

Dissidia: Final Fantasy Terra Branford FAQ

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Dissidia: Final Fantasy
~*~Terra Branford Character Guide~*~

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I: Introduction [INT1]
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Well, I guess I should start by saying a little about myself. My real name is Mike. That is all. But seriously, nothing much to say. I do enjoy writing in my spare time, but this is actually my first FAQ ever. I'm a huge Final Fantasy fan so it's no wonder that I love this game. I own and have played through every single numbered Final Fantasy and several of the spin-offs. The Final Fantasy series really got me into RPGs and remains my

favourite video game series of all time.

But now on to stuff you actually (might) care about: Why write a FAQ about the very lovely Terra Branford? To be honest, she wasn't my favourite FF character or even my favourite character in FFVI, although the more I played it, the more I started to like her. It wasn't until I saw Terra's artwork and design that things began to change. When I bought and played the Japanese version of Dissidia, I tried some battles with a bunch of characters, but Terra was the first one that really clicked.

Every since then, Terra has become one of my favourite Final Fantasy characters, my most used character in Dissidia, and the character I have the most fun playing as. Therefore, it's safe to say that I developed a great mastery and understanding of her playstyle and I knew as soon as Dissidia came out in English that I would write my first FAQ about her.

As well, I have extensively used several other members of the cast and with that understanding of their playstyles, I can better give advice on how Terra should be used against them. For those characters I have not played as myself (namely Shantotto and all of the Chaos characters except for Jecht and Kuja), I have fought against A LOT and have experimented and developed appropriate strategies for them to share with you as well.

But enough blabbering about that, let's get on with the gal who this FAQ is about: Terra Branford.

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II: The Lovely Terra Branford
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I suppose the first thing to do is to tell you just who Terra Branford is for those of you who have not played FFVI (shame on you, go play it!) or may have forgotten. Before I get into the specifics, I'll just start off with some general information. She is about 18 years old, born October 18th, is 5'3 (161 cm) in height and weighs 105 lbs.

Her birthplace, well, I'll get to that later. But the thing she treasures the most is the Maduin magicite, you'll understand why soon. She loves animals and hates crowded places. Her hobby is apparantly playing with Moogles (who are awesome).

Oh jeez, this is starting to look like an online dating profile. But if you're wondering, I got all this information off of the Final Fantasy Wiki (check it out some time) which I believe, in turn, got the information off of the manual or guide or Ultimania or something official and FFVI related. They do like to include weird things about their characters. They list the blood types of the characters in the FFVII game manual, for example.

But anyways, let me give you a bit of a synopsis of Terra in her original game appearance. Just be warned that there IS massive spoilers for Final Fantasy VI in the following section, read at your own discretion.

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A. Terra in FFVI [FF62]
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Terra is a young beautiful girl with the mysterious ability to use magic naturally. While it's a mystery how she can do this at the begining 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 sick and 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 was unable to.

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 (which is rather counter-productive, but Kefka isn't exactly high up on the morality OR sanity scale).

However, on a mission to retrieve a frozen Esper discovered in the Narshe Mines, Terra has an odd interaction with the Esper and blackouts. The two soldiers accompanying her are zapped away to god-knows-where by Mr Icy 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 thi- err... treasure hunter by the name of Locke and a horny king of Figaro (who is a ladies man... minus 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 considerably less horny 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 animals... yeah...). However, Terra interacts with Mr Icy 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 (aside from anywhere near Edgar), 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, feces 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, what a good guy! 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 seperated 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 to 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 the 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 lo and behold, because of her love for the Mobliz children, she lives on and the party rejoices as they find Terra lieing 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! Yowza! When you rerecruit her in the World of Ruin, her Trance command gets an upgrade which increases it's 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 quintiple 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 hits. Her magic element is fire, being able to learn fire spells naturally.

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To people who have played the original FFVI, Terra might look a bit different than you remembered her. Because Nomura designed the characters with elements of Amano's artwork in mind, Terra's appearance is based heavily on Amano's depiction of her (which actually happens to be one of the few Amano artworks that I REALLY love). Her clothing is identical to what she wears in the artwork but what most players will probably notice is that she is blonde as opposed to having mint green hair!

Don't fret though, minty fresh Terra is still there, it's just her alternative costume (she loses her leggings too). This might confuse some people, but Terra's sprite and in-game face shot were both given green hair apparently to differentiate her from Celes and she remains blonde in the Amano artwork as well as Anthology FFVI release FMVs, and now Dissidia too. Personally, I think Terra looks way better as a blonde, but that's just me.

Anyways, just thought I'd mention that first for those curious... moving on.

Terra represents the Cosmos character for Final Fantasy VI, opposing Kefka Palazzo and is the only initial female playable character AND Cosmos character, though Shantotto can be unlocked later on.

Story-wise, she awakens (after Onion Knight's story mode) to find that she can't remember what had happened before (as in, OK's story) while Kefka appears to constantly taunt her about her lost memories and her destructive power and attempt to gain her power for the side of Chaos. I'm not gonna say anymore, though, as I don't want to spoil it before you play it. Besides, I'll talk more about it in section [WLK9] and [TRS9], though I'll be sure not to spoil anything without appropriate warning.

However, I'll mention what happens with her in Onion Knight's story, seeing as some of you might not have played it through yet or don't really care, so:

SPOILER WARNING FOR ONION KNIGHT'S STORY MODE

Terra is travelling with Onion Knight who swears to protect a worried Terra, however when they are confronted by Exdeath, Onion Knight pleads that he not waste his time on a little kid and a girl. Exdeath just laughs and says that cowardice won't get the crystal before he leaves. Terra approaches Onion Knight on his actions, but he defends himself by saying that he did not want to fight a losing battle.

They carry on, but as they do so, Terra begins getting stronger feelings of a strange presence until eventually Terra goes berserk, losing control of her powers and attacking Onion Knight. He fights her to defend himself and then Cloud of Darkness appears to taunt him for attacking her but refusing to fight Exdeath. It appears that Cloud of Darkness had done something to control Terra or cause her to lose control of her powers.

Onion Knight eventually confronts Cloud of Darkness who stands over an unconscious Terra. After the battle, Terra wakes up, not remembering what had happened involving her losing control of her powers. This is where Terra's story line picks off from.

END SPOILERS

That's the gist of it, though I will eventually try and get the scripts involving Terra in Onion Knight's story one day, but probably not until the

rest of the FAQ is finished.

But anyways, onto the the gameplay aspect! In the Japanese version she was referred to as a "Magic Master" and in the English release she's called an "Esperkin"... whatever that means. Anyways, the former is a much more... explanatory title for her, though master is more of a male title. I suppose "Magic Mistress" would sound a little... ummm... odd.

Terra relies soley on magic attacks, but that doesn't limit her to just long range, she has extremely good close range options, especially for a mage character, but that doesn't mean she should be used close range. I'll talk about this much more later on, but the general purpose of these attacks is to deter the melee characters from just rushing in headlong like they can do with other mages (namely Kefka).

Terra is more of a generic caster, using all the fundamental spells like Fire, Blizzard, Meteor, and Ultima, rather than using weird variations of spells, or attacks that aren't really spells at all *points to Ultimecia*. This isn't really a bad thing because it means she doesn't have some weird gimmick to her playstyle but don't think it means she is a simple character. Most find her the hardest of the initial characters to use, and it takes a master to use her to her fullest potential.

It's worth mentioning that a common complaint with ranged magic attacks and therefore ranged mage characters is that the moves are hard to hit with and easy to block or dodge. Luckily, Terra has the perfect solution to this problem, and that's Meteor. It can literally chain into every single one of her moves, making it VERY difficult for the enemy to dodge the combo, but that's all I'm saying for now, read more about it in section [BRV3].

Finally, it should be mentioned, even though it's fairly obvious, that all of Terra's attacks are magical in nature (aside from her chase brave attack) and thus they are affected by any equipment, accessory, ability, etc that effects magic damage.

PS, I thought it was kinda weird that Terra is such an offensive beast in FFVI, both physically and magically, yet she is pure mage in this game. I guess Cosmos' side needed one, and she fits the bill very well.

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III: Her Magical Arsenal

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A. Brave Attacks [BRV3]

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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. As well, she has seven *different* moves, meaning she can equip all but one. 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 in reality she has ten different brave moves, though you probably won't be using both versions.

Alright, with that out of the way, it's time to get down to business and look at what she's got in terms of bravery attacks... PSYCHE. Hah! I still need to describe just HOW I'm gonna to be breaking down each move. Oh yeah, more blabbering.

Attack Name Here

[CP]: This is the amount of CP needed to equip the move normally. The number in parenthesis (<-these dudes->) 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. Shocking, I know. In the case of an ability that is learned on both the ground set and the aerial set, I'll signify which level for each one.

[Range]: This is the range the move *can* be used at, not what range is BEST to use it at as I will mention that in greater detail in the paragraph about it. For simplicity sake, there is short, mid, and long ranges only.

[Notes]: Basically any brief notes about the move like if it leads to chase, can cause crash damage, or combos into another move (not custom combos, mind you).

[Review]: Here is where I get to ramble on some more and bore you with trival details about every. single. move. If you're lucky, you might find a tidbit of useful knowledge in this jumble, there's always hope.

[Rating]: A score out of 10 for that move. The higher the better. This will be based on a variety of factors (but is basically about how good and useful the move is) and may differ between ground and aerial versions.

Well then, let's get started.

Fire

[CP]: 20 (10)

[AP]: 120

[Learned At]: Start (Ground)

[Range]: Short, Mid, Long

[Notes]: Leads to chase, can be reflected.

[Review]: Terra shots forward a small spark of fire that heads towards the opponent, exploding on impact. It's fast moving and sometimes can be hard to spot before it's too late. It's got a slight start-up so it's uses close range are a little limited. Works best at mid range. It's got decent tracking but sticks to the ground so it can simply be jumped over. It will also explode if it hits a wall or other solid obstacle or even goes to far up a slope.

However, it does deal a single hit of very high damage and even though it can be reflected, it heads back to Terra on a wide arc so you only have to watch out when using it on large open spaces. It's main purpose is to lead into chase which is usually a bad option for Terra, but can have it's uses if you know what you're doing. Chase is one of the best ways to build your Exbar for Terra, but I'll talk about that in greater detail later.

[Rating]: 5/10. Great for mid (and sometimes long) range harassment and has decent power behind it.

Blizzard Combo

[CP]: 30 (15)

[AP]: 140 (Midair) 180 (Ground)

[Learned At]: Level 6 (Midair) Start (Ground)

[Range]: Short

[Notes]: Can knock away projectiles, can alter direction of last hit, can cause crash damage.

[Review]: Terra spins around twice with a block of ice on either side before spinning around a final time and blasting the target away. This is Terra's best option for close range combat, but being as it's just about the ONLY option (at least for brave attacks), that's not saying much. Luckily, it's actually an amazing move. It comes out fast, has great tracking, deals great damage, and the best part is that it actually knocks the foe away from her. Basically, it's everything Terra wants in a close range move. If you hold up after the first hit, Terra's final hit will knock the opponent much more vertically, although most of the time you're going to want to stick with shooting them straight back. It can also deflect some projectiles, but not all of them, but it's really only a nice bonus. This move is great for keeping the opponent from pressuring Terra and knocks them back to mid to long range; exactly where Terra wants em. The only problem is that it's a bit predictable as it's the most likely thing for Terra to use in close range situations which is why you must learn to pick your fights and mix in other attacks that can work in close range, especially the Tornado and Meltdown HP attacks. Oh yeah, it's great for guard countering and punishing whiffs and charges. I tend to just stick with the aerial version, but you can use both if you wish.

[Rating]: 9/10. Amazing close range option that balances out Terra's moveset of ranged attacks. Only (small) downfall is it's predictability which can be solved by not abusing/spamming it.

Blizzara

[CP]: 30 (15)

[AP]: 140 (Midair) 180 (Ground)

[Learned At]: Start (Midair) Level 3 (Ground)

[Range]: Short, Mid, Long

[Notes]: Can block attacks during start-up, can cause crash damage, can be reflected.

[Review]: A swirl of ice appears in front of Terra as she shoots a big chunk of ice straight ahead. Apparently the swirl of ice at the beginning can serve as a guard against other projectiles (and maybe some melee attacks...?) but I haven't really tested this extensively so I'll have to update this when I figure it out. Anyways, it has limited tracking, but fires off fairly quickly. It's best to be used as a ranged interrupting move or for punishing whiffs and such at range. It won't home in on the enemy, it'll just shoot in the initial direction she is pointed in, so it really can't be used offensively unless against a slower enemy and even then it might get smacked back in your face. I find a good use for it is to shoot it, then dodge as soon as you can, then shoot another one. This is mostly useful to create space and distract the enemy while you get a good distance between you and them, but be careful when using this against character's with ranged counters (namely Firion, Cloud of Darkness, and Exdeath). Both the ground and aerial version are good as Thundara is pretty interchangeable with Blizzara in terms of general function so you can use that in the air and Blizzara on the ground if you wish. It also hits up to two times (excluding crash) for decent damage and knocks the enemy a good distance away.

[Rating]: 6.5/10. Fast, has some power and is great for creating space, but at longer ranges it starts becoming to easy to block.

Thundara

[CP]: 20 (10)

[AP]: 90

[Learned At]: Start (Midair)

[Range]: Short, Mid, Long

[Notes]: None.

[Review]: Terra summons four rows of lightning that surround the target in at four corners and slowly move in towards them. It does not track after the first bolts appear and it seems like it's a bad move as I didn't list anything under notes, but don't be deceived, it's very useful. First off, it can't be reflected. As well, some people have trouble with the timing or direction of the dodge needed to escape it. It can also catch someone who is trying to start a dash and like Blizzard, it's a great move for ranged interruptions as well as whiff and charge punishing. Most of the time it will also force the enemy to dodge which gives you some time to set-up or make space and such. When hit, an enemy is shot straight up a short distance so it can combo nicely with Tornado or Blizzard Combo if you are above them when you use Thundara. However, it's a very weak attack even though it can hit multiples, so don't bother using it for pure offense, it's damage output is not it's strong point, though if all four bolts hit, that's a nice little brave bonus.

[Rating]: 7/10. An overall great utility move, but lacks power for it to be a major threat.

Holy

[CP]: 20 (10)

[AP]: 140

[Learned At]: Level 10 (Midair)

[Range]: Mid, Long

[Notes]: Can lead to chase, can be reflected.

[Review]: Terra creates a row of five orbs of Holy and then fires them off at the opponent. With the upgrade they got in the English release, the orbs now have WAY better tracking (I've had them do a wide loop and hit the opponent from behind after they dodged) and the orbs even travel at different speeds making it even harder to dodge or block them all and more likely for you to score more hits. However, this attack sucks. Why? One simple reason, it's completely outclassed in every single way by Holy Combo, which Terra learns later on. Holy Combo is Holy plus more, so there is never a reason why you'd want to use Holy instead of Holy Combo and Holy is just repetitive and a waste of a spot if you have Holy Combo equipped. Not only that, but you only learn Meteor (which will make Holy/Holy Combo much easier to hit with) after you already get Holy Combo, though with the new upgrade, Holy can still hit on it's own and has quite some power, however chase isn't that useful most of the time.

[Rating]: 2/10. It serves some use up until Level 18 so that's why it doesn't get a 1.

Holy Combo

[CP]: 30 (15)

[AP]: 200

[Learned At]: Level 18 (Midair)

[Ranges]: *Short, Mid, Long

[Notes]: Can lead to chase, can be reflected, can start firing off flares if you hit with the Holy part (or with Meteor while firing Holy Combo), chains into Ultima HP attack.

[Review]: Terra creates a row of five orbs of Holy and then fires them off at the opponent. With the upgrade they got in the English release, the orbs now have WAY better tracking (I've had them do a wide loop and hit the opponent

from behind after they dodged) and the orbs even travel at different speeds making it even harder to dodge or block them all and more likely for you to score more hits. However, this attack makes me feel like Deja Vu. Sounds pretty similar to Holy right? But this is where it gets better. After hitting with the Holy part (or by casting Meteor then Holy Combo, but I'll get into that in the combo section [COM5]), you can start firing off up to four flares at the enemy instead of chase (which, again, is a bad choice with Terra most of the time anyways) but continuing to press O. This really racks up the damage and is a big part of one of Terra's best combos which is even more brutal in Exmode. Sometimes Terra will stop firing flares after the third one, and with some testing, I believe I figured out that it has to do with speed. The faster you fire off the flares, the more you'll get (max is four outside of Exmode though) so if you are finding you only get three flares, trying mashing the O button more. This doesn't really work well close range as you might find it'll arc over the opponent some of the times. I starred close range up above though because technically the flares can work in close quarters but it's so ridiculously situational that I don't even know why I mentioned it, but I did, so there.

[Rating]: 8/10. It's reliance on Meteor is what keeps it from getting better, but it's now somewhat viable on its own.

Graviga

[CP]: 30 (15)

[AP]: 180

[Learned At]: Level 23 (Ground)

[Ranges]: Short, Mid, Long

[Notes]: Can cause floor crash damage, can absorb Exforce.

[Review]: Terra raises her hands, causing a dark ball of gravity to float above the target's head. She then pulls her hands down and the ball drops on the enemy, pulling them down to the ground (stopping at a certain distance if they are very high up, however). Terra can move around while in the casting pose, albeit much slower than normal. This attack is pretty bad as it's easy to dodge providing the opponent has seen this attack before. Not only that, but it leaves Terra extremely vulnerable for someone to dash into her and attack which will cancel the attack. If you've got a lot of space, it might work, but if the opponent dodges, then the only thing you've accomplished is effectively closing the space between you and the enemy, something Terra doesn't like. It's possible for the orb to fall right away if the opponent is outside of Graviga's range, but it requires the opponent to actually be on that line for it to hit, so don't count on that happening. It does have a use, however, as a part of one of (if not THE) deadliest combo in the game, but it requires you to be able to go into Exmode and can be hard to pull off. Also, despite it working in close range, I suggest you don't unless you want you opponent to laugh in your face and then beat the crap out of you (you masochist you).

[Rating]: 2/10. It's saved from a 1 because of it's use in the aforementioned combo. It's fun to use against CPU, but good humans will dodge it every time.

Meteor

[CP]: 30 (15)

[AP]: 180

[Learned At]: Level 29 (Ground)

[Ranges]: Short, Mid, Long

[Notes]: It's awesome...? Does that work?

[Review]: Beautiful rays of light shine down as angel's sing a beautiful chorus. Yes, this move is THAT good. Terra spins up into the air, hand reaching to the heavens, as several tiny meteors fall and harass the enemy. This move is EASILY Terra's BEST move, I can't stress this enough. It can combo into EVERY. SINGLE. one of her moves (except Graviga, because it sucks) so using a Terra without Meteor is like playing Exdeath offensively (okay, she's not that bad without it, but still). Though a good player may be able to block or dodge the meteors, that is hardly an issue because Terra should already be preparing another attack to launch at them while they are distracted. This is the beauty of Meteor! If you get a hit, great! You have a good chance of also hitting with the follow-up attack. If they block or dodge, no worries, they will be too distracted to be able to dodge your follow-up, and even if they do dodge it, they didn't really make any advance towards you so you can start the process all over! The meteors fall down fairly randomly so it can also be hard for an opponent to predict where they will land. This attack also does very good damage which is always wanted. This attack starts up pretty quick for a move this good, so it can work even at mid (and sometimes close) range. You can also dodge out at the end in case the opponent is getting too close. While the meteors do fall straight down, the individual meteors will continue to fall around the area above the enemy should they move from their initial spot so it *kinda* tracks. I should mention that this move *can* be reflected, but it's hard to do and usually gets reflected at weird angles or won't even reach Terra, so it's hardly worth worrying about. Also, Terra ends up in the air after this attack, so you can launch an aerial move right away, namely Holy Combo.

[Rating]: 10/10. Equip this move as soon as you get it, enough said.

=====
B. HP Attacks [HPA3]
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Now that we've gotten through the Brave attacks, let's get onto the HP moves. Like most characters, Terra only has a few options for HP attacks. Luckily, Terra has a fairly strong HP game meaning that she really doesn't have any bad options and therefore shouldn't have trouble landing an HP attack. She's also very varied range-wise and her attacks generally work against both grounded as well as airborne opponents. But before we get to the moves, let me just cook you up a nice plate of copy pasta from the Brave attack section:

(Would you like some freshly ground pepper?)

Attack Name Here

[CP]: This is the amount of CP needed to equip the move normally. The number in parenthesis (<-these dudes->) 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. Shocking, I know. In the case of an ability that is learned on both the ground set and the aerial set, I'll signify which level for each one.

[Range]: This is the range the move *can* be used at, not what range is BEST to use it at as I will mention that in greater detail in the paragraph about it. For simplicity sake, there is short, mid, and long ranges only.

[Notes]: Basically any brief notes about the move like if it leads to chase, can cause crash damage, or combos into another move (not custom combos, mind you).

[Review]: Here is where I get to ramble on some more and bore you with trivial details about every. single. move. If you're lucky, you might find a tidbit of

useful knowledge in this jumble, there's always hope.

[Rating]: A score out of 10 for that move. The higher the better. This will be based on a variety of factors (but is basically about how good and useful the move is) and may differ between ground and aerial versions.

Mmmm... yummy, now to get started.

Flood

[CP]: 40 (20)

[AP]: 180

[Learned At]: Start (Ground)

[Range]: Short, Mid, Long

[Notes]: Can get through Exdeath's All Guard =).

[Review]: Terra places her hands on the ground as water swirls on the ground below her. She then does a backflip as three geysers of water blast up from beneath the opponent in quick succession. This move is hard to dodge for those not used to it and it comes out quick enough to interrupt moves or catch players off guard. The time between the second and third blasts is shorter than the time between the first and second which tends to really screw some people up with their dodges, too. It's a quick move with great range (although somewhat restricted vertical range) that is hard to punish not only because of it's decent recovery time, but also because most opponents will be too busy dodging to get in an attack of their own making it good for pressure and for getting some breathing room (for recovering brave after a big HP attack, for example) and making space. You can also dodge out of it early if the opponent gets a chance to rush. It's also great for harassing other mages who think they can safely float about at mid to long range.

[Rating]: 8.5/10. A very simple HP attack, no brave damage, but reliable and doesn't leave you vulnearable.

Tornado

[CP]: 40 (20)

[AP]: 180

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

[Range]: Short

[Notes]: Pulls in target, can cause ceiling crash damage, can reflect projectiles.

[Review]: Terra spins around as three tornadoes about and begin circling her before pulling in towards Terra and converging into one big tornado. Terra then pushes up as the opponent is hit and launched to the sky. A nice close range option for guard counter and for scaring away those who think they can get up all in Terra's pretty little face. It causes constant brave damage during the attack and Terra can move around slowly until the tornadoes combine. It can also reflect projectiles and even stop other HP attacks during the three tornadoes stage. Terra newbs love spamming this, but it has a slight start-up and a long cool down in which Terra is very vulnerable, so if you're opponent sees it coming, you're in trouble. It's best to mix it up with your other close range options (Blizzard Combo and Meltdown) as they work very well together as they have different speeds and so someone trying to block or dodge one of the three is vulnerable to the other two. With this, you'll keep those melee characters at bay (and reflect Emperor's Flare, mwah ha ha!) giving you a chance to create some space (man I feel like I'm saying that a lot). Just remember that this move should be used sparingly!

[Rating]: 7/10. Good close range option with great priority, but causes Terra

trouble on a whiff.

Meltdown

[CP]: 40 (20)

[AP]: 300

[Learned At]: Level 38 (Midair)

[Range]: Short, Mid, Long

[Notes]: Can be charged for three levels causing different attacks, can cause crash damage.

[Review]: Terra charges firey energy between her palms as she floats in the air. She then releases the energy as either a short range burst (stage 1), a medium sized fireball (stage 2), or a large firey pinball of death (stage 3) depending on how long you charge it (by holding down [] of course). This baby is one deadly attack and easily one of the best charge HP attacks in the entire game. Most players are gonna a hard time approaching Terra when she starts up this attack and even though it has a long cooldown, Terra is fairly safe as most opponents will try and run for cover. It's especially hard to approach her between the first and second stage because it's harder to tell what stage she is on and the first stage is very deadly in close range. Also, before I go on to talk about the individual stages I'll mention that during the charging stage Terra will adjust which way she is facing, her angle, and even her height to correspond with the foe's position, awesome. I decided to break this review into sections so it's easier on the eyes as it's long. Wall of texts FTL!

Anyways, the first stage is a VERY fast short range attack with heavy knockback, likely getting you crash HP damage. It does not come out instantly, however, so keep that in mind. It's mostly for keeping the enemy from rushing you while using the move, but it's possibly to trick an enemy if they try and guard or dodge as if you were using Blizzard Combo or Tornado, so if you're good with mind games, you can try that too. The first stage is extremely hard to dodge because of it's speed, so don't hesitate to use it if the opponent rushes you when you're charging.

The second stage starts when Terra begins talking again. It's hard to explain the exact timing, but just practice using this move with Terra over and over until you get it down, that's the best way to go about it. Anyways, for the most part, this is the charge level you're going to want to aim for unless you are in a level with a lot of tightspaces (Pandemonium, lower level of Chaos Shrine, etc, I'll let you know which ones in the map section, starting at [CHA8]). Terra will release a medium size fireball which slowly floats for a moment before speeding up and tracking the enemy down, although it does have a limit to it's range. This (and sometimes the 3rd stage) is what causes some players to try and run and hide which actually works very well for you, as now you have lots of time and space even if you don't hit with Meltdown. When this stage starts off after firing it, it floats directly in front of Terra as well, so again you are protected from a frontal assault be it melee or projectiles. It's slow speed, however, makes it inferior to the first stage in close combat, but is still a viable option, especially if they are expecting the first stage and dodge early, so if you can figure out the timing between the first and second stage down to an art, you can really frustrate some players.

EDIT: I've been told that if you watch Terra's hands (which can be hard to do at certain camera angles), you'll notice her hands start glowing blue and white. This means you can now use stage 2. It starts around the time Terra begins speaking so once you get used to the exact time, you can actually fire off Meltdown level 2 right before her hands glow.

Whew! Alright, now for the final stage. In this one, Terra lets loose a huge fireball that bounces around the stage, off walls, ceilings, and obstacles, like an ADHD kid who had 10 pixie sticks and is dressed up as a firey pinball. Yup. Anyways, the fireball moves VERY fast and ricochets off all surfaces for a good amount of time before disappearing. While this does launch straight from Terra initially, it doesn't have much merit in close quarters because by the time this gets fully charged, the opponent pretty much knows what's coming and both the second and third stage can easily be avoided by hiding, especially on big maps (like Dimension Castle), which isn't such a problem for you anyways. The third stage, however, wrecks havoc on maps like Pandemonium and unless the enemy can interrupt you before the first stage is finished charging, they are pretty screwed.

Alright alright, enough about Meltdown eh? Oh you'd like that, but just in spite, I'm throwing in another paragraph to sum it up. Meltdown stands to be one of the, if not the most diverse moves in the game and while it is powerful, it takes a real pro to use it to it's full potential so I for sure suggest experimenting and practicing with this move A LOT. I think it's the best charging HP attack in the game as the Emperor's takes way too long and makes the enemy rush you while Sephiroth's is easy to dodge the final stage and the first two stages are close range so if you give him space you're safe. Sephiroth, being a melee character, doesn't want to create space as much as Terra, and it's even worse if he's against a mage like Terra.
[Rating]: Finally! Erm... 9.5/10. Only thing stopping it from getting better is that it loses some of it's charm on larger maps.

Ultima

[CP]: 40 (20)

[AP]: 300

[Learned By]: Mastering Holy Combo

[Range]: Short, Mid, Long (see Holy Combo)

[Notes]: Chained from Holy Combo, can cause crash damage.

[Review]: After blasting the foe with Holy and Flare, a small purple orb appears and grows swiftly before Terra detonates it causing a massive explosion that has powerful knockback. You initiate this attack by pressing square after hitting with at least **one** of the flares from the Holy Combo. It causes constant damage while the orb grows. Although it does relatively weak damage per hit, it adds up considering that you already hit with at least Holy Combo beforehand. Extra brave is always nice, especially in Exmode when you get a lot of criticals. Keep in mind that you only need to launch one flare to start up Ultima, but it **does** need to hit. Make sure you hit square as soon as possible or else it **may** miss, but it's mostly the CPUs with their hax reflexes that you need to worry about doing that. If you're finding you keep missing with Ultima or you miss on the last one or two flare, try just detonating Ultima on the first hit you get, otherwise, if you're fast, you can launch the 3rd flare, then quickly press circle again and then square to set off Ultima and hit with the last flare. There's really not much else to say about this move seeing as it's part of a chain, so it really relies on Holy Combo hitting. I should point out, though, that it's the finishing touch on two of Terra's strongest combos.

[Rating]: 8/10. I can't really give it anything better than what Holy Combo got, so I gave it the same score. You should be using Ultima every time you hit with Holy Combo anyways.

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Alright, so now to decide what to use. Luckily the choice isn't too difficult for the most part. Keep in mind, however, that this is only my suggestion and obviously suits my playstyle, so if you find other set-ups that work, you don't like a certain moves, or that your equipment, summon, and accessory build work with a different set, by all means go with what you want.

Basically this is just showing you how I use Terra and can help those who are new to using her or unsure of what to equip her with, especially those wanting to get a feel of how to play as her. Think of this as a sort of base set for you to build your own playstyle out of. Without further delay, here we go:

Land Brave:

Towards: Fire
Neutral: Meteor
Away: Graviga

Midair Brave:

Up: Blizzard Combo
Neutral: Holy Combo -> Ultima
Down: Thundara

Land HP:

Neutral: Flood

Midair HP

Neutral: Tornado
Down: Meltdown

However, there are a couple of things I change around, thus I usually have two sets with Terra. Make sure you know about those Sets A, B, and C, they are amazingly useful for having different builds to try out, or having different sets for different types of opponents. Anyways, you can swap out Graviga for Blizzara if you don't want to use the awesome (but hard to use) Graviga combo I mention in the combo [COM5] section or if you're facing someone who'll just LOL @ your attempts (aka another mage or anyone with decent long range options). You can also swap out Fire for Blizzard Combo or Blizzara on the ground as well, especially if you're fighting air-heavy characters (Zidane and Kuja, for example).

In the air, there isn't much else you can equip. Blizzara can replace Thundara as they are fairly interchangeable, so it comes down to preference, style, and sometimes the opponent (Thundara works wonders against CoD).

For HP attacks, not much to say. You can equip Tornado on the ground if you *insist* on spending the CP, but it's really not needed and I'm sure you can find something better to equip.

That's about it, not to much choice aside from where you want to equip that attack (aka ground or Midair for Blizzard Combo and Blizzara and up/towards, neutral, or away/down). The big thing to think about with her is equipment and accessories, so don't spend too much time on attacks. It should only take a little bit of testing to find out what works for you.

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IV: Recommended Abilities
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Alright, just a little preamble. I'm not gonna get into the specifics with each ability or make big fancy charts and reviews as that'll take FOREVER and you guys are probably bored enough already. They in-game descriptions should be fine but if you have any questions I'm sure the folks on the board can help and maybe one of the main FAQs (or if there is one dedicated to abilities). You can always e-mail me, to, if you wish, but I might not be able to get back to you right away, I'll try my best. My contact info is at the bottom of the FAQ.

So basically, at the end of each section, I'll give a quick run down on which abilities I suggest or how the choices should be made rather than talking about each ability on it's own.

Again I'll say it, however, that this is just my opinion, and if you have a certain playstyle or build in mind and you need to tweek around with abilities, go ahead, I won't be offended... much. Okay, kidding, I won't cry myself to sleep every night, no really. I don't care, it's fine. *sniff*

=====
A. Action Abilities [AAB4]
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NOTE: Anything marked with a symbol (*%&\$@#) can't be equipped at the same time as any other Action Ability with the same symbol.

(Also, please bare with me as I sort out and retranslate the ability names, I have a lot of them done, but don't be surprised if you find the names are a bit different. By the next update for sure everything will be normal).

[Ground Evasion] CP: 10 (5) AP: 60 Learned: Start

[Midair Evasion] CP: 10 (5) AP: 60 Learned: Start

[Ground Block] CP: 10 (5) AP: 40 Learned: Start

[Midair Block] CP: 10 (5) AP: 40 Learned: Start

[Aerial Recovery] CP: 10 (5) AP: 80 Learned: Start

[Recovery Attack] CP: 20 (10) AP: 120 Learned: Level 32

*[Air Dash] CP: 10 (5) AP: 100 Learned: Level 4

*[Air Dash Reverse] CP: 10 (5) AP: 100 Learned: Level 18

%[Omni Air Dash] CP: 40 (20) AP: 300 Learned: Level 40

%[Free Air Dash] CP: 30 (15) AP: 200 Learned: Start

%[Reverse Free Air Dash] CP: 30 (15) AP: 200 Learned: Level 2

&[Multi-Air Slide] CP: 10 (5) AP: 250 Learned: Level 52

&[Multi-Air Slide+] CP: 30 (15) AP: 300 Learned: Master [Multi-Air Slide]

\$(Speed Boost] CP: 20 (10) AP: 150 Learned: Level 21

\$(Speed Boost+) CP: 40 (20) AP: 150 Learned: Master [Speed Boost]

\$(Speed Boost++) CP: 70 (35) AP: 150 Learned: Master [Speed Boost+]

@[Jump Boost] CP: 10 (5) AP: 150 Learned: Level 7

@[Jump Boost+] CP: 20 (10) AP: 150 Learned: Master [Jump Boost]

@[Jump Boost++] CP: 40 (20) AP: 150 Learned: Master [Jump Boost+]

#[Jump Times Boost] CP: 20 (10) AP: 150 Learned: Level 39

#[Jump Times Boost+] CP: 40 (20) AP: 150 Learned: Master [Jump Times Boost]

#[Jump Times Boost++] CP: 70 (30) AP: 150 Learned: Master [Jump Times Boost+]

[Controlled Recovery] CP: 10 (5) AP: 120 Learned: Level 32

[Midair Evasion Boost] CP: 20 (10) AP: 150 Learned: Level 57

Okay then, the 2 guard and dodge abilities should be no-brainers, if you don't equip them, you might as well just forfeit. The three Parry abilities are nice to have, but if you need CP for other things, at least have the basic Parry. The normal two Air Dash abilities aren't really need, especially once you get Free Air Dash, so you can lose those if you want.

A big choice is between Free Air Dash, Omni Air Dash, and Free Air Dash Reverse. The latter is nice because it really helps in creating space and getting away from the target. Keep in mind you still will dash towards Excores, so don't worry about that. The normal dash is okay, but you'll rarely want to dash towards your opponent to use a close range attack, but that depends on who you're facing. Omni Air Dash is the best of both worlds, but it costs a bit more CP and can be a little tough to control sometimes, so if you can get the hang of it, use it, otherwise stick with Reverse in most situations.

Multi Air Slide is useless when you can just dash manually, don't waste CP on it unless you have some to spare (which you shouldn't). As for the next three sets of abilities, I like having all three equipped at max which seems like a lot of CP but it's not too bad once they are all mastered. Worse come to worse, you can always drop down a level for Speed Up as it's not as important. Double Jump is probably better than Jump Boost so if you can only have one at ++, make it Double Jump.

As for Air Evasion Movement, it's a very good ability, but Evasion Efficiency (Support Ability) is superior, so if you can't have both, go with the latter.

Oh yeah, just so you know, you can't equip Auto Recovery at the same time as Aerial Recovery and thus Recovery Attack and Controlled Recovery which is a bit of a downer as they are fairly useful abilities. It's up to you, but Auto Recovery isn't so great; ot's not worth equipping over the other three.

Moving on.

=====
B. Support Abilities [SAB4]
=====

[Always Target Indicator] CP: 10 (5) AP: 30 Learned: Start

[Ex Core Lock-on] CP: 10 (5) AP: 50 Learned: Start

[Auto Chase] CP: 20 (5) AP: 250 Learned: Level 11

[Auto Recovery] CP: 20 (5) AP: 250 Learned: Level 11 (Can't be equipped with Aerial Recovery)

[Auto EX Burst] CP: 20 (5) AP: 150 Learned: Level 15

[Auto EX Command] CP: 30 (10) AP: 300 Learned: Level 15

[Auto EX Command Omega] CP: 40 (20) AP: 600 Learned: Master [Auto EX Command]

[Auto EX Defense] CP: 30 (10) AP: 300 Learned: Level 26

[Auto EX Defense Omega] CP: 40 (20) AP: 600 Learned: Master [Auto EX Defense]

[Evasion Time Boost] CP: 20 (10) AP: 220 Learned: Level 64

[Command Battle Enhancement] CP: 20 (10) AP: 220 Learned: Buy from Shop

[Command Battle Enhancement+] CP: 40 (20) AP: 220 Learned: Master [Command Battle Enhancement]

[Command Battle Enhancement++] CP: 60 (30) AP: 220 Learned: Master [Command Battle Enhancement+]

This group is easy to sort through seeing as almost every single one of these is a lazy man's ability. I mean, why would you need an ability just to press the square button for you to initiate an Ex Burst? Like, really...? Not to mention you might not want to go straight into an Ex Burst with her anyways because of her awesome Ex Mode.

Also, the Ex Command ability is pretty useless because her mini-game is very easy, though not as easy as just mashing circle like Cloud and such, you shouldn't be having problems with it. I could understand using this for Jecht or even Tidus, but not Terra. Auto Ex Defense might be useful if you have trouble with it, but it's really not worth it unless you are completely terrible.

Command Battle is only valid if you actually use it. If you do, well then this FAQ is kinda useless to you as you really don't control the character that much. You should never be using this.

Oh yeah, and whatever you do, DO NOT EVER equip Auto Chase as she'll activate it after hitting with Holy thus ending the whole combo, VERY BAD.

Evasion Time Boost is a must, it's very good. Ex Core Lock-on is also pretty useful and it and Constant Target Marker are both cheap anyways, so might as well. You can use Auto Parry if you want, that's about the only Auto ability you should even consider, and it's not even that great.

Oh yeah, just so you know, you can't equip Auto Recovery at the same time as Aerial Recovery and thus Recovery Attack and Controlled Recovery which is a bit of a downer as they are fairly useful abilities. It's up to you, but Auto Recovery isn't so great; it's not worth equipping over the other three.

=====
This section is a work in progress. There's a lot of Extra Abilities to list and so it's kind of a pain, not to mention I need to get the real translations before I start, so bare with me, I'll get this done as soon as possible. Also, I'm not sure if the Master abilities can be equipped with the base ability (ex euquipping Equip Swords and Sword Master at the same time) so I'll have to find that out as well.

I will, however, give a quick summary of what you should be equipping, it's pretty simple.

Just Jump is a decent choice, but not needed, it's cheap though. Concentrate and it's brethern are a no-no. Terra shouldn't be letting up on her attacks at all. In Pain is only useful if you have abilities or accessories that capitalize on you being in critical hp, but there are easier ways to get those boosts. The two barriers are decent, but 20% isn't as much as you'd think and seeing as it requires you to be in critical hp, it's even less desirable. Finally, the BRV Regen ability isn't too bad in general, but Terra has no problem whatsoever racking up brave (especially with EX Critical Up) in Exmode so stick with the HP regen.

Now, onto the critical up abilities. I won't go through them individually as there are only 3 worth equipping anyways. Guard Counter-Attack, counter-Attack, and EX Critical Up. The first one increases critical hit rate after blocking an enemies attack and hitting them while they stagger, the second one increases critical hit rate if you hit the enemy DURING one of their attacks, and the last one increases critical hit rate in Ex Mode.

The Ex Mode one is obvious, you're gonna be spending a lot of time in Ex Mode. Terra's criticals are also VERY deadly and couple in the fact that she also has dualcast, this ability is absolutely devastating. This is a must. As for the other two, Counter-Attack is better choice. Guard-Counter requires that you be in close quarters 99.9% of the time and Terra only really has two options that can take advantage of this ability: Tornado and Blizzard Combo. You can try and use other attacks after guarding, but some of them might miss.

However, with Guard-Counter, you get criticals when you interrupt the enemy's attack which is what long range moves do best. Blizzara, Thundara, Graviga (unlikely that you'll actually interrupt anything with it though), Meteor, Fire, and even Tornado as well can all benefit easily from this, though Meteor is the big one and seeing as it'll be your most used move, there's no reason not to equip this ability. Heck, even Blizzard Combo can reap the benefits occasionally and it's not like you can't get any criticals after a successful guard.

V: Using the Beautiful Maiden of Magic

=====
A. How to Play [HTP5]
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If you've read other parts of my FAQ already (namely the attack section), you should be getting any idea of just how Terra should be used. When it comes down to it, however, it all depends on the player. Feel free to tweak the general strategy around a bit to your liking as I am by no means the undisputed Terra Master, though she told me she loves me the most so she's

MINE.

ahem

Anyways, the great thing about being a long ranged specialist is that you can use her moves without fear of being blocked and vulnerable during the stagger phase unlike most other characters. This means there's really no penalty for constantly using (it's not spamming if you use it right!) her moves all the time, over and over. If you tried this with someone like, say, Cloud, you'd be dead in under a minute, having to eat strings of criticals after ever attack blocked.

So what does this mean for Terra? It means she has the capability to keep the opponent on their toes the entire match and the more time they spend guarding, dodging, and getting smacked in the face with spells, the less time they have to set-up, launch an offensive strike against you, or make any significant gains in distance towards you.

Therefore, the most important thing you can do in a match is control it. When Terra has control of the match, it means SHE is launching the moves, and the opponent is forced to deal with them rather than getting a chance to fight back. The more control and the longer you control the match, the greater advantage you have.

Of course, this all sounds easy, but it really depends on the character she is playing against and sometimes the opposing player's fighting style. Heck, even things like where the match starts has a huge effect. Sometimes the characters spawn really close to each other which means you need to create space before you can safely start tossing spells. Other times, you'll be given a huge amount of space and can start controlling the game right from the beginning.

However, maintaining the control is a whole different story. All it takes is one simple mistake, a whiffed move or a reflected attack, and the enemy is right in your face. The thing is, it's inevitable too, at least against players around your skill level (or higher). Terra would be a little broken if she could control the entire battle.

So, let me start talking about just how exactly she should be played. Because almost all of her attacks work better at mid to long range, she should always be trying to maintain such distance between her and her opponent. However, when facing other mages (or Sephiroth), things might be different, so prepare for that. I'll get into specifics in the The Competition section, however. There are many ways to accomplish this. You can just use Free Air Dash Reverse or Omni Air Dash (Terra walks too slow otherwise) or if you're in Exmode, glide away. You can even use the map jumps to move around quickly. However, doing that alone won't accomplish much, which is why in most situations you'll either need to knock the opponent away (like Blizzara), distract them (like Meteor), or force the opponent to actually give you space (Meltdown ftw!).

And as mentioned before, Terra can fairly safely use most of her attacks at will, so unless you are out of range or in a situation where attacking recklessly might not be a good idea (namely against characters with counters), Terra should be spending most of the time attacking. It's obviously the best way to gain and maintain control, and it pretty much stops any attacks that need to be charged or have a long start-up. Heck, certain projectiles also disappear when the user is hit, so you can stop long range attacks too.

In case you didn't know, Terra is also a combo master. Again, I will discuss this in greater detail in section [COM5], but it's worth mentioning here that you should be constantly assaulting the opponent with spells, and Meteor is

your best friend forever (and ever and ever1!!!) when it comes to this.

The best thing you can do is learn the enemies as well. I'll help you with this later on, but by constantly fighting (or even USING) other characters, you can learn just how you need to edit your style and set-up to overtake them. Knowing what kind of attacks you are gonna face can help you greatly, as well as such things as range or speed, so you can adjust your distance accordingly.

Remember, you want to control the match. The pace, the area, the distance, you need to keep these all in mind and don't be afraid to run and hide, Terra isn't meant for an in-your-face assault. She is certainly capable of fending enemies off close range, but only has limited options there which are better used defensively.

Oh yeah, and utilize her Exmode! It's brutal! It also makes the match way easier to control (especially double Meteor, oh man!) and the higher chance of criticals just sweetens the deal. You don't need to have any Exmode build, but you should make an effort to gather Excores and Exforce and even dedicate equipment or accessories to helping out in this. You'll want to stay in Exmode as long as possible, so don't Exburst unless you know you can finish off the opponent with it or the bar is running down.

I could say more, but a lot of the stuff can be found throughout the various sections. The sections [BRV3], [HPA3], as well as all the "The Competition" and "The Way of the Land" get into certain specifics that would take way too long to cover here again, so be sure to check those out. As well, the remaining parts of this section ([GTS5], [ESP5], and [COM5]) are also useful, so keep reading if your eyes aren't bleeding from all this text yet.

=====
B. General Tips [GTS5]
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Oh jeez, that last section was an eye full, eh? Sorry about that folks, but this one is gonna be... well... lighter. Pretty much just jotting down short hints and tips to keep in mind when using her. If you don't have the attention span (like moi) to read the above section, this one is for you!

-Always maintain an appropriate distance from the opponent. It'll generally be about the length of one dash, a bit longer for those with long attacking range like Sephiroth. Mage characters will most likely be giving you space anyways.

-Start the match by attacking and never let up. Set the pace for the battle this way, and you can control how the battle goes and give less openings to be attacked.

-When in doubt, use Meteor. It's really Terra's best attack and can set-up countless amounts of combos.

-When all else fails, use Meteor. Having trouble hitting with attacks? Distract the opponent or even stun them with Meteor, then lead into another attack.

-Lonely at night? Use Meteor. Are you getting it yet? USE METEOR DAMNIT!

-Capitalize on whiffs and mistakes. When Terra controls the match, it's very frustrating for the opposition. When someone is frustrated, they get desperate and will take any chance they get to make an attack. This means they are more likely to mess up, whiff, or be blocked/dodged. Punish them!

-Terra's Exmode is one of the best, don't be afraid to do anything you can to extend it's duration. Don't end it prematurely by using an Exburst. Worse come to worse and it runs out before you can use Riot Blade, no worries, she'll have a ton of brave and she really doesn't have trouble landing HP attacks anyways.

-Use different set-ups. Certain moves aren't as effective against certain opponents. Likewise, a move you don't really use often or has some weird niches can be a lot more effective against a certain opponent. This game gives you three sets for a reason, use them.

-DON'T SPAM! Terra's attacks can be reflected right back at you if you aren't careful. Also, a lot of people like to Tornado spam, but it leaves her very vulnerable on a whiff, so use it wisely. Keep in mind, constantly casting Meteor over and over is not spamming if you're using it right!

-Did I mention that you should use Meteor? I can't remember.

-If you ever go on the offense in close range, switch up between Blizzard Combo, Tornado, and Meltdown stage one. Their properties and charge times compliment each other very well, just make sure not to spend too much time in close range.

That's all I can think of for now, I'll add some more when they come to mind. If you have suggestions, feel free to send them to me (see [CM14] for contact info) and I will credit you.

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C. Esper Terra [ESP5]
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Alright, you've seen me mention it several times, now let's finally talk about it: Terra's Exmode! Terra undergoes a complete transformation when in her Exmode. Using the Trance command, she turns into her Esper form from the game. Once a gentle figure, she now transforms into a fierce purple Esper with wild hair, sharp claws, and determination in her eyes!

Like every other Exmode, she gains an hp Regen effect that is always nice to have, especially if you intend to stay in Exmode for a long time with her. In addition, she gains the ability to glide freely through the air at decent speeds. Probably slower than an air dash it's but WAY easier to control. Oh yeah, forgot the best part; dualcast!!!

Yup, Esper Terra is very much a beast, being able to cast spells twice in a row with extremely low lag inbetween. The spells, though, do act differently than each other in just how the double cast works, so I'll do a quick run down of them:

NOTE: Dualcast isn't automatic (aside from Holy, Holy Combo, and I think Blizzard Combo), so you need to press the circle button (for brave magic) or the square button (for HP magic) during the initial cast to get the full effect. Likewise, you can cancel or delay the second cast if you wish.

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 it's still harder to dodge two than just one.

Blizzard Combo: Pretty much just extends the combo, so you're guranteed to benefit from all the hits. The spinning combo has a couple more hits and the

final hit shoots two blocks out for even further knockback.

Thundara: Shoots one round of Thundaras 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 dodged, the opponent still has to dodge two of them.

Fire: Shoots two flames, one behind the other. It's impossible to hit with both because of the explosion, so it's not significantly better, just harder to dodge or block both.

Holy: Shoots three Holy orbs followed instantly by another three, so it's not double the amount of Holy orbs, but the orbs move A LOT faster and are A LOT harder to dodge.

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, this move gets so much better. I assume it's about eight Flares shot, but it's kinda hard to count, I just mash the circle button to shoot them all out as fast as possible xD.

Graviga: Oh man, you know Terra's Exmode is amazing when it can make a crappy move like this INSANELY GOOD... except it's only INSANELY GOOD if you can pull it off properly, so it still has a small niche. Anyways, after the first cast, another Graviga ball will appear and float above the enemy. I think it falls sooner but that's not the important part (though it does throw off dodge timing for the enemy). The thing is, Terra doesn't go into casting pose during the second one (which also removes the giveaway of when it drops). Know what that means? Yup, you can cast any other spell in the meantime. Combined with Meteor, you've got a brutal combination on your hands that is almost sure to hit. It gives you (probably) the most dangerous combo in the game, which I'll get to in [COM5].

Meteor: Just when you thought this move couldn't get 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 separate Meteor castings. Not to mention that it's a LONG time to be dodging Meteors and I find that Terra is free to cast another spell sooner. Plus, she's WAY higher in the air so you can use Holy Combo right away without landing on the ground (which you'll find happens sometimes with improper timing outside of Exmode). 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 damn amazing itself in Exmode. With dual Meteor, you should be surprised if anyone manages to dodge all of the hits and the follow up spell. This spell alone makes controlling the battle a breeze in Exmode.

Flood: This thing is just a pain to dodge. You'll cast the second set of water blasts also immediately after the first set so it throws off the normal dodging pattern an opponent would be used to. The two Floods kinda blend together too, so this throws off dodging as well. It's hard to explain just how this move works in Exmode, so see for yourself, it's very good.

Tornado: Like Blizzard Combo, this just extends the amount of hits. When the tornadoes begin to merge together, three more 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.

Meltdown: Honestly, I don't know exactly how this works because I don't use it that often in Exmode. I do know that there is a slight lag between the casts. Basically, from what I've seen, after casting the first Meltdown, you'll

follow up with a Meltdown one stage higher from what you just used. So if you cast the first stage, the second hit will be the second stage. This basically just makes it harder to dodge both, much like Flood, and doesn't add any additional damage or anything. The stage of the second cast might depend on how long you wait between the first cast and second cast, too. As I said, I'm not exactly sure, so if anyone can help me out, it'd be appreciated and credited. Contact info is in [CM14]. Otherwise, I'll get around to testing it out.

EDIT: Turns out I was wrong. Fearnall writes:

"Through my observations, the second cast in exmode isn't dependant on the first, it's dependant on the direction you're holding the analog stick, the way I have my meltdown set up (analog stick down+square), for the second cast, if you hold the stick down it'll be stage 2, neutral stage 3, and up stage 1."

I have Meltdown set on the same button and have found this to be correct! Thanks again to Fearnall for finding this out, it's a huge help and a great thing to know.

Ultima: Like Blizzard Combo and Tornado before it, Ultima expands out, then just before detonating, a new Ultima expands out causing additional brave damage. Like the other two, this effectively doubles the duration and amount of hits. It's a nice extra little "OMFG THIS HURTS" at the end of a long combo.

Well, that's all for attacks. It's good to practise a bit in Exmode to get a feel for how the attacks work when dualcasted as they can be a bit different if you aren't used to them. Once your comfortable with the moves, you'll be wrecking havoc with Esper Terra all over the place. Again, she has one of THE best Exmodes in the game, so don't let it go to waste.

But before we move on, I should also mention her Exburst, Riot Blade. When activated, Terra flies in front of the opponent and shoots a blast of ice that shatters the screen. We then get a close up of Terra as she charges her arms with energy and releases several magical blades that shoot out and slash through the enemy from all angles for several hits of high brave damage ending with an explosion for HP damage as Terra spins and poses.

To charge it up, you must mash both the circle button and left directional pad. While this is more difficult than the bursts that simply require you to mash circle, it is by no means hard to do. I don't think I've ever messed it up, so you shouldn't be having any serious problems filling it up. If you are, however, finding it awkward or hard to do, I find it's much easier to place your PSP on the ground or any firm surface rather than holding it in your hands when you mash seeing as you need to use both hands. When using both hands you should probably be using your thumbs. If you place it on a surface, then it works much better when you use your index finger.

And that, as they say, is that (said in the voice of the annoying old man from FFX).

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D. Combos [COM5]
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Okay, I've linked to this section a whole bunch, so I'm sure y'all are just waiting to read what I have to say. Here I shall list all the discovered combos for Terra. If I'm missing any that you have found, let me know ([CM14] for my contact info), perferably with a video link so I can confirm and test

as well as post it here for the readers. You will, of course, be credited.

I will offer explanations for combos that are either tricky to pull off, or require more than just simply casting the spells. If several people are having trouble with a specific combo not explained here and they let me know, I'm willing to add an explanation. Once I get time, I will upload videos I will be making showcasing all of the combos listed here. Combos submitted by other people will hopefully be accompanied by a video, but if not, I will make more.

Alright, so let's go!

Meteor->Blizzara

Meteor->Blizzard Combo (close range only)

Meteor->Thundara

Meteor->Fire

Meteor->Flood

Meteor->Tornado (close range only)

Meteor->Meltdown (stage 1) (close range only). You can charge Meltdown to the other two stages while the enemy deals with Meteor, but I wouldn't really consider it a combo.

Meteor->Holy/Holy Combo->Chase

Meteor->Holy Combo->Ultima

Meltdown (stage 2)->Holy Combo->Ultima (credits to Demitel for this one).

Basically Meltdown stage 2 works as a distraction while you launch Holy Combo. It'll cause the player (especially the AI) some trouble as if they dodge Meltdown, Holy Combo is likely to hit and if they get hit by Meltdown, it'll actually activate Flare from the combo, allowing you to hit with another HP attack and also score some crits while your brave regens. It's especially deadly when you have a lot of brave and don't want to risk getting broken while you wait for your brave to regenerate. This is a great way to still land Holy Combo if you're in the air and thus unable to use Meteor.

Dualcast Meltdown (stage 1 then stage 2)->Double Holy Combo->Double Ultima (credits for BTT for this one).

This is essentially the big brother of the previous combo above. It works the same except that you have Meltdown stage 1 as a close range deterrent. Again, the Meltdowns are for creating pressure and making it easier for you to land Holy Combo. Just make sure that if you hit with a Meltdown that you don't hit square and activate Riot Blade... unless you want to, that is.

Fearnall also suggested a variation of this where you basically just use two Meltdowns stage 2 instead. This is likely the better choice if the enemy is at a distance while the Meltdown stage 1 one would work better in closer range or if the enemy is trying to rush you. However, if after the first Meltdown the opponent still tries to rush, stage 1 or stage 3 (since they have the same charge time on the second cast) can be used instead. Fearnall also suggests using Blizzard Combo instead of Holy Combo in the rare case that the enemy still rushes you after the two Meltdowns.

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Double Graviga->Double Meteor->Double Holy Combo->Double Ultima->Riot Blade (optional).

This is the big daddy of all combos that I've talked about. If you can pull this sucker off, the opponent is gonna be hurting. It's very possible to OHKO the opponent with this. Basically, you utilize the no casting animation of the second Graviga to simultaneously hit with Graviga and Meteor. The stun from Graviga will gurantee Meteor will hit which in turn makes the second Meteor extremely likely to hit which in turn makes double Holy Combo likely to hit and also likely to allow you to fire off the follow-up Flares early. Then end it with double Ultima for more brave damage and Riot Blade if you can finish the opponnet off.

The trick with this is to save the full Exbar. With the threat of Terra Excancelling out of any close range attempts to interrupt her, most opponents will hesitate and won't risk it seeing as they consider Graviga not much of a threat because it's easy-to-dodge nature. Once you are sure you can pull off the combo without getting interrupted (aka just before the first Graviga drops), activate her Exmode and continue the combo, that way if you do get interrupted (probably by long range or other non-Excancellable moves), you wouldn't have wasted your Exmode. This can be done while already in Exmode, but it's not recommended as it requires A LOT of space.

====*==*==*==*

This ones are ones I've thought up of, but I'm currently testing to see if they are really viable and worth calling "combos":

Thundara->Tornado. The idea is to be above the opponnet seeing as Thundara knocks them straight up so in this case, they'll be launched straight into you so you can catch them with Tornado. This also works if there is a roof so you don't need all that height.

Thundara->Blizzard Combo. Works like the above combo.

Thundara->Meltdown (stage 1). Works the same as the Tornado combo, though Meltdown doesn't really work as well. I'll probably take this out.

Blizzard Combo->dodge cancel before last hit->Blizzara.

Blizzard Combo->dodge cancel before last hit->Tornado.

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VI: Equipment and Accessorizing
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Coming soon! Sorry for the inconvienece, I'm working on getting uncompleted sections done ASAP!

For now, I'll just have a rough kinda filled summary of what to be equipping. It's not as in-depth as it will be, but it should be enough to give you an idea until I can really sort things out.

In terms of equipment, the Snowpetal, Adamant Chains, and even Soul of Yamato combos aren't too shabby. If you don't mind the weaker (mid level 80s) Imp set, you can get an INSANE 15m absorption range thus negating the need for accessories that increase that (opening the room for more multipliers or a different basic accessory).

For weapons, daggers give you up to 30% initial EX force, katanas give you up to 6m absorption range, rods increase your magic damage up to 25%, staves can increase Exmode duration up to 40%, and thrown weapons give you up to +30% ex force absorption which is better than the instruments +30% ex core absorption as it only works for Ex cores though if you have accessories that increase their appearance it might be worth it.

Which you choose really depends on what accessories you have already as you can get most of these effects via them. Maduin's Horn (Terra's ultimate weapon) isn't too shabby with it's 50% magic defence, but that's only useful against other mages, so only use it then.

As for accessories, Close to You is a must. You can use Center of the World, but you're better off with Pearl Necklace and Gravitorb which absorb more Ex force and increases intake range, respectively, than Center of the World does albeit takes up to slots. Center of the World also doesn't get affected by booster accessories, so it's even worse there.

You can use Dragonfly Orb and Victory Pendant (works well combined) as well as Gold Hourglass, though it's your choice whether you would want that space for more boosters or not. Gold Hourglass is the better option, though.

As for boosters, it really depends on you and your available selection. It shouldn't be too difficult to figure out good combos, however.

I'll list the effects and the ways to make the accessories I've when I get the chance. Sorry for the wait, but if you check out the Dissipedia you can get an idea for now. Sorry again!

For now I'll show you my current Exbuild. Feel free to switch around the boosters because relying on having 100% hp can be troublesome against certain opponents.

Gravitorb (+3m Exforce absorption range)
Pearl Necklace (+30% EX Force absorption)
Gold Hourglass (+20% EX Mode duration)
Close to You (absorb EX Force during attacks, when getting hit, and after summoning)
(You)Hp=100% (1.5 booster)
(You)Pre-HP Damage (1.5 booster)
(Enemy)Break (1.5 booster)
(You)Summon Unused (1.5 booster)
(You)Exmode (1.3 booster)
(You)Exmode (1.3 booster)

The Summon one can be changed to Summon Used if you wish. I suggest picking either a summon that would only be used in emergencies (Odin, Omega, etc) for Summon Unused, and summons that you'd use at the start of a match (maybe Pupu or Bahamut?) for Summon Used. Some people use (Enemy)Summon Used AND Summon Unused so you'd always have the 1.5 boost (unless they don't have a summon at all), but I found that the two (You)Exmodes provide a bigger boost than having those two.

Anyways, when all those requirements are met, you get an 8.5x total boost which is really more than enough. You get a massive +25.5m absorption range, you gain +255% EX from EX Force, and your Exmode lasts +170% longer (almost three times!). Once you get into Exmode, you pretty much stay there unless the enemy has EX Bar reducing effects via accessories or the Luefenian set or you use an EX Burst.

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VII: The Competition
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THIS SECTION IS BEING WORKED ON AT THE MOMENT

oops, there's my caps lock key!

Anyways, I'm working on this section, so right now it's not completely finished so unfortunately you'll have to make do with what I have now. I do promise that this section will be 100% completed by the next update (which would technically be the *first* update). This is the last of the REALLY important sections, so I'm putting it as top priority over everything else left over. Thanks for your patience!

Alrighty, so just a quick intro. I've already discussed general tips on how to play as Terra so you have a good base to build your strategy from. Now we're gonna take a look at each and every character that you can go up against and see just how Terra matches up.

I will be mentioning certain moves to look out for, and make suggestions on how to adjust your style or moveset to better prepare for the match-up. I'll also state whether it's an advantageous match-up for Terra or not so you know what to expect.

Keep in mind however, that a lot of it comes down to the players, so even if Terra has a disadvantage, if you concentrate and prepare counter-strategies, you can easily overcome it and win. Likewise, if you underestimate an opponent who you have an advantage over, you can pay for it. The best thing to do is become really familiar with what the opponent is capable of.

I, myself, have extensively used 11 other characters aside from Terra, though I still use her the most, so I have a strong understanding of what I'm up against when I face them, so it's good to play as some other characters some times, especially if you find you have trouble against them. Playing as them might give you a new understanding. Even if you find you can't play as some characters, fighting against them a lot can be just as good too. I hardly ever play as any of the Chaos characters aside from Kuja and Jecht, but I fight them A TON.

Alright, let's go already!

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A. Warrior of Light [WOL7]
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This guy is pretty simple with his fairly straight forward close range melee attacks, but he does have some long range options that you need to watch out for. Let's start with the brave moves.

The only melee brave move you need to look out for (assuming you keep your distance) is Sword Thrust. He throws his shield forward and then follows up with a couple stabs. Note that you can block the sword strikes, but blocking the shield throw will cause you to stagger and get hit by the rest of the combo. This move covers quite some distance on the ground, so look out for it. A simple back flip dodge should put you out of harms way, then you can follow up with a Fire in the face, or something else, if you want.

Aside from that, he has his magic attacks, Red Fang (fire), Blue Fang

(blizzard), and White Fang (lightning). White Fang travels very slowly from WoL's position so it extremely simple to dodge or interrupt with your own magic (hit him and the move stops) before it gets close. Red Fang is faster, but has inferior tracking and is easily reflected. It's got poor vertical tracking as well, so if you change your height, you'll be safe. It can also be interrupted, though it's a lot harder to do. Finally, Blue Fang is probably the biggest threat as it drops several ice blocks from above, so distance away doesn't affect how long it'll take to hit you. It is slow, however, so you should be able to block/dodge it or hit WoL in time. All three of the fangs have a small start-up too, so they shouldn't ever surprise you. Most WoL sets will only use one fang attack, so once you find out which one it is, you can adjust and prepare yourself accordingly.

Just a quick note before moving onto HP attacks, all of his ranged brave moves are GROUND ONLY. Keep this in mind, it's very important. As for HP attacks, one is aerial (Radiant Sword), and the other is ground (Shining Wave).

Now, onto his two long range HP attacks: Shining Wave and Radiant Sword. These two would be a lot deadlier for you if they didn't take so long to start up and weren't so easy to interrupt. Radiant Sword has got a major upgrade in the English release so it has much better tracking. It still, however, has a VERY long start-up, so you can easily Meteor or Thundara him before the move launches. Shining Wave is faster though, but can be avoid easily with a side step or by dropping down below WoL's level as the move travels at a constant height. It's harder to interrupt on reaction, but if you are keeping control of the match, he shouldn't get a chance to pull off this move anyways. Just look out for it.

This is a pretty straight-forward match up. His close range attacks are quick and deadly as a lot of them chain into HP attacks, so it's important to keep your distance. The Graviga combo won't really work well unless you have something to hide behind and he doesn't have Blue Fang (or you're far enough away).

Overall this is an advantageous match-up for Terra. Just stick to the general stragety and try and control the match, shouldn't be too difficult.

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B. Garland [GAR7]
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Like WoL before him, Garland isn't too hard to handle. In fact, he actually has *less* long range moves to threaten you, so this should be an even easier battle. Factor in that he is as slow as a Tonberry (though not as scary or deadly!), and he is gonna have a hard time reaching you.

In terms of long range moves, he only has three in total. Let's start with the two brave attacks. First off is Lance Bullet. It has a bit of a start-up, then Garland shoots forward a pretty large distance, but at an angle. If you aren't in the air, this will probably go right over you. It's somewhat easy to see coming, but can really surprise you if you don't see the signs. Watch out for it when using Meteor as you end up in the air. I don't think you can really interrupt him when he starts charging so be ready to dodge. If he whiffs or is blocked, it leaves him open for a Tornado or Blizzard Combo.

As well, he has Chain Bump which has surprising range and moves Garland quite a distance both vertically and horizontally to close in on the opponent. He swings his sword twice, up once and down once. As long as you aren't in the middle of an attack, you should easily be able to block this as dodging the first hit might leave you open for the second one. Remember, this move is

slower and easier to see coming than Lance Bullet, so it shouldn't be a problem for you to block if you know what to look for.

Note that Lance Bullet is ground only and Chain Bump is air only.

As for HP attacks, the only one you really need to look out for is Blaze. It has quite a start-up, so it can be VERY easily interrupted, but it's long range and has aerial and ground variations, not that it matters too much. It can actually be blocked, but requires precise timing and seeing as the multiple flame bursts spread out slightly over range, you might end up getting hit by another flame. If he ever gets this attack off (which he shouldn't), dodge towards Garland when the flames get close to you. Oh yes, and I've been informed by a "gregory" that in Garland's Exmode, you can't interrupt his Blaze, so remember that.

I should mention Tornado and Tsunami, though. Garland's Tornado is close range just like Terra's, but it forms a shield in front of him which deflects magic attacks, so watch out when you're using Blizzara and Meltdown (though I don't know if it'll reflect Meltdown or not). Meteor still works so I doubt you'll be seeing this much as it leaves him pretty open for Meteor which will make the Tornados disappear when it hits. As well, Tsunami has decent range, but it's slow, predictable, and takes a jump or a back dodge to avoid, but Garland is very vulnerable when using it, so your ranged attacks should stop this move dead.

So that's about it. Garland can really put the hurt on you if he manages to get in your space but, because of his slow speed, that shouldn't be happening too much especially if you can keep him on his toes. On the ground, his High Bringer attack (that spinning combo thing) ignores guard, so don't try and block it except with your own Tornado.

Garland is a lot less of a threat than WoL because of his weaker ranged options, especially when it comes to HP attacks. None of his HP attacks are a real threat to you if you know what you're doing, so don't let up and you won't have to worry about his brave attacks either!

Overall, if you couldn't tell, this is a very advantageous match-up for Terra.

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C. Firion [FIR7]
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Alrighty, now Firion is one of the three characters in the entire game that Terra really needs to be careful against. Namely, don't just toss around magic whenever you please because, unlike most of the other characters, Firion has a counter and that counter has two counterattacks, one for close range and one for long range. The good news is that because you won't stagger from the block, you won't be taking critical hits from the fire blast and the blizzard blast, which do fairly negligible brave damage anyways. The lightning blast only causes HP damage and it IS possible to avoid, though I haven't found any reliable way to do that. As well, I believe it is possible to interrupt him during the attack as I've had Ultimecia do it to me as Firion, but I think it's because her rapid firing attacks hit him before he becomes invulnerable (which I believe he becomes during the counter, but don't quote me on it).

Well, that's a nice opening, huh? But don't worry, it's not as easy as the CPU make it seem to counter. Meteor is pretty unpredictable as to where it lands, and because Thundara hits from four sides, it might be able to bypass the counter, or at least interrupt him because of it's multiple hits. Also, he the counter is *GROUND ONLY* meaning that you should feel free to harass him when

he is airborne. In fact, it's highly recommended because of his HORRENDOUS air game, but I'll get to that in a second.

Aside from Shield Bash, you should watch out for Reel Axe. It's got VERY good range and, like his other two weapon combo brave moves, it pulls you towards him, something you don't want AT ALL. It travels in a straight line so it only tracks until it's thrown (it will fly at vertical angles). Luckily, if you are a good distance away, it should be fairly easy to dodge (don't block, it guard breaks) and you can interrupt him if he is using the move as you use Meteor or Thundara, but not if you use them after. The axe is fairly quick, but you should have plenty of time to dodge.

He also has Straight Arrow, a long range HP attack on the air and ground, but it's one of the WORST HP attacks in the game so I doubt any Firion players will have it equipped. Reel Axe is superior seeing as it can't be blocked. That's right, you can actually block and even REFLECT Straight Arrow. Not to mention it has quite a start-up, even if it's fired ASAP, so you can easily interrupt it. It also only flies in a straight line like Reel Axe.

He does have magic attacks that are aerial only, but they are pretty weak. Fire travels really slow, but be sure not to reflect it (block early) or else Firion can use his counter on the reflected Fire. Blizzard is faster, but has poor tracking, it just bounces around a bit. Thunder is probably the biggest problem because it appears over you. However, it does have a start up and you should be harassing the crap out of Firion in the air anyways, so the move should be getting interrupted. Worse come to worse, you only need to move a little bit to avoid it.

The thing to look out for is his three main melee attacks: Reel Axe, Spear Combo, and Rope Knife. They all draw you in towards him and all of them chain into an HP attack. That said, they are limited to the ground and the other two have poor range. If you do find yourself in close quarters, Rope Knife has almost no vertical reach and Spear Combo, while it does draw you in, has pretty bad range (though it does have some vertical range, unlike Rope Knife) so it shouldn't be bothering you too much.

I should also mention Weaponmaster, his other HP attack. It has surprising range and tracking and can reflect projectiles, but it's got HUGE start-up and cooldown. It's also extremely easy to see (more like HEAR) coming as Firion lets out a huge roar as he's one of those guys at the gym that like to put WAY more weights on the bar than they should.

Really, the trick to beating Firion is to play smart. Meteor and Thundara are fairly safe to use (as are all her HP attacks as Shield Bash doesn't block em), but if you are finding those attacks get countered a lot, then start feinting and being more careful with how you cast. Try and spend as much time as you can in the air as you only have to look out for Reel Axe there, and try to force him into the air as well, or at least take advantage of situations where he is in the air.

The greatest thing going for you is his horrible speed and his reliance on the ground. There are slower characters, but the fact that he has to dash to you and then land before he can be a real threat (seeing as attacking out of a dash would be an aerial attack) makes it a lot easier to avoid getting into any close quarter combat with him. What really helps is that Firion is completely immobile during every. single. one. of his attacks except for Weaponmaster, so adding that into the mix only makes it even better for you.

Overall, however, I'd say it's an even match-up. Though it really depends on how well the player is at using Shield Bash, otherwise Terra would just walk

all over Firion.

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D. Emperor [EMP7]
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Hah, now this is a nice little match-up for Terra. The Emperor relies on setting traps to catch or damage the opponent as they try to reach Emperor, or at least distract them while Flares float about and he tries to cast Starfall. Thing is, Terra has no reason to approach Emperor. Not only can she just sit back and harass him from afar, but she can actually destroy quite a few of his traps either by hitting him and thus cancelling the attack, or by hitting the traps with her magic.

But that's not all, in terms of HP attacks, a good Terra player shouldn't ever be threatened by ANY of them AT ALL unless you foolishly fall into a Lighting Crest or just aren't paying attention. The blue Flare that follows you around can be reflected by Tornado, making it head back to track him (which works so amazingly in your favor, it's another thing to dodge when fighting Terra!).

The stationary red Flare shouldn't be a problem easier so you really shouldn't be dashing to him anyways or moving around too much that you'll accidently hit it. Not to mention hitting it with Tornado causes it to disappear and it disappears after a while too.

Finally, Starfall is just a joke. Because Terra is a ranged character, she has a MUCH easier time interrupting this than most other characters as she doesn't have to bother making her way through the mess of traps. Seeing as these are his only options for HP attacks (aside from chases), you shouldn't expect to be taking any HP damage.

Emperor relies on controlling the matches. The more time and space he has, the more traps he can put down. Terra is the same, except Terra can easily trump his traps and then go straight into running the match. In short, you should be beating the Emperor senseless. This is probably one of your best possible match-ups, but I've seen some amazing Emperor players that will try their best to make it difficult for you, so don't get cocky.

I should note that Light Crest, that aerial attack that shoots pink/purple blobs at you can get quite annoying and interupt your attacks, but it deals very minimal brave damage and can be blocked and dashed through.

Speaking of dashing, I suggest you equip Free Air Dash or Omni Air Dash (assuming you're good with it) in case the Emperor runs away and tries to use Starfall on bigger maps. You don't have infinite range, so you'll need to move closer to hit with your magic and Reverse Free Air Dash isn't gonna help you to do that at all. I doubt Emperor is gonna be pressuring you much, so you don't really need the reverse movement, although Omni Air Dash is nice to have (again, if you can use it well) just in case.

So if you didn't get it by now, you've got a major advantage over the Emperor.

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E. Onion Knight [OKE7]
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When it comes to the Onion Knight, there's good news and bad news. The good news is that he's got pretty short range (makes sense, he's tiny) which means he can't really hurt Terra when she's at her optimum range. The bad news,

however, is that Onion Knight is a speedy little bugger, boasting the fastest running (and therefore dashing) speed in the game (aside from Exmode Tidus).

What this means is that even though he needs to be close to actually hit you, it's not hard for him to get in your face, especially since Terra isn't exactly a nimble mover (cept in her dodges =P). Therefore, it's gonna be a bit tougher for you to get your space, so don't be picky, take what you can get!

When it comes to attacks, though, Onion Knight is pretty predictable. He only has four brave attacks total (two ground, two air), though each one of them can chain into a brave attack or an HP attack. It basically comes down to one magic attack and one physical attack on the ground, and likewise in the air. His HP moves follow the same pattern, but I'll get to those later.

His physical moves are basically identical. They come out pretty fast, but they don't have very good range. If you stay out of his immediate range, you should be pretty safe, or at least have a chance of blocking or dodging on reaction. Both attacks leave him pretty open.

As for magic attacks, his kinda suck. Unlike most other character's magic, these moves have pitiful range. Thunder, the air one, has a very VERY long start-up so if you somehow don't interrupt it with Meteor or something, you can easily just block or dodge it, simple as that. It does have very good tracking, but, again, it's lacking in range. Blizzard, his ground magic attack, is faster, but still not super fast. It also only travels straight and has pretty basic tracking. It'll shoot in the direction you are at when it launches, so you can just keep moving and be safe. It shouldn't be hard to block or dodge it though. It's got almost no vertical reach either and has less range than Thunder.

As for HP attacks, there's only two noteworthy ones. Wind Shear (air) shouldn't really scare you in terms of hitting you, but he can deflect and reflect magic attacks with it. Flood still works wonders and I'm pretty sure Tornado trumps it (or at least they both cancel out). Like Terra's Tornado, it does draw you in, so beware of that.

Firaga is an interesting move because of it's odd range. Most close range characters will just laugh at it as it arcs up and explodes a good distance away. Unfortunately for Terra, this distance just so happens to be around the distance you'll be launching spells from. It's blast radius is pretty large so even if you dodge it you might get hit after the dodge, depending on the timing. Dodging forward might work if you do it at the right time, otherwise it'll just explode early. In his Exmode he launches THREE Firagas which is just cruel, so watch out for that. The best way to deal with it is to stay in the air if you see it coming (like if he's got a ton of brave or is spamming it). A nicely timed forward ground dodge could work, or dodging out of the end of Meteor and launching a Holy Combo works nicely too. You could also try to increase your range a bit, going farther than you usually do, but seeing as it's kinda hard to get any space in the first place, it'll be hard to do.

His Comet DOES have somewhat decent range, but it's got a huge start-up and fairly slow tracking. Keep in mind, however, the final hit (the HP hit) can still hit you even if you've avoided the rest of the attack and it does have longer range than the brave part of the attack, so don't get lazy on the dodging!

When it comes down to it, as long as you can adapt to the closer range, you should be able to handle the vegetable warrior. In fact practicing against an Onion Knight player or, should the former not be an option, the CPU, is a great opportunity for you to work on your close range game. Despite that you

should not be spending much time in close-quarters, sometimes it's inevitable or not worth the trouble (mainly against fast characters). Not to mention it's always good to cover a weakness and works great to intimidate or surprise the enemy. No one expects Terra to rush in and fight in your face, but she is certainly capable of it, and against this speedy runt it might be your best option.

Of the speedy trio (Tidus, Zidane, and OK), OK is by far the best match-up for Terra, so it's not bad, though it's not really the best. I'd say she has an advantage, though it's not the biggest, it's still there and it's good preparation for the other two of the trio. Just remember that OK has very limited options and range and is pretty predictable so take advantage of it. If it wasn't for his insane speedy, this would be a joke.

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F. Cloud of Darkness [COD7]
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Oh joy, we now get to the 2nd character who has a long range counter attack. Unfortunately, Cloud of Darkness' counter is much harder to deal with. First of all, I don't think I've ever been able to escape [Wrath] Partical Beam once it's been activated, though I think I interrupt it once (Meteor, of course) but that was back in the Japanese version and it could just be my imagination, so don't count on it.

In addition to it being a quick upward beam appearing under you to deal a little bit of brave damage then finishing with HP damage, this attack is available in the air and on the ground so there is no safe place to fight CoD. However, CoD does have a ton of HP attacks on both the air and ground, so in most cases, the [Wrath] HP attack will only be on one of those, but there is no gurantee. I personally equipped it on the air when I used her, but if you try and feint to see where she has it equipped, it can really help you for the rest of the battle.

So that's the bad news, she can really put a damper on your magic slingling fest, so you need to be careful... a LOT more careful than with Firion because she has the possibility of using it both air and ground. Meteor's random nature should still work nicely for you. The good thing is that CoD is pretty poor at dealing brave damage, she relies on her various types of HP attacks to fight, so she won't be hitting you for too much, hopefully.

However, aside from that, you're pretty safe. As said earlier, she relies on her wide array of HP attacks, none of which really threaten you (aside from [Wrath] at your long range. She *DOES* have long range attacks, but they do have quite a start-up so you should be able to interrupt them, even on reaction, before they reach you. [Fusillade] Particle Beam (aerial move) is where she launches out several dark orbs that spread out then home in towards you. This move comes out a lot slower than in the Japanese version, thankfully, so this one isn't a problem. [Long-Range] Particle Beam (ground move) does come out faster and it does travel pretty fast, so it might be harder for you to interrupt on reaction. Keep in mind that if you do dodge it early on, it can loop around and hit you from behind because it can make turns very well. It does cover quite a bit of height above CoD, but it won't hit ANYTHING below CoD's level when she casts it so you can basically just drop down (if possible) a little bit, then hit her while she deals with the cooldown.

Aside from those two, there isn't much else to really bother you. You might want to watch out for [Feint] Particle Beam. CoD sinks into the ground, then reappears a distance away, and detonates a large ball of darkness a bit in

front of her. It does have a start-up during the disappearance part, but she launches the ball surprisingly quickly and the total distance travelled during the warp and the distance the ball is from CoD adds up, so she can move in a lot faster than you think. It's a lot like Tidus' dodge & attack moves, albeit slower.

The rest of her HP attacks are limited to close range or are extremely easy to see coming if she attempts to hit you with it at long range (*cough* Aura Ball *cough*).

As for brave attacks, there isn't much to worry you at long range. Just keep in mind, though she only has one aerial and one ground brave attack, they each have three variations depending on the length of time between the first button press and the second. Her aerial long range attack has her launch two purple orbs that travel pretty slowly, have poor track, and deal pathetic damage if they manage to hit. You should be able to interrupt this easily. Her ground long range move is a bit better. It's pretty much the same as Firion's Thunder magic, but it's dark lightning. You can dodge it by just moving a bit as small erm... dark spots appear above you before they shoot the lightning. It's also kinda obvious to what attack CoD may be using when you're at long range as she doesn't have any other options that can hit you once she starts the tentacle swinging.

If she starts a bravery attack when she's in close range, just block so you can score a free hit when she's stunned. On the off chance she tries to fake you out and uses one of the long range variations (which don't come out as fast), you might be able to dodge or block again in time if you blocked quickly when she started the tentacle swinging. The lightning does have a longer start-up, so that should be easier to deal with. Worst come to worse, she deals fairly pathetic bravery damage to you. I'll mention though that on the ground, the second stage of her bravery attack has surprisingly long range and shoots out super fast. It's better to try and block at mid range in this case, especially since the lightning does have a start-up so you do have a chance to dodge on a guard whiff.

So, when it comes down to it, you need to ease up on the magic casting and kinda play a bit of hit and run, block and counter if she tries to use brave attacks, and use Meteor and HP attacks if she's tossing out [Wrath] Particle Beam a lot. The best thing to remember is that she relies HEAVILY on HP attacks and even though she does have a huge variety of them, her attacks still do suffer from start-up and/or cooldown, so take advantage of that as well as there will be lots of opportunities for it throughout the match. However, in Exmode, she can spam the crap out of her HP attacks so keep your distance and beware because it'll be harder to get an opening.

Overall, I'd say it's a fairly reasonable match-up, though it does tip in CoD's favour, so don't slack and be prepared!

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G. Cecil [CEC7]
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Now comes Cecil. Playing against him is a bit different than most other characters because of his ability to switch between two separate forms, each with their own set of bravery attacks (HP attacks are shared). Thus, he does have more attacks to deal with as well as two forms that play fairly differently. His Dark Knight form is slower and depends on ground combat. He also deals some pretty heavy damage in this form. His Paladin form is a lot faster and does really well in the air but is limited on the ground.

So it's not as tricky as it seems at first, since each form is clearly meant for a different situation, you likely won't be fighting Paladin Cecil on the ground and such. It does make him a bit adaptable, but it's not to much of a problem for Terra. Note he switches forms by using HP attacks (air HP attacks turn him into Paladin, ground into Dark Knight) and one move in each form so he does need to use an attack to swap except in Exmode when he can do it freely.

Anyways, out of the two, his Dark Knight form is surprisingly hard to deal with because of its ranged options. Dark Cannon is the main one to look out for as it has a far reach and is somewhat wide as well. It pulls you towards Cecil which leaves you open for Valiant Blow or Shadow Lance for some serious hurting in the brave department, or Souleater for some decent brave damage ending with an HP attack. It deflects magic at the start-up, so it's a bit tricky to interrupt. It does travel in a straight line, though, and is pretty slow and obvious. As long as he doesn't catch you in the middle of an attack, you should be able to avoid it. You still need to keep an eye out for it as it leads into other attacks and can hit you at your range. However, if you are just at the peak of it's range, you'll take damage but won't always get pulled in.

Aside from that, Shadow Lance hits to about mid range, but is significantly weaker when you get hit at mid range with it rather than at short range. His Gravity Ball and Paladin Arts attacks (they both look the same) cover about mid range as well and can combo, but they are so incredibly slow and obvious as well as extremely easy to reflect that it shouldn't even bother you. Aside from that, he also has Dark Flame, an HP attack that hits about mid-long range. Pillars of dark flames slowly burst up towards you, tracking you both vertically and horizontally. However, they move slowly and so you can interrupt it before it reaches you. I also find that it won't always reach Terra if she's a good distance away. It really only takes one backflip dodge to get out of range from Terra's normal distance anyways.

As for Paladin Cecil, the only long range attack with noting is Searchlight. He sends out some weird thing that will track you then go pew pew pew. It's got great range and tracking but is incredibly slow so you can interrupt him no problem... or just dodge or block it, it's not that hard. Do note that if he does hit you with it, he can follow up with Paladin Force (HP attack) right away regardless of range and it's unavoidable! However, it requires that he actually hits with Searchlight and he must use Paladin Force right away while you are hit by the lasers (it won't combo after the lasers end).

His Saints Fall HP attack does cover a bit of range too, but it's got a long start-up and really weird trajectory that makes it a royal pain to hit with. It's pretty much the opposite of OK's Firaga in how, by the time the charge reaches you, he'll arc up into the air, right above you, and whiff. It's quite comical if it ever happens to you, really.

However, despite Paladin Cecil having poor ranged options, he is very nimble and is good at closing the distance with his strong aerial movement. His Radiant Wings bravery attack is the main threat. It's probably his strongest brave attack in Paladin form in terms of damage and covers a surprising distance as he spins towards you. His spin also deflects some of your attacks, so watch out for this move especially. When he moves in, this move can cover the rest of the distance fairly easily, and brush off some of your attempts at smacking him away (like Blizzara). It comes out fast too, so this is where you might want to practice deterring such rushes with Tornado, Meltdown, and Blizzard Combo.

When it comes down to it, fighting Cecil's two forms isn't that complicated.

Because he can't easily switch on the go, you pretty much know what to expect at any time during the battle just by looking at what form he is in. Having an appropriate strategy ready for either form is the best way to handle him and allows you to keep one step ahead of him. Despite having two forms that play differently, he isn't twice as versatile as other characters because his attacks are fairly limited on their own in each form so he would actually be pretty weak if he were stuck to a single form. His style relies on switching between his forms, so as long as you know how to deal with each one and you are prepared for it, you shouldn't be overwhelmed.

Overall, I'd say this match-up favours Terra a bit. Though it isn't as big of an advantage as other melee characters, it's still there, so just play smart and learn to deal with his form changing and you'll do well.

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H. Golbez                               [GOL7]
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Ugh, Golbez is a real pain regardless of what character you use against him. Overall he is an extremely strong character and he can be a bit frustrating to fight sometimes so you really need to be on the top of your game for this one.

Golbez specializes in attacks that hit both close range and mid range, thus his attacks have two parts and most of them come out incredibly fast. Four out of six of his brave attacks also chain into the Cosmic Ray HP attack which only adds to the annoyance. Ambush System (where he sends three orbs to fire their lasers at you) and Gravity Force (you should never see a human player use this, it's absolutely horrendous because it's easy to see coming) are the two brave attacks that don't chain.

Aside from his chain attacks, he only has TWO other normal HP attacks, but they are fairly good. His ground one is Night Glow. It's more of a pain for melee characters as if he starts it as you try to attack him close range, you'll be stunned, take brave damage, then eat the HP attack. For Terra, it has slow start-up so it's easy to interrupt and it's not even that hard to dodge. It does work at long ranges though, but it's pretty bad in those cases. It does almost always cause ceiling crash damage when it hits, however, so it can really hurt.

His other HP attack, Genesis Rock is a real pain because of it's absolutely messed up hitbox. When he summons the rocks, even if I'm not anywhere near him, I have been hit by the rock and dragged towards him for the rest of the attack. It does happen rarely, but it's really annoying when it does happen because you're like "wtf, how did it hit me when I'm not even close!" It's a shame SE didn't change that from the Japanese version, but alas, what's done is done. Anyways, assuming you don't randomly get stuck in this attack, it's not too hard for Terra to deal with it. It's a close range attack mostly, though at the end Golbez does launch the rocks outwards, but the farther you are, the more spread out they are and thus less likely to hit you. That's irrelevant though, as you can just smack him with Flood or Thundara while the rocks spin around. He is also vulnerable to Meteor at the beginning, so if you're keeping up the pressure, he won't get to pull the move off. Also, I think Tornado stomps the crap out of this attack, or at least protects you from the rocks when they shoot out. If you hit him with Tornado while the rocks are spinning, I think both moves get cancelled, but I'll have to test that out and get back to you.

Anyways, now onto his brave attacks. In the air, he has pretty pathetic range, so you're pretty safe when he is there. Remember that when you use Air Dash, you need to land before you can just a ground move, even if you used Air Dash

when you were standing on the ground. Keeping this in mind, you now know he only has close range options directly after rushing, so a block can stop him dead if he gets close as well as Blizzard Comboing him in the face (but use it early because his two usable aerial attacks are quick). Tornado is a very good option as well, because if he tries to use Genesis Rock instead of a bravery attack, you'll get him. You just need to be careful though, because his brave attacks in the air can hit you during your Tornado start up, so don't spam and become predictable!

On the ground is where he has his ranged attacks. Ambush System (the three lasers) will hunt you down and pew pew pew at you. However, a simple side dodge once they stop moving actually puts you in a spot where all three will miss. They can also be dashed through, so if you see it coming, dash at Golbez (if you have Omni Air Dash or Free Air Dash) and attack during the lag.

Glare Hand hits more around the short-mid range, so it's not gonna hit you if you keep your normal distance and he can't dash and hit you with it because it is ground only, so this one isn't too much of a worry. Rise Wave is more of a problem, however, because it DOES create a pillar of dark flames at mid-long range which is right around the area Terra will be. The pillar does linger for a couple of seconds, too, so make sure not to run into it or else Golbez can (but won't always) continue the combo. The pillar appears only a certain distance away from Golbez, so if you are before it's range or beyond it, you're safe (assuming you aren't close enough to Golbez that he backhands you into it). Therefore, the best way to deal with this attack is by fighting closer to Golbez (which puts you in range of Glare Hand) or by moving farther away from him which is easier said than done. The latter is obviously the better choice, so try and use Meltdown or the stage to create some space.

Rise Wave is really your biggest enemy in this fight, so you really need to do all you can to prevent Golbez from connecting with it. Remember that it's a ground only move, so spending more time in the air is a good option in this fight, especially since your air game is superior to his. Rise Wave does cover quite a bit of vertical distance, though, so don't just float a bit above the ground. Make a lot of use of Meltdown, not only to create that extra space, but also as a formidable offensive attack in the air. If you try to make the fight air heavy, Meltdown is a staple; it's pretty much your aerial "Meteor." Using Meltdown as a distraction to launch Holy Combo is a good way to go, so if you're having trouble dealing with Rise Wave on the ground, go to the skies.

Golbez can be a tough and annoying opponent and your strategy depends solely on how well you can deal with Rise Wave. Don't be afraid to stray away from the ground and Meteor if you're finding that Rise Wave isn't giving you a chance to attack. Worst come to worse, you may have to stick to a mostly aerial assault. I suggest you do practice dealing with Rise Wave though, otherwise if you rely on air combat all the time, you are a bit limited, even if you are better in the air than Golbez. That's not to say you can't spend a lot of the time in the air, but if Golbez has got you so you can't do anything on the ground, you're not in a good spot.

The stage can really make or break you in this match. Stages where there are small footholds on lots of different altitudes (such as Planets Core and Ultimecia's Castle) are your friend because Rise Wave isn't as effective there so you can use your ground attacks a lot easier. If you find a nice small perch, you can Meteor away without risk of Rise Wave interrupting you because of the lack of solid ground for Golbez to launch it from (and still hit you).

Overall, this match is not gonna be easy and it favours Golbez in most cases. As said before, though, if you can deal with Rise Wave or at least play on a

favourable stage like the ones I mentioned, you can weaken or even nullify the advantage.

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I. Bartz

[BAR7]
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Bartz is unique in that his attacks involve elements of the nine other Cosmos heroes so you're gonna see parts of attacks from various types of characters, not to mention two of Terra's very own attacks. Because of this, Bartz preforms well at close range but also has some long range options thanks to Terra.

The two moves he gets are Holy (NOT Holy Combo, though it does chain) and Flood. Phew! I bet you were crossing your fingers that it wasn't Meteor, right? In fact, the lack of Meteor and Dualcast really hurts Bartz's use of both these attacks, but he can still attack and interrupt you at your range, so keep that in mind. Seeing as they are your attacks, you should be pretty adapt at handling them, so I shouldn't have to say too much. His Holy does chain into Flare, though it's not Terra's Flare, but Onion Knight's, which means it's an HP attack with a little bit of brave damage before. Of course, it's kinda difficult for him to actually land a hit with Holy, but do watch out; if you're too haphazard with your attcking, you can get burned by your own attacks.

Aside from that, he also has Reel Impulse which starts with Firion's axe throw from Reel Axe and finishes, once the axe brings you to Firion, with a couple of hits from Zidane's daggers before launching you away rather than the normal spear combo at the end. You deal with this the same as Firion's move, pretty much, seeing as it's range and such are the same. It still guard breaks and travels a good distance but only in a straight line and only tracks before he throws the axe. Good news is that it doesn't chain directly into an HP attack, so that's always nice.

He also has Climbarrel which starts with Cloud's charge from Climhazard and finishes with the last three stabs from Squall's Solid Barrel rather than hitting you up into the air. It covers a pretty decent distance, like Cloud's Climhazard, but has a slight start-up and even though the actual charge is fast, at your range, you should be able to see it coming and act accordingly.

Also, though he's not as swift in the air as Zidane is, he's got Storm Shot which has the same begining as Zidane's Storm Impulse which moves fast, has good tracking, and covers quite some distance (and deflects some of your projectiles). It ends with a single hard kick, Tidus style. Good thing is, Storm Impulse (and thus Storm Shot) has become a bit tamer since the Japanese version. It now doesn't follow you after you dodge but rather stays at the spot you dodged from. This means it's easier to actually get away from it, rather than dodging and STILL getting hit by it cuz of it's long duration and crazy tracking. It will still track you if you DON'T dodge, though. Look out for this one as it's fast and can really close the space between you and him faster than you think.

Finally, the last brave move you need to look out for is Slidehazard. It beings with the swooping strike from Tidus' Full Slide, follows up with the second hit, then ends with the last two hits of Cloud's Climhazard, smashing you into the ground. The main thing to worry about is the big swoop he takes at the begining of the attack. He travels a good distance, though it does have a start-up so like with Climbarrel, by the time it actually reaches you (assuming he uses it at mid range) you should have time to react. The swoop also has an odd trajectory and can hit away your projectiles.

As for HP attacks, aside from Flood, he's got poor options for ranged attacks. He has Cecil's Souleater and Paladin Force, but without Dark Cannon and Searchlight, respectively, he's gonna have a lot more trouble landing a hit with those compared to Cecil. While these three HP attacks are worse on him as on the original characters due to lack of certain moves, Wind Shear doesn't suffer from this and is just as effective as OK's. If you remember from OK's section, Wind Shear can reflect your projectiles right back at you, so watch out for it.

Also, in Exmode he gains a special HP attack, Goblin Punch. It has short range but comes out INSANELY fast and can really hurt if you and him are at equal levels (which is likely). You need to watch out for Bartz in Exmode, as he can rush you and pull out this move very quickly.

Bartz is a complicated guy to fight because of his mix of attacking styles. He's also got a lot of options for ranged attacks and he is one of the faster characters in the game. That said, his HP attack game is pretty weak so you can relax a bit there (still watch out for Holy->Flare). You'll be dealing with his ranged attacks the same way you'd deal with Full Slide, Climhazzard, Storm Impulse, and Reel Axe depending on the move, so if you are familiar with these moves then things should be a lot easier. The tricky thing is that Bartz is capable of using any of these, while some of the characters, like Firion, only have you worrying about that one particular attack.

Those brave attacks can really close the distance between you and him, too, so you'll need to do whatever you can to these approaches. The attacks are all fairly punishable on a whiff and possible to block on reaction (cept for Reel Impulse which breaks guard). Basically, the key to these match is to watch Bartz closely. If he gets a chance to pull off an attack, since most of these attacks will deflect your projectiles, you'll need to stop casting and be prepared to dodge and/or counter once things start looking dangerous.

Overall, Bartz is one of the tougher melee characters to deal with because of his sheer diversity in attack styles. However, he suffers from a poor HP attack game which you can easily take advantage of if he attempts to go on the offense with HP attacks. Use these openings as chances to gain control of the match and thus prevent his bravery attacks from getting pulled off. This is a fairly even match up, though it probably tips a bit in Terra's favour.

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J. Exdeath [EXD7]
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Oh joy, Exdeath. Remember Firion and Cloud of Darkness being able to counter your brave attacks, causing you a bit of distress? Well here comes the final character capable of these types of counters, and, following the pattern of getting progressively harder to deal with, his the worst of em all! The evil tree is capable of countering even your HP attacks and can counter with either brave attacks or an HP attack of his own. Luckily, however, Terra doesn't suffer the higher rate of criticals when stagged because guarding won't stagger her attacks (aside from Blizzard Combo and I suppose Tornado).

I will note, however, that Terra is lucky enough to have an attack that not even Exdeath can block completely, and that's Flood, but I'll get more into that in a second.

There really is no point going over any of his normal attacks. They are deadly and much better when used after a successful block, but if he tries using them offensively... they are absolutely terrible. They are VERY slow and are VERY

easy to guard, dodge, block, and/or counter. You can try to force Exdeath to make a move first and then punish it but that makes for a long boring stall match as most Exdeath players won't even bother as Exdeath really can't do much outside of countering.

He does have Black Hole which you can't dash through anymore. It sucks you in and deals constant brave damage, leaving you open for an attack. His teleport is easy to see coming, though sorta hard to predict as, while the move itself travels slowly, the actually teleportation once he finds a spot is very fast. You also can't block it anymore as it will cause you to stagger. He also has Delta Attack which is much like WoL's Shield of Light. It's pretty much the same, really. He blocks any incoming attacks (cept most HP attacks) and then deals HP damage. These three moves are his only hope of offensive and they all don't bother Terra at all if she's at mid-long range. Thus, it is possible to simply spam Flood or just punish Exdeath when he tries to use those three moves or if the player gives in and uses his crappy attacks. This isn't a fun way to play, though.

So, Exdeath is gonna be using two guards. There's red shield one which covers his front and can be held up forever (though cooldown time greatly increases the longer you hold it) which blocks pretty much every brave attack and some HP attacks (does it block Meltdown or Tornado? I'm not sure >_>). He also has one that blocks every single attack you have (except Flood) but it's only up for a split second (way shorter than a normal block) which makes it insanely difficult to pull off unless your attack is predictable. He can "charge" it as long as he wants, but when he releases the guard, it'll be the exact same, so it's really only to use when waiting for a projectile or slow attack or something. If you see him charging it, don't use anything other than Flood.

Okay, so the trick to this battle is feinting. If you can trick Exdeath into throwing up the red guard, you've got him in a tricky spot. He can either let go of the guard right away so he doesn't suffer a long cooldown, or he can keep it up expecting you to expect him to drop the guard after a whiff. Now it's up to you to decide when you should attack. Or... you could just use Flood. Mixing Flood up with an attack like Meteor can really screw with the players head, which is your best bet for this match. In the end, it all comes down to mind games and feints. Using Flood a lot when he whiffs the High Block is gonna make him take down High Block right away next time, so next time use Meteor and get a combo off. That's just an example, though.

Meltdown's usage really depends on if his High Block stops it. I'll have to look into it. If it doesn't, then Meltdown is deadly as it'll take insane reflexes for an Exdeath player to use Omni Block against stage 1, and if he expects stage 1 and you use stage 2 (and likewise with stage 2 and 3), the cooldown from Omni Block will screw him over.

Also, using Meteor and Holy Combo as fast as possible (Holy Combo in Exmode applies too) can mess up Exdeath players as well. If they initiate the counter prematurely, they can still get hit by any stray Holys or Meteors if they don't time it right. Not to mention the Holy orbs travel at different speeds, so that can also mess them up.

It's really hard to write a guide against Exdeath, though. It really depends on the player. Exdeath is hard to use and takes great reflexes and understanding so you might be able to get away with some attacks, though an amazing Exdeath player can wreck you if he knows what he is doing. The battle, as I said before, really just comes down to mind games and feints. You need to be patient and think things through. Flood is a great weapon, even though it's predictable and doesn't have the greatest range, it only takes one screw up for it to hit. Not to mention it also gives you an opportunity to attack if

Exdeath takes too long to dodge and also is the key to your mind games.

Exmode might also help just because of the sheer pressure Terra can exert with those insane amounts of attacks. Because of this pressure, it's more likely an Exdeath player might mess up and use the wrong guard, whiff a guard, or initiate a counter to early and get hit by a spell before they can hit you. Flood is also very deadly in Exmode. The Graviga->Meteor->Holy Combo->Ultima combo (see [COM5] for details) can also work quite well to those who don't expect it or know about it. The overlapping Meteor and Graviga can be extremely difficult for an Exdeath player to deal with and once you land that, you can pull off the rest of the combo with ease and if that doesn't end the match, it'll certainly put you very close to victory.

I would say this match-up favours Exdeath, but in reality, this match really depends on the players more than anything. If you are great with mindgames and feints and really know what you're doing, you can surely beat an Exdeath player. This is one of the more trying battles, so be at your best for this!

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K. Terra [TER7]
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Erm... it's kinda hard to put much here. Mirror matches are a pain, usually. You should be familiar with every single one of the moves that you'll be facing, so I really shouldn't have to say much about how to avoid or counter them (unless you're not a very good Terra player... =P).

Seeing as you and your opponent are identical, the battle comes down to things like equipment, accessories, summons, and of course, the players skill and strategy. All I can really say is that it comes down to whichever player is better or at least has a better strategy to handle the battle. Try playing Terra a bit differently like playing up close with Blizzard Combo (which can knock projectiles away if you remember) and things like that.

You need to do what you can to outplay the other person but also take the oppourtunity to watch how they play as well. You might be able to learn something like new combos or different playstyles and techniques you might want to incorporate.

Other than that, there isn't much more I can say unfortunately. Besides, if I said anything here, it could always be used against you too, so it's best for you to figure things out for yourself and just outplay the other Terra. Terra is very good at interrupting herself and oh man are there gonna be a lot of Meteors dropping in this match...

Overall, I'd say the advantage goes to Terra. However, you shouldn't under estimate Terra as she can certainly gain the upper hand against Terra if you don't watch out. Not funny? I didn't think so.

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L. Kefka [KEF7]
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Ah, your nemesis, Kefka. Despite that, though, Terra completely outclasses Kefka. While his magic does move more erratically than Terra's, he has horrible lag on most of his attacks and lacks anything like Terra's Meteor to help him land attacks. Also, every. single. one. of his brave attacks can be dashed through, so you might actually want to equip Free Air Dash instead of Reverse.

Kefka is still a mage though, therefore he does have attacks that can hit you at range. He only has TWO brave attacks, however, that don't originate from him, so with factoring in the lag, he's not as good at interrupting you as you are to him. It's also nice that you don't have to try as hard to create space as Kefka likes making space as well, though he might think twice before he does so against Terra.

His Ultima and his rolling Blizzaga attack are jokes. The former is only close range, but you can dash through the explosions (however not the small ball, oddly enough). The latter only moves on the ground and has incredibly long start up so I don't see how you can't interrupt it in time, but if you somehow don't, just jumping into the air is good enough to avoid it.

His two Firaga attacks are slightly tougher to deal with. The one that shoots out three can be dashed through easily, but has quite some start-up so you could always interrupt it before it even reaches you. His second one has insane start-up, but if you get hit by it, it stuns you and deals damage for quite a while leaving you open to other attacks. It tracks you pretty erradically and changes size. You can dash through it when it's small but not when it's big. It always starts off small, so if you rush him during the long start-up, you can actually reflect it with your dash and really screw Kefka over as it starts chasing after him. Otherwise, it takes little effort to interrupt this super slow attack.

The two brave attacks that don't originate from Kefka is one of the Thundagas and his Meteor. Both all suffer from a long start-up and are easily dashed through. The Thundaga will follow you as you move, but dashing to Kefka and hitting him during his lag will end the attack. It's hard to interrupt it otherwise when it starts up, but the attack leaves him really open for a dash and a Blizzard Combo or Tornado. Meteor won't follow you once it appears. Basically five orbs drop down then bounce up towards you. Because of this, the attack takes a moment to actually HIT you once it appears. Dash through it or just... move away.

His other Thundaga is actually something you need to look out for. He shoots a very fast row of small lightning bolts in a straight line towards you. Unlike his other attacks, this move is faster, but the lightning bolts are short and thus have pretty poor vertical range. Dodging to the sides works because, like other straight line attacks like Reel Axe, the move doesn't track you once it's released. He has some cooldown after this and the move can be dashed through anytime. Also, Kefka can only really be a threat with this if he's on the same vertical plane as you, so if you're higher or lower than him, you don't have to worry.

His other Blizzaga shouldn't be too much of a problem. He shoots a big block of ice a few spaces in front of him, then after a moment, it shatters and the shards fly after you. If you dash through or guard the big block, the move will be reflected and fly towards him. The block comes out pretty fast which can cause problems for close range combat, but shouldn't bother Terra at all. It shouldn't be a problem to interrupt in that case because it takes a moment to shatter and you shouldn't be close enough to get stunned by the big block.

As for HP attacks, there isn't much to worry about there. Havoc Wing is close range and has noticeable start-up. His wings have surprising range however, and linger for a moment, so be careful if you try and close in when he misses. To be safe, just don't. It's not like you don't have long range options anyways. Hyperdrive is also a joke. It has a long start-up and travels in a straight line on the ground. Deal with it the same way you would his rolling ball Blizzaga, it's slower on the start-up but faster travelling. Keep in mind that it can chase you into the air if he charges the move for a while. If you

actually LET him charge it that long, you should be ashamed of yourself. Seriously.

Forsaken Null is terrible as well. It has a long start-up and really shouldn't cause you any problems. He starts dropping giant exploding balls of staticy doom, but they orb dropping thing starts from him and moves slowly. If you're close enough that the first orb or two actually threatens you, you should've already Blizzard Combo'd or Tornado his face into the closest wall or ceiling. If you're at long range, you can probably go beat FFVI Advance then come back and interrupt him, or just time a dash between the drops.

Trine is the only HP attack that might be a threat. It has incredibly long range, but has a bit of a start-up and can be dodged just by jumping or dodging up. It can really get you if you are dashing or something and don't notice that he casted it (despite the darker screen, the "ting" noise, the attack name showing up, and his quote). Three triangles surround you and move in towards you. However, the triangles won't follow you that far. This can really only pose a problem if you're charging Meltdown as Meteor would interrupt the attack before Trine hits you and I don't know why you'd use Meteor on reaction to him using Trine. I say Meteor because every other attack ends quicker and you can probably still dodge Trine if you cast Meteor at the same time as you can just dodge out of Meteor.

So the main attacks to look out for is his straight line Thundaga and Trine. Everything else is really just to slow or easy to deal with to actually pose a threat. Despite him being a mage as well, it's actually pretty easy to control the match against him not only because you'll likely get the space you need, but because all of his attacks are a lot slower than yours and if he tries to rush you, your close range game is ALSO superior to his.

Honestly, Kefka is pretty much just a worse version of Terra, in gameplay and looks (infinitely worse, in that department, really). That said, his Exmode does improve him quite a bit. His moves get a lot harder to handle once they come out, but his Exmode does nothing to actually speed up his attacks, so he needs to get his moves out to actually cause you problems. In a battle of Exmodes, Terra will for sure win. She can control the match insanely well in Exmode which means Kefka is gonna have trouble getting out a single attack. However, that's not to say you don't need to watch out, if he gets a chance, he can really hustle you with his attacks in Exmode, so don't give him the chance.

Overall, Terra's got the advantage, a good one at that. She's the better mage. Just learn how to deal with the few attacks that can actually be useful and you'll do well. Terra is the natural mage while Kefka is synthetically capable of magic, so it makes sense why she's so much better ;).

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M. Cloud [CL07]
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Ah, here comes Cloud, the poster boy for Final Fantasy. He gets a lot of love and recently, a lot of hate, but that's neither here nor there. That said, I quite like him, but I like Tidus and Terra more. Erm... anyways...

Cloud is pretty simple as far as melee characters go. He lacks in the ranged attack department and has some slow and predictable attacks as well as a subpar air game. That said, his attacks hit like a truck filled with more trucks and not to mention most of his attacks cause crash damage meaning you'll suffer 1.5x as much damage as normal for that hit which isn't as bad for brave attacks as it is for HP attacks. He might have a good deal of trouble landing

a hit, but he certainly doesn't have to land that many to beat you down, so beware. His Exmode is also very deadly, but I'll get to that soon.

On the ground, he has the three levels of Fire magic. Fire has great homing and range, but moves painstakingly slow so it's not gonna bother you. Fira moves faster and hits more times, but has shorter range. It might bother you a bit, but it's really not super fast. Firaga moves quicker, but has very short range so it shouldn't bother you most of the time. It shoots three fireballs, however, that spread out and can hit multiple times, though it's deadlier if you get hit right in front of him. This one shouldn't bother you much either, so Fira is the main one to look out for. It's easily reflected and all of them end if he gets hit and since controlling the match against him isn't difficult, you can really prevent these attacks from getting to you as they have a slight start-up.

He also has Climhazard which is a straight line charge that then hits you into the air once it reaches you, then smacks you back down. However, most people will dodge out of it at the peak of the attack and go into Slashing Blow which chains into Omnislash ver 5. This combo can REALLY hurt, it's Cloud's version of your Meteor->Holy Combo->Ultima, pretty much. It has a lot of brave hits before the final HP attack (which also can cause crash damage very easily) and this can really hurt Terra since she's not exactly a tank. Climhazard does cover some distance, but, like most of Cloud's attacks, is pretty slow, moreso if you're a good distance away (thus you should see it coming before it hits). It IS one of his faster attacks, though. Look out for it because it's one of his better and deadlier options.

As well, he has Blade Beam, though its range isn't that much better than Firaga. It moves much faster, but only travels in a straight line. So like Firion's Reel Axe (and other such moves), Cloud only aims the beam before he launches it, so its tracking isn't that good. It can be blocked, but it's a lot faster than his other ranged options, so do beware. It's got better vertical range than Climhazard, too, and leads into chase. A simple side dodge should be enough to avoid it, leaving you ready to punish Cloud.

Finally, last move on the ground to worry about is Meteorain, an HP attack. It comes out faster than it did before, but it's still not that hard to see coming. Seeing as the meteors launch down at a downward angle from Cloud, the meteors will miss you if you just go straight into the air. Dodging forward, however, will put you in the path of the meteors, so don't do that. Really, just a back dodge or jump in the air to avoid the attack, then punish the cooldown lag that this move has. If you're maintaining control, Cloud likely won't get to use this.

In the air, Cloud's got pretty poor options for range. He has no bravery attacks that can threaten you at range, though Slashing Blow does chain into Omnislash ver 5, so watch for that out of a dash. He only has one HP attack in the air, but it's a good one. Braver has great priority and will cut right through your attacks (though it does have a bit of a start-up, so you can hit him then). It covers a good distance as well, though it doesn't travel as fast as Climhazard. It has fairly good tracking, too. However, I believe it doesn't break through Tornado anymore, so you can put that up if you see this attack. If you're in range, you can also back dodge to move out of range, then charge up Meltdown to smack him as he recovers from the whiff.

That's about it. Though it seems like Cloud does have some ranged options, most players will only use one of Fire/Fira/Firaga/Blade Beam in most cases. Climhazard will always be there, though. Meteorain isn't used that much, either, but Braver will for sure be equipped. However, Cloud is slow, both in attack speed and movement speed, so Terra has a pretty easy time smacking him

around and controlling the flow of the battle. You really shouldn't have too much trouble stopping him from getting near, but if he does, a block or a dodge can let you escape or punish and knock him away from the lag.

There isn't much to this match. His attacks can really take a chunk out of your HP and brave, so don't underestimate him even if you've got quite a cushion in the match. It takes about one Climhazzard->Slashing Blow->Omnislash ver 5 to cut away at your brave and HP and even things up. Just don't let up with the magic, and Cloud really has no good way to approach you aside from Braver if he gets it off, but you can easily punish it.

HOWEVER, I will mention his Exmode. In it, all of his attacks become UNBLOCKABLE. Yes, they will smash through your guards and outprioritize your brave attacks (namely Blizzard Combo). Tornado still works, though. Just remember to stick to dodging when he is in Exmode, don't make the mistake of blocking on reflex because not only will he break your guard, but his attacks get powered up depending on how much HP he has. His attacks already hurt, so the higher power and crit rate will REALLY wreck you. Be very careful when he is in Exmode. If you play a bit more defensively and be prepared to dodge when he starts getting close, you can avoid unnecessary skewerings.

Aside from that, Terra's got a nice big advantage here, so make use of it and just sling spells like no tomorrow. You can control this match easy as long as you know what to look out for. Remember, Cloud might have trouble reaching you, but if you slip up at any point, Cloud can really deal a lot of damage with just one combo, so don't try anything stupid.

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N. Sephiroth [SEP7]
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While Sephiroth is mainly a melee character, he's a bit different than the rest. One look at his oversized sword kinda gives it away though. That is, he's got a lot longer range with his melee attacks than what you're used to thus I will state right away that it's important you give him more space than you usually do against melee characters. If you can keep this distance throughout the match, you'll do fine. Just remember, about 1.5 dash length rather than just 1 should be fine. It's a bit harder to get that much space, so that's why this match is one of the more challenging melee matches. However, Sephiroth's attacks tend to suffer from a serious case of Lagitus (during the cooldown) so you can use those opportunities to make some space.

Now, onto his attacks. He has one magic attack, Shadow Flare (heh) that he uses both on the ground and in the air. It's got great range, but it does take a moment to hit. Four dark shiny things surround you, then after a moment, close in on you. They follow you when they are still, but once they start moving in, they don't anymore. It shouldn't cause you to many problems as it's not fast enough for him to interrupt many of your attacks (aside from causing a problem for Meltdown charging). It's easy to see coming, so you shouldn't have a problem avoiding it, just keep an eye on Sephiroth, though, as he will use this to distract you while he closes in.

Godspeed and Fervant Blow are essentially the same move. One is on the ground while one is in the air. Sephiroth sends out several beams of energy and if they hit, he'll charge at you and slash you. It's range is just a bit longer than his melee range but it comes out slower than his normal melee hits. It can be blocked and dashed through, however, when you're blocking, you'll have to block more than once as, depending on the timing of your block, the beams will outlast your block duration and the last few will hit you. I find pressing R multiple times works as you can move and block again right away

after a successful block. If you press it really quickly, you can even reflect a beam or two back at Sephiroth, stunning him and giving you a good chance. However, make sure not to just wildly mash R, as if you block and there are no beams left, you're stuck in that animation so you can't take advantage of his stun (if you reflected a beam) or his cooldown.

The rest of his brave attacks are close range, though remember that close range for Sephiroth is different than other characters.

As for HP attacks, Scintilla is nothing to worry about. It is a counter move, but unlike Firion, CoD, and Exdeath, it's close range only and will ALWAYS use the follow-up attack which is VERY slow and, while he can move quite a distance during it, should be easy to see coming and thus very punishable. It can be used in the air and on the ground.

Octaslash can be a bit of trouble as Sephiroth moves forward a good distance and can deal quite a bit of brave damage beforehand. However, if you're keeping your distance, you should see this one coming. Just dodge forward so you go right over him, and he'll be very vulnerable as he goes off slashing in the wrong direction. You can punish him like that, or if you have good timing you can smack him between his slashes (if you're feeling dangerous). I should think Tornado would eat up this attack, too. This move can also be used in both the air and ground.

Hell's Gate really shouldn't bother you. It's not got that great of a range and it's far too slow for him to dash up to you and use it. He if does try it, you can easily avoid it, just be careful as he can set off the HP hit early, but it's only after a bit of a descent so keep above him (or just dash away) to avoid it. Terra's a lot more tougher than Aerith, Sephy =P.

Finally, Black Materia. It's a lot like your Meltdown in that it has three stages. However, it's not even as close to as good as Meltdown, especially against Terra. The first two stages drop a meteor downward from Sephiroth a small distance in front of him. This only causes problems for melee characters who try to rush in and interrupt him. Terra, however, can just set back and enjoy the free chance to use a combo. If any Sephiroth is stupid enough to use this on you, feel free to test out the Graviga combo, heheh. The final stage slowly drops a large meteor above you, though it's actually not that hard to avoid if you just keep moving. However, you should never see it ever because it takes an incredibly long time to fully charge and is very easy to interrupt. Take it as a free hit.

That's all for attacks. The main thing you need to keep in mind when dealing with Sephiroth is that you need to give him more space. He can hit you from farther away than any other melee character so you need to remember that and make sure you don't treat him like any other melee character (which can be tough if it's become like second nature to you). If you can manage that, you only really need to worry about Shadow Flare and possibly Octaslash. Sephiroth doesn't exactly move slow either, though he's still not as fast as most Cosmos characters. Take advantage of his laggy whiffs for either attacking opportunities or distancing chances.

Overall, the match-up doesn't favour either side heavily, but it does lean in your favour. Sephiroth is, however, one of the TOUGHEST melee characters for Terra to face (aside from Firion and his Shield Bash) so don't treat him as just another sword user and you won't find yourself in a lake in the Forgotten City.

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Now we've got Squall. His melee attacks are extremelly fast but suffer in the range department (and variety, he only has 4, but some builds only have Solid Barrel OR Upper Blues). He does have some magic attacks, but, aside from Blizzard Barret, they only reach about mid range and shouldn't bother you too much. He does have a fairly quick movement speed and has a couple of attacks you really need to look out for.

First, the aforementioned Blizzard Barret. Squall shoots a single ice chunk towards you. It hits only once for minor damage but has fairly strong tracking. It moves at a medium speed as well, nowhere near as fast as your Blizzara, though. Squall mainly uses it for pokes, pressure, and distractions, though it doesn't work as well if you're at your normal range. He can just it to interrupt your attacks, though, so you do need to watch out for it. Especially watch out if he tries to follow it with Rough Divide.

Fullisade has Squall shoot a chunk of ice, fire, ice, fire, then finishes with an attack similar to his Thunder Barret. While it looks cool, it's a pretty bad move with fairly linear tracking (the fire and ice shots don't track as well as individual Blizzard Barrets). Even if you get hit by the fire and ice, the finally thunder attack is the same range as Thunder Barret, so you shouldn't be hit by that, giving you a chance to recover. As well, Thunder Barret draws you in towards Squall, leading right into his melee attacks. The thunder in Fullisade, however, leads into chase. You won't see this attack often and it really doesn't bother you much unless you somehow get caught in close range and somehow can't escape this fairly slow attack.

Those moves are both ground only. As for the air, you should be careful with Heel Crash. It can blast right through your magic and will stagger you if you try to block it. As well, he can cancel out of it any time to fake you out. However, it doesn't cover that great of a range. As well, though it comes out fast, by the time it'll reach you, you'll have enough time to react. The main threat is that it can block your spells as he closes distance on you, but either he has to dodge out of it which slows him down a bit, or he follows through with the attack, which you can avoid, slowing him down as well. If he tries to fake you out, you can respond with Blizzard Combo, Tornado, or Meltdown provided you have enough space.

He also has a magic combo attack in the air, Mystic Flurry. It's very slow and covers mid range at best. He shoots out slow moving chunks of ice which move out in all directions. You can dash through the attack if you want, though Squall can fire up to 5 shots, so make sure your dash won't end you right into one as it stuns you and leaves you pretty open to his attacks. Though I said the move does have mid range, it takes a while for the blasts to actually reach max range, so this attack isn't much to worry about. You can easily smack him with Meteor during this.

As for HP attacks, Rough Divide can be a killer, but before that, I'll mention Blasting Zone. Though it has fairly short range and is a little slow, it can scoop you right out of the air if you are too close. On the ground you have ample time to dodge it, but if you have less time to react in the air. This only applies if you're relatively close to Squall, so just watch it when you are charging Meltdown at close range.

Rough Divide is a real killer though. It does have a significant start-up, but after that, Squall shoots across the stage VERY quickly and a VERY large distance. The main problem is the huge distance it covers as it makes it hard to consistently maintain your space. The good thing is the start-up time and the cooldown lag on a whiff which makes it easy to see coming and punish or

try to recreate space. The CPU is a real pain with this because it tends to use RD as soon as you try to use Meteor which makes it extremely hard to dodge in time. Against a human, though, you only need to worry about the off chance you use Meteor at the same time as them using RD as no human has the reflexes of the CPU.

Squall can use Rough Divide in both the air and on the ground, but there are key differences between them. First off, Squall shouts loudly, announcing the attack, on the ground while he is silent in the air so you need to watch for the telltale sudden rise in height for the air one. As well, the air version has better tracking. While the ground one only shoots at the same downward angle everytime (meaning you can also just jump to avoid it), the air version can shoot at a variety of angles, even upwards. It can't do super sharp angles though. Anything less than about 40 or so degrees is safe, so if you're close to him, you can watch him just fly by (as long as you aren't IN FRONT of him, of course xD). Finally, the air version covers a shorter distance, probably two thirds of the ground one. This might seem like a good thing, but when the ground one whiffs, Squall flies a good distance past you most times which actually gives you some space. The aerial version, however, doesn't shoot as far and thus even on a whiff, Squall will end up closer to you.

Rough Divide doesn't work very well when you're close, so you only need to watch for it when you're a ways a way. His other HP attacks are very slow, though, so they don't really threaten you that much aside from Blasting Zone if you're in the air. Squall, unlike Sephiroth, can be treated more like a normal melee character. However, his melee attacks do come out fast (you're extremely unlikely to block one) so if he gets in close he can be dangerous. Keep your distance as usual, and you only need to worry about Rough Divide. Also, if you find the opponent is spamming RD, then don't be afraid to move in close so then if he shoots past you, it's a HUGE opportunity to really put a hurt on him since he gives you quite a bit of space and is stuck with the lag from RD.

Just remember you can dodge out of Meteor early if you see a Rough Divide coming. You can then follow up with Holy Combo out of the dodge and quickly punish his downtime. Overall, the match-up favours Terra and as long as you carefully watch his movements, you should do fine. Squall WILL destroy you in close-quarters, though, so whatever you do, don't try to take him on there. Oh yeah, and Rough Divide, while it is able to cut through a lot of attacks, can NOT cut through Terra's Tornado ^^.

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P. Ultimecia [ULT7]
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Ahh, the rival female mage, Ultimecia. Her powers are no much for Terra's, though *cough*. Anyways, like Kefka before, Ultimecia is gonna like making a little space which makes things easier for you. However, her Knight's Sword attacks are deadly in closer ranges, so she might not give you as much space as you'd like. Ultimecia is very slow though, movement speed and attack speed-wise, so it shouldn't be tough for you to get that extra space.

Ultimecia only has three brave attacks and three HP attacks, though they all can be charged. This gives each of her brave attacks two different versions; a charged and uncharged version. Seeing as she's also a mage, all her attacks have fairly decent range and so I'll be mentioning all of them.

First of is Knight's Sword. The uncharged version comes out quick, but can be blocked or dashed through and is not to damaging. It does have better tracking than the charged version, though. You can also cut through the swords with

Blizzard Combo, so rushing in and using that is a viable option (so consider Free Air Dash). The charged version has a more significant start-up and has worse tracking and movement, but it can't be blocked or dashed through. Blizzard Combo won't work either, but Tornado will (as long as you don't get hit during the start-up). If you get hit by this close to Ultimecia, it can REALLY REALLY hurt, so watch out. It's not exactly fast though. Both attacks can be stopped and cancelled, so you need to be quick to take advantage of a whiff. Once you find the maximum range of the attack, it can be quite easy to predict and interrupt. It's about one dash length, your normal "safe" distance, so stick around there for this move.

Next up is Knight's Axe. The uncharged version moves pretty fast and can interrupt you pretty well. It's got better range and tracking than Knight's Sword, so you really need to look out for this. She shoots out three small blue axes which come together as they home in on you. They can be blocked or dashed through. However, don't do a back dodge otherwise they might still hit you. This is the main move to look out for as it will cause you the most trouble. It's not super fast, however, so it's very manageable. Just note that because of the move's odd flying pattern, it can get around walls or other obstacles, something that stops every single one of Ultimecia's other attacks. The charged version has Ultimecia shoot out a single huge blue axe that slowly spins towards you. It will guard crush, so don't try blocking. Just dodge anywhere but backwards and you should be fine. Beware that it does bounce off obstacles, though. However, it moves very slow as you shouldn't have trouble interrupting Ultimecia and thus ending the attack. Quite opposite to its uncharged version, the charged version is probably her least effective attack vs you.

Finally, wrapping up brave attacks is Knight's Arrow. The uncharged version has her spam a bunch of purple arrows. They fly up in an arc then home in on you. In levels with low ceilings (or if Ulty is near the roof), this attack is useless. While this attack can really trap and hurt you, it's got a start up time before the arrows actually hit you, and they can be blocked or dashed through. Rushing her and Blizzard Comboing her works very well here as well. While Meteor can end this attack, the arrows she has already let loose may still hit you for a lose-lose situation, but it could be worse. The move can actually be pretty easily avoided by just moving constantly, whether it be by just jumping or running (with speed++). As for the charged version, Ultimecia starts creating sets of two arrows, one on either side of her, that stay motionless in the air. She will continue making these sets of arrows until the attack ends or is interrupted. Interrupting the attack, however, won't destroy the arrows. They stay dormant until a period of time passes, then they start flying off at you. It's kinda like the Emperor's traps and like the Emperor's traps, your magic can destroy them pretty easier. Even when they are unleashed, they can be easily blocked or dodged if you see them coming. The real problem they create is that they can distract you or stun you while Ultimecia uses some other attack. If you're worried about them, you can use Tornado, Meltdown, Blizzard Combo, Blizzara, or Meteor (only if Ultimecia is still in the area) to destroy them, but try not to waste too much effort or else you'll be just as distracted as if the arrows were flying at you. Overall, though, Ultimecia shouldn't be getting that many arrows made as Terra is very capable of interrupting her. Also, to finish off this massive paragraph, Ultimecia can also cancel these attacks, so to counterattack you need to be quick.

As for HP attacks, Terra really doesn't fear anything that Ultimecia can throw at her. The trend you'll notice with Ultimecia's HP attacks is that they need to be held to be more efficient at long range, giving you plenty of time to interrupt. For up is Shockwave Pulsar. It has a pretty long start-up and shoots at an arc. It's kinda similar to OK's Firaga except that the explosion

is bigger (covers more vertical space) and the range can be adjusted. This also means that it will completely skip over you if she overshoots and since she needs to charge it for it to fly farther, you're pretty safe to interrupt her from your optimal position. It's a hard move to target with, especially if you keep moving and it needs to be charged VERY long for it to reach high into the air. As a final note, though, I'll mention that if it hits an obstacle, it will explode, so beware of any such things near you (especially ceilings) if you try to rush her. An example is that if she is right under the roof, the attack will explode right in front of her, so look out for it.

Apocalypse is a VERY deadly anti-air move, probably the best in the entire game. Thing is, Terra isn't in the air much (well, at least she doesn't need to against Ultimecia) except for Holy Combo, which is usually used after Meteor so one or the other will hit her first and end the attack, or Meltdown. So just be careful when charging Meltdown. You should be able to smack her with stage 1 before Apocalypse reaches you, though stage 2 could take too long, depending on when you start charging. You shouldn't risk getting to stage 3 unless there are obstacles in the way of Apocalypse (I'll explain soon). As well, the attack leaves from Ultimecia, so it'll take some time to reach you and unlike her other two HP attacks, Ultimecia is completely immobile during this so she's super easy to interrupt. Apocalypse does have HUGE vertical range though, so if the circle appears under you, in most cases, you'll be hit. You really shouldn't ever be caught in that situation though as you'll hardly ever need to fight from above. Finally, as hinted at before, Apocalypse bounces off surfaces. It tracks you, but it only rises or drops at fairly low speeds so on levels with uneven ground, this attack can bounce off a jut in the ground and head off in a completely different direction. Learn to take advantage of the terrain and you can get a free hit here.

Finally, there is Great Attractor. This move is terrible, especially against Terra. It takes about as long, if not longer, to charge up as your Meltdown stage 3. Thing is though, it can only be used when it is fully charged. Once the orb in front of her starts forming, it can stop frontal assaults and deflect magic. However, it only starts getting big ever quite a time and so the small orb is less likely to block anything. Even when fully charged, this attack is extremely easy to avoid. If by any chance an Ultimecia user attempts to use this on you AND you somehow can't interrupt it on time, just jump up above Ultimecia as the move can't fly at sharp angles. You can then attack her during the cooldown. This also can't fly through obstacles, so you can hide behind something too.

When it comes down to it, you've got the upper hand. Ultimecia's HP attack game is pretty poor against you, so that's a pretty big relief for you. Then it just comes down to managing her brave attacks. The uncharged versions of all three of her moves are the ones to look out for, the axe one in particular. However, they can all be dashed through and Blizzard Combo comes out very fast. Ultimecia pretty much has no answer for it. Even though she can dodge out of a lot of her brave attacks, she's still vulnerable before and after. Knight's Sword uncharged comes out fast so you should watch out for that out of the dodge. If you block it, you can reflect it back at her and stun her.

This is one of the fights where applying some close range pressure now and then can actually be a good and viable strategy (unlike against her counter-part, Squall). However, sticking to your normal range means you won't have to worry about HP attacks and the only brave attack that will bother you is Knight's Axe. Knight's Sword does have reach though, so make sure you remain just out of it's range. At worst though, it'll poke you once or twice for some minor damage then knock you out of it's range.

Basically, just gain control of the match and Ultimecia will be pretty helpless. She is slower than you in movement as well, so you can easily maintain your distance just outside of her Knight's Sword range which means you only need to watch out for Knight's Axe. If she tries to rush you, Blizzard Combo is fast and Tornado eats all of her brave attacks for dinner. This match-up favours you pretty well and taking HP damage is of little concern to you against her. Just keep the right distance and make it hard for her to move any closer. Your Exmode will destroy her while hers is pretty bad.

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Q. Zidane [ZID7]
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Here comes the lovable monkey-boy. Now, Zidane is much like OK in that he's very quick. However, unlike OK, Zidane has a lot in his arsenal to back that speed up. While he lacks any noteworthy ranged moves (to be honest, they pretty much suck), he is very quick and nimble, not just in movement speed, but in the air as well. He's the aerial master, after all, so he can cover a lot of ground with his jumps and dodges and close in on you very quickly while being a bit of a pain to hit.

However, like OK, he does fairly pitiful bravery damage with his attacks. He does have a ton of HP attacks though. Rumble Rush (ground only), Tempest (air only) and Swift Attack (air and ground) all chain into the Meo Twister HP attack while he has two normal ground HP attacks and three normal air HP attacks. So while he lacks in the bravery damage department, he can slowly chip away at your HP with ease while his bravery attacks can be used to close in on you and such.

As for his ranged attacks, he's only got Scoop Art and Solution 9 in the brave department. The former can be used on both land and in the air, though it's highly unlikely anyone will waste a precious air slot for Scoop Art and most people won't even bother equipping it on the ground because it's incredibly slow, predictable, and easy to block, dodge, or dash through and it's weak. Even though Zidane only has three ground brave attack options, most players would rather save the 10 CP for Zidane's HP attacks.

Solution 9, on the other hand, is air only. Again, the player equipping this requires that they give up a precious air slot for the move, so you won't always see it unless the foe specifically knows you're using a ranged character. Zidane launches a huge bunch of glowing symbols which fly off randomly in every direction. It's fairly weak and takes a moment to come out, but it's got VERY long range and has a long duration, so be careful if you try to dash through it as you might get hit out of the dash. If the opponent has this move, you'll need to watch out for it because it may interrupt you when you use Meteor. Seeing as both moves are pretty random, it can vary, though. You can just block constantly if you see it coming, or go into the air; the move has pretty bad vertical tracking.

As for HP attacks, Shift Break is the only ranged one and it's actually not that much of a problem for you as long as you don't move horizontally. Seeing as Terra doesn't do that for many of her attacks (aside from Tornado which you shouldn't be using at long range and Zidane wouldn't use Shift Break at short range), you can easily interrupt the attack. Don't touch the lightning, though, as it will knock you back in and stun you, leaving you open for the HP hit. I believe it also can deflect projectiles. However, Meteor is an amazing option here as you only move upwards. Zidane is very open during the casting of this move, so you can EASILY interrupt him and end his attack with Meteor. This way, Shift Break is actually good for you because you get a free hit. Just don't let him catch you with it while you charge Meltdown. As well, once

the move starts, it won't track you, so just jump into the air and over the lightning and you're safe. It does have a slight suction effect though.

As for the rest of his attacks, they are all very quick and cover a variety of situations. Impulse Storm attacks in front and covers a bit of distance and can deflect magic. Vortex has shoot up and attack above, though you'll likely never be in that position. Tempest attacks below him and can drop Zidane quite a distance. As mentioned above, it also chains into an HP attack. Rumble Rush isn't too special and it's ground only, so you won't see it much. Swift Attack, however, is EXTREMELLY fast (duh) AND chains into Meo Twister, so really watch out for this. It does have pitiful range, though.

As for other HP attacks, Tidal Flame is horrendous and has extremelly slow start-up, can be jumped over or BLOCKED. No Zidane player should have this move equipped. Stellar Circle 5 can suck you in and deflect spells, but it has a start-up, small range, and is ground only. Grand Lethal covers quite a bit of distance, but it's not very fast so you should see it coming. It's hard to dodge at close range, but again, easy to see coming from where you are. Finally, there is Free Energy. It's very quick for an HP attack. It's like Bartz's Goblin Punch cept Zidane can use it whenever. It doesn't cause brave damage however and has fairly fickle range. It will hit a small area in front of him, not any closer, not any farther. That's right, even if you are right in Zidane's face, this move will miss. It is very quick though, so look out.

Aside from Solution 9, you'll need to be extra careful to make space against Zidane. Again, he is very quick and can travel huge distances in the air very quickly. His attacks come out fast (especially Swift Attack and Free Energy) so if he closes in on you, it is very easy for him to land a hit before you know it if you aren't paying enough attention.

However, his attacks are weak so if you can chip some brave off of him, you'll ease your pain if he manages to hit you with one of his many HP attacks. It's important to try and get control earlier on because once Zidane gets in your face, it's very hard to get away from him. Take advantage of your powerful criticals and hits in general as if you can get a critical hit, you can take a chunk of brave off which is hard for him to get back especially if you can maintain some sort of control in the match. While he isn't as fast as OK, he's a lot more threatening and a lot less predictable so while it's easier to create space, you're going to have to work harder to maintain it. You can't play at medium range like you can with try OK and close range combat will go over as well as it would against Squall (READ: horribly).

Overall, Zidane is one of the worst melee match-ups for Terra. while the fight can go either way and there is no clear advantage, Zidane can really pose as a very strong and difficult opponent and can cause lots of trouble for Terra if she can't make space. His brave attacks have very little lag, though his normal HP attacks do have quite a bit of start-up (aside from Free Energy) and cooldown, so take advantage of those opportunities should they arise which will likely happen if you can keep the opponent from getting off any of Zidane's brave to HP chains.

Finally, also make full use of Terra's powerful hits and criticals to cut away Zidane's brave. Remember, he is fast and good at getting off HP attacks, but his attack power is abyssmal so if you can knock his brave down, it should be easy to keep down and thus give you room to breath. With an EXbuild you can quickly recover any HP lost, so that helps too.

Oh boy, the FFIIX boys sure do cause problems for Terra. Kuja is probably Terra's worst possible match-up, so you really need to prepare for this fight. Kuja is a mage, but unlike most of them, he can be utilized in short, mid, and long range and is strong in all of them. Not to mention he is also very mobile because of his ability to glide even outside of Exmode and during a lot of his attacks. This is a nightmare for you because not only does his constant movement make it difficult to land a hit on him, but he can easily play up close where you lack the options and can still really mess you up at long range as well.

Right, now his two close range attacks, Strike Energy and Burst Energy, are very fast and have slight verticle tracking. Burst Energy has very short range though, while Strike Energy has a bit longer range. As well, he's also got the Flare Star HP attack which is very deadly. It's fairly quick and has somewhat good tracking, though it got nerfed from the INSANE tracking it used to have in the Japanese version. These moves basically mean it's a bad idea to try and beat Kuja in close range. Though you can swoop in sometimes for a Tornado or Blizzard Combo, I'd suggest you not do it often unless you know Kuja doesn't have his close range brave moves equipped (he should always have Flare Star, though).

As for ranged moves, that's pretty much the rest of them. Ring Holy shoots three incredibly slow and weak rings of Holy that have pretty average range and are easy to block or dash through. I wouldn't worry about seeing this attack much. Snatch Shots has Kuja fire off two flare balls which draw you in towards him for a follow-up combo. They are quick, but only reach mid range and have fickle tracking. They really only hit if you are at the same elevation as Kuja except at the end of the range where they curve down more to track. They can be blocked or dashed through and if you manage to reflect one and hit Kuja, he will be drawn towards you. Thus, if you reflect a shot with Tornado, he will be drawn right into it.

Remote Flare creates a bunch of flares around your current position which cause no damage until Kuja detonates them a moment later. It's good for interrupting attacks with long animations or charge times, so watch out when using Meltdown. Snatch Blow shoots a bunch of orbs straight out and draws you back in towards Kuja for a follow-up hit. It's fairly quick and will move Kuja up or down a bit depending on your height. It reaches about mid to long range, but only travels in a straight line. If you block it, it will stagger Kuja, so you can actually counterattack with Holy Combo if you're at mid range or farther.

For his other two HP attacks, he's got Seraphic Star and Ultima. The former comes out surprisingly fast, but has very fickle range. It will stop at around mid range, then suck you in and cause a bit of brave damage before exploding. It's a bit hard for Kuja to aim this properly (a bit like OK's Firaga), but it comes out fast and draws you in, so watch out for this if you're playing it around mid range.

Ultima is a huge pain now. Before, Kuja would stay still right as the orbs start falling. Now he can move around freely (can't adjust his height though) so it's hard to interrupt this move. Kuja creates a cloud thingy above you which follows you for a moment, then purple blobs start dropping down causing a whole lot of brave damage and following with HP damage. It's got very long range and, as said before, even if you dodge this attack (it's really not too hard unless you're in the middle of an attack), it's very hard to interrupt because he will keep moving around. This pretty much stops you from being able to pull off Meltdown (at least past stage 1) and can really cause problems for you during Meteor. Just remember you can dodge out of Meteor early and then

use Holy Combo out of the dodge. Though this isn't as fast as going from Meteor straight to Holy Combo, it's better than getting hit by Ultima and he can't block Holy Combo anyways while using Ultima. This actually works out pretty well for you, even if you can't hit with Meteor. Kuja leaves himself open to Holy Combo during Ultima, so take advantage of this as much as possible as it's your best way to get a hit against him.

Also, all of his brave and HP attacks can be used on both the ground and the air, so that's a big pain as well. His Exmode also can be a bit annoying as he can deflect some of your magic while he is jumping. It's also even harder to approach him in close range, but you really shouldn't be doing that much anyways.

Kuja's got pretty poor defence and his attacks aren't as powerful as yours. Even if you can't land as many hits as him, you can still come out on top because of your powerful attacks. I also recommend you strongly consider using Terra's ultimate exclusive weapon, Maduin's Horn for this fight. It gives her an extra 50% magic defence, effectively halving the brave damage on EVERY SINGLE ONE of Kuja's attacks. Top that off with the fact that his attacks are not super strong to begin with, and you can really even the playing field.

Other than that, you really need to get in control of this match. Basically, you want to have it so he is trying to counter your attacks rather than the other way around. It's difficult for you to counter his attacks, especially with his constant gliding, so it's important to get on the offence right at the start of the match as once you lose control, it's very hard to get it back again, so enjoy as much time as you get in control and take off as much HP as you can so you can outlast him once you lose control, especially with Maduin's Horn equipped.

Also, as a second to last note, some Kuja players prefer to stick to a certain style, like concentrating on close range only or long range only and such. I personally prefer having a mix and having all of his HP attacks available, but some players like concentrating on one type of style. Keep this in mind as it makes it a lot easier for you to counter him if you know how he is gonna be fighting and which moves you don't need to worry about. A Kuja lacking close range options allows you to play a little bit closer and overtake him with your own close range attacks, for example.

But, as I said before, this match-up favours Kuja and is likely gonna be the hardest fight for you. With that said, it's not impossible for you to turn the tables with the right set-ups and if you can get control. As well, it comes down to just how that Kuja player is set-up as well as the difference between a long range Kuja and a short range Kuja is pretty big in terms of fighting style. While it certainly makes him very diverse, once you figure out just how the enemy is fighting, it makes things a lot easier for you. Keep on your toes and watch out for Ultima!

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S. Tidus [TID7]
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Well... when it comes to Tidus... there is good news and bad news. The good news is that his dodge and attack techniques don't work so well against you namely because they are fairly close range aside from the ground-only Cut & Run. On the other hand, not only is Tidus VERY speedy (about even with Zidane when Tidus isn't in Exmode), but his Exmode absolutely MURDERS mages. Like, seriously, you're pretty much screwed against Tidus in Exmode aside from just trying to counterattack his moves. I'll get to exactly why his Exmode wrecks you after we go over his attacks.

He has Full Slide and Sonic Buster which are very similar attacks, just one is ground only and one is in the air. Tidus charges forward quite a distance and can smack away your magic attacks. The aerial version has a sort of weird arc to it, so it can be a little tricky to deal with. It's the same start as Bartz's Slide Hazard, FYI. However, these two attacks have a slight start-up and can be pretty predictable and easy to block. They also leave him a little open at the end during a whiff. This is about his only form of offense against you without getting up close (which isn't hard, mind you, with his great speed even outside of Exmode). However, remember that they aren't that difficult to see coming, especially if he tries to use this at mid range. You'll have more than enough time to react. Your best bet is to smack him with one of your close range options as the attack finishes.

Tidus also has some blitzball attacks. Sphere Shot has a bit of wind up and suffers from some surprisingly pitiful range. It travels fast though but it is ground only. Wither Shot can be used on the ground and in the air. It doesn't really come out faster and it travels pretty slow, but it has better range and bounces off objects. Neither are really too much of a worry as Tidus stops moving to pull these off and they aren't particularly fast. Most Tidus' will only have one of these 3 moves equipped at most anyways.

Dart & Weave has pretty short range, so it shouldn't bother you much. Stick & Move can cover a pretty good distance, but Terra really doesn't have many attacks that Tidus can use this dodge and attack move against very well. Meteor can still hit him after the dodge and before he throws his sword, and these moves are pretty easy for you to see coming so you should be able to dodge out of Meteor in time, for example. This move is deadly for melee characters, but not so much for Terra.

Cut & Run, however, can be a bit of a problem. Tidus does a back dodge then charges forward a long distance. His charge is very fast and there is no audio cue anymore (unlike the loud scream in the Japanese version) and it's hard to tell from a normal back dodge (meaning he can fake you out, too). However, he only charges in a straight line and does reach to far into the air, so if you find he is doing this a lot during Meteor (as it can be pretty effective seeing as he'll deflect the meteors during the charge), just get used to dodging out of Meteor and then follow-up with Meltdown stage 1 or Blizzara Combo (Tornado doesn't really work well if Tidus is below you). This move can close in space pretty well, but Tidus has some bad lag on a whiff and if you can see this coming, you can easily block or counter it. It, like the other dodge attacks, links into the Quick Hit HP attack, so keep that in mind.

Step Hop has incredibly short range, but is usable in both the air and ground and is VERY fast and VERY powerful with his Exmode bonus (if he has a lot of HP left, that is). It's Tidus' equivalent to Zidane's Swift Attack, minus the HP chain, luckily. Though it's range is short, you need to watch out for Tidus rushing you and using it right away.

As for HP attacks, Tidus doesn't have as easy a time landing them on you as he did when Sonic Buster and Full Slide linked to Slice & Dice in the Japanese version. Spiral Cut on the ground can cover some distance, but it only reaches long ranges near the end of the attack and it's pretty slow and easy to see coming and is ground only. Energy Rain got it's horizontal range pretty badly nerfed, so it shouldn't be a threat unless you are under him (for whatever reason). Slice & Dice can actually cover a very long distance during the start-up, but the start-up is VERY long and you should be able to either interrupt him or dodge as you can see this attack coming from miles away. It can be a fairly good dodge and HP attack move when used right, but it doesn't work quite so well at long ranges.

Jecht Shot is Tidus' only real "long range" attack, and it's range actually isn't that great. It also has a huge start-up making it super easy to interrupt. Otherwise a backdodge should put you out of range for this attack.

Now... onto his Exmode. You thought his speed was already bad enough, but in Exmode his speed becomes INSANE. Like... faster than OK insane, and he is a lot more deadlier than OK, to boot. This makes it extremelly difficult to space yourself and makes it very hard for you to hit him. If that wasn't bad enough, Tidus gets the same kind of power boost Cloud gets in his Exmode. Essentially, the more HP he has relative to his max HP, the more his attack power gets multiplied. While he's not as much of a heavy hitter as Cloud is and he doesn't get the auto-guard crush, his attacks do gain a significant boost in power and it really adds up considering his speed and that his attacks can hit quite a few times.

Oh yeah, and if that wasn't bad enough, here comes the back-breaking straw; he auto-deflects projectiles while he is dashing. Yes, that's right, he'll smack away almost all of your magic bravery attacks while he is running, and the ones he can't smack away (like Graviga and Thundara), he can outrun with ease making him a very hard target to hit. Thus, Tidus is considered the ultimate magic killer in the game in his Exmode. Keep in mind he can't deflect any of your HP attacks and the effect is ONLY when he is running. During attacks and dodges and such, it doesn't work, so in Exmode, those opens are really your only chance.

The good news is that Tidus has a real tough time landing an HP hit on you. His normal HP attacks really aren't as good as they used to be in the Japanese version, and his deadly dodge and attack brave to HP links aren't very effective against you. Unfortunately, you have a hard time hitting him as well. This match-up is tough and really depends on what build Tidus has as well. If he's got an Exbuild, you're in trouble, though levels with very little stretches of running space can be very advantegous to you, like Planet's Core, the "far darkness" stage of World of Darkness Omega, Ultimecia's Castle and even the back parts of Dream's End.

Regardless, when he is in Exmode, you're gonna have to play very defensively which isn't all that bad because his attacks are kinda predictable on the offense (just wtach out for Step Hop, it HURTS in Exmode) and so you can either counterattack him, or stall long enough for his Exmode to end. Outside of his Exmode, things aren't too bad. He is still fast and a very hard target to hit because he is very swift and agile like Zidane. However, his attacks as stated before, are generally slow on the offense (you can seem em coming and act accordingly) so you really only need to be careful while you're attacking and watch for him rushing and stepping on your face with Step Hop. Cut & Run is another one to always look out for, especially since Tidus' players should always follow up with the Quick Hit link (as the alternative, a chase battle, is an inferior option).

This is probably a bit repetitve for you now, but getting control of the match is very important. His attacks generally have a bit of start-up, so if you can keep on bombarding him with spells, he won't be able to get an attack off. This all changes, obviously, when he goes into Exmode, so be prepared for that. If you can effectively play on the defence when he does this, you can easily make the best of this match-up. It really helps, in this case, to know Tidus' attacks. It's easy for me to say that since Tidus is my second most used Dissidia character, but don't be afraid to try playing as him or playing against a human. The CPU isn't that bad of an option, they it can be pretty stupid as they attempt to use his dodge attacks on the offense (>_>). Incase you didn't realize, they are extremely easy to block and are meant to be used

as a quick counterattack as they are faster than manually dodging then attacking.

Overall, Tidus is probably the deadliest melee character you can face, unless he is not spending much time in Exmode. In which case, he becomes a lot more managable, being less of a challenge than Zidane and possibly Sephiroth. This match-up does favour Tidus solely because of his Exmode so the key to countering this bad match-up is to learn exactly how to deal with his Exmode (HINT: It's not by spamming magic). That's all there is to it. Tidus is fast, but a lot of his attacks are kinda slow, especially his HP attacks, and his signature dodge moves aren't great against you. I can't stress this enough: this is the one match-up where the opponent's Exmode heavily effects how the match-up goes, so you really need to know just how to deal with it. Get to know his moves and either block and counter or dodge and counter and take advantage of the slow start-ups and cooldowns on some of his attacks and the fact that he can't auto-deflect your magic without dashing.

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T. Jecht [JEC7]
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Ah, Jecht. The epitome of Final Fantasy manliness is actually a lot easier to deal with than his son. His ranged game is fairly limited (READ: it's not existant) so he needs to get in close to do any real damage. He's not exactly slow, but he is not speedy either. His speed is pretty average, probably somewhere just under Squall's level. However, assuming you're playing against someone who can consistently pull off Jecht's combos, they hurt like hell and can be linked straight into HP attacks making every hit from him a possible long chain of powerful brave hits ending in an HP hit, so he's a bit like Cloud in that he doesn't need to land many hits for him to really put a dent in you.

As well, he's also got Jecht Block which is capable of blocking pretty much any attack (yes, HP attacks as well). It does have pretty tricky timing and doesn't automatically counter (though it can reflect) on a successful block like Exdeath can. As well, he sometimes staggers after blocking certain HP attacks (as do you when he blocks yours), so it's not likely he can effectively stop everything you throw at him then counter. However, it can really put a halt to your assaults of magic and HP attacks if he gets a block in as it comes out very fast (though it doesn't act as a very fast close range attack with huge knockback like in the Japanese version). This move isn't as godly as the CPU makes it out to be because humans aren't as hax at pulling off a successful block as the CPU. Plus, I find it's a lot easier to use against the predictable CPU rather than a human player.

There really isn't much else to this. He only has 4 brave attacks. Jecht Rush (which is his ground combo starter), Jecht Stream (the air combo starter), and Jecht Block on both the ground and air. He can charge his brave attacks, though, and make the resulting combos hit more often and break guard as well as increase range a bit, however he really shouldn't ever get a chance to get to charge them as it takes a while and is really only viable in his Exmode, after a block, or right after dodging an attack in close range. Seeing as he really can't get a chance to do the latter to against a mage like Terra, he only has the former choice and it's still possible to interrupt him anyways.

For HP attacks, they kinda suck and I really only used them by linking them from his brave combos. They also can be charged, but like his brave attacks, can be easily interrupted and they are very hard to hit with without linking them. Ultimate Jecht Shot has a huge start-up and can really only catch you if you are right above him when he starts it and is ground only. Triumphant

Grasp is air only and shoots him at a downward angle at the beginning and then travels a bit of distance (more if it's charged). This only really is a problem if you are just a bit below him. If you are at equal height (as long as you aren't right in front of him) or above him, this will completely miss.

Jecht Blade is the only HP attack that really threatens you outside of links. It's a bit like Sephiroth's Octaslash as Jecht will slice his way towards you. It has a slightly longer start-up though (even if uncharged) and is easier to dodge. All you have to do is get past him (forward dodge works) and he'll just continue off slashing in the same completely wrong direction and leave himself super open. It covers some decent range though, but it needs to be charged (leaving him open for Meteor interruption) to cover more significant spaces. However, during his slashes, he completely smacks away all your attacks, so he can cut right through your Meteor and close in on you, so watch out. However, this requires that he starts the attack before or right around the time you use Meteor to actually be able to hit you before you have a chance to dodge out of Meteor. It's still something to look out for as it can surprise you if you aren't careful. It doesn't nearly hurt as much as if he had used it at the end of a combo, but it's very good at causing crash HP damage (as are all three of Jecht's HP attacks, for that matter). As a final note, Jecht can use it both on the ground and in the air, but I don't know how many Jecht players will equip the ground version as you don't need it for any of his chains. I personally don't use the ground version, but some people might use it which really isn't that important as it's not a huge threat anyways.

Jecht is a rather simple character to deal with in that he only has a handful of possible attacks he can use against you. However, he only really needs his two brave attacks anyways as they are incredibly powerful and link to HP attacks if pulled off properly. They also come out very fast (if not charged). However, he lacks any range completely, so he needs to be able to get to you to actual pose a threat. With Jecht Block and above average speed it's not like it is super hard for him to do this, but that's all the Jecht player can really do to you at range, so if you can play a great keep away game, make lots of space, and get control of the match when you can, Jecht won't be able to touch you.

I should note that in Exmode, Jecht can continue his brave combos without having to hit with them (though he can't link to HP attacks unless he hits). In this way, Jecht can cover quite a lot of distance and can catch you in his attack. It's also a little hard to interrupt him during his combos with any of your brave attacks, but if you see him approaching, Tornado should stop him dead.

Overall, Terra's get a huge advantage in this match. Probably one of her best match-ups. Just keep him at bay and he won't be able to do a thing. Just watch out for players that are good with Jecht Block. In fact, Jecht is one of those characters where there is a HUGE difference between a good player and a great player. Even if Jecht does hit you, if the player can't consistently pull off his combos, they won't be able to make the most of the chances they get. As well, someone who is great with utilizing Jecht Block can really make a huge difference as well. However, it doesn't change the fact that Terra has an advantage, it just effects how much of an advantage she has. A good Terra player will wipe the floor with a good Jecht player, but a great Terra player will have more of a challenge from a great Jecht player, if that makes sense. Regardless, the way you play should stay the same. Once you get control of the game, it's pretty hard to lose it against Jecht.

=In the works=

=====
V. Gabranth [GAB7]
=====

=In the works=

=====
W. Chaos [CHA7]
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Alright, I'm gonna do things a little different for the big guy because this fight is a little different than the rest. First off, Chaos is a CPU-only character and only has one difficulty. As well, he can only be battled on Edge of Madness and Edge of Madness Omega. As well, he has three stages and a super cheap summon with multiple effects that can be used multiple times. Finally, his attacks are incredibly broken compared to what is available to the cast, but this by no means makes him impossible as he still has the weakness of being controlled by the CPU.

So basically, I'll go through his attacks and tell you how to deal with them. His forms don't really change that much about the battle flow except which attacks he uses, how often he attacks, his intelligence, and some properties of his attacks. You should be fighting the same way in every stage, anyways, so there's no need for me to take it form by form. I will note which attacks change by form and, when I figure it out, which attacks become available in each form.

I'll start off by going over his attacks, then I'll mention his summon, Shinryu, and some tips on how to use the stage as well as what moves to use and the like.

Alrighty, first up will be his brave attacks.

First up are his two claw/tail combos. He has one in the air and one on the ground, though they are both pretty similar. He kinda just slashes you a bunch then smacks you into a wall. 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, it's incredibly easy to block and gives you a great chance to counterattack and deal a lot of damage. I suggest using Blizzara Combo here as Holy Combo might miss and waste your chance while Terra's HP attacks don't cause enough bravery damage to really take advantage of the critical rate boost. There are tons of chances to use Meteor->Holy Combo anyways. Also, if Chaos starts the first battle with this, he is extremely likely to start the other two battles with this, I've noticed. Finally, in the second form he has a slight aura during these attacks that increase the range a bit. In his final form, he shoots giant walls of flames with each attack, but they go off to his sides so you're safe right in front of him. This move is blockable in every form, though. If you keep your space, this move is a joke.

Then there is his flame wheel attack. He does a flip and shoots a wave of fire at you as he shouts "eradication." It's fairly easy to see coming, but it will stagger you if you block it. However, he rarely, if ever, takes advantage of the stagger, so don't worry if you block by mistake. 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. Best bet is to use Meteor right after the dodge (or the 3rd dodge in his final form). If you dodged fast enough, you'll almost always hit with Meteor and activate Counterattack (if you have it equipped) and you'll also be able to go to Holy Combo and Ultima, so this move gives you a nice opportunity. It's probably one of his easiest moves to deal with, so take advantage.

He also has that attack where he pops out of the ground under you three times. He announces it with "breathe your last..." so it's also 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 Blizzard Combo or Tornado work really well after your dodge. 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. After the second jump, just use Holy Combo and you should be able to hit him right as the attack ends. This attack is always the same in all forms. I don't think it's blockable, but it's really easy to see coming anyways.

Then there is his "falcon kick" move. It's pretty fast, but he announces it with a "vanish!" (or is it "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. You can block it, though it will cause you to stagger. However, like the flame wheel move (in the first two forms, anyway), I've rarely seen him actually take advantage of this stagger time, so don't worry about it if you're in a tight spot. Otherwise you'll probably want to counter with Blizzard Combo, though Tornado, Meltdown, or Meteor work. Holy Combo works if you're higher up in the air. As well, the CPU is very bad when it comes to forecasting the move. If you see Chaos jump into the air suddenly when he is across the stage, he is usually gonna use this move, though in the later matches he might trick you and use his spinning wing attack of pain instead, but it's generally one of the two. He'll also use it if he's a fair distance above you. This move isn't too dangerous, though it's fast and has good priority, so he can interrupt your attacks if you try to just use them, so stick to just reacting to his attacks in the later 2 stages (stage 1 is pretty chill). This attack never changes.

Ah, the aforementioned spinny wing attack of pain. 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 right by you before using this and also likes to interrupt your moves with it, so again, stick to defence. Dodging this move doesn't work unless you dodge out of the range as the attack has a long duration. 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. If you time the distance between your blocks well, you can get a chance for a counterattack right at the end of the move. Usually 2-3 well timed blocks should cover it, just don't spam block otherwise you might end up stuck in the blocking animation during his cooldown. This attack is one of Chaos' more annoying moves and can really hurt if he spams it as it takes some practice and timing to be able to deal with it properly. This is like... the number one move to look out for, so really watch for this or he can break you. It's got impressive range too, which is really deadly on such a small stage. Also, he announces the move with "take this!" but it doesn't exactly leave you a lot of reaction time. 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 (I'm serious). Anyways, this is blockable (and easily so) in his first two forms, but the third form will

stagger you and you might get hit by one of the other fireballs (though otherwise he won't take advantage of the stagger). I find Chaos hardly ever uses this attack, but it's pretty easy to deal with anyways. It's fairly slow coming out, so you can easily block it. In his last form, just side dodge. The fireballs spread, but generally won't hit you if you side dodge. Not much else to say about this move. Again, it's fairly rare and fairly tame. It's really not that powerful, but if you get hit, it can be hard to get away from Chaos' next attack, so if that happens, be prepared for another attack.

Now, onto HP attacks. His HP attacks are insane. They tend to have fairly large areas of effect, come out very quickly, cause a lot of brave damage beforehand, and other such properties. However, once you learn them, they are all fairly easy to deal with. Luckily, Terra has an answer to the one attack that tends to cause people the most trouble.

So might as well start with that attack. Divine Punishment is the one HP attack you will probably see the most. He announces it with a "you are weak" but it should be obvious as the text appears above and flashes of light surround you. Now, for every other character, they have to stand still as if they don't, they'll get caught in the flames and be unable to escape the rest of the attack. After the flames subside, they have a very short moment to dodge out of the way lest they be sworded and speared for major brave damage and guaranteed crash HP damage. For Terra, however, all you need to do is use Tornado. It will make her completely invincible to the ENTIRE attack and lasts for the entire duration of this attack, so use it when you see it starting. The best part of this is that Chaos will actually get hit by Tornado right before the spear throw, so he'll take the remaining brave hits of the attack and then the HP hit, so it's basically a free HP attack. Essentially, Terra turns one of Chaos' biggest threats into an absolute joke.

Then there is Soul of Oblivion. This attack is undodgeable. However, it's got a very long start-up 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. Just Blizzard Combo, Holy Combo, or Tornado him. Don't get too fancy otherwise you might mess up. Anyways, he announces this attack with "know despair!" and starts forming a fireball in front of him (it can't hurt you, don't worry). Just watch out, if he's really high above or below you, you might not have enough time, so don't leave him chilling at the top of the map.

Condemn is a huge pain, however. It's VERY fast attack that has INSANE suction. It doesn't cause any brave damage and has limited vertical range, but Chaos is completely invincible during it. You do have a bit of time to react, so just back dodge away from him (once should be enough). 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 hit you with the attack. Because of this, you really need to be careful when he starts getting large amounts of brave. It's better to play on the defensive solely because this attack can really hurt you if you try and attack him first rather than countering. I believe he can use this in every form, but he doesn't use it that often, until he gets a lot of brave. I've had him try it three times IN A ROW against me.

Scarlet Rain is also a little bit tough. He announces it with "face... the ultimate...!" but it does have a long start up. However, he is, again, invincible during this attack, so you just have to learn to deal with 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 bother trying to dodge, there is a TON of them). 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 final giant fireball which causes the HP

damage. Basically, just keep on blocking. Mashing block actually works in this case because even if you block after the last small fireball, you'll still have enough time to dodge out of the whiffed block before the giant fireball comes. Stay close to the walls at the start of this one because blocking will move you forward and sometimes one of the smaller fireballs can hit you from behind thus ignoring your block and leaving you open for the rest of the attack. Slower blocks (not mashing, but don't wait too long) should negate the chance of this. Once you get the hang of this attack, it shouldn't be a problem. Worse come to worse, you can go into Exmode right as the giant fireball is about to hit to block the attack if you're stunned. Excancel is very useful in this fight, so save your Ex mode for emergencies.

Demon Dance is a beast of an HP attack. It's actually a combo of FIVE separate HP attacks, and he still causes bravery damage before each HP attack as well. However, just because you are hit by one of them, doesn't mean the rest will hit, but it sure makes it harder to get away. At first, this attack seems very intimidating and can ruin you if you get hit by the entire thing. However, it is actually EXTREMELLY easy to dodge, I find, and the final attack leaves him VERY VERY open to Holy Combo (as you'll probably be in the air anyways). If you've got Counterattack equipped, you'll deal massive damage with Holy Combo to Flare to Ultima. The key to dodging this attack is to watch the screen carefully. He announces this move initially by shouting "watch in awe!" as the attack name appears (like all of his HP moves) as he disappears. He will then reappear near you and start the first hit, causing brave and HP damage, before teleporting and reappearing for the second hit, and so on. Soon as you see the little flash of fire meaning he is reappearing, jump AND dodge away. I say dodge away not only for extra distance just in case, but to also reset your jumps so you don't end up running out before the end of the attack. Also, keep away from the sides of the stage as if you get cornered there, it's very tough to get out. The same can be said about the top of the stage as well, so if you start getting to high up, dodge first then drop down a bit when he teleports instead of jump and dodge. During the fifth attack, after you dodge, use Holy Combo (as long as you are sure you're a safe distance away) and you'll get him as this move has huge cooldown for him. This attack can be scary at first, but once you get the dodging down right, it's actually kinda fun avoiding this move xD. Anyways, just look out for the ceiling and the walls and you'll be fine. Dodge in different directions everytime and you shouldn't have that problem. If you ever get in a tight spot, Excancel right as he hits you and you'll end the entire attack early.

Now comes his final two HP attacks, Utter Chaos and Brink of Delusion. Despite that it's name appears like it's an HP attack, Utter Chaos doesn't actually cause any HP damage, just brave damage. However, it's a lot like an Exburst in the way that Utter Chaos is the bravery salvo and Brink of Delusion is the final HP hit so the naming of Utter Chaos is more like the naming of Renzokuken in Squall's Ex burst followed by Lionheart for the HP hit. However, this move isn't an Exburst. First off, Chaos does not have an Exbar and can use this move as many times as he likes, even several times in a row (which is extremely annoying as the move just wastes time and you can't damage him). As well, you have free movement, so you don't need the little defence booster meter thing.

Basically, Chaos gets supersized as he says "shiver... at the power of a god!" and starts slashing at you with a giant sword that will also create flames in it's aftermath for bravery damage. The sword strikes themselves are painfully easy to avoid. 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 surefire way except for in Exmode. In Exmode, I just jump high into the air and glided circles around the outside of the stage and took NO bravery

damage at all, so try that if you happen to be in Exmode. And, oh yeah, this move will drain your Exbar because of the amount of time this takes up unless you have accessories that increase Exmode duration. Also, if he's activated one of the auto-break Shinyru summons, this move really sucks because time will still pass and you can't do anything about it.

Moving on, however, we get the final part of this combo. Chaos, finding that one sword bigger than the entire stage isn't good enough, pulls out another three, and throws them at the bottom of the platform of the stage (which is kinda weird how it hits all sides seeing as Chaos throws them from the same direction... but whatever). 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). You'll have a short moment to get to a part of the stage not in one of the circles before everything explodes and you take HP damage. In all of the hundreds of times I've seen this move, I've got hit by it *twice* (and luckily for very little damage), so it's really not that bad. Just quickly find a spot and dodge over that way (as Terra's walking speed is slow). I usually always go right away to the bottom part with a back dodge soon as I can move, then try and find the closest spot. If you can't find a spot close enough, you can try to jump really high really fast (which isn't too bad seeing as Terra's got some pretty great jump height). If this attack is really bothering you, you can just pause the game right as you get to the overhead view and have as much time as you want to find a spot =P.

After the move, he'll tell you that you "resist in vain" as he steps off his throne looking like a BAMF. There is no start-up and no cooldown for this move, so you can't punish it in any way, so just hope you only see this move ONCE, if at all. Finally, as far as I know, he only uses this move in his last form.

Aaaaand that's about it for attacks. If you're still having trouble with Chaos, once you beat Shade Impulse chapter 4, you can unlock him as a Quick Play opponent so you can practice against a level 1 Chaos if you want (also great for AP grinding).

Anyways, I'll give a quick overview of his completely broken summon, Shinyru, and it's various affects. Basically, it is some of the best summons in one package. He can use Shinyru multiple times PER FIGHT and the effects tend to depend on the situation. I'll list all of the ones I've seen and when they'll usually occur.

Bravery Freeze (Alexander). Stops bravery lose and gain, including bravery reset from HP attacks. He'll only use this after he breaks you, really. This can be dangerous as you can't use something like Iron Giant to lower his bravery, so just try and end this fight ASAP and save an Excancel if you can.

Break after a set amount of time (Ultima Weapon). This one will automatically break you after a set amount of time. He doesn't seem to have a pattern with this move, but he uses it often. It takes quite a while for this effect to happen, so you should hopefully be able to finish the match before this activates. However, Utter Chaos spam can be really annoying combined with this summon, but there's not much you can do about it =/.

Bravery halved, but increases quickly (Pupu). He loves using this when he is near broken or broken. However, unlike Pupu, his bravery increases by 99 per second, not 60. He uses this one quite a bit too, but it's not as bad as it seems. Really, there is much worse. If you just keep countering his moves and get lots of criticals, he shouldn't really get huge amounts of bravery before you deal a good chunk of HP damage.

Bravery doubled, but decreases (Behemoth). This is the other one he likes to use when he breaks you, but it's actually pretty rare. It is very dangerous though, especially since he starts spamming HP attacks after this. Just keep dodging and countering and, combined with the constant decrease of bravery, you should hopefully be able to get his brave down to manageable levels, especially with Iron Giant. The good thing about this is that he loves to spam Divine Punishment when he's got a lot of brave, so it kinda works out for you. [[I actually can't remember if he uses Ifrit (just 1.5x increase, no decrease) or this or both as they are fairly rare. They are more or less the same, though]]

Bravery Null (Lich). This is pretty much the same as Ultima Weapon. After 60 seconds, your bravery is reduce to 0. Only difference is you don't automatically get broken, but you're at very high risk, so watch out for his wing attack. If this activates, use an HP attack ASAP, or try and get some bravery damage. Anyways, like Ultima Weapon, he doesn't have a set pattern to using this move and it does take a while to take affect, plus it's not as bad as getting broken. Again, this+Utter Chaos is annoying, too.

Halves bravery on successful HP attacks (Iron Giant). He likes using this one a lot as well and I haven't noticed a specific pattern with it. However, it's really not *that* deadly because Terra can handle his HP attacks fairly well and if you happen to get hit during this summon's duration, halving your bravery really isn't the end of the world, especially since there are worse effects that Shinyru can invoke.

Halving bravery every second (Omega). Now THIS one is a complete *****. Unlike the Omega you get, this summon lasts quite a bit longer and is a lot more dangerous considering the size of the stage (and Chaos) and his hard to deal with attacks. He doesn't use this often and doesn't have a pattern with it, but when he uses it, it's a pain. Your bravery will drop to nothing in a second and you are VERY VERY vulnerable to getting broken. This is easily the worst effect for you and it pretty much makes any attempts at dealing efficient amounts of HP damage impossible (unless you get a break DURING the bravery damage part of your HP attack). I've had this used against me TWICE during the same part of a fight X_X. There is really nothing you can do except play it EXTREMELY safe. If you have Phoenix or Demon Wall as your summon, USE THEM NOW! Otherwise, pray you never see this, at least not at a crucial moment >_>.

Alrighty, so with Shinyru out of the way, let me wrap up this section by going off some random things. First off, a lot of your moves work a lot better against Chaos because of his size. For example, Meteor is essentially twice as effective before Chaos covers such a wide space. He is more likely to get hit by a Meteor, and tends to get hit by several of them in a row. Meteor wrecks him if you use it after one of his moves as he doesn't have time to dodge or block and makes it a lot easier to follow up with a successful Holy Combo to Ultima. As well, Meltdown stage 1 actually has a bit of a longer range because of Chaos' height. You can be a pretty large distance above him and still hit because of his taller hitbox. As well, stage 3 wrecks havoc if you can get it to bounce around the walls (not the floor) because this stage is tiny and Chaos is large. As well, Chaos tends to just twiddle his thumbs while you charge, though he may launch an attack near the end, so just release Meltdown then and it should hit him, just watch out during his third form as he is more likely to interrupt you then. Finally, Tornado is an absolute BEAST. Chaos has very little space to run in this stage and is a big target, so it's easy to draw him in and hit him as well as corner him with it. Not to mention Tornado has godly priority and will cancel out a majority of his attacks. This is the one fight where Tornado spam actually works very well, so use this to your advantage.

As well, Terra's Exmode is always useful, this fight is no exception. Dualcast Tornado is pretty much a guaranteed hit and might even be able to outlast Scarlet Rain, though I've never really had the chance to try. However, I suggest you save your full Exbar for emergencies so you can Excancel out of his attacks incase you are in trouble. It can be a very important safety net for you. As well, your Exmode won't carry on to the next stage, but your Exbar will (as long as you aren't in Exmode at the end of the previous fight), so don't use it just to end a fight quickly as you'll need it for the three fight, especially when an Exburst can be used to finish a weakened Chaos who activated Omega or has a huge amount of brave. Plus you can really chip away his brave if you need to. However, if you have an Exbuild, you can get a full Exbar in every fight pretty easily as his attacks tend to leave a TON of Exforce.

As for summons, the aforementioned Phoenix and Demon Wall are great in cases of emergency. Shiva can work quite nicely as well, especially if you are at risk for a break, though Phoenix and Demon Wall last longer, but Shiva makes a break a lot easier. Iron Giant is a very good choice too. When Chaos gets a ton of brave, he spams HP attacks, Divine Punishment being the most used. Seeing as this means a free Tornado hit for you, every time he tries to use it on you, you half his bravery and can quickly stop the threat. Alexander is great if you can manage to break him, and Odin, Deathgaze, and Omega are good as last resorts. Ultima Weapon and Lich also work against him if he spams Utter Chaos. Rubicante is just brutal as it will triple your bravery when he summons (which is pretty much a gurantee) and if he doesn't summon, that's still pretty good. Ramuh and Asura can give you a break from his summons as well, though Asura can backfire. Really, there are a ton of options for you, so use whichever you like the most or whatever helps cover your problem areas or weaknesses. Personally, I like Iron Giant, especially against Inward Chaos seeing as it's hard to reduce his bravery otherwise, so you're gonna be relying on constant HP attacks which in turn makes a break that much more achieveable for you.

Finally, to wrap up this insanelly section, I should state the obvious: you should not fight Chaos like you would any other character. First off, he is CPU controlled and thus can button read if you try and go pure offence. As well, Edge of Madness is a tiny stage, so it's not like you can give yourself much distance, not to mention Chaos is a big guy, he can teleport around, close distances quickly, and his attacks tend to have large areas of effect. His main weakness is his predictability. As long as you keep calm and know his attacks, he can't really hurt you. With practise you should be able to avoid every one of his HP attacks, and having a good summon and a full Exbar for safety nets can really save you. Finally, remember that there are THREE stages to this fight in which your status carries over. That means you can only use your summon ONCE, so save it until you need it, perferably against the last form. As well, your HP carries over, so don't be reckless (though an Exbuild and Fire Book as your weapon can help recover HP quickly). Don't be afraid to use your summon or Exbar if you have too, though, you might not end up needing it in the last fight.

Also (yes yes, I'm almost done), I should note that one-use items work for all the forms of the fight, so they reset at the start of each form. That means you can use Resins to boost inital bravery, stats, or start every match with a full Exbar. Use these only if you have to or if you really are having a lot of trouble, otherwise it kinda ruins the fun of the fight. Just remember, you can practice avoiding attacks against a level 1 Chaos and he can be fairly predictable.

There, done.

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VIII: The Way of the Land
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Coming soon! Sorry for the inconvenience, I'm working on getting uncompleted sections done ASAP!

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IX: Terra in Story Mode
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Coming soon! Sorry for the inconvenience, I'm working on getting uncompleted sections done ASAP!

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X: Battle Quotes
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This section is dedicated to all the quotes related to Terra during battles. It's more of a "just for fun" section kinda thing and I added it just to make this FAQ more Terra-packed. Since this is a kinda fun extra section, I might be adding comments every so often on certain quotes hehe. Finally, unless it is part of the quote (namely the quotes with subtitles), I'm not going to put down any grunts, sighs, and such as they aren't really quotes and also how would you express Terra's getting hit cry or her launching meteors after Holy Combo noise? Anyways...

PS: If you think any of these quotes are wrong or I'm missing something etc feel free to let me know and I'll credit your find in the FAQ. My contact info can be found by jumping to section [CM14].

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A. Attacks & Actions [AAA0]
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Blizzara: Get away!

Dualcast Blizzara: [No words, just exclamations]

Thundara: Don't! (that's what I hear, originally I thought it was 'Jump!', though I've heard people say it's 'Jolt!')

Holy/Holy Combo: Here...!

Dualcast Holy/Holy Combo: [No words, just exclamations]

Graviga: Darkness of gravity!

Meteor: Heaven's lament!

Dualcast Meteor: Heaven's lament! [Exclamations on second cast]

Flood: Sorrowful waters!

Dualcast Flood: Please...!

Tornado: Malevolent wind.

Dualcast Tornado: Malevolent wind... protect me now!

Ultima: Oh perfect light... I want to end this!

Dualcast Ultima: [Exclamations, she will sometimes start saying her normal line, but it will get interrupted when the second Ultima is cast]

Meltdown (stage 1): Maybe this!

Meltdown (stage 2 and 3): With this power...!

Dualcast Meltdown: Let it end! (during second cast regardless of stage)

Entering Ex Mode: If I have to fight...

Entering Ex Burst: No more running. (I *love* the way she says this)

Charging Riot Blade: I can protect everything!

Riot Blade: I won't be defeated...!

NOTE: Her attack quotes are sometimes different in Ex Mode than in her normal form. I will note the differences once I test and listen carefully, some of them are hard to hear, namely during the second casting of Tornado. In other words, I'll update this section later on.

=====
B. Start & End [SAE0]
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[Vs Anyone Quotes]:

"I hope I can do this..."

"I'll do my best."

"I guess there's no avoiding this."

"If this is the path I've chosen, then..."

"I don't want it to end here!"

"I have no choice..."

"I've never seen such strength..."

"Could I win this one?"

"No time to be careless."

"Forgive me, I'm in a hurry."

[Vs Warrior of Light]: "I wish I had your conviction."

[Vs Garland]: "Aren't you afraid of fighting?"

[Vs Firion]: "Indecision will save nothing."

[Vs Emperor]: "What do you think life is?"

[Vs Onion Knight]: "Do I really have to fight you?"

[Vs Cloud of Darkness]: "Nothing comes from hurting others!"

[Vs Cecil]: "Change yourself, and the world changes with you."

[Vs Golbez]: "What is it you really want?"

[Vs Bartz]: "Can't we just have fun?"

[Vs Exdeath]: "There are things that will always remain!"

[Vs Terra]: "Who... who are you?"

[Vs Kefka]: "I'll protect the future, no matter what you do!"

[Vs Cloud]: "We must move forward, even if it's to fight."

[Vs Sephiroth]: "You can't regain the past by force..."

[Vs Squall]: "If fighting can provide a reason, then..."

[Vs Ultimecia]: "Time will never stop for you."

[Vs Zidane]: "What do you intend to steal from me?"

[Vs Kujala]: "Why can't you be more honest?"

[Vs Tidus]: "You're so cheerful... I'm a little jealous."

[Vs Jecht]: "Isn't there someone you want to protect?"

[Vs Shantotto]: "I've never felt such mystic power..."

[Vs Gabranth]: "You've taken on a terrible burden..."

[Vs Chaos]: "I won't sit back and do nothing!"

[Victory Quotes]:

"Thank goodness..."

"I'm just glad it's over..."

"There is still something I must do."

"I was so... frightened..."

"I have to be more careful..."

"If victory can make things clearer, then..."

"Everyone lusts for power, it seems."

"For all of our sakes, I won't lose!"

"Thank you for the match."

"That wasn't as bad as I'd feared."

[Loss Quotes]:

"Everyone's futures..."

"I was powerless..."

"But I'd finally begun to understand..."

"...This is the end?"

"I need more power..."

"No..."

"It can't end like this!"

"I'll vanish, won't I..."

"I don't understand this at all."

"I... I need to rest for a bit..."

=====
C. Characters vs Terra [CVT0]
=====

[Warrior of Light vs Terra]: "Forgive me, but I must halt you here."

[Garland vs Terra]: "Expect no chivalry here, woman."

[Firion vs Terra]: "I won't hold back!"

[Emperor vs Terra]: "Why don't you let me control you?"

[Onion Knight vs Terra]: "Can't lose this one!"

[Cloud of Darkness vs Terra]: "Do not fear. The Void welcomes you."

[Cecil vs Terra]: "You needn't fear battle."

[Golbez vs Terra]: "No future for the fearful."

[Bartz vs Terra]: "You've got to have courage to act."

[Exdeath vs Terra]: "Release your true form!"

[Terra vs Terra]: "Who... who are you?"

[Kefka vs Terra]: "Time to come home to papa." (This one is just creepy)

[Cloud vs Terra]: "Let's do what we can."

[Sephiroth vs Terra]: "Don't fear the power to destroy."

[Squall vs Terra]: "All it takes is a step forward."

[Ultimecia vs Terra]: "Perhaps your gears are stuck..."

[Zidane vs Terra]: "Fight a girl? This'll be tricky..."

[Kuja vs Terra]: "A poor bird without wings..."

[Tidus vs Terra]: "Always give it everything you got!"

[Jecht vs Terra]: "Stay out of this, little lady."

[Shantotto vs Terra]: "You should run away while you can!"

[Gabranth vs Terra]: "Power without control is worthless."

[Chaos vs Terra]: "Destruction is what you truly long for."

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XI: F.A.Q.s [QS11]

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Q: "Why not use brave regen over HP regen since her Exmode isn't HP dependant like Cloud and Tidus? Wouldn't the extra brave be good for a keep away character?"

A: You do have a point, however, Terra in Exmode (and especially with Ex Critical up) doesn't have any trouble causing brave damage. Her attacks are deadly on a critical, dealing sometimes around 1K damage per hit. Thus, the brave regen might seem a little bit negligible.

However, since Terra plays a keepaway game, it's gonna be hard to get to her and land an HP attack. This is even more true in Exmode, so you can watch the other player cry as you regen your HP, even if it's fairly slowly. I suppose you could have EXP->HP ability with Brave Regen to cover your HP recovery, but with an Exbuild, I think HP regen is way better. Anything to stall the battle generally works in Terra's favour.

However, if you prefer BRV regen, it's your choice.

Q: "I like maining terra as well, but im having a hard time beating inward chaos' chaos boss without spamming Holy Combo to Ultima. Do you have any good suggestions for beating high level cpu opponents the honest way? They always seem to dodge Meteor and spam combos on me regardless of my distance."

A: I've actually been told of a combo that works wonders on the CPUs and I'm going to put it up in the next update, but I'll let you know in advance. It's Meltdown level 2->Holy Combo->Ultima. Apparantly it gives the CPU a lot of trouble because if they dodge Meltdown, Holy hits them, and if they don't, well, you just hit them with Meltdown and possibly Holy.

But the CPU is pretty crazy with the blocking and dodging, but it's bound to happen, you'll just have to keep using Meteor and other attacks until you get em. As long as they aren't getting reflected back at you, you should be okay. As for Chaos, try using Tornado if you are having trouble with some of his attacks. It's got amazing priority so it can brush off a lot of his attacks if you're ever caught in a corner. Otherwise, try and assault him from the air, you've got more room and better mobility there.

The thing with the CPU is that they read your button inputs, so you can always try and play defensive against them and just block or attack them during their lag after attacks. Also, when you can, try messing with their difficulty and behaviour so you can get a more realistic opponent. Of course this doesn't

help in the Story Modes, but it's great for practising and getting better.
Hope this helps!

EDIT: Also, Fearnall writes:

"A good idea for duel colliseum is to equip a dagger that gives you initial ex force+ that coupled with exp to ex force should guarantee you start every fight with ex guage fully charged and end in exmode with a substantial amount of exguage filled"

Q: "Is there any way to speed up mastering Holy Combo?"

A: Aside from equipping equipment and accessories that boost AP gain (such as the Diamond Set and Diamond Ring) as well as playing on your Bonus Day (or any day with an AP bonus) with maxed out AP bonus icon, you can also try double or even triple equipping Holy Combo. This way it'll earn twice or thrice the amount of AP. If you're still gonna be doing normal battles, I suggest only double equipping it and keeping Blizzard Combo on so you have that close range option.

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XII: Trivia [TR12]
=====

Under construction! I'll probably have a little something here by next update. From then I'll start adding a lot more once I get the vs other characters section done.

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XIII: Version History [VH13]
=====

=Version 0.6= 08/29/09 12:20pm
First version!
Completed 'Introduction' section.
Completed 'The Lovely Terra Branford' section.
Completed 'Her Magical Arsenal' section.
Completed 'Using the Beautiful Maiden of Magic' section.
Completed 'Battle Quotes' section.
Partially completed 'Recommended Abilities' section.
Started 'The Challengers' section.

=Version 0.68= 09/12/09 2:39pm
First update!
Added more to 'The Challengers' section. About halfway done now.
Added combos submitted by readers.
Corrected various mistakes and typos throughout the completed sections.
Added new information regarding Meltdown.
Added questions to the FAQ section.
Added a short temporary little bit to the Equipment section.

=Version 0.74= 10/13/09 10:38pm
Second update.
Finished all but Gabranth and Shantotto for the vs characters section due to lack of experience fighting them
Finished the giant vs Chaos part as well >_>.
Changed some random stuff here and there in various sections.
***Sorry for the delayed and short update, been a little busy, I'll try to

speed things along!***

=====
XIV: Contacting Moi [CM14]
=====

If you wish to ask me anything regarding the content of the guide (aka clarification, etc.), have any questions about Terra or anything in my guide, would like to suggest, correct, add, or help with something, or notice any grammatical and spelling errorors (I write some of this late at night, it's bound to happen... a lot), or just have any feedback regarding this, please feel free to spam me with your worthless ju- erm... I value your input and hope you have a good day?

No seriously, I will try and read every e-mail and get a reply out as soon as possible, but please be patient. Also, try to make your e-mails as clear as you can. I know not everyone speaks English as a first language so I'm not gonna spellcheck your messages and send em back, but it does make things easier for me which means faster replies to you.

Also, if you have criticism, please say it in a intelligent way. Saying "UR GUID SUX LOL!111" really doesn't help me, except to pad my garbage bin. If you want to send hate mail, at least make it creative and give me a good laugh =P.

Anyways, you can contact me at this e-mail address:

mikebanson@gmail.com

Thanks in advance for your input!

=====
XV: Credits/Thanks [CT15]
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Not much here yet til I get things organized. I will make this nicer when I get the chance.

Obviously I would like to take the chance to thank the readers for taking the time to sort through my ramblings. Hope you enjoy and take something from what I've got here.

Also GameFAQs, for hosting this guide (and they are the only ones I give premission to do so at the moment, unless someone sends a request) and being an amazing site for all types of gamers looking to help or just chat with other gamers.

Also, Square-Enix for making an absolutely outstanding game! Seriously, this game is friggin amazing! Although I'm a huge FF fan anyways, so it's not like it'd take much to impress me, but it's eating a ton of my time, so it must be good!

The Dissipedia and FFwiki for various bits of information about Dissidia, Terra, and FFVI. I suggest you check them out, especially the FFwiki if you're a big FF fan like me.

teffy for getting the vs quotes before the game was released!

BTT for pointing out my huge mistake in saying Straight Arrow was the best HP attack in the game (xD) and also suggesting a combo.

MeepleLardicle for informing me of Terra's real height.

Demitel for telling me about a combo.

ScylentAssassin and Uberwolf X for pointing out typos.

Brenden, James B and James K for noting how to tell what stage Meltdown is at.

InfinityZERO, ALTON603, and twilight for questions that I've added to the FAQ.

Alex for also pointing out how Terra's hands during Meltdown as well as translations for the extra abilities (though I've yet to get em up >_>).

Gregory for noting that in his Exmode you can't interrupt Garland's Blaze.

Fearnall for telling me how Meltdown works in Exmode as well as a combo and some advice for Duel Colliseum for troublesome AI.

And finally, Ms Branford herself for being just so darn cute ;)

Thanks y'all!

Mike out.

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