

The skills are put in this format:

```
| _____ \
| Skill Name - \
|   >>> The name of the skill, which is cried by the character as s/he <<<
|   >>>                                     does it.                               <<<
| TP Used -
|   >>> The amount of Technique Points used by that skill, if the <<<
|   >>> Current TP is less than the TP Used by the skill you cannot <<<
|   >>>                                     use the skill.                               <<<
| Slash/Thrust Level Required -
|   >>> The level your Slash and Thrust need to be get this skill, it <<<
|   >>> is shown as "x/y" where "x" and "y" are numericals. "x" <<<
|   >>> represents Slash level and "y" represents Thrust level. <<<
| Other Requirements -
|   >>> In the format of <Different Skill Name> x <Some Number>. Which <<<
|   >>> means you need to have the Slash Thrust Requirement AND have <<<
|   >>> done the other skills the required times ( x <Some Number>) to <<<
|   >>>                                     get this new skill.                               <<<
| Description -
|   >>>                                     What the move does and what it looks like. <<<
| _____ |
```

I have ordered the skills in order of TP Used as it was quite hard to order them by Slash/Thrust level.

Reid's Skills

```
| _____ \
| Skill Name - Sonic Blade \
| TP Used - 4
| Slash/Thrust Level Required - 2/1
| Other Requirements - None.
| Description - Shoots out energy towards the enemy.
| _____ |
```

```
| _____ \
| Skill Name - Lightning Blade \
| TP Used - 4
| Slash/Thrust Level Required - 1/2
| Other Requirements - None.
| Description - Stabs forward and lightning strikes the enemy.
| _____ |
```

```
| _____ \
| Skill Name - Demon Hammer \
| TP Used - 6
| Slash/Thrust Level Required - 5/2
| Other Requirements - None.
| Description - Jumps and slashes up then slashes down.
| _____ |
```

| Skill Name - Swarm \

| TP Used - 7

| Slash/Thrust Level Required - 2/5

| Other Requirements - None.

| Description - Stabs rapidly about 8 times moving forward while stabbing the enemy.

| Skill Name - Twin Sonic Blade \

| TP Used - 8

| Slash/Thrust Level Required - 10/3

| Other Requirements - Sonic Blade x 50

| Description - Shoots out two energy waves towards the enemy which hits the enemy which is a short distance from him.

| Skill Name - Super Lightning Blade \

| TP Used - 8

| Slash/Thrust Level Required - 4/10

| Other Requirements - Lightning Blade x 50

| Description - A stronger version of Lightning Blade.

| Skill Name - Tempest Strike \

| TP Used - 9

| Slash/Thrust Level Required - 16/8

| Other Requirements - None.

| Description -

| Skill Name - Demon Twist \

| TP Used - 10

| Slash/Thrust Level Required - 13/4

| Other Requirements - Demon Hammer x 150

| Description - Slashes up and gets propelled into the air, slashes vertically right, then vertically left, then slashes downwards, sending your character downwards.

| Skill Name - Demon Lightning Hammer \

| TP Used - 10

| Slash/Thrust Level Required - 7/5

| Other Requirements - Demon Hammer x 50; Lightning Blade x 50
| Description - Jumps and slashes up then slashes down, then lightning hits the
| enemy.

| Skill Name - Neosonic Swarm
| TP Used - 10
| Slash/Thrust Level Required - 5/7
| Other Requirements - Sonic Blade x 50; Swarm x 50
| Description - Shoots out energy towards then enemy then stabs rapidly about 8
| times moving forward while stabbing the enemy.

| Skill Name - Spiral Attack
| TP Used - 10
| Slash/Thrust Level Required - 9/16
| Other Requirements - None.
| Description - Hovers upwards while performing a slashing vortex, sucking
| (very) closeby enemies into it, then stabs into the ground.

| Skill Name - Neo Swarm
| TP Used - 12
| Slash/Thrust Level Required - 4/13
| Other Requirements - Swarm x 150
| Description - Stabs rapidly about 8 times moving forward while stabbing the
| enemy, then does a upward slash.

| Skill Name - Omega Tempest Strike
| TP Used - 14
| Slash/Thrust Level Required - 23/4
| Other Requirements - Tempest Strike x 250
| Description - A stronger version of Tempest Strike.

| Skill Name - Double Spiral Attack
| TP Used - 14
| Slash/Thrust Level Required - 5/22
| Other Requirements - Spiral Attack x 250
| Description - Hovers upwards, performing a short slashing vortex before
| launching the enemy into the air and slashes in a circular
| motion, sending the enemy away.

| Skill Name - Sonic Chaos \

| TP Used - 15

| Slash/Thrust Level Required - 13/1

| Other Requirements - Sonic Blade x 60; Twin Sonic Blade x 60

| Description - Sends a wave of energy, followed by a larger energy wave which
| is comprised of 3-4 energy waves that burst at the end of the
| screen.

| Skill Name - Mega Sonic Thrust \

| TP Used - 15

| Slash/Thrust Level Required - 1/14

| Other Requirements - Thunder Blade x 70; Swarm x 70

| Description - A powerful stab forward, quickly followed by a powerful stab
| backwards.

| Skill Name - Demon Spiral Hammer \

| TP Used - 20

| Slash/Thrust Level Required - 19/14

| Other Requirements - Spiral Attack x 80; Demon Hammer x 120

| Description - Hovers upwards, performing a short slashing vortex, followed by
| a slash upwards, downwards, horizontally, then stabs into the
| ground.

| Skill Name - Neo Tempest Swarm \

| TP Used - 24

| Slash/Thrust Level Required - 19/14

| Other Requirements - Neo Swarm x120; Tempest Strike x 80

| Description - Attacks the enemy with a flurry of stabs with an upwards slash,
| sending enemies into the air while being slashed by a slashing
| spin.

| Skill Name - Rising Phoenix \

| TP Used - 40

| Slash/Thrust Level Required - 22/24

| Other Requirements - Super Lightning Blade x 200; Mega Sonic Thrust x 150

| Description - Jumps up and charges (stabs) down to the other end of the
| screen, engulfing any enemies between the jump and the landing
| in flames.

```
| Skill Name - Omega Demon Chaos |
| TP Used - 40 |
| Slash/Thrust Level Required - 24/20 |
| Other Requirements - Demon Hammer x 250; Demon Twist x 200 |
| Description - Demon Hammer x4 for 8 total hits. |
```

```
| Skill Name - Omega Seal |
| TP Used - 40 |
| Slash/Thrust Level Required - 30/30 |
| Other Requirements - None. |
| Description - Enemy is lifted off the ground and exploded in the air. |
```

Hi Ougis/Extensions
=====

Dragon Demon Chaos Omega Demon Chaos at 5 - total # of attacks x30 + 10. Or 130 max uses and 10 minimum. Use using Omega Demon Chaos = 1 in total # of attacks. But Slash x2 + Thrust + Demon Hammer + Omega Demon Chaos = 5 in total # of attacks.

To trigger Dragon Demon Chaos the monsters must have 2000+ total # of times Omega Demon Chaos was used or less HP left. IF ODC = 130 uses the monsters must have 2130 or less HP during the 8th hit.

Burning Phoenix Rising Phoenix at 5 - total # of attacks x50 + 50 or 250 max uses and 50 minimum.
Use Rising Phoenix a 2nd time upon descent to trigger Burning Phoenix.

Farah's Skills

A slightly different format to the one used for Reids skills.

```
| Skill Name - Palm Strike |
| TP Used - 4 |
| Punch/Kick Level Required - 2/1 |
| Other Requirements - None. |
| Description - A quick punch. |
```

```
| Skill Name - Detoxify |
| TP Used - 4 |
| Punch/Kick Level Required - Not related to Punch/Kick level. |
| Other Requirements - Get it at Morle. |
| Description - Cures an ally afflicted with the Poison Status. |
```

| Skill Name - Triple Blossom |
| TP Used - 6 |
| Punch/Kick Level Required - 1/2 |
| Other Requirements - None. |
| Description - Three kicks at enemy |

| Skill Name - Swallow Dance |
| TP Used - 7 |
| Punch/Kick Level Required - 4/5 |
| Other Requirements - None. |
| Description - Jumps and does a spinning kick. |

| Skill Name - Sonic Fist |
| TP Used - 8 |
| Punch/Kick Level Required - 5/2 |
| Other Requirements - - |
| Description - Five simultaneous punches. |

| Skill Name - Eagle Dive |
| TP Used - 8 |
| Punch/Kick Level Required - 4/8 |
| Other Requirements - None. |
| Description - Jumps above the enemy then kicks from above down on the enemy. |

| Skill Name - Mirage |
| TP Used - 10 |
| Punch/Kick Level Required - 15/15 |
| Other Requirements - None. |
| Description - Makes her appear behind the enemy. |

| Skill Name - Rising Dragon Strike |
| TP Used - 12 |
| Punch/Kick Level Required - 8/4 |
| Other Requirements - Sonic Fist x 30; Palm Strike x 10 |
| Description - A punch up followed by a stronger punch. |

| Skill Name - Death Blossom |
| TP Used - 12 |
| Punch/Kick Level Required - 11/12 |

| Other Requirements - Triple Blossom x 80; Eagle Dive x 30
| Description - Jumps and does 5 simultaneous kicks at the enemy.

| Skill Name - Twin Palm Strike
| TP Used - 12
| Punch/Kick Level Required - 10/8
| Other Requirements - Palm Strike x 60; Rising Dragon Strike x 30
| Description - A stronger version of Palm Strike.

| Skill Name - Healer
| TP Used - 12
| Punch/Kick Level Required - Not related to Punch/Kick level.
| Other Requirements - Get it at Regulus Dojo.
| Description - Heals half of your ally's HP.

| Skill Name - Super Swallow Dance
| TP Used - 13
| Punch/Kick Level Required - 9/18
| Other Requirements - Swallow Dance x 150
| Description - A stronger version of Swallow Dance.

| Skill Name - Super Sonic Fist
| TP Used - 18
| Punch/Kick Level Required - 18/6
| Other Requirements - Sonic Fist x 150
| Description - A stronger version of Sonic Fist. (way to many stronger versions
| of previous moves for Farah, >_>)

| Skill Name - Eagle Rise
| TP Used - 20
| Punch/Kick Level Required - 22/25
| Other Requirements - Death Blossom x 160; Super Swallow Dance x 100
| Description - Does eagle dive 3 times.

| Skill Name - Chi
| TP Used - 20
| Punch/Kick Level Required - 22/14
| Other Requirements - Super Sonic Fist x 160; Twin Palm Strike x 100
| Description - A VERY STRONG punch. (wow, that's very original...)

```
| _____ \|
| Skill Name - Life \|
| TP Used - 50 \|
| Punch/Kick Level Required - Not related to Punch/Kick level. \|
| Other Requirements - Get it at Farlos Sanctuary. \|
| Description - Ressurects an ally afflicted with the Dead Status. (works like a \|
| Life Bottle...) \|
|_____|\
```

Fatal Fury: Chi + Eagle Rise/Rage 250 uses each and both punch and kick meters maxed out.

Hi Ougi/Extension
=====

Then use Chi another 50 times and fatal fury at least 60. Then use Chi after the 2nd hit but before the 3rd to trigger Maximum Burst. Which is the Hi Ougi/Extension of Chi.

Deadly Force Farah 1P slot 300 total battles no punch/kick Lv's needed. Also use deadly force then while the screen is turned black punch x2 + a ground to air skill + air skill and the flame dance hi ougi/extension automatically triggers.

```
-----
| Chats' Skills |
|-----|
```

A different format to the original one used but not too different.

```
| _____ \|
| Skill Name - Pow Hammer \|
| TP Used - 12 \|
| How to Obtain - She starts with it. \|
| Description - A bunch of hammers are thrown at the enemy. Stuns the enemy. \|
|_____|\
```

```
| _____ \|
| Skill Name - Rover Tool \|
| TP Used - 15 \|
| How to Obtain - She starts with it. \|
| Description - She runs toward the enemy then steals the item held by the \|
| enemy. Only one item can be stolen from each enemy per battle. \|
|_____|\
```

```
| _____ \|
| Skill Name - Toss Hammer \|
| TP Used - 16 \|
| How to Obtain - Found on the moon-shaped island southwest of Tinnsia. \|
| (GPS co-ordinates - 184,130) \|
| Description - A bunch of hammers are thrown at the enemy. Poisons the enemy. \|
|_____|\
```

```
| _____ \|
| Skill Name - Para Ball \|
| TP Used - 16 \|
| How to Obtain - Found by taking a bath at the Craymel Hot Springs. AIBird \|
|_____|\
```

required to fly to the Hot Springs not accessible till you enter the final dungeon since the required dark orb is only found there.

Description - She throws a yellow ball at the enemy. Possible KO of enemy.

Skill Name - Ice Hammer

TP Used - 20

How to Obtain - Found in a underwater cave in Inferia.

(GPS co-ordinates - 121,122)

Description - A bunch of hammers are thrown at the enemy. Freezes the enemy.

Skill Name - Eternal Hammer

TP Used - 60

How to Obtain - Found in Aifread's Cavern.

Description - Chat throws a huge amount of hammers at the enemy. Deals a lot of damage to the enemy.

Max's Skills

A different format to the original one used but not too different.

Skill Name - Burning Force

TP Used - 20

How to Obtain - Max starts with this skill

Description - Shoots a fireball at the enemy.

Skill Name - Air Blade

TP Used - 24

How to Obtain - Found at the docks in Peruti.

Description - Shoots balls of air at all the enemies.

Skill Name - Aqua Spiral

TP Used - 28

How to Obtain - Found at Tinnsia. Must enter Shadows Cave at least once else he will never get it. Elemental Master AIbird also required.

Description - Shoots a ball of water which explodes when it hits enemies.

Omega Demon Chaos was used or less HP left. IF ODC = 130 uses the monsters must have 2130 or less HP during the 8th hit.

Burning Phoenix Rising Phoenix at 5 - total # of attacks x50 + 50 or 250 max uses and 50 minimum.

Use Rising Phoenix a 2nd time upon descent to trigger Burning Phoenix.

Farah left out Fatal Fury: Chi + Eagle Rise/Rage 250 uses each and both punch and kick meters maxed out.

Then use Chi another 50 times and fatal fury at least 60. Then use Chi after the 2nd hit but before the 3rd to trigger Maximum Burst. Which is the Hi Ougi/Extension of Chi.

Deadly Force Farah 1P slot 300 total battles no punch/kick Lv's needed. Also use deadly force then while the screen is turned black punch x2 + a ground to air skill + air skill and the flame dance hi ougi/extension automatically triggers.

Chat Para Ball AIbird required to fly to the Hot Springs not accessible till you enter the final dungeon since the requiried dark orb is only found there.

Max Aqua Spiral must enter Shadows Cave at least once else he will never get it. Elemental Master AIbird also required.

=====
End of VeghEsther's Contribution
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Hadouken101/UHM
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Recieved: 11 Feb 2008 20:19 | Recognized: 16 Feb 2008 20:24

Tempest Strike - Rapidly spins through the air, travelling a short distance while attacking enemies.

Demon Twist - Slashes up and gets propelled into the air, slashes vertically right, then vertically left, then slashes downwards, sendind your character downwards.

Tempest Strike - Spins around while moving upwards, creating a blade vortex before stabbing forward into the ground.

Sonic Chaos - Sends a wave of energy, followed by a larger energy wave which is comprised of 3-4 energy waves that burst at the end of the screen.

Mega Sonic Thrust - A powerful stab forward, quickly followed by a powerful stab backwards.

Rising Phoenix should be different, because you may have put the Hi-Ougi for it. My description is -

Rising Phoenix - Jumps up and charges (stabs) down to the other end of the screen, engulfing any enemies between the jump and the landing in flames.

=====
Contributions Not Included
=====

The following contributions were not included (Contributer has been contacted at 18 Feb 2008 15:20 regarding this):

Tempest Strike - Rapidly spins through the air, travelling a short distance

while attacking enemies.

Tempest Strike - Spins around while moving upwards, creating a blade vortex before stabbing forward into the ground.

=====
End of Hadouken101/UHM Contribution
=====

Hadouken101/UHM

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Received: 17 Feb 2008 23:26 | Recognized: 18 Feb 2008 15:17

Spiral Attack - Hovers upwards while performing a slashing vortex, sucking (very) closeby enemies into it, then stabs into the ground.

Double Spiral Attack - Hovers upwards, performing a short slashing vortex before launching the enemy into the air and slashes in a circular motion, sending the enemy away.

Demon Spiral Hammer - Hovers upwards, performing a short slashing vortex, followed by a slash upwards, downwards, horizontally, then stabs into the ground.

Neo Tempest Swarm - Attacks the enemy with a flurry of stabs with an upwards slash, sending enemies into the air while being slashed by a slashing spin.

=====
End of Hadouken101/UHM Contribution
=====

FAQ [Frequently Asked Questions]

Any question asked will be added to the FAQ so that it can help people in the future.

You can find the question's answer by searching the question.

Guide Related Questions:

1. I have submitted information to you for this guide but you have not added it.

Answer: It is most likely that I have added it to the guide or it is already present in the guide. If it is not present in the guide and is not for a week after your contribution please contact me (refer to Contacting Me section).

2. This guide is not the correct guide for this game.

Answer: This has happened before, I had submitted a guide I wrote for the previous version of the game (e.g. a guide I wrote for Dragon Slayer 1 or 2 was submitted for Dragon Slayer Gaiden). If you find this to be the case for this guide then please contact me (refer to Contacting Me section).

3. I submitted some information and you have used it as your OWN information without saying I was the one that submitted it.

Answer: There are two possibilities here. Either I had already added it to the guide before I found your submission, or I had added your submission but forgotten to mark it as yours and credit it for you. Either way I am very sorry, as I should credit you for any

submissions you provide and I will do so if you contact me (refer to Contacting Me section).

4. You have stolen my work. This is theft damnit!

Answer: I highly doubt I have stolen your work, but if I have please feel free to e-mail me saying so and send a copy of your work as proof that I have stolen off you. And if I reject your claim then you should request for my contribution to be removed to CJayC through the Support Ticket (I think).

5. I submitted some information before but now I want to remove it.

Answer: My answer to this varies, if the information you submitted was a small peice of information like a item location then I will most likely not remove your contribution. But if it is larger (e.g. a analysis of the game mechanics or RNG system) then I will most likely remove it due to your request.

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