

Tales of Symphonia EX Skills Guide

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|           Tales of Symphonia
|       EX Skills & Compound EX Skills Guide
|           Version 1.0 (11/6/10)
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## --The Basics--

Shortly after leaving Iselia, EX Skills and Compound EX Skills are introduced. These gameplay mechanics can have a huge impact on the usefulness of your characters, but that's usually not until much later in the game. In the beginning, they don't do much good.

Each character can equip up to four EX Gems. These are found in treasure chests throughout the game, dropped by bosses, or purchased from Gem Katz in Triet, Palmacosta, Asgard, and Hima. I highly recommend against purchasing them from the Katz because they cost precious grade, which is better spent elsewhere.

There are four levels of EX Gems, each offering four EX Skills. While higher level EX Gems often have better or more interesting EX Skills, it is very rarely a good idea to deck someone out with four level four EX Gems. The reason for this is Compound EX Skills.

Compound EX Skills are extra effects gained by equipping certain combinations of EX Skills. These extra effects can be far better than those of the EX Skills needed to gain them. Even though you must complete a battle for the Compound EX Skill to show up on the EX Skills menu, it will take effect immediately. To

keep the effect from a Compound EX Skill, you must keep all of its required EX Skills equipped.

When choosing a set of EX Skills, I suggest that you first look through the available Compound EX Skills to see if there's something you want. If you find one that doesn't need four EX Skills, remember that you can have multiple Compound EX Skills active if they have common shared EX Skills. If none of the Compound EX Skills interest you, then start looking at individual EX Skills.

Something else to consider is that each EX Skill is either T type or S type. Having a majority of one type will cause your T-S meter to slowly point to the majority end after each battle the character participates in. The larger the majority, the bigger the change per battle. This T-S meter is what decides whether you'll learn T type techs or S type techs. Don't worry too much about this, though, it is quite easy to change your type when it comes time to learn a new tech.

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--Lloyd--

None of Lloyd's Compound EX Skills really jump out at me, so I use Personal (2), Add Combo (3), Ability Plus (4), and Sky Combo (4). This combination gets me Sky Attack, which I don't find all that useful.

Standard EX Skills:

Level 1

- Strong (S) Increases Strength
- Tough (S) Increases Defense
- Taunt (T) Press Z during battle to taunt enemies and fill the Unison Bar by a little
- Sharp-eyed (T) Increases Accuracy

Level 2

- Vitality (S) Increases max HP
- Personal (S) Increases movement speed in towns and dungeons
- Dodge (T) Increases Evade
- Dash (T) Increases movement speed in battle

Level 3

- Eternal (S) Does nothing on its own, but part of many Compound EX Skills
- Guard Plus (S) Decreases damage taken while guarding
- Spirit (T) Increases max TP
- Add Combo (T) Increases the basic combo from three hits to four

Level 4

- Immunity (S) Sometimes avoid getting a status ailment from an enemy attack
- Ability Plus (S) Able to link two level 1 techs together
- Sky Combo (T) Able to do three basic attacks in midair
- Follow-up (T) Increases enemy stagger time

Compound EX Skills:

NAME	REQUIRED EX SKILLS	EFFECT
EX Attack	/ Strong (level 1)	Increases damage to guarding

	\ Tough (level 1)	enemies
EX Defend	/ Dodge (level 2) \ Vitality (level 2)	Sometimes avoid staggering when hit
L. Unison	/ Taunt (level 1) \ Personal (level 2)	Unison bar might stay full after a Unison Attack
Counter	/ Guard Plus (level 3) \ Follow-up (level 4)	Quickly attack after guarding
Phys. Status	/ Immunity (level 4) \ Eternal (level 3)	No physical ailments
Over Limit	/ Eternal (level 3) \ Personal (level 2)	Over limits last longer
R. Arts	/ Sharp-eyed (level 1) \ Sky Combo (level 4)	Able to attack while in mid-air when recovering from knockdown
T. Guard	/ Strong (level 1) \ Taunt (level 1)	Sometimes avoid staggering while taunting
Life Up	/ Vitality (level 2) \ Eternal (level 3)	Occasionally increase max HP by 0.5% after battle
Spirit Up	/ Spirit (level 3) \ Eternal (level 3)	Occasionally increase max TP by 0.5% after battle
T. Cancel	/ Dodge (level 2) \ Taunt (level 1)	Cancel a taunt by guarding
Quick Turn	/ Dash (level 2) \ Tough (level 1)	Quickly turn around when running in battle
B. Guard	/ Dash (level 1) \ Sharp-eyed (level 1)	Sometimes avoid staggering while backstepping
Unison Force	/ Eternal (level 3) \ Tough (level 1)	Unison Attacks do more damage
Relax	/ Dodge (level 2) \ Spirit (level 3)	Slowly recover TP during battle if you stand still
Critical Up	/ Strong (level 1) \ Personal (level 2)	Increase chances of landing a critical hit
Sky Attack	/ Sky Combo (level 4) \ Ability Plus (level 4)	Use certain techs in midair like O. Tempest and Rising F.
Run Away!	/ Dash (level 2) \ Taunt (level 1)	Decrease time needed to run away
Exp Plus	/ Taunt (level 1) Eternal (level 3) \ Personal (level 2)	Increase experience earned by maybe 5%
Jump Combo	/ Sharp-eyed (level 1) Add Combo (level 3)	Can continue a basic combo after landing

	\ Follow-up (level 4)	
Aerial Guard	/ Guard Plus (level 3) Immunity (level 4) \ Sky Combo (level 4)	Guard while in the air
Technical	/ Spirit (level 3) Add Combo (level 3) \ Follow-up (level 4)	Reduce TP consumption by 10%
C. Combo	/ Guard Plus (level 3) Follow-up (level 4) \ Ability Plus (level 4)	Able to link techs to a counter
Self Cure	/ Immunity (level 4) Tough (level 1) \ Vitality (level 2)	Automatically recover from status effects after a bit

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--Colette--

Colette has several good Compound EX Skills. Item Getter is your best friend when trying to steal items from enemies and Item Finder helps in getting drops. Resilience is nice if, for whatever reason, you like to use her angel skills. I, however, prefer to use Life Up, Spirit Up, Life Thief, and Spirit Thief. It keeps her healthy, keeps her TP up, and using her frequently can be a big boost to max HP and TP.

Standard EX Skills:

Level 1

- Strong (S)                   Increases Strength
- Tough (S)                   Increases Defense
- Taunt (T)                   Allows you to taunt with Z to fill the Unison Bar a little bit
- Sharp-eyed (T)             Increases Accuracy

Level 2

- Vitality (S)               Increases max HP
- Personal (S)               Increases duration of Holy Bottles
- Dodge (T)                  Increases Evade
- Magical (T)                Increases Intelligence

Level 3

- Eternal (S)                Does nothing on its own, but part of many Compound EX Skills
- Resurrect (S)               Might revive automatically when killed
- Spirit (T)                  Increases max TP
- Lucky (T)                  Increases Luck

Level 4

- Immunity (S)               Might avoid getting a status ailment from an attack
- Angel Song (S)             Reduces casting time
- Stat Boost (T)             Increases effect of status boosters like Raine's Barrier and Sharpness
- Sky Combo (T)             Able to attack once more while in the air

## Compound EX Skills:

| NAME         | REQUIRED EX SKILLS                                               | EFFECT                                                                             |
|--------------|------------------------------------------------------------------|------------------------------------------------------------------------------------|
| Spirit Up    | / Spirit (level 3)<br>\ Eternal (level 3)                        | Occasionally increases max TP by 0.5% after battle                                 |
| Regenerate   | / Strong (level 1)<br>\ Taunt (level 1)                          | Slowly recover HP and TP if standing still in battle                               |
| T. Cancel    | / Dodge (level 2)<br>\ Taunt (level 1)                           | Cancel a taunt by guarding                                                         |
| Item Finder  | / Tough (level 1)<br>\ Sharp-eyed (level 1)                      | Increases chances of getting items after battle                                    |
| Gald Finder  | / Dodge (level 2)<br>\ Sharp-eyed (level 1)                      | Might get more gald from a battle                                                  |
| Critical Up  | / Strong (level 1)<br>\ Tough (level 1)                          | Increases chances of landing a critical hit                                        |
| L. Unison    | / Taunt (level 1)<br>\ Personal (level 2)                        | Unison Bar might stay full after a Unison Attack                                   |
| Super Guard  | / Resurrect (level 3)<br>\ Tough (level 1)                       | Receive no damage if you use Damage Guard and your HP is less than 16% its maximum |
| Reflect      | / Tough (level 1)<br>\ Immunity (level 4)                        | Enemies sometimes receive the damage they deal to you                              |
| Nullify      | / Vitality (level 2)<br>\ Dodge (level 2)                        | Sometimes receive no damage from a hit                                             |
| Life Up      | / Vitality (level 2)<br>\ Eternal (level 3)                      | Occasionally increases max HP by 0.5% after battle                                 |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2) | Increase experience earned by 5%                                                   |
| Life Thief   | / Vitality (level 2)<br>\ Stat Boost (level 4)                   | Recover HP proportional to your combo                                              |
| Spirit Thief | / Spirit (level 3)<br>\ Stat Boost (level 4)                     | Recover TP proportional to your combo                                              |
| Pow Hammer   | / Lucky (level 3)<br>\ Sharp-eyed (level 1)                      | A Pow Hammer sometimes appears when attacked                                       |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)                      | Over limits last longer                                                            |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)                      | Prevents physical ailments                                                         |
| C. Counter   | / Eternal (level 3)<br>\ Strong (level 1)                        | Increased damage to an enemy that is in the process of attacking                   |

|              |                                                                                                  |                                                                                                     |
|--------------|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| Battle Cry   | / Personal (level 2)<br>  Stat Boost (level 4)<br>\ Sky Combo (level 4)                          | Get status boosts at the start of battle                                                            |
| Exp Plus A   | / Angel Song (level 4)<br>  Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)       | Increases experience earned for the party by 9%. This negates all other Exp Plus Compound EX Skills |
| Angel's Tear | / Resurrect (level 3)<br>  Angel Song (level 4)<br>  Stat Boost (level 4)<br>\ Eternal (level 3) | Automatically revive the first time you die each battle                                             |
| S. Guard     | / Immunity (level 4)<br>  Eternal (level 3)<br>  Angel Song (level 4)<br>\ Lucky (level 3)       | Nullifies all physical ailments                                                                     |
| Resilience   | / Angel Song (level 4)<br>  Magical (level 2)<br>\ Resurrect (level 3)                           | Cannot be interrupted when casting                                                                  |
| Item Getter  | / Lucky (level 3)<br>  Sharp-eyed (level 1)<br>  Stat Boost (level 4)<br>\ Magical (level 2)     | 100% steal rate if the enemy has something to steal and does not block the attack                   |

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--Genis--

The only Compound EX Skill I use for Genis is Concentrate. Randomizer can help in the Meltokio Coliseum. The lower Genis' luck stat, the more likely it is to activate. Simply start casting, cancel, and repeat until your enemies are in a world of hurt.

Standard EX Skills:

Level 1

- Tough (S) Increases Defense
- Magical (T) Increases Intelligence
- Taunt (T) Allows you to increase the Unison Bar a bit by pressing Z
- Dodge (T) Increases Evade

Level 2

- Personal (S) Raises effectiveness of cooking
- Guard Plus (S) Reduces damage while guarding
- Spirit (T) Increases max TP
- Dash (T) Increases movement speed in battle

Level 3

- Eternal (S) Does nothing on its own, but used in many Compound EX Skills
- E. Guard (S) Raises elemental defense
- Add Combo (T) Increases basic combo by one

Rhythm (T) Tap A button to speed up casting process

Level 4

Immunity (S) Might prevent physical ailments from enemy attacks
Spell Save (S) Reduces casting time if the same spell was interrupted by an enemy
Speed Cast (T) Reduces casting time
Spell Charge (T) Allows you to charge a spell that will be released after a physical combo at no TP cost, but reduced damage

Compound EX Skills:

NAME	REQUIRED EX SKILLS	EFFECT
Magic Boost	/ Magical (level 1) \ Tough (level 1)	Sometimes make spells more powerful
E. Block	/ E. Guard (level 3) \ Guard Plus (level 2)	Sometimes avoid staggering from elemental attacks
L. Unison	/ Taunt (level 1) \ Personal (level 2)	Unison Bar might stay full after a Unison Attack
Mag. Status	/ E. Guard (level 3) \ Immunity (level 4)	Prevents magical ailments
Phys. Status	/ Immunity (level 4) \ Eternal (level 3)	Prevents physical ailments
Over Limit	/ Personal (level 2) \ Eternal (level 3)	Over limits last longer
Hard Hit	/ Add Combo (level 3) \ Dash (level 2)	Increases stagger from physical attacks
Lucky Soul	/ Magical (level 1) \ Personal (level 2)	Sometimes recover TP when knocked over
Air Brake	/ Add Combo (level 3) \ Taunt (level 1)	Increases stagger from midair attacks
Spirit Up	/ Spirit (level 2) \ Eternal (level 3)	Occasionally increases max TP by 0.5% after battle
T. Cancel	/ Dodge (level 1) \ Taunt (level 1)	Cancel a taunt by guarding
Reducer	/ Speed Cast (level 4) \ Rhythm (level 3)	Reduce TP cost if same spell is used twice in a row
Technical	/ Spirit (level 2) \ Magical (level 1)	Reduce TP consumption
Randomizer	/ Rhythm (level 3) \ Tough (level 1)	Sometimes instantly cast a spell
Relax	/ Dodge (level 1) \ Spirit (level 2)	Slowly recover TP if standing still in battle
Reprise	/ Spell Save (level 4) \ Dash (level 2)	Reduce casting time if the same spell is used twice in

a row

Nimble Mage	/ Add Combo (level 3) \ Spell Charge (level 4)	Able to move sooner after casting a spell
Roll	/ Tough (level 1) \ Dash (level 2)	Reduces damage from falling down
Exp Plus	/ Taunt (level 1) Eternal (level 3) \ Personal (level 2)	Increases experience earned by 5%
Spell Defense	/ Spell Charge (level 4) Spell Save (level 4) \ Guard Plus (level 2)	Might avoid staggering from an elemental spell while you have a spell charged
Blood Spirit	/ Guard Plus (level 2) E. Guard (level 3) \ Magical (level 1)	Recover TP when you take damage
Spell Revenge	/ Speed Cast (level 4) Spell Charge (level 4) \ E. Guard (level 3)	Immediately cast a novice spell if sent flying
Self Cure	/ Immunity (level 4) Magical (level 1) \ E. Guard (level 3)	Automatically recover from status effects after a while
Concentrate	/ Rhythm (level 3) Speed Cast (level 4) Spell Save (level 4) \ Spell Charge (level 4)	Can't be interrupted when casting. There are some exceptions, but not many

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--Kratos/Zelos--

Super Chain (3) is my absolute favorite EX Skill. Fortunately, both of the best Compound EX Skills for these versatile characters require it. Super Blast is a good way of making combos last longer if you prefer melee combat, and Concentrate works great for healing. Aerial Spell can make for some interesting combos if you make use of Spell Charge.

Standard EX Skills:

Level 1

- Strong (S) Increases Strength
- Magical (T) Increases Intelligence
- Taunt (T) Allows you to taunt with the Z button to fill the Unison Bar a little bit
- Dodge (T) Increases Evade

Level 2

- Vitality (S) Increases max HP
- Personal (S) Kratos: Recover HP as you move in towns and dungeons  
Zelos: Receive items from female NPCs when Zelos is the onscreen character. Higher luck gets better stuff



Spirit (T) Increases max TP  
 Dash (T) Increases movement speed in battle

Level 3

Eternal (S) Does nothing on its own, but used in many Compound EX Skills  
 Guard Plus (S) Reduce damage while guarding  
 Slasher (T) Able to use six basic attacks, but can't link techs after the fourth hit  
 Super Chain (T) Link techs in any order, i.e. 2-3-1

Level 4

Immunity (S) Sometimes avoid status ailments from enemy attacks  
 Speed Cast (T) Reduce casting time  
 Sky Combo (T) Able to do one more basic attack in midair  
 Spell Charge (T) Can charge a spell to be released after a physical combo for no TP cost, but less power

Compound EX Skills

| NAME         | REQUIRED EX SKILLS                                                    | EFFECT                                                               |
|--------------|-----------------------------------------------------------------------|----------------------------------------------------------------------|
| B. Guard     | / Dash (level 2)<br>\ Spirit (level 2)                                | Sometimes avoid staggering when backstepping                         |
| EX Defend    | / Dodge (level 1)<br>\ Vitality (level 2)                             | Sometimes avoid staggering from physical attacks                     |
| Skill Boost  | / Magical (level 1)<br>\ Spirit (level 2)                             | Increases spell effect and TP consumption                            |
| Solid Guard  | / Guard Plus (level 3)<br>\ Dodge (level 1)                           | Decrease damage while guarding for a while                           |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)                           | Prevents physical ailments                                           |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)                           | Over limits last longer                                              |
| Spirit Up    | / Spirit (level 2)<br>\ Eternal (level 3)                             | Occasionally increases max TP by 0.5% after battle                   |
| T. Guard     | / Strong (level 1)<br>\ Taunt (level 1)                               | Sometimes avoid staggering while taunting                            |
| Life Up      | / Vitality (level 2)<br>\ Eternal (level 3)                           | Occasionally increases max HP by 0.5% after battle                   |
| Reprise      | / Magical (level 1)<br>\ Personal (level 2)                           | Reduce casting time of a spell if it's used twice in a row           |
| T. Cancel    | / Dodge (level 1)<br>\ Taunt (level 1)                                | Cancel a taunt by guarding                                           |
| Landing      | / Super Chain (level 3)<br>\ Sky Combo (level 4)                      | Move sooner after landing                                            |
| Super Blast  | / Slasher (level 3)<br>  Super Chain (level 3)<br>\ Eternal (level 3) | Able to link techs after the fourth and successive hits from Slasher |

|               |                                                                               |                                                                     |
|---------------|-------------------------------------------------------------------------------|---------------------------------------------------------------------|
| Chivalry      | / Slasher (level 3)<br>\ Strong (level 1)                                     | Increase stats depending on<br>the number of female allies          |
| Healing       | / Guard Plus (level 3)<br>\ Vitality (level 2)                                | Slowly recover HP if standing<br>still in battle                    |
| Critical Up   | / Strong (level 1)<br>\ Personal (level 2)                                    | Increases chances of landing<br>a critical hit                      |
| EX Attack     | / Personal (level 2)<br>\ Dash (level 2)                                      | Increases damage against<br>guarding enemies                        |
| Combo Force   | / Taunt (level 1)<br>\ Slasher (level 3)                                      | Combo damage doesn't diminish<br>as much as usual                   |
| Exp Plus      | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)              | Increases experience earned<br>by 5%                                |
| Dash Guard    | / Dash (level 2)<br>  Magical (level 1)<br>\ Guard Plus (level 3)             | Sometimes avoid staggering<br>while running                         |
| Aerial Guard  | / Guard Plus (level 3)<br>  Immunity (level 4)<br>\ Sky Combo (level 4)       | Guard while in midair                                               |
| Spell Revenge | / Guard Plus (level 3)<br>  Spell Charge (level 4)<br>\ Speed Cast (level 4)  | Instantly cast a novice spell<br>when sent flying                   |
| Aerial Spell  | / Speed Cast (level 4)<br>  Sky Combo (level 4)<br>\ Spell Charge (level 4)   | Instantly cast a novice<br>attack spell after a midair<br>attack    |
| Concentrate   | / Super Chain (level 3)<br>  Spell Charge (level 4)<br>\ Speed Cast (level 4) | Can't be interrupted while<br>casting. There are some<br>exceptions |

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--Raine--

I wouldn't use anything but Concentrate.

Standard EX Skills:

Level 1

- Tough (S) Increases Defense
- Magical (T) Increases Intelligence
- Taunt (T) Allows you to taunt with Z, increasing the Unison Bar
by a little bit
- Dodge (T) Increases Evade

Level 2

- E. Guard (S) Decreases elemental damage taken

Personal (S) Reduce TP consumption to 1 when standing on a memory circle. Only works out of battle
 Spirit (T) Increases max TP
 Neutralizer (T) Sometimes don't receive damage from a hit

Level 3

Eternal (S) Does nothing by itself, but needed for many Compound EX Skills
 Guard Plus (S) Reduce damage taken while guarding
 Add Combo (T) Adds one to the number of hits in the basic combo
 Speed Cast (T) Reduces casting time

Level 4

Immunity (S) Might avoid receiving a status ailment from an enemy attack
 Spell Save (S) Decreases casting time if you were just interrupted
 Item Pro (T) Able to move sooner after using an item in battle
 Happiness (T) Sometimes get extra gald or experience from battle

Compound EX Skills:

NAME	REQUIRED EX SKILLS	EFFECT
Magic Boost	/ Magical (level 1) \ Tough (level 1)	Might increase spell effects
E. Block	/ E. Guard (level 2) \ Guard Plus (level 3)	Might not stagger when hit by an elemental spell
L. Unison	/ Taunt (level 1) \ Personal (level 2)	Unison Bar might stay full after a Unison Attack
Mag. Status	/ E. Guard (level 2) \ Immunity (level 4)	Prevents magical ailments
Phys. Status	/ Immunity (level 4) \ Eternal (level 3)	Prevents physical ailments
Over Limit	/ Eternal (level 3) \ Personal (level 2)	Over limits last longer
Hard Hit	/ Speed Cast (level 3) \ Add Combo (level 3)	Increases stagger caused by your basic combo
Lucky Soul	/ Magical (level 1) \ Add Combo (level 3)	Sometimes recover TP when knocked over
Auto Aid	/ Item Pro (level 4) \ Guard Plus (level 3)	Might automatically cast First Aid when hit
Spirit Up	/ Spirit (level 2) \ Eternal (level 3)	Occasionally increases max TP by 0.5% after battle
T. Cancel	/ Dodge (level 1) \ Taunt (level 1)	Cancel a taunt by guarding
Anti-Element	/ Neutralizer (level 2) \ E. Guard (level 2)	Sometimes cut elemental damage by half
Technical	/ Spirit (level 2) \ Item Pro (level 4)	Reduces TP consumption in battle

Unison Force	/ Eternal (level 3) \ Tough (level 1)	Increases damage done by Unison Attacks
Relax	/ Dodge (level 1) \ Spirit (level 2)	Slowly recover TP when standing still in battle
Reducer	/ Add Combo (level 3) \ Spell Save (level 4)	Decreases TP consumption if the same spell is used twice in a row
Nimble Mage	/ Speed Cast (level 3) \ Personal (level 2)	Able to move sooner after casting a spell
Lucky Magic	/ Neutralizer (level 2) \ Happiness (level 4)	Sometimes spells don't cost any TP
Exp Plus	/ Taunt (level 1) Eternal (level 3) \ Personal (level 2)	Increases experience earned by 5%
Quick Spell	/ Neutralizer (level 2) Happiness (level 4) \ Spell Save (level 4)	Spells sometimes instantly cast
Blood Spirit	/ Guard Plus (level 3) E. Guard (level 2) \ Magical (level 1)	Recover TP when damage
Self Cure	/ Immunity (level 4) Tough (level 1) \ E. Guard (level 2)	Automatically recover from status ailments after a while
Item Master	/ Item Pro (level 4) Neutralizer (level 2) \ Happiness (level 4)	Items used on Raine have an increased effect during battle
Concentrate	/ Speed Cast (level 3) Item Pro (level 4) Spell Save (level 4) \ Happiness (level 4)	Can't be interrupted while casting a spell. There are some exceptions

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--Sheena--

Like Lloyd, none of Sheena's Compound EX Skills really jump out at me and say "I'm awesome!" I settle for Phys. Status, Life Up, and Spirit Up.

Standard EX Skills:

Level 1

- Strong (S)           Increases Strength
- Tough (S)           Increases Defense
- Taunt (T)           Allows you to taunt with Z to refill the Unison Bar by  
a little bit
- Sharp-eyed (T)      Increases Accuracy

Level 2  
 Vitality (S) Increases max HP  
 Personal (S) Depending on your Luck, might avoid an encounter when touching monsters in dungeons. A white circle means the ability took effect  
 Dodge (T) Increases Evade  
 Dash (T) Increases movement speed during battle

Level 3  
 Eternal (S) Does nothing by itself, but needed for many Compound EX Skills  
 E. Guard (S) Decreases damage from elemental attacks  
 Prolong (S) Status effects inflicted by your techs last longer  
 Spirit (T) Increases max TP

Level 4  
 Guard Plus (S) Reduces damage taken while guarding  
 Immunity (S) Might avoid getting a status ailment from an enemy attack  
 Add Combo (T) Increases the basic combo by one  
 Speed Cast (T) Decreases casting time

Compound EX Skills:

| NAME          | REQUIRED EX SKILLS                             | EFFECT                                             |
|---------------|------------------------------------------------|----------------------------------------------------|
| Critical Up   | / Eternal (level 3)<br>\ Sharp-eyed (level 1)  | Increases the chances of landing a critical hit    |
| EX Defend     | / Vitality (level 2)<br>\ Dodge (level 2)      | Sometimes avoid staggering from a physical attack  |
| L. Unison     | / Taunt (level 1)<br>\ Personal (level 2)      | Unison Bar might stay full after a Unison Attack   |
| M. Guardian   | / Guard Plus (level 4)<br>\ E. Guard (level 3) | Increases effectiveness of your guard tech         |
| EX Attack     | / Strong (level 1)<br>\ Tough (level 1)        | Increases damage to guarding enemies               |
| Over Limit    | / Eternal (level 3)<br>\ Personal (level 2)    | Over limits last longer                            |
| Spirit Healer | / Guard Plus (level 4)<br>\ Spirit (level 3)   | Recover more TP after battle                       |
| T. Guard      | / Strong (level 1)<br>\ Taunt (level 1)        | Might not stagger when hit during taunt            |
| Life Up       | / Vitality (level 2)<br>\ Eternal (level 3)    | Occasionally increases max HP by 0.5% after battle |
| Spirit Up     | / Spirit (level 3)<br>\ Eternal (level 3)      | Occasionally increases max TP by 0.5% after battle |
| T. Cancel     | / Dodge (level 2)<br>\ Taunt (level 1)         | Cancel a taunt by guarding                         |
| Jump Combo    | / Add Combo (level 4)<br>\ Tough (level 1)     | Able to continue basic combo after landing         |

|              |                                                                         |                                                         |
|--------------|-------------------------------------------------------------------------|---------------------------------------------------------|
| Quick Turn   | / Speed Cast (level 4)<br>\ Dash (level 2)                              | Turn quickly when running in battle                     |
| Unison Force | / Eternal (level 3)<br>\ Tough (level 1)                                | Increased damage done by Unison Attacks                 |
| Hard Hit     | / Prolong (level 3)<br>\ Dash (level 2)                                 | Increases stagger caused by the basic combo             |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)                             | Prevents physical ailments                              |
| Combo Force  | / Add Combo (level 4)<br>\ Dash (level 2)                               | Combo damage does not diminish as much                  |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)        | Increases earned experience by 5%                       |
| Self Cure    | / Immunity (level 4)<br>  Tough (level 1)<br>\ Vitality (level 2)       | Automatically recover from status effects after a while |
| Blood Spirit | / Guard Plus (level 4)<br>  Speed Cast (level 4)<br>\ Prolong (level 3) | Recover TP when damaged                                 |
| Anti-Element | / Add Combo (level 4)<br>  Immunity (level 4)<br>\ E. Guard (level 3)   | Sometimes cut elemental damage received in half         |
| Life Drain   | / Strong (level 1)<br>  Vitality (level 2)<br>\ E. Guard (level 3)      | Steal more HP with Life Seal                            |
| Spirit Drain | / Strong (level 1)<br>  Spirit (level 3)<br>\ E. Guard (level 3)        | Steal more TP with Spirit Seal                          |
| E. Plus      | / Speed Cast (level 4)<br>  Eternal (level 3)<br>\ E. Guard (level 3)   | Increases damage from elemental attacks                 |

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--Presea--

While I always use Glory, I never control Presea myself. If you plan on playing as her, Over Charge, P. Defense, and G. Breaker make for one mean little madam.

Standard EX Skills:

Level 1

- Strong (S) Increases Strength
- Tough (S) Increases Defense
- Taunt (T) Allows you to taunt with Z to fill the Unison Bar by a

little bit
 Sharp-eyed (T) Increases Accuracy

Level 2
 Vitality (S) Increases max HP
 Personal (S) Randomly find food while walking around in dungeons.
 A sound and white circle will alert you to success
 Rear Guard (T) Can guard attacks from behind
 Dash (T) Increases movement speed in battle

Level 3
 Eternal (S) Does nothing by itself, but used in many Compound EX Skills
 Guard Plus (S) Reduces damage taken while guarding
 Endure (T) Stagger for a shorter amount of time
 P. Charge (T) Hold A to briefly raise your Attack

Level 4
 Immunity (S) Might not get a status effect from an enemy attack
 Savior (S) Stats increase when all allies (in battle) are dead
 Heavy Hit (T) Better chance of stunning enemies
 Revive (T) Automatically recover some HP when it gets low

Compound EX Skills:

NAME	REQUIRED EX SKILLS	EFFECT
EX Attack	/ Strong (level 1) \ Dash (level 2)	Increases damage to guarding enemies
Solid Guard	/ Guard Plus (level 3) \ Rear Guard (level 2)	Decreases damage taken when guarding, even after a while
L. Unison	/ Taunt (level 1) \ Personal (level 2)	Unison Bar might stay full after a Unison Attack
Over Charge	/ Taunt (level 1) \ P. Charge (level 3)	Increases the effect of P. Charge, but might fail
Phys. Status	/ Immunity (level 4) \ Eternal (level 3)	Prevent physical ailments
Over Limit	/ Eternal (level 3) \ Personal (level 2)	Over limits last longer
P. Defense	/ Guard Plus (level 3) \ P. Charge (level 3)	Don't stagger when hit by non-elemental attacks during P. Charge
T. Guard	/ Strong (level 1) \ Taunt (level 1)	Might not stagger when hit during a taunt
Life Up	/ Vitality (level 2) \ Eternal (level 3)	Occasionally increases max HP by 0.5% after battle
Hot Shot	/ Taunt (level 1) \ Revive (level 4)	Recover HP by taunting
R. Arts	/ Guard Plus (level 3) \ Sharp-eyed (level 1)	Can attack in midair after recovering from knockdown
Variable	/ Strong (level 1)	Attack changes with HP

	\ Heavy Hit (level 4)	
Aerial Guard	/ Rear Guard (level 2) \ Sharp-eyed (level 1)	Guard in midair
Unison Force	/ Eternal (level 3) \ Tough (level 1)	Increases damage caused by Unison Attacks
G. Breaker	/ Savior (level 4) \ P. Charge (level 3)	Guard break enemies with P. Charge
Critical Up	/ Strong (level 1) \ Personal (level 2)	Increases chances of landing a critical hit
Healing	/ Rear Guard (level 2) \ Revive (level 4)	Slowly recover HP if you stand still in battle
Nullify	/ Endure (level 3) \ Savior (level 4)	Sometimes receive no damage
Pain Suppress	/ Guard Plus (level 3) Vitality (level 2) \ Heavy Hit (level 4)	Don't receive damage less than some small amount
Exp Plus ST	/ Personal (level 2) Endure (level 3) \ Revive (level 4)	Earn increased experience depending on how much HP you have left
Power Dash	/ Dash (level 2) P. Charge (level 3) \ Sharp-eyed (level 1)	Sometimes don't stagger while P. Charged and running
Glory	/ Guard Plus (level 3) Endure (level 3) Revive (level 4) \ Vitality (level 2)	Don't stagger. There are some exceptions
Self Cure	/ Immunity (level 4) Tough (level 1) \ Vitality (level 2)	Automatically recover from status ailments after a while
Survivor	/ Tough (level 1) Endure (level 3) Immunity (level 4) \ Savior (level 4)	HP will never reach 0 when using a guard tech

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--Regal--

Glory is where it's at. As a bonus, you also get Counter and C. Combo with it.

Standard EX Skills:

Level 1

|            |                    |
|------------|--------------------|
| Strong (S) | Increases Strength |
| Tough (S)  | Increases Defense  |



Taunt (T) Allows you to taunt with Z to fill the Unison Bar a little bit  
 Sharp-eyed (T) Increases Accuracy

Level 2

Vitality (S) Increases max HP  
 Personal (S) Buy items at 10% less and sell them at 10% more  
 Dodge (T) Increases Evade  
 Dasth (T) Increases movement in battle

Level 3

Eternal (S) Does nothing by itself, but needed for many Compound EX Skills  
 Guard Plus (S) Reduces damage taken while guarding  
 Spirit (T) Increases max TP  
 Add Combo (T) Increases basic combo by one

Level 4

Immunity (S) Might avoid a status ailment caused by an enemy attack  
 Guilt (S) Stats increase if Presea is in the battle  
 Sky Combo (T) Allows one more basic combo in the air  
 Flash (T) Cannot be staggered right after an attack is cancelled

Compound EX Skills:

| NAME         | REQUIRED EX SKILLS                              | EFFECT                                                                |
|--------------|-------------------------------------------------|-----------------------------------------------------------------------|
| EX Attack    | / Strong (level 1)<br>\ Tough (level 1)         | Increases damage to guarding enemies                                  |
| Armor        | / Strong (level 1)<br>\ Guard Plus (level 3)    | Sometimes cannot be staggered during the first hit of the basic combo |
| T. Cancel    | / Taunt (level 1)<br>\ Dash (level 2)           | Cancel a taunt by guarding                                            |
| HP Recover   | / Tough (level 1)<br>\ Eternal (level 3)        | Slowly recover half of the last damage received                       |
| Relax        | / Dodge (level 2)<br>\ Spirit (level 3)         | Slowly recovers TP if you stand still during battle                   |
| L. Unison    | / Taunt (level 1)<br>\ Personal (level 2)       | Unison Bar might stay full after a Unison Attack                      |
| Quick Turn   | / Dash (level 2)<br>\ Tough (level 1)           | Turn around quickly when running                                      |
| Jump Combo   | / Sharp-eyed (level 1)<br>\ Sky Combo (level 4) | Combo from a midair basic attack to a ground basic attack             |
| Life Up      | / Vitality (level 2)<br>\ Eternal (level 3)     | Occasionally increases max HP by 0.5% after battle                    |
| Healer Taunt | / Taunt (level 1)<br>\ Guilt (level 4)          | Recover HP when taunting                                              |
| EX Defend    | / Vitality (level 2)<br>\ Dodge (level 2)       | Sometimes avoid staggering from physical attacks                      |

|              |                                                                                          |                                                               |
|--------------|------------------------------------------------------------------------------------------|---------------------------------------------------------------|
| B. Guard     | / Guard Plus (level 3)<br>\ Dash (level 2)                                               | Sometimes avoid staggering<br>while backstepping              |
| R. Arts      | / Guard Plus (level 3)<br>\ Sky Combo (level 4)                                          | Able to attack in midair<br>after recovering                  |
| Counter      | / Vitality (level 2)<br>\ Flash (level 4)                                                | Press A immediately after<br>guarding to attack right<br>away |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)                                              | Over limits last longer                                       |
| Aerial Jump  | / Add Combo (level 3)<br>\ Flash (level 4)                                               | Do a double jump in midair                                    |
| Combo Force  | / Sky Combo (level 4)<br>\ Flash (level 4)                                               | Combo damage doesn't decrease<br>as much                      |
| Aerial Guard | / Guard Plus (level 3)<br>  Immunity (level 4)<br>\ Sky Combo (level 4)                  | Guard in midair                                               |
| Phys. Status | / Vitality (level 2)<br>  Immunity (level 4)<br>\ Eternal (level 3)                      | Prevents physical ailments                                    |
| Spirit Up    | / Spirit (level 3)<br>\ Eternal (level 3)                                                | Occasionally increases max TP<br>by 0.5% after battle         |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)                         | Increases experience earned<br>by 5%                          |
| C. Combo     | / Vitality (level 2)<br>  Flash (level 4)<br>\ Guilt (level 4)                           | Can link techs to counters                                    |
| M. Guardian  | / Guard Plus (level 3)<br>\ Dodge (level 2)                                              | Increases the effectiveness<br>of your guard tech             |
| Glory        | / Vitality (level 2)<br>  Guard Plus (level 3)<br>  Guilt (level 4)<br>\ Flash (level 4) | Don't stagger. There are<br>some exceptions                   |

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--The end--