





well."

You first meet Betsy on the streets of New York City, during the riots / sentinel invasion. She is available as a playable character once that series of missions--which also includes Juggernaut on Muir Island and GRSO soldiers in the Morlock tunnels--is complete. She can be used for the final two missions to the Astral Plane, the mission to the sentinel factory and the mission to Asteroid M. She is not required for any mission, nor excluded from any mission once unlocked.

## [1.2] Strengths and Weaknesses

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Psylocke is equally effective as a melee fighter and as a ranged fighter. She has fewer skill trees than other X-Men, so it is easier to maximize all her powers. Her primary weakness, like the other psychics, is sentinels. Since she is unlocked so late in the game, when about half your remaining missions are against sentinels, her usefulness is limited. Still, she has one of the better ranged attacks in the game, and can back that up with devastating melee attacks. Once unlocked, you will be able to instantly level her into a fearsome fighter, so you don't have to go through any "growing pains" with the character.

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\/ [2] Powers and Skills

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## [2.1] Psychic Slash / Psychic Hammer / Hammer Legend

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Powerful psychic blade attack.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Psychic Slash 1	4-5 mental damage	10	1	0
Psychic Slash 2	9-11 mental damage	15	3	1
Psychic Slash 3	15-18 mental damage	20	5	1
Psychic Slash 4	25-31 mental damage	25	7	1
Psychic Slash 5	50-63 mental damage	30	9	1
Psychic Hammer 1	80-100 mental damage, 120 knockback	40	15	2
Psychic Hammer 2	100-125 mental damage, 190 knockback	45	17	1

Psychic Hammer 3	125-150 mental damage, 245 knockback	50	19	1
Psychic Hammer 4	150-165 mental damage, 305 knockback	55	21	1
Psychic Hammer 5	175-215 mental damage, 370 knockback	60	23	1
Hammer Legend	200-250 mental damage, 430 knockback	70	30	2

With a maxed Blade Master skill, Hammer Legend can deliver up to 465 points of damage--and that's before taking any equipment enhancements into account. That puts Betsy's primary mutant attack in the same neighborhood as Wolverine's Brutal Slash. While still not in the same class as Rogue's Southern Strike or Colossus' Power Smash, the mental damage is very helpful against physical-resistant foes. There's no reason not to max this power as well as Psylocke's B-power so she can be effective both close-up and at range.

## [2.2] Psychic Bolts / Psychic Spikes / Legend Bolts

Throws psychic bolts.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Psychic Bolts 1	3 blades, 4-5 mental damage per blade	25	5	2
Psychic Bolts 2	3 blades, 6-8 mental damage per blade	30	7	1
Psychic Bolts 3	3 blades, 9-11 mental damage per blade	35	9	1
Psychic Bolts 4	3 blades, 12-15 mental damage per blade	40	11	1
Psychic Bolts 5	3 blades, 15-18 mental damage per blade	45	13	1
Psychic Spikes 1	5 blades, 15-18 mental damage per blade, stuns	55	20	2
Psychic Spikes 2	5 blades, 20-25 mental damage per blade, stuns	60	22	1
Psychic Spikes 3	5 blades, 25-31 mental damage per blade, stuns	65	24	1
Psychic Spikes 4	5 blades, 37-45 mental damage per blade, stuns	70	26	1

Psychic Spikes 5	5 blades, 50-63 mental damage per blade, stuns	75	28	1
Legend Bolts	7 blades, 50-63 mental damage per blade, stuns	85	30	1

Psychic Bolts ranks with Colossus' Concussion Slam and Storm's Chain Lightning as the most devastating ranged, multiple-enemy attacks in the game. Since Blade Master affects this attack, as well as the Psychic Slash power, each of the seven blades of Legend Bolts will do 225 - 288 points of damage! On top of that, once you reach Psychic Spikes level 1, the blades will stun your enemies for a few seconds, making them sitting ducks for your teammates. What's not to love? The mental damage is a nice variety for teams heavy on energy- and physical-damage X-Men. It's just too bad you can't play most of the game with this power at your disposal.

### [2.3] Psychic Defense / Psychic Armor / Psychic Wall

Psychic energies surround you increasing defense.

Power & Level	Effects	Energy Used	Required Level	Cost in Skill Points
Psychic Defense 1	15 seconds, -8 mental damage Nearby allies	60	5	2
Psychic Defense 2	16 seconds, -10 mental damage Nearby allies	70	7	1
Psychic Defense 3	17 seconds, -13 mental damage Nearby allies	80	9	1
Psychic Armor 1	20 seconds, -13 mental damage -8 knockback, Nearby allies	100	14	2
Psychic Armor 2	22 seconds, -16 mental damage -10 knockback, Nearby allies	110	16	1
Psychic Armor 3	24 seconds, -20 mental damage -13 knockback, Nearby allies	120	18	1
Psychic Wall 1	28 seconds, -20 mental damage -16 knockback, +10 Focus All allies	140	23	2
Psychic Wall 2	32 seconds, -30 mental damage -20 knockback, +20 Focus All allies	150	25	1
Psychic Wall 3	36 seconds, -50 mental damage -30 knockback, +30 Focus All allies	160	27	1

"On paper", Psychic Defense looks like a winner. Lots of protection from mental damage and knockback, affects allies even at low levels and, at high

levels, adds huge bonuses to your teammates' Focus stat. Alas, Psylocke's own Focus is not affected. Once you dig deeper, this power looks eminently disposable except for power-level builds.

The ability to affect allies at low levels is meaningless, since Psylocke is unlocked at a high level. Protection from mental damage is only really useful on the Astral Plane, and you can get the same protection from Storm or Jean Grey (plus their shields protect against energy and physical damage as well). The bonus to Focus isn't worth that much to high-level characters, who should have plenty of Focus already.

As an option to any build, there is certainly nothing wrong with buying levels of Betsy's defensive power; but, when the ability to maximize both offensive powers exists, it is better to use Psylocke on offense rather than on defense.

#### [2.4] Psychic Onslaught

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Xtreme power: Psychic Blades strike down your enemies. Requires level 15, 2 points; uses one Xtreme icon.

Like any Xtreme power, this is a very powerful attack. This is a radial, area-of-effect power that is best used against large numbers of foes. Each enemy is struck for 300-350 points of mental damage.

#### [2.5] Psionic Strike / Psionic Fury

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Adds mental damage to melee attacks.

##### Psionic Strike

- 1: 4-5 mental damage, requires level 3
- 2: 9-11 mental damage, requires level 5
- 3: 15-18 mental damage, requires level 9

##### Psionic Fury

- 1: 25-31 mental damage, requires level 12
- 2: 50-63 mental damage, requires level 15
- 3: 80-100 mental damage, requires level 18

Levels of Psionic Strike/Fury should come later rather than sooner in any Psylocke build. Certainly, she can be a good, straight-up melee fighter; however, you will mostly want to use Psychic Slash in melee, rather than just plain old punches and kicks.

#### [2.6] Blade Master

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Psychic Dagger increases in power and size.

- 1: +4-5 damage to psychic blade attacks, requires level 4
- 2: +15-18 damage to psychic blade attacks, dagger blade, requires level 9
- 3: +50-63 damage to psychic blade attacks, dagger blade, requires level 14
- 4: +100-125 damage to psychic blade attacks, sword blade, requires level 19
- 5: +175-215 damage to psychic blade attacks, sword blade, requires level 24

This is a must-have, max-as-soon-as-possible skill. It is what separates Betsy's attacks from the other X-Men. With maxed Blade Master, Psylocke exceeds Beast, Cyclops, Storm, Jean Grey, etc. in raw damage output. She is

in a league with Wolverine and Rogue, and her ranged attack is barely matched by Colossus. You should already be past level 24 when you unlock Psylocke, so go ahead and maximize this right away.

### [2.7] Toughness

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Increases Maximum Health

Level 1: Raises Max Health by 10%, requires level 10

Level 2: Raises Max Health by 15%, requires level 12

Level 3: Raises Max Health by 20%, requires level 14

Even if you buy levels of Psychic Defense, some damage types will still get through. A level of Toughness wouldn't hurt to minimize the effect of that damage. If you will be consistently using Storm or Jean to shield the party, you can probably dispense with this skill.

### [2.8] Mutant Mastery

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Increases Maximum Energy

Level 1: Raises Max Energy by 10%, requires level 10

Level 2: Raises Max Energy by 15%, requires level 12

Level 3: Raises Max Energy by 20%, requires level 14

Psylocke is heavily dependant on mutant energy to power her attacks. You should take at least one level of this skill, and, possibly all three.

### [2.9] Critical Strike

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Increase chance of criticals for melee attacks.

Level 1: +2% chance

Level 2: +4% chance, requires level 7

Level 3: +6% chance, requires level 12

Level 4: +8% chance, requires level 17

Level 5: +10% chance, requires level 22

Betsy shouldn't be fighting hand-to-hand very much, and Critical Strike doesn't affect mutant attacks. Only buy levels of this skill in a power build.

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### [3] Ability Stats

Psylocke's stats should be treated as though she is a ranged fighter. She needs at least 50%, preferably more, of her level-up points put into Focus. Put most of the remainder into Body, with the occasional point in Strike or Agility. A sample stat progression might look like this:

Focus +1  
Focus +1

Body +1  
Focus +1  
Focus +1  
Strike +1  
Focus +1  
Focus +1  
Body +1  
Focus +1  
Focus +1  
Agility +1

Etc.

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 \ /--MEN-----[4] Equipment-----
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As with all X-Men, the best nanofiber armor you can obtain is most effective in the armor slot. For a belt, use a Focus enhancing item. Psylocke's backpack should be either a DNA Generator or similar item (Mask of Xorn, X-Cutioner Hood) to allow Betsy to spam her mutant attacks; or, if you find you have plenty of Focus, a Super or Ultra Power Enhancer will drastically increase the effectiveness of Betsy's attacks.

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 \ /--MEN-----[5] Character Builds-----
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There are, essentially, two ways to level Psylocke: offensively or defensively. Defensively, you will make use of her party-wide shield and Focus buff and use Psychic Bolts to fight from range. Offensively, you will ignore the shield and bring both offensive powers to Legend status. The Offensive build is, in the long run, more effective; however, you may want the Defensive build to make up for low Focus scores on your team--allowing characters, such as Beast, to have high Strike scores and still use lots of mutant attacks.

You should unlock Betsy at about 25th level, and be able to instantly level her to that point in the build. Thus, the build progression from levels 1 through 25 is not given, since it is irrelevant.

#### [5.1] Defensive -----

Immediately on unlocking Psylocke, you'll be able to give her Psychic Bolts 3, Blade Master 5 and Psychic Wall 1. You'll get instant usefulness from a +10 Focus boost and mental damage and knockback reductions for the entire team; plus, Betsy will already be a good ranged fighter on her own. By level 30 you can have Psychic Wall 3 and Legend Bolts, so you will quickly have her at full effectiveness for this build. In the 30s, you can buy a few points of Psychic Slash/Hammer and Psionic Fury to deal with those enemies that slip through her Bolts and get in her face.

Level	Stat	Power/Skill
1-25	Focus +20	Psychic Bolts +5 (6 points)
	Body +6	Psychic Spikes +3 (4 points)
	Strike +3	Blade Master +5
		Psychic Defense +3 (4 points)
		Psychic Armor +3 (4 points)
		Psychic Wall +1 (2 points)
		Psychic Onslaught (2 points)
		Psionic Strike +2
26	Focus +1	Psychic Spikes +1
27	Focus +1	Psychic Wall +1
28	Body +1	Psychic Spikes +1
29	Focus +1	Psychic Wall +1
30	Focus +2	Legend Bolts (2 points)
31	Strike +1	Psychic Slash +1
32	Focus +1	Psychic Slash +1
33	Focus +1	Psychic Slash +1
34	Body +1	Psychic Slash +1
35	Focus +2	Psychic Hammer +1 (2 points)
36	Focus +1	Psionic Strike +1
37	Strike +1	Mutant Mastery +1
38	Focus +1	Psionic Fury +1

#### [5.2] Offensive

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This build starts with Blade Master 5, Psychic Spikes 3 and Psychic Hammer 5, making Betsy a great fighter right out of the gate. Her personal shield is ignored completely in favor of boosting her melee abilities with Psionic Fury 3 and a few levels of Critical Strike. Two levels of Mutant Mastery will help her keep the psychic attacks coming hot and heavy.

Level	Stat	Power/Skill
1-25	Focus +20	Blade Master +5
	Body +6	Psychic Bolts +5 (6 points)
	Strike +3	Psychic Spikes +3 (4 points)
		Psychic Slash +4
		Psychic Hammer +5 (6 points)
		Psychic Onslaught (2 points)
		Psionic Strike +2
26	Focus +1	Psychic Spikes +1
27	Focus +1	Mutant Mastery +1
28	Body +1	Psychic Spikes +1
29	Focus +1	Psionic Strike +1
30	Focus +2	Hammer Legend (2 points)
31	Strike +1	[save]
32	Focus +1	Legend Bolts (2 points)
33	Focus +1	Psionic Fury +1
34	Body +1	Psionic Fury +1
35	Focus +2	Critical Strike +2
36	Focus +1	Psionic Fury +1
37	Strike +1	Mutant Mastery +1
38	Focus +1	Critical Strike +1

#### [5.3] Level 45 Options

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Betsy is one character who really can "have it all". With the extra points from power leveling, maximize her unused power. If you are using the Offensive build, start building up Psychic Defense at level 35, instead of

taking levels of Critical Strike. At level 45, you should be able to have both offensive powers, the defensive power and the Xtreme power maximized and still have points left over for Psionic Strike/Fury and a couple of other skill levels.

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 \ /--MEN-----[6] Tactics-----
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Psylocke should be used primarily as an offensive weapon. She provides little real help defensively to the team; but, her two offensive powers rank with the most powerful in the game. Since she has both devastating melee attack and an effective ranged attack, she works best as pure offense: throwing bolts from range and then slashing when enemies close in. You can easily maximize both her offensive powers to Legend status, and combine that with the Blade Master skill to create a powerhouse character.

It is unfortunate Betsy is not available until late in the game, and is less effective against Sentinels; however, there are enough humans and mutants mixed in with the Sentinels--not to mention two missions to the Astral Plane--to make Psylocke a useful weapon of destruction. If she has a real weakness, it is that none of her attacks add Destruction, thus you still need a Colossus or Cyclops or Wolverine to really smash things.

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 \ /--MEN-----[7] Psylocke's Items-----
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#### [7.1] Comic Book

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Sorry, no comic book with stat increases for Psylocke.

#### [7.2] Danger Room Challenge

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You will find Psylocke's Challenge disc right next to the exit from the Command Center of Asteroid M. After defeating Magneto, head toward the marked exit and look for the disc in an alcove nearby. You can play the scenario from any Xtraction point on Asteroid M (with the exception of the final, end-boss Xtraction point).

To complete the scenario, you must defeat Sabretooth and Mystique within two minutes. You have unlimited mutant energy in Challenge scenarios, so your best course of action is to stay away from the other two mutants and fling Psychic Bolts at them.

Your reward for completing the scenario is Heart of the Assassin, a backpack that adds +5 to Psylocke's Strike stat and +20% to her psychic attacks.

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  \| [8] Version History  
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1.00 (2004-12-30)  
 - First release

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  \| [9] Credits  
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Thanks to pgw, freac and cablepuff of the GameFAQs X-Men Legends message board for build tips, tactics and lots of other great info

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