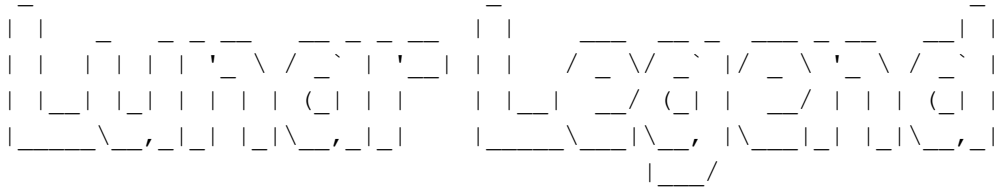


Lunar Legend Skill FAQ

by PeTeRL90

Updated on Sep 27, 2006



VERSION Jessica

Skill List

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VERSION HISTORY

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Version 1.0 - September 27, 2006 - I have all the skills listed. If you see a mistake in what level the skill is learned at, please do e-mail me about it and tell me the name you wish to be credited with.

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1.) Introduction

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Howdy and welcome to my Skill FAQ for Lunar Legend. After playing through the game, I thought to myself that writing a walkthrough for this great game would be nice, but I thought I'd do more, and add in a Skill FAQ while I was at it. This guide will list each skill for each character, including the alternate Limit Breaks, what level each skill is learned at, the usefulness of that skill, and a brief note on the skill.

Keep in mind that the usefulness portion is my opinion. You may find a better

use for it than I did.

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2.) Legal Stuff
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3.) Skills
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NOTE: The levels that some of the skills are learned are off the top of my head, as I forgot to write them down, so if you see a mistake, please let me know.

O-----O
| Alex |
O-----O

Sword Dance

MP Cost: 6
Level Learned: N/A
Usefulness: 5/5

Notes: This is one of the main skills that you'll be using throughout the game during boss fights. This matched with Vigor makes the boss fights a breeze.

Blast

MP Cost: 9
Level Learned: 10
Usefulness: 2/5

Notes: Heavy MP use early in the game. Enemies are usually defeatable with one hit later into the game, so this skill isn't that needed late.

Vigor

MP Cost: 10

Level Learned: 13

Usefulness: 5/5

Notes: Like Sword Dance, this will be one of your most used skills during the game. Using this during boss fights with a mix of Sword Dances, Alex will be unstoppable.

Flash

MP Cost: 18

Level Learned: 18

Usefulness: 1/5

Notes: You won't be using this that much due to the high MP cost.

Cyanic

MP Cost: 40

Level Learned: After becoming a Dragonmaster

Usefulness: 4/5

Notes: Though the MP Cost is deep, this spell is crucial during the final battle of the game, though you can get by without this until then.

Quarker

MP Cost: 50

Level Learned: After becoming a Dragonmaster

Usefulness: 2/5

Notes: You won't be using this that much.

Ruben

MP Cost: 30

Level Learned: After becoming a Dragonmaster

Usefulness: 1/5

Notes: You won't be using this that much, if at all.

Amelian

MP Cost: 70

Level Learned: After becoming a Dragonmaster

Usefulness: 1/5

Notes: The MP Cost is deep, and Mia's Inferno is just as good.

WindDirk

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 3/5

Notes: This is horrible in boss fights, but this is a good skill to use to get rid of normal enemies in a flash.

Liner

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: It hits a single target, which is great for a boss fight, but you

probably won't be using much of it regardless since WindDirk works better for regular fights.

O-----O
| Luna |
O-----O

HealSong

MP Cost: 4

Level Learned: N/A

Usefulness: 2/5

Notes: Useful early on, but you get a better healing spell soon.

PowerSong

MP Cost: 10

Level Learned: 8

Usefulness: 2/5

Notes: The attack isn't noticeable enough during boss fights, and you hardly won't use this during normal fights, but the defense boost is always nice.

TranqSong

MP Cost: 15

Level Learned: 10

Usefulness: 5/5

Notes: This is the best healing spell you're going to get for awhile, so make good use of it during all kinds of fights.

RunSong

MP Cost: 10

Level Learned: 13

Usefulness: 1/5

Notes: You won't be using this at all. Running away from battles does the same thing, minus the MP cost.

Goddess

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 5/5

Notes: It completely refills your HP and MP, so I see no reason why in the hell this wouldn't be useful.

O-----O
| Nash |
O-----O

Riot

MP Cost: 6

Level Learned: N/A

Usefulness: 2/5

Notes: Though it can be useful early on, Nash's physical attacks do more to

enemies eventually.

Stone

MP Cost: 6

Level Learned: N/A

Usefulness: 1/5

Notes: You won't be using this at all.

Sparker

MP Cost: 10

Level Learned: 18

Usefulness: 3/5

Notes: Decent damage, and it hits all enemies.

Sleep

MP Cost: 9

Level Learned: 20

Usefulness: 1/5

Notes: You won't be using this at all.

Confuse

MP Cost: 7

Level Learned: 14

Usefulness: 1/5

Notes: You won't be using this at all.

Enclose

MP Cost: 8

Level Learned: 15

Usefulness: 1/5

Notes: You won't be using this at all.

Blitz

MP Cost: 18

Level Learned: 23

Usefulness: 2/5

Notes: It does decent damage, but not enough to make you use it all the time.

ThorBolt

MP Cost: 15

Level Learned: 34

Usefulness: 5/5

Notes: Cheaper than Blitz, and more powerful. This spell should be used against all bosses whenever Nash learns it.

Thors Rain

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 4/5

Notes: Crappy in boss fights, excellent in normal fights.

Charge

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: All it does is double the power of your next magic attack. The only magic attack that's good for this is ThorBolt.

O-----O

| Mia |

O-----O

Flame Arc

MP Cost: 7

Level Learned: N/A

Usefulness: 3/5

Notes: Good early on, but it'll be put behind for Inferno.

Freezer

MP Cost: 5

Level Learned: N/A

Usefulness: 3/5

Notes: Good early on, but it'll be put behind for Sleet.

Blizzard

MP Cost: 10

Level Learned: N/A

Usefulness: 3/5

Notes: Good early on, but it'll be put behind for Sleet.

IceShell

MP Cost: 11

Level Learned: N/A

Usefulness: 5/5

Notes: Increases your Defense. This is a vital spell for when you fight the Guardian, and the final boss. Downside is that you have to cast it 5 times to cover each character (the number depends on how many people are in your party)

Sleet

MP Cost: 15

Level Learned: 21

Usefulness: 4/5

Notes: Better than Blizzard and this will probably be your main spell against fire enemies throughout the game.

Fireball

MP Cost: 13

Level Learned: 24

Usefulness: 3/5

Notes: Good once you get it and good in boss fights, but not so great in normal fights.

Inferno

MP Cost: 30

Level Learned: 35

Usefulness: 4/5

Notes: Great against Ice type enemies, or any non-fire enemy in general. The only downside is the MP Cost, but with Mia's high MP, it shouldn't pose as a problem.

Buck Up

MP Cost: 11

Level Learned: 28

Usefulness: 2/5

Notes: Since Alex and Kyle have their own Attack Increasing skills, and Nash and Mia don't need it, this is only useful to Jessica if she has her Crimson Limit Break.

Mistveil

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 5/5

Notes: This makes you invincible for the next 3 turns, which gives you a great advantage to heal and buff your party.

Charge

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: See Nash's Notes, minus the ThorBolt part and replace it with Freezer, Inferno, Sleet, or Inferno.

O-----O

| Jessica |

O-----O

Heal Ave

MP Cost: 4

Level Learned: N/A

Usefulness: 3/5

Notes: Not much use when Jessica has Calm Ave, but it's still good to use as a field heal.

Calm Ave

MP Cost: 15

Level Learned: N/A

Usefulness: 5/5

Notes: This heals the entire party, and you'll be using this up until the end of the game, so it's the way to go.

Escape

MP Cost: 1 MP

Level Learned: N/A

Usefulness: 5/5

Notes: This helps you escape from dungeons without having to backtrack at all to the entrance.

GraceAve

MP Cost: 12

Level Learned: 25

Usefulness: 3/5

Notes: This regenerates your party every turn. It's only useful for boss fights and even then, the health you recover won't hardly be enough once you are near the end of the game.

Pure Ave

MP Cost: 4

Level Learned: N/A

Usefulness: 1/5

Notes: While it does cure ailments, you have Holy Waters for that.

Fear Ave

MP Cost: 6

Level Learned: 24

Usefulness: 1/5

Notes: Running away does the same thing.

Love Ave

MP Cost: 10

Level Learned: 31

Usefulness: 2/5

Notes: Though it completely heals, it only works for one party member at a time.

Miracle Ave

MP Cost: 20

Level Learned: 34

Usefulness: 2/5

Notes: It revives, but it's no good if Jessica's dead. That's what Angel Tears are for anyways.

Smite

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 4/5

Notes: Instantly kills all enemies (except for Bosses) on the screen. It doesn't work 100% of the time, but it works on a high frequency.

Crimson

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 3/5

Notes: Hits a single target for heavy damage. This works exceptionally well against bosses if Mia uses Buck Up on Jessica before she uses it. Other than that, that's all it's good for.

O-----O
| Kyle |
O-----O

Slash

MP Cost: 6

Level Learned: N/A

Usefulness: 5/5

Notes: This is a clone of Alex's Sword Dance, and when used in Unison with Heat Up, it gives the same results as Alex's Vigor/Sword Dance combo.

Sweep

MP Cost: 9

Level Learned: N/A

Usefulness: 2/5

Notes: You won't be using this much.

Sonic

MP Cost: 14

Level Learned: N/A

Usefulness: 3/5

Notes: It does decent damage and hits a group of enemies, but it's best used if there are a lot of enemies on the screen.

Heat Up

MP Cost: 8

Level Learned: N/A

Usefulness: 5/5

Notes: This is a clone of Alex's Vigor, and it's great for boss fights, just like Alex's.

Shiner

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 4/5

Notes: Just like Alex's WindDirk, it hits all enemies, but this is also great to use on bosses, as it does around the same damage as Slash, unlike Alex's WindDirk.

Knuckler

MP Cost: Limit Break

Level Learned: Limit Break

Usefulness: 2/5

Notes: See Alex's notes, except replace WindDirk with Shiner.

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4.) Credits/Thanks
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GameFAQs and the other hosting sites: For hosting this FAQ.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

Ubisoft: For bringing this game to us.

And a huge thanks to you, the readers. Without you guys, I wouldn't be writing these guides in the first place.

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