

Dissidia: Final Fantasy Move List

by ToyNanaka

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Final Fantasy Dissidia
Character Move list

By MaxDarkSoul

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1) Introduction- This is a simple translated movelist. Everything is from the Japanese Wiki for Dissidia, therefore no European names.

2) Version 0.5
I have no idea when will i translate the Choas side.

3) This faq can be only used on gamefaqs. i do not own Final Fantasy: Dissidia.

4) Translated move list:

Note 1 : All chained attacks attacks are HP damage
Note 2 : Abilities listed under "Ability to master" means you have to master the ability listed there to learn the Chain attack.
(The one under the "Attack Name")

Warrior of Light

Brave Attacks - Ground

Level	Learnt	Attack Name	CP AP	Description	Added Effects
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1	DeiFurashu (Day Flash)	30 90	Quickly steps forward to enemy, executing short range attack.Low damage but fast	Crash
1	Akai Kiba (Red Fang)	20 120	Fires a long range flame that flies towards target at high speed	None
5	Soudo Surasuto (Sword Thrust)	30 180	Hurls shield and draws target into melee range.	Crash
33	Aoi Kiba (Blue Fang)	20 120	Drops a block of ice.Ice falls slowly from top of target's head.	None
37	Shiroi Kiba (White Fang)	20 120	Slow homing lightning attack.	None
42	Raizu Appu (Rise Upper)	30 90	Throws shield forward to execute a short range attack. Knocks target up.	Chain- Rune Saber (Ground)

Brave Attacks - Air

Level

Learnt	Attack Name	CP AP	Description	Added Effects
1	Kurosu Oobaa (Cross Over)	30 120	Spins forward towards target. Short range attack. Knocks target upwards.	Crash/Chase Chain-Rune Saber (Air)
13	Kooto Burukula (Coat Buckler)	30 120	Hurls shield to draw target down.Attacks upwards.Best used when below target.	Crash/Chase Chain- End All
16	Bonsu Burukula (Bounce Buckler)	30 120	Hurls shield downwards to draw target up.Best used when above target.	Crash/Chase Chain- End All

HP Attacks - Ground

Level

Learnt	Attack Name	CP AP	Description	Added Effects
1	Shainingu Uebu (Shining Wave)	40 180	Fires a wave of light pillars Mid-long range attack. Slight chasing capability	None
28	Shirudo Obu Raito (Shield of Light)	40 180	Releases short-range shockwave Guards from attacks while knocks opponent far away	Guard/Crash

HP Attacks - Air

Level

Learnt	Attack Name	CP AP	Description	Added Effects
1	Shirudo Obu Raito (Shield of Light)	40 180	Releases short-range shockwave Guards from attacks while knocks opponent far away	Guard/Crash
23	Redianto Soodo (Radiant Sword)	40 180	Swords of light shoots from the badge of Warrior of Light's sword. Swords direction aims at target only during firing animation	

Chain Attacks

Ability to master

Attack Name	CP AP	Description	Added Effects
Rise Upper Ruun SeiBaa (Rune Saber)	40 300	Chained from Rise Upper Huge beam of light pierces target.Combo attack	Crash
Cross Over Ruun SeiBaa (Rune Saber)	40 300	Chained from Cross Over Huge beam of light pierces target.Combo attack	Crash
Coat Buckler Endo Aoru (End All)	40 300	Chained from Coat Buckle. Unleashes the ultimate sword technique. Combo Attack	Crash
Bounce Buckler Endo Aoru (End All)	40 300	Chained from Bounce Buckler. Unleashes the ultimate sword technique. Combo Attack	Crash

Frioniel

Brave Attacks - Ground

Level

Learnt	Attack Name	CP AP	Description	Added Effects
Lv 1	Shiizu Naifu (Swiss Knife?)	30 90	Lightning imbued knife thrown towards the target. Mid-range. Low damage compared to other attacks, but this attack lasts for a long time.	Crash Chain-Double Defeat
1	Riido Akkusu (Lead Axe?)	30 90	Hurls axe forward. Long range. No homing capability but very high speed.	Crash Chain Double Defeat
5	Burashu Ransu (Brush Lance?)	30 90	A spear, sword and arrow tied together for a melee range	Crash/Chase Draw/Chain-

attack. Firing off the arrow allows for a chasing attack Double Defeat

13	Soudo Burou (Sword Blow)	20 120	Quickly draws out sword for melee attack. Short reach but fast.	Crash
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Brave Attacks - Air

Level

Learnt	Attack Name	CP AP	Description	Added Effects
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1	Burizado (Blizzard)	20 120	Fires a block of ice. Long range attack. Reflects off terrain. Reflected shot automatically aims at target.	None
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23	Faia (Fire)	20 120	Fires a long range flame. Flame moves slowly but high homing capability.	None
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28	Sandaa (Thunder)	20 120	Casts thunder. Thunder drops from top of target's head.	None
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33	Soudo Burou (Sword Blow)	20 80	Quickly draws out sword for melee attack. Short reach but fast.	Chase
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HP Attacks - Ground

Level

Learnt	Attack Name	CP AP	Description	Added Effects
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1	Sutoreeto Arou (Straight Arrow)	40 180	Charges an arrow of light. Hold to charge for a more powerful attack.	Crash
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37	Shirudo Bashu (Shield Bash)	40 180	Materialises a shield of light. Successful guard results in HP counterattack	Guard
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HP Attacks - Air

Level

Learnt	Attack Name	CP AP	Description	Added Effects
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1	Sutoreeto Arou (Straight Arrow)	40 180	Charges an arrow of light. Hold to charge for a more powerful attack.	Crash
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51	Masutaa Obu Aamuzu (Master of Arms)	40 180	Unleashes all weapons for a mid-range attack. Successful HP attack steals brave.	Crash
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Chain Attacks

Ability to

master	Attack Name	CP	AP	Description	Added Effects
Brush Lance	Daboru Difito (Double Defeat)	40	300	Chained from Brush Lance. Slices at enemy with multiple weapons.	Crash
Swiss Knife	Daboru Difito (Double Defeat)	40	300	Chained from Swiss Knife. Slices at enemy with multiple weapons.	Crash
Lead Axe	Daboru Difito (Double Defeat)	40	300	Chained from Lead Axe. Slices at enemy with multiple weapons.	Crash

Onion Knight

Brave Attacks - Ground

Level	Learnt	Attack Name	CP	AP	Description	Added Effects
1		Renzoku Hitto (Continuous Hit)	30	90	Quickly dishes out a series of slashes at close range. Quick but low power.	None
1		Tsuika Kiri (Addition Slicing)	30	120	Chained from Continuous Hit. Slice and dice combo attack.	Crash
1		Burizado (Blizzard)	20	60	Freezes the air to form a block of ice for long range attack. Weak but fast.	None

Brave Attacks - Air

1		Sandar (Thunder)	20	60	Fires 3 balls of long range lightning. Balls will curve to home onto target if enough height difference.	None
19		KouSoku Hitto (High Speed Hit)	30	90	Swings sword at high speed. Short range.	None

HP Attacks - Ground

Level	Learnt	Attack Name	CP	AP	Description	Added Effects
1		Ryuken no Mai (Saber-style Dance)	40	180	Charges at target for a short range quick slicing attack.	Crash

1	Puchi Meteo (Mini Meteor)	40	180	Fires a chain of small meteors. Move around using analog.	
5	Fiaga (Firaga)	40	180	Fires a ball of flame from the tip of sword. Long range with Wide splash area.	None
33	Senbusan (Whirlwind Slash)	40	180	Spins around with high speed. Move around using analog.	Draw/Crash

Chain attacks - Brave (Ground)

Ability to master	Attack Name	CP	AP	Description	Added Effects
Blizzard	Burizaga (Blizzard)	30	90	Chained from Blizzard. Drops ice from the air for combo attack.	Crash

Chain attacks - Brave (Air)

Ability to master	Attack Name	CP	AP	Description	Added Effects
High Speed	Tsuika Tsuki (Additional Hit)	30	120	Chained from High Speed Hit. Additional chain thrusts for combo attack.	Chase
Thunder	Sandaga (Thundaraga)	30	90	Chained from Thunder. Fires 2 lightning attacks.	Chase

Chain attacks - HP (Land)

Ability to master	Attack Name	CP	AP	Description	Added Effects
Additional Slicing	Kirameki no Kename (?) (Glittering Sword Rain)	40	300	Chained from Continuous Swords of light falls onto target.	Crash
Blizzard	Kueiku (Quake)	40	300	Chained from Blizzard. Rocks pierces from ground surface.	None

Chain Attacks - HP (Air)

Ability to master	Attack Name	CP	AP	Description	Added Effects
High Speed Hit	Michibiki no Kensen	40	300	Chained from High Speed Hit. Fires multiple	Crash

(Flashing swords of flight.
swords of Guidance)

Thunder Furea 40 300 Chained from thunder.
(Flare) Creates a huge explosion.

Note:Blizzard cannot be reflected back to you when opponent guards it.
Note: EX mode magical attacks changes a bit.

Thunder: Fires 6 balls of thunder instead of 3, making it easier to activate
the backstab ability

Thunderaga: More hits

Firaga: Fires 3 instead of 1 Firagas, resulting in huge attack range.

Blizzaga: Blizzagas does 2 hits instead of 1 .

Puchi Meteor: Fires double the usual amount of meteors.

Cecil

Brave Attacks - Ground (Dark Knight)

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Varianto Burou (Valiant Blow)	20	140	Pierces with weapon, short range attack. Throws target far away.	Crash
1	Daku Canon (Dark Cannon)	20	180	Ball of darkness that draws in target, long range attack. Starting attack for combos	Magic Guard
3	Shado Ransu (shadow Lance)	20	90	Hurls lance in a heroic manner. Mid-range attack. Extra damage if the lance hits target while near.	Crash

Brave Attacks - Air (Dark Knight)

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Gurabiti Booru (Gravity Ball)	20	180	Fires a ball of gravity, mid- range attack.Attack to force opponent to fight on ground.	Crash
15	Daaku Fooru (Dark Fall)	20	180	Quickly drops downwards with weapon. Short-range attack. Good way to get back onto the ground fast.	Chase
46	Paradin Aatsu (Paradin Arts)	30	180	Fires a Gravity Ball, and if it hits, transforms into Paladin and does Searchlight.	None

Brave Attacks - Ground (Paladin)

Level	Learnt	Attack Name	CP AP	Description	Added Effects
	1	Surashu (Slash)	20 180	Lightly and quickly knock target upwards. Short range attack. Slow attack but turns around quickly.	Chase
	37	Daaku Suteppu (Dark Step)	30 180	Short range attack. Changes into Dark Knight at the last step)	None
	51	Raitoning Appaa (Lightning Upper)	30 180	Thrust forward and knocks target up. Good way to get target into the air	None

Brave Attacks - Air (Paladin)

Level	Learnt	Attack Name	CP AP	Description	Added Effects
	1	Rei Uingusu (Ray Wings)	20 120	Elegant short range sword technique. Quick and can be used when moderately far away from target	Crash
	10	Seikuriddo Kurosu (Sacred Cross)	20 120	Charges vertically up or downwards base on current position, attacks both top and bottom.	Chase
	23	Saachiraito (Searchlight)	20 90	Releases a ball of magic for a long range attack. Ball of magic fires multiple bullets targetted at opponent. Useful when height difference is big, and great to use to restraint the opponent's movement.	None

HP Attacks - Ground (Dark Knight)

Level	Learnt	Attack Name	CP AP	Description	Added Effects
	1	Souru Iitaa (Soul Eater)	40 360	Pierces target with weapon, drawing out the soul. Useless even when opponent is slightly above, and fast.	Crash
	28	Daaku Fureimu (Dark Flame)	40 360	Calls forth dark flames for a long range attack. Slow but great homing ability.	Crash

HP Attacks - Air (Paladin)

Level

Learnt	Attack Name	CP AP	Description	Added Effects
1	Seinto Daibu (Saint Dive)	40 360	Clads the Paladin in light, dives down for mid-range attack. Good to use to close in on target.	Crash
33	Paradin Foosu (Paladin Force)	40 360	Uses magic and Holy Sword for short range attack. Useful when there's a great height difference.	Crash

Butz

Note: Whenever Butz does an attack, he gets a temporary buff. (S) stands for Small, (M) and (L) for Medium and Large respectively.

Brave Attacks - Ground

Level	Learnt	Attack Name	CP AP	Description	Added Effects
1	1	Raizu Ransu (Rise Lance)	35 120	Releases shield forward for short range attack.	Crash/ Barrier(S)
1	1	Riido Inpurusu (Lead Impulse)	35 120	Hurls axe forward for long range attack.	Crash/ EX Force absorb range +1 m
5	5	Kuraimu Bareru (Climb Barrel?)	35 120	Descends with sword thrust. Mid-range attack.	Chase/ Chasing Brave Damage +10%
15	15	Soriddo Raizu (Solid Rise)	35 120	Short range cutting attack .	Chase/Crash CounterAttack (S)

Brave Attacks - Air

Level	Learnt	Attack Name	CP AP	Description	Added Effects
1	1	Sutoomu Shudo (Storm Shoot)	35 120	Gets closer to target while doing a spinning attack.	Crash/ Extra jumps(S)
23	23	Suraido Hazado (Slide Hazard)	35 120	Rapid Thrust attack. Mid-range attack.	Crash/ Crash Brave Damage +10%
33	33	Hoorii (Holy)	25 120	Fires multiple balls of light. Long range attack.	Chase/ Jump height Increase

HP Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Sooru Iitaa (Soul Eater)	45	180	Pierces target with weapon, drawing out the soul.	Crash/ Crash HP Damage +10%
19	Furadu	45	180	Floods target's location with water	Magic Barrier (S)

HP Attacks - Air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Senbusan (Whirlwind Slash)	40	180	Spins around with high speed. Short range attack.	Draw/Crash Speed Up(S)
45	Paradin Foosu (Paladin Force)	40	360	Uses magic and Holy Sword for short range attack.	Crash/ Air Dodge Movement up (S)

Tina

Brave Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Faia (Fire)	20	120	A ground-crawling fire attack mid-range.Homes onto target for a short while then explodes	Chase
13	Burizara (Blizzard, ground)	30	180	Fires a mid-range ice block. Spilts into 3 small pieces on impact for additional damage	Magic Guard Crash
19	Burizado Combo(Blizzard Combo,ground)	30	180	Strikes with ice, melee attack. Change combo type with analog stick movement	Crash
33	Gurabiga (Graviga)	30	180	Drops a ball of gravity from above target. Move around with analog stick	Draw/Crash
42	Meteo (Meteor)	30	180	Drops series of flames from above target, High damage due to random dropping location	None

Brave Attacks - Air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Burizara (Blizzard, air)	30	180	Fires a mid-range ice block. Spilts into 3 small pieces on impact for additional damage	Magic Guard Crash
1	Burizado Combo(Blizzard	30	180	Strikes with ice, melee attack. Change combo type with analog	Crash

Combo,air) stick movement

3	Sandara (Thundara)	20 90	Lightning attacks starts around target, moves towards center for multiple hits	None
10	Hoorii (Holy)	20 100	Fires multiple balls of light. Long range attack.Average speed but high homing capability	Chase
28	Hoorii Conbo (Holy Combo)	30 200	Fires multiple balls of light. Long range attack.Chains to	Chase

HP Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Furadu (Flood)	20	180	Floods target's location with 3 continuous pillars of water	None
23	Torenedo (Tornado,ground)	40	180	Summons tornedos around Tina melee attack.Move around with analog stick	Draw/Crash

HP Attacks - Air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Torenedo (Tornado,air)	40	180	Summons tornedos around Tina melee attack.Move around with analog stick	Draw/Crash
51	Meruton (Meltdown)	40	300	Fires a ball of flames at target. Charge this attack for different attack variation	Crash

Chain Attacks

Ability to

master	Attack Name	CP	AP	Description	Added Effects
Holy Combo	Arutema (Ultima)	40	300	Chained from Holy Combo Combo attack using the Ultima Magic*	Draw/Crash

*Note: To use this skill make sure auto-chase is off. After Holy Combo hits press circle to use Flare (up to four times) and press square to use Ultima

Note: I have no idea how to so call"change" the combo style of blizzard combo

Note: EX mode changes some of the magical attacks.

DoubleCast- The following spells can be Double Casted; Fire, Blizzara, Graviga, Thundara, Flood, Tornado, Meltdown, Ultima.
(To DoubleCast simply press the same button twice)

For Graviga you still need to charge the second shot. Double-Casting removes the starting animation.

For Meltdown, you can choose to charge the 2nd shot, also removes the starting animation

For Tornado, the second tornado comes in immediately if you press square again- no hp damage until the second tornado is done.

For Flood, the second volley of 3 gysers comes immediately after the first- almost ensures a hit unless the opponent is out of range or has leet dodging skills.

Ultima-See below.

Holy Combo- Fires off 2 volleys of 3 Holy instead of the normal 1 volley of 5. Also fires at a much faster speed. The Flare that comes after shoots around 3 times the normal amount of flares, and Ultima can also be Double-Casted. Same as with tornado, you will be deal hp damage or chain into EX burst until the second Ultima is done.

Cloud

Brave Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Ren Kiru (Continuous Cutting)	30	120	Quickly slices at target,melee attack.Quick but weak attack	Chase
1	Faia (Fire)	20	90	Long-range flying ball of flame Homes onto target slowly	None
5	Kuraimu Hazado(Climb Hazard)	30	120	Rushes at target for crashing attack. Rather slow attack but easy to use crashing attack	Crash
13	Soniku Buriku (Sonic Break)	30	180	Unleashes 3-hit powerful slash melee attack.Flings target far away after last hit	Crash
19	Fiara (Fira)	20	90	Long-range flying ball of flame Faster than Fire	None
33	Fiaraga (Firaga)	30	120	Fires 3 long-range fireballs. Range slightly shorter than normal but big fire explosions	None
46	Hakougek(?) (Clear-breaking hit)	30	120	Let flies a mid-range shockwave No homing ability but fast	Chase

Brave Attacks - Air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Surashu Borou (Slash Blow)	30	180	Brandishes sword with vigor melee attack.Change combo type with analog stick movement	Crash

10	Kouga (Sky Fang)	30 140	Scoops target upwards with sword. Best used when below target	Chase
23	Getsugatenshou (Moonfang Sky-Rise)*	30 140	Skyward vigorous rising attack. Extremely effective when near ceiling	Crash

HP Attacks - Ground

Level

Learnt	Attack Name	CP AP	Description	Added Effects
1	Kyou Kiri (Unfortunate Slashing)	40 180	Writes out the word "Kyou" with slashes. Multi hit. Guard Crashing attack)	Crash
37	Meteo Rein (Meteor Rain)	40 300	Summon countless meteors for mid-range attack. Meteors are summoned from Cloud's side and flies towards target	None

HP Attacks - Air

Level

Learnt	Attack Name	CP AP	Description	Added Effects
1	Bureibaa (Braver)	40 180	Rushes towards target from air mid-range attack. Suitable for use when too far apart vertically	Crash

Chain Attacks

Ability to

master	Attack Name	CP AP	Description	Added Effects
Sonic Break	Garyuurensai (See note 2)	40 300	Chained from Sonic Break. Multiple hits combo attack. Attacks like a dragon.	Crash
Slash Blow	Choukyubushin- bakusan ver,5 (See note 3)	40 300	Chained from Slash Blow High speed slashing combo attack	Crash

*Note1: I know this is same name as the one from Bleach. From my understanding a simple, non-literal english name would be Rising Moon Fang)

Note2: This attack name is actually a chinese idiom. Literal translation would be " adding the eyes for a painted dragon".

Note3: You might want to google this. literal translation to me would be " Hyper Supreme Slashing of War Gods". The English name is Omnislash.

Note4: I did not play Final Fantasy 7, nor finished any of the other FF games, therefore i do not know the english names.

Note5: Slash Blow is an infinite air brave attack.

Squall

Brave Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Uppaa Bureizu (Upper Bruise)	20	120	Attacks from the ground into the air. Quick attack, easy to crash with.	Crash
1	Burizado Baretto (Blizzard Bullet)	20	90	Fires a ice bullet, long range attack. Fires only one shot but has a far range and good homing ability	None
5	Soriddo Bareru (Solid Barrel)	20	120	A neat set of slashes, melee range. Short range but quick high power attack	Chase
10	Sandaa Baretto (Thunder Bullet)	30	120	Lightning attack that pulls target towards Squall, mid-range great for combo-ing	None
23	Mahou Rendan (Multi Magic)	30	120	Fires multiple spells, mid range attack. Good combo starter if hits.	Chase

Brave Attacks - Air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Hiiiru Kurashi (Heel Crush)	20	180	Unleashes heel attack, mid range attack. Slow starting attack but fast movement.	Crash
33	Biito Fangu (Beat Fang)	30	180	Rises upwards and drops down melee attack. Short range but fast.	Crash

HP Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Feitedo Sakuru (Fated Circle)	40	180	Explosions around Squall, melee attack. Magic Guard activates before explosions)	Magic Guard Crash
15	Riborubaato Doraibu (Revolver Drive)	40	180	Clads Squall in fighting spirit mid-range attack. Move around with analog stick)	Crash
42	Burasutigu Zoon (Blasting Zone)	40	300	Slashes forward with huge beam of light. Aim when beam of light appears.	None

51	Rafu Dibaido (Rough Divide)	40 300	Flies upward for high speed rushing attack, Long range attack. Attack starts slowly but fast rushing speed.	Crash
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HP Attacks - Air

Level				
Learnt	Attack Name	CP AP	Description	Added Effects
1	Eariaru Sakuru (Ariel Circle)	40 180	Explosions around Squall, melee attack. Magic Guard activates before explosions	Magic Guard Crash

Zidane

Brave Attacks - Ground

Level				
Learnt	Attack Name	CP AP	Description	Added Effects
1	Ranburu Rasshu (Rumble Rush)	30 180	Melee slashes that flings target upwards. Moves towards target over the course of attack	Chase
3	Sukuupu Auto (Scoop Out, ground)	20 120	Fires energy bullets, long range attack. Press circle for up to 3 shots.	None
28	Suifuto Atakku (Swift Attack, ground)	30 200	Fast slashing melee attack. Weak but quick	Chase

Brave Attacks - Air

Level				
Learnt	Attack Name	CP AP	Description	Added Effects
1	Suifuto Atakku (Swift Attack, air)	30 160	Fast slashing melee attack. Weak but quick	Chase
1	Sukuupu Auto (Scoop Out, air)	20 120	Fires energy bullets, long range attack. Press circle for up to 3 shots.	None
5	Tenpesuto (Tempest)	30 180	Throws sword downwards in a dance-like manner. Best used when above target	Chase
10	Vorutekkusu (Vortex)	30 180	Approaches target while spinning upward attack. Best used when below target.	Crash
15	Sutoomu Inparusu (Storm Impulse)	30 180	Approaches target while spinning mid-range attack. Not useful when vertically too far apart)	Crash

33 Soryuushon 9 30 140 Fires multiple energy bullets. None
(Solution 9) Low density* but many shots

HP Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Taidaru Fureimu(Tidal Flame)	40	180	Ground crawling fireballs, long range attack. Homes onto target with high speed.	None
40	Sutora Sakuru 5 (Stellar Circle 5)	40	180	Green tornedo attack, melee range. Short range but provides cover.	Draw

HP Attacks - Air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Shifuto Bureiku(Shift Break)	40	180	Lightning and geyser long range attack. Multiple lightning attacks to cause target to flinch	Draw
46	Gurando Riisaru(Grand Lethal)	40	300	Covers Zidane in energy rushing attack. Not useful when too far apart vertically but long lasting	Crash

Chain Attacks

Ability to

master	Attack Name	CP	AP	Description	Added Effects
Rumble Rush	Furii Enajii A (Free Energy, ground)	40	300	Chained from Rumble Rush Energy magic attack.	None
Swift Attack (ground)	Furii Enajii B (Free Energy, ground)	40	300	Chained from Swift Attack (ground). Energy magic attack.	None
Storm Impulse	Miiru Tsuisutaa A (Mael Twister)	40	300	Chained from Storm Impulse. Fires laser from swords	None
Vortex	Miiru Tsuisutaa B (Mael Twister)	40	300	Chained from Vortex. Fires laser from swords	None
Tempest	Furii Enajii A (Free Energy, air)	40	300	Chained from Rumble Rush Energy magic attack.	None
Swift Attack(Air)	Furii Enajii B (Free Energy, air)	40	300	Chained from Swift Attack (air). Energy magic attack.	None

*Note1: Low density energy = weak

Tidus

Brave Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Sonikku Basutaa (Sonic Buster)	30	140	Conintuous attack from ground. Mid-range attack.Increased damage and no. of hits if attack connects early	Crash
3	Visaa Shoto (Wither Shot, ground)	20	90	Hurls ball, long-range attack Ricochets off terrians.	Chase
10	Dojji & Supin (Dodge & Spin, ground)	30	120	Flies upward and fall quickly towards target. Dodges attack at the upward jumping sequence	Chase/Dodge
13	Sufia Shoto (Sphere Shot)	20	90	Hurls a fast metal ball, long- range attack. Increased damage if connects early.	Chase
28	Dojji & Suroo (Dodge & Throw, ground)	30	120	Flips around and hurls sword. Dodges attack at the flipping sequence	Chase/Dodge
33	Hoppu Suteppu (Hop Step,ground)	30	140	Closes towards target, melee attack. Weak but fast	Chase
37	Dojji & Ran (Dodge & Run)	30	140	Flies backward and rushes at high speed towards target Dodges attack at backward sequence	Chase/Dodge Magic Guard

Brave Attacks - air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Hoppu Suteppu (Hop Step,air)	30	140	Closes towards target, melee attack. Weak but fast	Chase
1	Dojji & Suroo (Dodge & Throw, air)	30	120	Flips around and hurls sword. Dodges attack at the flipping sequence	Chase/Dodge
19	Visaa Shoto (Wither Shot, air)	20	90	Hurls ball, long-range attack Ricochets off terrians.	Chase
23	Furu Suraido (Full Slide)	30	180	Continuous attack from air. Increased no. of hits and damage if connects early	Chase/Dodge
24	Dojji & Supin (Dodge & Spin,	30	120	Flies upward and fall quickly towards target. Dodges attack	Chase/Dodge

ground)

at the upward jumping sequence

HP Attacks - Ground

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Supairaru Katto (Spiral Cut)	40	180	Repeatedly spins while approaching target. Guard Crash.	None
43	Enajii Rein (Energy Rain)	40	180	Kicks magical energy at target Slow attack but useful when far apart vertically	None

HP Attacks - Air

Level

Learnt	Attack Name	CP	AP	Description	Added Effects
1	Enajii Rein (Energy Rain)	40	180	Kicks magical energy at target Slow attack but useful when far apart vertically	None
51	Jeku Shuto (Jecht Shot)	40	300	Releases 3 high-powered shots Interval between shots are long but long range and useful when during great height differences, useful skill.	Crash

Chain Attacks - Ground

Ability to

master	Attack Name	CP	AP	Description	Added Effects
Dodge & Throw (ground)	Kuikku Torikku A (Quick Trick A)	40	300	Chained from Dodge & Throw(ground). Drives into combo attack.	Crash
Dodge & Spin (ground)	Kuikku Torikku B (Quick Trick B)	40	300	Chained from Dodge & Spin(ground). Drives into combo attack.	Crash
Dodge & Run (ground)	Kuikku Torikku C (Quick Trick C)	40	300	Chained from Dodge & Run(ground). Drives into combo attack.	Crash
Sonic Buster	Chaaaji & Asaruto (Charge & Assault)	40	300	Chained from Sonic Buster Charging attack derived swimming style.	None

Chain Attacks - Air

Ability to

master	Attack Name	CP	AP	Description	Added Effects
Dodge & Throw (air)	Kuikku Torikku C (Quick Trick C)	40	300	Chained from Dodge & Throw (air). Drives into combo attack.	Crash

Dodge & Spin (air)	Kuikku Torikku C (Quick Trick C)	40 300	Chained from Dodge & Spin (air). Drives into combo attack.	Crash
Full Slide	Chaaaji & Asaruto (Charge & Assault)	40 300	Chained from Full Slide Charging attack derived swimming style.	None

Credits:

<http://enigmawiki.com/dissidia/index.php?%A5%D5%A5%EA%A5%AA%A5%CB%A1%BC%A5%EB>

Andrew Li on Jetch Shot.

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