stating my Strategies for beating those bosses. Along with a listing of the different deathblows of the characters. I will probably NOT make a section on the Deathblows of the Gears, but it may happen.

2. Things you probably know

- Gears don't level up! (Seems like it to me...) It looks like the Gears are only more powerful when you outfit them with better equipment, they don't seem to be affected by your character's level.
- Learning Deathblows early is the way to go! Take some time to always build up your deathblows, even if you cannot learn it at 100%, because you'll learn it automatically when you reach the required level. Be aware that the deathblow must be at 100% before you learn it, you won't learn it if it isn't, even if you have the required level.
- Gear battles don't help learning deathblows! Battling in Gears can't make your characters learn any Deathblows so try to find a place with small enemies only so you don't get surprised with giant enemies when trying to learn Deathblows.
- Stop moving when sensing a battle! When a battle sequence is about to start, your Playstation unit may make a little "reading" noise. STOP MOVING! Because you can't jump because of that, but you can still move. So you might find yourself falling before the platform you were supposed to jump on!
- You can't get hyper-deathblows until you've got your limiters removed (at Shevat), they only seemed to appear when I got there. If anyone as proof of the contrary, I'll correct this.
- Hyper-Mode is attained on gears depending on the % on the side of the screen. The lower your HP, the greater are the chances of getting into Hyper-mode. Hyper-Mode lets you do 3 massive damage moves before reverting to normal. Some unknown things may influence the % of Hyper-mode. Also, you won't get hyper-mode until you get to a certain level of experience.

If I forgot any basic stuff, be sure to e-mail me about it!

3. Characters section

This section will explain all Deathblows and Chi/Ether techniques. Along with a rating on each character fighting ability. It will evolve as I advance in my current game.

FEI FONG WONG

Rating: 8/10, average character, good HP and defense, fair attack numbers and biggest selection of deathblows. It's your main character and he usually is your best one (until Citan gets a sword that is...).

CHI ABILITIES :

GUIDED SHOT:

EP required : 2

Learned at : Begins with it.

Graphical representation : Fei concentrates and sends a ball of light on the enemy.

Effect : Damages enemy with Chi.

INNER HEALING:

EP required : 2

Learned at : Level 10

Graphical representation : Fei concentrates and light from above a character appears.

Effect : Heals a single ally.

IRON VALOR:

EP required : 4

Learned at : Level 20

Graphical representation : 3 circles of light centers around Fei and explode in white light.

Effect : Power-up attack power

COUNTER FORCE:

EP required : 4

Learned at : Level 35

Graphical representation : A yellow disk comes from the left side of the screen, stop on the right side and illuminates the screen with yellow light.

Effect : Enables counter-attack when attacked.

YANG POWER:

EP required : 5

Learned at : Level 46

Graphical representation : White, yellow, blue and green streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Defense UP, Attack DOWN

YIN POWER:

EP required : 5

Learned at : Level 46

Graphical representation : Green, red and purple streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Attack UP, Defense DOWN

RADIANCE:

EP required : 10

Learned at : Level 55

Graphical representation : A dark circle for on the opponents, blue rays centers on it while it's growing in size. The circle then changes for a sphere showing outer space which finally explodes in small pieces.

Effect : Damages with space chi.

BIG BANG:

EP required : 20

Learned at : Level 72

Graphical representation : The screen show the earth and the moon. A huge beam zaps across the galaxy and wipes out the earth and moon.

Effect : Damages with Gravity Lens.

NORMAL MOVES:

TRIANGLE: Hits with his left hand.

TRIANGLE: Turns around and hits with his right hand.

TRIANGLE: Turns around and do an upper hit with his left hand.

TRIANGLE: Hits forward with 2 arms out-stretched.

SQUARE: Kicks the head while turning.

SQUARE: Kicks at head and brings his foot down.

X: Hits enemy with his head.

DEATHBLOWS:

RAIJIN:

AP required : 4

Learned at : Level 6

Button sequence : triangle, X

Graphical representation : Fei charges energy in his punch and punch the opponent.

SENRETSU:

AP required : 5

Learned at : Level 12

Button sequence : triangle, triangle, X

Graphical representation : Kicks at head height, head-to-ground kick, kicks at head head height and launch the opponent into the air with a kick. Finishes with a 2 hands hit when the enemy lands.

HAGAN:

AP required : 5

Learned at : Level 16

Button sequence : square, X

Graphical representation : Jumps on enemy and hits with his feet 3 times, finishes by turning around, hitting the enemy's head at the same time.

HOTEN:

AP required : 6

Learned at : Level 22

Button sequence : triangle, triangle, triangle, X

Graphical representation : Turns around, hitting enemy with his hands 4 times, kicks at head height, kicks enemy's legs and finishes with an elbow hit.

TENBU:

AP required : 6

Learned at : Level 30

Button sequence : triangle, square, X

Graphical representation : Turns around and hits opponent with his hand, kicks to send opponent flying. Jumps in the air and use his feet to send opponent smashing on the ground.

RYUJIN:

AP required : 6

Learned at : Level 38

Button sequence : square, triangle, X

Graphical representation : Head bash, left uppercut, left lower punch, right uppercut and finishes with a 2 hands push.

KOHO:

AP required : 6

Learned at : Level 46

Button sequence : X, X

Graphical representation : Turns and hits with his right hand, the hitsend him turning a little away, dashes and left punch. Finishes with a 2 hands hit.

HYPER-DEATHBLOWS

FUKEI:

AP required : 7

Learned at : Level 60

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : Flips into the air and throws 13 fireballs in sequenced order, from right to left hand. Finishes with a last powerful fireball.

CHIKEI:

AP required : 7

Learned at : Level 60

Button sequence : triangle, triangle, square, X

Graphical representation : Jumps away from the enemy, charges up and punches the ground, sending a serie of earth pillars on the enemy.

KAKEI:

AP required : 7

Learned at : Level 60

Button sequence : triangle, square, triangle, X

Graphical representation : Flips in the air and emits energy. Falls on the enemy like a meteor and sends strong fire waves.

SUIKEI:

AP required : 7

Learned at : Level 60

Button sequence : square, triangle, triangle, X

Graphical representation : 4 hits that wraps the nemy into ice, a final hit makes the ice even bigger. Finishes with a crushing punch, shattering the ice.

KOKEI:

AP required : 7

Learned at : Level 70

Button sequence : square, square, X

Graphical representation : Deals 3 fast right kicks followed by a strong, electricity-charged split kick.

YAMIKEI:

AP required : 7

Learned at : Level 80

Button sequence : X, triangle, X

Graphical representation : Jumps away from enemy and various blue lights comes from the enemy and go to Fei. A purple whirlpool of light forms on the enemy.

CITAN UZUKI

Rating: 8/10 (before having sword) 9/10 (when using sword), high HP at beginning, it's compensated by lower defense, good evade and great speed. He's usually the fastest in the group. When he starts using swords (much later in the game), he his VERY strong. You can use his elemental shields spells on enemies to weaken them agaisnt a certain element to attack them with that element!

ARCANE ABILITIES :

SAZANAMI:

EP required : 2

Learned at : Begins with it.

Graphical representation : 3 bright yellow lights flashes briefly around the screen.

Effect : Heals a single ally, more than Fei's Inner Healing.

RENKI:

EP required : 2

Learned at : Level 10

Graphical representation : Light glows around Citan and a white light curtain drops down the screen.

Effect : The next Arcane Ability you use will affect all allies.

FUUSEII:

EP required : 4

Learned at : Level 25

Graphical representation : Light-blue lights flashes around character and a light-blue circle appears around him.

Effect : Defense UP against Earth attacks, DOWN against Wind attacks.

CHISEII:

EP required : 4

Learned at : Level 25

Graphical representation : Green lights flashes around character and a green circle appears around him.

Effect : Defense UP against Wind attacks, DOWN against Earth attacks.

KASEII:

EP required : 4

Learned at : Level 25

Graphical representation : Green lights flashes around character and a red circle appears around him.

Effect : Defense UP against Water attacks, DOWN against Fire attacks.

SUISEII:

EP required : 4

Learned at : Level 25

Graphical representation : Blue lights flashes around character and a blue circle appears around him.

Effect : Defense UP against Fire attacks, DOWN against Water attacks.

RYOKUSHO:

EP required : 3

Learned at : Level 40

Graphical representation : A yellow medusa-like form lifts from the target, the screen then brightly flashes in light and the light seems to fade away in a circle pattern around the character.

Effect : Removes all Physical Status (Poison and such).

REISHO:

EP required : 3

Learned at : Level 42

Graphical representation : A white medusa-like form lifts from the target, the screen then brightly flashes in light and the light seems to fade away in a circle pattern around the character.

Effect : Removes all Mental Status (Confuse and such).

KOGA:

EP required : 2

Learned at : Level 52

Graphical representation : Green rays focus on a blue circle around the targeted character, emits a rainbow-colored wave before fading away.

Effect : Defense UP, Attack DOWN

YAMIGA:

EP required : 2

Learned at : Level 54

Graphical representation : A dark shroud covers the target and a blue circle appears on him, emits a rainbow-colored wave before fading away.

Effect : Attack UP, Defense DOWN

SENKEI:

EP required : 6

Learned at : Level 60

Graphical representation : Various japanese characters appears around the target and a red glow appears above it.

Effect : Reduces the time between turns

NORMAL MOVES (without sword):

TRIANGLE: Does a chop with his left hand.

TRIANGLE: Turns around and does a chop with his right hand.

TRIANGLE: Turns in the air and lands his left foot on the enemy.

TRIANGLE: Hits the enemy with his finger.

SQUARE: Citan doesa split, hitting the enemy with his right foot.

SQUARE: Jumps in the air and turns around, hitting enemy with his feet.

X: Dashes toward the enemy and hits with his 2 hands in front of him.

NORMAL MOVES (with sword):

TRIANGLE: A quick horizontal slash.

TRIANGLE: Stabs with his sheath.

TRIANGLE: A wide horizontal slash.

TRIANGLE: A fast vertical slash.

SQUARE: Slashes with his sword, followed by a stab.

SQUARE: 2 big slashes with his sword.

X: A big slash, jumps in the air and turns with the sword outstretch, hitting the enemy in the process.

DEATHBLOWS (without sword):

UKIGUMO:

AP required : 4

Learned at : Level 6

Button sequence : triangle, X

Graphical representation : Chops with left hand, punches down with right hand, launch enemy with upper left punch. Jumps in the air and hits enemy to slam it onto the ground.

MUFU:

AP required : 5

Learned at : Level 12

Button sequence : triangle, triangle, X

Graphical representation : Citan charges up while a shadow image of him does 2 right chops and a 2 hands hit, then, Citan hits with a powered 2 hands hit.

JINRAI:

AP required : 5

Learned at : Level 16

Button sequence : square, X

Graphical representation : Citan charges up while a shadow image of him does a split kick and a right chop, then, Citan does a powered right chop.

SHINRAI:

AP required : 6

Learned at : Level 22

Button sequence : triangle, triangle, triangle, X

Graphical representation : Citan charges up while a shadow image of him does a split kick and a jumping turning double-kick, then, Citan hits with an upper blow, lower blow and slams the opponent on the ground with his hand.

RENKEN:

AP required : 6

Learned at : Level 30

Button sequence : triangle, square, X

Graphical representation : Citan charges up while a shadow image of him does a left and right chop, a split kick and a jumping turning double-kick, finally, a 2 hands blow. Then, Citan does a 2 hands blow and lifts in the air, turning in a counter-clockwise pattern.

HAKAI:

AP required : 6

Learned at : Level 38

Button sequence : square, triangle, X

Graphical representation : Citan charges up while a shadow image of him does a split kick and a right chop, then, Citan dashes towards the enemy and hits it with his 2 hands, sending him away.

OUGI:

AP required : 6

Learned at : Level 46

Button sequence : X, X

Graphical representation : Hits with his 2 hands, slides and turns, hitting with his left leg on the ground, sending the opponent over him. Hits with his 2 hands to keep the opponent into the air and finally let it fall to the ground.

HYPER-DEATHBLOWS (without sword):

WILLOW WIND:

AP required : 7

Learned at : Level 60

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : Jumps away from enemy and charges up electricity. Sends an horizontal line of electricity through the target.

RARE EARTH:

AP required : 7

Learned at : Level 60

Button sequence : triangle, triangle, square, X

Graphical representation : Charges up and punches the ground near the enemy. A huge pillar comes from the earth under the enemy and quickly retracts in the earth.

HELL FIRE:

AP required : 7

Learned at : Level 60

Button sequence : triangle, square, triangle, X

Graphical representation : Charges up, turns and move away from enemy. A pillar of fire sticks the enemy on the ground and quickly retracts in the sky.

TSUNAMI ICE:

AP required : 7

Learned at : Level 60

Button sequence : square, triangle, triangle, X

Graphical representation : Charges up with ice energy and hits with a circle row of spikes on his hands.

DEATHBLOWS (with sword):

AMAOTO:

AP required : 4

Learned at : Level 6

Button sequence : triangle, X

Graphical representation : Jumps in the air and deals a powerful swipe with his sword.

ENGETSU:

AP required : 5

Learned at : Level 12

Button sequence : triangle, triangle, X

Graphical representation : A quick horizontal slash, hits with his sheath while turning, lifts his sword over him and slashes it hard on the enemy.

AMAGUMO:

AP required : 5

Learned at : Level 16

Button sequence : square, X

Graphical representation : Stabs the enemy and lifts it over him with his sword, deals 2 blows before letting the enemy down.

HIMATSU:

AP required : 6

Learned at : Level 22

Button sequence : triangle, triangle, triangle, X

Graphical representation : A powerful slash which sends the enemy in the air. Jumps at the enemy and drills it with his sword before sending it away with his feet.

YAKO:

AP required : 6

Learned at : Level 30

Button sequence : triangle, square, X

Graphical representation : Turns like a wheel with the sword out, hitting the enemy 3 times, finishes with a powerful slash then sends the enemy away.

ZANRETSU:

AP required : 6

Learned at : Level 38

Button sequence : square, triangle, X

Graphical representation : Gets his sword out and turns it clockwise before dealing 2 powerful slashes.

MYOGETSU:

AP required : 6

Learned at : Level 46

Button sequence : X, X

Graphical representation : Charges up while blue sparkles forms a red-purple circle on the enemy. Dashes and deals a powerful slash that grounds the opponent, jumps and turns with his sword out, hitting the opponent in the process.

HYPER-DEATHBLOWS (with sword):

FESTIVE WIND:

AP required : 7

Learned at : Level 60

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : Jumps away from the enemy, the screen grows dark, dashes and deals a very powerful slash that sends the enemy high up into the air. A wolf howls in the distance, clouds, moon and Japanese writing appears. The enemy then falls hard on the ground.

RUMBLE EARTH:

AP required : 7

Learned at : Level 60

Button sequence : triangle, triangle, square, X

Graphical representation : Gets his sword out and turns around. Pierces through his own body to stab the enemy while rose petals flutter in the screen.

HAZE OF FIRE:

AP required : 7

Learned at : Level 60

Button sequence : triangle, square, triangle, X

Graphical representation : A sparkle of light appears on the sword, deals 3 slashes, each slash emanates a circle fire wave that burns the enemy.

CRYSTAL WATER:

AP required : 7

Learned at : Level 60

Button sequence : square, triangle, triangle, X

Graphical representation : Jumps away from enemy, water energy seems to come from the sword. Does 8 slashes that lifts the opponents in the air. Each slash emanates water energy.

BARTHOLOMEW FATIMA

Rating: 7/10, he has good HP and good attack (since he uses a weapon). However, he lacks on the evade side and overall defense. He is a little slow also. His spells are useless.

ETHER ABILITIES :

WILD SMILE:

EP required : 2

Learned at : Begins with it.

Graphical representation : A dark circle with multi-color stripes appears around enemy.

Effect : Lowers enemy's accuracy.

HEAVEN CENT:

EP required : 2

Learned at : Level 18

Graphical representation : Flips a coin high into the sky and the coin fall on

the enemy like a meteor.

Effect : Damage enemy with the coin.

WHITE LURE:

EP required : 3

Learned at : Level 28

Graphical representation : Yellow light centers on the target and a 3-pointed red form is getting bigger, finally exploding in a circle of yellow light.

Effect : All attacks made by the target will direct Bart.

RED COLOGNE:

EP required : 4

Learned at : Level 38

Graphical representation : A blue sphere emitting blue light rays appears on Bart, the sphere illuminates the screen in light and fades in nothingness.

Effect : Attack power UP

BLUE COLOGNE:

EP required : 6

Learned at : Level 42

Graphical representation : The words "ACC UP" and "EVA UP" turns and centers on Bart.

Effect : Accuracy & Evade UP

WHITE COLOGNE:

EP required : 6

Learned at : Level 50

Graphical representation : A multi-colored circle appears on Bart, Bart seems to grow in size before the circle fades away.

Effect : Enables counter-attack

WIND MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A green shroud of light surrounds the character while green rays of light centers above him. The light then explodes in wind in an X pattern.

Effect : Gets wind elemental attack.

EARTH MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A yellow shroud of light surrounds the character while yellow rays of light centers above him. The light then explodes in yellow light in an X pattern.

Effect : Gets earth elemental attack.

FIRE MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A red shroud of light surrounds the character while red rays of light centers above him. The light then explodes in fire in an X pattern.

Effect : Gets fire elemental attack.

WATER MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A blue shroud of light surrounds the character while blue rays of light centers above him. The light then explodes in water in an X

pattern.

Effect : Gets water elemental attack.

NORMAL MOVES:

TRIANGLE: Hits at head height with his whip in the right hand.

TRIANGLE: Hits at leg height with his whip in the left hand.

TRIANGLE: Hits at head height with his whip in the right hand.

TRIANGLE: Hits at head height with his whip in the left hand.

SQUARE: Hits at leg height with both whips.

SQUARE: Hits with one whip above the enemy and the other under it.

X: 2 whips hit at head height.

DEATHBLOWS:

HEAD HUNTER:

AP required : 4

Learned at : Starts with it.

Button sequence : triangle, X

Graphical representation : Make the whip turn like a circle and uses it to launch opponent in the air.

TWIN SONIC:

AP required : 5

Learned at : Level 12

Button sequence : triangle, triangle, X

Graphical representation : Hits enemy with both whips, grab it from behind and deal 2 hits by flipping both whips, finish by sending opponent in the air.

RYTHM SHOCK:

AP required : 5

Learned at : Level 16

Button sequence : square, X

Graphical representation : Use whip to send opponent in the air, deals 2 punches when it lands.

DYNAMIC:

AP required : 6

Learned at : Level 22

Button sequence : triangle, triangle, triangle, X

Graphical representation : Red whip hit, blue whip hit and yellow whip hit.

Grabs enemy with his whip and makes it turns around in the air before he release it to fall on the ground.

ASTRAL:

AP required : 6

Learned at : Level 30

Button sequence : triangle, square, X

Graphical representation : Grabs enemy from behind with his left whip, energy goes from Bart to the enemy, using the whip. The seems to enlarge in a yellow dome, finishes with Bart hittin with one whip over and one under the opponent, sending a shockwave to hit the enemy.

BRACER:

AP required : 6

Learned at : Level 38

Button sequence : square, triangle, X

Graphical representation : Rights kicks the enemy in the air, hits with 2 whips from over him, hits with 2 whips from under him and hits with 2 whips from over him. The enemy falls to the ground then.

JUSTICE:

AP required : 6

Learned at : Level 46

Button sequence : X, X

Graphical representation : Hits with his right and left whips in order for 7 hits, hits with his 2 whips 2 times and finishes with a strong 2 whips blow.

HYPER-DEATHBLOWS:

ANGEL:

AP required : 7

Learned at : Level 57

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : A pair of wings grows on Bart's back and the screen fills with orange rays. Bart takes the air and flaps his wings at the enemy, creating a tornado.

LAND BREAK:

AP required : 7

Learned at : Level 57

Button sequence : triangle, triangle, square, X

Graphical representation : Charges up and jumps away from the enemy, punches the ground in front of him. An earth structure covers the enemy and then shatters.

PROMINENCE:

AP required : 7

Learned at : Level 57

Button sequence : triangle, square, triangle, X

Graphical representation : Jumps away from the enemy and throws 2 fireballs at it, creating a huge fire pillar on the enemy. The fire pillar burns for several seconds before fading away.

TORNADO:

AP required : 7

Learned at : Level 57

Button sequence : square, triangle, triangle, X

Graphical representation : Jumps away from the enemy and throws 2 blue balls at it. The screen then switches to a water-effect and bubbles appears around the enemy.

RICO BANDERAS

Rating: 6/10, good HP, great physical defense and attack power, highest in the group. His Ether Defense is extremely low however, so he falls prey to spells pretty easily. He is also very sluggish and takes a while before he can hit. He tends to miss his hits often against many opponents. His spells are rather useless.

SPIRIT ABILITIES :

STEEL FIST:

EP required : 2

Learned at : Begins with it.

Graphical representation : Yellow circles descends on Rico and a red light flashes on him. Rico appears to grow in size.

Effect : Attack power-up

STEEL BODY:

EP required : 2

Learned at : Begins with it.

Graphical representation : Blue rays centers on Rico, forming a multi-colored circle, Rico appears to grow in size.

Effect : Defense power-up

STEEL SPIRIT:

EP required : 2

Learned at : Level 50

Graphical representation : A rainbow-colored pillar surrounds Rico and a colored wave is expelled.

Effect : Ether Defense power-up

STEEL METTLE:

EP required : 4

Learned at : Level 60

Graphical representation : A ball of energy appears in front of Rico, when the ball is big enough, Rico punches and kicks parts of it at the enemy.

Effect : Damages with Spirit Shots.

NORMAL MOVES:

TRIANGLE: Do a punch with his right hand.

TRIANGLE: Punch at leg height with his left hand.

TRIANGLE: Hits with his right elbow.

TRIANGLE: Backslap from his right hand.

SQUARE: Kicks with his right leg.

SQUARE: Turns around and kicks enemy with right leg.

X: Charges-up his left punch and punch through opponent sending them a little upward.

DEATHBLOWS:

RICO ROCKET:

AP required : 4

Learned at : Starts with it.

Button sequence : triangle, X

Graphical representation : Jumps in the air and hits opponent horizontally with his feet.

DEATH DRIVE:

AP required : 5

Learned at : Starts with it.

Button sequence : triangle, triangle, X

Graphical representation : Grabs enemy and falls on his back, slamming enemy on the ground.

BANDERAS:

AP required : 5

Learned at : Level 16

Button sequence : square, X

Graphical representation : Jumps in an inversed-clock pattern and grabs enemy with his feet, turns in the air in a clockwise pattern and falls on belly, smashing opponent on the ground.

DRAGON FIST:

AP required : 6

Learned at : Level 22

Button sequence : triangle, triangle, triangle, X

Graphical representation : Charges-up left hand and grabs opponent, squeezes it. Finishes by releasing his grip and doing an uppercut with his right hand.

FIRE BOMB:

AP required : 6

Learned at : Level 30

Button sequence : triangle, square, X

Graphical representation : Grabs enemy in his hands, jumps in the air and falls on enemy.

PILE CRUSHER:

AP required : 6

Learned at : Level 38

Button sequence : square, triangle, X

Graphical representation : Grabs the enemy, jumps in the air and tucks the enemy between his legs. Falls on the ground, effectively smashing the enemy at the same time.

SPIN STRIKE:

AP required : 6

Learned at : Level 46

Button sequence : X, X

Graphical representation : Jumps in the air and turns to fall on his belly, smashing the enemy under him.

HYPER-DEATHBLOWS:

DEATH ROLL:

AP required : 7

Learned at : Level 58

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : Picks up the enemy and turns on himself, hitting the enemy 2 times on the ground. Jumps into the air while turning and smashes the enemy on the ground, sending some rocks away.

FLAME LARIAT:

AP required : 7

Learned at : Level 58

Button sequence : triangle, triangle, square, X

Graphical representation : An horizontal line of fire covers Rico and the enemy while Rico does a powerful punch.

HELL SPLASH:

AP required : 7

Learned at : Level 58

Button sequence : triangle, square, triangle, X

Graphical representation : Picks up the enemy and holds him over his head while fire energy fills the screen and rocks fall around. Finishes by smashing the enemy down.

ELHAYM VAN HOUTEN

Rating: 7/10, a little low HP and low defense. Good ether defense however. Not the best character, but not the worse. She has a wide variety of useful spells also.

8/10, if you outfit her properly, equip an Ether Doubler and an Economether (not necessary) and her spells will be more worthwhile.

ETHER ABILITIES :

ANEMO BOLT:

EP required : 2

Learned at : Begins with it.

Graphical representation : Green lightning strikes the target.

Effect : Damage from Lightning

TERRA LANCE:

EP required : 2

Learned at : Begins with it.

Graphical representation : The ground explodes in green bursts under the target.

Effect : Damage from Earth Wave

THERMO CUBE:

EP required : 2

Learned at : Begins with it.

Graphical representation : A pillar of fire bursts from under the target.

Effect : Damage from Fire Shroud

AQUA ICE:

EP required : 2

Learned at : Begins with it.

Graphical representation : White rays appear around opponent and an ice pillar bursts from under the opponent.

Effect : Damage from Flash Freeze

ANEMO BURN:

EP required : 4

Learned at : 20

Graphical representation : 3 blue rays of lightning hits the same area, causing some discharge in that area.

Effect : Damage from High Voltage

TERRA STORM:

EP required : 4

Learned at : 20

Graphical representation : Many rocks fall on the enemies of an area and a final big boulder squishes them.

Effect : Damage from Landslide

THERMO DRAGON:

EP required : 4

Learned at : 20

Graphical representation : The ground explodes in fire in an area and black smoke seems to seep from the ground.

Effect : Damage from Incinerate

AQUA MIST:

EP required : 4

Learned at : 20

Graphical representation : Blue little lights flashes accross the screen and 4 big ice structures appear in an area (over enemies) and shatters.

Effect : Damage from Vast Freeze

ANEMO WAVE:

EP required : 10

Learned at : 55

Graphical representation : A bright blue circle appears in the middle of the screen and emits several blue and purple thunderbolts around the screen.

Effect : Damage from Plasmaflash

TERRA GHOST:

EP required : 10

Learned at : 55

Graphical representation : 4 big rocks comes floating on the enemies, a bright light flashes in the middle and sends the rocks away.

Effect : Damage from Bury Alive

THERMO LARGO:

EP required : 10

Learned at : 55

Graphical representation : A small glow grows into the middle of the screen, emits several rays of lights. After a moment it stops growing and explodes in a huge and fiery explosion.

Effect : Damage from Detonate

AQUA LORD:

EP required : 4

Learned at : 20

Graphical representation : The screen zooms to show the area over the enemies, revealing an ice block. The ice block falls on the enemies and shatters into thousands of little pieces.

Effect : Damage from Avalanche

NORMAL MOVES:

TRIANGLE: Stabs with her rod.

TRIANGLE: Slashes her rod.

TRIANGLE: Turns around and slashes her rod.

TRIANGLE: Turns, makes rod spins in her hand and slashes it on enemy.

SQUARE: Jumps and kick the enemy.

SQUARE: Clockwise turn, hitting enemy with her feet in the process.

X: Slashes with her rod held by her 2 hands and left kick.

DEATHBLOWS:

SCREAMER:

AP required : 4

Learned at : Level 5

Button sequence : triangle, X

Graphical representation : Expels various colored bubbles on the enemy.

CYCLONE KICK:

AP required : 5

Learned at : Level 12

Button sequence : triangle, triangle, X

Graphical representation : Left-to-right slash, turns around and slashes, left slash and finishes with a clockwise turn, sending opponent away.

BREAKTHROUGH:

AP required : 5

Learned at : Level 16

Button sequence : square, X

Graphical representation : Clockwise feet hit, multiple quick stabs from her rod and one final stab, passing through her opponent.

DOUBLE SHOCK:

AP required : 6

Learned at : Level 22

Button sequence : triangle, triangle, triangle, X

Graphical representation : Stabs with 2 rods (One in each hand), jumps in the air and dives her rod on the opponent, finishes with a final kick to send opponent away.

SKY ATTACK:

AP required : 6

Learned at : Level 30

Button sequence : triangle, square, X

Graphical representation : Jumps and turns in the air, smashes her rod on the enemy.

BRIGHT SPARK:

AP required : 6

Learned at : Level 38

Button sequence : square, triangle, X

Graphical representation : Makes 2 rods (one in each hand) turn, gets a little away from her opponent, she then dashes and stabs with her left rod.

STING KICK:

AP required : 6

Learned at : Level 46

Button sequence : X, X

Graphical representation : Stabs her rod, turns around and slashes her rod. Finishes by jumping him the air, hitting the enemy on the way up.

HYPER-DEATHBLOWS:

ANEMO ZAP:

AP required : 7

Learned at : Level 56

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : Jumps away and creates a big ball of wild electricity. She swings the ball around like a flail and hits the enemy 3 times with it.

TERRA CHARGE:

AP required : 7

Learned at : Level 56

Button sequence : triangle, triangle, square, X

Graphical representation : Jumps away, many little moles comes out of the ground and tries to hit the enemy, all hits with the words MISS! who appears. A big mole then comes out and hits with it's claws while the word HIT! stumble into the screen.

THERMO THUMP:

AP required : 7

Learned at : Level 56

Button sequence : triangle, square, triangle, X

Graphical representation : Flips in the air and a meteorite zooms into the screen. The meteorite falls into the enemy, unleashing strong fire waves.

AQUA FROST:

AP required : 7

Learned at : Level 56

Button sequence : square, triangle, triangle, X

Graphical representation : Jumps away from enemy and begins turning on herself. Ice comes and surrounds her in a star-like pattern and she hits the enemy several times with the ice points surrounding her.

BILLY LEE BLACK

Rating: 8/10, a little low HP, fair ether and physical defense, good attack numbers. Coolest deathblows in the game! The bullets limitations are a weakness though... He his also the best healing character in the game! You can use his elemental shields spells on enemies to weaken them agaisnt a certain element to attack them with that element!

ETHER ABILITIES :

PURITY LIGHT:

EP required : 2

Learned at : Begins with it.

Graphical representation : A blue circle of light appears under the target and light concentrates over him. The light then explodes in many red sparkles.

Effect : Cures any status changes.

HEALING LIGHT:

EP required : 2

Learned at : Begins with it.

Graphical representation : A sequence of light pillars comes from the right and circles around the character before touching him, unleashing blue light in a circle pattern around the character.

Effect : Heals one ally

HOLY LIGHT:

EP required : 4

Learned at : Begins with it.

Graphical representation : Same as the Healing Light ability, it's on all characters at once this time.

Effect : Heals the entire party.

GODDESS CALL:

EP required : 4

Learned at : Begins with it.

Graphical representation : 4 sequences of red circle-like lights comes from each corner of the screen, concentrating on Billy. It then explodes in bright light and multiples images of Billy seem to center on the real one.

Effect : Reduces the time between turns.

GODDESS EYES:

EP required : 4

Learned at : Begins with it.

Graphical representation : Orange and blue rays of light centers on the target, forming a translucent crystal around him.

Effect : Defense UP

WIND SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Green pillars of light rises from under the target, emits a green + sign and bathes the target in green sparkles.

Effect : Earth Defense UP, Wind Defense DOWN

EARTH SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Orange pillars of light rises from under the target, emits a yellow + sign and bathes the target in yellow sparkles.

Effect : Wind Defense UP, Earth Defense DOWN

FIRE SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Red pillars of light rises from under the target, emits a red + sign and bathes the target in red sparkles.

Effect : Water Defense UP, Fire Defense DOWN

WATER SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Blue pillars of light rises from under the target, emits a blue + sign and bathes the target in blue sparkles.

Effect : Fire Defense UP, Water Defense DOWN

GODDESS WAKE:

EP required : 8

Learned at : Level 60

Graphical representation : White light pours down from the top of the screen, a point of light comes down and enters the fallen character, reviving him/her.

Effect : Revive a KO'd character.

NORMAL MOVES:

TRIANGLE: Fires his right handgun.

TRIANGLE: Fires his left handgun.

TRIANGLE: Holds one handgun with his 2 hands, points and then shoots.

TRIANGLE: Checks the loading of his left handgun, he then points and shoots.

SQUARE: Gets his right ether gun out and shoots.

SQUARE: Gets his left ether gun out and shoots.

X: Makes his big gun slides in his hands while crouching and shoots.

DEATHBLOWS:

ADAMS APPLE:

AP required : 4

Learned at : Begins with it.

Button sequence : triangle, X

Graphical representation : Flips a coin in the air, gets his right handgun out

while it's in the air, fires on the coin when it's on the enemy.

GUNHOLIC:

AP required : 5

Learned at : Begins with it.

Button sequence : triangle, triangle, X

Graphical representation : GFets his 2 handguns out and fires 4 shots from right to left handgun while crouching. He finishes by getting his big gun out firing it.

HELL BLAST:

AP required : 5

Learned at : Begins with it.

Button sequence : square, X

Graphical representation : Gets his left ether gun out and fires an extremely powerful blast.

NUT CRACK:

AP required : 6

Learned at : Begins with it.

Button sequence : triangle, triangle, triangle, X

Graphical representation : Gets his 2 handguns out and fires consecutives shoots from right to left handguns for a total of 8 shots.

SKY WALKER:

AP required : 6

Learned at : Level 30

Button sequence : triangle, square, X

Graphical representation : Slides under the enemy and kicks it into the air. Gets his 2 handguns out and fires 4 shots from left to right handgun to keep the opponent into the air. He then gets his big gun out and shoots before the enemy falls on him.

DEVIL BLAST:

AP required : 6

Learned at : Level 38

Button sequence : square, triangle, X

Graphical representation : Gets his 2 ether guns out and crouches on his knee, fires his left and right gun in order before storing them away.

BANFRAU:

AP required : 6

Learned at : Level 46

Button sequence : X, X

Graphical representation : Throws his big gun into the air and jumps near the enemy. Gets out his 2 handguns and fires 4 shots while sliding under the enemy. Kicks the nemy into the air, the big gun then comes falling into the hands of Billy and he fires on the enemy before it falls on him.

HYPER-DEATHBLOWS:

TRUE DREAM:

AP required : 7

Learned at : Level 57

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : Gets out a cushion and puts it on the enemy. Gets out his big gun and fires through the cushion and enemy with a red blast, sending a blue shockwave around.

HOLY GATE:

AP required : 7

Learned at : Level 57

Button sequence : triangle, triangle, square, X

Graphical representation : Gets his 2 ether guns out and charges them up. Fires on the enemy with his ether guns used as machine guns.

DEAR FRIEND:

AP required : 7

Learned at : Level 57

Button sequence : triangle, square, triangle, X

Graphical representation : Lepas out of view and the screen switches to a first person view while Billy fires a rifle gun 11 times on the target, lifting him into the air. Finishes with a final shot before resuming the battle.

MARIA BALTHASAR

Rating: 5/10, low HP, low defense, low attack, low speed, low EVERYTHING. A really crappy fighter, just has good spells, but you need EP to use them. She doesn't have any deathblows also.

CONTROLS ABILITIES :

ROBO BEAM:

EP required : 2

Learned at : Begins with it.

Graphical representation : Seibzehn comes into the fight and fires a high-powered beam on the enemies.

Effect : Damages with beam.

ROBO MISSILE:

EP required : 4

Learned at : Begins with it.

Graphical representation : Seibzehn comes into the fight and launches multiple small missiles on the enemies.

Effect : Damages with missiles.

ROBO PUNCH:

EP required : 5

Learned at : 48

Graphical representation : Seibzehn comes into the fight and emits a huge shockwave on the enemies.

Effect : Damages with Mega-punch.

ROBO KICK:

EP required : 8

Learned at : 50

Graphical representation : Seibzehn comes into the fight and steps on the enemies, emitting a huge shockwave.

Effect : Damages with Giga-kick.

NORMAL MOVES:

TRIANGLE: Right step kick.

TRIANGLE: Left step kick.

TRIANGLE: Makes the enemy dangle inside a whirl of bubbles.

TRIANGLE: Right step kick.

SQUARE: Tries to make powered punch move.

SQUARE: Flips on her head and hits with her feet.

X: Tries to make a powered punch move.

CHU-CHU

Rating: 5/10, don't have deathblows some useful spells, but by the time you get that character, the others are much more useful. A waste of time.

SPELLS ABILITIES :

FOREST DANCE:

EP required : 2

Learned at : Begins with it.

Graphical representation : Dances around and an heart hits the target, healing it's wounds.

Effect : Heals damage to one ally.

CULEN PRAYER:

EP required : 2

Learned at : Begins with it.

Graphical representation : Jumps on target and jumps into the air, a chu-chu image appears on the right side of the screen. A ray of light covers the target and reveals chu-chu as knocked him down. She gets on the target and emanates some light.

Effect : Heals physical status (Poison and such).

MYRM PRAYER:

EP required : 2

Learned at : Begins with it.

Graphical representation : Jumps on target and jumps into the air, 4 chu-chu images appears in each corner and several beams of light dashes across the screen, all touching the target.

Effect : Heals mental status (Confuse and such).

PLAY DEAD:

EP required : 2

Learned at : Begins with it.

Graphical representation : A star falls on Chu-Chu and she makes a rather dramatic death sequence before falling down.

Effect : Ignored by enemy. (Can't move also)

MAIDEN KISS:

EP required : 8

Learned at : 40

Graphical representation : Unknown (No KO'd characters)

Effect : Revives a KO'd character.

FOREST WIND:

EP required : 4

Learned at : 50

Graphical representation : Chu-Chu flips into the air and launches 4 green-orange colored disks at the enemy with her feet.

Effect : Damages with Project Air.

EARTH GNOME:

EP required : 6

Learned at : 55

Graphical representation : Many stars appears and shrink in size, each star location brings an earth spike out.

Effect : Damages with Call Titan.

ANCIENT MYTH:

EP required : 10

Learned at : 60

Graphical representation : A blue circle of light descends on the enemies, emits an orange cone of light and sends multiple red waves of energy through the cone. Explodes in a huge, fiery blast at the end.

Effect : Damages with Mystic Power.

NORMAL MOVES:

TRIANGLE: Left punch.

TRIANGLE: Left punch.

TRIANGLE: Left punch.

TRIANGLE: Left punch.

SQUARE: Jumps in the air and hits with her 2 feet.

SQUARE: Jumps in the air and hits with her 2 feet.

X: Claps her hands on the enemy.

EMERALDA KASIM

Rating: 7/10, fair hp, medium strength, good speed. A good character when she's a child.

9/10, when an adult, she has nearly the same power as Citan when he has a sword, along that she has some pretty good spells.

ETHER ABILITIES :

ANEMO DHARM:

EP required : 3

Learned at : Begins with it.

Graphical representation : Multiple thunderbolts strikes the opponent, hiding it from view. The electricity then fades away in a blue pillar.

Effect : Damages with Nanobolt.

TERRA FEIST:

EP required : 3

Learned at : Begins with it.

Graphical representation : The screen shows 27 cubes over the enemy, all disposed so they forms a big cube. The cubes descends on the enemy and enlarge in size before fading away in a bright outburst of light.

Effect : Damages with Nanocube.

THERMO GORD:

EP required : 3

Learned at : Begins with it.

Graphical representation : Fire engulfs the target and forms a red-hot rock over it. The rock then explodes in a fiery blast.

Effect : Damages with Immolate.

AQUA AROUM:

EP required : 3

Learned at : Begins with it.

Graphical representation : A blue pillar of light appear on the enemy and bubbles of water falls on it.

Effect : Damages with Waterfall.

ANEMO OMEGA:

EP required : 6

Learned at : Begins with it.

Graphical representation : A tunnel of stormy clouds appear in the background, lightning strikes in the distance. The tunnel zooms in and the enemies are hitten by several lightning arcs.

Effect : Damages with Air To Plasma.

TERRA HOLZ:

EP required : 6

Learned at : Begins with it.

Graphical representation : A rock structure rolls in the background while the screen fills with fire pillars. The screen flashes brightly.

Effect : Damages with Bury Alive.

THERMO GIEST:

EP required : 6

Learned at : Begins with it.

Graphical representation : Red rays of light appears from above and the screen fills with yellow light. Finishes with a stong fire effect that fills the screen.

Effect : Damages with Firestorm.

AQUA DHAUM:

EP required : 6

Learned at : Begins with it.

Graphical representation : Water seems to erupt from the ground and lifts some parts of the land. The screen flashes brightly, ending the effect.

Effect : Damages with Geyser.

NORMAL MOVES (Child):

TRIANGLE: Her right arm forms a spike and hits the enemy.

TRIANGLE: Her hair forms a big hammer and hits the enemy.

TRIANGLE: Hits with her right foot in a curved blade form.

TRIANGLE: Her hair forms a spike and hits the enemy.

SQUARE: Turns and hits with her hair forming a curved blade.

SQUARE: Turns like a wheel a hits with her feet in the process.

X: Her hair turns into a bunch of spikes, hitting the enemy.

DEATHBLOWS (Child):

LEG CUTTER:

AP required : 4

Learned at : Begins with it.

Button sequence : triangle, X

Graphical representation : Sends the enemy away with a right punch, turns with her feet forming blades and falls on the enemy while in that sawblade state.

WAVE CUTTER:

AP required : 5

Learned at : Begins with it.

Button sequence : triangle, triangle, X

Graphical representation : Sends 2 arcs of light with her right and left arm in order, jumps in the air and her feet forms a sickly-like weapon. Falls and pierces through the enemy.

LEG SPIN:

AP required : 5

Learned at : Begins with it.

Button sequence : square, X

Graphical representation : Puts her right leg on the enemy and uses it like a drill.

HAMMERHEAD:

AP required : 6

Learned at : Begins with it.

Button sequence : triangle, triangle, triangle, X

Graphical representation : Jumps in the air and smashes her hair in the form of a hammer on the enemy, points her feet at the enemy and they turn into spikes.

GRAND ARM:

AP required : 6

Learned at : Begins with it.

Button sequence : triangle, square, X

Graphical representation : Punches the ground in front of the enemy and small spikes comes from under the enemy.

DIVIDER:

AP required : 6

Learned at : Begins with it.

Button sequence : square, triangle, X

Graphical representation : All the molecules forming Emeraldas pass right through the enemy and reforms on the other side.

FLYING ARM:

AP required : 6

Learned at : Begins with it.

Button sequence : X, X

Graphical representation : Sends an arc of light with her left arm, hits 2 times with a part of her hair, turns and hits with her hair in a curved blade form. Finishes by hitting with her hair in the form of a hammer.

HYPHER-DEATHBLOWS (Child):

TORNADO HAND:

AP required : 7

Learned at : Level 63

Button sequence : triangle, triangle, triangle, triangle, X

Graphical representation : Jumps away from enemy and her 2 hands form a long, flat piece of material which she flaps around, creating a tornado on the enemy.

REYCOUNT:

AP required : 7

Learned at : Level 63

Button sequence : triangle, triangle, square, X

Graphical representation : Changes into a ball of light and goes away from enemy. Sends part of the ball to hit the enemy 4 times and the parts rejoin with the main ball. Reforms Emeraldalda at the end.

DARK BEAST:

AP required : 7

Learned at : Level 63

Button sequence : triangle, square, triangle, X

Graphical representation : Jumps away from enemy and sends 2 yellow glows at the enemy. The screen grows dark, and a pair of jaws eats the enemy. The jaws zooms out and the screen flashes red a couple of times. Flashes orange and the enemy reappears on the screen, black liquid seeping from it.

NORMAL MOVES (Adult):

TRIANGLE: Hits with right arm in sword form.

TRIANGLE: Turns and hits with cutting feet.

TRIANGLE: Hits with hair in 3-point fork form.

TRIANGLE: Hits with left hand in hammer form.

SQUARE: Turns and hits with her hair forming a curved blade.

SQUARE: Turns like a wheel and hits with her feet in the process.

X: Hits with hair in a morning star form.

DEATHBLOWS (Adult):

LEG CUTTER:

AP required : 4

Learned at : Begins with it.

Button sequence : triangle, X

Graphical representation : Knocks enemy away by turning her left leg on the ground, jumps in the air and forms a sawwheel, cutting the enemy.

WAVE CUTTER:

AP required : 5

Learned at : Begins with it.

Button sequence : triangle, triangle, X

Graphical representation : Sends a green circle wave at the enemy and hurls herself at it.

LEG SPIN:

AP required : 5

Learned at : Begins with it.

Button sequence : square, X

Graphical representation : Forms a drill and drills in the enemy horizontally.

HAMMERHEAD:

AP required : 6

Learned at : Begins with it.

Button sequence : triangle, triangle, triangle, X

Graphical representation : Smashes her hammer-formed hair on the enemy and sends it away with her feet.

GRAND ARM:

AP required : 6

Learned at : Begins with it.
Button sequence : triangle, square, X
Graphical representation : Punches the ground and several small spikes comes from under the enemy.

DIVIDER:

AP required : 6
Learned at : Begins with it.
Button sequence : square, triangle, X
Graphical representation : All the molecules forming Emeraldal passes right through the enemy and reforms on the other side.

FLYING ARM:

AP required : 6
Learned at : Begins with it.
Button sequence : X, X
Graphical representation : Sends her right and left arm to hit the enemy in a beam-like form.

HYPER-DEATHBLOWS (Adult):

TORNADO HAND:
AP required : 7
Learned at : Level 63
Button sequence : triangle, triangle, triangle, triangle, X
Graphical representation : Jumps away from enemy and her 2 hands for a long, flat piece of material which she flaps around, creating a tornado on the enemy.

REYCOUNT:

AP required : 7
Learned at : Level 63
Button sequence : triangle, triangle, square, X
Graphical representation : Changes into a ball of light and goes away from enemy. Sends part of the ball to hit the enemy 4 times and the parts rejoin with the main ball. Reforms Emeraldal at the end.

DARK BEAST:

AP required : 7
Learned at : Level 63
Button sequence : triangle, square, triangle, X
Graphical representation : Jumps away from enemy and sends 2 yellow glows at the enemy. The screen grows dark, and a pair of jaws eats the enemy. The jaws zooms out and the screen flashes red a couple of times. Flashes orange and the enemy reappears on the screen, black liquid seeping from it.

4. Character's Gears

Same as the characters section, however, it's for the gears battles. Also, Deathblows for gears are learned when you learn a deathblow as a character. So I will not indicate the level required for each deathblow.

WELTALL

Rating: 8/10, good defense and frame, agility higher than most characters. He evades or blocks attacks most of the time.

AMPLIFIED CHI ABILITIES :

GUIDED SHOT:

EP required : 2

Learned at : Begins with it.

Graphical representation : Energy charges up in front of the gear and unleash a large fire beam on the enemy.

Effect : Damages enemy with Chi.

INNER HEALING:

EP required : 2

Learned at : Level 10

Graphical representation : Fei concentrates and light from above a gear appears.

Effect : Restore normal armor numbers.

YANG POWER:

EP required : 5

Learned at : Level 46

Graphical representation : White, yellow, blue and green streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Gear Defense UP, Gear Attack DOWN

YIN POWER:

EP required : 5

Learned at : Level 46

Graphical representation : Green, red and purple streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Gear Attack UP, Gear Defense DOWN

RADIANCE:

EP required : 10

Learned at : Level 55

Graphical representation : A dark circle for on the opponents, blue rays centers on it while it's growing in size. The circle then changes for a sphere showing outer space which finally explodes in small pieces.

Effect : Damages with space chi.

BIG BANG:

EP required : 20

Learned at : Level 72

Graphical representation : The screen show the earth and the moon. A huge beam zaps across the galaxy and wipes out the earth and moon.

Effect : Damages with Gravity Lens.

NORMAL MOVES:

TRIANGLE: 2 normal punches

SQUARE: Kick at head height and brings his feet back to ground.

X: Turns around and kick opponent's face and punch after that.

DEATHBLOWS:

RAIGEKI:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Same as the normal triangle hit, it's more powerful however.

REPPU:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Turns around and hits enemy with his shoulder, jumps in the air to make enemy fall on the ground.

RAIGO:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Left punch, right punch, left punch, right punch and finishes with right punch.

HAZAN:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Jumps on enemy and deals 4 quick series of hits with his feet.

RYUTEN:

Fuel required : 80

Button sequence : square, square

Graphical representation : Jumps on enemy and deal a series of hits with his feet in a drilling motion.

JUJI:

Fuel required : 20

Button sequence : square, X

Graphical representation : Hits with his feet while going in the air, hits with his feet on the enemy by executing a drilling motion.

RAIBU:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Hits enemy with his 2 hands stretched, jumps while doing an uppercut and pushing the enemy down with his 2 hands.

RYUBU:

Fuel required : 110

Button sequence : X, square

Graphical representation : Jumps and deals a series of hits by drilling his feet on the enemy, finishes by turning clockwise, hitting enemy with his feet.

SHINRAI:

Fuel required : 30

Button sequence : X, X

Graphical representation : Powerful right punch, left punch, left punch, hits with his 2 hands at the same time, knocking the enemy down.

HYPER-DEATHBLOWS:

KOSHO X:

Fuel required : 10

Button sequence : triangle

Graphical representation : Right punch, left punch, jumps in the air and hits the enemy on the way up and down. Finishes by firing 2 blue lasers with his 2 hands.

GOTEN X:

Fuel required : 20

Button sequence : square

Graphical representation : 2 right kick, turns around and left kick. 3 right

kicks. Jumps in the air and does an air split, grounding the enemy with his foot, sends a shockwave when touching the ground.

KISHIN:

Fuel required : 30

Button sequence : X

Graphical representation : Charges up in black energy, left punch, right punch, right slap, left punch. Finishes by unleashing the energy by its 2 hands, knocking the enemy down.

WELTALL II

Rating: 9/10, all stats seems to be enhanced and since he has System Id, it's power is unbelievable against bosses!

AMPLIFIED CHI ABILITIES :

GUIDED SHOT:

EP required : 2

Learned at : Begins with it.

Graphical representation : Energy charges up in front of the gear and unleash a large fire beam on the enemy.

Effect : Damages enemy with Chi.

INNER HEALING:

EP required : 2

Learned at : Level 10

Graphical representation : Fei concentrates and light from above a gear appears.

Effect : Restore normal armor numbers.

YANG POWER:

EP required : 5

Learned at : Level 46

Graphical representation : White, yellow, blue and green streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Gear Defense UP, Gear Attack DOWN

YIN POWER:

EP required : 5

Learned at : Level 46

Graphical representation : Green, red and purple streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Gear Attack UP, Gear Defense DOWN

RADIANCE:

EP required : 10

Learned at : Level 55

Graphical representation : A dark circle for on the opponents, blue rays centers on it while it's growing in size. The circle then changes for a sphere showing outer space which finally explodes in small pieces.

Effect : Damages with space chi.

BIG BANG:

EP required : 20

Learned at : Level 72

Graphical representation : The screen show the earth and the moon. A huge beam zaps across the galaxy and wipes out the earth and moon.

Effect : Damages with Gravity Lens.

NORMAL MOVES:

TRIANGLE: 2 normal punches

SQUARE: Kick at head height and brings his feet back to ground.

X: Turns around and kick opponent's face and punch after that.

DEATHBLOWS:

RAIGEKI:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Same as the normal triangle hit, it's more powerful however.

REPPU:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Turns around and hits enemy with his shoulder, jumps in the air to make enemy fall on the ground.

RAIGO:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Left punch, right punch, left punch, right punch and finishes with right punch.

HAZAN:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Jumps on enemy and deals 4 quick series of hits with his feet.

RYUTEN:

Fuel required : 80

Button sequence : square, square

Graphical representation : Jumps on enemy and deal a series of hits with his feet in a drilling motion.

JUJI:

Fuel required : 20

Button sequence : square, X

Graphical representation : Hits with his feet while going in the air, hits with his feet on the enemy by executing a drilling motion.

RAIBU:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Hits enemy with his 2 hands stretched, jumps while doing an uppercut and pushing the enemy down with his 2 hands.

RYUBU:

Fuel required : 110

Button sequence : X, square

Graphical representation : Jumps and deals a seires of hits by drilling his feet on the enemy, finishes by turning clockwise, hitting enemy with his feet.

SHINRAI:

Fuel required : 30

Button sequence : X, X

Graphical representation : Powerful right punch, left punch, left punch, hits with his 2 hands at the same time, knocking the enemy down.

HYPER-DEATHBLOWS:

KOSHO X:

Fuel required : 10

Button sequence : triangle

Graphical representation : Right punch, left punch, jumps in the air and hits the enemy on the way up and down. Finishes by firing 2 blue lasers with his 2 hands.

GOTEN X:

Fuel required : 20

Button sequence : square

Graphical representation : 2 right kick, turns around and left kick. 3 right kicks. Jumps in the air and does an air split, grounding the enemy with his foot, sends a shockwave when touching the ground.

KISHIN:

Fuel required : 30

Button sequence : X

Graphical representation : Charges up in black energy, left punch, right punch, right slap, left punch. Finishes by unleashing the energy by its 2 hands, knocking the enemy down.

SPECIAL OPTIONS:

SYSTEM ID:

Fuel Required : 1000

Learned when : Begins with it.

Graphical representation : Unleashes Id's power without Id in control, also changes the gear to Id's gear. Let you get to hyper-mode.

THOR WAVE:

Fuel Required : 600

Learned when : Begins with it.

Graphical representation : Charges up energy and fires a powerful laser beam at the enemy.

FLAMING HELL:

Fuel Required : 1000

Learned when : Begins with it.

Graphical representation : An halo of fire forms around Weltall and he dashes across the battlefield, burning the enemies in the process.

XENOGears

Rating: 10/10, I really think it's the strongest and most cool-looking gear in the game!

AMPLIFIED CHI ABILITIES :

GUIDED SHOT:

EP required : 2

Learned at : Begins with it.

Graphical representation : Energy charges up in front of the gear and unleash a

large fire beam on the enemy.
Effect : Damages enemy with Chi.

INNER HEALING:

EP required : 2

Learned at : Level 10

Graphical representation : Fei concentrates and light from above a gear appears.

Effect : Restore normal armor numbers.

YANG POWER:

EP required : 5

Learned at : Level 46

Graphical representation : White, yellow, blue and green streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Gear Defense UP, Gear Attack DOWN

YIN POWER:

EP required : 5

Learned at : Level 46

Graphical representation : Green, red and purple streams of light descends on Fei, little light-green sparkles emanates and concentrates on Fei, gives off a bright light before fading away.

Effect : Gear Attack UP, Gear Defense DOWN

RADIANCE:

EP required : 10

Learned at : Level 55

Graphical representation : A dark circle for on the opponents, blue rays centers on it while it's growing in size. The circle then changes for a sphere showing outer space which finally explodes in small pieces.

Effect : Damages with space chi.

BIG BANG:

EP required : 20

Learned at : Level 72

Graphical representation : The screen show the earth and the moon. A huge beam zaps across the galaxy and wipes out the earth and moon.

Effect : Damages with Gravity Lens.

NORMAL MOVES:

TRIANGLE: An energy hit from right hand.

SQUARE: An energy hit with both hands.

X: Goes in the air and falls on the enemy feet first.

DEATHBLOWS:

RAIGEKI:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : A right energy hit followed by a left one.

REPPU:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Grabs enemy with right hand and smashes his head on the enemy.

RAIGO:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Right kick followed a left kick. Each one sends yellow shockwaves.

HASAN:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Lifts in the air and fire a high-speed projectile at the enemy.

RYUTEN:

Fuel required : 80

Button sequence : square, square

Graphical representation : Grabs the enemy with his right hand and smashes his head 3 times on the enemy.

JYUJI:

Fuel required : 20

Button sequence : square, X

Graphical representation : Strong right energy hit, left energy hit, lifts in the air and dives at enemy feet first. Deals damage by turning like a drill.

RAIMAN:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Right energy hit, left energy hit, charges up and unleashes a powerful blue laser beam.

RYUMAI:

Fuel required : 110

Button sequence : X, square

Graphical representation : Grabs enemy with his right hand and smashes his head on the enemy. Holds it while lifting up, throws it down and falls on it feet first. Deals damage in a drilling motion.

SHINRAI:

Fuel required : 30

Button sequence : X, X

Graphical representation : Right punch that launches the enemy high up, lifts in the air and slams the enemy on the ground with his feet.

HYPER-DEATHBLOWS:

KOSHO X:

Fuel required : 10

Button sequence : triangle

Graphical representation : Charges up and bombards the enemy with multiple piercing fire projectiles.

GOTEN X:

Fuel required : 20

Button sequence : square

Graphical representation : Right energy hit followed by a left energy hit, charges up and turns like a wheel, smashing the enemy on the ground with his feet, unleashing a massive explosion.

KISHIN:

Fuel required : 30

Button sequence : X

Graphical representation : Charges up and the screen shifts to space location. Hits the enemy with a flurry of punches, lifts in the air and charges energy, smashes right on the enemy, unleashing a massive red shockwave.

HEIMDAL

Rating: 8/10, more frame than many characters, also faster to hit. not as agile as Weltall, still a good fighter. More speed than power however.

AMPLIFIED ARCANE ABILITIES :

SAZANAMI:

EP required : 2

Learned at : Begins with it.

Graphical representation : 3 bright yellow lights flashes briefly around the screen.

Effect : Restores a Gear armor.

RENKI:

EP required : 2

Learned at : Level 10

Graphical representation : Light glows around Citan and a white light curtain drops down the screen.

Effect : The next Arcane Ability you use will affect all allies.

FUUSEII:

EP required : 4

Learned at : Level 25

Graphical representation : Light-blue lights flashes around character and a light-blue circle appears around him.

Effect : Defense UP against Earth attacks, DOWN against Wind attacks.

CHISEII:

EP required : 4

Learned at : Level 25

Graphical representation : Green lights flashes around character and a green circle appears around him.

Effect : Defense UP against Wind attacks, DOWN against Earth attacks.

KASEII:

EP required : 4

Learned at : Level 25

Graphical representation : Green lights flashes around character and a red circle appears around him.

Effect : Defense UP against Water attacks, DOWN against Fire attacks.

SUISEII:

EP required : 4

Learned at : Level 25

Graphical representation : Blue lights flashes around character and a blue circle appears around him.

Effect : Defense UP against Fire attacks, DOWN against Water attacks.

KOGA:

EP required : 2

Learned at : Level 52

Graphical representation : Green rays focus on a blue circle on the targeted gear, emits a rainbow-colored wave before fading away.

Effect : Gear Defense UP, Gear Attack DOWN

YAMIGA:

EP required : 2

Learned at : Level 54

Graphical representation : A dark shroud covers the target and a blue circle appears on him, emits a rainbow-colored wave before fading away.

Effect : Gear Attack UP, Gear Defense DOWN

NORMAL MOVES:

TRIANGLE: Left hand hit and right and hit.

SQUARE: Turns around and hits with his right foot followed by a right hand hit.

X: Crouches and turns his right foot around to hit opponent.

DEATHBLOWS:

KENTSUI:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Left hand hit, right hand hit and a right slap.

REPPU:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Right hand hit, left hand hit, right hand hit, turns around and hits with right foot.

RYUEI:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Right hand slap, makes the enemy turn around and hits his back with a right hand hit.

SHINRAI:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Turns around, does a right slap and a right hand hit.

FUJIN:

Fuel required : 80

Button sequence : square, square

Graphical representation : Right hand hit, left shoulder hit, finishes by making opponent stumble down to his right.

RYUGA:

Fuel required : 20

Button sequence : square, X

Graphical representation : Right hand hit, left hand hit, turns and hits with his right foot. Finishes with a powerful left hand hit.

HAKAI:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Right shoulder hit, right hand hit, crouches and turns his right foot around to hit enemy, finishes with a right slap.

KENJIN:

Fuel required : 110

Button sequence : X, square

Graphical representation : Pushes the enemy with his 2 hands, left punch, right punch and right slap.

FENRIR

Rating: 9/10, This one is really powerful. Take everything Heimdal had and add a sword which deal tremendous damage.

AMPLIFIED ARCANE ABILITIES :

SAZANAMI:

EP required : 2

Learned at : Begins with it.

Graphical representation : 3 bright yellow lights flashes briefly around the screen.

Effect : Restores a Gear armor.

RENKI:

EP required : 2

Learned at : Level 10

Graphical representation : Light glows around Citan and a white light curtain drops down the screen.

Effect : The next Arcane Ability you use will affect all allies.

FUUSEII:

EP required : 4

Learned at : Level 25

Graphical representation : Light-blue lights flashes around character and a light-blue circle appears around him.

Effect : Defense UP against Earth attacks, DOWN against Wind attacks.

CHISEII:

EP required : 4

Learned at : Level 25

Graphical representation : Green lights flashes around character and a green circle appears around him.

Effect : Defense UP against Wind attacks, DOWN against Earth attacks.

KASEII:

EP required : 4

Learned at : Level 25

Graphical representation : Green lights flashes around character and a red circle appears around him.

Effect : Defense UP against Water attacks, DOWN against Fire attacks.

SUISEII:

EP required : 4

Learned at : Level 25

Graphical representation : Blue lights flashes around character and a blue circle appears around him.

Effect : Defense UP against Fire attacks, DOWN against Water attacks.

KOGA:

EP required : 2

Learned at : Level 52

Graphical representation : Green rays focus on a blue circle on the targeted gear, emits a rainbow-colored wave before fading away.

Effect : Gear Defense UP, Gear Attack DOWN

YAMIGA:

EP required : 2

Learned at : Level 54

Graphical representation : A dark shroud covers the target and a blue circle appears on him, emits a rainbow-colored wave before fading away.

Effect : Gear Attack UP, Gear Defense DOWN

NORMAL MOVES:

TRIANGLE: Basic slash of his sword.

SQUARE: Horizontal slash followed by an upward vertical slash.

X: Horizontal slash followed by a downward vertical slash.

DEATHBLOWS:

KENTSUI:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : 3 quick stabs of his sword.

REPPU:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : 2 horizontal slashes of his sword followed by a downward vertical slash. Each slash is followed by a yellow trail.

RYUKAGE:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Turns around and slashes the enemy with his sword. Followed by an upward vertical slash and a downward vertical slash.

SHINRAI:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : 2 powerful horizontal slashes.

FUJIN:

Fuel required : 80

Button sequence : square, square

Graphical representation : Crouches down, turns around and hits the enemy with his feet in the process. Gets up with a slash and finishes with a wide horizontal slash.

RYUGA:

Fuel required : 20

Button sequence : square, X

Graphical representation : Jumps in the air and turns like a sawblade, hitting the enemy several times with his sword.

HAKAI:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : deals 3 quick stabs of his sword followed by 3 powerful slashes in sequence.

KENJIN:

Fuel required : 110

Button sequence : X, square

Graphical representation : Turns around and deals 3 quick slashes. Backs up a little and stabs hard on the the enemy.

TENSHO:

Fuel required : 30

Button sequence : X, X

Graphical representation : Jumps in the air and turns like a wheel hitting the enemy with his sword. Slashes and stabs the enemy after that.

HYPER-DEATHBLOWS:

OCHIBA:

Fuel required : 10

Button sequence : triangle

Graphical representation : Energy charges at the tip of his sword, deals 3 quick slashes, each slash is accompanied by blue-purple circles. Finishes with a strong downward vertical slash that sends a shockwave over the enemy.

ZANRETSU:

Fuel required : 20

Button sequence : square

Graphical representation : Deals 3 series of slashes that forms a blue + sign on the enemy. Finishes with a powerful stab of his sword.

ENKEN:

Fuel required : 30

Button sequence : X

Graphical representation : Jumps in the air and hits the enemy with his sword while falling. Stabs the enemy and jumps in the air. A red sparkle appears at the tip of his sword along with an halo of fire around the enemy, which burns it.

BRIGANDIER

Rating: 7/10, Ok gear, most of his stats are average, since he uses weapons his attacks are often more powerful than others. He is a little slower than Weltall.

AMPLIFIED ETHER ABILITIES :

WILD SMILE:

EP required : 2

Learned at : Begins with it.

Graphical representation : A dark circle with multi-color stripes appears around enemy.

Effect : Lowers enemy's accuracy.

HEAVEN CENT:

EP required : 2

Learned at : Level 18

Graphical representation : Flips a coin high into the sky and the coin fall on the enemy like a meteor.

Effect : Damage enemy with the coin.

WIND MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A green shroud of light surrounds the character while

green rays of light centers above him. The light then explodes in wind in an X pattern.

Effect : Gets wind elemental attack.

EARTH MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A yellow shroud of light surrounds the character while yellow rays of light centers above him. The light then explodes in yellow light in an X pattern.

Effect : Gets earth elemental attack.

FIRE MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A red shroud of light surrounds the character while red rays of light centers above him. The light then explodes in fire in an X pattern.

Effect : Gets fire elemental attack.

WATER MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A blue shroud of light surrounds the character while blue rays of light centers above him. The light then explodes in water in an X pattern.

Effect : Gets water elemental attack.

NORMAL MOVES:

TRIANGLE: Hits with his right and left whip in order.

SQUARE: Hits with his 2 whips at the same time.

X: Hits with left whip, turns and hits with right whip.

DEATHBLOWS:

CHAIN WHIP:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Hits his right and left whips in order, hits his right and left whips in order, finishes by turning around and hitting with right whip.

BEAT SERPENT:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Hits with both whips at the same time, turns and hits with right whip, finishes with a low right whip hit.

SPARK WAVE:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Jumps in the air and hits with his right whip, left punch and hits with both whips at the same time.

BLOOD SNAKE:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Turns and hits with right whip, hits with both whips at the same time, finishes with a low hit from his right whip.

HIT STORM:

Fuel required : 80

Button sequence : square, square

Graphical representation : Hits with his right and left whips in order, grabs enemy with his right whip and smashes it on the ground behind him and in front of him, behind him and in front of him.

DEAD CANNON:

Fuel required : 20

Button sequence : square, X

Graphical representation : Does a low right whip hit, jumps in the air and falls on the opponent, knocking it to the ground.

DANCE WAVE:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Hits with his right and left whips in order, hits with both whips at the same time, hits with left whip, finishes with a right whip hit.

TWIN SNAKE:

Fuel required : 110

Button sequence : X, square

Graphical representation : Jumps in the air and hits with both whips at the same time, right punch and finishes with a left whip hit.

SKY DRIVE:

Fuel required : 30

Button sequence : X, X

Graphical representation : Left punch, grabs the enemy with his whips and turns it around him. Releases it so it falls on the ground.

HYPER-DEATHBLOWS:

METEOR FALL:

Fuel required : 10

Button sequence : triangle

Graphical representation : Right whip hit, left whip hit, right whip hit.

Creates a ball of fire energy above him and smashes the ball on the enemy.

DEAD DANCE:

Fuel required : 20

Button sequence : square

Graphical representation : Powerful right punch followed by a fast serie of hits with his whips, all emanates some energy. The enemy is then stuck in a blue explosion before falling on the ground.

SOUL END:

Fuel required : 30

Button sequence : X

Graphical representation : 2 slashes with of a blue laser beam, jumps in the air and smashes hard on the enemy, unleashin a round shockwave.

SPECIAL OPTIONS:

YGGDRASIL DEPTH CHARGE:

Fuel required : 600

Learned when : The Yggdrasil first uses them against the Haishao.

Graphical representation : The Yggdrasil flies over you and launches 4 blue lights. The lights explodes around the designated target, damaging the enemies around it also.

ANDVARI

Rating: 9/10, all of Brigandier's stas, but much more powerful. As the first Omnigear you get (Except Seibzehn), you really see the improvement over the old gear. Uses the same deathblows and abilities as Brigandier however.

AMPLIFIED ETHER ABILITIES :

WILD SMILE:

EP required : 2

Learned at : Begins with it.

Graphical representation : A dark circle with multi-color stripes appears around enemy.

Effect : Lowers enemy's accuracy.

HEAVEN CENT:

EP required : 2

Learned at : Level 18

Graphical representation : Flips a coin high into the sky and the coin fall on the enemy like a meteor.

Effect : Damage enemy with the coin.

WIND MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A green shroud of light surrounds the character while green rays of light centers above him. The light then explodes in wind in an X pattern.

Effect : Gets wind elemental attack.

EARTH MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A yellow shroud of light surrounds the character while yellow rays of light centers above him. The light then explodes in yellow light in an X pattern.

Effect : Gets earth elemental attack.

FIRE MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A red shroud of light surrounds the character while red rays of light centers above him. The light then explodes in fire in an X pattern.

Effect : Gets fire elemental attack.

WATER MODE:

EP required : 4

Learned at : Level 56

Graphical representation : A blue shroud of light surrounds the character while blue rays of light centers above him. The light then explodes in water in an X pattern.

Effect : Gets water elemental attack.

NORMAL MOVES:

TRIANGLE: Hits with his right and left whip in order.

SQUARE: Hits with his 2 whips at the same time.

X: Hits with left whip, turns and hits with right whip.

DEATHBLOWS:

CHAIN WHIP:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Hits his right and left whips in order, hits his right and left whips in order, finishes by turning around and hitting with right whip.

BEAT SERPENT:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Hits with both whips at the same time, turns and hits with right whip, finishes with a low right whip hit.

SPARK WAVE:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Jumps in the air and hits with his right whip, left punch and hits with both whips at the same time.

BLOOD SNAKE:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Turns and hits with right whip, hits with both whips at the same time, finishes with a low hit from his right whip.

HIT STORM:

Fuel required : 80

Button sequence : square, square

Graphical representation : Hits with his right and left whips in order, grabs enemy with his right whip and smashes it on the ground behind him and in front of him, behind him and in front of him.

DEAD CANNON:

Fuel required : 20

Button sequence : square, X

Graphical representation : Does a low right whip hit, jumps in the air and falls on the opponent, knocking it to the ground.

DANCE WAVE:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Hits with his right and left whips in order, hits with both whips at the same time, hits with left whip, finishes with a right whip hit.

TWIN SNAKE:

Fuel required : 110

Button sequence : X, square

Graphical representation : Jumps in the air and hits with both whips at the same time, right punch and finishes with a left whip hit.

SKY DRIVE:

Fuel required : 30

Button sequence : X, X

Graphical representation : Left punch, grabs the enemy with his whips and turns it around him. Releases it so it falls on the ground.

HYPER-DEATHBLOWS:

METEOR FALL:

Fuel required : 10

Button sequence : triangle

Graphical representation : Right whip hit, left whip hit, right whip hit. Creates a ball of fire energy above him and smashes the ball on the enemy.

DEAD DANCE:

Fuel required : 20

Button sequence : square

Graphical representation : Powerful right punch followed by a fast serie of hits with his whips, all emanates some energy. The enemy is then stuck in a blue explosion before falling on the ground.

SOUL END:

Fuel required : 30

Button sequence : X

Graphical representation : 2 slashes with of a blue laser beam, jumps in the air and smashes hard on the enemy, unleashin a round shockwave.

SPECIAL OPTIONS:

YGGDRASIL DEPTH CHARGE:

Fuel required : 600

Learned when : The Yggdrasil first uses them against the Haishao.

Graphical representation : The Yggdrasil flies over you and launches 4 blue lights. The lights explodes around the designated target, damaging the enemies around it also.

VIERGE

Rating: 6/10, low HP and poor defense, average speed. Low attack power. Not a good gear to battle with.

9/10 if you outfit her properly, she can be very deadly, equip 3 Power Magics and her spells will deal an awesome amount of damage (4000 for the weak ones is not unheard of). To make it even more awesome, use the Aerods special option, it is an ether based attack and requires only 400 fuel (Even with Ether Doubler equipped). With that you can easily deal up to 9999 damage.

AMPLIFIED ETHER ABILITIES :

ANEMO BOLT:

EP required : 2

Learned at : Begins with it.

Graphical representation : Green lightning strikes the target.

Effect : Damage from Lightning

TERRA LANCE:

EP required : 2

Learned at : Begins with it.

Graphical representation : The ground explodes in green bursts under the target.

Effect : Damage from Earth Wave

THERMO CUBE:

EP required : 2

Learned at : Begins with it.

Graphical representation : A pillar of fire bursts from under the target.

Effect : Damage from Fire Shroud

AQUA ICE:

EP required : 2

Learned at : Begins with it.

Graphical representation : White rays appear around opponent and an ice pillar bursts from under the opponent.

Effect : Damage from Flash Freeze

ANEMO BURN:

EP required : 4

Learned at : 20

Graphical representation : 3 blue rays of lightning hits the same area, causing some discharge in that area.

Effect : Damage from High Voltage

TERRA STORM:

EP required : 4

Learned at : 20

Graphical representation : Many rocks fall on the enemies of an area and a final big boulder squishes them.

Effect : Damage from Landslide

THERMO DRAGON:

EP required : 4

Learned at : 20

Graphical representation : The ground explodes in fire in an area and black smoke seems to seep from the ground.

Effect : Damage from Incinerate

AQUA MIST:

EP required : 4

Learned at : 20

Graphical representation : Blue little lights flashes across the screen and 4 big ice structures appear in an area (over enemies) and shatters.

Effect : Damage from Vast Freeze

ANEMO WAVE:

EP required : 10

Learned at : 55

Graphical representation : A bright blue circle appears in the middle of the screen and emits several blue and purple thunderbolts around the screen.

Effect : Damage from Plasmaflash

TERRA GHOST:

EP required : 10

Learned at : 55

Graphical representation : 4 big rocks comes floating on the enemies, a bright light flashes in the middle and sends the rocks away.

Effect : Damage from Bury Alive

THERMO LARGO:

EP required : 10

Learned at : 55

Graphical representation : A small glow grows into the middle of the screen,

emits several rays of lights. After a moment it stops growing and explodes in a huge and fiery explosion.

Effect : Damage from Detonate

AQUA LORD:

EP required : 4

Learned at : 20

Graphical representation : The screen zooms to show the area over the enemies, revealing an ice block. The ice block falls on the enemies and shatters into thousands of little pieces.

Effect : Damage from Avalanche

NORMAL MOVES:

TRIANGLE: 2 whacks from her rod.

SQUARE: 1 whack from her rod and a left kick.

X: 1 stab from her rod and 1 whack followed by a jump and plunge towards opponent with feet first.

DEATHBLOWS:

DOUBLE IMPACT:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Jumps in the air and smashes her rod on the enemy, finishes with a right kick.

HARD SMASH:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Right kick, jumping uppercut, right kick.

BEAT STORM:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : A whack from her rod followed by a fast series of quick hits.

SONIC DRIVE:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Hurls herself on the enemy.

HEART STRIKE:

Fuel required : 80

Button sequence : square, square

Graphical representation : Jumps in the air and smashes her rod on the enemy, finishes with a jumping uppercut.

MEGA IMPACT:

Fuel required : 20

Button sequence : square, X

Graphical representation : A fast serie of hits with her rod, dashes and kicks her opponent to the ground.

FLASH DRIVE:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Jumping uppercut, jumps and plunges on enemy with feet first.

HIGH DIVA:

Fuel required : 110

Button sequence : X, square

Graphical representation : Jumps and smashes herself on the opponent, deals a quick series of hits with her rod, knocking the opponent down. Finishes by 3 whacks from her rod while the opponent is still down.

BLAZE DANCE:

Fuel required : 30

Button sequence : X, X

Graphical representation : Right kick, upward blow of her rod, jumps in the air and turns around, hitting the enemy with her "extremities".

HYPER-DEATHBLOWS:

FLASH FLAIL:

Fuel required : 10

Button sequence : triangle

Graphical representation : A ball of electricity appears on the tip of her rod, does 4 whacks and smashes the rod on the enemy.

BLUE BLAST:

Fuel required : 20

Button sequence : square

Graphical representation : A fast serie of hits with her rod charged in ice energy. Finishes by standing in a shower of snowflakes.

DARK DIVA:

Fuel required : 30

Button sequence : X

Graphical representation : Jumps in the air and smashes her rod on the enemy, whacks with her rod, turns around and hits, sending the enemy in the air. Hits right through the enemy when it comes down, knocking it down.

SPECIAL OPTIONS:

AERODS:

Fuel Required : 400

Learned when : She rescues Fei in the battle against Haishao.

Graphical representation : She launches many little crystal-like drones that all fire thier lasers at one central point, causing a massive explosion.

CHU-CHU

Rating: 5/10, no deathblows, a spell that heals gears, but not much. average power and speed. Still as useless as the character.

SPELLS ABILITIES :

FOREST DANCE:

EP required : 2

Learned at : Begins with it.

Graphical representation : Dances around and an heart hits the target, healing it's wounds.

Effect : Heals damage to one ally.

NORMAL MOVES:

TRIANGLE: Right punch.

SQUARE: Jumps on the enemy.

X: Sits on the enemy.

SEIBZEHN

Rating: 8/10, great power, a little slow on speed and hit %. Much more useful than the character. She begins with all deathblows without needing some powering up.

NORMAL MOVES:

TRIANGLE: Right slap.

SQUARE: Fires some shots from its fingertips.

X: Launches its 2 arms towards the enemy.

DEATHBLOWS:

MEGA HAMMER:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : A powerful right punch.

DYNA FIGHT:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Right punch, slams the enemy down with its 2 arms and fires its fingertip guns on it.

GRAVITY FIST:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Strong left punch, hits by sending its 2 arms towards the enemy.

DYNA RUSH:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Right punch, left punch and right kick.

HEAD DIVE:

Fuel required : 80

Button sequence : square, square

Graphical representation : Uses its twin reactors to take the air and dives on the enemy with head first.

GRAVITY PRESS:

Fuel required : 20

Button sequence : square, X

Graphical representation : Picks up the enemy, throws it down and jumps on it.

METEOR PRESS:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Jumps in the air and launches its 2 arms at the enemy, wait until she gets them back. Finishes by diving head first on the enemy.

IRON BREAK:

Fuel required : 110

Button sequence : X, square

Graphical representation : Smashes its 2 arms on the enemy and pick it up. Jumps in the air, throws it down and falls on it.

IRON STORM:

Fuel required : 30

Button sequence : X, X

Graphical representation : Right punch, slams its 2 arms on the enemy, left punch, right kick, jumps in the air and sends its 2 arms to hit the enemy.

HYPER-DEATHBLOWS:

FIRE DRIVE:

Fuel required : 10

Button sequence : triangle

Graphical representation : Powerful right punch, smashes her left and right arm on the enemy and fires her fingertips guns in rapid sequence (like a machine gun).

MAGNETO:

Fuel required : 20

Button sequence : square

Graphical representation : Picks up the enemy and throws it down. Jumps on it and steps on him many times. Ignite it's 2 reactors, deeply burning the enemy.

MARIA BEAT:

Fuel required : 30

Button sequence : X

Graphical representation : Powerful right punch, left punch, right punch, slams its 2 arms on the enemy, powerful left punch. A huge hammer (axe?) hits the enemy.

SPECIAL OPTIONS:

MISSILE POD:

Fuel Required : 400

Learned when : Begins with it.

Graphical representation : Launches several small missiles at one enemy.

GRAV CANNON:

Fuel Required : 1000

Learned when : Begins with it.

Graphical representation : Fires its powerful torso cannon, which compress enemies.

CRESCENS

Rating: 7/10, medium power, quick and agile gear. Lowest HP in the group however and lacks on the defense side. Has good spells.

ETHER ABILITIES :

ANEMO DHARM:

EP required : 3

Learned at : Begins with it.

Graphical representation : Multiple thunderbolts strikes the opponent, hiding it from view. The electricity then fades away in a blue pillar.

Effect : Damages with Nanobolt.

TERRA FEIST:

EP required : 3

Learned at : Begins with it.

Graphical representation : The screen shows 27 cubes over the enemy, all disposed so they forms a big cube. The cubes descends on the enemy and enlarge in size before fading away in a bright outburst of light.

Effect : Damages with Nanocube.

THERMO GORD:

EP required : 3

Learned at : Begins with it.

Graphical representation : Fire engulfs the target and forms a red-hot rock over it. The rock then explodes in a fiery blast.

Effect : Damages with Immolate.

AQUA AROUM:

EP required : 3

Learned at : Begins with it.

Graphical representation : A blue pillar of light appear on the enemy and bubbles of water falls on it.

Effect : Damages with Waterfall.

ANEMO OMEGA:

EP required : 6

Learned at : Begins with it.

Graphical representation : A tunnel of stormy clouds appear in the background, lightning strikes in the distance. The tunnel zooms in and the enemies are hitten by several lightning arcs.

Effect : Damages with Air To Plasma.

TERRA HOLZ:

EP required : 6

Learned at : Begins with it.

Graphical representation : A rock structure rolls in the background while the screen fills with fire pillars. The screen flashes brightly.

Effect : Damages with Bury Alive.

THERMO GIEST:

EP required : 6

Learned at : Begins with it.

Graphical representation : Red rays of light appears from above and the screen fills with yellow light. Finishes with a stong fire effect that fills the screen.

Effect : Damages with Firestorm.

AQUA DHAUM:

EP required : 6

Learned at : Begins with it.

Graphical representation : Water seems to erupt from the ground and lifts some parts of the land. The screen flashes brightly, ending the effect.

Effect : Damages with Geyser.

NORMAL MOVES:

TRIANGLE: One slap of her right wing.

SQUARE: Slams her 2 wings on the enemy.

X: Right kick and slams her 2 wings on the enemy.

DEATHBLOWS:

ARM BASH:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : one slap of her left wing followed by a slap of her right wing.

AIR BASH:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Jumps in the air, turns around and sends her 2 wings to hit the enemy.

DANCE BASH:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : One slap of her left wing, slams her 2 wings on the enemy. Finishes with a hit from a feather of her right wing.

DEVIL HAND:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Strong right kick, slams her 2 wings on the enemy.

DEVIL HOLD:

Fuel required : 80

Button sequence : square, square

Graphical representation : Hits the enemy with her right shoulder, grabs it with her wings, sends it in the air and let it fall on her wings.

DEVIL BIRD:

Fuel required : 20

Button sequence : square, X

Graphical representation : Flips away from enemy, dashes on it head first and hits with her feet.

DEAD SPIN:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : one slap of her left wing, right kick, slams her 2 wings on the enemy. Finishes by spinning around, hitting the enemy several times with her wings.

DEAD DRIVE:

Fuel required : 110

Button sequence : X, square

Graphical representation : Slams her 2 wings on the enemy, grabs the enemy with her wings and slams it on the ground behind her. The collision sends her spinning in the air, falls on the ground head first, with the enemy between it and the ground.

DEAD MELODY:

Fuel required : 30

Button sequence : X, X

Graphical representation : One slap of her left wing, right wing, slams her 2 wings on the enemy, jumps in the air and falls on the enemy, hurting it with her wings.

HYPER-DEATHBLOWS:

DARK WAVE:

Fuel required : 10

Button sequence : triangle

Graphical representation : Powerful right kick, jumps in the air and hits with her feet. Slaps with her right wing, left kick. Finishes by sending 2 shockwaves of energy from her 2 wings, knocking the enemy down.

DARK FORCE:

Fuel required : 20

Button sequence : square

Graphical representation : Slams her body against the enemy, grabs it with her wings and throws it upwards. Accumulates energy with her 2 wings, the energy makes the enemy smaller. Slams the enemy on the ground and hits it with her right wing. The enemy regains normal size.

DARK WORLD:

Fuel required : 30

Button sequence : X

Graphical representation : A red halo surrounds Crescens, deals a 4-hit combo with her 2 wings, knocking down the enemy.

RENMAZUO

Rating: 7/10, good frame and defense, a little low attack numbers however. He seems to be able to land hits more easily. His Special Options (When he gets them) are pretty useful.

AMPLIFIED ETHER ABILITIES :

HEALING LIGHT:

EP required : 2

Learned at : Begins with it.

Graphical representation : A sequence of light pillars comes from the right and circles around the character before touching him, unleashing blue light in a circle pattern around the character.

Effect : Restore the defense of one ally.

HOLY LIGHT:

EP required : 4

Learned at : Begins with it.

Graphical representation : Same as the Healing Light ability, it's on all characters at once this time.

Effect : Restore the defense of the entire party.

WIND SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Green pillars of light rises from under the target, emits a green + sign and bathes the target in green sparkles.

Effect : Earth Defense UP, Wind Defense DOWN

EARTH SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Orange pillars of light rises from under the target, emits a yellow + sign and bathes the target in yellow sparkles.

Effect : Wind Defense UP, Earth Defense DOWN

FIRE SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Red pillars of light rises from under the target, emits a red + sign and bathes the target in red sparkles.

Effect : Water Defense UP, Fire Defense DOWN

WATER SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Blue pillars of light rises from under the target, emits a blue + sign and bathes the target in blue sparkles.

Effect : Fire Defense UP, Water Defense DOWN

NORMAL MOVES:

TRIANGLE: Fires his 2 guns in sequence.

SQUARE: Fires his 2 guns at the same time.

X: Fires his guns like 2 machine guns.

DEATHBLOWS:

DOUBLE SNAP:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Fires 2 consecutive shots from his guns 2 times.

HARD SNAP:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Jumps in the air, fires 2 consecutive shots, falls back on the ground and fires his right machine gun.

HARD GUN:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Fires his left gun, dashes and right punch.

GUN BLAZE:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Right punch, fires his left gun, advances on opponent and right punch, fires with his right gun.

IMPACT GUN:

Fuel required : 80

Button sequence : square, square

Graphical representation : Jumps in the air, fires 2 consecutive shots, falls back on the ground, right slap, right punch and fires his right machine gun.

HOLY FIST:

Fuel required : 20

Button sequence : square, X
Graphical representation : Left punch, right punch, fires his left handgun.
Finishes by firing his 2 machine guns.

BLAZE SHOT:

Fuel required : 100
Button sequence : X, triangle
Graphical representation : Fires his 2 guns at the same times for 3 shots, do it again and again.

HARD GATLING:

Fuel required : 110
Button sequence : X, square
Graphical representation : Jumps in the air and fires 2 consecutive shots, while falling back on the ground, he knocks the opponent down with his feet. While the enemy is down, he fires 2 consecutive shots on it.

SKY GATLING:

Fuel required : 30
Button sequence : X, X
Graphical representation : Right punch, gets under the enemy and sends it flying, fires his machine guns while it's in the air. The enemy falls on the ground, Renmazuo gets up and fires his machine gusn on the downed enemy.

HYPER-DEATHBLOWS:

THOUSAND:
Fuel required : 10
Button sequence : triangle
Graphical representation : Charges his 2 handguns and fires several machine gun shots at the enemy.

HOLY CLIMB:

Fuel required : 20
Button sequence : square
Graphical representation : Charges up and fires a powerful shot from its 2 handguns. Turns around and charges its left handgun. Fires a bunch of energy balls that all passes right through the opponent.

HOLY SOUL:

Fuel required : 30
Button sequence : X
Graphical representation : Does a standard religious prayer and lifts his arm in the her. A blue light appears at the tip. Fires a powerful bullet that knocks the enemy down.

SPECIAL OPTIONS:

JESSIE CANNON:
Fuel Required : 500
Learned when : When he first uses it on Alkanshel.
Graphical representation : Jesiah's Buntline gear comes into the battle, forms a big cannon and straps on Billy's right shoulder. The gun charges up and unleash an highly damaging blast.

OMNIGEAR RENMAZUO

Rating: 7/10, improved version of Renmazuo, not much if you ask me. Looks cooler though...

AMPLIFIED ETHER ABILITIES :

HEALING LIGHT:

EP required : 2

Learned at : Begins with it.

Graphical representation : A sequence of light pillars comes from the right and circles around the character before touching him, unleashing blue light in a circle pattern around the character.

Effect : Restore the defense of one ally.

HOLY LIGHT:

EP required : 4

Learned at : Begins with it.

Graphical representation : Same as the Healing Light ability, it's on all characters at once this time.

Effect : Restore the defense of the entire party.

WIND SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Green pillars of light rises from under the target, emits a green + sign and bathes the target in green sparkles.

Effect : Earth Defense UP, Wind Defense DOWN

EARTH SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Orange pillars of light rises from under the target, emits a yellow + sign and bathes the target in yellow sparkles.

Effect : Wind Defense UP, Earth Defense DOWN

FIRE SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Red pillars of light rises from under the target, emits a red + sign and bathes the target in red sparkles.

Effect : Water Defense UP, Fire Defense DOWN

WATER SHIELD:

EP required : 4

Learned at : Level 55

Graphical representation : Blue pillars of light rises from under the target, emits a blue + sign and bathes the target in blue sparkles.

Effect : Fire Defense UP, Water Defense DOWN

NORMAL MOVES:

TRIANGLE: Fires his 2 guns in sequence.

SQUARE: Fires his 2 guns at the same time.

X: Fires his guns like 2 machine guns.

DEATHBLOWS:

DOUBLE SNAP:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Fires 2 consecutive shots from his guns 2 times.

HARD SNAP:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Jumps in the air, fires 2 consecutive shots, falls back on the ground and fires his right machine gun.

HARD GUN:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Fires his left gun, dashes and right punch.

GUN BLAZE:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : Right punch, fires his left gun, advances on opponent and right punch, fires with his right gun.

IMPACT GUN:

Fuel required : 80

Button sequence : square, square

Graphical representation : Jumps in the air, fires 2 consecutive shots, falls back on the ground, right slap, right punch and fires his right machine gun.

HOLY FIST:

Fuel required : 20

Button sequence : square, X

Graphical representation : Left punch, right punch, fires his left handgun. Finishes by firing his 2 machine guns.

BLAZE SHOT:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : Fires his 2 guns at the same times for 3 shots, do it again and again.

HARD GATLING:

Fuel required : 110

Button sequence : X, square

Graphical representation : Jumps in the air and fires 2 consecutive shots, while falling back on the ground, he knocks the opponent down with his feet. While the enemy is down, he fires 2 consecutive shots on it.

SKY GATLING:

Fuel required : 30

Button sequence : X, X

Graphical representation : Right punch, gets under the enemy and sends it flying, fires his machine guns while it's in the air. The enemy falls on the ground, Renmazuo gets up and fires his machine gusn on the downed enemy.

HYPER-DEATHBLOWS:

THOUSAND:

Fuel required : 10

Button sequence : triangle

Graphical representation : Charges his 2 handguns and fires several machine gun shots at the enemy.

HOLY CLIMB:

Fuel required : 20

Button sequence : square

Graphical representation : Charges up and fires a powerful shot from its 2

handguns. Turns around and charges its left handgun. Fires a bunch of energy balls that all passes right through the opponent.

HOLY SOUL:

Fuel required : 30

Button sequence : X

Graphical representation : Does a standard religious prayer and lifts his arm in the her. A blue light appears at the tip. Fires a powerful bullet that knocks the enemy down.

SPECIAL OPTIONS:

JESSIE CANNON:

Fuel Required : 500

Learned when : When he first uses it on Alkanshel.

Graphical representation : Jesiah's Buntline gear comes into the battle, forms a big cannon and straps on Billy's right shoulder. The gun charges up and unleash an highly damaging blast.

JESSIE BLASTA:

Fuel Required : 1000

Learned when : Begins with it.

Graphical representation : A differently-colored version of the Buntline comes in the screen, forms a cannon that straps itself on Renmazuo's right shoulder. Charges up and you see the shooting animation 3 times. A big blue ball of energy knocks down the enemy.

STIER

Rating: 8/10, great attack power, slow speed. Great defense and average ether defense. Good gear, however he tends to miss his hits too many times.

AMPLIFIED SPIRIT ABILITIES:

STEEL METTLE

EP Required: 4

Learned at: Level 60

Graphical representation: A ball of light appears in from of Stier and 4 parts of it are thrown toward the enemy. Finishes with the big ball of energy being thrown at the enemy.

Effect: Damages with Rapid Firing.

NORMAL MOVES:

TRIANGLE: The 2 shoulder machine guns fires.

SQUARE: The 2 shoulder machine guns fires followed by a right uppercut.

X: Turns around and punches the enemy.

DEATHBLOWS:

DRILL WAR:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Jumps and punch opponent while the 2 shoulder machine guns fires.

BOMBER HEAD:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Grabs enemy by right hand and smashes his head on enemy 3 times in a row and sends away the enemy with a left uppercut.

DRILL DRIVER:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Left punch, picks up the opponent and throws it on the ground.

GRAND SLAM:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : 3 right punches, grab enemy and smashes his head on it, finishes by turning and a punch.

TWISTER D:

Fuel required : 80

Button sequence : square, square

Graphical representation : Picks up the opponent, holds him over his head and turns around 2 times before throwing it away.

HAMMER G:

Fuel required : 20

Button sequence : square, X

Graphical representation : Right punch, left uppercut, grabs the enemy and smashes his head on it. Use it's reactor to go in the air and falls on the opponent, knocking it down.

MEGA BODY:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : 3 right punches, left punch, turns around and punches, finishes by jumping in the air and falling on the opponent.

SKY DRIVE:

Fuel required : 110

Button sequence : X, square

Graphical representation : Picks up the enemy, holds it in front of him, jumps and falls on the ground. Seems to be a little like the Pile Crusher when battling as a character.

SCRAP:

Fuel required : 30

Button sequence : X, X

Graphical representation : 2 right punches, grabs the enemy and bombards it with several light projectiles. Jumps in the air and falls on the enemy.

HYPER-DEATHBLOWS:

DRILL KAISER:

Fuel required : 10

Button sequence : triangle

Graphical representation : Uses it's reactor to go into the air and turns on himself, creating a tornado with his velocity.

DRIVE KAISER:

Fuel required : 20

Button sequence : square

Graphical representation : A powerful serie of right and left punch (4 punches

in total). Right uppercut, grabbing the oppoent and putting it over him. Jumps in the air and smashes the enemy hard on the ground.

IRON KAISER:

Fuel required : 30

Button sequence : X

Graphical representation : A fast serie of powerful punches alternating from right to left. Jumps in the air and a meteorite-like object appears over Stier. Throws the object at the enemy and it explodes upon contact.

OMNIGEAR STIER

Rating: 8/10, seems like the same thing as Stier, just the appearance as changed.

AMPLIFIED SPIRIT ABILITIES:

STEEL METTLE

EP Required: 4

Learned at: Level 60

Graphical representation: A ball of light appears in from of Stier and 4 parts of it are thrown toward the enemy. Finishes with the big ball of energy being thrown at the enemy.

Effect: Damages with Rapid Firing.

NORMAL MOVES:

TRIANGLE: The 2 shoulder machine guns fires.

SQUARE: The 2 shoulder machine guns fires followed by a right uppercut.

X: Turns around and punches the enemy.

DEATHBLOWS:

DRILL WAR:

Fuel required : 40

Button sequence : triangle, triangle

Graphical representation : Jumps and punch opponent while the 2 shoulder machine guns fires.

BOMBER HEAD:

Fuel required : 50

Button sequence : triangle, square

Graphical representation : Grabs enemy by right hand and smashes his head on enemy 3 times in a row and sends away the enemy with a left uppercut.

DRILL DRIVER:

Fuel required : 10

Button sequence : triangle, X

Graphical representation : Left punch, picks up the opponent and throws it on the ground.

GRAND SLAM:

Fuel required : 70

Button sequence : square, triangle

Graphical representation : 3 right punches, grab enemy and smashes his head on it, finishes by turning and a punch.

TWISTER D:

Fuel required : 80

Button sequence : square, square

Graphical representation : Picks up the opponent, holds him over his head and turns around 2 times before throwing it away.

HAMMER G:

Fuel required : 20

Button sequence : square, X

Graphical representation : Right punch, left uppercut, grabs the enemy and smashes his head on it. Use it's reactor to go in the air and falls on the opponent, knocking it down.

MEGA BODY:

Fuel required : 100

Button sequence : X, triangle

Graphical representation : 3 right punches, left punch, turns around and punches, finishes by jumping in the air and falling on the opponent.

SKY DRIVE:

Fuel required : 110

Button sequence : X, square

Graphical representation : Picks up the enemy, holds it in front of him, jumps and falls on the ground. Seems to be a little like the Pile Crusher when battling as a character.

SCRAP:

Fuel required : 30

Button sequence : X, X

Graphical representation : 2 right punches, grabs the enemy and bombards it with several light projectiles. Jumps in the air and falls on the enemy.

HYPER-DEATHBLOWS:

DRILL KAISER:

Fuel required : 10

Button sequence : triangle

Graphical representation : Uses it's reactor to go into the air and turns on himself, creating a tornado with his velocity.

DRIVE KAISER:

Fuel required : 20

Button sequence : square

Graphical representation : A powerful serie of right and left punch (4 punches in total). Right uppercut, grabbing the oppoent and putting it over him. Jumps in the air and smashes the enemy hard on the ground.

IRON KAISER:

Fuel required : 30

Button sequence : X

Graphical representation : A fast serie of powerful punches alternating from right to left. Jumps in the air and a meteorite-like object appears over Stier. Throws the object at the enemy and it explodes upon contact.

5. Bosses

The main section of this FAQ emphasizes the strategies to use agaisnt bosses. Be aware that I recommend to have "optimum equipment" for all boss battles.

Exemple: Gears= Best Engine, Frame and Armor. Characters= Best weapon (If possible), best armor and best helmet. Optional accessory also. All damage are average numbers because it may not be exactly if your equipment or level (For character battles) differs from mine.

RANKAR DRAGON
(Character and gear battle)

HP, difficulty and moves

HP: 1000

Difficulty: Easy

Party: Fei & Weltall

Tail Swipe : The Rankar Dragon makes a round turn, hitting you with his tail in the process.

DAMAGE: 30 to character, 60 to gear

Tail Hit : The Rankar Dragon turns around and ground yourself with his tail.

DAMAGE: 30 to character, 60 to gear

Bad Breath : The Rankar Dragon sends his bad-smelling breath towards you, effectivly damaging your camera.

DAMAGE: Accuracy/Evade DOWN

Strategy: For the first part, just use your Deathblows and heal using Aquasol (or Inner Healing if you have it) until Citan brings Weltall. When you've got Weltall. Use X button attacks on it and use your strongest deathblows as your attack level permits it. He should go down pretty easily.

WYRM
(Gear Battle)

HP, difficulty and moves

HP: 400

Difficulty: Medium

Party: Weltall

Pecking : The Wyrms pecks your gear with his mouth.

DAMAGE: 100

Sword manoeuvres : The Wyrms uses his mouth like a sword and hits your gear with it.

DAMAGE: 85

Slurp/Counter-Slurp : The Wyrms gets near your Gear and absorbs fuel from it. He will counter-attack with Counter-Slurp everytime you hit him.

DAMAGE: 60 units of fuel

Strategy: He can be troublesome, the best way to get rid of him easily is to always use the Guided Shot ability. Normal moves do only 1 damage and combos take turns to build up. You can pull off Guided Shot every turn however. You get rid of him LONG before you're low on fuel.

BRIGANDIER
(Gear Battle)

HP, difficulty and moves

HP: N/A

Difficulty: Easy

Party: Weltall

Whip : Brigandier uses a square button moves against you.

DAMAGE: 90

Chain Whip : Brigandier uses the Chain Whip deathblow against you.

DAMAGE: 210

Wild Smile : Brigandier uses the Wild Smile ability against you.

DAMAGE: Accuracy/Evade DOWN

Strategy: You're not supposed to win this battle, it will end automaticly. Just use X button attacks and your stongest Deathblows as they become available. You'll be interrupted by quicksand soon enough.

CALAMITY
(Gear Battle)

HP, difficulty and moves

HP: 2500

Difficulty: Hard

Party: Weltall, Brigandier

Charge : Calamity will charge at you with his body, throwing you down.

DAMAGE: 200

Shoulder Hit : Calamity will make his punch turn and nit the right shoulder of your gear.

DAMAGE: 150

Flying Punch : Calamity sends his punch to hit you from afar.

DAMAGE: 150

Mini-Missiles : Calamity sends a wave of small missiles agaisnt one of your team. Most deadly move of his arsenal!!

DAMAGE: 430

Strategy: The lack of resources at this point can make this boss very hard. Be sure to have fully equipped your Gears with the best equipment and 2 Extra Ar+1 each, everything can be bought to Balthasar. Cast Wild Smile against Clamity to loosen things a little. Use X button attacks and your strongest Deathblows. He may be able to kill one of your characters if he always attacks him.

SCHPARIEL & COMPANY
(Gear Battles)

HP, difficulty and moves

HP: Schpariel=4500 Soldiers=400 each

Difficulty: Easy

Party: Weltall, Brigandier, Heimdal

Drill : Schpariel gets up and drills toward a character

DAMAGE: 150

Light Beam : Schpariel Sends two beams toward one character, weakening his armor.

DAMAGE: Defense DOWN

Strategy: Easily dispatched compared to Calamity. The first fight is Brigandier vs 1 Sword gear, use 2 X button attacks. Second fight, Heimdal vs 1 enemy gear, use 2 X buttons attacks. Third fight, Brigandier and Heimdal vs 2 Wand Gears, use 2 X button attacks against one of them and use a level 1 Deathblow on the other. Fourth fight, Weltall vs 1 Claw Gear, use 2 X button attacks. For Schpariel itself, use X buttons attacks and your strongest Deathblows. As you can see there is no strategy for this one.

GONZALES
(Character Battle)

HP, difficulty and moves

HP: 400

Difficulty: Easy

Party: Fei

Berserk hits : Gonzales can't take the pain and pummels you with a flurry of hits from his club.

DAMAGE: 80

Basic Swipe : Gonzales hits you with a swipe from his club.

DAMAGE: 30

Strategy: Use the Hagan Deathblow until you knock him out. Heal up if you get under 100 hp because he does his berserk attack each time you use a deathblow against him.

BIG JOE
(Character Battle)

HP, difficulty and moves

HP: 800

Difficulty: Easy

Party: Fei

Great! attack : Big Joe hits you with his weak punch.

DAMAGE: 1

Dynamic! follow-up : Big Joe hits you from behind immediatly after his Great! attack. Pityful....

DAMAGE: 1

Fans attack : Big Joe's fans throws bricks at you. Hurts a lot.

DAMAGE: 60

Cheers! : Big Joe's fans cheers him, healing his injuries.

DAMAGE: Heals at least 60 HP to Big Joe

Strategy: If you don't want to withstand a long and straining battle, use only 1 triangle button attacks until you've got a full 28-AP bar. Unleash it on him. Finish him with an Hagan deathblow. Kepp your HP above 100 because of his Fans Attack.

SKADD

(Character Battle)

HP, difficulty and moves

HP: 500

Difficulty: Easy

Party: Fei

Bee Swarm : Skadd lets out a bee swarm from his bag, each of them goes stinging your character.

DAMAGE: 1

Knife Throw : Skadd throws a knife from his bag.

DAMAGE: 1

Strong Pill : Skadd hits himself with a strange orange potion. Boosting his Defense.

DAMAGE: Defense UP

Happy Pill : Skadd Hits himself with a strange green potion. Healing his wounds.

DAMAGE: Heals 200 hp to Skadd.

Strategy: After a certain amount of damage, he seem to always use his Happy Pill, counter this with a full 28-AP bar. You will kill him surely with this combo. No big attacks, they all do 1 damage.

DAN

(Character Battle)

HP, difficulty and moves

HP: 450

Difficulty: Medium

Party: Fei

Punch furry : Dan jumps on Fei, bringing him onthe ground and hammers his face with multiples punches.

DAMAGE: 1 damage for each punch

Flying Kick : Dan jumps at Fei, kicking him in the gut.

DAMAGE: 5

Flaming Ray : Dan charges up in energy and unleash a powerful beam. Extremely dangerous.

DAMAGE: 100

Strategy: You can beat the crap out of him or defend yourself. If you only

defend (and heal), Dan will give up the fight and give you his sister's wedding dress. To beat him, just use the Hagan Deathblow over and over again.

WISEMAN
(Character Battle)

HP, difficulty and moves
HP: N/A
Difficulty: N/A
Party: Fei

Strategy: He will just stay there, avoiding every move or Deathblow you use. The only way to make some damage is to use Guided Shot and it does only 1 damage. More like a plot battle, revealing a little about the story. After some speaking he will leave the fight.

RAMSUS & MIANG
(2 Character battles)

HP, difficulty and moves
HP: 500 the first time and 1000 the second time.
Difficulty: Medium
Party: Bart (1st fight), Fei & Bart (2nd fight)

3 sword hits combo : Ramsus will hit a character 3 times with his sword.
DAMAGE: 30

Mirror Stance : Ramsus will take a defensive position, waiting for you to make a move.
DAMAGE: N/A

Counter-hit : Ramsus will counter attack strongly with a sword leap if you attack him while he's in Mirror Stance
DAMAGE: 130

Restore : Miang will heal Ramsus.
DAMAGE: Heals 40 or 80 hp to Ramsus

Strategy: For the 2 battles, Margie will try to restore you from time to time. She can restore 0/20 or 40 hp each time. For the first fight, use only triangle button attacks until you have a full 28-AP bar then unleash it! For the second fight, Power up the 28-AP bar for both Fei and Bart then unleash them! This is the best way to get rid of him because Miang always heals up his damage and his Mirror Stance means you must wait until he releases it so you can attack safely. Fei will use his Raijin Deathblow at the end of each battle, knocking Ramsus out of commission.

VIERGE & COMPANY
(3 gear battles)

HP, difficulty and moves
HP: 700 HP each in first fight, 800 HP each in second and 2500 for Vierge.

Difficulty: Hard

Party: Fei

2 punches : Vierge will do 2 quick punches.

DAMAGE: 40

Animum Ether Response Offensive Drones (AERODS) : Vierge will launch many little crystal-like drones that will fire laser at one central point, causing an explosion. Deadliest attack in her arsenal!

DAMAGE: 350

Drill Kick : Vierge will deal 2 weak punches before jumping at you and doing a drill kick.

DAMAGE: 60

Berserk Fury : Vierge will do a jumping upward punch, a drill kick and bash into you with her body. She'll then do a quick series of small hits, knocking you on the ground. Finishes by a last punch while you're down.

DAMAGE: 110

Mixed Moves : After doing the attacks above, she'll mix different moves that do approximativly 90 damage each time, doing her Aerods from time to time.

DAMAGE: 90

Strategy: Before heading into battle, be sure to be equipped with the best equipment. For the first battle, kill one WandKnight with 3 or 2 X button attacks and finish the other one by a Ryuten Deathblow. For the second fight, Concentrate on the AegisKnight with X attacks until you can do Ryuten, do it on him. Use Inner Healing to restore your Gear's def if he used Pile Driver on you. Use X attacks on the SwordKnight until he is dead then, unleash a Ryuten Deathblow on the ClawKnight. For the Vierge battle, you should have at least 2500 HP remaining. Use X button attacks and Ryuten as you can, you should have an easy time. Be aware that her first Aerods don't do a single damage. If she doesn't avoid your attacks, you should get rid of her before she uses her Aerods a 3rd time.

MAIN GUN & 2 SMALL GUNS

(Gear battle)

HP, difficulty and moves

HP: The Main gun has 2000 HP.

Difficulty: Easy

Party: Fei

Machine Gun : A small gun fires on you.

DAMAGE: 1

Charging : The Main Gun prepares to fire and will countdown from 5 before doing so.

DAMAGE: N/A

Main Gun Fire : The Main Gun fires a large bullet at you, dealing heavy damage.

DAMAGE: 650

Strategy: Just use X button attacks on the Main gun and Ryuten when you can, you should destroy it before it fires one of his shots. The Small Guns aren't

worth of your attention, they ALWAYS deal 1 damage!

DORA
(Gear battle)

HP, difficulty and moves
HP: 3200
Difficulty: Medium
Party: Fei & 2 other gears

Shockwave : Dora slams his 2 pincers on the ground sending a shockwave towards you.
DAMAGE: 200

Grab : A pincer grabs one of your teammates.
DAMAGE: N/A

Release : The pincers releases your teammates.
DAMAGE: N/A

Counter-Hit : Dora will slam your teammates on you when you attack it when it's holding them.
DAMAGE: 200

Gun Fire : Fire the gun revealed once you've broken the cover.
DAMAGE: 250

Strategy: If you're in good shape from the previous battles, this one is a cakewalk. Use triangle attack on it until the cover is broken, switch to X button attacks and use Ryuten as you can. Your teammates don't have any deathblows, so use X attacks always with them. NEVER attack him while he's holding one of your teammates, He will counter for 200 damage each time, instead, charge your fuel until he drops them.

?????
(Gear battle)

HP, difficulty and moves
HP: N/A
Difficulty: Impossible
Party: Brigandier

2 Punches : Deals 2 punches which emits black waves of energy.
DAMAGE: 9999

Kishin Combo : 4 rapid punches and one final blow sending you out of commission. Each hit sends a black shockwave from impact.
DAMAGE: 20000

Strategy: Just use X attacks until he kills you, there is no way you'll win this fight! (After he hurls you a warship, I hope you don't think about winning!)

LEONARDO
(Character battle)

HP, difficulty and moves
HP: 600
Difficulty: Easy
Party: Fei

Uppercut Combo : High and low punch, jumps while doing an uppercut.
DAMAGE: 20

Strategy: Use the Hoten combo until he goes down. Nothing really hard here.

HEINRICH
(Character battle)

HP, difficulty and moves
HP: 600
Difficulty: Easy
Party: Fei

Ground Slam : Picks up your character by thier feet and jumps in the air,
slamming them on the ground when landing.
DAMAGE: 30

Strategy: Only does a little more damage than the last one, just use Hoten 3
times.

VARGAS
(Character battle)

HP, difficulty and moves
HP: 600
Difficulty: Easy
Party: Fei

Ground Slam Combo : High and low punch then lifts you in the air and slams you
on the ground, usually uses the Uppercut right after this move.
DAMAGE: 50

Uppercut : Jumps imn the air while doing an uppertcut.
DAMAGE: 5

Strategy: Use Hoten 3 times, just be sure to be healed for the next fight
because it's a little harder.

SUZARN
(Character battle)

HP, difficulty and moves
HP: 1000

Difficulty: Medium

Party: Fei

EP Steal : A slash from her sickle steals EP from you.

DAMAGE: Lose all EP.

Slash : Hits you with a wide horizontal slash from her sickle.

DAMAGE: 1/2 of your HP

Piercing : Hits you with a powerful vertical hit from her sickle.

DAMAGE: 1/2 of your HP

Small Cuts : 2 small blows from her sickle.

DAMAGE: 2

Strategy: Use Hoten when you have an opportunity, use Aquasol S to heal up and keep your HP over 150 as she can easily kill you under this number. Attack after she did her Small Cuts or Ep Steal moves. Do not bother to heal for the next one as you can't win.

RICO

(Character battle)

HP, difficulty and moves

HP: N/A

Difficulty: Impossible

Party: Fei

Steel Body : Use the Steel Body ability.

DAMAGE: Defense UP

Steel Fist : Use the Steel Fist ability.

DAMAGE: Attack UP

Brawler's Fury : 2 punches, 1 kick, 2 punches, 1 kick and finishes with a charged punch, knocking you out.

DAMAGE: 1300

Strategy: Use anything until he knocks you out. He'll use Steel Body and Steel Fist before attacking, but you only do 1 damage each time so it's useless.

REDRUM

(Character battle)

HP, difficulty and moves

HP: 5000

Difficulty: Very Hard

Party: Fei, Rico, Citan

Gel : Spits a yellow liquid on 2 characters.

DAMAGE: Confusion status

Bloody Rain : Red drops of liquid falls accross the screen.

DAMAGE: Rico=50, Fei=20, Citan=10

Toxic Breath : Spits a yellow liquid on 2 characters.

DAMAGE: The first target gets confusion status and the second gets poison status.

Murder : Grabs a character in his claw and drinks all of his blood, killing the character.

DAMAGE: Death for target, heals Redrum by the remaining HP of the victim.

Swipe : A slash of his claw on a character.

DAMAGE: 90

Strategy: Use Renki on Citan and use Suiseii for a counter against his Bloody Rain attack, be sure to cast Suiseii again on any character that you revive, because they lose the effect. You might also want to use Renki to cast Sazanami on all at once. If the boss confuses or poisons you, don't remove it, poison is not too damaging and confuse will wear off soon enough. Use your strongest deathblows (the 4th of 5th on the list) and keep your HP above 100. Be sure to bring at least 10 Zetasols to revive the victims of his Murder ability. Which is the ability you must watch for as he seems to use it often sometimes. This will be a long fight, but don't give up!

WISEMAN
(Character battle)

HP, difficulty and moves

HP: 1000

Difficulty: Medium

Party: Fei

Chi Bullets : Wiseman pummels you with 4 Guided Shots.

DAMAGE: 40

Leaping Blow : Wiseman leaps in the air and punch yourself in the face and says "What a wimp!".

DAMAGE: 80

Strategy: Use Tenbu at every opportunity, he may avoid it, but you will connect many times. Be sure to keep your HP above 120 because he sometimes hits 2 times before you can get a turn. Don't be afraid to use 2 Aquasol S in a row. The fight finishes when Wiseman uses the Raijin deathblow.

RANKAR R
(Gear battle)

HP, difficulty and moves

HP: 1000

Difficulty: Easy

Party: Weltall

Bad Breath : The Rankar expels deep green gas towards you.

DAMAGE: Accuracy/Evade DOWN

Turning Tail : The Rankar turns around, hitting you with his tail in the

process.

DAMAGE: 0

Tail Hit : The Rankar turns around and ground yourself with his tail.

DAMAGE: 0

Strategy: Use 1 X attack and a level 1 combo. The worse that could happen is that you get 0 damage (You shaking in fear now, I'm sure of it!!)

HETCH & COMPANY

(Gear battle)

HP, difficulty and moves

HP: 7500 for the Hetch and 1500 for each soldier.

Difficulty: Hard

Party: Weltall, Stier

Animum Ether Response Offensive Drones (AERODS): The Hetch lets out 4 drones that fire on a single character.

DAMAGE: 350

Call : The Hetch calls down a big drone in the battle.

DAMAGE: None

Super-Aerod : The big drone launches a mega beam, causing a massive explosion and massive damage in the process, deadliest ability.

DAMAGE: 1400

Strategy: For the battles with the various soldiers, X button attacks and a level 2 deathblow to get rid of them, have Stier focus on 1 opponent and Weltall on the other when battling the 2 WandKnights. The deadliest of the gang is the SwordKnight as he can build up you damage pretty fast (600 is a normal number)! For the battle against the Hetch, use X attacks on the Hetch and level 1 deathblows. Don't ever attack the big drone as you only need to destroy the Hetch to win. Keep Weltall's HP above 1500 by using the Frame Hp30 found with the master key (You DID equip it didn't you?). Stier should not get much damage (The normal Aerods does 30 damage on him) so you will not need to heal him. Hopefully, you come fully healed from the 4 other fights.

FIS-6

(Gear battle)

HP, difficulty and moves

HP: 6900 for the FIS-6 and 1000 for the FIS-6Mechanics

Difficulty: Hard

Party: Weltall (You can't change him), Heimdal (High HP and speed), Stier (High HP, attack and defense)

Sword Swipe: The FIS-6 advances on a character doing an horizontal slash with his sword.

DAMAGE: 500

Body blow : The FIS-6 advances on a character, bashing into him.

DAMAGE: 300

Sword Slash: The FIS-6 advances on a character doing a vertical slash with his sword.

DAMAGE: 500

Shift Up: Overheats circuits, engine and systems to upgrade his fighting ability.

DAMAGE: (Attack, Defense and Speed UP)

OVERHEAT: Tries to do Shift Up, but circuits disables due to intense overheating.

DAMAGE: (Attack, Defense and Speed BACK TO NORMAL, locks FIS-6, can't move)

Mechanics: 4 Special Mechanics comes to repair FIS-6 when it's overheating.

DAMAGE: None

Cooling Down: Circuits are restored and fully functional again.

DAMAGE: Regains movement and deals 200 damage to you.

Wrench Throw: A Mechanic throws a oversized wrench at you.

DAMAGE: 50

Repairs: A Mechanic repairs some of FIS-6 frame HP when hitten.

DAMAGE: Heals 500 HP to FIS-6

Strategy: Before heading into battle, make sure your HP is near full and that you have at least 1000 fuel remaining for each. Start the battle. Use X attacks and the second level 2 deathblow to deal the most damage. When he overheats, use X attacks on the mechanics and square attacks when you attack with Stier, if you don't kill them in 1 hit, they heal the FIS-6 for 500 HP. After dealing with the Mechanics, you should have level 3 deathblows ready, USE them! You should get rid of him. AVOID BOOSTERS at all costs, if you don't you'll probably finish battling with no fuel. Stier is the damage dealer in this fight, Twister D does at least 1500 damage each time.

Alternate Strategy (From Gunblade): Every time he shifts up, he increases power, defense, and speed. What he DOESN'T increase, however, is his ether defense! That's right : bring Elly along and pound him with spells! (Preferably with Power Magic equipped).

GRAHF

(Gear battle)

HP, difficulty and moves

HP: 5000

Difficulty: Medium

Party: Weltall, Stier, Vierge

Super Guided-Shot: Jumps at the feet of a gear, jumps up and away from it and pummels the gear with 6 fire rays thrown by left and right hand. Charges-up left hand and sends a last fire ray towards you.

DAMAGE: Halves target's HP

Bare Hands : Grahf does 3 punches, 3 kicks and 1 final punch on a target

DAMAGE: 1200

Strategy: He'll start the battle by bringing Stier & Weltall down 1/2 HP. Use X attacks and heal if you get near 1200, has he can kill you. You can't use deathblows against him so just use X attacks, you should do at least 1000 damage per hit (1700 for Stier). He won't attack Vierge for this fight, you'll know why much later...

HAISHAO
(Gear battle)

HP, difficulty and moves
HP: 2800
Difficulty: Easy
Party: Weltall, Brigandier, Vierge

Nereid Cyclone: Makes water turn like a whirlpool.
DAMAGE: 900

Electric Arm: Launches one of his arms toward a target, sending him to the ground.
DAMAGE: 20

Strategy: Use X attacks and level 1 deathblows, very easy to kill. You should not even be near death when the battle finishes. It finishes when the Yggdrasil launches his depth charges on it and Haishao escapes by taking Vierge hostage.

BLADEGASH
(Gear battle)

HP, difficulty and moves
HP: 3000
Difficulty: Easy
Party: Weltall, Brigandier, Vierge

Wind Sword: A green whirl appears under her and green rays of light centers on her sword. Finally exploding wind in an X pattern around the sword.
DAMAGE: Gives the Wind element to Bladegash's attack.

Wind Slash: Vertical slash from her sword, dealing wind damage in black and red electricity.
DAMAGE: 400

Water Sword: A blue whirl appears under her and blue rays of light centers on her sword. Finally exploding water in an X pattern around the sword.
DAMAGE: Gives the Water element to Bladegash's attack.

Water Slash: Vertical slash from her sword, dealing water damage in a snowflakes explosion.
DAMAGE: 400

Fire Sword: A red whirl appears under her and red rays of light centers on her sword. Finally exploding fire in an X pattern around the sword.
DAMAGE: Gives the Fire element to Bladegash's attack.

Fire Slash: Vertical slash from her sword, dealing fire damage in an explosion

of fire.

DAMAGE: 400

Strategy: Use X attacks and level 1 deathblows, she won't stay for long, but try to minimize the damage as the next fight comes without a chance to heal.

HAISHAO & MIANG'S GEAR

(Gear battle)

HP, difficulty and moves

HP: 4500

Difficulty: Hard

Party: Weltall, Brigandier, Vierge

Electric Arm: Launches one of his arms toward one character, hits him, comes back and hits again and hits one last time. (May hit the same 3 times of 3 different targets, etc...)

DAMAGE: 1500 total damage, 500 per hit.

Restore Gear: Miang's Gear will restore the Frame Hp of the Haishao a little.

DAMAGE: Heals 750 HP to the Haishao.

Mirror: Launches his 2 arms against 1 target and lies in wait fo you to make a move...

DAMAGE: 1000, Haishao switches to Mirror Mode.

Nereid Cyclone: Makes the water turn like a whirlpool, counter attacks using this when attacked when in Mirror Mode.

DAMAGE: 1100

Recall: Makes the 2 arms come back and uses the Nereid Cyclone ability.

DAMAGE: 1000, Haishao switches to Combat Mode

Strategy: Ramsus seems to be more apt to pilot the Haishao than Dominia, considering the damage he is able to deal! Boosters are a necessity for this battle, use them on your first turn. Use X attacks and level 1 deathblows as you can. DON'T attack when he's in Mirror Mode (2 arms are away) because all hits results in misses and he immediatly counter attacks with his Nereid Cyclone, just charge fuel until he resumes combat. His Electric Arm attack hurts a lot, especpecially when he centers the 3 hits on 1 character. Miang's Gear will restore his HP from time to time, enhancing the time you must battle. Keep your HP over 1500 by using Frame HP50 (You did buy some on the Thames AND you equipped them, no?). This is a tough battle. It finishes when Haishao pummels Weltall with many hits, grounding him and Vierge using her Aerods to save him.

BLOODY

(Character battle)

HP, difficulty and moves

HP: 4000

Difficulty: Hard

Party: Billy, Citan, Rico

Murder : Grabs a character in his claw and drinks all of his blood, killing the

character.

DAMAGE: Death for target, heals Bloody by the remaining HP of the victim.

Claw Swipe: Deals a quick swipe from his claw.

DAMAGE: 40

Strategy: Make sure you DON'T keep your HP full because he seems to ALWAYS use his nasty Murder attack on full character. To counter this, heal with Aquasol S. and keep your HP non-full. Use your Strongest deathblows, (You should have the "square, triangle, X" deathblows by now). His deadliest ability is the Murder attack, if you watch out for it, this battle is much easier.

GIANT WELS
(Gear battle)

HP, difficulty and moves

HP: 7000

Difficulty: Tricky

Party: Renmazuo, Heimdal, Stier

Fuel Drain: Hangs on a gear and drain a little part of fuel from it.

DAMAGE: 125 Fuel units

Claw Hit: Swings his left claw.

DAMAGE: 400

Strategy: Seems unwinnable until you see that ONLY Renmazuo's square attack does any damage, any other attack will result into 0 damage, to make the fight quick, use Boosters on Renmazuo only. Charge the other characters and use Renmazuo's square attacks, you should deal 500 damage per hit so it's pretty quick. Relief from Bloody.

SERAPHITA & TOLONE
(Character battle)

HP, difficulty and moves

HP: Seraphita=2000 Tolone=2500

Difficulty: Medium

Party: Citan, Billy, Rico

Thermo Dragon: Seraphita uses the Thermo Dragon ability.

DAMAGE: Deals 150 to all party members.

Anemo Wave: Tolone uses the Anemo Wave ability.

DAMAGE: Deals 80 to all party members.

Taunt: Seraphita uses her powers to steal some ether from you.

DAMAGE: Steals 20% of Max EP from the target.

Positron Beam: Tolone removes her right arm and fires a high-focused yellow laser on a character.

DAMAGE: 80

Head Dive: Tolone jumps in the air and dives head-first on one character.

DAMAGE: 750

Strategy: Knocking Seraphita first is a must because she has a pretty harmful spell that hits all party members. When you knock out Seraphita, Tolone will begin to use her Head Dive, which kills off a character, use Zetasols immediately because you need all the character you have. Use the "X, X" deathblows you should have by now. Despite their relative strength, they don't have much HP, but consider it a warning for the fight ahead.

Alternate strategy (by Patrick Nguyen): First you must have Elly in your party, and you must have her equipped with the lunar rod which you should have found in the Thames supply entrance. Have Elly hit Seraphita with it till she sleeps, and have Citan cast renki, then the spell that blocks off wind damage. Get a 28 combo on Tolone, then have Citan cast Renki, then the spell that blocks fire damage. Heal if you need, then have people who still have a 28 combo use it on her. Watch out! if she still lives she will use a powered up spell, then she's almost dead.

ID
(Character battle)

HP, difficulty and moves
HP: 3000
Difficulty: Hard
Party: Citan, Billy, Rico

Combo: Id will execute all of Fei's triangle and square moves in a linked series of hits.
DAMAGE: 80

Senretsu & Raijin: Id executes those 2 moves in a linked manner.
DAMAGE: 120

2x Raijin: Id will execute 2 Raijin deathblows, sometimes on 2 different targets, sometimes on the same.
DAMAGE: 180

Dark Matter: Id opens a dark vortex, unleashing strong energy waves on your party.
DAMAGE: 90

Strategy: You NEED Billy's Holy Light spell for this fight, it's much easier with it. Id has extreme speed and hits 2 or 3 times before your characters, his moves are quite strong and may need you to heal ASAP. If he concentrates his 2 Raijins on the same character, he will most probably knock him/her out. Don't be afraid to use Billy's Holy Light spell every turn because he's a very damaging opponent. Use your "X, X" deathblows for this fight. He is rather strong, but doesn't have much HP. However, he is able to avoid your deathblows he sure will many times.

ALKANSHEL
(2 Gear battles)

HP, difficulty and moves
HP: 13000
Difficulty: Medium
Party: Renmazuo, Stier, Brigandier

Seal: Alkanshel invokes a bright light forming an ankh, the light deeply burns the target.
DAMAGE: 1200

Mass Limit: The screen distorts like a pool of troubled water.
DAMAGE: Halves the HP of every character.

Electric Punch: Alkanshel sends an electric current through a character with his right hand.
DAMAGE: Power DOWN

Break Down: Alkanshel explodes in a fiery and damaging blast.
DAMAGE: 700

Strategy: For the first battle, concentrate on triangle attacks because everything does 0 damage. In the second phase, use X attacks and level 1 deathblows to destroy it. Heal up using FrameHPs when a character is under 2000 HP because he could kill him. He has a high amount of HP but his attacks are mostly worthless (Besides his Mass Limit ability). His Electric Punch doesn't seem to do anything special about your fighting performance and he uses it quite often. This could be a long battle, but still easy.

WYVERN & MIANG'S GEAR
(Gear battle)

HP, difficulty and moves
HP: 5000
Difficulty: Easy
Party: Weltall, Renmazuo, Heimdal

Tri-Slash: Wyvern slashes his sword 3 times against a target.
DAMAGE: 300 each slash, 900 total damage

Restore Gear: Miang's Gear restores the armor of the Wyvern.
DAMAGE: Heals 1200 HP to the Wyvern.

Heavy Slice: Goes into the air and on a target, grounding him with his sword.
DAMAGE: 600

Strategy: Use X button attacks and level 1 deathblows, once again Miang will be there to heal him be he should be gone after 2 level 1 deathblows from each character. You should not need to heal if you were in good shape from your Babel Tower ascension.

SEIBZEHN
(Gear battle)

HP, difficulty and moves
HP: 6000

Difficulty: Easy

Party: Weltall, Renmazuo, Heimdal

Weight Smash: Seibzehn picks up a gear and throws it down, then it jumps on him, crushing it with his weight.

DAMAGE: 1000

Restore Frame: Repairs damaged armor.

DAMAGE: Heals 400 HP to Seibzehn.

Brawl: Seibzehn does a right pucnh, left punch and right kick.

DAMAGE: 500

Missile Pod: Seibzehn launches several small missiles against a target.

DAMAGE: 700

Dive: Seibzehn goes into the air and dives against a target, knocking him down.

DAMAGE: 600

Strategy: All normal moves does pityful damage agaisnt this one. Focus on using triangle button attacks until all your characters are at attack level 3, unleash all 3 level 3 deathblows. Focus on using a level 1 deathblow with each character before it heals the damage. If you were in good shape from the last part of the Babel Tower, this fight will be a breeze.

GENERATOR 1
(Gear battle)

HP, difficulty and moves

HP: Soldiers=300 Littlefoot=500

Difficulty: Hard

Party: Heimdal

Pistol Shot: A soldier fires his laser pistol at you.

DAMAGE: 300

Short Beam: A littlefoot fires a laser beam at you.

DAMAGE: 600

Strategy: Use boosters at your first turn and use triangle button moves on each soldier. You must take down those soldiers fast because they pack quite a punch. Use a level 1 deathblow on each littlefoot robot after that. Heimdal is the first choice for this fight. An alternate choice is Vierge if see has her target all spells she'll beable to end the fight quickly.

Alternate Strategy (From Squall 352): Bring in Vierge and useher Aerods Special to wipe out the soldiers and dispose of the robots after. This makes this fight a no brainer.

GENERATOR 2
(Gear battle)

HP, difficulty and moves

HP: 500 each
Difficulty: Easy
Party: Stier

Swipe: A knight does an horizontal swipe with his sword.
DAMAGE: 0

Slash: A knight does a vertical slash with his sword.
DAMAGE: 0

Strategy: Just use X attacks or level 1 deathblows, they'll never be able to inflict damage if you're outfitted with the stuff from Shevat (costy, I know).

GENERATOR 3
(Gear battle)

HP, difficulty and moves
HP: White Knight=500 each Citadel=6000
Difficulty: Medium
Party: Brigandier

Swipe: A knight does an horizontal swipe with his sword.
DAMAGE: 0

Slash: A knight does a vertical slash with his sword.
DAMAGE: 0

Machine Gun: Citadel fires it's machine gun at you.
DAMAGE: 100

Gel Breath: Citadel turns around and blows a gas at you with it's tail. Very damaging.
DAMAGE: 4000

Strategy: Boosters on the first turn is a must, because Citadel got a nasty move, you must dispose of it quickly. Use X attacks and level 1 deathblows. You should not need to heal, but do so if you get near 5000 HP. Once Citadel is down, just dispose of the white knight any way you want.

GENERATOR 4
(Gear battle)

HP, difficulty and moves
HP: White Knight=500 Avalanche=5000
Difficulty: Medium
Party: Weltall

Swipe: A knight does an horizontal swipe with his sword.
DAMAGE: 0

Slash: A knight does a vertical slash with his sword.
DAMAGE: 0

Dash: Avalanche rams you with it's horns.

DAMAGE: 2200

Slap: Avalanche slaps it's horns at you.

DAMAGE: Unknown (Resulted in a miss)

Machine Gun: Avalanche fires it's machine gun at you.

DAMAGE: Unknown (Resulted in a miss)

Avalanche Drill: Avalanche uses it's horn to drill through your armor.

DAMAGE: Defense DOWN

Strategy: Focus on Avalanche as the knight are only there to bother you. X attacks and level 1 deathblows should do the trick. Don't forget boosters on the first turn. Most of the hits of Avalanche will result in misses against Weltall. After you've disposed of Avalanche, just finish the 2 knights.

ACHTZEHN

(2 Gear battles)

HP, difficulty and moves

HP: 1rst=3000 2nd=10000

Difficulty: Easy

Party: 1rst=Chu-Chu 2nd=Seibzehn

Emanation: Achtzehn flies into the air and emanates some energy.

DAMAGE: 0 for first, 700 in second.

Fly-through: Achtzehn forms into a plane-like object and fly through your character

DAMAGE: 0 for first, 1000 for second.

tri-airstrike: Achtzehn forms a plane-like object and flies through your character 3 times.

DAMAGE: 0 for first, 700 each hit for second.

Strategy: Just use X attacks for the first phase, it won't be long before you're knocked down. For the second battle, use X attacks and a level 3 deathblow. If he doesn't die, use a level 1 deathblow after that. More like a story battle, no challenge here.

SHAKHAN

(Gear battle)

HP, difficulty and moves

HP: 18000

Difficulty: Hard

Party: Weltall, Andvari, Seibzehn

Connect: Connects itself to the gate generator

DAMAGE: Enables healing, evade DOWN and disables movement.

Absorb: Heals his armor using the gate's energy.

DAMAGE: 1000 HP heal, only when connected, also counterattacks with this if damaged enough.

Ignas Storm: The screen fills with fire, burning your party.
DAMAGE: 2600 to each character. Only when connected.

Disconnect: Disconnects from the gate generator.
DAMAGE: Disables healing, evade UP and enables movement.

Seal Punch: Hits with his shield, emanating some energy.
DAMAGE: 1500

Counter-Punch: Hits with his left arm. Always counters with this when not connected.
DAMAGE: 500

Strategy: At the beginning, focus on X attacks and power-up your attack level to 3. Since he's connected, he won't be able to counter-attack and he isn't damaged enough so his healing is insignificant. Once you've got level 3 deathblows, use them! Focus on level 1 deathblows after that. After he connects for the second time, make sure you do more than 1000 damage each time. Heal if you get under 4000 HP. Seibzehn is a must here because the other gears simply don't do much damage (Except the newly found Andvari). He has many HPs so the fight can be long.

BLADEGASH & MARINEBASHER
(Gear battle)

HP, difficulty and moves
HP: Bladegash=4000 Marinebasher=6000
Difficulty: Medium
Party: Weltall, Vierge

Wind Sword: Bladegash uses Wind Mode on her sword.
DAMAGE: Adds wind elemental to next attack.

Earth Sword: Bladegash uses Earth Mode on her sword.
DAMAGE: Adds earth elemental to next attack.

Fire Sword: Bladegash uses Fire Mode on her sword.
DAMAGE: Adds fire elemental to next attack.

Elemental Slash: Slashes her elemental-charged sword while unleashing the elemental energy she charged her sword with.
DAMAGE: 1600

Nereid Cyclone: Water appears and turns like a whirlpool.
DAMAGE: 1600 to each character.

Slash: Bladegash slashes her sword at you.
DAMAGE: 300

Restore Frame: The remaining gear restores a part of its armor when the other one is destroyed.
DAMAGE: Heals 2400 HP.

Water Bubble: Marinebasher makes a bubble and sends it on one opponent.
DAMAGE: 1600

Strategy: Avoid boosters at ALL COSTS. Yet you must end this fight quick as lightning so you're not damaged much in the next battle. Focus X attacks and level 1 deathblows on Bladegash first as she has tremendous speed and hits like crazy. A rod with slow effect equipped on Vierge can mean a heavy relief in this fight. Once she's out of the way, concentrate on Marinebasher.

SKYGHENE & GRANDGROWL
(Gear battle)

HP, difficulty and moves

HP: Skyghene=5000 Grandgowl=6000

Difficulty: Medium

Party: Andvari, Seibzehn

tri-airstrike: Skyghene forms a plane and flies through you 3 times, chooses it's target for each hit.

DAMAGE: 1000

Fire Circle: Grandgowl blows a fire circle on a target.

DAMAGE: 1000

Knock down: Grandgowl blows a fire circle on a target, then it jumps through and knocks you down in the process.

DAMAGE: 1100

Tornado: Skyghene creates a tornado on one character.

DAMAGE: 1100

Restore Frame: The remaining gear restores a part of it's armor when the other one is destroyed.

DAMAGE: Heals 2400 HP.

Strategy: Much more easy than the last fight. Focus on Skyghene first with X attacks and level 1 deathblows. If you choose Andvari and Seibzehn, you have much more HP than normally and you're deathblows does much more damage (Seibzehn does 3000 with a level 1 deathblows!!). Just kill them in order.

BLADEGASH & MARINEBASHER
(Gear battle)

HP, difficulty and moves

HP: Bladegash=4000 Marinebasher=6000

Difficulty: Very Hard

Party: Weltall, Vierge

Wind Sword: Bladegash uses Wind Mode on her sword.

DAMAGE: Adds wind elemental to next attack.

Earth Sword: Bladegash uses Earth Mode on her sword.

DAMAGE: Adds earth elemental to next attack.

Fire Sword: Bladegash uses Fire Mode on her sword.

DAMAGE: Adds fire elemental to next attack.

Elemental Slash: Slashes her elemental-charged sword while unleashing the elemental energy she charged her sword with.

DAMAGE: 1600

Nereid Cyclone: Water appears and turns like a whirlpool.

DAMAGE: 1600 to each character.

Slash: Bladegash slashes her sword at you.

DAMAGE: 300

Restore Frame: The remaining gear restores a part of it's armor when the other one is destroyed.

DAMAGE: Heals 2400 HP.

Water Bubble: Marinebasher makes a bubble and sends it on one opponent.

DAMAGE: 1600

Strategy: Same moves and Hp as last time, but you're damaged this time. Make sure to get rid of Bladegash as quickly as possible. Heal if you get below 3000. If Vierge is equipped with a slow-effect rod, the effect might well save your life! Once Bladegash is out of the way, quickly dispose of Marinebasher. Use X attacks and level 1 deathblows ONLY. Anything more than that will only make a tough fight harder. I hope you've got at least 3000 units of fuel left, you might need 2 heals.

SKYGHENE & GRANDGROWL

(Gear battle)

HP, difficulty and moves

HP: Skyghene=5000 Grandgrowl=6000

Difficulty: Medium

Party: Andvari, Seibzehn

tri-airstike: Skyghene forms a plane and flies through you 3 times, chooses it's target for each hit.

DAMAGE: 1000

Fire Circle: Grandgrowl blows a fire circle on a target.

DAMAGE: 1000

Knock down: Grandgrowl blows a fire circle on a target, then it jumps through and knocks you down in the process.

DAMAGE: 1100

Tornado: Skyghene creates a tornado on one character.

DAMAGE: 1100

Restore Frame: The remaining gear restores a part of it's armor when the other one is destroyed.

DAMAGE: Heals 2400 HP.

Strategy: Just use the same strategy as last time, X attacks along with level 1 deathblows. If you're quick, you might not even need to heal. This fight really relief you from the last fight. Focus on Skyghene first and then Grandgrowl.

Enjoy the (well-earned) destruction of the the 2nd gate! (I sure did!)

CRESCENS
(Gear battle)

HP, difficulty and moves

HP: 14800

Difficulty: Easy

Party: Weltall, Heimdal, Andvari

Wing Slap: Slaps you with her right wing.

DAMAGE: 800

Wing Grab: Grabs you with her wings and smash it on her head.

DAMAGE: 1200

Terra Feist: Uses the Terra Feist ability

DAMAGE: 2000

Terra Dhaum: Uses the Terra Dhaum.

DAMAGE: 2200

Kick Combo: Does a left kick and a slap with her right wing.

DAMAGE: 900

Strategy: Use square and triangle attacks, X attacks are avoided most of the time. Don't bring Stier or Seibzehn because they miss most of thier hits. Use level 2 Deathblows to inflict damage. She has some powerful attacks, but nothing really dangerous. Heal if you get under 3000. This fight sould be a cakewalk.

GRAHF & EXECUTIONER
(Character battle)

HP, difficulty and moves

HP: G=7000 E=5000

Difficulty: Medium

Party: Fei, Billy, Citan

Fukei Variant: Grahf does a variant of the Fukei deathblow.

DAMAGE: 100

Dark Dimension: Executioner invokes a dark sphere around your characters.

DAMAGE: 70 each character.

Strategy: Use your strongest Hyper-deathblows on Executioner first as she as the least HP. She also has some pretty strong spells that hits all your characters. Grahf is no big worry just dispatch him after Executioner. If you have all Hyper-Deathblows, this fight is easy.

VENDETTA
(Gear battle)

HP, difficulty and moves

HP: 13000

Difficulty: Easy
Party: Weltall II

Tri-Slash: Slashes 3 times at you.
DAMAGE: 150 each, 500 in total.

Strategy: You begin with System Id on so just use your strongest Hyper-Deathblows and be done with it. After 3 hits he should go down. Storyline battle more than anything else.

FT. HURRICANE
(Gear battle)

HP, difficulty and moves
HP: 16000
Difficulty: Easy
Party: Yggdrasil IV

Spike Spin: Spins its numerous spikes at you.
DAMAGE: 150

Charges: Charges up its main cannon.
DAMAGE: N/A

Main Beam Cannon: Fires its main cannon.
DAMAGE: 300

Saucer: Froms a saucer and spins to hit you.
DAMAGE: 150

Spike send: Dispatches its spikes from the central unit to hit you.
DAMAGE: 150

Strategy: You're near invincible for this fight. Use X attacks until it goes down. Another storyline battle for the 2nd Disc, it has lots of them!

SUFAL MASS & 4 SUFALS
(Character battle)

HP, difficulty and moves
HP: SM=5000 S=1500
Difficulty: Medium
Party: Fei, Citan, Elly

Arm Drain: A Sufal uses its arm to drain energy from a character.
DAMAGE: 120, heals the Sufal also.

Beam Arm: The Sufal Mass fires a bunch of lights from his right arm
DAMAGE: 1

Ice Beams: The Sufal Mass sends many ice beams across the screen.
DAMAGE: 60 to each character.

Arm Drain: the Sufal Mass drains energy from your characters with its right arm.

DAMAGE: Drains all the HP of the target and heals the Sufal Mass.

Strategy: Use Hyper-deathblows to dispatch 3 of the 4 Sufals, if you kill all 4 the Sufal Mass will begin using Arm Drain and you DON'T want that to happen. Also note that ether-based hyper-deathblows will heal the Sufal Mass. Use Fei's Kokei hyper-deathblow and focus on using the X,X deathblows with the other characters. He doesn't have much Hp so it's a relatively easy fight (unless you kill all the Sufals).

ELEMENTS GIRLS
(Character battle)

HP, difficulty and moves

HP: D=5000 K=3000 S=2000 T=3000

Difficulty: Medium

Party: Fei, Citan, Bart

Slash: Dominia slashes through a character.

DAMAGE: 50

Drain: Seraphita drains the ether of a character.

DAMAGE: Drains all EP from a character.

Tornado: Tolone creates a tornado on the party.

DAMAGE: 60 to each character.

Jumping Slash: Dominia jumps in the air and hits a character with her sword.

DAMAGE: 50

Dash Punch: Seraphita dashes and punches through a character.

DAMAGE: 30

Strategy: Never use ether-based hyper-deathblows as they heal the elements. Use Fei's Kokei hyper-deathblow to deal massive damage. Focus on X, X deathblows with other characters. Dispatch Kelvena first as she heals them. Seraphita and Tolone (Choose for yourself) are the next. Dominia last because she has the highest HP.

Tip (From Flamin' Bob): Actually, you CAN use hyper-deathblows, as long as you take note of the respective elements for each girl. Here are their elements:

Kelvena= WATER	weakness= Fire
Dominia= EARTH	weakness= Wind
Seraphita= FIRE	weakness= Water
Tolone= WIND	weakness= Earth

G ELEMENTS
(Gear battle)

HP, difficulty and moves

HP: 46000

Difficulty: Medium

Party: Weltall II, Fenrir, Andvari

Call Kishin Sword: The Kishin Sword appears for use.

DAMAGE: N/A

Tolone's Power: Charges up with wind ether.

DAMAGE: Enable the use of wind attacks.

Slash: Slashes her sword at a character.

DAMAGE: 2200

Stop Ether Engine: Deactivates the current ether attacks.

DAMAGE: N/A

Tornado: Creates a tornado 2 times, on chosen targets.

DAMAGE: 300 each

Seraphita's Power: Charges up with fire ether.

DAMAGE: Enable use of fire attacks.

Tri-slash: Slashes 3 times at one character.

DAMAGE: 1500

Dominia's Power: Charges up with earth ether.

DAMAGE: nable use of earth attacks.

Use Kishin Sword: Unleashes the true power of the Kishin Sword in a powerful slash.

DAMAGE: 8000

Strategy: Use X attacks and level 1 deathblows with the 2 auxiliary characters. With Weltall, use System Id and your strongest hyper-deathblow 3 times. Use System Id another time and your hyper deathblows. Should be gone after that. This boss is many times harder if you don't use System Id, but why not? If you're lucky, you won't even need to heal! Note that you should heal if you get near 8000 because she has an attack that does 8000 HP of damage.

HAMMER
(Gear battle)

HP, difficulty and moves

HP: 50000

Difficulty: Easy or Medium

Party: Weltall II, Fenrir, Vierge

Self-modification: Changes the shape of the gear.

DAMAGE: Enables new types of attacks.

Sparks: Hits a character with sparks of light.

DAMAGE: 0

Tail Turn: Turns his tail around, knocking the party down.

DAMAGE: 0 each

Heavy Fire: Fires a serie of shots from his shoulder guns.

DAMAGE: Def DOWN

Self-Destruct Sequence: Remains idle and begins to glow red.

DAMAGE: N/A

Self-Destruct: The gear explodes in a fiery (and damaging) blast.
DAMAGE: 15000 each.

Strategy: The difficulty here depends if you want the rare item or not, if you don't want it, run away when he starts flashing red. The strategy is to use System Id with Weltall II and level 2 deathblows with the other 2. Be aware that he has a whopping 50000 HP and usually starts flashing when he has 20000 HP remaining. He has 2 attacks per turn, but they all do 0 damage unless he lowered your defense. To get the item, make sure everybody is near Hyper-Mode and on boosters before he starts flashing (Using the 9999 Aerods trick really helps to beat him). Let loose before he explodes because you only have 1 turn to do so (Maybe 2 with boosters). The item he gives will let you get rare items from battles more often, to get it, you must beat him before he explodes, not just survive the blast.

DEUS
(Gear battle)

HP, difficulty and moves
HP: 40000
Difficulty: Tricky
Party: Weltall II, Fenrir, Omnigear Renmazuo

Deep Freeze: Sends icy energy across the screen, hurting everyone including him.
DAMAGE: Halves HP of party and enemies alike.

Explodes Space: A ring of space energy surrounds a character and explodes, burning him deeply.
DAMAGE: 5000

Self-Healing: Heals up physical damage at a tremendous rate.
DAMAGE: Heals 16000 HP.

Slap: Slashes his claw at a character
DAMAGE: 1500

Last Resort Blow: Before dying, Deus slaps a character.
DAMAGE: Brings down the HP of the target to 1.

Strategy: The trick here is to remain idle (Charge up your characters) until his Deep Freeze attack deals 5000 damage to Deus, use System Id on Weltall II and use your strongest hyper-deathblow to kill him. If your attack doesn't kill him, he'll heal for 16000 HP. It is still possible to beat him even if he heals up, but it adds a difficulty. Be sure to keep your characters over 5000 Hp so they don't get killed (So they can get all the EXP Deus gives when beaten).

ALPHA WELTALL
(Gear battle)

HP, difficulty and moves
HP: N/A
Difficulty: IMPOSSIBLE!
Party: Weltall II, Omnigear Renmazuo

Tri-hits: Right punch, left punch, left kick. All hits are massive damage-dealers

DAMAGE: 30000 total damage.

Feet Dance: Hits a knocked down character with his feet several times.

DAMAGE: 9999

Chi Bombardment: Hits a character with several fireballs.

DAMAGE: 5000

Strategy: Storyline battle again, just stand there until he beats the crap out of you. Most of his attacks does unbelievable damage anyway...

AMPHYSVENA
(Gear battle)

HP, difficulty and moves

HP: 30000

Difficulty: Very Hard

Party: Weltall II, Fenrir, Seibzehn

Wave #3 Demiser: Sends black energy that weakens all gears.

DAMAGE: Bring all party members's HP to 1.

Energy Circle: Sends a wave of energy at a character.

DAMAGE: 1200

Blaze Pose: Concentrates energy.

DAMAGE: Seems to only prevent his attacks.

Implosion: Energy comes from inside a character.

DAMAGE: Defense or Accuracy/Evade or Power DOWN.

Resume Battle: Leaves Blaze Pose mode.

DAMAGE: Re-enables attacks.

Strategy: DON'T USE BOOSTERS!!! With that said, know that you must avoid everything that consumes fuel (Except FrameHPs) because you'll need it. He'll begin with Wave #3, bringing all characters HP down to 1. The trick is to heal 2 characters and leaves the other one down at 1 HP so it prevents him from doing a second Wave #3 in the battle! Use X attacks & level 1 deathblows to kill him. Even if he kills the weak character, he won't do Wave #3 and the weak character will be back for the next fight with 1000 and more HP. You should end this battle with the 2 healed characters with more than 10000 HPs. Also, don't use system Id, keep it for the next fight.

OPIOMORPH
(Gear battle)

HP, difficulty and moves

HP: 25000

Difficulty: Near IMPOSSIBLE!!!!

Party: Weltall II, Fenrir, Seibzehn

Power Up: Upgrades her fighting power when attacked.

DAMAGE: Defense & Ether Attack UP

Wave #4 Devastator: Unleashes massive massive energy waves that damages your characters.

DAMAGE: Depends on her Ether Attack number.

Re-boot: Fighting power regains normal level.

DAMAGE: Defense & Ether Attack return to normal.

Desperation: Rises power everytime something is done.

DAMAGE: Defense & Ether Attack UP

Strategy: Begin by healing the character that you kept weak for the last battle. Use triangle attacks with the 2 characters (Except Weltall) until she unleashes her first Wave #4. Should do 4000 damage to all party members. Your 2 characters should be at attack level 2 or 3. Use System Id on Weltall II and unleash the 2 best deathblows of the other 2 characters. Mix Weltall II's hyper-deathblows with X attacks and level 1 deathblows from the other 2 characters. She will probably do her Wave #4 a second time, doing 5000 to all. You'll beat her with nearly all characters at 2000 Hp remaining.

Alternate Strategy (By Volker Knoppik): When the battle starts don't attack her, just charge your fuel (you should be a little low because of the fight before), her WAVE#4 won't damage you and everytime she does this, her def. and ether atk. goes down. Wait for about 3 rounds, then switch to System ID with Weltall II and attack her, but only with Weltall II! Her WAVE#4 will now inflict a little damage to your Gears. Max is 1000 HP after the 3rd infinite level attack. When Weltall II switches back to normal mode, just charge up for about 3 rounds and then do the same again. She should die after the 5th infinite attack.

ID'S XENOGears

(Gear battle)

HP, difficulty and moves

HP: 30000

Difficulty: Medium

Party: Fenrir, Seibzehn, Omnigear Renmazuo

Body Blow: Hurls himself agaisnt a character.

DAMAGE: 1000, progressivly gets more powerful.

3x Flaming Hell: Uses the Flmaing Hell ability 3 times on a knocked down character.

DAMAGE: 1000

Strategy: His Body Blow attacks gets more and more powerful as the battle advances, he has quick speed so he usually hits 2 timesbefore characters like Seibzehn. Use X attacks and level 1 deathblows. There should not even be a need to heal.

TRUE WELTALL

(Gear battle)

HP, difficulty and moves
HP: 15000
Difficulty: Medium
Party: Xenogears

Feet Dance: Deals several piercing blows with his feet.
DAMAGE: 300

Chi Bombardement: Throws several fireballs at you.
DAMAGE: 1500

3x Combo: 2 punches followed by an uppercut.
DAMAGE: 1000

Strategy: Use X attacks and level 2 deathblows to kill him easy. He deals very manageable damage and you should not even need to heal because of his low HP. I consider this one as a storyline battle. However, you should heal if you get in the 3000 HP.

METATRON
(Gear battle)

HP, difficulty and moves
HP: 45000
Difficulty: Very Hard
Party: Andvari, Fenrir, Crescens

Earthly Anointment: Red pillars come from under the party.
DAMAGE: 5000 each character.

Energy Shot: Fires a powerful shot of energy at a character.
DAMAGE: 4500

Machine Gun: Fires multiple shots at a character.
DAMAGE: 1000

7x Energy Leak: Energy hits a character from the inside, does that for a total of 7 random hits.
DAMAGE: 500 each hit.

Sound Wave: Damages an armor by using high-pitched sound.
DAMAGE: Defense DOWN.

Strategy: Hardest of the 4 support units of Deus. I highly suggest you kill this one first (If you skip through the dialogue, it's the one nearest the blue Memory Cube). Use X attacks and level 1 deathblows, don't go over that because it will take too much time. Countering a Sound Wave attack with Fenrir's Sazanami is a good idea since his 7x Energy Leak will hit like crazy on weakened characters. Heal if you get at 5000 HP. Try to keep your characters in shape for another battle.

SUNDEL
(Gear battle)

HP, difficulty and moves
HP: 20000
Difficulty: Medium
Party: Andvari, Fenrir, Crescens

Targeting: Set his systems on a particular character.
DAMAGE: Always counter-attacks on targeted character.

Stone Turn: Sends his middle stones away to hit the party.
DAMAGE: 1000 each character.

Drill: Drills at a character
DAMAGE: 600

Strategy: You should beat him with the same characters you've beaten Metatron with. After each hit, he'll counter-attack against the targeted character or the entire party. His hits are nothing and he has really low defense. This is the easiest of the four and the second one after Metatron (From right to left).

MARLUTE
(Gear battle)

HP, difficulty and moves
HP: 55000
Difficulty: Very Hard
Party: Andvari, Fenrir, Chu-Chu

Fuel Drain: Sucks fuel from your party.
DAMAGE: 400 fuel units each character.

Image Move: Move his image body back and hits with the top point of himself.
DAMAGE: 700

Bubble Fuel: Hits the party by released the accumulated fuel.
DAMAGE: Depends on total quantity of stolen fuel, seen damage from 4000 to 10000. Probably 1/2 of your HP.

Strategy: A good note on this one: NEVER BRING FULL CHARACTERS!! HE'll annihilate them by sucking up all their fuel and doing his Bubble Fuel attack. Instead, bring 2 already low on fuel characters and Chu-Chu (She doesn't use fuel). Use square attacks with the 2 gears and X attacks with Chu-Chu. He'll stop doing his Fuel Drain spell when all gears are at near 100 fuel units. When a gear has no fuel, charge and resume attack. You can't do any deathblows on this one as he counts as a character sized enemy (?????), so all characters should be at attack level 3 and charge up 90 units of fuel each time.

Tip (From Hannes Doll): Equip the characters before this fight with Tank Guard (Bought at the newest gear shops) to stop the fuel drain ability. That way this battle is a real joke!

HARLUTE
(Gear battle)

HP, difficulty and moves

HP: 45000

Difficulty: Very Hard

Party: Chu-Chu, Omnigear Renmazuo, Crescens

Space-Time: Freezes 2 characters and only 1 character can still act in the battle.

DAMAGE: The target is the only character that can still move.

Ground Break: Multiple explosions comes from under the party.

DAMAGE: 6000 each character.

Heavenly Anointment: Several blue lasers hit the same target.

DAMAGE: SLOW effect.

Strategy: If you're able to, beat this one as the second in the 4. It's the one right before Metatron, this will make it much easier. If you beat it last, I hope you've kept 4 characters full. Put one in your party and use another character (In a good shape) and Chu-Chu. Use X attacks and level 1 deathblows. He his hard because of his Space-Time move that can last quite a while and he still damages you while doing this. If he doesn't centers on paralyzing your full character, you should beat him. Use Chu-Chu Forest Dance to heal if needed (It doesn't heal much but it's better than nothing).

DEUS

(Gear battle)

HP, difficulty and moves

HP: 45000

Difficulty: Very Hard

Party: Xenogears, Seibzehn, Stier

Angel dispatch: Sends 2 angel gears away from him.

DAMAGE: Enables counter-attack.

Deus' Thunderbolt: 2 electrical fields forms over and under the party.

Electrical current passes on your party between the 2 fields and a couple of red balls of energy go into the center of the electric current.

DAMAGE: 6500 each character.

Angel Counter: The 2 dispatched angels attack the party with laser beams.

DAMAGE: 300 each hit.

Cosmic Crusher: The screen canges to space background and a ball of space energy explodes on a character.

DAMAGE: 6000

Ultimate Break: See Deus destroy the universe!!

DAMAGE: 10000 each character (ouch!)

Machine Guns: Machine guns fire multiple bright bullets with no noticeable effect.

DAMAGE: Cause Confuse effect sometimes.

High Beam: Fires a powerful laser beam at a character.

DAMAGE: 4000

Strategy: If you have the armor from Big Joe's shop, the counter-attacks will do 300 each hit instead of near 1000! It's a good idea to equip those character with that equipment before heading for the final boss. The best way to annihilate him is to use X attacks and power up to hyper-mode. Otherwise, you'll suffer too much damage and may end up being killed or killing him in a very weak form (Not that it matters, but you wouldn't want to go through the 4 other bosses again, heh?). After killing him, you'll have finished the game (Even if a boss is remaining).

Tip (From RPGod): Bring Chu-Chu along and if he's strong enough, he should suffer 0 damage per counter-attack from Deus and approximatively 1500 damage from his Ultimate Break. The battle is real joke with him....

UROBOLUS
(Gear battle)

HP, difficulty and moves

HP: 50000

Difficulty: A joke compared to Deus.

Party: Xenogears

Multi-Hit: Hits you with her claws multiple times.

DAMAGE: 300

Electric Warp: Warps you with her tail and sends an electric current through you before letting you down.

DAMAGE: 500

Fire Suplex: Grabs you and slams you hard in the ground, unleashing a strong explosion.

DAMAGE: 6000

Strategy: You begin with full HP and Fuel, 99% probability of shifting in Hyper-mode. Use X attacks until you get in Hyper-Mode. Hammer at her with Hyper-Deathblows, finish her with X attacks and level 1 deathblows. You should not have any trouble getting past this one. Congratulations!! You just finished the game!!

6. Credits & Legal Stuff

Thanks to RPG Addict for the last name of Emerald, which is Kasim.

Thanks to Squall 352 for a strategy for Generator 1 battle, a fact about Vierge's Aerods special option and a fact about Gonzales.

Thanks to Katman for the description of Billy's Goddess Wake ability.

Thanks to RPGod for the tip against Deus (Final battle).

Thanks to Volker Knoppik for the alternate strategy to beat Opiomorph.

Thanks to Hannes Doll for correcting the level for the square, X deathblows and correcting damage rating for some moves of the Suzarn boss and Marlute boss. Also for the tip for the Marlute boss.

Thanks to Bradley Walker for pointing out the resemblance between Id's gear and Xenogears. That made me change the boss name!

Thanks to Flamin' Bob for submitting the tip for the Elements Girls boss and the Hyper-mode for the "Stuff everybody knows" section.

Thanks to Patrick Nguyen for the alternate strategy for the Seraphita & Tolone boss.

Thanks to Squaresoft for bringing a good, LONG RPG worth at least 70 hours without counting the optional things to do.

Thanks to Aspiege for submitting a way to make Vierge and Elly more powerful.

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