

Dissidia 012[duodecim] Final Fantasy Terra FAQ

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Updated on Dec 22, 2011

Dissidia 012 Doudecim Final fantasy

-Terra Branford Guide-

By Soki_25

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1. Introduction

Hey all you Dissidia 012 fans! My real is Timothy I live in Singapore (A tiny island south of Malaysia) and was born in April 1995. Thats all about me. This is my first ever FAQ i post so apologies for any mistakes i make in advance. I am sure you all know that the Final Fantasy series has been around for at least ten years now and though

I havent played them all I have played 1,2,4,5,6,10 and 12 and there is never a dull moment when i played them. My first FF was 6 and i played it when I was 9 (yes i know a little too young)

Sorry for that unecesary paragraph. Anyways onto business, why did i write an FAQ on Terra? Because her fighting style is different than most of Comos warriors. Instead of hacking away at her foes she gracefully slaughters her enemies without having to even get near them. Though I havent played much of her in dissidia 012 I have used her numerous times in the original dissidia. On top of that i not only dedicate all my free time to using her in dissidia 012 but i also watch many Terra vids on youtube and read up on her fighting style. So it is safe to say that i do have a great understanding of her and how to use her according to the situation.

Though many of my friends do not like to use her and also insult her fighting style i show them just how brutal she can be thus, giving them a thorough thrashing. Also even though i main Terra I also use a variety of characters like Jecht and Kain so I roughly know their strengths and weaknesses even before i fight them using Terra.

Note that if you want to use and content here for your personal uses please email me i like to keep track of the content being used and also please at least state me under your credits if you are gonna write your own guide with content from this guide.

I also have a youtube channel up and running called Soki1995T yes i know not the best of names but there you can see my Terra in action and keep up with my new builds that i come up with. I also have a facebook group running that is for discussing and sharing of any kind of games

Check it out here:

<http://www.facebook.com/groups/267101283302222/>

Anyways thats enough of chit-chat onto the FAQ enjoy! :)

2. About Terra

2.1 Terra in dissidia 012

'SPOILERS FOR VAAN STORY MODE AND REPORTS'

Shockingly in dissidia 012 Terra is on Chaos' side. She was summoned by Chaos to fight for him also, Kefka took interest in her powers and thus, casted a mind control spell on her to completely obey him. She then meets Vaan and enters battle with him, she obviously losses and slowly regained some of her conscious and flees. However her will wasn't strong enough and she returned to being mind controlled. But as Kuja met her he decide to spice things up and dispell the mind control magic on her. She then regain her consciousness and

confronts Kefka that she no longer wants to fight. They then get into an argument while Vaan walks by thinking it does not concern him. But after showing Kefka that she no longer wants to fight he gets dancing mad and attacks her. Then Vaan came dashing into the commotion telling Kefka to stop (cliche)Vaan enters a battle with Kefka and ended up running away taking Terra with him. He then tells Terra why he rescued her and that she should hide until the conflict is over. However her cover was soon detected by manikins, Terra defeats them and with her last ounce of strength she wandered to Cosmos where she puts Terra to sleep and allowed her to choose her own path when she awakens.

'END OF SPOILERS'

2.2 Terra in FF6

'SPOILER ALERT'

Terra is a young girl with the mysterious ability to use magic naturally. While it's a mystery how she can do this at the beginning of the game, we eventually learn that Terra is a one-of-a-kind; the daughter of a male Esper (the "summons" of FFVI) and a female human! This was even more so peculiar because of the Espers' wariness for humans because of the War of the Magi, a war long ago where humans used the Espers and drained them of their magical abilities.

Born in the Land of Espers to father Maduin and mother Madeline, she spent only a few years living in peace. When she was about two, the Gestalian Empire managed to find their way into the sealed land of the Espers and began capturing the Espers for their twisted experiments. Her father was one of the Espers to be captured while her mother tried to escape with her. Madeline, however, was mortally wounded. With her last breath, she tried to keep the Emperor Gesthal from getting baby Terra, but she failed.

Over her sixteen years or so of captivity, she was under the complete control of the Empire due to the Slave Crown placed on her head by Kefka. The demented clown then used this control to turn Terra into a weapon, being boasted that she was able to nuke a whole battalion of the Empire's finest soldiers in a matter of minutes

However, on a mission to retrieve a frozen Esper discovered in the Narshe Mines, Terra has an odd interaction with the Esper and blacks out. The two soldiers accompanying her are zapped away to god-knows-where by the mysterious Esper and never to be heard of again.

After waking up, now free of the Slave Crown, she has no recollection of her past life. On the run from both the Narshe police and Kefka's forces who wish to recapture her, she is helped by a kind treasure hunter by the name of Locke and a king of Figaro (who is a ladies man... without the success) named Edgar.

Once the two become aware of Terra's amazing ability and potential, they attempt to recruit her to the Returners, a small rebel force attempting to fight against the Empire. After some hesitation of Terra's part, she agrees, and the group, now including Edgar's muscular and hot-headed brother Sabin, splits up before meeting back in Narshe to attempt to gain their support.

Once the group meets up, they fight off Kefka's forces with new recruits Celes (a former Imperial general turned traitor), Cyan (swordsman with a weird face), and Gau (a kid who was raised by monsters). However, Terra interacts with Mr Esper again and goes beserk, transforming into her Esper form for the first time and flying off to the sketchiest place she could possibly go, Zozo.

After finding her unconscious and being looked after by Ramuh (who lends the party his power), the party raids in the Magitek Factory at the Imperial City with the help of Setzer (a more successful ladies man than Edgar only because he resorts to kidnapping) and his airship. After returning with Maduin's magicite, Terra learns about her past and regains control of her powers.

Using Terra's heritage, they attempt to enter the Land of the Espers to ask them to help against the Empire, but when Kefka arrives, faces hits the fan and the Espers go beserk and stomp all over the faces of the Empire.

Gesthal, pretending to be sympathetic, gets Terra and Locke to journey with Celes, Imperial General Leo, and sword-for-hire Shadow to apologize to the Espers (gee, sorry we killed and tortured and sapped your friends of their power, hope we can still be friends?). Terra and Leo talk a bit heart-to-heart and Terra expresses how she's never felt love and she worries if her origins will prevent her from finding it. Leo reassures her though. When they find the Espers, Kefka turns em all to magicite and eventually is a total prick and moves the three goddess statues (they are the origin of magic) which causes the entire world to shift. He also absorbs their power and becomes a god as well as kicking the lesser of two evils, Gesthal, off a floating continent. Oh yeah, he also killed Leo. End the World of Balance.

Over the next year, the party is completely separated while the world is repeatedly punched in the face (figuratively) by Kefka in his giant tower of garbage (I'm not kidding). Terra finds herself in the ruined village of Mobliz where all the adults are dead and it's just a whole bunch of orphans and a young couple living in an underground hideout.

Terra grows attached to the little runts and begins wishes to protect them, but loses her will to fight. Because of this, when Celes (and possibly Sabin) come around to try and rerecruit her, she refuses as she isn't even strong enough to fend off Humbaba, a fat oaf of a troll that likes to stop by and tear the place up.

However, if the party returns later, Terra realizes that her feelings for the orphans she is "mothering" is love and because of this, she wishes to fight to bring them a new bright world to grow up in. When the fat oaf comes around and messes up the party, Esper Terra pops in all-powered up and ready to fight and with her help, the party hands tubs' fat behind to him, except he's too busy being dead to accept the gift.

Regardless if you recruit Terra into the party or not during the World of Ruin, she will show up during the final confrontation with Kefka to help out the party. After Kefka is defeated, magic starts fading from the world and the party fears what fate awaits their half-Esper friend. With the last of her power, she is determined in guiding the party safely out of Kefka's junkyard. With his last words to his daughter, Maduin tells Terra that if she is attached to this world, she may not fade away, and because of her love for the Mobliz children, she lives on and the party rejoices as they find Terra lying on the deck of the airship with them.

As the final act of the game, Terra releases her ponytail and lets her hair fly freely in the wind.

In battle, Terra is easily one of the better characters of the game. She is able to equip every sword (aside from exclusive equips) as well as a couple of other weapons (like flails and daggers). She can wear heavy armour and use every shield as well as female specific items and a few low level mage equips. Her stats are fairly well balanced and she can learn various spells through levelling up, with Meltdown and Ultima being the last two.

And finally, once she gains control of her powers, she can use the Trance command (which duration depends on the amount of AP gathered) which transforms her into her Esper form and doubles all of her stats! When you rerecruit her in the World of Ruin, her Trance command gets an upgrade which increases its duration. She is a very deadly character

and can easily solo bosses, especially in Esper form, whether it be via dual-wielding X-attacks or quintuple casting Ultima for 1 mp each.

Her unique weapon in the GBA version is the Apocalypse sword, acquired by defeating the Red Dragon. It's one of the strongest swords in the game and uses MP to deal critical damage.

'END OF SPOILERS'

3. Her arsenal

3.1 Brv attacks

Terra has a nice selection of brave attacks, both air and ground, so she can fare well in either type of combat which is always nice. Keep in mind, though, that two of her attacks (Blizzara and Blizzard Combo) have both a ground and aerial version and one attack has two versions (Holy and Holy Combo), one being VASTLY superior to the other. So she has ten different brave moves, though you probably won't be using both versions.

'Attack Name Here'

[CP]: This is the amount of CP needed to equip the move normally. The number in brackets is the amount of CP needed to equip the move after mastering it...

[AP]: ...by gaining this amount of AP.

[Learned At]: This obviously states the level that you learn the skill at.

[Range]: This is the range the move *can* be used at, not what range is BEST to use it at as. Basically, there is short, mid, and long ranges only.

[Notes]: This tells u any extra effect the attack has like if it leads to chase, can cause wall rush, or can be chained after mastering it

[Review]: Here is where i describeto you how the move works and how to use it in different situations i wil also be stating the difference,if any, from the 012 style and the original

[Rating]: A score out of 10 for that move. The higher the better.

Fire

[CP]: 30 (15)

[AP]: 170

[Learnt at]: Starting move (ground)

[Range]: Mid

[Notes]: Chase, chains to Hp attack Firaga

[Review]: Terra shoots a spark of fire that tracks the opponent at high speeds up till mid range after that it will track the opponent slowly before dissapearing. Upon contact it will explode leaving your opponent open for a chase. This move now has much

better tracking compared to the original and it has double in speed!
Works best at close range why? Simple since it is now insanely fast
your opponent does not have enough time to react to it also if they
are close to you they can't simply just jump over it now. Basically
if your opponent is within range of the explosion the spark will
immediately explode regardless of whether they are slightly above
the ground or if they did not come in contact with the little spark.
[Rating]: 7/10 It has been upgraded since the original game so overall
it is rather useful and much harder to dodge now

Blizzard Combo

[CP]: 30 (15)
[AP]: 100 (Midair) 100 (Ground)
[Learned At]: Level 6 (Midair) Start (Ground)
[Range]: Short
[Notes]: Can reflect weak projectiles,
can alter direction of last hit, wall rush
[Review]: Terra ice an ice block in her hands
and swings it, followed by another swing and finished
off by spinning around causing three ice blocks to knock
the opponent away. You can change the direction of the
last hit, basically if you just press circle with no analog
direction she will knock her opponent backwards but if you
press circle while pushing up on the analog stick she will
knock her opponent upwards. Nothing different from the original.
This move starts out fast so it will be hard for your
opponent to dodge/block on reflex. Also it is a great way to
create distance between Terra and her opponent if they get too
close. This move can be used on both the ground and midair but
I recommend equipping the midair version once learnt as it makes
the move easier to hit.
[Rating]: 8/10 this move starts out fast and can easily regain the
distance between you and your opponent however do not spam or
it will make it easy for your opponent to block it.

Blizzara

[CP]: 30 (15)
[AP]: 100 (Midair) 100 (Ground)
[Learned At]: Start (Midair) Level 3 (Ground)
[Range]: Short, Mid,
[Notes]: Can block attacks during start-up, wall rush,
[Review]: Three small blocks form in front of Terra
blocking any magical attacks while it fuses to one
large block before being launched. BIG difference since the
original, firstly the range has been reduced by 75% yes that much
so it cannot be used to punish carelessness from the opponent
such as missing a Hp attack (unless they are right in front of
your face) also its vertical tracking has now been reduced to 45
degrees upwards and downwards only so you can't use it if your opponent
is right above or below you. However if this move hits it can really
create distance between you and your opponent.
[Rating] 3/10 has been severely downgraded since the original so I do

not recommend equipping this move at all as the chances of that move actually connecting is approximately 20% a great reduction since the original with a hit rate of approximately 80%

Thundara

[CP]: 30 (15)

[AP]: 90

[Learned At]: Start (Midair)

[Range]: Short, Mid, Long

[Notes]: Leads to chase

[Review]: Terra summons four rows of lightning that slowly closes in on your opponent. Difference from the original is that the lightning bolts get summoned faster and it closes in faster now. A pretty basic move that should not be underestimated. True this move may be weak however it can catch the opponent by surprise! The best time to use this move is when punishing your opponent when charging an attack thus you will be able to stop the attack without closing in on them. In addition, your opponent may have a little difficulty trying to time the dodge of the direction required to avoid it. If connected it will launch your opponent into the air which can lead to a chase.

[Rating] 7/10 has been upgraded since the original and is now more useful as a punishing tool.

Holy

[CP]: 30 (15)

[AP]: 60

[Learned At]: Level 10 (Midair)

[Range]: Mid, Long

[Notes]: Can lead to chase,

[Review]: Terra swings her hands horizontally whereby five white orbs form in front of her and launches off each closing in at different speed making harder for our opponent to avoid it. If connected your opponent gets launched into the air enabling a chase. It has shorter range and does not track as well compared to the original. Takes some time for the attack to start but is nice to equip once learnt. However you won't be using this move for long as later when you level up there is a better move to replace this one.

[Rating]: 6/10 some of you may think that it has been downgraded since the original but I think they have made it much safer for you to use this move now namely because when your opponent blocks this attack it will reflect but since this move now had a shorter range it will not last out to back stab you anymore so you can use this move with less risk now!

Holy combo

[CP]: 30 (15)

[AP]: 60

[Learned At]: Level 18 (Midair)

[Ranges]: Mid, Long

[Notes]: Chains into Ultima HP attack.

[Review]: Terra swings her hands horizontally whereby five white orbs form in front of her and launches off each closing in at different speed making harder for our opponent to avoid it. In addition if the holy orbs connects within five seconds of it casting Terra will launch four flares if you continue to press circle. During flare animation Terra is able to freely move so as to position herself in order for the next flare to hit. It has shorter range and does not track as well compared to the original however when compared to the original the flares that get launched are now faster, staggers upon blocking and can weakly track the opponent if they ever recover from the attack. Also Terra can move more freely when launching her flares now. Now i am sure some of you are having trouble getting all four flares to be launched, basically the faster you mash the circle button the higher the chances of another flare being launched. If you want all four flares to be launched i suggest you mash the circle button at three times per second this may sound hard but it really isn't.

[Rating]: 8/10 though the first part of the attack is a bit of a let down connecting with the flare is now much easier so this move is overall an upgrade since the original

Graviga

[CP]: 30 (15)

[AP]: 100

[Learned At]: Level 23 (Ground)

[Ranges]: Short, Mid, Long

[Notes]: Can wall rush to the floor, can absorb Exforce.

[Review]: Terra raises her hands as a black sphere forms above your opponent and drops it on them note that when Terra drops the giant sphere it draws your foe closer to the sphere while it is falling. Difference is that now the move does not track vertically meaning if your opponent jumps while the sphere is above them the sphere will immediately drop on them. While Terra is casting this spell she can move around but slightly slower than her running speed. I don't recommend using this move unless you are quite a distance away from your opponent but even so it is very easy for them to avoid it if they have seen the move before. DON'T EVER USE THIS AT CLOSE RANGE EVEN AFTER A BLOCK! It simple the casting time for this spell is around five seconds that may not sound much but it takes two second for veteran players to spot an opening thus you are open for practically any attack while casting this spell.

[Rating] 3/10 this move has slightly improve since the original but not much overall this move is not very useful however this spell is the starting of once of the strongest combos Terra can cast saving it from a further drop in ratings

Meteor

[CP]: 30 (15)

[AP]: 100

[Learned At]: Level 29 (Ground)

[Ranges]: Short, Mid, Long

[Notes]: none

[Review]: Terra raises one arm and twirls around as countless meteors rain down on your opponent.

This is Terra's ace if you are having trouble against any opponent this move is your solution.

This moves does somewhat track as in even if your opponent is constantly moving the meteors will still rain down on them and not just on their intial position. Difference is that the number of meteors that rain down now is a little less compared to the original.

I say it agains THIS MOVE IS HER ACE. There are a number of reasons, firstly this move can chain into practically any of Terra's attacks with the exception of Graviga due to its long casting animation.

Another thing would be that this is great for pressure and will be a key factor in letting you control the match because your opponent will be too distracted trying to avoid the attack thus, not making any progress in closing distance and unable to find an opening. Even if they air dash right through by the time they are within attacking range you are already preparing for another attack!.

Lastly Terra ends this attack slightly above the ground meaning you can chain meteor with an aerial attack most preferably holy combo.

[Rating]: 9/10 EQUIP THIS MOVE THE MOMENT YOU LEARN IT! Though it has been slightly downgraded since the original it is still an awesome move that is an absolute must when using Terra

3.2 Hp Attacks

Like most characters Terra is rather limited in her HP attacks.

Fortunately most of them are fairly strong and can constantly keep your opponent on their toes. Her HP attack range are also very varied meaning she won't have much trouble trying to inflict damage to an opponent's hit points. Not to mention she also has a couple of branching moves making it all the more easier to inflict hit point damage.

Well enough with the small talk and onto her HP

attacks.I will be using the same format from her brave arsenal to analyse her HP attacks well lets get started.....

Flood

[CP]: 30 (15)

[AP]: 130

[Learned At]: Starting (Ground)

[Ranges]: Short, Mid, Long

[Notes]: Chance for assist combo

[Review]: Terra bends down and then does a back flip as three pillars of water blast out beneath your foe.

No difference here and the original. This move will be somewhat of a mindgame for players who have not seen this attack before. Basically

the interval between the second and the third blast is shorter compared to the second and first blast making it a little confusing to avoid. Also if your foe gets obstructed by a pillar or wall while dodging there is a high chance that the second or third blast will connect. In addition if your opponent gets hit by this attack they will be stunned in the air for around two to three seconds giving you an opening to use your assist. (I will go through what assist to equip under assist 4.4). Something that was pointed out to me was that Flood has a rather long start up and can be air dashed to avoid.

That is true to a certain extent if your opponent air dashes the moment he sees the word Flood he will avoid it but if he air dashes too late he will get hit instead so don't think that this move is completely hopeless. [Rating]: 8/10 Though nothing has changed about this move. BUT it leaves a big opening for you to summon your assist thus, making this move more useful than before.

Tornado

[CP]: 30 (15)

[AP]: 130

[Learned At]: Start (Midair) Level 13 (Ground)

[Range]: Short

[Notes]: Pulls in target, wall rush at ceiling, can reflect projectiles.

[Review]: Terra calls forth three tornados that surrounds her before they combine into one large tornado to deal the HP damage. A good move to pressure your foe and keeping their distance she can also move a little while she is surrounded by the three tornados. If you are new in using Terra you would probably love to spam this which is fine when fighting AI because no matter how high you set the difficulty the AI will constantly dodge backwards until the attack ends. However take note that this move has a long cool down that human players can easily exploit. (trust me when I miss tornado against my friend I know its a HUGE opening for him) But nonetheless this move can help you keep mellee fighters at bay and not get too close to you.

[Rating] 8/10 A great close range option for Terra just don't spam against human fighters as it will will leave Terra very vulnerable during the cool down.

Meltdown

[CP]: 30 (15)

[AP]: 130

[Learned At]: Level 38 (Midair)

[Range]: Close, Mid, Long

[Notes]: Can be charged for three levels causing different attacks, wall rush

[Review]: This possibly Terra's best HP attack. She puts her hands together and charges up a fireball. There are three stages to this attack depending on how long you charge it. Stage one is executed when you release the square button before she says 'this power'. Terra will launch a small fireball which comes out very fast but will explode before reaching mid range. Take note that she won't launch it instantly at best you can launch it after two and a half seconds of charging, if you don't

want to count just press and release the square button it will launch stage one for you ASAP.

Now for stage two, to execute meltdown at stage two just keep charging until you here Terra say 'this power' release the square button and a large fireball will appear in front of Terra which will then track the enemy for around three to five seconds. On the whole this stage is pretty strong and can punish players who dodge to the sides instead of a forward dodge. But that is not all, another merit is that it is great for pressure as the opponent is too distracted trying to dodge the meltdown he is prone to other brave attacks such as holy combo (jump to 5.4 for details). Also another way to tell that she is ready to launch this stage is when you see her hands start to glow white just keep practicing on your timing and you should be able to launch this stage ASAP.

Lastly we have the third stage pretty easy to launch it just hold into the square button and it will launch automatically once it is ready. While in the original this stage would just be a fireball traveling forward while bouncing off any objects it has had a major improvement since then. Basically stage three in Dissidia 012 is like a combination of all three stages of the original. Firstly this stage will have a very fast launch just like stage one, after that it will lower its speed to that of stage two's and have the same tracking ability (unlike the original) also this move last the longest at around five to seven seconds. In addition this stage is probably the hardest one to dodge out of the three because this move will not stop tracking its opponent if there is a wall blocking its path it will bounce off it and resume its course towards the enemy. This is also great for pressuring the enemy if it connects great! But if they manage to avoid it no worries they won't make any progress towards you. Another thing is that it also leaves your opponent prone for other brave attacks just like stage two. Overall if you have enough distance use this stage as it will really put your opponent in a tight position.

As great as things attack it is, stage two and three CAN be reflected so don't spam.

General moves that can reflect her Meltdown are physical HP attacks like Cloud's Braver and Squall's Rough Divide. If your Meltdown does get reflected all is not lost!

Immediately cast Tornado to send your Meltdown back on the right track.

[Rating]: 9/10 this move has probably had the most improvement since the original and is a must have move when using Terra. Only bad part is that it gets harder to hit when on large arenas

Ultima

[CP]: 30 (15)

[AP]: 130

[Learned By]: Mastering Holy Combo

[Range]: Short, Mid, Long

[Notes]: Chained from Holy Combo, can cause wall rush to the floor.

{Review}: Terra slowly waves her arms in a circular motion as a purple orb swiftly grows while dealing minor brave damage before she claps her hands causing the orb to explode and deal the HP damage. To execute this attack simply press square after at least one flare has hit the opponent.

Using this move can be a little tricky, if the interval between the flare hitting and ultima the opponent has a chance to recover and be able avoid without even dodging. If you are having troubles connecting with this attack i recommend activating it after the second flare hits as it gets a bit risky using it after the third or fourth flare.

[Rating]: 8/10 No changes since the original so can't really give it any higher.

4. Recommended abilities and Assists

Note these set ups are all to suit my play style thus they are heavily based on my opinion, If you find that some this don't suit you trying equiping different abilities to see which suits you best

4.1 Attack set up

Land Brave:

Towards: Fire -> Firaga

Neutral: Meteor

Away: Blizzara

Midair Brave:

Up: Blizzard Combo

Neutral: Holy Combo -> Ultima

Away: Thundara

Land HP:

Neutral: Flood

Midair HP

Neutral: Tornado

Away: Meltdown

I usually stick to this set up but I would change thundara for blizzara depending on how my opponent fights. Blizzara can be replaced with Graviga as well but apart from that i don't see anything else i would change.

4.2 Action abilities

There has been some additional abilities since the original and some of them are rather useful so here I would show what abilities I equiped under these categories. Take note that I did not state the level of which the ability is learnt because I recommend that you only equip most ofthem when you are at level 100. (Jump to 5.1 to for

easy leveling) But before I get on with my set up here is the format that i will be using for the rest of the section.

[ability name here]-[AP]-learnt from mastering which ability if any

[Ground evasion]-50AP

[Midair evasion]-50AP

[Ground block]-50AP

[Midair block]-50AP

[Aerial block]-50AP

[Controlled recovery]-70AP

[Recovery attack]-70AP

[Omni air dash+]-200AP-Master Omni air dash-[130AP]

[Speed boost+-]-130AP-Master speed boost[70AP] and speed boost+[130AP]

[Ground evasion boost]-100AP

[Midair evasion boost]-100AP

[Evasion boost]-100AP

Equiping speed boost++ is not a must but i just equip it so that I can move more freely. Other than that everything else should be equiped. Another optional ability is multi air slide i pretty much just use this to create distance in pinches, not something that is vital for Terra. Fot air dashes Terra would do better with omni air dash+ since now it is harder to enter EX mode you don't need to worry about Heartless Angel and Black Fang now so using this dash will make repositioning a lot easier.

4.3 Support abilities

Not much i equiped here so rather small section this one.

[Always target indicator]-50AP

[EX core lock on]-50AP

[Auto assist lock on]-50AP

Auto assist lock on is all up to you there are some pros and cons on equipping this ability being that it won't be that easy to assist punish you but opponents can use their assists as decoys to attack you while you are aiming his assist. I don't recommend equiping Auto EX Defense but if you are really that bad at it then go on ahead.

4.4 Extra abilities

Pretty interesting abilities available here so lets get started.

[Precision jump]-130AP

[Counterattack]-200AP

[sneak attack]-200AP

[EX critical boost]-200AP

[Assist critical boost]-200AP

[EXP to HP] or [EXP to Assist]-130AP
[Cavalier's gear]-170AP

Reason why I put two 'EXP to --' is because its all on preference and opponent. If you are fighting and over leveled enemy i recommend 'to HP' but when fighting regular battles I equip 'to Assist'. Also you will notice that you cannot find 'Cavalier's gear' anywhere to unlock this ability you must first unlock the lores in the shop and then buy it for 500000 Gil. Exit the shop and it will say new inventory in shop go back and scroll to the 'etc' section and then select 'cavalier's gear' for a Gil which will unlock it's simple!

4.5 Assists

Assists is one of the new features of Dissidia 012 basically you can call in your assist to help you do extra damage or become a scapegoat for you. When you enter battle you will notice a bar beneath your HP that is spit into two parts. As you execute attacks this bar will slowly rise and when you filled up one bar press L+circle to allow your assist to perform a brave attack or swap out with you when taking damage or staggering note that swaping out with your assist with L+circle will disable the use of your assist for about twenty to thirty seconds and your opponent will absorb all EX force on screen. However what about when you fill up both bars? Well if you do so you can press L+square to summon your assist to do a HP attack for you, note that landing an assist HP attack when in EX mode does NOT allow you to initiate your EX burst so bear that in mind. Another thing you can do with both bars filled is by pressing L+square while taking damage or staggering to swap out with your assist now the difference between this and pressing L+circle is that not only do you switch out with your assist but if your opponent attacks your assist they will stagger giving you an opening, also your assist bar will not be disabled however your opponent will still aborb all EX force on screen. Also if you are able to interupt your opponents assist attack their assist will be disabled and you will absorb all EX force on screen same goes vice-versa. Another feature about assists is that as your opponent takes damage their EX gauge will deplete accordingly! Also if your opponent does get into EX mode don't fret simply connect with an assist attack and they will automatically exit EX mode plus the stage bravery will add to your brave as well! However do not allow you opponent to land an attack on your assist whether if its interupting their attack or you switching out with them because if he disables your assist they will gain the stage bravery which does not put you in a good position.

Well now since you get the jist of assists lets move onto assist attacks. There are some exclusive properties a character has as an assist while that they don't have as being used with. This would be if an assist is able to land an attack on your opponent they may sometimes leave an opening for you this will be indicated with a golden cross appearing on the screen similar to that of initiating a chase. This golden cross will be on screen for about three seconds and if you press cross during that time you will instantly vanish and reappear behind your foe. For Terra this will leave your foe open for either Tornado, Blizarra or Blizzard combo. But take note make sure there is nothing obstructing the path between you and your opponent or you will not reappear behind them. Example if there was a wall between you and your opponent and you press the cross button while the golden cross is on screen you will just

reappear in front of the wall instead behind you opponent.

Alright now onto actually selecting your assists. This part really just comes down to personal preference and play style however when select an assist i recommend selecting one that will either cause a wall rush or allow you to teleport behind your foe. With this you can figure out which assist is best for you. But if you are still stuck in selecting your assists i recommend Jecht or Kuja why? For Jecht it is mainly due to the fact that all his attacks do wall rush damage which will leave your opponent open for an assault, Kuja because almost all his attacks will enable you to teleport behind your opponent giving you an opportunity to further punish them but the only attack that doesn't do so is his flare star (ground HP attack).

Alright now that you got your assist you now have to figure out how to land them especially for Jecht since his attacks require him to be close to his opponents so here are some methods to ensure that your assist attack will connect:

- i) Summon right after a wall rush
- ii) Summon during their cool down after a dodge or attack
- iii) Summon after connecting with flood
- iv) Summon just after the first hit with blizzard combo connects
- v) After firing a flare from Holy combo

For 'iv)' this requires strict timing. Basically the moment you see the amount of brave damage dealt immediately call your assist and do NOT continue with the attack or your assist may miss or you will miss with your blizzard combo and miss out on the opening your assist leaves behind. I don't recommend making your assist deal the HP damage for you because Terra does not have a problem dealing HP damage plus most HP assist attacks have a bit of a start up giving your opponent time to evade your assists' attack in other words waste of your assist. In addition if you equip one of the two assists I recommended they leave openings for pretty much any of Terra's attacks when they finish their brave attack. As for 'v)' this requires even stricter timing especially if you are using Jecht, as you know when Terra fires her flare her opponent will be stuned for a moment, this is you signal to summon your assist. Note that this is more easily done on a stage that is vertically limited why? Simply because the stunt duration remains unchanged however your opponent won't get blasted upwards. In other words they will be stuned but on the spot making it much easier for your assist to hit them.

5. General tips

5.1 Gaining EXP, Gil and KP

-EXP-

There are a number of ways to level up Terra to 100 but i will be mentioning only two here (check out thesamecruse FAQ on easy EXP for

more methods) The first one would be the Exdeath trick first go to PP catalog and purchase all the 'CPU Level Cap +10' to 'CPU Level Cap +100' and 'EXP icon boost Lv1' to 'EXP icon boost lv 10' then set your psp day on your bonus day. Next set your play plan to hardcore and fight sixty battles to get a chocobo feather (EXP +100% and breakability 30%) then buy the magic pot summon NOT the auto version and equip it. Then make sure you chocobo gives you the EXP times five and go to quick battle one-on-one and fight a level 100 Exdeath at maximum difficulty. Enter battle and let Exdeath gather 9999 brave then use your summon but make sure you are not suffering from a break or it won't work magic pot will mimic your opponent's brave after doing so just land a HP attack and tada! You will gain around two million EXP and instantly level up to 100!

The second method takes more time but is easier to carry out and can be done with other characters first but the necessary things from the PP catalog stated from the previous paragraph. Then fight a level 100 Emperor with his difficulty at high(equips) or very high. Enter battle and allow Emperor to get 9999 brave then wait for him to cast a blue flare then simply cast tornado to reflect it right back at him now you have to be a little patient here as it takes time for Emperor to get careless and get back stabbed by his own flare. When he gets hit by his own flare you will gain an enormous amount of EXP (from 30000 to 500000) per hit this will level you up pretty quickly. Now as stated earlier this method can be used for other characters so i will state the attack that will allow you to reflect his blue flare with the other characters

Lightning: Crushing blow

Vaan: Inferno

Laguna: Ragnarok blade, Ragnarok Buster

Yuna: Hell fire, Mega flare

Kain: Jump, Dragon's fang

Tifa: Meteor strike, Burning arrow, Meteor dive, Rolling blaze

Warrior of light: Shield of light, Ultimate shield

Firion: Weaponmaster, Lord of arms

Onion knight: Wind shear

Cecil: Soul eater, Shadow Bringer, Saint's fall

Bartz: Hell fire, Ragnarok blade

Terra: Tornado

Cloud: Cross slash, Braver

Squall: Rough Divide, Revolver drive, Blasting Zone

Zidane: Grand lethal

Tidus: Spiral cut, Slice and dice

Garland: Earthquake, Tsunami

Emperor: Bombard

Cloud of Darkness: [0-form] Particle beam

Golbez: Nightglow

Exdeath: Delta attack

Kefka: Havoc wing

Sephiroth: Hell's gate, Heaven's light, Octaslash, Scintilla

Ultimécia: N/A

Kuja: N/A

Jecht: Jecht blade, Triumphant grasp

Shantotto: N/A

Gabranth: Execution

Prishe: Asuran fists, Auroral uppercut, Nullifying dropkick

Gilgamesh: Death claw, Hurricane, Jump, Sword dance

Feral chaos: Quo Vadis

-GIL-

Now for Gil. This is pretty easy either just keep fighting enemies in Scenario 000 (6000-15000gil per battle) or enter time attack in arcade mode and do the crystal course and get a timing below 15 minutes to win a Megaelixir and a gold angel which can be sold for 100000gil.

-AP-

For AP. Some preparation needed first buy all the AP bonuses on the PP catalog and then select a level 100 character and remove all abilities and items apart from a HP attack. Reason why it needs to be level 100 is because if your foe is below level 100 it is harder to get AP chance+3. Next set this dummy as your ghost card and export it. Now go to communication mode and select communications, import your dummy ghost and pummel away for easy AP chance. Equipping Beckoning Cat (Gil +20%, AP +100%, PP +20%) and the Diamond set (AP +100%) plus playing on your bonus day can rack up to 21AP a battle.

Components for these items are found repectively.....

-Beckoning Cat: Lucky Charm x1+Mog's Amulet x1+Tome of Lies x2+
3500 Gil

-Diamonds can be purchased from the moogle shop south east of the map in Secnario 000 for 50KP

-KP-

Lastly we got KP. Here is my method first play Scenario 000 and go to any moogle shop and buy Multichain, KP Gambler and KP Switch. Next enter the Gateway of Artificial Life this gate is located somewhere north west on the map. When you enter take four paces to the right or stand on the crest that will give your initial BRV 0. Now use the KP switch and KP gambler to make things easier before you use Multichain. When you use Multichain all the battle pieces in the gate will come at you fight them all and you will receive 243 KP and if you feel like it, use your KP bonus to double it. As you would notice the enemies in this gate are above level 100 so use a custom rule to make things easier I use BRV centric to deal massive damage through wall rush.

There is another method that will allow you to get 50,000 KP at one go but requires plenty of preparations. Here is a link of lordphr0zen pulling it off:

<https://www.youtube.com/watch?v=1SvBm3BEZio>

Just in case, please read the video description and again I DID NOT COME UP WITH THIS METHOD! So ask lordphr0zen for the details for this insane KP farming method.

5.2 How to play as Terra

As you should know Terra is a long range specialist meaning that she is able to constantly assault her enemies without fearing of being staggered by a block. However if you were using Cloud for example you would be gone within seconds having to suffer each blow being blocked and enduring a chain of criticals. What does this mean for Terra? She can take control of the match by bombarding her enemies with attack after attack after attack with minimal risk of being countered. How do

you know you have control it means you are launching the attack and your opponent is playing defensively. One thing I noticed about players who upload videos of themselves using Terra they are not vicious enough in their videos they usually spend too much time trying to find an opening while letting their opponents constantly pressure them with all kinds of attacks. Don't let that be you! Take control and have the advantage over your opponent.

However taking control and maintaining control are two different stories it just takes an attack to be reflected or missing with tornado to give that little opening for veteran players to take advantage of it and turn the match around so bear in mind. But on the up side this is also inevitable so don't mind it too much. (if she was able to constantly take control she would be overpowered!) So here are some pointers to bear in mind when using her.

- Always maintain your distance between you and your opponent. Optimum distance is about one air dash but this may vary against different opponents but if against magic based enemies they would be giving you distance anyways
- Take control of the match by bombarding them with attack after attack after attack this will give your opponent less time to be offensive and be more on the defensive thus not able to attack you.
- When all else fails USE METEOR this is pretty much Terra's best attack opponents will have a hard time avoiding it and won't be able to close the distance between them and you.
- Punish opponents during their cool down for an attack this will tick off your opponent and cause them to do rash things and resort to gambles when attacking. Take advantage of this for maximum punishment and further frustrating your opponent. Remember when you are in control you are doing the damage while your opponents can only endure them.
- DO NOT SPAM remember that Terra's attacks can be reflected when blocked this will cause your attack to become your opponent's and it only takes that slight let up for your opponents to turn the match around.
- If you know you can't win in an EX core race yeah you give up and start charging Meltdown. When fighting veteran players it will be hard to fully charge Meltdown so use this as a chance also since your opponent is going after the EX core they will be doing you a favour by giving you distance. Lastly don't bother using a bravery attack to interrupt your opponent while they are after the EX core as most of Terra's brave attacks can be Air dashed through so stick to Meltdown.
- Avoid using Tornado or charging Meltdown in the open. This is very punishable and your foe will be at your face in two seconds. The best time to use Tornado is when your foe is somewhat cornered and only charge Meltdown when your opponent does not have a direct path towards Terra i.e you are charging Meltdown with a wall between you and your foe, this will make it hard for them to see where Meltdown is coming from and they will not be able to be right at Terra's face.
- Make full use of Terra in her EX mode. Do not just jump to her EX burst because while in that mode she is a totally different person both with brave and HP attacks so make full use of it before you get to the EX burst.

That's all for now look out for more updates!

5.3 EX Mode

Alright now onto her EX mode. When initiated she transform into her Esper form and losses her sword. Instead she gets a wild hair-do sharps claws and fiery eyes. Her Esper colour varies with the look you equip. For normal would be purple, Alt 1 is pink while Alt 2 is turquoise.

Now onto her bonuses. Firstly like all other characters she gains 'critical boost' and 'regen'. Other bonuses she gets is being able to glide while holding the cross button in midair, she gildes slightly slower than free air dash but you get much better control compared to it. Oh! I didn't get to her best feature DUALCAST!!!! Basically in her EX mode she can cast her spell two times in a row with a small interval between the casting. Note that dualcast is not automatic (except for holy, holy combo and firaga) so you have to press the respective button again for the second cast. Also you can decide whether to delay or instantly use the second casting, make full use of this property to further pressure your foe and keep them at bay. But by using dualcast the way her attacks comes out are a little different from when she is out of EX mode so here is a quick description of how her attacks work while in EX mode.

Blizzara: Shoots two blocks one after the other. If you hit with the first one, the second one will probably miss because of the knock back, but if your oppoent dodges the first one the second block will most likely hit.

Blizzard Combo: Pretty much just extends the combo, so you're guranteed to benefit from all the hits. Basically she does her regular blizzard combo but adds an extra three hits before knocking them back

Thundara: Shoots one round of Thundara then another once the first round finishes, if you hit with the first one, it's a lot easier for the second one to hit. Even if the first one is avoided your opponent will still have troubles dodging the second

Fire: Shoots two flames, one behind the other. It's impossible to hit with both because of the explosion, so it's not a major upgrade but just makes it harder to dodge both.

Holy: Shoots three Holy orbs followed instantly by another three, so it's not double the amount of Holy orbs, but the it launches faster, has better tracking and moves faster.

Holy Combo: Same as Holy, except with the addition of the follow-up Flares. And by follow-up Flares I mean a horribly painful stream of fast moving Flares. Seriously, even i had troubles controlling this it is much faster than the original so I am having troubles keeping up with them. I pretty much just mash the circle button but i think she can shoot a maximum of eight flares.

Graviga: Oh man, you know Terra's Exmode is amazing when it can make a crappy move like this into one of the best except it's only good if you can pull it off properly, so it still has its initial set backs. Anyways, after the first cast, another Graviga ball will appear and float above the

enemy. However while casting the second graviga there is no casting animation meaning you can use another attack even when the second graviga has not decended yet!

Meteor: Just when you thought this move couldn't getter better.. Yup, you cast Meteor twice in a row, with a slight overlap in the castings meaning at one point, the enemy is gonna have to dodge two seperate Meteor castings. Plus, she's WAY higher in the air so it is easier use Holy Combo right away. Unfortunately this means you can't combine dual Meteor with any ground attacks which is fine since the only thing worth it that's not also in the air is Flood which is pretty amazing itself in Exmode. With dual Meteor, you should be suprised if anyone manages to dodge all of the hits and the follow up spell. This spell alone will turn the tides of battle in your favor.

Flood: This thing becomes much harder to dodge. You can cast the second set of water blasts immediately or with a bit of a delay. This will seriously throw off your opponents dodging pattern. Experiment with the timing to really throw your opponents off.

Tornado: Like Blizzard Combo, this just extends the amount of hits. When the tornadoes begin to merge together, another three tornadoes appear and the combo thus starts over effectively doubling the duration and thus the amount of brave damage you'll do before the HP hit.

Firaga: Terra will set off the first firaga that does minor brave damage before casting the second firaga that does the HP damage not such a big improvement here but it gives a little more brave before dealing the HP damage which is always welcomed.

Meltdown: Now this can really be a pain for your opponent if used properly. Basically after casting the first meltdown you can cast another one WITH NO CHARGING TIME! Now the problem is how to cast the stage of meltdown you want. Not very hard how each stage comes out depends on your analog stick direction. If your analog stick is pointing towards your opponent stage one gets launched, with no analog movement stage three will come out and if it faces away from your opponent stage two comes out. This move is EX mode is divine because your opponent has to deal with two meltdowns instead of one. This is also a great way to keep your opponent at bay.

Ultima: Like Blizzard Combo and Tornado before it, Ultima expands out, then just before detonating, a new Ultima expands out causing additional brave damage. Not so much of an upgrade but like firaga it just gives some bonus brave before dealing the HP blow.

Well that's about all of the attacks covered. At first you may have a little trouble adapting to the way her attacks are executed in EX mode so bear with it. Once you have built up some confidence just go all out on your enemies and cause mayhem and trouble for your opponent. Oh yeah and her EX burst is called Riot Blade (her despo move in FFVI) to execute a perfect EX burst simply mash the circle and left directional button at the same time, it's not that hard to pull off so i don't see a need to equip auto EX command.

For equipment this all really comes down to your preference but if there is something I would recommend it would be to equip the 'cavalier's gear' to enable heavy armour use because heavy armours give the most HP boost compared to all other body protective gear. But if you have some troubles getting a good setup due to the special bonuses each equipment has then here is mine.

Weapon: Maduin's horn (BRV+39, ATK+67, physical defense +20% and slight counterattack effect)
Arm: Seydlitz (HP+327, DEF+72 and regen +20%)
Head: Royal crown (HP -328, BRV+369 and brave recovery +100%)
Body: Maximillian (HP+3300, BRV+39 and physical defense +10%)

With this setup you will get 10298HP, 1114 base BRV, 178 ATK and 182 DEF. I did not state luck and CP because both remain unchanged with this setup. If you are going for equipment sets Adamant Chains, Soul of Yamato aren't too bad but just prepare your CP to equip the abilities to allow you to equip those types of gear.

To get the following gear.....

Maduin's Horn:

Morning Star, Veiled Magic x1, Girl's Hopes x5, 182800 Gil

Morning Star:

Chain Flail, Electrum x1, Girl's Dream x5, 158000 Gil

Chain Flail:

Healing Staff, Scarletite x1, Girl's Desire x5, 61000 Gil
(Credits to DracoMortus for the weapon components)

Seydlitz:

Protective Armlet x1, Mystile x1, Huge Materia x1, 182800 Gil

Mystile:

Dragon Armlet x1, Occurian Gem x1, Wraith's Hopes x5, 158000 Gil

Dragon Armlet:

Rune Armlet x1, Dragon's Tear x1, Witch's Dreams x5, 135000 Gil

Rune Armlet:

Hyper Wrist x1, Polished Ore x1
, 61000 Gil

Protective Armlet:

Imperial Guard x1, Carbuncle's Gem x1, Girl's Dream x5, 135000 Gil

Imperial Guard:

Precious Watch x1, Floating Continent Gem x1, Wraith's Desire x5, 94400 Gil

Royal Crown:

Hypnocrown x1, Circlet x1, Huge Materia x1, 101320 Gil

Circlet:

Extension x1, Occurian Gem x1, Girl's Hope x5, 88920 Gil

Extension:

Hairpin x1, Oarba Beads x1, 11440 Gil

Hypnocrown:

Cat-ear Hood x1, Carbuncle's Gem x1, Lady's Hope x5, 76700 Gil
(Refer below for how to craft Cat-ear hood)

Maximillian:

Platinum Armor x1, Grand Armor x1, Sinspawn x1, 159420 Gil

Grand Armor:

Shielded x1, Catoblepas Eye x1, Warrior's Hopes x5, 140820 Gil

Shielded Armor:

Shell Armor x1, Basilisk Pebble x1, 27760 Gil

Shell Armor:

Bronze armor x1, Figaro Gravel x1, 19680 Gil

Platinum Armor:

Flame armor x1, Gorgon Eye x1, Hero's Desire x5, 121960 Gil

Flame Armor:

Purchase at moogle shop for 60 KP (Scenario 012 and 013)

Now for accessories. I myself do not have have a great set up so please feel free to Email me any good builds you come up with. It is now harder to get a build that would overall boost something without reducing something. So if you were to have a EX setup you will practically never be able to summon your assist in battle. But if you have an assist setup you won't be able to into EX mode or will not be able to be in EX mode long enough to deal significant damage to your opponent. It is a hard decision to make so please bear with my rather not so good setup for now.

Earring (magic damage+7%)

Sniper eye (wall rush HP damage+10%)

Zephyr cloak (barve boost on dodge+2%)

Bravery orb (brv recovery+30%)

Safety bit (last chance+6%)

Final decision (can endure one comba that would inflict break with 0 BRV)

Winged boots (warp defense+50%, banish trap denfense+100%)

Great gospel (regen+10%, BRV recovery+50%)

First to victory (initial EX force, assist charge and bravery+20%)

Soul of thamasa (magic damage+3%, Wall rush brave damage+40%,

chase brave damage +7%)

EDIT: It has been some time since my last update and I have finalize a build for Terra here it is.

Equips

Heaven's Cloud

Lufenian Shield

Lufenian Helm

Lufenian Armor

Set effect- Judgement of Lufenia (Assist gauge depletion +15%)

Accessories

Battle Hammer (assist gauge depletion +5%)

Dismay Shock (EX gauge depletion +1%)

HP<50% (your HP)

Summone Unused (your summon)

Pre-EX Mode

Pre-EX Revenge

Aerial

HP<50% (opponent's HP)

White Gem (EX force absorbtion +10%, Assist gauge charge -10%)

Rebellious Soul (increase brave by 20% of HP when near death)

With this build you get a slight edge in EX absorbtion while depleting both assist and EX gauge when you land a HP attack. As for the Rebellious Soul it will give Terra a great boost in bravery when her HP is near death (HP bar turns red). Take note that Terra can't rack up brave quickly with her arsenal so this item should make it easier for a comeback.

UPDATE!! THERE IS A POSSIBLE EX BUILD FOR TERRA!

The idea of this build is to convert your EXP to EX force that being said this build also requires some abilities and equips you must have in order for it to work.

Abilities required:

Exp to EX force

Assist Gauge dash Up

Counter Attack

Ex Critical Boost

Peltast's gear

To obtain Peltast's gear ability just buy the Knight lore for 500,000 Gil 'refer to 5.1 for easy Gil'

Equips required:

Excalibur II (EXP +100%)

Super Ribbon (BRV +301, HP -268, accessory breakability -30%)

To obtain the following gear.....

Excalibur II:

Drop from ghost card 'No.1 Moogle'. To increase the drop rate go to the PP catalog and buy as many 'item drop rate up', equip Theif's glove and cap for a total on 40% boost for drop rate and play on your special day as sometimes it will increase drop rate as an extra bonus apart from PP, Gil, AP and EXP mutiplier.

Super Ribbon:

Ribbon x1, Pink Tail x5, Vision's Hopes x5, 91400 Gil

Ribbon:

Cat-ear Hood x1, Pink Tail x20, Summoner's Desire x10, 56900 Gil

Cat-ear Hood:

Lamia's Tiara x1, Elemental Jewel x1, Witch's Desire x5, 54960 Gil

Lamia's Tiara:

Tiara x1, Polished ore x1, 36820 Gil

Now for the build itself:

Cyan Gem (initial EX force +20%, Assist gauge duration -20%)

Growth Egg (EXP +20%)

Hero's Seal (initial bravery 50%)

Platinum Hourglass (EX mode duration +15%, EX force aborb -20%)

Ruby Hourglass (EX mode duration +10%, EX mode damage -10%)

First to Victory (initial EX force, assist charge and bravery+20%)
Together as One (initial assist charge +40%, assist gauge duration +50%
EX force absorption -40%)
Fake Mustache (LUK +10, EX core appearance boost)
Chocobo Wing (EXP +50%, 30% accessory breakability)
Chocobo Feather (EXP +100%, 30% accessory breakability)

PLEASE READ!!!!

This setup does not instantly fill your EX gauge but makes it A WHOLE LOT EASIER. At the start of the match if you land the first HP attack with minimal brave damage the EXP to EX force ability will activate and will fill your EX gauge by half, add the Cyan gem ability and your EX gauge is as good as filled. I DID NOT COME UP WITH THIS BUILD! Credits go to FantasyCourier check out his youtube channel for more EXP to ... builds, link is on the next line
<https://www.youtube.com/user/FantasyCourier>
Please support him so that he will create more awesome builds for you people

Lastly we have summons. This portion is also heavily based and playstyle and preference but here is my reserves:
Land worm- Reduces opponents brave according to how far you are from them
Syldra- Nullifies opponent's summon effect
Scarmiglione- Opponent's brave drops to 0 when they activate their summon
Lich- Opponents brave drops to 0 after 20 seconds
Zalera, the death seraph- Inflict break if opponent has 9999 brave

Other summons i recommend are omega weapon, hecatonchair, asura, mandragora, alexander and bahamut (NOT the auto version)

5.5 Grinding items

Now if you haven't notice there is a pattern in obtaining components for equips basically you got a weaker equips as a base, a battlegen accessory and a random accessory component. Now if you have play this game long enough the shop will be selling the random accessory component required for the equip. However, this requires a component of an Elixir of some form and a pinch of Gil (10?). Now for this section i will show you how to get the required Elixir for each accessory.

- Dusty Elixir- Get a bronze timing (>20 mins) for time attack for Iron Course
- Elixir- Get a silver timing (about 16-18 mins) for time attack for Iron Course
- Hi-Elixir- Get a gold timing (<15 mins) for time attack for Iron Course
- Megaelixir- Get a gold timing (<15mins) for time attack Crystal Course

If you don't have Time attack for arcade mode it can be bought from the PP catalog for 1800 PP. To unlock it complete Scenario 012 and 013.

Alternatively if you unlock Scenario 000 and go to the moogles south east most of the map. There he sells accessories that requires Dusty Elixir or Elixirs to be made. The only accessory component that cannot be found in the shop is the Pink Tail, this can only be obtain in chests from story mode. (Scenario 012 and Scenario 013)

Think my method is too tough? Here is a link to find the trade accessories in

Scenario 000:

<http://dissidiaforums.com/showthread.php?8210-Where-to-find-treasure-in-Scenario-000>

5.6 Combos

This is gonna be a pretty long section but i will spit it in three parts non-assist, assist combos and EX revenge combos

Meteor-->Blizzara

Meteor-->Fire-->Firaga

Meteor-->Blizzard combo

Meteor-->Holy

Meteor-->Holy combo-->Ultima

Meteor -->Thundara

Meteor-->Flood

Meteor-->Tornado (close range only)

Meteor-->Meltdown stage one (close range only)

Meltdown stage two or three-->Holy combo-->Ultima

Basically how this combo works is that the meltdown acts as a diversion while you cast holy combo this combo is also good to regain distance between you and your feo. Another thing is that if your meltdown hits while your holy orbs are tracking, Terra will immediately fier her flares even if the holy orbs did not connect which will allow you to use Ultima.

Blizzard combo (one hit)--->Meltdown stage one
(credits to Denis for this combo)

Is you haven't noticed this is more of a mind game than a combo if you are up against a newer player chances of this connecting is high as they will mash on the evade button when they hit by the blizzard combo and when they are out of the hit they will dodge, then you take advantage of the dodge cool down to land Meltdown.

Blizzard combo (one hit)--->Tornado
(credits to Denis for this combo)

More for pressure and cornering opponents. Do this combo in an open area and you will miss with Tornado leaving Terra open for punishment! Essentially this combo only works at a corner as your foe will not have anywhere to avoid Tornado. Of course they will try to dodge but in vain if performed properly

Tornado--->Holy combo--->Ultima
(credit to Denis for this combo)

Hard to explain but easy to pull off. However for this combo to work Tornado must NOT deal wall rush damage as your opponent will recover from it quicker. After Tornado blasts them no need to dodge cancel just mash the circle button for Holy combo to be executed. Then well somehow the opponent will have a hard time avoiding the Holy orbs

after being blasted up I am not sure why so feel free to enlighten me with an email. Much easier to perform in EX mode as the holy orbs gets launched faster and the chances of the orbs getting reflected gets further reduced. (even though the chances of it being reflect out of EX mode is rather low already)

Blizzard combo (one hit)--->Tornado--->Holy combo--->Ultima
(credits to Denis for this combo)

Just a combination of the previous two combos though not as brutal as the Graviga combos it is much easier to pull off and does a decent amount of damage so i reccomend using this combo rather than the Graviga ones, add assist into the picture and your opponent will be hurting.

Dual meltdown stage two or three-->Dual holy combo-->Dual Ultima
This combo is just the EX mode version of the previous but for dual casting meltdown trying experimenting with which stage to cast first and the follow up stage. I recommend stage three and then stage two as it gives your opponent a ton of pressure. If they dodge stage three by dodging towards Terra they will be greeted with a meltdown stage two if they dodge that they still got the dual holy combo to worry about. If they dodge all that not to worry punish their dodge cool down with an assist attack!

Dual graviga-->Dual meteor-->Dual holy combo-->Dual ultima
Her strongest non assist combo in EX mode. Basically you make use of the no casting animation of the second graviga to cast dual meteor which will most likely leave your opponent open for holy combo, mash on the circle button for the flare phase and finish it off will ultima. A great combo but is also hard to pull off as you are rendered vulnerable while casting the first graviga also it is now easier for your opponent to didge out of the second graviga compared to the original. So I don't recommend using this combo unless your opponent is charging an attack or is immobilized by coward's judgement.

Now onto her assists combos. As there are way too many assists to choose from I will only be doing combos of the assists I recommended which is Jecht and Kuja. But before that i will have to explain so abbreviations for you guys.

-WR- Wall rush whereby you either slam your opponent against a wall or ceiling but NOT the ground.

-GR- Ground rush whereby you slam your opponent to the ground NOT the ceiling or wall.

-FD- Forward dodge where you do a midair dodge towards your opponent.

-*- This symbol at the end of the combo means it can also be performed in EX mode.

-MECOM- This means any of her meteor combos stated in non-assist.

Alright so i will first start of with Jecht. Why him because both his brave attacks do wall rush whereby his midair brave attack will slam your foe to the ground and his ground brave attack sends them flying upwards. Without further ado lets begin!

Meteor-->Holy combo-->Ultima-->GR-->Jecht rush-->FDx2-->Tornado*
(close or mid range only)

Pretty hard to pull off but when Jecht begins his attack foward dodge two times so that you are above your opponent cast tornado and adjust your position while its casted so that Jecht would send your foe flying

straight into your tornado. Multi air slide or Free air dash will make this combo easier to pull off.

Meteor-->Holy combo-->Ultima-->GR-->Jecht rush-->FDx2-->Tornado
--->Holy combo--->Ultima*

After Tornado do not dodge cancel just mash on the circle for Holy combo to be launched, easier to pull off the Holy combo part in EX mode.

Blizzard combo-->WR-->Jecht stream-->GR-->MECOM*

Not as hard as the previous. Basically when you see Jecht winding up to slam your foe down cast meteor your opponent will get stun enabling you to follow up with another brave attack.

Blizzard combo (one hit only)-->Jecht stream-->GR-->MECOM*

Similar to the previous. Basically you make use of your opponent being stunned by your first blizzard combo strike to call him up. I recommend doing this in very open arena's as there are not many walls for you to slam your opponent with.

Blizzard combo-->WR-->Jecht stream-->GR-->Fire-->Firaga*

Just an easier combo for those who need to build up their confidence

Blizzard combo (one hit only)-->Jecht stream-->GR-->Fire-->Firaga*

Used for confidence building.

Blizzard combo (one hit)--->Meltdown stage one--->WR--->Jecht stream
--->GR--->MECOM*

Refer to non assist combos for the details on the first part as for the last part you can use Fire--->Firaga or Holy combo--->Ultima after the downward rush instead of the meteor combos to keep it from getting too complicated to perform.

Blizzard combo (one hit)--->Tornado--->WR--->Jecht stream
--->GR--->MECOM*

Again first part refer to non assist combos and you can replace meteor combo at the end with something simpler instead.

Tornado--->Holy combo--->Jecht stream--->GR--->MECOM*

Same comments as the previous combo

Blizzard combo (one hit)--->Tornado--->Holy combo--->Jecht stream
--->GR--->MECOM*

Again same comments as the previous combo

Blizzard combo-->WR-->Jecht stream-->Meltdown stage one*

Don't recommend using this combo unless your opponent is at a corner because Jecht stream will push your opponent away from you thus, going out of meltdown stage one's range

Blizzard combo (one hit only)-->Jecht stream-->Meltdown stage one*

Same as the previous combo

Meteor-->Tornado-->WR-->Jecht stream-->GR-->MECOM* (must start at close range)

Another hard one to pull off but possible same thing cast meteor when you see Jecht winding up to slam your foe 'To the ground!'

Meteor-->Tornado-->WR-->Jecht stream-->Holy combo-->Ultima*

(must start at close range) Just for confidence building

Meteor-->Tornado-->WR-->Jecht stream-->GR-->Fire-->Firaga*
Again just to build confidence or to finish off your foe

Blizzard combo-->WR-->Jecht stream-->GR-->Flood*
Rather simple one again for confidence building or
finishing your foe off

Blizzard combo(one hit)-->WR-->Jecht stream-->GR-->Flood*
Same as the previous

Meteor-->Flood-->Jecht stream-->GR-->MECOM*

Meteor-->Flood-->Jecht stream-->GR-->Flood*
To pull this off is not too hard just summon Jecht the moment your foe
is blasted upwards, due to the long stunt duration of flood they will
be open for Jecht to pummel them

Meteor-->Flood-->Jecht stream-->Holy combo*
Used for confidence building

Flood-->Jecht stream-->GR-->MECOM*

Flood-->Jecht stream-->GR-->Flood*

Flood-->Jecht stream-->Meltdown stage one*

Meteor-->Flood-->Jecht stream-->Meteor-->Holy combo-->Ultima*
Same as previous

Meteor-->Flood-->Jecht stream-->GR-->Fire-->Firaga*

Meteor--->Holy combo (flare phase only)---> Jecht stream--->MECOM*
Like i mentioned earlier, summoning your assist during the flare phase
requires strict timing basically summon jecht just before the last flare hits
to ensure that jecht stream will connect.

Meteor--->Holy combo (flare phase only)---> Jecht stream---> Flood*

Meteor-->Flood-->Jecht stream-->Dual graviga-->Dual meteor
-->Dual holy combo-->Dual ultima
(EX mode only)

This combo pretty much just makes it easier to land the first graviga.
Basically you make use of Jecht stream's long attack animation to cast
your graviga without the risk of a counterattack. Just as i stated
before i don't recommend pulling this off because it requires alot
of space. Also the second graviga is easier to dodge out of since the
original another reason not to pull this combo off unless you are very
confident of yourself.

Blizzard combo-->WR-->Jecht stream-->Dual graviga-->Dual meteor-->Dual
holy combo-->Dual ultima (EX mode only)
Same as the previous combo

Blizzard combo (one hit only)-->WR-->Jecht stream-->Dual graviga-->
Dual meteor-->Dual holy combo-->Dual ultima (EX mode only)
Same as previous

Meteor--->Fire--->Firaga--->WR--->Jecht stream--->Dual Graviga--->Dual meteor
--->Dual holy combo--->Jecht stream--->Meteor--->Dual Holy combo

--->Dual Ultima

Whew that was long! Anyways the biggest and flashiest combo i can come up with for Jecht assist. Again not recommended as there are a lot of preparations involved. First you gotta charge your asisst bar to full. Then you HAVE TO USE FIRE--->FIRAGA simply because it takes less time for Terra to be grounded compared to Blizzard combo--->WR. After you wall rush your foe with Firaga wait two seconds before you summon Jecht cause you need as much time as you can get to cast Graviga sucessfully. Initialize EX mode while casting Graviga to prevent Terra from accidentally using a HP attack. Follow with Terra's dual meteor then dual holy combo and just before the last flare hits summon Jecht again for more pummeling then use Meteor ONCE ONLY. If you dual cast Meteor it will severely reduce the chances of Holy combo connecting. After that single Meteor finish it off with Dual Holy combo--->Dual Ultima and to top it off you can use your EX Burst. Think this combo is impossible to pull off? Not so here is a link of a replay of me pulling this big combo off!

<http://www.facebook.com/video/video.php?v=173483859379327&oid=131203463594509>

PLEASE READ THE VIDOE DESCRIPTION! I will not entertain any Emails saying 'wow what a noob you just keep spamming'

Thats all i can think off for now. Please email me if you get anymore good combos with Jecht. Bear in mind that if you think Jecht won't leave your opponent open for a follow up combo just use Holy combo--> Ultima while he is still attacking your opponent or Meltdown stage one. Also please note that some of the combos can follow up with tornado after jecht stream but i didn't put it in because Terra should be keeping her distance and not going up close to her opponent.

Now onto Kuja. The reason why i have him as my other assist is because out of his four attacks available as assist attacks three of them will enable you to teleport behind your opponent leaving them open for either tornado, blizzara or blizzard combo. Again here is a legend on how to read the combos with some tweaks from the previous!

-WR- Wall rush whereby you either slam your opponent against a wall or ceiling but NOT the ground.

-GR- Ground rush whereby you slam your opponent to the ground NOT the ceiling or wall.

-*- This symbol at the end of the combo means it can also be performed in EX mode.

-TEL- This means teleport behind opponent when the golden cross appears

-BBCTM- This means your opponent is open for either blizzara, blizzard combo, tornado or meltdown stage one ONLY. Another thing to note is that if you use Tornado and it does not cause wall rush damage it can be followed up with Holy combo--->Ultima this is a very useful trick to deal critical brave damage and deal another blow to their HP, easier to pull off in EX mode. Credit to Denis for this awesome trick

-HOL- Simply means Holy combo--->Ultima as almost every combo can have this as a follow up

Blizzard combo-->WR-->Strike energy-->TEL-->BBCTM--->HOL*
Really straight forward good for building confidence

Blizzard combo (one hit)-->Strike energy-->TEL-->BBCTM--->HOL*
Same as the previous

Meteor-->Flood-->Strike energy-->TEL-->BBCTM--->HOL*
Another simple one. You can cut straight to flood if your opponent is open for it.

Meteor-->Holy combo-->Ultima-->GR-->Snatch blow-->TEL-->BBCTM-->HOL*
Not much to say for this one another confidence builder combo

Graviga-->Force symphony(if hits)-->TEL-->BBCTM-->HOL*
Now this is an interesting combo. Pretty much you cast graviga and when your opponent is either doing a free air dash or in the air call Kuja in to do a HP attack. If you don't know what Force symphony does it is basically Kuja flys above your foe and bombards them with colourful orbs up to six times. This will pretty much act as a diversion while you are casting graviga. Take note that this combo will not allow both graviga and force symphony to hit only one or the other will connect. Lastly if force symphony hits instead of graviga the golden cross will appear! Press cross and teleport behind your opponent.

Meteor-->Fire-->Firaga-->WR-->Strike energy-->BBCTM-->HOL*
Can skip meteor to make it a little easier and to build confidence

Meteor-->Holy combo-->Ultima-->GR-->Snatch blow-->TEL-->HOL*
Much easier to perform in EX mode because the holy orbs come out faster. But if you are not in EX mode this combo requires a bit of luck. Pretty much you must press the cross button the moment the golden cross comes on screen DO NOT WAIT!! PRESS CROSS IMMEDIATELY! Then casting the holy combo needs a bit of luck, if all your orbs are tracking slowly this will miss but if you have at least one orb that tracks at a decent speed it will connect and allow you to launch the flares and followed by your ultima. Works better in cramped arenas.

Blizzard combo-->WR-->Strike energy-->TEL-->HOL*
Same as the previous combo

Blizzard combo (one hit)-->Strike energy-->TEL-->HOL*
Same as the previous

Meteor---> Holy combo---> Strike energy--->BBCTM-->HOL*
Again summoning Kuja after a flare can be tricky but just call him up just before your last flare hits to for his strike energy to connect

Meteor---> Holy combo ---> Strike energy---> HOL*

Meteor--->Holy combo--->Ultima--->GR--->Snatch Blow--->Holy combo/Holy
--->TEL--->BBCTM-->HOL
Not so simple here firstly you have to be swift because this combo takes advantage of Snatch Blow's long animation to inflict extra damage with Holy combo/Holy. If you use Holy combo DO NOT CHAIN TO FLARE PHASE or you will miss your chance to teleport. Note that this can't be done in EX mode mainly because if you use Holy combo in EX mode the Holy orbs will throw your foe out of snatch blow, If you are feeling confident then try to anticipate where Kuja is going to thrust your opponent, position Terra there and execute your HP attack without teleporting

Meteor--->HOL--->GR--->Snatch Blow--->Holy combo/Holy--->TEL--->HOL

Blizzard combo (one Hit)--->Strike energy--->Holy--->TEL--->BBCTM-->HOL
If you have seen Kayarine's youtube channel you would know how this
combo works cast holy when Kuja is attacking for extra damage and
there should be enough time for Terra to teleport and deal a teleport
attack.

Blizzard combo (one Hit)--->Strike energy--->Holy--->TEL--->HOL

Meteor--->Fire--->Firaga--->WR--->Strike Energy--->Holy--->TEL--->HOL

Meteor--->Fire--->Firaga--->WR--->Strike Energy--->Holy--->TEL--->BBCTM-->HOL
Take note if you are going to use Tornado after teleporting wait until the
golden cross has been in screen for at least two seconds! The reason is if
you teleport instantly your opponent is still being knocked back thus
they will just fly right past your tornado. This is all the combos i can
think of for Kuja right now not much compared to Jecht's huh? But bear
in mind that Kuja's combos are much easier to execute compared to Jecht's
so if you are new to the assist system start off with Kuja and once you
get the hangs of things then switch to Jecht.

Blizzard combo (one hit)--->Meltdown stage one--->WR--->Strike Energy
Holy--->TEL-->BBCTM-->HOL
Nice combo but impractical can skip Holy

Blizzard combo (one hit)--->Meltdown stage one--->WR--->Strike Energy
-->TEL-->BBCTM-->HOL*
Remember only use HOL when your teleport attack is Tornado other
than that would be asking for an instant break and counter

Blizzard combo (one hit)--->Tornado--->WR--->Strike energy--->Holy-->TEL
-->BBCTM-->HOL
Impractical so i don't recommend it

Blizzard combo (one hit)--->Tornado--->WR--->Strike energy--->Holy-->
-->TEL-->BBCTM-->HOL

Tornado--->Holy combo--->Strike energy-->TEL-->BBCTM-->HOL*

Blizzard combo (one hit)--->Tornado--->Holy combo--->Strike energy--->Holy
-->TEL-->BBCTM-->HOL

Blizzard combo (one hit)--->Tornado--->Holy combo--->Strike energy--->TEL
-->BBCTM-->HOL*

Now unto EX revenge combos. Whats EX revenge? Basically if you initiate your
EX mode while you are stunted Terra will immediately recover and slow down
time leaving your opponent open for a pummeling. But don't simply
initiate it! If you initiate it while your opponent has at least one assist bar
he can switch out with his assist and end Terra's EX revenge on the spot.
They can also break out of EX revenge by initiating their EX mode, by doing
so they will not only go into EX mode they will also end Terra's EX revenge.
A good time to use EX revenge is preferably after your opponent landed a
HP attack on you why? Because their brave will go down to 0 and you can
break them immediately. Sorry all you veteran players out there for that
chunk but I gotta explain for the newer players so without further ado
lets begin.

-Holy x6

Brutal but impractical i only recommend using this combo if your Terra hasn't learnt Holy combo yet.

-Holy x5--->Holy combo-->Ultima

A nice combo but again you really won't equip Holy once Terra has learnt Holy combo

-Thundara x3---> Holy combo--> Ultima

Easier to pull off in vertically limited arenas as your foe won't get thrust too high and out of Holy combo's range

-Blizzard combo---> Holy combo--> Ultima

Note that Blizzard combo can chain to almost any other attack in EX revenge

-Blizzard combo--->Tornado

-Blizzard combo--->Meltdown stage one

-Meteor--->Thundara--->Holy combo--->Ultima

If you haven't notice Terra has no cool down during EX revenge so this will be rather easy to pull off, just make sure you are at the proper distance

-Meteor---> Blizzard combo---> Holy combo--->Ultima

Just a nice close range option

-Meteor x2---> Holy combo---> Ultima

-Fire---> Meteor---> Holy combo---> Ultima

-Meteor----> Holy---> Holy combo---> Ultima

Again you don't wanna equip Holy once Holy combo is learnt

-Meteor---> Thundara x2--->Holy combo---> Ultima

A little risky this combo as Terra will be lanching the flare phase of Holy combo out of EX revenge, much easier to pull off in vertically limited arenas

-Fire---> Meteor---> Thundara--->Holy combo--->Ultima

Self explanatory but easier to pull off if you initiate EX revenge near the ground as you spend less time trying to get grounded

-Blizzard combo---> Blizzara--> Holy combo---> Ultima

Hard to pull off so don't recommend this combo

-Blizzara x2---> Holy combo---> Ultima

Again since Blizzara has been nerfed to the max you really don't wanna equip it

-Fire--->Meteor--->Blizzara--->Holy combo---> Ultima

-Blizzara---> Thundara---> Holy combo--->Ultima

-Blizzard combo x2---> Holy combo---> Ultima

Rather strict timing and a touch of luck needed just pray that the holy combo connects

-Graviga--->Thundara--->Holy combo--->Ultima

Just initiate EX revenge close to the ground so you won't run out of time performing the combo

-Graviga--->Blizzard combo--->Holy combo--->Ultima

-Graviga--->Blizzara--->Holy combo--->Ultima

Bear on mind that by default you only got five seconds to pull it off so be quick on deciding what you wanna do as a follow up. If you can't pull it off try equipping Spider's bane (EX revenge duration +15%) and Spider silk (EX-revenge duration +5%). But please don't waste your EX gauge Terra would be much better off in EX mode rather than being used as EX revenge. Just use EX revenge when you are desperate other than that make the most of Terra's EX mode

If you need a demonstration of these combos then here is an EX revenge combo video link uploaded by yours truly:

https://www.youtube.com/watch?v=eZ882pdQZ0c&feature=channel_video_title

My channel is Sokil1995T and i mostly upload battle replays with my school mates (mainly Spitfire as his Sephiroth is great to fight against). I may make more combo vidoes in future but my studies come first so no promises.

6. The fights

Finally! Now for this part i will be doing and in-depth explanation of how to deal with the opponent you are facing. Since i have played every character at least once i know what to expect from each character and which attacks to look out for. So bascially how i will explain things will be firstly telling you any difference made to the character's arsenal since the original. Followed up by roughly how the character fights based on their arsenal then informing you of any attacks that has decent range or can close distance quickly. Followed by dealing with them in EX mode Lastly i will state whether the overall match up is to your advantage or not. But please bear in mind that whatever I state for the overall match up it all comes down to your play style, if you stay cautious and remain focus on matchups that give you the disadvantage you may find it rather easy. But let up and get careless and you will find yourself losing against even the easiest of opponents.

All right let's go!

6.01 Warrior of light

Changes are that his shining wave has better vertical tracking, shield of light can be tilted and sword thrust has better vertical tracking. New moves are Dayflash (midair) and Ultimate shield (ground).

Nothing too tough here most of his attacks are meelee types and require him to be close range but there are some things to look out for. First his brave attacks, for his sword thrust WoL will thrust his shield

forward and then dash forward to collect it back, blocking his shield would result in you staggering leaving an opening for him also it has better vertical tracking compared to the original so when he thrust his shield forward it will go upwards a bit if you are in the air. It is easy to see this move coming but it really closes the distance between him and Terra so you may have to reposition yourself before you resume attacking him. Next we have his magical attacks they are Red Fang (fire), Blue Fang (blizzard), and White Fang (lightning). All of these magical attacks have a long start up so you should be able to see it coming. For his Red fang he simply casts a small fireball at you, direct and easy to read so dodge or block accordingly. Next is his Blue fang now this is a little more complicated, several shards of ice will slowly close in on you from above kinda easy to read so dodging shouldn't be a problem if you plan on blocking it please press the 'R' button at least two times because the attack animation may sometimes out last your block thus stunning you and if within range can be used to combo. Lastly we have his White fang, a line of thunder will slowly track you for about four to six seconds to avoid just dodge to the sides or a forward dodge not hard but just take note that it has the same property as Blue fang if you get stunned within his mellee attack range he can chain it. Well that's all for his brave attacks also just take note that all of the brave attacks I have mentioned here are only usable on the ground for him so you won't see many of these attacks in arenas with very little foot holds.

Now for his HP attacks there are only two to look out for Shining wave (ground) and Radiant swords (midair). First off is Shining wave WoL thrusts his sword upwards causing a row of light pillars to close in on you. Now this move has better vertical tracking since the original whereby the pillars of light will go upwards or down depending on your position this now makes it a little more threatening as you can't just quickmove upwards to avoid it now but luckily there isn't much kick in trying to avoid this. It may take a bit of practice but dodge to the side or forward dodge just before the pillars of light hit you dodging too early will result in you getting hit by the latter pillars so bear that in mind. Now we have Radiant swords WoL will call fourth five large swords that will track you at high speeds. The bad thing about this move is that it has INFINITE range so don't think you are safe even though you and him are at opposite ends of the arena IT WILL REACH YOU! However this move is punishable if done too close because this move has a long start up of around four to six seconds also the swords get launched rather slowly before gaining speed to track you. Pretty easy to dodge, sides or forward will work but if he is within range punish him if he is in thundara's range also if he uses this while you are charging meltdown don't fret! Charge you meltdown to at least stage two you will be safe as meltdown can reflect the swords.

His EX mode is not much of a threat all it does is give him extra hits when his mellee attacks connects.

Overall this match is to your advantage just don't go too close to him as he has a lot of HP brv-chain moves. Also avoid staying directly above or below him as you may fall victim to either his Rising buckler or Shield strike which both can be chain to Bitter end. Stick to the general battle plan and there shouldn't be too much problems.

Has two new attacks Thundaga (brave) and Flare (HP).

More or less the same as WoL depends on meelee attacks to deal damage but there are four brave attacks and two HP attacks to watch out for. First his brave attacks, his new brave move Thundaga is simple but not to be underestimated. Basically he will summon three bolts of lighting on your position not very hard to avoid just dodge in any direction to avoid it but if you do get hit by one the next bolt will have a chance of hitting you as well so bear that in mind if you are planning on blocking it. Next we have his Lance charge Garland will take a second to wind up before charging towards you before slamming you to the ground. Blocking his charge will result in you staggering leaving you open for him to slam you. This move really cuts distance but is rather predicatable so dodging it won't be so tough. Now we move onto Chain cast, Garland will move above you and throw his weapon downwards then upwards before leading to a chase. This attack may have the longest range but it has a long start up so dodging won't be a problem and if you are feeling confident trying blocking! He will throw his weapon after saying 'Take That!' not so hard to read. Lastly we have his Round edge. Garland will spin towards you and will finish the combo depending on the on his position. Another move that really cut distance plus blocking this move will also result in staggering so don't block. However this move is also rather predictable so just dodge forward do not dodge to the sides because this attack has very long animation and will out last your dodge if your dodge ends on the ground.

Now onto his HP moves. First we have his blaze Garland splits his weapon into two and spins them round before tossing out ten fire arrows that follows you. Sounds formidable? Not really though this move does have decent range it has rather poor tracking so don't fret! Simply forward dodge and to avoid them all and counter Garland during his cool down. Next would be his new HP attack Flare man looks like these new moves are starting to be a pain. Anyways Garland will take a large step towards Terra and slash her, rendering her immobile before slashing her again with an explsion knock her way back. Sounds simple? It is but it should not be underestimated the distance that he travels with the first slash is not too great but it is long enough to catch you by surprise so don't think you are out of range and don't even bother to dodge. Apart from that all of his attack are pretty straight forward and predictable.

Now his EX mode can be a bit of a hassle since he won't be stunned while taking damage so just keep your distance and he won't be able to make full use of this bonus.

Another great match up for Terra as you will get the advantage just deal with him similar in how you deal with WoL thats all!

6.03 Firion

His ground brave attacks can finish differently depending on the analog direction input, can chain his midair spells up to three times, Rope knife has vertical tracking and is slightly longer in range but can now be blocked, his midair sword slash slams you to the ground and so does thunder. New HP attack Lord of Arms

Oh bummer not as easy as the previous two. Altogether there are three brave attacks and all four HP attacks to be weary of. Firstly onto his brave for his ground brave watch out for his Reel axe Firion throws an axe in a straight line and comes back has quite a long start up so this should be easy to read however dodge the wrong way and you will be punished!

When you see his axe closing in dodge to the sides only if you dodge forward or back the axe will hit you when returning to him oh and another thing this move CRUSHES DEFENSE so don't bother blocking it as your block will be crushed resulting in you having to eat a chain of criticals for the rest of the attack. Next we got his Rope knife, this move can be a pain if you are not prepared for it. It has a fast start up and can now aim upwards to a certain degree. Firion throws his knives up to mid range dealing multiple hits as it get thrown out before drawing you in. Don't dodge to the sides as sometimes his attack animation will out last your dodge so what do you do? Head for the air practically all his best move are ground only so your best bet is go to the air. Both Rope knife and Reel axe can chain into Double trouble so take caution. Now for his midair brave only thing to look out for is his Magic Arts. Basically he can cast three spells of the same or different element depending on the analog direction input it has decent range and can be a little unpredictable if you don't know what you are in for. There are three different spells he can cast fire whereby a small fire arrow slowly tracks you blizzard, a small block of ice that get fire forward a little faster than fire but doesn't track and thunder whereby three little bolts of lighting appear in your position and slams you to the ground. Not so hard to read if you keep your distance just be careful of fire as it can act as a pressure tool or punish you during cool downs i recommend air dashing through his fire to reflect back at him at punish him during his cool down.

Now for his HP attacks. First we have Straight arrow (both ground and midair) Firion charges and arrow of light and releases it he can delay timing of his arrow to throw you off, if you keep your distance for this one you can see the arrow coming and dodge accordingly but if you are daring just keep running around him there is a slight chance the arrow will just fly right past you without even you having to dodge. Next we have his new HP attack Lord of arms Firion will align all his weapons in a straight line slam it down twice. Easy? Not so! Firstly this move will deal it two strikes regardless of whether the first one hits or not also the second strike, which does the HP damage, has a slightly longer range compared to the initial strike so just because the first strike is out of range does not mean you are safe. Also do not forward dodge the cool down for it will leave you open for his second strike remember. Now we have his Shield bash, Firion creates a wall in front of him will the same defensive strength as a block and anything that comes in contact with it will be reflected and activate his HP attack. This attack is pretty much the main reason of strategy change DON'T SPAM HOLY COMBO this will lead to a successful block of his Shield bash and he will follow up with his HP attack this move can GO THROUGH WALLS so don't think hiding behind something will keep you safe. However this move can only be done on the ground so you won't see this move very often on arenas with very little foot holds. Lastly we have his Weaponmaster Firion summons all his weapons to attack a slight distance in front of him. This move does not have as great of range compared to the other attacks mentioned but it can catch you off guard if you aren't focused to avoid simply do a forward dodge he will be completely open for a counterattack.

Now his EX mode can also be a handful basically whenever he lands a HP attack in EX mode he will regain the same amount of HP he inflicts on Terra so this can prolong the battle even more, just be a bit more patient and remain focus.

Overall this battle is pretty even but Terra does have a slight advantage over him. Just remember don't spam attacks as it leaves you open for a Shield bash and try to lure him into the air if possible because he has an absolutely horrible air game.

6.04 Emperor

His midair Flare now does slams you downwards, Starfall can now block weak magical attacks fully charged Dynamite crushes defense Light crest can now rotate when not activated yet. New brave attack Light crest (ground) and Dynamite (ground). New HP attack Dreary cell.

Haha! This is a nice match up. Emperor relies on his opponent getting careless when trying to fight him close range to inflict damage. Basically he relies on people falling for his traps. But for that to happen one must be a mlee fighter and since Terra is a range specialist she has no reason to go up close. So you can sit back and harrass him as he desperately tries to set up traps that you will fall for (which will be hard for him to pull off) But if there are some threats that should be beared in mind. For brave there are only two attacks. First off is his Light crest (both ground and midair) Emperor will draw a crest that will fire little light projectiles at you. Easy to see coming but can be a little of a pain in cramped arenas because it can bounce off walls and edges. Easy to see coming so block or dodge when necessary but i recommend blocking when in a cramped arena because they will bounce off the walls and catch you by surprise but if you block then he gets a dose of his own medicine. This will give you a chance to regain distance or a follow up attack.

For HP there are also two to take note first is his blue Flare this will track you for about eleven to fifteenth seconds but there but as i mentioned in section 5.1 this can be reflected so just cast Tornado and he will be eating his own Flare. Lastly would be his Starfall now this move is much harder to interupt compared to the original mainly due to the fact that it blocks weak magical attacks. I don't exactly which move it will block and which move can interupt his Starfall but i only know that all of Terra's HP attacks and Blizzard combo can interupt it so far. Feel free to contact me if there are any other moves she can interupt with.

His EX mode is the same as Firion regaining the same amount of HP he inflicts on you but this won't be too much of a compared to Firion as he has more trouble connecting with a HP attack compared to Firion

If you haven't got it by now Terra has a huge advantage over the Emperor so just keep harrassing him with those spells and you can beat him without even taking HP damage!

6.05 Onion Knight

Has two new brave attacks Magic booster and Strength booster And both can be used on both ground and midair.

There are some good news and bad news. For good OK does not really have many ranged attacks. For bad he is a speedy little bugger and can close distance with you quickly. The only attacks that you should be weary of are Firaga (lol) and Comet plud they are both HP attacks. Firaga can only be done on the ground whereby OK just fires a Fireball that explodes upon contact with you or the ground. Not very hard to avoid just dodge to the side before the firball detonates. Now we got Comet OK spins around while launching little stones at you for about three to five seconds before tossing a slightly larger stone that does the HP damage. This move has a long start up so you should be able to see it coming and take note that the last comet has slightly longer range than the others so even though if you are slightly out of range dodge the last one. Thats all for his ranged attack and if you are wondering what his new brave attack does they simply boost the critical hit rate of the respective type of attack. Also take note that all of brave attack can be chain into a HP attack so avoid getting caught in them.

Not much for his EX mode his Thunder spell will just have more orbs and his physical attacks will just do more damage. But one thing to take note if his Firaga, in EX mode he will launch three Firagas instead of one so side dodges won't help. My advice, when you see this attack coming jump and quickly do a forward midair dodge, this will leave OK open for a counterattack.

Overall this is a close match up but slightly tilts in Terra's favour just be a little more patient in attacking and prioritize your repositioning.

6.06 Cloud of Darkness

Her [Wide angle] is faster now, she can move freely while launching [Fullisade], [Wrath] comes out slower, Aura ball has better tracking she can move while preparing to launch [long range], two new brave attacks Tentacle of spite (ground) and Tentacle of scorn (midair).

Firstly her brave, basically how all her brave attack works is that you will first she her tentacles swing around her and depending on how long they swing around her will give a different finisher. The longer the tentacles swing around her the further the range of the finisher. So for this i will only be stating the finisher with the furthest range. For Tentacle of pain she will just summon three bolts of black lighting on your position not so hard to avoid block twice or a forward dodge would do the trick. Second we have Tentacle of spite this one can be a handful she will launch a huge purple orb that will track you at a steady speed. If this attack connects you will get hit multiple times leaving CoD an opening for her Hp attacks most preferably [wide angle] and [0-form]. For midair Tentacle of suffering she will just launch two little purple orbs, pretty straight forward just block twice or dodge accordingly. Lastly there is Tentacle of scorn, CoD will launch six little orbs that will bounce around on the ground for about three to five seconds. No kick to this attack just jump into the air as these six buggers only bother you when you are grounded.

Now onto her HP attacks. there are five in total. For ground we first have [wide-angle] CoD launches a beam in a shape of a wall and is very wide so don't dodge to the sides dodge forward to avoid this. It may sound crazy (after all you are dodging towards it) but apparently dodging so will not inflict damage on you. Next we have [long-range] pretty much the same as WoL Shining wave, CoD launches dark pillars that closes in on you dodge the same way you dodge Shining wave and you should be alright. Now for midair first we have [0-form] CoD launches a large laser that covers a decent range. This move has a long start up so if you are confident enough you can try and interrupt it, if not stick to dodging. Also take note that if you are right at CoD's face (which you shouldn't be) dodging will not get you out of [0-form]'s attack range so keep your distance. Now we have [Fullisade] CoD will launch about five to six orbs from her sides that will then close in on you now this will be hard to dodge if you are within range since you have about six orbs closing in on you from all angles so your best bet would be to interrupt it after all, this attack has a long start up at about two to four seconds. Now we have the biggest threat yes its another counter style HP attack but this time it can be use on both midair and ground so you are not safe no matter the arena. Yes it is [Wrath] basically like Firion's Shield bash a purple barrier appears in front of her and any attack that comes in contact with it will lead to CoD launching a beam beneath you! It is a little slower to launch the beam so you can kinda read it a little better compared to the original but don't underestimate this move especially against AI because apparently they have a sixth sense that enables them to sense when a meteor is gonna hit so again DON'T SPAM TERRA'S SPELLS!

Now to her EX mode, great more of a pain. In EX mode Cod can use any HP attack during her cool down phase of any attack with no delay time so when she get to EX mode don't always think you can punish her during her cool down as she may follow up with a HP attack.

Another close match up but goes a little to CoD's favour deal with her similarly to Firion. remain focus and again.....DON'T SPAM!

6.07 Cecil

Any ground brave done in paladin form can follow up with any miair attack with no delay, new HP attack Shadow bringer (ground) and Luminous shard (midair)

Handling Cecil is a little different from handling other as you have to keep up with him changing back and fourth between his dark knight and paladin form. Lets begin with his dark knight form. Firstly we have his Dark cannon Cecil launches four dark orbs forward and then calling them back. This move can be a pain not only does it have decent range but it draws you towards him enabling him to chain it to Valiant blow, Shadow lance, Soul eater or Shadow bringer. However this move has a bit of a start up so you should be able to see it coming and dodge to the sides and sides only, forward dodges with leave you open to this attack when the orbs return to Cecil. Next is Shadow lance Cecil throws his weapon which will cause more damage the closer you are. No kick to this just jump up and it should be out of range as this move has poor vertical tracking. Now for the midair Nightfall can be a hassle if you are not prepared for it. Basically do not let Cecil get above you in

Dark knight form this move makes him do a quick descend to the ground it comes out rather fast so take caution. Gravity ball and Paladin arts are more or less the same whereby Cecil launches a large orb at you with the exception of Paladin arts ends with Searchlight both have a pretty long start up so you should see it coming. On top of that the orb tracks you rather slowly so it is easy to time your block and reflect it right back at him. Now for his Paladin form for ground there is only one to look out for Lighting rise this attack closes distance a fair bit. But it also has a long start up and slowly closes in so you should be able to see this coming and block it for a free hit. Now for the midair there are two to be wary of namely Radiant wings and Searchlight. First Radiant wings, Cecil closes spind around and does up to three hit followed by several more hits before he slams you down. This attack comes out pretty fast and can close distance rather quick so watch out. However if you keep your distance he won't be able to hit with it. Next would be his Searchlight. Cecil would throw a wierd crest next to you which later fires five lasers at you. No kick to this as well just dodge or block. Another thing is that now the AI loves to spam this move when in paladin form.

Now for his HP attacks only two here one ground and one midair. First the ground called Dark flame, Cecil plunges his blade to the ground and six purple flames will close in on you. I haven't exactly figure a way to dodge this but roughly dodge just before the flame that will hit you appears. Now for his paladin form this move is Luminous shard, Cecil basically swings his blade causing a shockwave. Rather straight forward to avoid, a forward dodge would suffice. Take note that this attack has vertical tracking so if you are below the shockwave it will go downwards.

His EX mode allows him to freely switch between Drak knight and paladin with 'R+square' so be more cautions as he will switch accordingly to his advantage.

Overall anothe close one but fortune favors Terra. However this isn't a huge advantage so tides can turn anytime just learn to alter your playstyle according to his form and you should be alright

6.08 Kain

New character.....enough said.

Now for the Dragoon of Baron! Not much his is also more or less a mlee character but has a pretty good midair game. For brave just watch out for his Cyclone which can be done both ground and midair. Basically Kain casts a green orb which track you at a decent speed if you get hit you will be knock above him leaving you open for his Celestial shooter. To avoid just block seriously....this move is rather easy to read.

For HP not many threats as well just watch out for Gugnir (midair) and Jump (ground). For Jump, Kain kneels down and charges up to leap, depending on how long he charges will efeect his jump height. There are three stages, stage one is where his jumps without saying anything dodge the moment you see him take off. For stage two he will say 'Here

goes' wait for a couple of seconds before dodging. Lastly his final stage, to see this coming he will yell 'FLIGHT!' wait for about three to four seconds before dodging. Note that Kain can dodge cancel out of stage two and three when at the peak of his jump only so he may confuse you a little but don't worry he will be high above thus, unable to punish you if you dodge.

For his EX mode he can be a little troublesome he gains a new HP attack called Lancet. By pressing R+square a giant sword will come out from below you and if it connects Kain will regain equal amount of HP he inflicted on you. This move does have decent range but has a rather long start up so it won't be too much of a threat.

Overall an advantageous for Terra just keep to the regular battle plan and he will down soon enough.

6.09 Golbez

Glare hand now connects to Cosmic ray Gravity force will cause stagger upon guarding it. New brave attack Attack system (midair), new HP attack Sector ray (ground and midair)

Get ready for a long and hard battle because Golbez is gonna give a lot of trouble. His attacks hit at both close and mid range when executed on top of that all of his brave can chain to Cosmic ray except for his Gravity force and Attack system. For brave there is Attack system, this can be executed on the ground and midair now Golbez swips his arms and calls fourth three orbs that stops next to you before the orbs fire lasers at random directions. No kick just dodge to the sides to avoid it. Now for his ground brave firstly we have Glare hand Golbez swings his arms across him and also calls fourth a wave of light that ranges from close to mid. Not too much of a threat here as you will most of the time be out of range of the magic phase of this attack. Now onto Rising wave, this is your biggest threat Golbez does an uppercut and casts a pillar of dark flame below you. This attack can pretty much interrupt any of your ground attacks and midair if you are close to the ground. This move can really punish you so i recommend you stay in the and use Meltdown combos to deal damage on him.

Now for his HP only three stated here. First we got his Genesis rock (midair) Golbez calls fourth four rocks from below spins them around himself before firing them outwards. Don't be below him when he does this attack, when the rocks goes up to him they may sometimes stun you and draw you towards him another thing to watch out for is when he ends the attack by firing the rocks just dodge forward to avoid it however if you are too close to Golbez when he uses this it will catch you during the dodge cool down, if you ever get yourself into such a situation a Tornado will do the trick, simply cast it and his rocks will get destroyed and he will be lured into Tornado. Now for Nightglow (ground), Golbez simply blasts dark lightning bolts beneath you. Easy to see coming and does not have very good range so dodge accordingly. Lastly his new move, Sector ray, Golbez call fourth three huge spheres that fire lasers at you and blasts you back to deal the HP damage. A little tricky if you aren't prepared, to avoid this only dodge before the lasers are fired and not the moment you see the spheres come out. This move has a long cool down

so punish him accordingly after avoiding it.

For EX mode he only gets a new attack Black fang where by he charges for about six to seven seconds before instantly breaking you. Make use of the long charging time to punish him but don't get too close because he can cancel the attack when in danger.

Overall this match up favors Globez but it also depends on the arena since he has a horrible midair game arenas with little footholds will be your friend. Just stay in the air and there won't be much he can do.

6.10 Bartz

Brave attacks modded are Hazard raid (ground) and Slide shooter (midair). New brave attacks are Blade crash (ground) and Rush impact (midair). Totally new HP arsenal for ground there's Hellfire and Dark flame and midair we got Luminous shard and Ragnarok blade.

Wooooo now we have the mime! Handling Bartz is a little different than facing others as he mimes every warrior that will be or previously with cosmos. For brave there are three to take note of. Firstly the ground which is Hazard raid he starts with Clouds Climhazard charge and ends it with Tifa's Beat rush. This move closes distance fast but has a long start up so you should be able to read it and guard for a free hit. For midair there is his holy yes the exact same holy Terra uses! Only difference is that he can chain into OK's Flare NOT TERRAS HOLY COMBO'S. In other words it is a HP attack so don't get confused. Easy to avoid simply air dash or block to reflect it right back at him. Lastly is Slide shooter Bartz slides through the air like Tidus' Full slide and finishes it with Kain's Celestial shooter. This move also closes distance but again it as well has a long start up so dodge or block to get a free hit.

For HP attacks only two to be weary of. For ground there is Dark flame and midair is Luminous shard. Refer to 6.07 to for strategy to avoid these attacks.

No threat in EX mode Bartz just gets a new HP attack called Goblin punch where he pummels his opponent. This move is extremely fast but requires him to be very close to Terra so you most probably won't see this move come out.

Another rather even match up but tips in Terra's favor just focus on bombarding him and the match won't last too long.

6.11 Exdeath

His Turn block now rotates, attacks can be followed up with no delay after Reverse polarity. New HP attack Mealstorm.

Oh hummer remember how CoD and Firion where such pains because of thier counter HP attack? Well now we have this armoured fellow that can counter anything. Basically how Exdeath fights heavily depends on him blocking

your attacks. He has Turn block that allows him to form a red wall in front of him that blocks most brave attacks and Omni block that allows him to form a barrier around him that lasts as long as a block but difference from a regular block is that this block guards EVERYTHING this includes all your HP attacks. After successfully blocking all his attacks will launch out much faster and can surprise if unprepared. However Exdeath is extremely slow so make use of this to position yourself at optimal distance for maximum damage with minimal risks of counter attacks.

For his HP attacks only one to take note of his new one Mealstorm. Works similarly to Emperor's Starfall Exdeath will take about six to seven seconds to charge this before blasting whirlwind underneath you. Easy to interrupt but if you allow him to use this attack it will, just like Starfall, connect no matter the distance so stop it before it fully charges

His EX mode can be troublesome. Basically attacks that follow up a block will increase in number of hits. But if you keep your distance there isn't much to fear especially since Terra won't stagger when Exdeath blocks your attack giving you a chance to avoid it unlike mlee characters.

Overall this match is Terra's but it all really comes down on how well the player uses him. If you are up against an AI you will wipe the floor against him, but when against a human take extra precautions and carefully execute your attacks as most of Terra's brave moves can be High Blocked meaning you will be in trouble against a good Exdeath player.

6.12 Terra

Refer to 3.1 and 3.2 for changes made.

Mirror battles are not the easiest of battles and yet they aren't very hard if you know what you are up against. Not much to say here except just do the exact opposite of what you would do with a mlee character stay close. Also if you are having trouble avoid meltdown stage three, though you should interrupt it before it fully charges, just cast a Tornado and the fireball will be reflected simple as that.

Well not much to say but this is an even match up after all Terra is up against herself. Just do what you normally wouldn't do and it'll be over soon enough.

6.13 Kefka

Can now move while casting Forsaken null. Scatter spray blizzaga can no longer be air dashed through while still as a huge chunk.

Now for Terra's arch enemy. Not much here though he is another ranged specialist his attack have long start ups so you should be able to see

it coming or interrupt it. All of his attacks including HP can be used on both ground and midair so I don't need to state which attacks can be performed on ground or midair do i? First brave attacks. A few to bear in mind. His Waggle-wobbly firaga, Kefka loads up and tosses a huge flame arrow that tracks Terra very randomly. This attack can be dangerous if you are unprepared for it pretty much the flame arrow will not simply track you it will instead go zig-zag and in all direction to confuse you while closing in, my advice simply keep your distance until the attack fades off if you are having trouble doing so this would be a good time to equip multi air slide. Note that this attack has a long start up so if you are feeling it try interrupting! Next is his Scatter spray blizzaga, Kefka shoots a large block of ice in front of his before it breaks apart scattering ice shards in front of him. Not much here since Terra is meant to keep her distance the large block in the beginning is no threat and the ice shards that scatter can be air dashed through do so to punish kefka during his cool down. Now for Meteor don't worry it is not as scary as handling Terra's, Kefka will fire down five meteors around you and when they hit the ground they will head straight for Terra. No kick just forward dodge the moment the meteors head for you or just after they make contact with the ground note that if the meteor does not make contact with the ground it will not hit you. For Extra crispy firaga Kefka simply shoots three small fire arrows that will track you in a zig-zag motion. Simply air dash towards him to punish his cool down but this move will not pose much of a threat as it is one of his limited range attack so if you remain at that optimum distance of an air dash away this attack won't reach Terra. Now for Zap-trap thundaga, Kefka calls down little lightning bolts randomly around Terra this move works similarly to Terra's Meteor but is much weaker you can either dodge up to three times to avoid it or air dash towards him and interrupt the casting. Lastly is Lickety-spit thundaga, Kefkacalls fourth lightning bolts that increase in power the further it travels. Though this is his fastest attack it is very direct and can easily be seen if you keep your distance.

Next we got HP attacks. First off we got Trine, Kefka calls three triangles that appear around Terra's position that will slowly track her take note that this move has INFINITE range so it will never be out of range. No kick in avoiding just forward dodge the moment you see the triangles closing in. However this move has a long start up so punish him if within range. Now for Forsaken null probably your biggest threat, Kefka summons a cloud that slowly closes in on Terra while dropping orbs down note that this HP attack is multi hit so it will hit again and again and again. Plus now Kefka can move while casting this so it will be much harder for mlee characters to interrupt this move! Terra however will have no probs interrupting this, once Kefka is within your attack range punish him with any attack but most preferably Thundara! Lastly we got Hyperdrive (ground only) similar to Meltdown Kefka charges up and releases a series of explosions that closes in on Terra the speed and range of the attack depends on how long he has charged it. Not much here simply forward dodge the moment you see the explosions closing in or punish him if within range!

Now for his EX mode. Rather similar to Terra's but his attacks just become more unpredictable. However avoiding these attacks will not require any change in dodging. Just watch out for his Ultima as it has a longer range while in EX mode.

Overall Terra has the advantage for this match up. Keeping distance won't be too difficult as Kefka will naturally give it to you.

Just ba a little cautious when he is in EX mode thats all!

6.14 Cloud

Aerial fang is faster, Sonic break now sucks you in, Firaga will cause stagger upon blocking, Meteorain has better tracking and Cross slash closes in more. New brave attack Double cut (midair) and new HP attack Meteorain (midair).

Now onto the all famous FFVII Cloud. Though powerful he isn't really all that hard. Practically all his brave attacks have a long start up so you should be able to block it and continuously make him take in critical after critical after critical. The only brave to take note of are Fire and Fira. Cloud casts a small fire ball, With Fire the fire ball will slowly track you no kick just block it but take note that if you get careless with this attack it will stun you and leave you open for any of his meelee attacks if within range. For Fira the fire ball gets shot forward only and does more damage the closer you are to him. Nothing special here too just block or dodge accordingly. Blade beam is another ranged attack Cloud slams his Buster sword to the ground causing an energy wave to blasted forward. This move an only be done on the ground so just block or dodge accordingly.

For HP attacks there is only his Meteorain. Cloud sends some meteors just above him before launching them at Terra. Since it has better tracking a simple side dodge is not enough to avoid it as the meteors will track ad hit you during the cool down of your dodge. The best way to avoid it is to do a midair forward dodge the moment the meteors close in on you as the meteors do not vertically track. Note that this attack also has a long start up at around two to three seconds so if within range punish him!

No real threat in EX mode. Basically blocking any of his attacks will crush your block so just remember to dodge while he is in it.

If you are still blur Terra obviously has the advantage just keep to the general play plan and he will be down in no time.

6.15 Tifa

New character.....enough said

If you are a FFVII fan boy you probably wanna skip this part as i WILL be showing the method for Terra to kick her sexy ass! XD But before i get into her attacks Tifa has the ability called feint whereby she can teleport a short distance towards her foe before launching an attack. Now this will throw meelee attackers dodge off rythme but for Terra it won't but much of a threat as the distance she travels in feint does not close distance very much

Pretty much the same as Cloud her only noteworthy brave attacks are

her Blizzard spells as they do have a decent range. First off Blizzard Tifa simply tosses a small ice block at you that tracks rather slowly. No kick just forward dodge or block to reflect it. Next is blizzara Tifa casts a small ice block that will increase in size causing multiple hits the moment it has reached the maximum distance travelled or upon contact with Terra. Nothing here as well just dodge accordingly or block it while it is still as a small ice block, Don't block it when it has grown as it will cause Terra to stagger. Lastly would be Blizzaga Tifa casts a small ice block above Terra and descends on her, upon contact with Terra or the ground it will increase in size causing multiple hits. A little harder to avoid from the last two firstly don't block as it will cause stagger simply dodge to the sides the moment you see the ice block descends.

As for HP three to take note of. First will be Burning arrow Tifa spins around on the spot before lunging straight at you with a kick. Not hard dodge just jump to get out this attack range. Next there is Meteor strike Tifa charges towards Terra and toss her up before slamming her down for the HP damage. Another no brainer just jump to get out of its range. Lastly is her Meteor crusher Tifa will charge up and do a double kick followed by some punches and finished off with the HP damage. The longer Tifa charges the further she can travel before starting the attack. This can be a little tricky and with her ability to feint it doesn't make it any easier. However this attack can be easily read if you keep your distance the moment you see Tifa closing in dodge away from her and away only. Reason because if you dodge towards her she may use her feint and catch you during the dodge cool down.

Nothing in EX mode all she gets is that she will have a strength boost according to how much her EX gauge contains. No real threat here so don't let up on the spells.

Still don't get it? Terra will dominate Tifa in this match up. Though Terra may never be able to beat Tifa in terms of physical features Terra is out of Tifa's league when it comes to combat!

6.16 Sephiroth

New brave attack Transience (ground), Shadow Flare now stunts longer and throws you up a little upon contact.

A little tricky fighting against him mainly because his mlee attacks have a little more range compared to regular mlee fighters. However they are rather precise so avoiding them won't be too hard.

First for brave there is his Shadow flare Sephy casts four black orbs around Terra and closes in on her. The orbs do track Terra while motionless but will stop when closing in on her. Not too hard to avoid just dodge accordingly. However do not underestimate this move, if against humans this attack will be their closest friend when trying to interrupt your attacks most preferably Meltdown. Also if this attack hits he will be able to chain into ANY ATTACK! So take caution

Next would be his Fervent blow and Godspeed. These two attacks are more or less the same, Sephy throws out several every waves vertically and if it connects Godspeed will make Sephy slam Terra to the ground while Fervent blow knocks you back. Pretty easy to avoid just dodge to the

sides or block but if you intend to block you have to press 'R' more than once as his shockwaves will outlast your block.

For HP Octaslash can be a bit of a handful as Sephy moves a good amount forward but just forward midair dodge and he is ready to be punished.

Next is,

Black materia another variation of Terra's Meltdown Sephy charges a dark sphere. The first two stages will make him drop a meteor just a little forward of him this will only annoy mlee attackers trying to interrupt it but not for Terra when he charges this simply use a Meteor to stop it from further charging. If in any case you allow him to fully charge a giant meteor will descend on Terra. Not too hard to dodge simply running can allow you to avoid it or if you wanna play it safe just air slide out of its range. Lastly is Heaven's Light Sephiroth will position himself just below Terra before doing an upwards thrust sounds simple? Yes a dodge should get you out of harms way but this move can be a killer due to how Seph positions before he executes the move. As said earlier Seph will try and position himself below Terra which will be trouble as this property of Heaven's Light allows Seph to avoid most of Terra's Moves without even dodging and it can punish cool downs real quick so don't think you are safe if your foe does not use Shadow Flare! Heaven's Light can be just of a hassle as Shadow Flare when used correctly.

For EX mode nothing much here he just gains a new move call Heartless angel this move takes four to five seconds to charge and when ready Terra's brave will drop to one yes ONE so interrupt it before that happens. (which won't be too hard)

Overall a very disadvantageous match up for Terra as Shadow Flare can interrupt pretty much EVERYTHING and not to mention how Heaven's Light is executed. This combination can be deadly and you will have a very hard time trying to win. Just pray you are fighting someone who does not use Shadow Flare as that will make the match more even.

6.17 Squall

Fated circle and Aerial circle now sucks you in, new brave attack Fire barret (midair)

No kick here Squall's arsenal is rather close ranged so this will be a rather straight forward fight. For brave there is firstly Ice barret Squall simply shoots a small ice block that slowly tracks Terra. Nothing here just block it to reflect it right back at him but don't get careless with this move as Squall can chain it to Rough divide if you get hit. Next is Thunder barret Squall casts around six lightning bolts in a straight line if connects it will draw you into Squall allowing him to chain to another brave attack. Another no brainer just dodge to the left when you see it coming. Lastly is his new move Fire barret Squall shoots out three small fire arrows that tracks Terra slowly. Rather straight forward just dodge accordingly but like ice barret don't get careless or it will be chained to Rough divide. However, Though his range attacks are weak get within range of his mlee attacks and he will murder Terra so be sure you always keep your distance.

For HP attacks Rough divide would appear to be the only threat. Squall

acends a little before charging straight in Terra's direction. This attack has a bit of a start up but it charges at Terra extremely fast and closes in instantly. This will give you a little trouble trying to keep your distance but dodging won't be too hard just dodge to the side after two seconds have past since the attack name was shown.

For his EX mode he gets an attack boost and has a slightly longer range. Also his Solid barrel cannot be blocked but that moves requires him to be extremely close to you so no threat there. Also the extra range he gets isn't much so much but it is not to be taken lightly.

Overall Terra has a slight advantage here but don't get cocky! Squall can murder mages if you ever get within his optimum range let up and you will be eating attack after attack after attack non stop. Prioritized making distance rather than bombarding him, stay focused and you should hold out.

6.18 Laguna

New character.....enough said

Now this is gonna be a fun match up because Laguna is yet another ranged specialist but the only set back is that his arsenal of attack are rather hard to land. First for his ground brave. Machine gun is where Laguna loads his gun and rapidly fires bullets a slight distance in front of him, not too hard to read just head for the air or forward dodge. This attack also has a long start up whereby he will only open fire the when he finish saying 'There you go!'. Next we have Ricochet shot, Laguna charges up a rifle that can be aim with note that when he fires DIRECTLY at you blocking will cause Terra to stagger but there is more if his shot hits a wall it will bounce off it and head straight for Terra! Rather tricky to avoid but if the shot gets bonounced off it can be blocked. My advice keep your distance if you are within its range it is rather hard to avoid due to the fact that he can aim with it. However don't be too scared before he does this attack he will say 'Look out!' thats your signal to distance yourself. Third in line is his Missile barrage, Laguna takes out some sort of firearm that fires up to six little missiles. Though this move looks scary it really isn't that hard to counter firstly it has a long start up especially if Laguna intends to fire all six missiles so use this chance to punish him with Thundara and if he ever gets all six missiles out no worries just block or air dash right through it no kick! Now onto his Homing bazooka, Laguna gets out an RPG and can fire it in any direction and after going foward a little the rocket will get a speed boost and head straight for Terra. Another easy one due to its long start up, punish with Thundara or dodge note that blocking will cause Terra to stagger. Lastly there Shotgun, Laguna gets out a shotgun and fires it up to three times with each shot scattering numerous bullets. Sounds scary? Not really though this is a fast attack it is only used close ranged and even though he can extend the range by charging it you can pretty much tell indicating for you to back away or punish with Thundara. Sticky bomb and Grenade bomb are rather similar where Laguna chucks a bomb that detonates only difference is that Sticky bomb sticks onto you. Yet another cake walk very easy to see coming so dodge accordingly.

Now for HP attacks. For ground there is firstly Satellite laser, Laguna waves his arms in the air followed by a large laser that blasts down on Terra. Not so hard here as this attack has a rather long start up

so dodge after about two to four seconds or punish him with yes again Thundara. Next is his Ragnarok buster, Laguna gets out Ragnarok and fires it a short distance ahead of him though he can delay the timing to throw you off timing. Yes another breeze here since this HP attack is the most limited in range to avoid head for the air as this attack has poor vertical tracking or if you are out of range yup Thundara him again. For midair first up is Ragnarok blade, Laguna turns Ragnarok into a giant light saber and slices it downwards. Though this is his fastest HP attack it requires alot of precision for it to hit so dodge to the sides just before he swings it down to avoid this and counter accordingly. Lastly there is Split laser. A rather hard to explain attack but Laguna will fire a little spark that goes forward before its splits up to about six giant spheres that tracks you. Now a little tricky to dodge but only dodge the moment you here him say 'Woo hoooo!' or if you have been keeping your distance you will realize that it is a rather slow attack and leaves Laguna a siting duck for yes again Thundara.

EX mode can be a hassle as Laguna won't have any cool down when in EX mode. But that is to pretty much make up for the fact that he is only good at putting pressure but not actually able to easily land damage.

A rather easy match up for Terra as Laguna will also naturally give Terra space leaving him very vunerable for Thundara. If you still haven't realize Thundara is your best friend for this fight.

6.19 Ultimecia

Knight's blade has longer range and better tracking, Knight's arrow (holding) will now set four large arrows that will fire at Terra at high speeds after some time, Knight's arrow (mashing) now tracks, Shockwave pulsar sucks you in before dealing the damage. New brave attack Knight's lance (ground and air) and new HP attack Hell's judgement (ground and air).

Another ranged specialist except Ultimecia will be your greatest challege of them all. Bear in mind that allher brave attacks have two ways of being executed which is determined by whether the button gets mashed or if they hold onto it. Firstly your biggest threat is Knights blade is now improved range and tracking for the button mashing style Ultimecia lights up her hand and numerous crimson blades fire at Terra, i don't think i have ever dodge out of it as it always catches me during my dodge cool down so your best bet would be to constantly block until the attack is over just remember that you have to press'R' multiple times as her attack animation out lasts a regular guard. For the holding style Ultimecia will curl up and fire two lanes of blades at you will do more hits, this style however has a longer start up so it shouldn't be too hard to read to avoid just dodge forward to gain altitude as this style is vertically limited. Knight's axe is up next for the mashing style Ultimecia will throw three small axes that arc at close range and join up to track Terra. A no brainer just air dash, block or dodge accordingly. For the holding style Ultimecia will throw a huge axe that slowly closes in on Terra, this style will crush defense so don't block to avoid do a foward dodge just before it hit Terra. Lastly theres Knight's arrow for mashing style Ultimecia will fire countless arrows into the air before they rain down

on you. No kick just air dash to Ultimecia and Blizzard combo her face. For the holding style Ultimecia will set up four larger arrows that will be stationary for about five to seven seconds before they launch at Terra in an instant. This may be hard to avoid but I have two ways one is to hide behind a pillar or wall until they get fired or interrupt any of Ultimecia's attacks this will glitch to make the arrows disappear!

For HP attack practically all of them can pose a threat to Terra! First there's Great attractor Ultimecia charges a large sphere and then launches it very very very quickly. To avoid it just forward dodge to gain altitude as this attack is vertically limited. Next there is Shockwave Pulsar, Ultimecia charges up something like a time bomb that then gets thrown and depending on how long she charges it will determine how strong it draws you in and how big the explosion gets. Nothing too hard just dodge keep your distance and just air dash towards Ultimecia after she throws her bomb. Third is Apocalypse Ultimecia casts a magic circle around her that will then track Terra this attack will make a blast upwards. Just forward dodge to avoid it and don't get careless when above because Ultimecia can detonate the spell circle early if you are above it. Lastly would be her latest move Hell's judgement, Ultimecia casts a magic circle around Terra and then constantly do little blasts that sap brave before deal a larger one for the HP damage. No kick just dodge accordingly when you see the magic circle forming around Terra.

For her EX mode this can get a little out of hand if you are unprepared she gets a new move called Time crush whereby she charges up for about five to seven seconds before halting Terra's movement. Note that once she begins this move she cannot cancel it unlike Sephy and Golbez so you can go right up close, if you want, to interrupt this move.

Overall this is another even match up but tilts a little to Ultimecia's favor due to her overpowered Knight's blade just remain focus and don't let up on those spells.

6.20 Zidane

No longer has Swift attack (ground). New brave attack Booster B (ground)

IT'S SHU MU KONG! Maybe not.....another easy one because Zidane is yet another mlee attacker but he does have some ranged attacks to look out for. For brave there is Scoop art that can be used on both ground and air, Zidane just kicks at you three magic arrows the close in on Terra slowly. No kick just air dash or dodge accordingly. Next is Solution 9, Zidane quickly throws weak projectiles at Terra. Another no brainer just air dash, forward dodge or block about three times to avoid taking damage from this. Lastly there is Storm impulse, Zidane spins while closing in to deal damage. Though this attack closes distance rather well it is very easy to see when it is done at a distance just forward dodge or block for a free hit.

For HP there is just one Tidal flame whereby Zidane plants a fireball on the ground that tracks Terra at high speed. Though this attack has a rather large range it can be avoided by simply jump into the air that's it! For midair there is Shift break Zidane calls forth four lightning bolts similar to Thundara and ends with a water blast like Flood.

Nothing much just forward dodge when you see the lightning bolts

For EX mode nothing here Zidane can just jump ten times in the air that's all!

Still need a verdict? Terra has a huge advantage so just keep pummeling him at a distance and he will be practically hopeless

6.21 Kuja

Seraphic star now tracks, Ring holy lasts long. New HP attack Force symphony (midair)

Though Kuja is Terra's closest assist he is her biggest enemy when against each other. This is mainly due to him being able to counter everyone of Terra's attack regardless of the distance. First there is Burst energy Kuja will launch some holy orbs slightly in front of him and he finishes the combo depends on his distance from Terra. Fast but lacks in range so won't be too effective against Terra but don't get careless as this can surprise you. Now there's Remote flare Kuja plants some Flare orbs around Terra and then set them off. Not too hard just dodge accordingly when you see the flares forming around Terra. Next we got Ring holy Kuja launches three white rings that slowly tracks Terra. Nothing too hard here just air dash block or dodge accordingly but again don't get careless as if this attack connects Kuja can chain it with another brave attack if in range. Lastly is Snatch blow Kuja hurls his holy orbs forward and back similarly to Firion's Reel axe just that Kuja can move freely while executing this attack. A little tricky but dodge to the sides or block the moment you hear Kuja say 'You're not' to get a free hit.

Now for HP. First there is Seraphic star Kuja throws a blue spark forwards and slowly grows before exploding. For dissidia players this move is now nothing like before mainly because it now draws you in more and will track you. This is one of the few reasons why you should keep your distance with Kuja, if you cast meteor while within this moves range consider yourself being hit as his attack will reach you before a meteor interrupts it. But if he casts this out of the blue just dodge accordingly they only reason why this move poses a threat is because it is great way to punish Terra. Next there is Force symphony Kuja gets above Terra and bombards her with up to six orbs constantly dropping on her. This move can really leave you in a pinch especially in crap arenas. To avoid it forward dodge to gain altitude and punish him with a Thundara. Lastly is Ultima Kuja will make purple orbs rain down on Terra and then exploding dealing the HP damage. This is your biggest threat especially against humans. Wanna use Meltdown? Don't charge beyond stage one as Terra is open for his Ultima if you charge any longer another reason why this move is annoying as hell is because while Kuja casts this spell he can move around faster than his regular running speed! In other words it will be very tough to punish after Terra avoids it. How to avoid? Just dodge accordingly.

Nothing much for his EX mode he just automatically casts a protective spell around him when he jumps and lands.

Like i said in the beginning Terra is gonna have a hard time dealing with

Kuja so just be cautious of your distance and don't stay on a spot for more than three seconds or Kuja will punish Terra with an Ultima.

6.22 Tidus

Cut and run has better vertical tracking Sphere shot causes stagger upon blocking. New brave attack Cut and run (midair)

Nothing much here. Tidus relies on his opponents attack to inflict damage as most of his attacks dodges at the start. Note that all of his dodge brave attacks can connect to Quick hit. However most of them are close range and the only one that closes distance is Cut and run, Tidus leaps backwards and then charges at Terra. Really easy to read block to get a free hit. Next is Wither shot, Tidus throws a blitz ball that tracks Terra not much just block to send it right back at him.

Now for HP attacks just two. First is Slice and dice. Tidus lunges forward and slashes Terra six times at all angles. Another cake walk mainly because this attack has a long start up so just forward dodge to avoid it. Next is Jecht shot Tidus kicks a blitz ball at Terra and if it connects it will follow up with another two blitz ball kicks. Another no brainer just dodge the moment you see the ball closing in or punish him as this too has a long start up.

Now for EX mode. If he gets in it Terra is practically a sitting duck because when Tidus is in EX mode he can block every brave attack of Terra's except Blizzard combo just by running on top of that he gains a speed increase!

This makes it hard to regain distance so don't bother with Terra's brave attacks as they are useless up against Tidus in EX mode.

Overall an advantagous match up for Terra but just be cautious when he enters EX mode. My advice keep your distance until he returns to normal.

6.23 Yuna

New character.....enough said.

Yuna's attack do not have much range but are extremely fast so is it crucial that you keep your distance against her. First there is Energy blast Yuna summons Valefor to fire five light projectiles. Similar to Terra's Holy just that it is weaker and doesn't track so a forward dodge or a block should be enough to avoid it. Next there is Impulse, Yuna summons Bahamut to fire energy spheres at Terra. She can charge it to fire more spheres. Nothing much here though this attack does track well it is rather slow so just forward dodge or block the incoming energy spheres. Lastly there's Sonic wings Yuna summons Valefor in front of her to spin around before blowing Terra away. Though this is a close range attack it can really surprise you if you are within range i have only manage to dodge this attack by instinct as this attack is really fast so thats why it is very important you KEEP YOUR DISTANCE.

Now for HP attacks. On the ground there's just Energy ray Yuna summons Valefor to fire a laser forward followed by an explosion note that Terra will not take damage if the laser goes through but the explosion will deal the HP damage. Not very hard to dodge as this attack is very precise so just dodge to the sides to avoid. For midair there only Mega flare, Yuna summons Bahamut and does a continuous blast for about five seconds this move also has weak tracking. A little tricky to avoid but forward dodge to gain altitude and punish her since this move has a long attack animation.

When she enters EX mode she can dual summon her attacks (similar to Terra's dual cast.) Nothing much she just get more hits and her Sonic wings has better vertical range thats all.

A rather even match up this one but tilts a little to Terra's favor just focus on keeping your distance and Yuna will be practically hopeless.

6.24 Jecht

New HP attack Jecht beam (ground and mid air). HP attacks charges quicker.

No kick since Jecht only has two brave attacks and they both require him to be at their opponent's face in order to land damage. So if you remain at the optimum distance of an air dash length Terra should seldomly get hit by them. Note that he can also charge his brave attacks but it makes it easier you to read it since he will grunt when charging.

For HP attack nothing much only one to take note of is Jecht blade. Jecht swings his swords ruthlessly for about six times. Rather easy to see coming but if he charges it he will close distance while slashing. Just forward dodge when you think his next slash will connect and Jecht will be slashing air! This move also has a long cool down so punish him after avoiding it.

His EX mode can be a hassle as he can continue his brave combos even if it didn't hit. So don't assume that if his initial hit doesn't connect he will be punishable as he will continue the combo and catch you by surprise. My advice just focus more on repositioning Terra while he is in EX mode.

Can't tell by the content of this section? Terra has an advantage here as long as you keep your distance as Jecht will own Terra at close range combat

6.25 Shantotto

Stunt comes out faster, Retribution causes stagger upon block, Stunt can chain to HP attacks Spirit magic: Earth and Air.

Shantotto is essentially a mage but in order for her Spirit magic to connect she needs to get up close to cast Stun to ensure that her Spirit

magic connects. For brave there is Stunt, Shantotto stunts Terra for a second. Nothing much? Like i said Shantotto can chain it into her spirit magic if this connects but good news is that this attack requires her to be at her opponents face so you can bet that this attack will never reach Terra. Next is Retribution, Shantotto hurls her staff forward and before it returns to her. Another rather close ranged attack but if you are ever within its range just forward dodge to avoid it. Just take note that this attack is similar to Firion's Reel axe so it can hit Terra from behind when it is returning if you did not dodge the right way. Then there is Bio, Shantotto casts a poison cloud that slowly closes in on Terra if it hit it will continue to sap brave from Terra for about ten to thirteen seconds. Simple just block to reflect or air dash through it just take note that if you ever get hit by this attack don't use a HP attack while the Bio is on Terra because if your attack connects you will immediately break! Lastly there is Bind, Shantotto casts a black sphere on Terra that halts her movement for about ten seconds. This move has decent range and can chain to her Spirit magic as well but this attack has a long start up so the moment you see the sphere on Terra dodge before it halts her movement.

Now for her HP attacks they all have decent range and can be chained to another HP attack. However what i realize when fighting her is that her HP attack are rather easy to dodge and punishable for Shantotto. If you can dodge out of her opening HP attack she is like a sitting duck (about 3-5secs) waiting for you to give some meteors. Basically she has a really high recovery lag from her HP attacks i would usually take advantage of that and punish her BIG TIME!!!!

Now for her EX mode not much here just that her brv won't go down to zero even after a HP attack usually i would constantly pressure her with Meteor, Meltdown and Holy combo so she has no breathing space.

Overall this is a pretty even match but slightly favors Terra due to Shantotto's extremely high recovery time from her HP attacks. (seriously you should at least land a brave attack on her)

6.26 Prishe

New character.....enough said

Prishe is pretty much like Tifa whereby she uses her fists to fight. But the only difference is that all of Prishe physical brave can chain into another brave and if you actually look at her arsenal she has a variety of brave connectors to choose from so each time you fight Prishe her brave attacks will finish differently. She does have a couple of ranged attacks but no kick. First there is Holy, Prishe fires a golden orb that slowly tracks Terra. Similar to Cloud's Fire just block to send right back at her. Next there is Banish, Prishe just fires a Golden arrow forward. It is a good move to punish Terra but is rather predictable on its own just dodge accordingly to avoid it.

Next is her HP attacks not much here. For ground just Nullifying dropkick, Prishe jumps backwards and then hurls herself at Terra.

Similar to Tidus Cut and run just that it has no vertical tracking so to avoid forward dodge or jump. This move is rather easy to see because Prishe will jump backwards and you will see the attack name when executed so that's a big give away. For midair there's Banishga, Prishe moves forwards a little and blasts a shock wave of light around her. A little tricky if not prepared but to avoid just forward dodge when she finish saying 'Franchise'.

For EX mode nothing much she can just do her brave connector two times in a row...that is if she is able to land the intial strike first.

Don't get it? An advantagous match up for Terra just keep your distance and Prishe will be forced to eat spell after spell after spell.

6.27 Vaan

New character.....enough said

Vaan may have saved Terra but he can be a hassle to fight mainly because his brave attacks are different when he switches them. However most of them are close range so there is not much to look out for. Note that I said 'not much' so lets get on with the brave attacks. First there is Crossbow, Vaan fire some bolts at Terra upon switching to this weapon he will fire much more bolts. Not too hard to avoid the regular one just dodge accordingly but the threat comes from when he switches to it as he will fire a lot more so to avoid just keep blocking until the attack finishes, dodging it can a little tricky as his bolts may hit you during the dodge cool down. However this attack has poor vertical tracking so forwards dodge would be the best choice as it also helps you gain altitude. Next is Rifle, Vaan fires off bullets that scatter when switching to this weapon he dodges before firing. Nothing much though it does have very long range like Crossbow but has a slower start up so just dodge accordingly or block, upon switching he will jump backwards before firing not hard to read here as well because you should be able to see him aiming at Terra so again dodge accordingly or block. Next is Katana, Vaan lunges forward and slashes through Terra causing mutiple hits before sending you flying with another stroke of his Katana upon swtiching to this weapon he does more hits. This move does close in for both regular and switching but has a long start up in fact switching has an even longer start up compared to the regular so just dodge accordingly. If you wanna block only block the regular one as the switching style will cause Terra to stagger. Lastly there's Greatsword, Vaan lunges forward and slashes two times with it, upon switching to this weapon he can charge it to determine how much distance he travels before hacking at Terra. Both regular and switching can close distance quickly so watch out for this. For regular just dodge accordingly as this attack comes out fast. Switching is where you gotta watch out, the longer he charges up the more distance he wil travel however you can tell when he is about to switch as he say 'ooooooooohhhhhhhhhhhhh' while charging so dodge only when you see him closing in, blocking will cause stagger.

Onto HP attacks only two here. For ground theres Torrent, Vaan blasts some water into the air before they rain down on Terra. Nothing here just dodge two seconds after you see the attack name on the top of the screen. For midair there's Windburst, Vaan will cast a tornado near Terra that will draw her in. The tornado will last for about five

second and it also has strong suction power so to avoid dodge just before you get hit, multi air slide away from it or reflect back at him with a Tornado. When reflect Vaan will get suck in not Terra but just take note that if you do reflect his Windvurst he can set it back on track by charging right into it with an Inferno.

In EX mode Vaan can freely disarm himself with 'R+square'. What does this mean? Crossbow, switching style, spamming for human players just be more cautious when he is in EX mode as he can just keep using the switching style of his brave attack over and over without switching to another weapon.

A close one but favor Vaan a little due to his ability to surprise you with his switching style and regular style brave attacks.

6.28 Gabranth

EX charge fills his EX gauge faster, Guilt has been renamed to Execution. New brave attack Gaia breach (ground)

An interesting character to fight against since he has a completely different arsenal in EX mode. When he is outside EX mode he is a pushover seriously he can't inflict HP damage and has very limited brave attacks but there is one to take note of. Lunge whereby, Gabranth dashes forwards with his weapon in front of him. No kick here just dodge accordingly, jump or block as this move has a rather long start up. In EX mode he can really thrash you if you aren't prepared for it. Brave there is three to look out for for ground there is his new move Gaia breach, Gabranth slams the ground causing an energy wave to be blasted forward. Similar to Cloud's Blade beam to avoid just jump or dodge accordingly. Next is Relentless lunge, just like lunge but Gabranth does it three times consecutively. This can really close distance but easy to read, to avoid forward dodge jump or block as it is still as slow as his Lunge outside EX mode.

Now for HP attacks, EX charge is self explanatory. In EX mode watch out for his Innocence, both ground and midair. His ground innocence where he sends four shockwaves out that goes straight out now if you are in close range (which you shouldn't) you can consider yourself hit as each shockwaves are very wide and a single dodge won't be enough to avoid it, but if you keep your distance (which you should) this attack can be seen and can be dodge quite easily. I also recommend forward dodging to gain altitude as this attack has poor vertical tracking. now on to his midair version now this move is practically impossible to dodge out of difference from the aerial and ground is that Gabranth can move freely while the attack starts up and it has a much better homing compared to the ground version my only advice is keep your distance when you see this coming or since it has a rather long start up you can try and interrupt it but I don't recommend it, just keep your distance and dodge to the sides. Or you can simply reflect all his shockwaves back with Tornado, if your are close enough he will also get drawn into Tornado during his cool down this method works for both ground and midair version.

In EX mode he is completely different than outside it. He gets a big upgrade in brave attacks and can inflict HP damage.

Overall like with all characters he is a pushover outside EX mode but when in EX mode can be a murderer. My advice END THE MATCH ASAP! As he can really be a hassle in EX mode.

6.29 Lightning

New character.....enough said.

Great first we had Cecil changing into two different forms now we have Lightning able to change into three different classes freely and has no aesthetic change so if you don't watch the class name at the top of the screen you can get confuse on how she will counter Terra. Generally her three classes are called Commando, Ravager and Medic. Commando is your meelee attacks, Ravager is your spell caster and Medic is recovering brave.

For Commando just watch out for Ruin and Ruinga, Lightning will fire off some black orbs. (three for Ruin and one for Runiga) Ruin will lead to a chase while Ruinga will blast you into the air. No kick just block, dodge accordingly or air dash through it. Now for her Ravager class, this will class will allow Lightning to fight on par with Terra. For ground first is Thundaga, Lightning with cast lightning bolts to strike randomly around her no real threat as long as you keep your distance. Next is Fire Lightning

will cast up to three specs of fire that will close in on Terra. No kick here just airdas, dodge accordingly or block it. Lastly there's Aerora Lightning will cast a wind orb that tracks Terra. Similar to Kain's Cyclone only that Lightning's Aerora does mutiple hits if it connects and knocks you slightly back. A little hard to see as it is just a colourless wind but to avoid just block, air dash or dodge accordingly. For midair first up is Watera Lightning fires a water ball that slowly tracks. Similar to Emperor's ground Flare but you can block the water ball to reflect back at Lightning but take note that Terra will also stagger upon blocking, another way is to cast Tornado to send it right back at her. Lastly is Blizzara, A little difficult to explain but when Lightning casts this there will be a spec of light that will draw Terra in before turning into a block of ice. No kick just dodge accordingly or air dash through it.

Now for her HP attacks only two to look out for. Ground there is Razor gale whereby she throws a disc of rose petals that closes in on Terra. Nothing much here just forward dodge just before the disc hit Terra. For midair there is Thunderfall Lightning spins her weapon around her while lightning bolts rain down on Terra. Similar to Kuja's Ultima just a little less range and Lightning is stationary while performing this move. Just like Kuja's Ultima it is great for punishing Terra while charging Meltdown so don't charge beyond stage one. Also if while her weapon spins around her this protects her from attacks so you can't punish her after avoiding it. To avoid just dodge accordingly when Lightning finish saying 'Enjoy'.

EX mode is also another hassle. While in it you can't inflict wall rush damage on her making it harder to execute assist combos. Also she will immediately break Terra if Terra's brave is near break so don't let Lightning hit Terra while in EX mode.

Overall Lightning has the advantage due to her ability to switch her class freely to surprise Terra. Also changing her class will allow her to be prepared against Terra at any distance. Just keep an eye on the top of the screen to see what class she changed to in order to prepare yourself and don't let up on those spells!

6.30 Feral Chaos

New character.....enough said.

Despite his appearance Feral chaos isn't too tough and it also has three setbacks that requires an ability to disable them. The three setbacks are that he cannot enter EX mode, cannot use assist and his brave will slowly decrease per second. It can disable all these setbacks but it requires alot of CP to equip the ability.

Anyways onto its brave arsenal. For ground watch out for Vicious and Spew. For Vicious Feral chaos will lunge forward, closer Terra is to it the more damage it inflicts it is also rather fast. If you are at a distance you should be able to see it coming just forward dodge to avoid it. Now for Spew, Feral chaos slams the ground causing magma to blast from beneath Terra. Rather easy one the moment you see the magma forming beneath Terra dodge accordingly. For midair just one, Splinter. Feral chaos swipes its tail causing four shockwaves to be launched forward. A little tricky to avoid because it requires Terra to dodge two times to fully avoid it and if your first dodge is too early the third or fourth shockwave will hit Terra. To avoid dodge to the sides but for the initial dodge only maneuver just before the first wave hits.

Now for HP attacks just two moves to bear in mind. For ground there's Via dolorose, Feral chaos launches two fire columns note he can delay the launch of the second fire column. Nothing much if you have been keeping your distance as you have ample time to react to his second column. To avoid just dodge to the sides or if you are lucky you can just avoid it by circling it. For midair we got Flagro maximus, Feral chaos charges and does a blast forward it can charge to increase the blast range. I don't think i was ever able to dodge this by reflex so my advice is just keep your distance and dodge the moment he launches the blast.

For EX mode he just gets a strength boost so no change in strategy here.

Overall Terra has the advantage here especially against a human because his setup will be really limited due to the massive amount of CP require to equips its abilities. (seriously 75 CP to equip a HP attack unmastered and 50 when mastered!) Just keep bombarding him with spells and the match won't last long. Just pray you are up against someone with a sense of pride or he will just spam Via dolorose pushing you to a corner in a very cheap way!

6.31 Chaos

More vicious in his attacks. His Decend kick crushes defense, can now escape from his three fire columns even if you get hit by one.

Now if you didn't play the original fighting Chaos is a little different. First the difficulty is preset, he can only be fought on Edge of Madness and the omega version if it. Another thing is that you have to beat him three times in order for it to be considered a win and can use his summons more than once in the same battle cheap heh? Lastly he is not a playable character unless you do a hack so I do not know the proper name for his attack but I will provide a description of it. Note that I will only be describing his arsenal for the last battle as they all get buffed on the final match. Also this would be the only time that you should equip Blizzara I will tell you why later.

First his brave. First up are his Claw combo. He has one in the air and one on the ground, though they are both more or less the same. He kinda just slashes you a bunch. It comes out very quick, so it can be hard to avoid if he is really close. However, he sometimes starts the match with the ground version and in that case, just block when it is about to hit for an opening to inflict some damage. I suggest using Blizzara Combo or Blizzara. There are tons of chances to use Meteor->Holy Combo by the way. Also, if Chaos starts the first battle with this, he will most likely start off the same way for the other two battles. In his final form, he shoots giant walls of flames with each attack, but they go off to his sides so you're safe if you don't dodge to the sides. This move is blockable in every form. If you keep your space, this move is very predictable. Then there is his flame column. He does a flip and shoots a column of fire at you as he shouts "eradication." It's fairly easy to see coming, but it will stagger you if you block it. A simple side dodge should do the trick. Like the ground claw combo, if Chaos starts the first match with this, he likes to start the other two matches with this as well. In his final form, he will always shoot three in a row, so just keep side dodging in succession (though if you do it too fast you might get hit by the last one). Also, since he shoots three, you don't want to try and block as you will get hit by the rest. Another no brainer punish him during his cool down or after dodging the third one. He also has that attack where he pops out of the ground under you three times. Another move that is very easy to see coming. Just dodge each time the little portal thing appears below you. After the third jump, he leaves himself open, so punish him accordingly. Also, keep in mind that this move always attacks from the ground and has a limited vertical range so if you are high enough in the air, you don't even need to dodge. Don't block as it will cause stagger and leave you open for the other two strikes. Then there is his "descending kick" move. It's pretty fast, but he will say "perish!" and all it takes is a back dodge to avoid when you hear that. If you're in the air, it'll probably miss unless you are below him. **DON'T BLOCK THIS MOVE** though in the original blocking this will only cause stagger it now crushes your block so don't block unless you want Chaos to inflict critical damage on Terra! Another thing is that he uses this move more often compared to the original so watch out for it. This attack never changes regardless of the battle. Now we have the flame shockwave. This move is really annoying as it is fairly quick and hard to block and causes quite a bit of damage. Not to mention Chaos teleports next to Terra before using this and also likes to interrupt your moves with it, so again, stay on defence. Dodging this move doesn't work unless you dodge out of the range as the attack has a long duration and range. Dropping down or jumping up can get you out of range and give you a huge opportunity to attack him during this long attack. If you block, keep in mind you'll need to block multiple times because of this move's duration. Usually two to three well timed blocks should do it. Another way to avoid is that if you dodge but found out you are still within range USE BLIZZARA since this is a magical attack Terra's Blizzara will block it during its start up and punish him right after! This attack is one of Chaos' more

annoying moves and can really hurt if he spams it. This is your biggest threat as it's got impressive range too, which is really deadly on such a small stage. This move never changes between forms. For the final brave attack, we have his fireball attack. It basically looks as if Chaos just barfed out a bunch of fireballs. Anyways, this is blockable in his first two forms, but the third form will stagger you and you might get hit by one of the other fireballs also note that now he will take advantage of you being hit by the fireball to land the flame shockwave on Terra. I find Chaos hardly ever uses this attack, and rather straight forward. It has a long start up indicating fo you to block. In his last form, just side dodge. The fireballs spread, but generally won't hit you if you side dodge.

Now onto his HP attacks generally they all have decent range and can be a pain if you aren't prepared. Divine Punishment is the one HP attack you will probably see the most. Flashes of light surround you before a small sword appears on Terra's position followed by Chaos throwing a spear down at her. Sound tricky? It is if you are using someone else but this move is nothing compared to Terra's Tornado, the moment you see the flashes of light cast Tornado to render yourself invincible to the attack and deal some damage to Chaos. Next is Soul of Oblivion. This attack is undodgeable. However, it's got a very long start-up (four to six seconds) time where Chaos is completely vulnerable to any attack. He doesn't move around either, so he's an easy target. All you need to do is hit him and you'll stop the attack, note that if he is really high above you or vice versa the blast will be out of range so don't bother closing in to interupt. Condemn is a huge pain, however. It's very fast attack and can really draw Terra in. It doesn't cause any brave damage and vertically limited, but Chaos is completely invincible during it. You do have a bit of time to react, so just back dodge away from him. However, if you're in the middle of an attack, you might still hit him and deal brave damage, but it won't stun him and he will continue the attack. Because of this, you really need to be careful when he starts getting large amounts of brave. Scarlet Rain is also a little bit tough. He is, again, invincible during this attack, so you just have to learn to avoid it. You'll need to quickly get into the air as he covers the floor in flames. After a moment, he'll start tossing fireballs at you which you'll want to block DON'T DODGE as the fireballs will will hit during the dodge cooldown. If you get hit by even one, you'll be stunned and get hit by the rest for brave damage and you'll be completely helpless for the HP damage. Basically, just keep on blocking the small fireballs and dodge the final large fireball. Now we have Demondance.again another pain for any character. Chaos will teleport next to Terra and deal HP damage to her FIVE TIMES! Yes five times so avoid getting caught in it. To avoid is simple just forward dodge the moment you see a red aura near Terra as that is the signal that Chaos is gonna reappear. If you get hit by the first or second don't fret as you can recover from it and avoid the rest. Also this attack has a long cooldown so after dodging the fifth one punish him accordingly, Holy combo-->Ultima will work here! Now for Utter chaos and Brink of delusion. Chaos will become a giant and attempt to slash Terra four times before chunking five huge swords below the arena causing five blasts. For starters he is yes invincible when performing this. To avoid the sword strikes jump over the low lateral sword swipes, and dodge to the side for the overhead slash and the stab at the middle of the stage. The flames, however, are a lot harder to avoid. I just spam dodge as I haven't really found a full proof method to avoid it. And this move will drain your Ex gauge because of the amount of time this takes up unless

you have accessories that increase Exmode duration. Moving on, however, we get the final part of this combo. Chaos pulls out another three swords, and throws them at the bottom of the platform of the stage. During this time, you just sit there and watch. Finally, the screen will turn to an overhead view of the stage where you will automatically be on the ground. Then, four giant glowing circles appear randomly on the stage (and can overlap). then blasts to deal the HP damage. To avoid just move to the area that isn't covered by the blast, also if you think you won't make it in time doge towards the unaffected area

For summon he has several effects which i will list down.

- Break after a set time
- Bravery freeze
- Continously halves your barvery for a short time
- Triples bravery after a set time
- Brings your barvery down to 0 after a set time
- Halves bravery but increases at +99 per second
- Doubles bravery but drecaresees at -99 per second
- Halves your bravery upon landing a HP attack

Overall Chaos will have the advantage but just remain focus and you should be able to win also note that Chaos is a big sucker for Meteor-->Holy combo-->Ultima combo here.

6.32 Gilgamesh

New character.....enough said

Now pitting against Gilgamesh can be tricky as each time he attacks he pulls out one of his eight weapons he possesses. So i am gonna state the weapons, their range and any special effects it can do. But first the format :p

'Weapon name' (range)

Description

Excalibur (mid)

A golden sword that does double damage ouput

Excalipoor (mid)

Blue version of Excalibur but damage reduces to 1

Naginata (long)

A long red spear that has the longest range

Masamune (long)

A curved silver blade that produces a lot of EX force upon connecting an attack

Genji Blade (mid)

A brown broad sword that depletes opponents EX gauge upon contact

Zantetsuken (mid)

A dark blue blade that may randomly inflict break

Battle Axe (short)

A small axe that does random damage

Chicken Knife (short)

A knife that deals more damage with less HP

If you don't understand the range here are some examples. Short is equivalent to Tifa's melee attacks while Mid is the same as Squall's meelee attacks and Long is the same as Sephiroth's attack range. Got it?

Now onto his brave attacks. For ground there is merely Wind slash, nothing much Gilgamesh just fires a small whirlwind that slowly closes on Terra. No Kick just dodge accordingly, block or air dash to avoid taking damage. For mid air there is electrocute, similar to Garland's Thundaga but Gilgamesh only casts one lightning shockwave at Terra's position. Though this move is rather weak on its own try not to get hit by this attack launches Terra in the air and stuns her for a long time allowing Gilgamesh to chain it to his melee attacks if you are within range. Lastly there is Whirlwind slash for both midair and ground. Gilgamesh slowly closes in while his weapon spins in front of him, can quickly closes distance but has a long start up so you can see it coming from a mile away and avoid accordingly, this move is also easy to block so do so for a free hit.

Now for his HP attacks. For ground we got Rocket punch where Gilgamesh fires a pair of boxing gloves from his hands at Terra (power rangers?) but this move has a long start up so it should be easy to avoid, just dodge the moment he says 'punch'. For mid air there is Missile, Gilgamesh places a missile in front of him and fires it. Really easy to dodge as this closes in really slowly so no excuses if this lands on you!

For EX mode he can be a little brutal. Gilgamesh gets eight arms each holding a random weapon. In other words his melee attacks are gonna deal more hits if it connects so stay clear. Also he will fire two Missiles at you so be weary of your dodge direction, a midair forward dodge should do the trick.

Overall a rather tight one but leans a little in Terra's favor just deal with him the same way as Sephiroth, or to say prioritize making distance over bombarding him and ther won't be much he can do.

7. Utilizing the arena

'incomplete look out for updates'

As you all know the arena is just as a major factor for Terra as do the foes she faces. There are a few things to look out for when fighting in a particular arena. They are the amount of space eg. open and cramped, amount of foot holds and how high the arena is. Again this section is really based on your playstyle so what i mention here may not be so for you. Each factor has its pros and cons. Open arenas make it easier to regain distance between you and your foe while cramped arenas make your fully charged Meltdown brutal. Generally arenas that Terra fights well in are cramped areas (for insane Meltdown tracking) with a fair amount of foot holds (to cast meteor) that are vertically limited. Why vertically limited? Because this will allow Terra to summon her assist after firing a flare as they won't fly upwards and be stunted on the spot

making them open for your assist to connect. Also for AI foe they apparently have a sixth sense where they are able to reflect a meteor right back at Terra weird heh? Thats why it would also be good if you are in a complexed arena like Pandaemonium so you can take cover and cast Meteor with minimal risk of it being reflected.

7.01 Old Chaos Shrine

Generally a neutral arena that will not give Terra or her foes an edge over the other. To simplify there are two floors for this arena. Try to lure your foe to the lower floor simply because it is easier to execute meteor combos down there. Fighting on the second floor is also fine but usually you won't be fighting there very often mainly because the middle of the upper floor can be destroyed when either person is downward rush against it. Also the sides of the lower floor are at higher ground compared to the middle aisle so you can pull off your Meteor combos without having to worry of it being reflected by an AI.

Omega version of this arena can be rather risky. Basically a fraction of both Terra and her foe's bravery will be tranferred to the bravery pool every five seconds in other words whoever breaks who first will get the advantage so bombard your foe to break them to get a HUGE bravery boost or possibly 9999.

Overall this arena will not give either side the advantage so just stick to the regular play plan and you should be alright.

7.02 Pandaemonium

To me this is Terra's home ground against any opponent. As you know the AI can sense when a meteor will hit them and try to reflect it back at you by blocking but since this arena has many walls you can take cover behind one and pressure your foe without fearing of a meteor being smack back at your face (it will hit the wall while trying to hit you). combos such as Meteor--->Flood/Thundara work wonders. Another plus would be that since you are behind a wall the opponent will need to get round it but if you are on the offensive they will have a very tough time trying to close the distance between you an him. However you still have to watch out for counter based attacks like Firion, COD and Exdeath. The last thing to look out for would be Emperor's Light crest as it will bounce off the walls like mad. There are also banish traps but it is very unlikely you or the opponent will get trapped in it so nothing much that you can make out of the banish traps. Also with such a close ceiling it will guarantee wall rush damage for her tornado and you can summon your assist after firing off a flare from Holy combo. Overall anybody unlucky enough to fight you in this arena will be suffering big time it is even possible to gain a flawless victory if you are good enough.

For the omega version the arena's floor will ocassionally fire up some spikes sapping the victims bravery and adding it to the stage bravery. This does make it a little harder for you to find a

good position for taking cover but you can just get into the ground that will not spawn the spikes. This arena will give Terra the advantage as well but not as much as the normal version.

Another thing is that this arena is rather cramped what does it mean? Meltdown stage three gets buffed to the MAX! Your opponent will have a hard time trying to shake the Meltdown off their backs, if they were able to reflect you know the drill cast Tornado to prevent backfire from occurring.

If by now you still don't get it Terra has a huge HUGE advantage in this arena. Most characters will struggle to keep up with Terra especially mellee characters however you still need to be careful when fighting Exdeath, COD or Firion due to their counter based attacks. Seriously my friends already feel like giving up the moment they know they are fighting my Terra here!

7.03 Pandemonium- Top floor

Nothing much here as well opened spaced with ample foot holds however this arena is vertically limited meaning you would be able to summon your assist after you fired off a flare. A very basic stage with nothing you can take cover in. The crystals can be broken very easily and there isn't as many as World of Darkness to be used as an ambush. Really straight forward nothing much to say of this stage so just stick to the battle plan.

7.04 World of Darkness

For regular this place is rather neutral, ample footholds, open space. However this arena has a lot of pillars and what i realized is that if you take cover behind them it can act as an ambush ground. Try casting off a Meteor and followed by Holy combo if you are behind the pillars the holy orbs will destroy your cover but at the same time surprising your opponent. If your are up against AI this isn't too hard to pull off but any good human would anticipate this so don't count on it.

Now for the omega version. This version can be a little tricky, basically you start off normally but after some time the arena will transform into something completely different before changing back. Now there are two ways this stage can trance, and it depends on your distance from each other. If the trance occur while you are at close range you will be transported to a cramped arena with some pillars at the centre. If it trance while you are far apart you will be transported to an open arena with platforms everywhere along with banish traps at the bottom. First off is the cramped close arena if you haven't noticed your Meltdown will once again be buffed but don't rely too much on it as this arena is not as complexed as Pandemonium so it won't be too hard for your foe to catch you while charging it up. However that being said you should still be able to use the pillars as cover for your Meteor casting so don't be afraid to use it. Now onto the open one, this is a little hard to explain but basically the platforms have something special. As you know if you are directly below a platform

and you are about to air dash towards the EX core above you will get stuck however attacks seem to be able to pass through the platform. With this in mind you can do something nice, simply summon Jecht to do mid air brave and if it look like he is about to slam your foe unto the upper platforms simply cast Holy combo the moment he slams on one of them. If you are up against a human they may think that you are dumb. But just watch as your holy orbs goes through the platform and hit them. Another thing i noticed is that when the stage is undergoing the trance while you are attacking, you will reappear in the respective arena with your attack cancelled in other words if you are in the middle of casting Ultima and the stage changes your Ultima will be cancelled. This also applies for assist attacks so if your assist is in the middle of his attack he will disappear when you are transported to the respective arena. So it is crucial you time your attacks correctly so that it won't get interupted. This will also apply to your foe so if he is about to finish you just pray that the stage will undergo its trance.

Overall Terra does not get so much of an advantage here but for the omega version the cramped arena does give her a slight edge over the others but it isn't so huge so don't go thinking you will be safe. Just stick to the general strategy for each character earlier.

7.05 Crystal Tower

This place can be fun to play in and yet rather confusing as well. Basically you got a plain with a sky scraper smaked in the middle. I did find a way to utilised this arena. If you quick move up the tower you will notice it has some platforms built on it. This mean you can camp at the edge of a platform and use your Meteor with minimal chances of being countered. Plus if your foe is below you he will have trouble climbing up the tower while trying to evade your shower of Meteors. Also Terra's Meteors will not disappear until it hits an edge so you can camo at the highest platform of the tower and create a Meateor shower but take note that all your other brave attacks will be out of reach. How is this all confusing? I'll get to that now. As mentioned earlier the tower has several platforms built on it these platforms are also spawn point for EX core get where i am going? Yes if the EX core spawns on a platform you can't just air dash towards it all the time you would have to quickmove around till you get to the correct angle where the EX core is. Nothing? Not exactly, as you quickmove the camera rotates to an angle where you can only see whats ahead of you meaning your back is wide open for veteran players! So watch out as they will know your camera does not have them in the picture.

Overall this map does give Terra a slight advantage. Not a huge one so as usual don't slack up on those spells!

7.06 Lunar Subterrane

Another open and simple map. Nothing much i can say here, however there is a way to cast Meteor safely. As you can see

this map has some rocks, curbs and uneven ground. You can take cover behind the rocks or the curbs thus, you will be able to cast Meteor without worrying about being countered. Note that the rock will not be destroyed until either party has slam the other against it so most direct attacks are rendered useless if you take cover.

For the omega version no changes in particular. Basically the stage bravery will increase as more rocks get destroyed so no visible change from the regular.

Just stick to the game plan and Terra should have the edge over her opponent if you are able to take cover.

7.07 The Rift

Another spacious arena however very little footholds. If you can, try to stick to the ground but you will be in mid air combat most of the time. Since this map is huge it means your Meltdown will be slightly nerfed since your Meltdown can't bounce like mad. Your best bet would be your Meteor combos and Meltdown-->Holy combo as well. This stage is made to give Terra trouble you are gonna have a rather long battle here so just bear with it.

For omega version things get a little crazy. Basically the structures will be randomly teleported to weird and unpractical places so it gonna be really hard to find a good place to take cover as the structures are constantly teleporting so it may blow your cover or unintentionally create one. Also as the structures teleport a small amount of brave is added to the bravery pool. This place will prolong the battle even more so really gotta focus here.

Overall this place does give Terra a slight advantage. Is not so huge so if you stay focused you can claim victory rather quickly. But this map will give you a huge advantage against ground based characters like Golbez and Firion so if you are matched up against them you have nothing to worry about.

7.08 Kefka's Tower

It's FF6 final dungeon! Now i am gonna separate this arena into three parts, the upper level, lower level and the pit. As you know Meteor will only dissappear once it has hit take advantage of this by luring your opponent to the lower floor and then quicky getting Terra to the upper edge you can keep hurting as you can just stand still and consistently pressure them with Meteor. I know i need not say this but

it is very easy to corner your opponent on the upper level with tornado if your first cast missed try casting it just one more time (not spamming) it will almost guarantee the second tornado will connect. on the lower level you will realized there is a pit in the middle now if your opponent gets in that pit you will have an advantage. firstly there is limited room to dodge so this would be a good time to execute some combos (namely I do the meltdown stage two---> holy combo--->ultima combo) and since you are constantly pressuring them the opponent won't have much time to escape from that pit so if they go in they will have a tough time coming out

unscathed or come out after taking a fair amount of damage from you. Lastly if you have fought on this arena you will see that it is cramped don't get it? Yes Meltdown gets Buffed at stage two and three.

For omega the stage gets a little wierd in a funny way. Basically the walls below the upper level will spew out steam and each time the steam gets stewed the stage bravery gets a little boost. Also if you slam your foe onto the wall that spews steam your foe will be bounced off unto another wall and if that wall also spews steam they will be bounced off again and again until he gets slammed unto a wall that doesn't spew steam. To look at it is really funny to see your foe bounce around like a ping pong ball but in terms of performance this will make it harder to summon your assist as if you summon your assist when you slam your foe on the spewing steam wall they will bounce off it and fly right past your assist. This makes it slightly harder to allow your assist to connect. My advice try to stay on the upper floor as the walls on the upper floor do not spew steam.

Overall this stage gives Terra the advantage but it is not as complicated compared to pandamonium so the enemy will have an easier time closing the distance but still won't be easy doing so.

7.09 Phantom Train

Now this is an interesting stage. If you haven't unlocked this arena it is pretty much just a train carriage you are fighting in.

This arena has its pros and cons.

Pros being its is the most cramped so Meltdown and Tornado will really harass your foe, plenty of walls and edges to slam your foe on giving your assist an opening, most vertically limited arena so this makes it really easy to summon your assist after hitting with the flare phase of Holy combo.

Another advantage would be since its really cramped cornering your foe won't be much of a hassle so no need to fret about Blizzard combo (one hit) ---> Tornado missing and being punished.

Cons are yeah you guessed it really easy for your foe to close distance and it will be a pain trying to reposition Terra to an advantagous distance also no cover so don't be surprised if an AI reflects a Meteor back at Terra's face.

Can't really say much here, this is a stage that is really easy to land wall rush damage. But this pace can also make attacks that are continious for a long period of time hard to avoid. Attacks like OK's Comet, Firion's Weaponmaster and Yuna's Megaflare will be just some moves that will give Terra hell. Also if your opponent manages to reflect Meltdown IMMEDIATELY REFLECT IT BACK with Tornado. Though you do not see your Meltdown IT IS CLOSING IN so cast Tornado to send back on course.

Overall this place heavily depends on how you and your foe fight. For me this gives me a slight edge over my opponent weird huh? But thats just how I roll! :p

7.10 Planet's Core

Perfect just perfect. Lack of footholds, limited edges and vertically open! What more do you want to put Terra at the disadvantage? Real headache fighting you foe on this arena especially when up against AI since they just love to

quickmove on rails and nothing more, add that fact that they are artful dodgers and you got one long and fruitless battle. Very little footholds here so really hard to find a position that you can make the most of Meteor so your main weapon here is your Meltdown combos since you will be in midair combat about 80% of the time.

The omega version is no better. After a set period of time the stage will undergo a trance, unlike World of darkness it doesn't change back so you will be fighting in the trance version the rest of the battle. If against an AI yet again a really fruitless battle as they will grind for the whole of the battle which is a real irritant. The only advice i have for this stage overall is try and stay above your foe, if your are up against a human their camera will most likely not have you on screen so take advantage of that for Meltdown combos as they won't be able to see your Meltdown until the last second. What does this mean? They will simply spam attacks that will miss so punish them during their cooldown. Bear in mind that the stage brave will steadily rise after the trance so after about a minute or so try to break your foe for a brave boost of about 4000-6000.

Can't tell? This stage will put Terra at the disadvantage and just prolong the battle in a silly way. But once again if you are up against ground based characters like Firion and Golbez you will certainly have the edge over them.

7.11 Ultimecia's Castle

Another bummer here. Again really little footholds, vertically open. However, this stage does have some advantages like being rather cramped overall for a Meltdown buff, and a fair amount of edges for Terra to slam her foes on. Though not as bad as Planet's core this will still give you a hard time. AI in particular will tend to grind on the spiral metallic rods. This will not progress the battle in any way it will just burn daylight and cause people like me frustration. Again you will be in midair combat most of the time so stick to Meltdown combos and remain focused.

For omega version this is were things get hectic. The stage will go through a time trance, The gears will move a lot faster, and destroy walls etc. will be restored. Stay away from the gears during the trance. Why? If you get too close to it yes, it will sap your brave like the spikes in Pandemonium omega ver. Only thing i can think of that will help is the fact that this stage overall has a banish trap as the ceiling. This means if you are low in health try to stay near it as HP attacks like Tidus' Quick hit will hit you upwards before dealing the HP damage meaning if you get into the banish trap it will teleport you somewhere safe and leave him open for a counter. Another thing is that the stage bravery will randomize during the time trance.

Yes another arena that will put Terra at the disadvantage. But again ground based characters won't be of much hassle here just lure them to mid air combat, which won't be hard, and they won't be much of a threat.

7.12 Crystal World

A rather open arena with very little footholds. Not as bad as the previous two

but still not good. Your best bet is to stick to the middle platform as this is the best place to cast a Meteor. Also if your opponent is below Terra this will minimize the risk of being countered. Stay near the edge of the platform and you may be lucky with Holy combo. Try to avoid going to the sides of the arena. True it you may land a wall rush but casting Meteor here won't do much.

For omega version nothing much here no change to the stage but as the crystal platforms respawn it will boost the stage brave by a small fraction so just stick to the game plan.

Overall this stage does give Terra slight disadvantage due to open area will have few footholds. But this does give Terra a slight edge over ground based characters, just lure them to mid air combat and they got nothing on Terra.

7.13 M.S Prima Vista

A stage, really S.E? Whatever. Anyways this is a rather advantageous arena for Terra, ample footholds, vertically limited and rather cramped but not to the point where it will be a hassle trying to regain distance. Most of the time you will be fighting on the stage itself but if you think your having a hard time shrugging your foe off try going on the stage props or backstage where the weird castle prop is. It can act as a cover while casting Meteor and really harass your opponent. If you haven't bought this arena or never seen a stage then just to let you know this stage has plenty edges giving Terra many opportunities to call her assist. The fact the its vertically limited also makes it easier to summon Terra's assist during the flare phase of Holy combo. Meltdown also gets buffed in this arena so don't be afraid to use it. If you plan on fighting on the stage the whole time prioritize repositioning Terra over assaulting her foe.

Overall this arena does give Terra the edge over her foe but don't stay on the stage for too long if you are having a hard time regaining distance. Try to stay on the backstage props and take cover, keep bombarding them with spells and your foe won't have much on you.

7.14 Dream's End

Another arena that that makes it easy to regain space with Terra. Not many footholds very open and very few edges to slam your foe against though. Like Crystal world you will be brought out to mid air combat most of the time, as usual your best bet for mid air combat would be Meltdown combos. But if you wanna stay grounded the best place would be the platform with a giant version of Jecht's sword stab in it. There you can take cover on the opposite side of the sword to cast Meteor. Very few edges so rely on Blizzard combo (one hit) for your assist to connect, flare phase of Holy combo will also work but bear in mind that this arena isn't vertically limited so it will make it hard to connect with an assist.

For omega version no change for the arena but the stage bravery will increase

for each attack that connects. Eg. you inflict 200 brave damage on your foe the stage bravery increases by 200, your opponent lands 100 brave damage on Terra the stage bravery will increase by 100. So just stick to the battle plan on the previous paragraph.

Overall this place will put Terra at a slight advantage. But yet again lure ground based characters to mid air combat in this arena to gain the edge over them.

7.15 Emyreal Paradox

Rather basic like padeamonium top floor but difference being there are less breakable objects and much more vertically open. No cover and nothing to take advantage of unless you are up against Laguna, simply being the giant orange crystal in the centre will block Satellite laser from working as it will act as a cover.

For omega not much change but your bravery will sap according to how close you are to the giant crystal, plus the sapped bravery will add to the stage bravery. So you really just wanna stay close to the edge and avoid the crystal.

Overall a rather neutral stage and won't give either party the edge so just stick to the game plan.

7.16 Sky Fortress Bahamut

Easy to use but hard to explain. Let me first divide this stage into half. First half called the hallway this is the pathway with banish traps on both sides and the platform being the huge circular ground and the curb. Nothing much quite favourable in fact for Terra. Ample footholds, has a cover and is rather vertically limited. For this place you really wanna stick to the platform as it is easy to cast meteor there, if you are against an AI you can use the curb as a cover to cast meteor safely. Avoid the hallway as it has less footholds compared to the platform and you will also notice the hallway is lower than the platform so it will make it rather tough to time your flare assist summon.

For omega version it will practically give every character hell. Let me explain the sky colour is brown and there a very strong gust that all characters can get caught in. Basically if you get too high in the air by simply jumping or being whcked into the air, the moment you recover from it the winds will blow Terra away and how fast she gets blow away is proportional to how high up she is. If you get caught in the wind it will not only sap a fraction of her brave but it will blow Terra straight into a banish trap thats right.

In other words AVOID MID AIR COMBAT!

Though you won't get blow away while performing an attack so you can charge Meltdown without being blown away. Also as long as you or your foe is grounded the stage bravery will steadily rise.

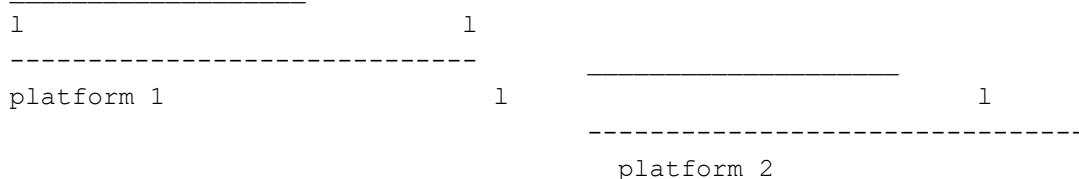
Overall the regular version will give Terra a very slight advantage over her foe. As for omega.....just pray you are not up against a ground based character like Golbez or Firion, other than that the other party

will be just as frustrated as you trying to avoid the catastrophic winds. If i have to spell it out the omega version will give Terra the disadvantage a rather huge one.

7.17 Orphan's Cradle

Yet another arena the heavily depends our both your playstyle and your foe's. This is one of the most open arenas around disabling Meltdown from being a threat, pretty much of you miss chances of the Meltdown swirling around and actually backstabbing your opponent is close to nothing. Another bad thing is that there are no walls to slam your foe against only the ground. The arena is surrounded by banish traps and all the walls are breakable on this map. So your best best to allow your assist to connect is after a hit of Blizzard combo, after holy combo or slamming them to the ground. That being said there are some advantages to this map. As you know there is a podium in the middle of the stage so play tag with your opponent and just stay on the opposite side of the podium and cause a meteor shower. Also if you stay near the centre there are plenty of footholds for Terra so casting Meteor won't be so hard.

As for the omega version things start to get fun! At the sides there will be random platforms that will spawn and random positions and arrangements. It hard to explain but try to make use of the platforms as a cover. You will very often get an arrangement where one platform is in front of another and is just higher than the one behind as well. Here is a side view of what i am talking about:



Easier now? Basically you just wanna stay on platform 2 and let platform 1 act as a cover when cast Meteor or other spells. But don't rely too much on it! Remember the platforms will start rearranging themselves after some time.

Overall this arena will give Terra a bit of an advantage as it is rather open making quick work of regaining distance against mlee characters

7.18 Order Sanctuary

Not much to say here as this is a rather open and simple stage as you would know this stage would probably be the easiest for you to position Terra and yet it also makes it easy for opponents to close distance but since there isn't much obstacles this would also be the easiest stage to perform the flashy and brutal combos that starts off with Graviga. The only advantage I can get from this stage is that when your enemy enters EX mode you can kill time for them to get out of EX mode by grinding along the rails.

For omega nothing changes to the arena but if you break your foe your bravery will simply double.

A very neutral arena so just stick to the general strategy for each character.

7.19 Edge of Madness

If you played the original and beat inward chaos with Terra you will know that this place is just a pain. Cramped but not complex meaning your foe can be in Terra's face with the snap of a finger. Really hard to position Terra here but this place is vertically open so get as high as you can and just keep up with the pressure. Grounding Terra is fine but not recommended as even if both of you are at opposite ends of the arena cast Meteor on a human and they will air dash right to Terra's face. Only thing on this map that favours Terra is how cramped it is, Meltdown will get buffed so rely more on Meltdown combos rather than Meteor combos.

No change for the omega version but the stage bravery goes nuts! One moment it could be 299 and the next 5999 so time your break perfectly to get a major brave boost rather than one that is negligible.

Overall an arena that gives Terra a disadvantage regardless of the version. So keep your mind on the game and don't let up as this is a great place for other characters to punish Terra.

8. Battle Quotes

Nothing much just gonna type out Terra quotes to characters before battle and vice versa.

Character vs Terra

Warrior of Light: 'I wish I could look straight ahead like you'

Firion: 'This is scary but I won't lose'

Onion Knight: 'I'm gonna...Give it my all!'

Cecil: 'So even with darkness one can be kind'

Kain: 'Please don't be so hard on yourself'

Bartz: 'Will I be free? If I continue on my path?'

Terra: 'Is that how my eyes look to?'

Cloud: 'If we could find the answers through battle....'

Tifa: 'I should stand up for something to!'

Squall: 'Aren't you frightened, of progressing alone?'

Laguna: 'You seem to have fun even when you are lost'

Zidane: 'Why are you hesitating?'

Tidus: 'Can I, fight with the same vigor?'

Yuna: 'It feels as though, we've met before'

Vaan: 'Don't worry about me, I can fight!'

Lightning: 'I have to be grounded too'

Garland: 'I can't enjoy fighting I just can't!'

Emperor: 'Do you plan to rule through fear?'

Cloud of Darkness: 'I won't let you erase our hope'

Golbez: 'There will always be new dream to follow'

Exdeath: 'My powers are not for harming others'

Kefka: 'I am not a puppet!'

Sephiroth: 'Please find something to protect'

Ultimecia: 'Our prayers will remain even if you stop time'

Kuja: 'Are you hiding your.....True feelings?'

Jecht: 'You're like a big teddy bear'

Shantotto: 'Please don't destroy the world'

Prishe: 'I need the strength to protect every one'

Gabranth: 'You have to have hope!'

Gilgamesh: 'I hope you find what you're looking for'

Chaos: 'If your power tears us apart I won't forgive you!'

Feral chaos: 'I will end this cycle of sadness and grief!'

Terra vs Character

Lightning: 'Never let yourself hesitate'

Vaan: 'Cheer up! You're facing me'

Laguna: 'Come on cheer up don't look so gloomy'

Yuna: 'Please, trust in yourself'

Kain: 'Mistakes must be atoned for'

Tifa: 'Don't rush to find answers okay?'

Warrior of Light: 'You must not shun the light'

Garland: 'Cast away your doubts in battle'

Firion: 'Sorry I won't hold back'

Emperor: 'Better you sleep then live in despair'

Onion Knight: 'Can't lose this one'

Cloud of Darkness: 'Even magic is meaningless against us'

Cecil: 'Have courage for your sake'

Golbez: 'Turn from destroyer to angel of hope'

Bartz: 'It's no fun just standing around right?'

Exdeath: 'Let us destroy the world together'

Terra: 'Is that how my eyes look to?'

Kefka: 'I have no use for a rag doll'

Cloud: 'You're over your fears now right?'

Sephiroth: 'Just destroy everything'

Squall: 'Even with all that power you still afraid?'

Ultimecia: 'It's okay to grow'

Zidane: 'I'm not feeling this, but I won't hold back'

Kuja: 'Where does the caged bird wish to soar?'

Tidus: 'Let's put off worrying for now'

Jecht: 'You better not cry you'll make me uncomfortable'

Shantotto: 'Without control can you call it power?'

Gabranth: 'You but grasp at other's dream'

Prishe: 'Try not to lose your cool okay?'

Gilgamesh: 'What's the matter with you, wanna talk?'

Chaos: 'You do not need power for I am power'

Feral chaos: 'roars'

Yeah I know some of you who are reading this porpably have your imagination running wild by now! XD

9. Attack Quotes

Another FYI section just showing her quotes for each attack and her EX mode quotes. Note that if the attack is not present it mean she doesn't say anything and just exclaims or make some weird noise. (you sickos)

Outside EX mode

-Meteor: 'Heavens lament'

-Graviga: 'Darkness of gravity'

-Blizzara: 'Get away'

-Thundara: 'Jump'

-Holy/Holy combo: 'Here'

-Firaga: 'Magic'

-Ultima: 'Oh perfect light I want to end this'

-Flood: 'Sorrowful waters'

-Meltdown charging: 'This power'

-Meltdown stage one: 'Maybe this'

-Tornado: 'Malevolent wind'

EX mode

-Initializing: 'If I have to fight'

-Meteor: 'Heavens lament'

-Firaga: 'Magic'

-Ultima: 'Oh perfect.....' (dualcasting will cut the quote)

-Flood: 'Please'

-Tornado: 'Malevolent wind.....Protect me now'

-Meltdown charging: 'This power'

-Meltdown stage one: 'Maybe this'

-Meltdown dualcast stage three: 'Let it end'

-EX burst: 'No more running....I can protect everything'

-Perfect EX burst: 'I won't be defeated'

10. Fun facts

Just a little extra section where i say some interesting and random stuff enjoy!

-Terra has an upskirt for her ALT 1 costume

-Tifa has an upskirt for her normal and ALT 2 costume

-Jecht's ALT 1 became his original FF10 outfit

-Yuna has an upskirt for her ALT 2 costume

-On the lower level of Chaos shrine there is a portrait for each of the four archfiends of FF1 at each corner

-When you win a battle in EX mode with Gilgamesh, he will keep his weapons during his victory pose if you didn't finish with an EX burst. Finish with an EX burst and he will not be holding onto his weapons during his victory pose.

-When Kain does a perfect EX burst he will hold his lance on his right hand. However he will be holding his lance with his left hand during his victory pose.

-Cantata Mortis lyrics

Lux! Umbra!
Vita! Mors!
Concordia! Chaos!
Chaos, Deus Mortis.
Spiritus illius producit Mortem.
Chaos, Deus Exitii.
Tenebrae illius devorant omnia.
In palma Creatoris,
proelium aeternum prodit.
Creare rem Ultimam!
Deletrix Omnium!
O, Chaos!
Progenies Belli!
Corpus incensum tuum fluctuat in mari inanitatis.
Scitote finem Vestrum fieri
in prece sola mortuorum.
Lux! Umbra!
Vita! Mors!
Concordia! Chaos!
(repeat x7)
Mors! O, Mors!
Delete! Delete!
O, Chaos, Deus Exitii!
Devastate! Devastate!
Chaos, Deus Mortis!
O, Chaos!

-God in Fire lyrics

by the Kidneythieves
Gone in a second
Ultimate destruction
Gods are warring
Sorrow neverending
Endless chaos
For an eternity
Welcome to the abyss
Backwater town where nothing happens
Don't let disguises fool you
Evil is coming from everywhere
Destroying all that we believe is good
My mother's ghost still haunts me now
Fortune abandoned by God
Nothing can bring her back to me
Now I will seek to rage heaven's doors
There is no mercy, compassion in the world
Embrace the chaos
For in the end that is All

Now the universe is broken, lost its force
Turn your back on all you have loved
For it is
Gone in a second
Ultimate destruction
Gods are warring
Sorrow neverending
Endless chaos
For an eternity
Welcome to the abyss
Creation desperate
Waiting for a
Miracle to transcend all war
Watch how the bloodlust of the divine
Throw out its hatred for all time
There is no mercy, compassion in the world
Embrace the chaos
For in the end that is All
Now the universe is broken, lost its force
Turn your back on all you have loved
For it is
Gone in a second
Ultimate destruction
Gods are warring
Sorrow neverending
Endless chaos
For an eternity
Welcome to the end, to the abyss
End as beginning
And so it will be
Alpha Omega
The end that you see
Gone in a second
Ultimate destruction
Gods are warring
Sorrow neverending
Endless chaos
For an eternity
Welcome to the end, to the abyss
(credits to Final Fantasy Wiki and DracoMortus for the lyrics)

11. Contacting me

If you have found any typos, have any other tips or know of any accessory builds please email me at tim.ong25@gmail.com i won't be able to reply immediately, school life in Singapore is very stressful but i will try to get back to you ASAP.

Also i have a friend who is willing to answer any questions regarding how to use Sephiroth. Note that i said 'how to use' so please do not email him any questions about accessory builds or equips as he is still trying out various combinations. In addition he is also able to answer questions of Sephiroth in the original so any questions from the previous game will also be accepted. His email is spitfire96@gmail.com note that he is my classmate that is also placed with the same amount of stress as me so please do not expect an immediate reply.

Another thing is if you find any assist combos please do not email them to me unless you have at least ten combos for the assist so don't go emailing me 'hey i got a new combo it goes:

Blizzard combo-->WR-->Hop step-->TEL-->Tornado'.

Also if you want to criticize my guide at least do it properly with constructive suggestions and not like 'your guide sucks and is totally crap!' and that's about it! I will be adding a Q&A section in my next update so please forgive the absence in this version

12. Version history

-ver 1.0, 16 may 2011

Did everything up to the fights

-ver 1.1, 27 may 2011

Added some parts to utilizing the arena and EX accessory build

-ver 1.2, 4 june 2011

Added some parts to utilizing the arena, added EX revenge combos, some more assist combos and components to craft equipment stated in this guide

-ver 1.3, 17 june 2011

Finished utilizing the arena and added what is suppose to be the most brutal and flashy combo i can think of with Terra. Also added two new sections 'Battle quotes' and 'Attack quotes'

-ver 1.4, 23 june 2011 added a sub section called easy KP and edited some of utilising the arena

-ver1.5, 7 july 2011 added more non-assist and assist combos thanks to Denis

-ver1.6, 16 july 2011 edited some parts for strategy against Vaan, Gabranth and Golbez

-ver1.7, 31 july 2011 added more EX revenge combos and a link on how to pull them off, also added something to gaining EXP and added more tips under 'How to play as Terra'

-ver1.8, 27 august 2011 modified my abilities and make a new sub section for easy AP

-1.9, 22 december 2011 added a new build and edited parts for strategy against Sephiroth and Exdeath, edited parts for The Rift and Orphan's Cradle and introduction

13. Credits

Thanks to Square Enix for making such a great game for the PSP

Dissidia 012 Facebook fan page for some background info check out their page:

<http://www.facebook.com/pages/Dissidia-012-Duodecim-Final-Fantasy/131203463594509>

Grievon for helping me with the format of the guide

Shadow_Flare13 for some reference

FantasyCourier for the EX build

lordphr0zen for the KP farming

Denis for some awesome tips and tricks for combos

Final Fantasy Wiki and DracoMortus for Cantata Mortis & God in Fire lyrics

Thanks for your time take care

Soki_25 signing out!

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