

# Tales of the World: Radiant Mythology 3 (Import) Class/Technique FAQ

by Kyo316

Updated on Apr 4, 2011

Tales of the World: Radiant Mythology 3  
Class/Technique Faq  
Written by KusanagiLord (Jamile Joseph)  
Version 1.25 (Shift-JIS)

++++  
Table of Contents  
++++

1. Updates
2. Disclamer
3. Introduction
4. Important Notes
5. Terminology
6. Desender Classes:

Warrior  
Swordsman  
Fighter  
Hunter  
Thief  
Mage  
Priest  
Magic Knight  
Ninja  
Bishop  
Twinsword  
Great Swordsman  
Monk  
Pirate  
Paladin  
Gunman

7. Playable Characters:

Original Character  
Kanonno Grassvalley

Tales of the World: Radiant Mythology  
Pasca Kanonno

Tales of the World: Radiant Mythology 2  
Kanonno Earhart

Tales of Phantasia  
Cless Alvein  
Mint Adnade

Chester Barklight  
Arche Klaine  
Suzu Fujibayashi

Tales of Destiny

Stan Aileron  
Rutee Kartret  
Lion Magnus  
Woodrow Kelvin  
Philia Philis  
Chelsea Torn  
Mighty Kongman  
Lilith Aileron

Tales of Eternia

Rid Hershel  
Farah Oerstead  
Keel Zeibel  
Meredy  
Chat  
Celsius

Tales of Destiny 2

Kyle Dunamis  
Loni Dunamis  
Reala  
Judas  
Nanaly Fletch  
Harold Belserius

Tales of Symphonia

Lloyd Irving  
Collet Brunel  
Genius Sage  
Refill Sage  
Kratos Aurion  
Shihna Fujibayashi  
Zelos Wilder  
Presea Combatir

Tales of Rebirth

Veigue Lungburg  
Mao  
Annie Barrs  
Eugene Gallarado  
Tyttree Crowe

Tales of Legendia

Senel Coolidge  
Shirley Fennes  
Chloe Valens  
Norma Biatty  
Will Raynerd  
Jay

Tales of the Abyss

Luke fon Fabre  
Tear Grants  
Guy Cecil  
Anise Tatlin

Jade Curtis  
Natalia Luzu Kimlasca Lanvaldear  
Asch  
Van Grants

Tales of the Tempest  
Caius Qualls  
Rubia Natwick

Tales of Innocence  
Ruca Milda  
Iria Animi  
Spada Belforma  
Ange Serena  
Ricardo Soldato

Tales of Vesperia  
Yuri Lowell  
Estelle  
Rita Mordio  
Raven  
Judith  
Flynn Scifo

Tales of Symphonia: Knight of Ratatosk  
Emil Castagnier  
Marta Lualdi  
Richter Abend

Tales of Hearts  
Shing Meteoryte  
Kohak Hearts  
Hisui Hearts

Tales of Graces  
Asbel Lhant  
Sophie  
Cheria Barnes

8. FAQ's

9. Credits

10. Contacts

++++  
Updates  
++++

1.00 - Just started the FAQ.

1.25 - Fixed errors and added/taken out information.

++++  
Disclaimer  
++++

This guide is Copyright (c) 2011 Jamile Joseph, which is me.

This guide can be viewed on:

www.gamefaqs.com  
www.supercheats.com  
www.neoseeker.com

and any other site that asks my permission via e-mail.

This is protected by International Copyright Law, break or violate any of these rules may resulted in severe civil and criminal penalties.

"Tales of" Series is owned by Namco, Copyright (c) 1995-2011. No Copy/Pasting without permission!

++++  
Introduction  
++++

This guide is for the PSP fangame Tales of the World: Radiant Mythology 3. It will show the Romanji, Kanji (and if a US Release comes out, Localization) of skills/spells for the Desender Classes & Playable Characters, as well as how to aquire them.

...and if this looks like my RM2 faq, blame Namco, not me. :P

++++  
Important Notes  
++++

The combo system goes like this:

Attack X n - Tokugi(Base) - Higi(Master) - Ougi(Arcane) - Hi-Ougi (Mystic).

or

Attack X n - Tokugi(Base) - Ougi(Arcane) - Hi-Ougi (Mystic).

Differences between Overlimits and Radiant Drive:

Overlimits

- Activate by pressing L+R
- Blue aura surrounds character
- Any status effects will be healed, and will be immune to any until Overlimit's ends.
- All artes and spells use zero TP.
- All stats are raised and casting time is cut in half.
- Unable to be staggered untill Overlimits ends.
- Hi-ougis become useable.

Radiant Drive

- Activate by pressing L+Down+R
- Red aura with sparkles surrounds character.
- Any status effects will be healed, and will be immune to any until RD ends.
- All artes and spells use zero TP.
- Spells have zero casting time.
- Artes can chain into anything.

All playable characters now have Hi-ougi, even if their game never had any.

To use a Hi-Ougi simply get to Level 45, go into Overlimit, and hold the Attack button (Default = O) during an Ougi or while casting a spell. Hi-Ougis cost no TP now.

To unlock new classes, level the base classes to the required level, then they show up on the class menu.

Also added to to RM3, when the Decender masters a skill or spell, the cost of it lowers. This is represented by the number being in parentheses in this guide.

++++  
Terminology  
++++

特技 = Tokugi = Base Arte

秘技 = Higi = Master Arte

奥義 = Ougi = Arcane Arte

秘奥義 = Hi-Ougi = Mystic Arte

Elements:

火 = Fire  
水 = Water  
風 = Wind  
土 = Earth  
光 = Light  
闇 = Dark

++++  
Decender Classes  
++++

Warrior (戦士) Default

Weapon Type: Axe

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
5	Sougashou	双牙掌	8(7)	--
3	Houshuukyaku	崩襲脚	5(4)	--
1	Kogetsusen	孤月閃	6(5)	--
7	Bakusaizan	爆碎斬	8(7)	Earth
9	Rekkuzan	裂空斬	13(11)	--
13	Ressenha	裂旋破	(11)	--
15	Goushourai	剛招来	(7)	--
24	Shuukihou	集気法	(13)	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Shougetsusousen	翔月双閃	(13)	--
21	Shishisenkou	獅子戦吼	15(13)	--
33	Housoushuugeki	崩昇蹴撃	(13)	--
37	Gasenshouha	牙旋衝破	(16)	--
41	Shinkuuretsuzan	真空裂斬	(18)	--
47	Kaen Rekkuu	火炎烈空	(14)	Fire

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
28	Shoubu Retsugekka	翔舞烈月華	(21)	--
18	Sougetsu Bakurenbu	双月爆連舞	(21)	Earth
56	Shikou Metsuryuusen	獅吼滅龍閃	(18)	--
53	Renga Bakusaijin	連牙爆碎迅	(21)	Earth

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Reppa Enshougeki	烈破焰焦撃	--	Fire

Commentary

Same as RM2, nothing else to say.

- Goushourai raises the Warrior's attack for about 1 minute.

- Shuukihou heals the Warrior's HP by 30%.

Warrior has gained:

Sougashou

Bakusaizan

Shinkuuretsuzan

Kaen Rekku

Shuukihou

Shoubu Retsugekka

Sougetsu Bakurenbu

Renga Bakusaijin

Warrior Class has lost from RM1:

Majinken

Reppashou

Senshouha

Tsuuga Renhazan

Yousou Goushouha

Garen Houshuugaku

Zan'ei Rekkoushi

Senpa Zangesshuu

Shikoureppuu

Ressen Sougekiha

Swordsman (剣士) Default

Weapon Type: Sword

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Majinken	魔神剣	5 (4)	--
3	Shunjinken	瞬迅剣	6 (5)	--
5	Chirisazame	散沙雨	7 (6)	--
7	Kogahazan	虎牙破斬	7 (6)	--
9	Rekkuzan	裂空斬	13 (11)	--
21	Hiten Shouku	飛天翔駆	8 (7)	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Gou Majinken	剛・魔神剣	11 (9)	--
13	Akisazame	秋沙雨	15 (13)	--
15	Senkuureppa	閃空裂破	15 (13)	--
41	Shinkuuretsuzan	真空裂斬	21 (18)	--
24	Kogarenzan	虎牙連斬	13 (11)	--
28	Kuuhashou	空破衝	13 (11)	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Majin Kuugashou	魔神空牙衝	15 (13)	--
33	Reppuu Kuugashou	烈風空牙衝	21 (18)	--
37	Senkuu Souhazan	閃空双破斬	29 (26)	--
47	Shuu'u Souhazan	驟雨双破斬	21 (18)	--
53	Mouko Rengekiha	猛虎連擊破	29 (26)	--
57	Makoujin	魔皇刃	18 (16)	--
60	Shinkuu Senretsuha	真空千裂破	21 (18)	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Meikuu Zanshouken	真空斬翔剣	--	--

Commentary

Generic will never die.

- The last hit of Akisazame can be cancelled.

- Hiten Shouku can be used in the air.
- Meikuu Zanshoken has been reanimated AGAIN, and now he and Cless have the same animation for it, AGAIN.

Swordsman Class has lost from RM1:

Majinken Souga  
Senkuu Shoureppa  
Shuu'u Majinken  
Majin Rengazan

Fighter (格闘家) Default

Weapon Type: Fist

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Genryuuken	幻竜拳	5 (4)	--
3	Hakugekishou	迫撃掌	8 (7)	--
24	Yousoukyaku	鷹爪脚	7 (6)	--
21	Shinryuugeki	噴竜撃	7 (6)	--
10	Rengadan	連牙弾	11 (9)	--
15	Goushourai	剛招来	8 (7)	--
37	Garyuusai	臥竜碎	6 (5)	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
7	Keigan Sairakugeki	軽岩碎落撃	8 (7)	--
26	Rekigan Hakurakugeki	礫岩迫落撃	16 (14)	--
49	Kyogan Retsurakugeki	巨岩裂落撃	24 (21)	--
33	Bakuryuuken	爆竜拳	15 (13)	--
13	Hienrenkyaku	緋炎連脚	18 (16)	Fire

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
29	Renga Hienkyaku	連牙飛燕脚	30 (27)	--
18	Hiren Genryuuken	飛連幻竜拳	21 (18)	--
41	Ho'ou Tenku	鳳凰天駆	18 (16)	Fire
44	Bakugadan	爆牙弾	21 (18)	--
55	Saiga Bakuryuuken	碎臥爆竜拳	28 (25)	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*



Level	Name	Japanese	TP Cost	Element
45	Karyuu Enbu	火龍炎舞	--	Fire

#### Commentary

Same as RM2, with one change, if you can call it that....

- Ho'ou Tenku can be used in the air.
- Goushourai raises the Fighter's attack for about 1 minute.
- Karyuu Enbu is completely different from Farah's version.
- Keigan Sairakugeki throws Light sized enemies.
- Rekigan Hakurakugeki throws Medium sized enemies and lower.
- Kyogan Retsurakugeki throws Large sized enemies and lower.

Fighter Class has gained:

Hienrenkyaku (lol)

Fighter Class has lost from RM1:

Majinken  
 Funryuugeki  
 Shisenkou  
 Garyuu Kuuha (given to Monk Class)  
 Majin Genryuukun  
 Hakugekisenkou

Fighter Class has lost from RM2:

Garyuusai  
 Hienrenkyaku

Hunter (狩人) Default

Weapon Type: Bow

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Inspect Eye	インスペクトアイ	3 (2)	--
1	Guren	紅蓮	6 (5)	Fire
4	Touga	凍牙	6 (5)	Water
15	Rakuha	落葉	3 (2)	--
33	Gouten	轟天	8 (7)	Wind
9	Shouha	衝破	13 (11)	Earth
18	Shayou	斜陽	13 (11)	--
21	Shuu'u	鷲羽	15 (13)	Wind
7	Hayate	疾風	8 (7)	Wind

\*\*\*\*\*

\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
38	Kagerou	陽炎	15 (13)	--
51	Seiha	星覇	16 (14)	Light

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Gekka	月華	18 (16)	Dark
24	Hakuu	雹雨	16 (14)	--
28	Senhyousen	扇氷閃	15 (13)	Water
43	Touryuu	屠龍	29 (26)	--
47	Ryuuensen	龍炎閃	28 (25)	Fire
55	Zetsu'ei	絶影	21 (18)	Wind

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Wild Gesse	ワイルドギース	--	--

Commentary

Another Copy pasta, I wish it had RM1's moveset, minus Astral Rain...

- Rakuha does no damage, it teleports the character to the back of the field.
- Gekka can be use in the air.
- Wild Geese has the same animation as Nanaly's.
- The number of arrows shot when using the skill Hayate is dependant on the character's level as shown:

Starting -> 3  
40 -> 4  
53 -> 5  
78 -> 6  
103 -> 7  
128 -> 8  
153 -> 9  
178 -> 10.

Hunter Class has lost from RM1:

Thrust Arrow  
Aiming Razor  
Cross Razor  
Spectrum Arrow  
Trident

Rekkasen  
Healing Rain  
Kokuusen  
Spinel Shot  
Harvest Rain  
Tsuiyousen  
Star Gaser

and it's Hi-Ougi:

Astral Rain

Thief (盗賊) Default

Weapon Type: Knife

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
3	Bomb Throw	ボムスロー	5 (4)	Fire
1	Search Gald	サーチガルド	8 (7)	--
1	Gatotsushou	牙突衝	6 (5)	--
5	Hishoujin	飛翔刀	7 (6)	--
9	Kuushuujin	空襲刀	8 (7)	--
13	Souhajin	蒼破刀	5 (4)	Wind
1	Robber Item	ローバーアイテム	15 (13)	--
7	Garenjin	牙連刀	15 (13)	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Gatotsurengeki	牙突連撃	16 (14)	--
15	Hishourenzan	飛翔連斬	15 (13)	--
21	Jakogatotsu	蛇咬牙突	16 (14)	--
24	Shougaretsuga	翔牙裂臥	15 (13)	--
33	Bakutotsushuugeki	爆突襲撃	15 (13)	Fire

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Zanjin Rengagtotsu	斬刀連牙突	21 (18)	--
38	Bomb Rain	ボムレイン	18 (16)	Fire
27	Renga Hishousame	連牙飛翔絞	24 (21)	--
42	Garen Souhajin	牙連蒼破刀	21 (18)	Wind
49	Tenshou Rengatotsu	転生蓮牙突	21 (18)	--
60	Bakutotsu Goushougeki	爆突轟衝撃	28 (25)	Fire

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Dead Spiral	デッドスパイラル	--	--

#### Commentary

If you get a weapon that has a Poison effect on it you can hit with three status effects....oh, right same as RM2, nothing to see here.....

- Bomb Rain has a chance to petrify the enemy.
- Bakutotsu Goushougeki has a chance to cause paralysis.
- Dead Spiral has a chance to gain or lose Gald based on the number of hits that connect to the enemy.  
The formula for this is:

# of Hits X Luck(運) / 10 - 500.

Thief is missing:

Zilch.

#### Mage (魔術師) Default

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Fireball	ファイアボール	9(8)	Fire
2	Stone Blast	ストーンブラスト	9(8)	Earth
5	Wind Cutter	ウインドカッター	9(8)	Wind
7	Aqua Edge	アクアエッジ	9(8)	Water
9	Lightning	ライトニング	9(8)	Wind
11	Icicle	アイシクル	9(8)	Water
15	Rock Break	ロックブレイク	19(17)	Earth
18	Spread	スプレッド	19(17)	Water
21	Air Thrust	エアスラスト	19(17)	Wind
13	Eruption	イラプション	19(17)	Fire
24	Raging Mist	レイジングミスト	33(29)	Fire
26	Demon's Lance	デモンズランス	28(25)	Dark
29	Grand Dasher	グランドダッシャー	28(25)	Earth
34	Tidal Wave	タイダルウェイブ	43(38)	Water
41	Explode	エクспロード	43(38)	Fire
44	Indignation	インディグネーション	54(48)	Wind
51	Black Hole	ブラックホール	33(29)	Dark
56	Meteor Swarm	メテオスウォーム	53(47)	--
60	Big Bang	ビッグバン	64(57)	Light

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

## Commentary

Ye olde generic Tales black mage. Even more generic than before.

- Indignate Judgment now has a smaller radius.

- Indignate Judgment has the same animation as Genius'.

Mage Class has gained (back):

Raging Mist  
Demon's Lance  
Grand Dasher  
Tidal Wave

Mage Class has lost from RM1:

Ice Tornado  
Earthquake

Mage Class has lost from RM2:

Thunder Blade  
Cyclone  
God Breath  
Embrace End

Priest (僧侶) Default

Weapon Type: Staff

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
3	Fuujinshou	風神招	6(5)	Wind
29	Tenshoudan	天翔弾	11(9)	--
37	Ryuurendan	流蓮弾	15(13)	Water
44	Gouhouren	護法蓮	18(16)	Earth

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	First Aid	ファーストエイド	5(4)	--
1	Pikohan	ピコハン	9(8)	--
5	Recover	リカバー	21(18)	--
9	Sharpness	シャープネス	13(11)	--
11	Dispel	ディスペル	15(13)	--
24	Barrier	バリアー	15(13)	--
18	Raise Dead	レイズデッド	28(25)	--
13	Heal	ヒール	13(11)	--
15	Photon	フォトン	16(14)	Light

26	Nurse	ナース	21(18)	--
33	Cure	キュア	21(18)	--
41	Ray	レイ	19(17)	Light
49	Holy Lance	ホーリーランス	28(25)	Light
55	Resurrection	リザレクション	44(39)	--
44	Esparade Erase	エスプレイドイレイズ	29(26)	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Sacred Shine	セイクリッドシャイン	--	Light

Commentary

Gained Photon back, as well as lost Judgement,.....

- Sacred Shine was based on physical damage in RM2, thus making it useless for the Priest, this is fixed in RM3.
- Sacred Shine has the same animation as Rubia and Refill.
- Gouhouren can heal characters close to the Priest.

Priest has gained (back):

Photon  
 Resurrection  
 Esparade Erase

Priest Class is missing from RM1:

Field Barrier  
 Recuperate  
 Aggregate Sharp  
 Piko Piko Hammer  
 Hurtless Circle

Priest Class is missing from RM2:

Judgment  
 Kochihan  
 Inspect Magic

Magic Knight (魔法剣士) Priest, Swordsman, Mage all Level 30

Weapon Type: Sword

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Majinken	魔神剣	5(4)	--
3	Shunjinken	瞬迅剣	6(5)	--

5	Chirisazame	散沙雨	7(6)	--
9	Kogahazan	虎牙破斬	7(6)	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Shuusouraizan	襲爪雷斬	18(16)	Wind
13	Gou Majinken	剛・魔神劍	10(9)	--
37	Dankuuken	断空劍	16(14)	Wind
29	Akisazame	秋沙雨	15(13)	--
24	Senkuureppa	閃空裂破	15(13)	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Fuuraijinken	風雷神劍	18(16)	Wind
49	Senkuu Shoureppa	閃空翔裂破	21(18)	--
55	Senkou Tsuijinga	閃光墜刃牙	21(18)	--

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Lightning	ライトニング	9(8)	Wind
15	Burn Strike	バーンストライク	19(17)	Fire
21	Spread	スプレッド	19(17)	Water
26	Air Pressure	エアプレッシャー	19(17)	Earth
29	Heal Wind	ヒールウィンド	34(30)	--
49	Heal Stream	ヒールストリーム	44(39)	--
60	Judgment	ジャッジメント	54(48)	Light

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Shining Bind	シャイニング・バインド	--	Light

#### Commentary

A little tweaks from RM2, but still the same class. Gained back Heal Wind and Stream, which is nice.

- Shining Bind's radius is now smaller than RM2's

- Shining Bind has the same animation as Kratos'.

Magic Knight has gained (back):

Heal Wind  
 Heal Stream

Magic Knight Class is missing from RM1:

Fuujinken  
Raijinken  
First Aid  
Wind Slash  
Aqua Spike  
Recover

Magic Knight Class is missing from RM2:

Thunder Blade  
Shugohoujin

Ninja(忍者) Thief, Fighter, Hunter all Level 30

Weapon Type: Sword or Knife

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Kunaisen	苦無閃	5 (4)	--
3	Messhouha	滅掌破	8 (7)	Dark
5	Sensouga	閃走牙	6 (5)	--
9	Jiretsuzan	地裂斬	7 (6)	Earth
29	Douryuusen	土竜閃	14 (12)	Earth
7	Satsugekka	刹月華	7 (6)	--
21	Kimerazan	鬼炎斬	11 (9)	Fire
15	Hienrenkyaku	飛燕連脚	13 (11)	--
27	Izuna Otoshi	飯綱落とし	8 (7)	--
50	Shintomekkyaku	心頭滅却	21 (18)	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
12	Manjushage	曼樹沙華	15 (13)	Fire
18	Genmaretsushou	幻魔裂衝	16 (14)	--
24	Eisouzan	影走斬	11 (9)	Dark
34	Kimerarenkyaku	鬼炎連脚	18 (16)	Fire
47	Fuujin Bakufuu	風刀縛封	21 (18)	Wind
55	Kasha Otoshi	火車落とし	18 (16)	Fire

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
20	Zanma Messatsuken	斬魔滅殺剣	24 (21)	Dark
41	Zanma Ryuenken	斬魔龍炎剣	29 (26)	Fire
39	Genma Retsuzan'ei	幻魔烈残影	21 (18)	Dark
63	Fuujin Fuubakusatsu	風塵縛封殺	21 (26)	Wind/Fire



\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Fuuma Kuinken	封魔九印剣	--	--

Commentary

Things moved around, but all-in-all, the same class.

- Fuujinbakufuu homes in on the target enemy and knocks down as well.

Ninja Class is missing:

Zero.

Bishop(ビショップ) Mage and Priest Level 30

Weapon Type: Staff

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	First Aid	ファーストエイド	5(4)	--
1	Fireball	ファイアボール	9(8)	Fire
5	Recover	リカバー	21(18)	--
8	Stone Blast	ストーンブラスト	9(8)	Earth
11	Wind Cutter	ウィンドカッター	9(8)	Wind
13	Aqua Edge	アクアエッジ	9(8)	Water
15	Heal	ヒール	13(11)	--
18	Eruption	イラプション	19(17)	Fire
21	Raise Dead	レイズデッド	28(25)	--
24	Rock Break	ロックブレイク	19(17)	Earth
26	Nurse	ナース	21(18)	--
29	Spread	スプレッド	19(17)	Water
34	Cure	キュア	21(18)	--
36	Air Thrust	エアスラスト	19(17)	Wind
41	Grand Dasher	グランドダッシャー	28(25)	Earth
44	Tidal Wave	タイダルウェイブ	43(38)	Water
49	Explode	エクスプロード	43(38)	Fire
55	God Breath	ゴッドブレス	53(47)	Wind
60	Meteor Swarm	メテオスウォーム	53(47)	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Divine Judgment	ディバイン・ジャッジメント	--	Light

Commentary

Bishop, what happened to you? You were awesome in RM2, and now your...meh. No buffs and no ToD2 spells. It's now.....well a combo of Priest and Mage, with a "better" spell set.

- Only the first hit of Divine Judgment hits all enemies, the rest is from the radius you see.

Bishop has gained (back):

First Aid  
Fireball  
Stone Blast  
Wind Cutter  
Aqua Edge  
Rock Break  
Spread  
Air Thrust  
Eruption  
Tidal Wave  
God Breath  
Meteor Swarm

Bishop Class is missing from RM1:

Nightmare  
Lightning  
Icicle  
Ice Tornado  
Thunder Blade  
Meditation  
Eclair Larme  
Spell Enhance  
Grand Cross

Bishop Class is missing from RM2:

Delta Ray  
Shadow Edge  
Negative Gate  
Aggregate Sharp  
Esparade Erase  
Field Barrier  
Hurtless Circle  
Divine Saber  
Embrace End  
Ancient Nova  
Cyclone  
Recuperate

Twinsword (双剣士) Swordsman Level 30

Weapon Type: Dual Swords

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

1	Majinken	魔神劍	5(4)	--
5	Chirisazame	散沙雨	6(5)	--
7	Kogahazan	虎牙破斬	7(6)	--
9	Rekkuuzan	烈空斬	13(11)	--
21	Hiten Shouku	飛天翔驅	8(7)	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Majinken Souga	魔神劍·双牙	11(9)	--
13	Akisazame	秋沙雨	15(13)	--
15	Senkuureppa	閃空裂破	15(13)	--
13	Kogarenzan	虎牙連斬	13(11)	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Kuuha Zesshougeki	空破絕掌擊	21(18)	Wind
28	Majin Souhazan	魔神双破斬	18(16)	--
26	Reppuu Kuugashou	烈風空牙衝	21(18)	--
41	Senkuu Shoureppa	閃空翔裂破	21(18)	--
33	Majin Senkuuha	魔神閃空破	24(21)	--
37	Senkuu Souhazan	閃空双破斬	29(26)	--
47	Shuu'u Souhazan	驟雨双破斬	21(18)	--
53	Ho'ou Tenku	鳳凰天驅	18(16)	Fire
57	Majin Rengazan	魔神連牙斬	18(16)	--
60	Shinkuu Senretsuha	真空千裂破	21(18)	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Hi'ou Zetsuenshou	緋凰絕炎衝	--	Fire

#### Commentary

In RM3, weapons are now balanced, so the 1/2 attack penalty from RM2 is gone.

- The last two hits of Akisazame can be cancelled.
- Hiten Shouku and Ho'ou Tenku can be used in the air.
- Back/Forward+Attack hits twice, so Back/Forward+Attack X 3 would equal 6 hits.
- Hi'ou Zetsuenshou was Rid/Stan's Hi-Ougi in their respective games

Weapon Type: Great Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
7	Shunrenjin	瞬連塵	13(11)	--
1	Majinken Kai	魔神劍・改	8(7)	--
5	Reppashou	裂破衝	8(7)	--
9	Zesshouzan	絶翔斬	13(11)	Water
13	Genryuuzan	幻龍斬	13(11)	--
33	Mueishou	無影衝	11(9)	Water

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Dankuuken	断空劍	16(14)	Wind
16	Retsu Majinken	烈・魔神劍	13(11)	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
25	Shouha Rengashou	衝破連牙衝	21(18)	--
18	Renjin Zanshouken	連塵斬翔劍	21(18)	--
29	Zekkuu Shoureppa	絶空衝裂破	21(18)	Water
37	Renjin Ryuueijin	連塵龍影刃	21(18)	--
41	Genma Zanshouken	幻魔斬翔劍	24(21)	--
49	Rekkuujin	烈空刃	21(18)	Wind
44	Genma Rengashou	幻魔連牙衝	24(21)	--
55	Houryuu Shoureppa	崩龍衝裂破	21(18)	Water
60	Genma Shoureppa	幻魔衝裂破	21(18)	--
65	Zekkuu Ryuueijin	絶空龍影刃	21(18)	--
21	Kappa Bakusougeki	割破爆走撃	15(13)	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Ryuuko Metsugazan	龍虎滅牙斬	--	--

Commentary

Same as RM2, only with lower TP usage.

- Ryuuko Metsugazan is based off Rid's version in Eternia.

Monk (モンク) Fighter and Priest all Level 30

Weapon Type: Fist

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神拳	5 (4)	--
3	Shikkuukyaku	疾空脚	7 (6)	--
5	Rengadan	連牙弾	11 (11)	--
7	Sazanka	三散華	10 (9)	--
15	Goushourai	剛招来	8 (7)	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Shishisenkou	獅子戦吼	15 (13)	--
41	Yousoushuugeki	鷹爪蹴撃	13 (11)	--
24	Garyuu Kuuha	臥龍空破	21 (18)	--
21	Hienraikyaku	飛燕雷脚	18 (16)	Wind

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Sanka Moushuukyaku	散華猛襲脚	21 (18)	--
33	Hien Rentenkyaku	飛燕連天脚	21 (18)	--
51	Yousou Rakubakushuu	鷹爪落瀑蹴	18 (16)	--
44	Hatsu	発	18 (16)	--
56	Satsugeki Bukouken	殺劇舞荒拳	39 (35)	Fire

\*\*\*\*\*  
\* Chiyuwaza \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
9	Chiyukou	治癒功	13 (11)	--
29	Gedoukukou	解毒功	8 (7)	--
51	Kaiseikou	回生功	44 (39)	--
37	Hakki Chiyukou	発氣治癒功	24 (21)	--
60	Renki Chiyukou	鍊氣治癒功	34 (30)	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Shikou Bakusaijin	獅吼爆碎陣	--	--

Commentary

Has gained a new healing spell, Tytree's Shikkuuha, and

Regal's Hatsu. Now I just wish Kaiseikou could heal all status effects...

- Sazanka is three punches in succession, rather than Farah's three kicks.
- Sanka Moushuukyaku is an air diving kick + Monk's Sazanka.
- Yousou Rakubakushuu is completely different from Farah's, two rising kicks followed by a air diving kick.
- Rengadan is Senel's version, not Farah's.
- Goushourai raises Monk's attack for about 1 minute.
- Hienraikyaku is Hienkyaku with a lightning bolt hitting at the end.
- Chiyukou heals a little bit of targeted character's HP.
- Hakki Chiyukou heals a medium amount of targeted character's HP.
- Renki Chiyukou heals a large amount of character's HP.
- Gedoukukou heals poison.
- Kaiseikou revives a dead character.
- Chiyukou, Gedoukukou, Hakki Chiyukou and Kaiseikou's casting time can be lowered by cast time lowering equipment.

Monk has gained:

Shikkuukyaku  
Hatsu  
Renki Chiyukou

Monk has lost from RM2:

Hienrenkyaku  
Shishi Rentouda

Pirate (海賊) Thief and Gunman at Level 30

Weapon Type: Gun and Knife

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Fang Edge	フアングエッジ	6(5)	--
5	Wing Edge	ウイングエッジ	7(6)	--
3	Pikohan	ピコハン	5(4)	--
9	Tide Bullet	タイドバレット	7(6)	Water
1	Charge Bullet	チャージバレット	8(7)	--

7	Biting Edge	バイティングエッジ	15 (13)	--
13	Aerial Razor	エアリアルレイザー	15 (13)	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Pirces Rage	ピアシスレイジ	16 (14)	--
15	Wing Rage	ウイングレイジ	15 (13)	--
33	Aqua Bullet	アクアバレット	15 (13)	Water
24	Butterfly Edge	バタフライレイジ	15 (13)	--
21	Assault Bullet	アサルトバレット	15 (13)	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
38	Charge Fang	チャージファンク	18 (16)	--
18	Sting Rave	ステイングレイブ	21 (18)	--
42	Serpent Rave	サーペントレイブ	21 (18)	--
60	Razor Bite	レイザーバイト	29 (26)	--
38	Fake Bullet	フェイクバレット	18 (16)	--
27	Shark Rave	シャークレイブ	24 (21)	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Bullet of Force	バレット・オブ・フォース	--	Multi

#### Commentary

Same skills, only moved to different levels. Also Tide Bullet - Fake Bullet loop was removed.

- A few skills are just the Thief skills with a name change.
- Using neutral attack will make the Pirate shoot from his gun, rather than the 3 hit normal attack.
- Bullet of Force shoots 4 large elemental bullets that each hit twice. The elemental order is Earth, Water, Fire, Wind.

Paladin (聖騎士) Priest and Great Swordsman Level 30

Weapon Type: Great Sword

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
5	Shunrenjin	瞬連塵	13(11)	--
1	Reppashou	裂破衝	8(7)	--
9	Zesshouzan	絶翔斬	13(11)	Water
13	Genryuuzan	幻龍斬	13(11)	--
33	Mueishou	無影衝	11(9)	Water

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
29	Zekkuu Shoureppa	絶空衝裂破	21(18)	Water
37	Renjin Ryuueijin	連塵龍影刃	21(18)	--
18	Renjin Zanshouken	連塵斬翔劍	21(18)	--
25	Shugohoujin	守護方陣	15(13)	Light
41	Genma Zanshouken	幻魔斬翔劍	24(21)	--
44	Genma Rengashou	幻魔連牙衝	24(21)	--
55	Houryuu Shoureppa	崩龍衝裂破	21(18)	Water
65	Zekkuu Ryuueijin	絶空龍影刃	21(18)	--

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Delta Ray	デルタレイ	9(8)	Light
49	Holy Lance	ホーリーランス	28(25)	Light
1	Renryokujin	鍊力陣	21(18)	Fire
15	Rengojin	鍊護陣	21(18)	Water
21	Renmeijin	鍊命陣	13(11)	Earth
60	Renshoujin	鍊精陣	13(11)	Wind

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Souryuu Metsugazan	蒼龍滅牙斬	--	Light

#### Commentary

Lost all of its RM2 spells, and gained Annie's circles. Which is nice.

- Souryuu Metsugazan is based off Kyle's version in Destiny 2.
- Renryokujin raises physical attack power and cures all status effects for all allies in an AoE temporarily, like Annie's Power Kraft.
- Rengojin raises physical defence power and cures all status effects for all allies in an AoE temporarily, like Annie's Guard Wasser.
- Renmeijin gives all allies a HP regenerative effect and cures



all status effects for all allies in an AoE temporarily, like Annie's Life Materia .

- Renshoujin recovers 10% of max TP and cures all status effects to all allies in an AoE temporarily, like Annie's Charge Wind.
- Renryokujin, Rengojin, Renmeijin and Renshoujin all need 50 uses in order to be mastered.

The Paladin has gained:

Renryokujin  
Delta Ray  
Rengojin  
Renmeijin  
Shugouhojin  
Holy Lance  
Renshoujin

Paladin has lost from RM2:

First Aid  
Shouha Rengashou  
Barrier  
Sharpness  
Heal  
Cure  
Genma Shoureppa

Gunman (ガンマン) Archer Level 30

Weapon Type: Dual Guns

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
1	Charge Bullet	チャージバレット	8 (7)	--
3	Heat Bullet	ヒートバレット	6 (5)	Fire
9	Aero Bullet	エアロバレット	11 (9)	--
23	Twin Bullet	ツインバレット	14 (12)	--
26	Aerial Razor	エリアルレイザー	15 (13)	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Shine Bullet	シャインバレット	11 (9)	--
15	Assault Bullet	アサルトバレット	15 (13)	--
20	Blaze Bullet	ブレイズバレット	15 (13)	Fire
29	Shining Laser	シャイニングレイザー	11 (9)	--
32	Gatling Bullet	ガトリングバレット	16 (14)	--
38	Sessive Bullet	セッシブバレット	21 (18)	--

\*\*\*\*\*

\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Sliding Bullet	スライディングバレット	15(13)	--
35	Burning Assault	バーニングアサルト	18(16)	Fire
41	Illuminate Laser	イルミネイトレイザー	21(18)	--
50	Explode Bullet	エクスプロードバレット	18(16)	Fire
55	Rising Laser	ライジングレイザー	18(16)	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	X-Buster	Xバスター	--	--

#### Commentary

The only new class added for RM3 and the master of keep-away.  
If you know what you're doing, no enemy should ever get close to you.

- Shine Bullet lags, so you can't combo it with anything.
- Burning Assault knocks the enemy down.

+++++  
Playable Characters  
+++++

=====  
Original Character  
=====

Kanonno Grassvalley (カノンノ・グラスバレー)

Weapon Type: Great Sword

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Kogahazan	虎牙破斬	7	--
9	Kuurenka	空蓮華	8	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Shishisenkou	獅子戦吼	15	--
26	Kogarenzan	虎牙連斬	13	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
35	Kuuren Sousenka	空蓮双旋華	24	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
3	Lightning	ライトニング	9	Wind
7	Recover	リカバー	21	--
18	Grave	グレイブ	16	Earth
21	Burn Strike	バーンストライク	19	Fire
23	Heal	ヒール	13	--
30	Flash Tear	フラッシュティア	19	Light
40	Cure	キュア	21	--
51	Embrace End	インブレイスエンド	53	Water

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Unchained Note	アンチェインド・ノート	--	Light

Commentary

Grassnonno aka Autumn Kanonno. The main heroine of RM3, balanced and simple to use, just like most main characters.

- Unchained Note is triggered by holding the Attack button in overlimits while casting a spell.

- Shishisenkou launches Kannono straight up rather than a blast of energy forward.

=====  
Tales of the World: Radiant Mythology  
=====

Pasca Kanonno (パスカ・カノンノ)

Weapon Type: Great Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Sen'ouka	旋桜花	15	--
Starts	Bakusaizan	爆砕斬	8	Earth
Starts	Kogahazan	虎牙破斬	7	--
Starts	Kuurenka	空蓮華	8	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shishisenkou	獅子戦吼	15	--
Starts	Kogarenzan	虎牙連斬	13	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Ouga Bakusaizan	桜牙爆碎斬	21	Earth
Starts	Shishi Tenkoudan	獅子天吼弾	24	--
Starts	Kuuren Sousenka	空蓮双旋華	24	--

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Stone Blast	ストーンブラスト	9	Earth
Starts	Burn Strike	バーンストライク	19	Fire
Starts	Aqua Spike	アクアスパイク	9	Water
Starts	Air Thrust	エアスラスト	19	Wind
Starts	Flash Tear	フラッシュティア	19	Light
Starts	Ancient Nova	エンシェントノヴァ	45	Fire
Starts	Embrace End	インブレイスエンド	53	Water

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Unchained Note	アンチェインド・ノート	--	Light

Commentary

Pascanonno aka Spring Kanonno. The main heroine of RM. The most offensive Kanonno. Takes all the offensive skills and spells from Grassvalley and Earhart.

- Pasca is gained post game.

- Unchained Note is triggered by holding the Attack button in overlimits while casting a spell.

- Shishisenkou launches Kannonno straight up rather than a blast of energy forward.

Pasca Kanonno is missing:

Nothing. She was an NPC.

=====  
 Tales of the World: Radiant Mythology 2  
 =====

Kanonno Earhart (カノンノ・イアハート)

Weapon Type: Great Sword

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Sen'ouka	旋桜花	15	--
Starts	Bakusaizan	爆碎斬	8	Earth

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shishisenkou	獅子戦吼	15	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Ouga Bakusaizan	桜牙爆碎斬	21	Earth
Starts	Shishi Tenkoudan	獅子天吼弾	24	--

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Stone Blast	ストーンブラスト	9	Earth
Starts	Fireball	ファイアボール	9	Fire
Starts	Recover	リカバー	21	--
Starts	Aqua Spike	アクアスパイク	9	Water
Starts	Air Thrust	エアスラスト	19	Wind
Starts	Heal	ヒール	13	--
Starts	Cure	キュア	21	--
Starts	Ancient Nova	エンシェントノヴァ	45	Fire

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Unchained Note	アンチェインド・ノート	--	Light

Commentary

Earnonno aka Summer Kanonno. The main heroine of RM2. The most defensive Kanonno. Straight cut and paste from RM2, with some TP usages changed.

- Earhart is gained post game.
- Unchained Note is triggered by holding the Attack button in overlimits while casting a spell.
- Shishisenkou launches Kannono straight up rather than a blast of energy forward.

Kanonno Earhart is missing:

Nothing.

=====  
Tales of Phantasia  
=====

Cless Alvein (クレス・アルベイン)

Weapon Type: Sword or Axe

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
Starts	Kogahazan	虎牙破斬	7	--
Starts	Hienrenkyaku	飛燕連脚	13	--
24	Shuukihou	集気法	15	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Akisazame	秋沙雨	15	--
29	Shishisenkou	獅子戦吼	15	--
13	Shuusouraihan	襲爪雷斬	18	Wind
37	Jigenzan	次元斬	16	--
41	Senkuuretsuha	閃空裂破	15	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
49	Shuusou Senkuuha	襲爪閃空破	24	Wind
26	Majin Souhazan	魔神双破斬	18	--
44	Shishi Senretsuha	獅子千裂破	21	--
18	Ho'ou Tenku	鳳凰天駆	18	Fire
33	Ho'ou Tenshoukyaku	鳳凰天翔脚	21	Fire
18	Shinkuuhazan	真空破斬	18	--
53	Kokuu Souhazan	虚空蒼破斬	21	--

57	Jikuu Souhazan	時空蒼破斬	24	--
61	Kuukan Shouten'i	空間翔轉移	30	--
65	Ten'i Souhazan	轉移蒼破斬	39	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Meikuu Zanshouken	真空斬翔劍	--	--

#### Commentary

They lowered Cless' TP usage, and fix a few things. Still the same Cless though.

- Cless can now attack 3 times, like most of the cast.
- In RM2, Majin Souhazan only had 1 Kogahazan after the Majinken, this was fixed in this.
- Akisazame, Shishisenkou, Shuusouraizan, Jigenzan and Senkuuretsuha are all Higi, he never had any Higis in his game.
- The last hit of Akisazame can be cancelled.
- Shuukihou heals Cless of 30% of his HP.
- Meikuu Zanshouken has been re-animated.

Cless is missing:

Hirenzan (NDX)

Juushourai

Goushourai

Shugohojin

Gurenken

Satsugeki Bukouken (makes sense, he needed the S·D weapon, so it could be fully used)

Mouko Rengekiha (only in the GBA version of Phantasia)

and most of his combination ougis which include:

Majin Hienkyaku

Majin Senretsuha

Majin Senkuuha

Shuusou Hienkyaku

Shuusou Raizanha

Shuusou Senretsuha

Houou Shouhazan

Houou Senretsuha

Houou Tenkuuha

Shishi Hienkyaku

Shuusou Raizanha

Shishi Kouhazan

Shishi Senkuuha

Mint Adnade (ミント・アドネード)

Weapon Type: Staff

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Pikohan	ピコハン	9	--
15	Charge	チャージ	8	--
9	Deep Mist	ディープミスト	3	--
Starts	Acid Rain	アシッドレイン	13	--
18	Heal	ヒール	13	--
13	Raise Dead	レイズデッド	28	--
21	Nurse	ナース	21	--
11	Sharpness	シャープネス	13	--
Starts	Recover	リカバー	21	--
26	Dispel	ディスペル	15	--
36	Cure	キュア	21	--
41	Piko Piko Hammer	ピコピコハンマー	23	--
31	Barrier	バリアー	15	--
50	Resurrection	リザレクション	44	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Time Stop	タイムストップ	--	--

Commentary

Ye olde generic white mage, STILL. Time Stop is an awesome Hi-ougi, since it works on ANYTHING. Getting Mint to build Overlimit meter is another story....

Mint is missing:

Holy Veil (NDX)

Silence

Anidote

Valkyrie (only in the SNES ver of ToP, she's never getting this back. )

Chester Barklight (チェスター・パークライト)

Weapon Type: Bow

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Guren	紅蓮	6	Fire
4	Touga	凍牙	6	Water
13	Gouten	轟天	8	Wind



18	Shouha	衝破	13	Earth
26	Shuu'u	鷲羽	15	Wind
29	Hayate	疾風	8	Wind

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
22	Shinten	震天	18	--
33	Taiga	大牙	21	--
41	Touryuu	屠龍	29	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Ten'i Jouhakyuu	天威淨破弓	--	--

Commentary

'Sides his Hi-ougi from NDX, Chester is the same. His skills use less TP, so that's pretty good in itself.

- The number of arrows shot when using the skill Hayate is dependant on the character's level as shown:

Starting -> 3  
 40 -> 4  
 53 -> 5  
 78 -> 6  
 103 -> 7  
 128 -> 8  
 153 -> 9  
 178 -> 10.

Chester is missing:

Nada.

Arche Klaine (アーチェ・クライン)

Weapon Type: Broom (TO Weapon)

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	9	Fire
Starts	Stone Blast	ストーンブラスト	9	Earth
Starts	Ice Needle	アイスニードル	9	Water
Starts	Lightning	ライトニング	9	Wind
Starts	Grave	グレイブ	16	Earth
Starts	Eruption	イラプション	19	Fire

Starts	Thunder Blade	サンダーブレード	19	Wind
Starts	Ray	レイ	19	Light
Starts	Fire Storm	ファイアストーム	19	Fire
Starts	Rock Mountain	ロックマウンテン	33	Earth
29	Tractor Beam	トラクタービーム	19	--
33	Ice Tornado	アイストーネード	19	Water
37	Cyclone	サイクロン	37	Wind
41	Indignation	インディグネーション	54	Wind
44	God Breath	ゴッドブレス	53	Wind
49	Explode	エクスプロード	43	Fire
51	Tidal Wave	タイダルウェイブ	43	Water
55	Black Hole	ブラックホール	33	Dark
60	Meteor Swarm	メテオスウォーム	53	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Big Bang	ビッグバン	--	Light

#### Commentary

Ye olde generic black mage, STILL. Her spell list is still very good. Big Bang is now a Hi-ougi taken from NDX, that and her high end spells cost MORE TP now.

- Big Bang hits the entire field.

What Arche is missing from RM1:

Tempest  
 Earthquake  
 Maelstrom  
 Storm

What Arche is missing from Phantasia:

Stone Wall  
 Ice Wall  
 Fire Wall

an on a latter note....:

Distortion  
 Death Cloud  
 Extinction  
 (all of these are SNES spells, she's never getting these back)

Suzu Fujibayashi (藤林すず)

Weapon Type: Sword or Knife

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shiranui	不知火	7	--
Starts	Izuna Otoshi	飯綱落とし	8	--
Starts	Manjushage	曼珠沙華	11	Fire
Starts	Raiden	雷電	13	Wind

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Kamaitachi	鎌鼬	13	Wind

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
33	Samidare	五月雨	24	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45*	Jiraiya	児雷也	--	--

#### Commentary

They made Jiraiya a Hi-ougi based off NDX, yet couldn't give her Raijin Juurengeki.....Same, otherwise.

- Jiraiya is gotten from a sidequest with Suzu when talking with her with the Ninja class equipped. Some say you can trigger this after the plot quest with Lloyd and Judas. I, personally triggered it post game.
- If you use Back + Attack, she will throw a kunai, instead of the normal 3 hit combo.
- Shiranui can steal an item from the enemy, it also does no damage.

Suzu is missing:

Usushimi (makes a copy of herself)  
 Hagakure (flees from battle)  
 Raijin Juurengeki (NDX)

=====  
 Tales of Destiny  
 =====

Stan Aileron (スタン・エルロン)

Weapon Type: Sword

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
Starts	Rekkuzan	烈空斬	13	--
Starts	Kogahazan	虎牙破斬	7	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Shishisenkou	獅子戦吼	15	--
24	Kuuga Shouryuukyaku	空牙昇竜脚	18	Fire
37	Maou Engekiha	魔王炎撃波	16	Fire
51	Senkuuretsuha	閃空裂破	15	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Souryuu Rengazan	爪竜連牙斬	15	--
21	Shakkouken	灼光拳	18	Light
26	Senkoureppa	閃光裂破	15	Light
29	Ho'ou Tenku	鳳凰天駆	18	Fire
41	Neppa Senpuujin	熱破旋風陣	21	Fire
49	Shikou Bakuenjin	獅吼爆炎陣	21	Fire
56	Shou'ou Rekka	翔凰烈火	18	Fire
60	Satsugeki Bukouken	殺劇舞荒剣	39	Fire

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	9	Fire
11	Eruption	イラプション	19	Fire
33	Flare Tornado	フレアトーネード	28	Fire
49	Explode	エクスプロード	43	Fire

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Kou'ou Tenshouyoku	皇王天翔翼	--	Fire

Commentary

I find his the same, still awakard, still happy he has a small skill list.

- Stan is based on his ToD Remake version.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Satsugeki Bukouken is now an Ougi, rather than a Hi-Ougi still.
- Kou'ou Tenshouyoku has been reanimated, AGAIN.

Stan is missing from RM1:

Souhajin  
 Bakuenken  
 Hienrenkyaku  
 Dankuuken  
 Touryuusen  
 Shinkuuretsuzan  
 Gurenken  
 Fire Wall  
 Fire Storm  
 Fearful Flare

Stan is missing from ToDr:

Majinken Shouga  
 Majin Souhazan  
 Hyougetsushousen (Event skill)  
 Resshintenshou (Event skill)  
 Goushourai (from equipment)  
 All of his Aerial Shoujutsu.

Rutee Kartret (ルーティ・カトレット)

Weapon Type: Sword or Knife

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Search Gald	サーチガルド	8	--
Starts	Snipe Air	スナイプエア	7	--
Starts	Robber Item	ローバーアイテム	15	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
33	Slash Rain	スラッシュレイン	15	Water
41	Serpent Edge	サーペントエッジ	15	Water

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
24	Snipe Lower	スナイプロア	13	--
53	Bloody Rose	ブラッディローズ	21	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Ice Needle	アイスニードル	9	Water
13	Icicle	アイシクル	9	Water
15	Blizzard	ブリザード	19	Water
18	Heal	ヒール	13	--
26	Sharpness	シャープネス	13	--
21	Ice Tornado	アイストーネード	19	Water
11	Recover	リカバー	21	--
29	Raise Dead	レイズデッド	28	--
37	Cure	キュア	21	--
49	Tidal Wave	タイダルウェイブ	43	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Life Discharge	ライフディスチャージ	--	Water

Commentary

Same as RM2, just her Life Discharge has upped its potency....  
or gained it back in this case.

- Rutee is based on her ToD Remake version.
- She cannot chain techs like she did in the ToD Remake, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Life Discharge attacks all enemies on the field, heals all party members fully and cures all status effects including reviving dead characters.

Rutee is missing from RM1:

Escape Air  
Deep Mist  
Barrier  
Acid Rain  
Silence  
Dispel  
Ice Wall  
Nurse  
Maelstrom  
Resurrection

Rutee is missing from ToDr:

Anidote

Her Hi-ougi:

Trickster

Embrace End

Lion Magnus (リオン・マグナス)

Weapon Type: Sword and Knife

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
5	Garyuusen	臥竜閃	7	--
13	Gen'eijin	幻影刃	7	--
18	Kogahazan	虎牙破斬	7	--
24	Hienrenzan	飛燕連斬	13	--
29	Gessenkou	月閃光	8	Light
44	Sougazan	双牙斬	13	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
9	Kuushuuken	空襲剣	15	--
41	Gessenkouhou	月閃虚崩	24	Dark

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
33	Souryuu Rengazan	爪竜連牙斬	15	--
34	Marian	魔人闇	21	Dark
53	Houryuu Zankouken	崩龍斬光剣	24	--
26	Garyuu Meppa	臥竜滅破	18	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Grave	グレイブ	16	Earth
15	Stone Wall	ストーンウォール	16	Earth
21	Pikohan	ピコハン	9	--
37	Demon's Lance	デモンズランス	28	Dark
49	Grand Dasher	グランドダッシャー	28	Earth
60	Black Hole	ブラックホール	33	Dark

\*\*\*\*\*

\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Majin Rengokusatsu	魔神煉獄殺	--	Dark

#### Commentary

Lion not being in a fan game is like the Earth imploding on itself.

- Lion is based on his ToD Remake version.
- Gen'eijin will not trigger if Lion is too far from the enemy.
- He no longer has any Shouha Kenji. Garyuu Meppa and Gessenkouhou are stand alone.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Majin Rengokusatsu has been reanimated, AGAIN, It's now faster than RM2 version.

Lion is missing from RM1:

Stone Blast  
Air Pressure  
Piko Piko Hammer

Lion is missing from ToDr:

Majin Messatsuen  
Majinken Souga  
All of his skills from the Director's Cut.

and his Hi-Ougi:

Jouha Messhouen  
Majinken Setsuga (Director's Cut)

Woodrow Kelvin (ウッドロウ・ケルヴィン)

Weapon Type: Sword

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Gouretsu	豪烈	11	--
Starts	Fuujinken	風神劍	6	Wind
7	Hayate	疾風	8	Wind
29	Bassaiga	抜砕牙	11	--
31	Setsuna	刹那	11	--
42	Kofuu	虚封	15	--



\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
9	Kagerou	陽炎	15	--
13	Kourinshou	煌麟昇	11	--
19	Dankuuken	断空剣	16	Wind
39	Akisazame	秋沙雨	15	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
36	Hakuu	雹雨	16	--
26	Kuuha Zesshougeki	空破絶掌撃	21	Wind
49	Rekkuujin	烈空刃	21	Wind
58	Zetsu'ei	絶影	21	Wind

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Wind Arrow	ウインドアロー	9	Wind
15	Storm	ストーム	19	Wind
23	Stream Arrow	ストリームアロー	13	Wind
33	Air Thrust	エアスラスト	19	Wind
53	God Breath	ゴッドブレス	53	Wind

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Resshou Souhajin	裂衝蒼破塵	--	Wind

#### Commentary

A few fixes here, a few TP edits her, but same Woodrow.

- If you use Back + Attack, he will shoot arrows from his bow, instead of the normal 3 hit combo.
- Woodrow's Hayate shoots 3 arrows regardless of level.
- Hakuu used to be Water elemental, now non-elemental.
- Gouretsu used to be Earth elemental, now non-elemental.
- Woodrow is based on his ToD Remake version.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Woodrow is missing:

Cyclone  
Whirlwind

and his Hi-Ougi:

Koubu Senkousen (he should have had this instead)  
Sekkazan

Philia Philis (フィリア・フィリス)

Weapon Type: Great Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Philia Bomb	フィリアボム	6	--
Starts	Inspect Eye	インスペクトアイ	3	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Twin Bomb	ツインボム	15	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
51	Bomb Rain	ボムレイン	18	Fire

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Lightning	ライトニング	9	Wind
Starts	Fireball	ファイアボール	9	Fire
Starts	Stone Blast	ストーンブラスト	9	Earth
Starts	Wind Arrow	ウインドアロー	9	Wind
15	Flare Tornado	フレアトーネード	28	Fire
21	Thunder Blade	サンダーブレード	19	Wind
29	Tractor Beam	トラクタービーム	19	--
26	Piko Piko Hammer	ピコピコハンマー	23	--
33	Cyclone	サイクロン	37	Wind
37	Holy Lance	ホーリーランス	28	Light
41	Explode	エクスプロード	43	Fire
49	Indignation	インディグネーション	54	Wind
55	Meteor Swarm	メテオスウォーム	53	--
58	Black Hole	ブラックホール	33	Dark

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Sacred Blame	セイクリッドブレイム	--	Light

#### Commentary

Copy and paste from RM2. Should have given her a water spell though.

- Inspect Eye works like a Spectacles.
- Philia Bomb has a chance to paralyse the enemy.
- Twin Bomb has a chance to silence the enemy.
- Bomb Rain has a chance to turn the enemy to stone.
- Philia's Thunder Blade uses Symphonia's animation.
- Piko Piko Hammer has a fast cast time, and is 3 Pikohans that fall on the enemy instead of one huge one.
- Philia is based on her ToD Remake version.
- She cannot chain techs like she did in the ToD Remake, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Philia is missing:

Force Field  
 Judgment  
 Hide Party  
 Stone Wall  
 Storm  
 Ice Tornado  
 Fearful Flare  
 Grand Dasher  
 Extension  
 Tidal Wave  
 Stop Flow

and her Hi-Ougi:

Divine Power  
 Rebirth Crusader

Chelsea Torn (チェルシー・トーン)

Weapon Type: Bow

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shuren	朱蓮	11	Fire
5	Shouha	衝破	13	Earth
12	Hayate	疾風	8	Wind
11	Gouretsu	豪烈	11	--
27	Shayou	斜陽	13	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
31	Jinrai	迅雷	13	Light
45	Seiha	星霸	16	Light

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
15	Hien	飛燕	15	Wind
23	Gekka	月華	18	Dark
36	Hakuu	雹雨	16	--
41	Shiten Messatsukyuu	死天滅殺弓	21	Dark
53	Rasen	螺旋	13	Dark

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Wild Geese	ワイルドギース	--	--

#### Commentary

Wow, Chelsea converted really well in RM3. Rasen once you get it is really good to spam in Radiant Drive.

- Chelsea's Hayate shoots 3 arrows regardless of level.
- Hakuu used to be Water elemental, now non-elemental.
- Gouretsu used to be Earth elemental, now non-elemental.
- Gekka can be used in the air.
- Chelsea is based on her ToD Remake version.
- She cannot chain techs like she did in the ToD Remake, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Chelsea's Wild Geese has a different animation than Nanaly's.

Chelsea is missing:

Cupid Arrow (Director's Cut)  
Shiranagi: Touka (Blast Caliber)

Mighty Kongman (マイティ・コングマン)

Weapon Type: Fist

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Falcon Fledge	ファルコンフレッジ	11	--
7	Rhomb Shoulder	ロンブショルダー	11	--
60	Heart Break	ハートブレイク	15	--
31	Ressurect Kiai	リザレクトキアイ	28	--
41	Metal Body	メタルボディ	21	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Great Upper	グレートアッパー	18	--
21	Ikasu Hip	イカスヒップ	13	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Bolt Thrust	ボルトスラスト	15	Wind
15	Muscle Heat	マッスルヒート	18	--
27	Hell's Hurricane	ヘルズハリケーン	21	--
37	Messa Throw	メッサスロウ	16	--
50	Heavy Bomber	ヘヴィボンバー	21	Light
55	Crush Earth	クラッシュアース	15	Earth

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Tres Bien Hip	トレビアンヒップ	--	--

Commentary

ORE-SAMA WA CHAMPION DA!!!!

- Ressurect Kiai revives a character, and doesn't have a chance of failing now.
- Muscle Heat doesn't poison Kongman when you use it now.
- Heart Break now causes an automatic dizzy, instead of Stop

status.

- Metal Body makes Kongman immune to stagger for a limited time.
- Kongman is based on his ToD Remake version.
- He cannot chain techs like he did in the ToD Remake, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Kongman is missing:

His Hi-Ougi

Gossa Blow

Lilith Aileron (リリス・エルロン)

Weapon Type: Ladle (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Lilith Rush	リリスラッシュ	13	--
Starts	Kick Rock	キックラック	6	--
Starts	Turn Over	ターンオーバー	15	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
21	Shisha no Mezame	死者の目覚め	15	--
7	Aqua Smite	アクアスマイト	7	Water
15	Steak Flare	ステーキフレア	13	Fire

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
36	Manbou Senkou	まんぼう戦吼	18	Water
41	Flashback	フラッシュバック	28	Light
50	Manbou Stride	まんぼうストライド	21	Water
27	Rainbow Arch	レインボーアーチ	15	Light

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Thunder Sword	サンダーソード	--	Wind

Commentary

.....Nothing to say, plays just like RM2.

- Manbou Senkou is a Ougi now, in RM2 it was a Higi.

- Lillith is based on her ToD Remake version.

- She cannot chain techs like she did in the ToD Remake, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Lillith is missing:

Nothing.

=====  
Tales of Eternia  
=====

Rid Hershel (リッド・ハーシェル)

Weapon Type: Sword or Axe

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
Starts	Chirisazame	散沙雨	7	--
Stats	Kogahazan	虎牙破斬	7	--
15	Rekkuuzan	裂空斬	13	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Majinken Souga	魔神剣・双牙	11	--
13	Akisazame	秋沙雨	15	--
24	Kogarenzan	虎牙連斬	13	--
37	Senkuureppa	閃空裂破	15	--
41	Shinkuuretsuzan	真空裂斬	21	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
21	Fuuraijinken	風雷神劍	18	Wind
18	Majin Senretsuha	魔神千烈破	21	--
26	Majin Rengazan	魔神連牙斬	18	--
29	Kuuha Zesshougeki	空破絶掌撃	21	Wind
33	Gurenken	紅蓮劍	16	Fire
51	Senkuu Shoureppa	閃空翔裂破	21	--
55	Senkuu Souhazan	閃空双破斬	29	--
44	Shou'ou Rekkugeki	翔雨裂空撃	29	--
47	Ho'ou Tenku	鳳凰天駆	18	Fire

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Kyokkouheki	極光壁	--	Light

Commentary

Very nice, Rid has gone back to his roots, instead of being a generic Tales character.

- Rid's technique's have been reanimated to resemble ToE's version. This his Majiken Souga and Shinkuuretsuzan would not function like the other characters who would have them, etc.
- Rid's attacks now follow the Eternia way of comboing, Thus, to do 3 attacks in a row would be:  
 Neutral Attack x 2 + Down Attack  
 Down Attack x 2 + Neutral Attack  
 etc,etc,etc.
- The last hit of Akisazame can be cancelled.
- Ho'ou Tenku can be used in the air.
- Kyoukouheki hits the entire field.

Rid is missing from RM1:

Raijinken  
 Fuujin Bakufuu (was too slow to link into combos anyway)  
 Raijin Souhazan

Rid is missing from Eternia:

Dankuuken (Senkuureppa + Cyclone)

and Hi-Ougis:

Ryuuko Metsugazan (Given to Great Swordsman)  
 Hi'ou Zetsuenshou (Given to Twinsword)  
 Fuujin Fuubakusatsu (100% differnt from the ninja class)  
 Kyokkouken  
 Kyoukouha

Farah Oersted (ファラ・エルステッド)

Weapon Type: Fist

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------



Starts	Shouteiha	掌底破	7	--
Starts	Hienrenkyaku	飛燕連脚	13	--
Starts	Rengadan	連牙弾	11	--
Starts	Sazanka	三散華	10	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
33	Shishisenkou	獅子戦吼	15	--
24	Yousoushuugeki	鷹爪蹴撃	13	--
15	Garyuu Kuuha	臥龍空破	21	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
29	Sanka Moushuukyaku	散華猛襲脚	21	--
18	Soudou Souteiha	双撞掌底破	15	--
37	Hien Rentenkyaku	飛燕連天脚	21	--
42	Yousou Rakubakushuu	鷹爪落瀑蹴	18	--
50	Satsugeki Bukouken	殺劇舞荒拳	39	Fire

\*\*\*\*\*  
 \* Chiyuwaza \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Chiyukou	治癒功	13	--
13	Gedoukukou	解毒功	8	--
21	Kaiseikou	回生功	44	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Karyuu Enbu	火龍炎舞	--	Fire

Commentary

Copy-pasta from RM2, nothing wrong with that though.

- Farah can only use her normal attack twice, and comes out very fast.
- Hiyouhonpo is not lost, the animation is used for her forward+guard movement. (Crossing like in ToL and ToI.)
- Farah uses the Tokugi - Higi - Ougi - Hi-Ougi chain, as opposed to Ground - Air - Anti-Air - Force from her respective game.

- Karyuu Enbu has been reanimated, much better now.
- Chiyukou heals 20% percent of targeted character's HP.
- Gedoukukou heals poison.
- Kaiseikou revives a dead character.
- Chiyukou, Gedoukukou, and Kaiseikou's casting time can be lowered by cast time lowering equipment.

Farah is missing:

Hachiyourenge

Tenketsu Bakutai

Shikou Bakusaijin (given to Monk class)

Kairyuken (combo with Garyuu Kuuha and Heal)

Raisenken (combo with Soudou Souteiha and Thunder Blade)

Keel Zeibel (キール・ツアイベル)

Weapon Type: Staff

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Aqua Edge	アクアエッジ	9	Water
Starts	Wind Cutter	ウィンドカッター	9	Wind
Starts	Fireball	ファイアボール	9	Fire
Starts	Holy Bless	ホーリーブレス	8	--
Starts	Recover	リカバー	21	--
24	Eruption	イラプション	19	Fire
Starts	Heal	ヒール	13	--
21	Air Thrust	エアスラスト	19	Wind
26	Nurse	ナース	21	--
Starts	Freeze Lancer	フリーズランサー	19	Water
41	Cure	キュア	21	--
29	Cyclone	サイクロン	37	Wind
44	Barrier	バリアー	15	--
37	Ray	レイ	19	Light
33	Raise Dead	レイズデッド	28	--
49	Absolute	アブソリュート	28	Water
55	Resurrection	リザレクション	44	--
51	Explode	エクスプロード	43	Fire
60	Shooting Star	シューティングスター	53	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Rem	レム	--	Light

Commentary

Spam Shooting Star until Overlimits is full. Use Overlimits.  
Spam Shooting Star IN Overlimits, then use Hi-ougi. Repeat.

- Holy Bless will make the target recover 10% of HP when damage is taken, and will last for 5 hits.
- Rem attacks all enemies on the field, heals all party members fully and cures all status effects including reviving dead characters.
- Rem hits the entire field.

Keel is Missing from RM2:

Holy Lance

Keel is Missing from Eternia:

Nothing. (You could choose what spells you wanted by putting the appropriate Craymel in his Cramel Cage, so you can give him what you wanted.)

Meredy (メルディ)

Weapon: Whistle (TO Weapon)

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Ice Needle	アイスニードル	9	Water
Starts	Lightning	ライトニング	9	Wind
Starts	Acid Rain	アシッドレイン	13	--
Starts	Sharpness	シャープネス	13	--
Starts	Recover	リカバー	21	--
Starts	Grave	グレイブ	16	Earth
Starts	Heal	ヒール	13	--
21	Rock Break	ロックブレイク	19	Earth
24	Blizzard	ブリザード	19	Water
26	Nurse	ナース	21	--
29	Thunder Blade	サンダーブレード	19	Wind
33	Raise Dead	レイズデッド	28	--
37	Spread	スプレッド	19	Water
41	Grand Dasher	グランドダッシャー	28	Earth
44	Deep Mist	ディープミスト	3	--
49	Bloody Howling	ブラッディハウリング	28	Dark
51	Resurrection	リザレクション	44	--
55	Indignation	インディグネーション	54	Wind
60	Meteor Swarm	メテオスウォーム	53	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Shadow	シャドウ	--	Dark

Commentary

With Meredy in, the main cast of ToE is complete. She pretty much covers all the spells that Keel doesn't have.

- Bloody Howling is using Aybss' animation

- Shadow hits the entire field.

Meredy is Missing:

Nothing. (You could choose what spells you wanted by putting the appropriate Craymel in her Cramel Cage, so you can give her what you wanted.)

Chat (チャット)

Weapon Type: Bag (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Pikohan	ピコハン	5	--
Starts	Robber Item	ローバーアイテム	15	--
15	Poihan	ポイハン	8	Water

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
24	Paralay Ball	パラライボール	16	Wind

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
34	Kochihan	コチハン	13	Water

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Eternal Throw	エターナルスロー	--	--

Commentary

Your better off using Chat in Radiant Drive, than in Overlimits, mostly for Hammer Spam.

- Robber Item use to be a Higi, now a Tokugi.
- Pikohan has a chance to stun the enemy.
- Robber Item can steal items from the enemy(duh).
- Poihan has a chance to poison the enemy.
- Kochihan has a chance to petrify the opponent.
- Paralay Ball has a chance to paralyse the opponent.  
This move is now faster than it was in RM2.

Chat is missing:

Nothing.

Celsius (セルシウス)

Weapon Type: Fist

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Hienrenkyaku	飛燕連脚	13	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Icicle Fall	アイシクルフォール	13	Water
Starts	Shishisenkou	獅子戦吼	15	--
Starts	Hyoushuurengeki	氷襲連撃	15	Water

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Freeze Lancer	フリーズランサー	24	Water
41	Toujin Juurengeki	凍刀十連撃	34	Water

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Ice Needle	アイスニードル	9	Water
Starts	Absolute	アブソリュート	28	Water
Starts	Blizzard	ブリザード	19	Water

\*\*\*\*\*

\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Shikou Bakusaijin	獅吼爆碎陣	--	Water

Commentary

She has the Hi-ougi I wanted her to have. Otherwise C+P from RM2. It's cool though.

- Celsius can only use her normal attack twice, as opposed to three times.

Celsius is missing:

Nothing?

=====  
Tales of Destiny 2  
=====

Kyle Dunamis (カイル・デュナミス)

Weapon Type: Sword

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Souhajin	蒼破刃	5	Wind
Starts	Chirihajin	散葉塵	8	--
Starts	Kuushouzan	空翔斬	8	--
Starts	Senkoushou	閃光衝	11	Light
Starts	Bakuenken	爆炎剣	8	Fire

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Souhatsui ren	蒼破追蓮	15	Wind
Starts	Chirahakareha	散葉枯葉	21	--
Starts	Kuushoureppuu	空翔裂風	21	--
52	Bakuenrenshou	爆炎連焼	15	Fire
Starts	Senkoushoutsui	閃光翔墜	18	Light

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Garen Souhajin	牙連蒼破刃	21	Wind
41	Touryuu Rengekiha	屠龍連擊破	21	--
Starts	Kuuha Zeppugeki	空破絶風撃	18	Wind

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Wind Slash	ウインドスラッシュ	9	Wind
Starts	Flame Drive	フレイムドライブ	9	Fire
Starts	Thrust Fang	スラストファンク	19	Wind
39	Burn Strike	バーンストライク	19	Fire
60	Vortex Heat	ヴォルテックヒート	28	Wind

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Zankuu Tenshouken	斬空天翔剣	--	--

## Commentary

They fixed the ridiculous TP counts for most of skills. That's all he really needed.

- Kyle's Tsuka Tokugi/Extensions are all now Higi, so you don't have to hold the Attack button from the respective skills to use them.

- Senkoushoutsui no longer has any lag.

Kyle is missing:

Ganzan Messaijin

Dely Ray

Stone Zapper

and his hi-ougis:

Resshou Souhajin (lol Woodrow)

Zeppa Messhougeki

Souryuu Metsugazan (given to Paladin)

Shou'ou Zetsuenshou

Loni Dunamis (ロニ・デュナミス)

Weapon Type: Axe

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Soudashou	双打鐘	6	--
Starts	Raijinshou	雷神招	6	Light
Starts	Houtsuishou	放墜鐘	8	--

Starts Muhyoushou 霧氷翔 8 Water

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Soudarensuu	双打連蹴	15	--
Starts	Rajinkourin	雷神光燐	15	Light
Starts	Houtsuihoutsui	放墜砲鎚	15	--
49	Muhyoutsuisen	霧氷鎚閃	16	Water

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Kappa Bakusougeki	割破爆走撃	15	--
Starts	Kuuha Tokkuudan	空破特攻弾	16	--
41	Senkou Bappa	戦吼爆ッ破	16	--
58	Shinkuu Kassaijin	神空割碎人	24	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Delta Ray	デルタレイ	6	Light
Starts	Shadow Edge	シャドウエッジ	9	Dark
Starts	Heal	ヒール	13	--
Starts	Stone Zapper	ストーンザッパー	9	Earth
Starts	Aqua Spike	アクアスパイク	9	Water
39	Prism Flasher	プリズムフラッシャ	28	Light
52	Negative Gate	ネガティブゲイト	19	Dark

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Final Prayer	ファイナルプレイヤー	--	--

Commentary

Yay for Loni being put in! A really good member for any party, the only problem is it's really hard to combo with him...just like ToD2. That and they should have given him Bakkaisou and Bakkaimoutsui, instead of Houtsuishou and Houtsuihoutsui, which combo into nothing. -\_-.

- Loni's Tsuka Tokugi/Extensions are all now Higi, so you don't have to hold the Attack button from the respective skills to use them.

Loni is missing:



Bakkaisou  
Bakkaimoutsui

and his Hi-ougi

Critical Blade  
Spiral Driver  
Shinten Rekkuu Zankou Senpoo  
Messai Shinbatsu Kougeki  
Shinten Rekkuu Zankou Senpoo  
Messai Shinbatsu Kassatsugeki

Reala (リアラ)

Weapon Type: Staff

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Fuujinshou	風神招	6	Wind
Starts	Tenshoudan	天翔弾	11	--
Starts	Ryuurendan	流蓮弾	15	Water
Starts	Gouhouren	護法蓮	18	Earth

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Wind Slash	ウインドスラッシュ	9	Wind
Starts	Aqua Spike	アクアスパイク	9	Water
Starts	Flame Drive	フレイムドライブ	9	Fire
Starts	Stone Zapper	ストーンザッパー	9	Earth
Starts	Heal	ヒール	13	--
Starts	Burn Strike	バーンストライク	19	Fire
Starts	Air Pressure	エアプレッシャー	19	Earth
Starts	Thrust Fang	スラストファング	19	Wind
Starts	Splash	スプラッシュ	19	Water
41	Ancient Nova	エンシェントノヴァ	45	Fire
Starts	Raise Dead	レイズデッド	28	--
55	Ressurrection	リザレクション	44	--
49	Embrace End	インブレイスエンド	53	Water
39	Grand Vanish	グランヴァニッシュ	45	Earth
60	Fearful Storm	フィアフルストーム	54	Wind

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Aqua Rimms	アクアリムス	--	Water

Commentary

"Second verse, same as the first."

- Grand Vanish uses the animation for ToS's Grand Dasher while Grand Dasher itself uses Abyss animation. Gran Vanisher is supposed to suck enemies into a bottomless pit whereas Grand Dasher hits with Stalagtites.
- Fearful Storm is a stronger Cyclone recolor. Go figure.
- Gouhouren can restore HP to allies near her.
- Aqua Rimms heals 40% of the party's HP, It's radius has also been reduced.

Reala is missing:

All of her extensions (To be expected, or else her tech list would be oversaturated)

Her Hi-ougi:

Sylph's Tear  
Flame Brave  
Earth Tapper

Judas (ジューダス)

Weapon Type: Sword and Knife

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Hirenzan	飛連斬	6	--
Starts	Sourengeki	双連撃	13	--
Starts	Gen'eijin	幻影刃	7	--
Starts	Gessenkou	月閃光	8	Light

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Hirensousen	飛連双閃	13	--
Starts	Sourenshouha	双連衝破	16	--
39	Gen'eikaiki	幻影回帰	16	--
49	Gessenkohou	月閃虚崩	18	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Senretsu Kokousen	千裂虚光閃	21	--

Starts	Fuujin Reppashou	粉塵裂破衝	15	--
53	Houryyu Zankouken	崩龍斬光劍	24	--

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shadow Edge	シャドウエッジ	9	Dark
Starts	Stone Zapper	ストーンザッパー	9	Earth
Starts	Wind Edge	ウィンドスラッシュ	9	Wind
Starts	Delta Ray	デルタレイ	9	Light
Starts	Air Pressure	エアプレッシャー	19	Earth
Starts	Negative Gate	ネガティブゲイト	19	Dark
41	Thrust Fang	スラストファンク	19	Wind
60	Prism Flasher	プリズムフラッシャ	28	Light

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Majin Rengokusatsu	真神煉獄刹	--	Dark

#### Commentary

So much Bishonen, it'll make you sick. Nothing much to say, besides having him and Lion on the same team makes no sense. Also, why no Majin Messatsuen, Alfa Systems?

- Judas' Tsuka Tokugi/Extensions are all now Higi, so you don't have to hold the Attack button from the respective skills to use them.

- Majin Rengokusatsu is actually Giren Shoureizan + Majin Rengokusatsu, quotes and all.

Judas is missing:

Spell Extensions

Sting Rave  
 Trinity Spark  
 Ceiling Fall  
 Evil Sphere

Majin Messatsuen (What?)

and his Hi-ougi

Majin Senretsushou  
 Jouha Messhouen  
 Shouha Rekkousen

Nanaly Fletch (ナナリー・フレッチ)

Weapon Type: Bow

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Garensen	牙連閃	7	Wind
Starts	Rekkasen	烈火閃	11	Fire

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
15	Kokuusen	虚空閃	18	--
21	Tsuiyousen	墜陽閃	21	Dark
34	Senhyousen	扇氷閃	15	Water
43	Ryuuensen	龍炎閃	28	Fire

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Wind Slash	ウインドスラッシュ	9	Wind
24	Aqua Spike	アクアスパイク	9	Water
Starts	Flame Drive	フレイムドライブ	9	Fire
13	Shadow Edge	シャドウエッジ	9	Dark
18	Burn Strke	バーンストライク	19	Fire
29	Slash Fang	スラストファンク	19	Wind
39	Splash	スプラッシュ	19	Water
49	Ancient Nova	エンシェントノヴァ	45	Fire

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Wild Geese	ワイルドギース	--	--

#### Commentary

Like Kyle, no more high TP counts. All she need was Embrace End to finish the list.

- All her arrow techs have become ougi, except Garensen and Rekkasen which stayed a Tokugi.

Nanaly is missing:

Her spell extensions.  
Embrace End

Harold Belserius (ハロルド・ベルセリオス)

Weapon Type: Staff

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
15	Raigashou	雷牙衝	15	Light
Starts	Garengeki	華連撃	15	--
21	Ensenken	影閃剣	21	Dark
33	Kyoueisou	鏡影槍	21	Dark

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Cure	キュア	21	--
Starts	Delta Ray	デルタレイ	9	Light
Starts	Shadow Edge	シャドウエッジ	9	Dark
Starts	Trinity Spark	トリニティスパーク	19	Light
13	Negative Gate	ネガティブゲイト	19	Dark
53	Resurrection	リザレクション	44	--
26	Bloody Cross	ブラッディクロス	28	Dark
39	Evil Sphere	イービルスフィア	28	Dark
29	Crush Gust	クラッシュガスト	33	Water
21	Prism Flasher	プリズムフラッシャ	28	Light
41	Ancient Nova	エンシェントノヴァ	45	Fire
35	Shining Spear	シャイニングスピア	28	Light
57	Embrace End	インブレイスエンド	53	Water
60	Divine Saber	ディバインセイバー	54	Light
49	Execution	エクセキューション	45	Dark

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Princess of Mermaid	プリンセス・オブ・マーメイド	--	Light

Commentary

Same as RM2, with some TP edits.

- Her spell extensions are now used as normal spells. No need to hold the arte button down to use them.

- Divine Saber is now Light Elemental again.

- Princess of Mermaid is actually her whole Crazy Comet chain in succession. (Crazy Comet, Twinkle Star, Mix Master, & Princess of Mermaid)

- Princess of Mermaid hits the entire field.

Harold is missing:

Splash

and her Hi-ougi:

Sol Bright  
Luna Shade  
Aqua Rimms  
Flame Brave

=====  
Tales of Symphonia  
=====

Lloyd Irving (ロイド・アーヴィング)

Weapon Type: Dual Swords

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
Starts	Shunjinken	瞬迅剣	6	--
Starts	Chirisazame	散沙雨	7	--
Starts	Kogahazan	虎牙破斬	7	--
Starts	Rekkuzan	裂空斬	13	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shishisenkou	獅子戦吼	15	--
Starts	Majinken Souga	魔神剣・双牙	11	--
Starts	Akisazame	秋沙雨	15	--
Starts	Kogarenzan	虎牙連斬	13	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shikousenpa	獅吼旋破	18	--
Starts	Majin Kuugashou	魔神空牙衝	15	--
Starts	Majin Souhazan	魔神双破斬	18	--
Starts	Reppuu Kuugashou	烈風空牙衝	21	--
34	Hiten Shouku	飛天翔駆	16	--
41	Shikou Reppuu	獅吼烈風	21	--
44	Shuu'u Souhazan	驟雨双破斬	21	--
47	Shishi Senretsuha	獅子千烈破	21	--
51	Majin Rengazan	魔神連牙斬	18	--
55	Shinkuu Senretsuha	真空千裂破	21	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Tenshou Souhazan	天翔蒼破斬	--	--

Commentary

.....Nope, sorry, more Copypasta from RM2.

- Tenshou Souhazan has been reanimated.
- Shinkuu Senretsuha was given to Lloyd in the PS2 version of ToS.
- Lloyd can use Hiten Shouku in the air.
- Lloyd is using techs from his T-type tree.

Lloyd is missing from RM1:

Shinkuuretsuzan  
Zankoushigure

Lloyd is missing from Symphonia (not counting S-type):

Fujinken  
Suigojin (lowered damage to all attacks)  
All elemental variations of his normal techs.

Collet Brunel (コレット・ブルーネル)

Weapon Type: Chakram (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Ray Thrust	レイトラスト	6	Light
Starts	Pikohan	ピコハン	5	--
Starts	Poihan	ポイハン	8	Water
Starts	Robber Item	ローバーアイテム	15	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Brandish	ブランディス	13	Light
Starts	Ray Shiraze	レイシレーゼ	15	Light
Starts	Piko Piko Hammer	ピコピコハンマー	13	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	Kochihan	コチハン	13	Water
Starts	Grand Chariot	グランシャリオ	18	Light
Starts	Rimue Rayer	リミュエレイヤー	24	Light
Starts	Range Wingle	レンジウイングル	24	Light
47	Piko Rain	ピコレイン	21	--
51	Stardust Cross	スターダスト・クロス	15	Light

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
34	Angel Feather	エンジェル・フェザー	23	Light
55	Grand Cross	グランドクロス	45	Light
41	Holy Song	ホーリーソング	34	Light
60	Judgment	ジャッジメント	54	Light

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Holy Judgment	ホーリージャッジメント	--	Light

#### Commentary

It seems she was toned down from RM2...She was fine as she was. :(

- Collet is using techs from her T-type tree.
- Holy Judgment is no longer random, just hold the Attack button during overlimits while casting a spell.
- Grand Cross is not new, it was added in the PS2 version of ToS.
- Holy Song raises Attack, Defence and heals 20% of HP, but will not stack with Sharpness, Barrier and the like.
- Collet's Poihan has a chance of poisoning the enemy.
- Collet's Kochihan has a chance of petrifying the enemy.
- Robber Item used to be an Ougi, now dropped to a Tokugi.

Collet is missing (not counting S-type):

Item Steal (weaker version of Robber Item)  
 Reduce Damage (lowered all damage by 20%)  
 Reviverser (dealt damage, healed allies, killed Collet)

Genius Sage (ジーニアス・セイジ)

Weapon Type: Kendama (TO Weapon)

\*\*\*\*\*



\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	9	Fire
2	Stone Blast	ストーンブラスト	9	Earth
3	Wind Cutter	ウィンドカッター	9	Wind
4	Aqua Edge	アクアエッジ	9	Water
7	Lightning	ライトニング	9	Wind
9	Icicle	アイシクル	9	Water
13	Rock Break	ロックブレイク	19	Earth
15	Spread	スプレッド	19	Water
18	Air Thrust	エアスラスト	19	Wind
21	Eruption	イラプション	19	Fire
24	Thunder Blade	サンダーブレード	19	Wind
26	Ice Tornado	アイストーネード	19	Water
36	Raging Mist	レイジングミスト	33	Fire
41	Tidal Wave	タイダルウェイブ	43	Water
31	Grand Dasher	グランドダッシャー	28	Earth
29	Cyclone	サイクロン	37	Wind
47	Explode	エクスプロード	43	Fire
52	Indignation	インディグネーション	54	Wind
58	Meteor Swarm	メテオスウォーム	53	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Indignate Judgement	インディグネイト・ジャッジメント	--	Light

Commentary

Seems cospypasta is good for you...

- Indignate Judgment hits the whole field and is Light elemental now.

- Grand Dasher uses Abyss's animation.

- Genius is using techs from his T-type tree.

Genius is missing from RM1:

Add Pressure

Gravity

Genius is missing from Symphonia (not counting S-type):

Force Field (lowers damage to all attacks)

Refill Sage (リフィル・セイジ)

Weapon Type: Staff

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
4	Charge	チャージ	8	--
7	Barrier	バリアー	15	--
9	Recover	リカバー	21	--
11	Dispel	ディスペル	15	--
13	Photon	フォトン	16	Light
15	Raise Dead	レイズデッド	28	--
21	Nurse	ナース	21	--
18	Field Barrier	フィールドバリアー	44	--
26	Recuperate	リキュペレート	24	--
31	Esparade Erase	エスブレイドイレイズ	29	--
36	Hurtless Circle	ハートレスサークル	34	--
41	Ray	レイ	19	Light
50	Resurrection	リザレクション	44	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Sacred Shine	セイクリッドシャイン	--	Light

Commentary

A straight rip from RM2. Still no Aggregate Sharp or Sharpness.

- Refill is using techs from her T-type tree.

- Hurtless Circle heals only the area around the caster now,  
and can't be cast over anyone.

Refill is missing (not counting S-type):

Force Field (lowers damage to all attacks)

Sharpness

Aggregate Sharp

Inspect Magic (Works like a specticles)

and her Hi-ougi:

Fairy Circle

Kratos Aurion (クラトス・アウリオン)

Weapon Type: Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
Starts	Shunjinken	瞬迅剣	6	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Gou Majinken	剛・魔神剣	11	--
15	Kuuhashou	空破衝	13	--
18	Senkuureppa	閃空裂破	15	--
29	Raijinken	雷神剣	15	Wind

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
34	Shugohoujin	守護方陣	15	Light
51	Gurenken	紅蓮剣	16	Fire
24	Senkou Tsuijinga	閃光墜刃牙	24	--
41	Majin Senkuuha	魔神閃空破	24	--
55	Fuuraijinken	風雷神剣	18	Wind

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Fireball	ファイアボール	9	Fire
Starts	Stone Blast	ストーンブラスト	9	Earth
13	Eruption	イラプション	19	Fire
21	Heal Wind	ヒールウィンド	34	--
26	Grave	グレイブ	16	Earth
49	Heal Stream	ヒールストリーム	44	--
60	Judgment	ジャッジメント	54	Light

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Shining Bind	シャイニング・バインド	--	Light

Commentary

RM2 Xerox.

- Kratos can attack five times with his normal attack, as opposed to three times.
- Shugohojin and Shining Bind were given to Kratos in the PS2 version of ToS.
- Kratos is using techs from his S-type tree.
- Shining Bind hits the entire screen.

Kratos is missing:

Suigojin (lowered damage to all attacks)

Gansaiken

Anything else that Kratos is missing was given to Zelos,  
and vice-versa.

Shihna Fujibayashi (藤林しいな)

Weapon Type: Talisman (TO Weapon)

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Sanrikifu	散力符	5	--
Starts	Jakoufu	蛇拘符	5	--
Starts	Yuugenfu	幽幻符	5	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Seikyuufu	生吸符	13	--
Starts	Shoukyuufu	精吸符	13	--
Starts	Sanrikishoufu	散力翔符	15	--
Starts	Yuugenshoufu	幽幻翔符	13	--
34	Jakoushoufu	蛇拘翔符	13	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Sakurikifu	炸力符	15	--
Starts	Shourikiyoufu	衝力揚符	21	--
39	Fuujinbakufuu	風刃縛封	28	Wind
49	Hamatoufu	破魔濤符	21	Light

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Soumeifu	操冥符	40	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

## Commentary

Shihna was the last person I thought would be put in this game. At least she's unique. Debuffing, reviving, and buffing (with her hi-ougi) makes her a good addition to any party.

- Shihna's Hi-ougi is gotten from a quest from her in the Brownie Mines, this can be triggered after the plot quest with her and Kyle.
- Sanrikifu and Sanrikishoufu has a chance to lower the enemy's defence.
- Jakoufu and Jakoushoufu has a chance to lower the enemy's agility.
- Yuugenfu and Yuugenshoufu has a chance to lower the enemy's attack.
- Shourikiyoufu increases the enemy's stagger duration.
- Soumeifu revives a character with 1 HP.
- Shihna is using techs from her T-type tree.
- Shihna's Hi-ougi raises the Physical Attack and Physical Defence of all party members.
- Shihna's Hi-ougi is based off dummy data from ToS' game disc.

Shinha is missing (not counting S-Type):

All her element imbuement "spells"

All her summons

Zelos Wilder (ゼロス・ワイルダー)

Weapon Type: Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
5	Shunjinken	瞬迅剣	6	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Majinken Souga	魔神剣・双牙	11	--
26	Fuujinken	風迅剣	13	Wind
18	Senkuureppa	閃空裂破	15	--

29	Raijinken	雷神剣	15	Wind
34	Dankuuken	断空剣	16	Wind

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
51	Gurenken	紅蓮剣	16	Fire
24	Senkuu Shoureppa	閃空衝裂破	21	--
41	Majin Senkuuha	魔神閃空破	24	--
55	Fuuraijinken	風雷神剣	18	Wind

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
3	Wind Cutter	ウインドカッター	9	Wind
9	Lightning	ライトニング	9	Wind
13	Air Thrust	エアスラスト	19	Wind
15	Thunder Blade	サンダーブレード	19	Wind
21	Heal Wind	ヒールウィンド	34	--
49	Heal Stream	ヒールストリーム	44	--
60	Judgment	ジャッジメント	54	Light

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Divine Judgment	ディバイン・ジャッジメント	--	Light

#### Commentary

They pretty much fixed all the flaws he had in RM2. No point of him and Kratos in the same party.

- Since RM3 only uses 6 elements, all Lightning spells are Wind element now.
- Judgment, Dankuuken, and Divine Judgment are all from the PS2 version of ToS.
- Only the first hit of Divine Judgment hits all enemies, the rest is from the radius you see.
- Zelos is using techs from his T-type tree,

Zelos is missing:

Suigojin (lowered damage to all attacks)

Gansaiken

Anything else that Zelos is missing was given to Kratos, and vice-versa.

Presea Combatir (プレセア・コンバティール)

Weapon Type: Axe

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Bakusaizan	爆碎斬	8	Earth
Starts	Kogetsusen	弧月閃	6	--
9	Ressenbu	裂旋斧	13	--
11	Houshuugeki	崩襲撃	7	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Shippuuessen	疾風裂旋	16	Wind
18	Raishuuhougeki	雷襲崩撃	11	Wind
15	Shougetsusousen	翔月双閃	15	--
21	Sousenrenbu	双旋連斧	16	--
24	Bakkairumbu	爆壞連舞	15	Earth
33	Houshoushuugeki	崩昇襲撃	15	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shikou Metsuryuusen	獅吼滅龍閃	21	--
26	Shoubu Retsugekka	翔舞烈月華	24	--
37	Kuusen Rentenbu	空旋連轉斧	24	--
41	Sougetsu Bakurenbu	双月爆連舞	24	Earth
51	Fugaku Shuusaigeki	斧顎襲碎撃	24	Earth
56	Renga Bakusaijin	連牙爆碎迅	24	Earth

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Hien Messhoujin	緋焰滅焦陣	--	--

Commentary

More cospasta, not that I'm complaining about it.

- Presea is using techs using her T-type tree.

- Raishuuhougeki, Shippuretsusen, and Hien Messhoujin are not new, they were added to the PS2 version of ToS.

Presea is missing (not counting S-type):

Chiseijin (lowers damage from all attacks).

Reppa Enshougeki (PS2, given to Warrior)

=====

Tales of Rebirth

=====

Veigue Lungburg (ヴェイグ・リュングベル)

Weapon Type; Great Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Zehhyoujin	絶氷刃	6	Water
Starts	Shunrenjin	瞬連塵	13	--
Starts	Reppashou	裂破衝	8	--
15	Zesshouzan	絶翔斬	13	Water
26	Genryuuzan	幻龍斬	13	--
37	Mueishou	無影衝	11	Water
Starts	Majinken	魔神剣	5	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Renjin Rehhyougeki	連塵裂氷撃	16	Water
13	Touga Shoureppa	凍牙衝裂破	15	Water
18	Zekkuu Rehhyougeki	絶空裂氷撃	13	Water
21	Shouha Rengashou	衝破連牙衝	21	--
24	Renjin Zanshouken	連塵斬翔剣	21	--
29	Zekkuu Shoureppa	絶空衝裂破	21	Water
34	Renjin Ryuueijin	連塵龍影刃	21	--
41	Genma Rengashou	幻魔連牙衝	24	--
49	Houryuu Shoureppa	崩龍衝裂破	21	Water
51	Genma Shoureppa	幻魔衝裂破	21	--
55	Zekkuu Ryuueijin	絶空龍影刃	21	--
60	Houryuu Mueiken	崩龍無影剣	24	Water

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Celsius Calibur	セルシウスキャリバー	--	Water

Commentary

Lost an Ougi to make space for a Hi-ougi, otherwise the same as RM2.

- Soul Calibur, lol.



- Celsius Calibur was a combination hi-ougi between him and Hilda,  
now it's stand alone.

Veigue is missing from RM2:

Touga Mueiken

Veigue is missing from Rebirth:

Skills learned from the "-no Tamashi" accesories:

Shunjinken

Kogahazan

Senkoushou

Kuushuuken

Muhyoushou

and:

Zetsu Muhyousou

Zetsu Shun'eijin

Touga Ryuueijin

Genma Zanshouken

and Combination Hi-ougi:

Ryuuko Metsugazan (with Annie, now stand alone, sort of)

Embrace End (with Mao)

Mao (マオ)

Weapon Type: Tonfa (TO weapon)

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Flare Shot	フレアショット	16	Fire
7	Wind Edge	ウィンドエッジ	16	Wind
11	Arch Shade	アーチシェイド	16	Dark
24	Aiming Heat	エイミングヒート	28	Fire
18	Burn Strike	バーンストライク	19	Fire
21	Negative Gate	ネガティブゲイト	19	Dark
29	Gale Slash	ゲイルスラッシュ	28	Wind
13	Gusty Nail	ガスティーネイル	16	Wind
49	Fearful Storm	フィアフルストーム	54	Wind
36	Bloody Cross	ブラッディクロス	28	Dark
41	Blazing Hearts	ブレイジングハーツ	45	Fire
55	Disaster Roar	ディザスターロアー	53	Dark

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Commentary

Disaster Roar is still awesome.

- Inferno Drive was a combination hi-ougi between him and Eugene,  
now it's stand alone.

Mao is missing:

F Flame  
F Enchant

and Combination Hi-ougi:

Guren Tenshou (with Tytree, now stand alone)  
Embrace End (with Veigue)

Eugene Gallarado (ユージーン・ガラルド)

Weapon Type: Spear (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Senpuusou	旋風槍	8	Wind
Starts	Rekkusou	裂駟槍	13	--
Starts	Gouhasou	轟破槍	13	Earth
29	Tenraisou	天雷槍	6	Wind
Starts	Shunjinsou	瞬迅槍	13	--
41	Messhousou	滅翔槍	11	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Reppuu Jinsoushou	裂風迅槍衝	16	Wind
Starts	Goubaku Senpuuga	轟爆旋風牙	18	Wind
18	Goubaku Jinsoushou	轟爆迅槍衝	24	--
21	Reppuu Shunjinsatsu	裂風瞬迅殺	24	Wind
24	Shunsatsu Jinsoushou	瞬殺迅槍衝	24	--
34	Messatsu Senpuuga	滅殺旋風牙	24	Wind
37	Ressou Tenshougeki	裂走天翔擊	29	--
44	Jinrai Goushougeki	迅雷轟衝擊	29	Wind
47	Jinrai Tenshougeki	迅雷天翔擊	30	Wind
49	Goubaku Tenshougeki	轟爆天翔擊	28	Earth
51	Shunsatsu Tenshougeki	瞬殺天翔擊	21	Earth

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Commentary

He gained Tenraisou (FINALLY) and few ougi, Jinrai Tenshougeki being the best ougi in his original game.

- All of his skills that were Light elemental in Rebirth are now Wind.
- Shouha Rekkousen was a combination hi-ougi between him and Annie, now it's stand alone.

Eugene is missing from RM1 & Rebirth:

- Ren Koutaisou
- Ren Kyoumeidan
- Reppuu Bakuraijin
- Ressou Bakuraijin
- Shunsatsu Goushougeki
- Jinrai Shunjinsatsu

and Combination Hi-ougi:

- Dual the Sun (with Hilda)
- Inferno Drive (with Mao, now stand alone)

Annie Barrs (アニー・バース)

Weapon Type: Staff

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Power Kraft	パワー・クラフト	21	Fire
Starts	Guard Wasser	ガード・ヴァッサー	21	Water
Starts	Life Materia	ライフ・マテリア	13	Earth
11	Charge Wind	チャージ・ヴィント	13	Wind
13	Reduce Regen	レデュース・レーゲン	21	Fire
21	Shave Regen	シェイブ・レーゲン	21	Water
18	Mind Geist	マインド・ガイスト	21	Light
29	Blast Regen	ブラスト・レーゲン	21	Light
33	Resist Wille	レジスト・ヴィレ	21	Dark
37	Gambit Regen	ガンビット・レーゲン	21	Dark
15	Rise Elixer	R(ライズ)・エリキシル	56	Water
41	Drag Leben	D(ドラッグ)・レーベン	21	Water
24	Heal Regen	ヒール・レーゲン	44	Earth
44	Arts Regen	アーツ・レーゲン	34	Earth
49	Break Regen	ブレイク・レーゲン	34	Earth

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

### Commentary

Seems Alpha Systems figured out how potent her circles are and doubled or TRIPLED her TP usage with them. That and her AI is even dumber now, so best control her to get what you want, or make good AI setting commands.

- Ryuuko Metsugajin is new, sort of.
- Most of Annie's skills work completely different from Rebirth, as I will explain.
- Power Kraft raises physical attack power and cures all status effects for all allies in an AoE temporarily.
- Guard Wasser raises physical defence power and cures all status effects for all allies in an AoE temporarily .
- Life Materia gives all allies a HP regenerative effect and cures all status effects for all allies in an AoE temporarily.
- Charge Wind recovers 10% of max TP and cures all status effects to all allies in an AoE temporarily.
- Mind Geist raises magical attack power and cures all status effects to all allies in an AoE temporarily.
- Resist Wille raises magical defence power and cures all status effects to all allies in an AoE temporarily.
- Reduce Regen temporarily reduces the physical attack power for all enemies by 10%.
- Shave Regen reduces the physical defence power for all enemies by 10% temporarily.
- Blast Regen reduces the arte attack power for all enemies by 10% temporarily.
- Gambit Regen increases the arte attack power for all allies by 10% temporarily.
- Rise Elixer revives all allies in range.
- Drug Leben steals HP from enemies and shares it to all allies in range.
- Heal Regen heals 50% of all allies HP.
- Arts Regen raises all allies Overlimit gauges by 8%.
- Break Regen increases the chances to break the guard of all enemies.

Annie is missing:

Pain Regen (increases the knockback rate of enemies)  
 Burst Regen (Raises the enemies Rage Gauge, ToR game mechanic.)  
 Stun Regen (Lowers the enemies Rage Gauge, ToR game mechanic.)  
 Flash Regen (3 seconds of invincibility, not surprised she doesn't have it)  
 Fast Regen (increases characters movement speed)

and Combination Hi-ougi:

Infinitia Strike (with Tytree)  
 Shouha Rekkousen (with Eugene)

Tytree Crowe (ティトレイ・クロウ)

Weapon Type: Fist

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shourenkyaku	翔連脚	6	--
Starts	Garengeki	牙連撃	8	--
Starts	Goureppa	轟裂破	7	--
21	Shikkuuha	疾空波	7	--
Starts	Juhousen	樹砲閃	8	Earth
37	Senshousen	扇翔閃	11	Water

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Hiren Goushouga	飛連轟衝牙	15	--
Starts	Guren Rentenkyaku	愚連連天脚	15	--
18	Gouretsuo Rengadan	轟裂連牙弾	16	--
24	Hiren Tsuirensen	飛連墜蓮閃	18	Earth
26	Gouretsuo Zankuukyaku	轟裂斬空脚	15	--
29	Hiren Zankuukyaku	飛連斬空脚	21	--
34	Hiou Goushouga	緋桜轟衝牙	15	Earth
41	Guren Tsuirensen	愚連墜蓮閃	18	Earth
44	Gouretsuo Soushousen	轟裂蒼翔閃	21	Water
49	Guren Soushousen	愚連蒼翔閃	29	Water
51	Guren Zankuukyaku	愚連斬空脚	21	--
55	Kuuha Tsuirensen	空破墜蓮閃	15	Earth
58	Kuuha Soushousen	空破蒼翔閃	18	Water

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Guren Tenshou	紅蓮天翔	--	Fire

Commentary

The fighter/archer mix is in, extremely fast and can work long rang as well as short. Kinda annoyed they left out his best ougi though. If he offers you any mushroom soup however, RUN.

- Seems Juhousen and Senshousen have lag, and can only chain to Guren Tsuirensen and Guren Soushousen respectively.
- Gutentenshou was a combination hi-ougi between him and Mao, now it's stand alone.

Tytree is missing:

Geki Jusouheki  
Geki Shunsatsuren  
Souha Rentenkyaku  
Shouha Tsurensen (Why?)

and Combination Hi-ougi

Thousand Braver (with Hilda)  
Infinitia Strike (with Annie)

=====  
Tales of Legendia  
=====

Senel Coolidge (セネル・クーリッジ)

Weapon Type: Fist

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神拳	5	--
Starts	Genryuuken	幻竜拳	5	--
Starts	Hakugekishou	迫撃掌	8	--
Starts	Funryuugeki	噴竜撃	7	--
13	Hienrenkyaku	飛燕連脚	13	--
33	Rondo Senpuu	輪舞旋風	8	--
15	Rengadan	連牙弾	11	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
24	Majinken Souga	魔神拳・双牙	13	--
44	Bakuryuuken	爆竜拳	15	--
11	Bakugekishou	爆撃掌	13	--
Starts	Keigan Sairakugeki	軽岩碎落撃	8	--
21	Rekigan Hakurakugeki	礫岩迫落撃	16	--
37	Kyogan Retsurakugeki	巨岩裂落撃	24	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Majin Genryuuken	魔神幻竜拳	13	--
26	Hien Genryuuken	飛燕幻竜拳	21	--
29	Renga Hienkyaku	連牙飛燕脚	30	--
41	Majinken Ryuuga	魔神拳・竜牙	16	--
49	Rondo Funryuurengeki	輪舞噴竜連撃	21	--
55	Saiga Bakuryuuken	碎臥爆竜拳	28	--
51	Bakugadan	爆牙弾	21	--
60	Rondo Bakugadan	輪舞爆牙弾	28	--
65	Ryu'ou Tenku	竜凰天駆	21	Fire

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Satsugeki Genryuujin	殺撃幻竜陣	--	--

Commentary

They fixed up Senel nice, plays even better than his actual game.

- Satsugeki Genryuujin is based off dummy data found on the ToL game disc.

Senel is missing from RM1:

Yousoukyaku  
Hakugeki Senkou  
Ho'ou Tenku

Senel is missing from RM2:

Goushourai  
Garyuusai  
Shishisenkou  
Shinryuugeki

Senel is missing from Legendia:

Hakugeki Goushourai  
Rengan Houraigeki (throws light enemies)  
Gakugan Zetsurakugeki (throws massive enemies)  
Banbutsu Shintsuigeki (throws any enemy)  
All of Senel's Garyuu Ougi/Compound techs.

Shirley Fennes (シャーリィ・フェンネス)

Weapon Type: Pen (TO Weapon)

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	Fireball	ファイアボール	9	Fire
Starts	Cheering	チアリング	12	--
Starts	Shelter	シェルター	19	--
11	Ice Wall	アイスウォール	19	Water
15	Blizzard	ブリザード	19	Water
18	Cure	キュア	21	--
23	Tractor Beam	トラクタービーム	19	--
31	Grand Dasher	グランドダッシャー	28	Earth
37	Tidal Wave	タイダルウェイブ	43	Water
41	Indignation	インディグネーション	54	Wind
55	Shooting Star	シューティングスター	53	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Umi no Iyashi	海の癒し	--	Water

#### Commentary

Shirley is really good in this game thanks to her hi-ougi, RM type spells, and Radiant Drive. Give her casting reduction slots on her equipment, and spam Shooting Star and Tidal Wave to your heart's content.

- Besides Cheering and Shelter, her spells are using RM's style of animation (which is a good thing).
- Cheering temporarily raises one characters Physical Attack stat.
- Shelter temporarily raises all characters Physical Defense stat.
- Umi no Iyashi attacks all enemies on the field, heals all party members fully and cures all status effects including reviving dead characters.
- Umi no Iyashi is based off dummy data found on the ToL game disc.

Shirley is missing:

Nothing.

Chloe Valens (クロエ・ヴァレンス)

Weapon Type: Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--



3	Chirisazame	散沙雨	7	--
5	Kogahazan	虎牙破斬	7	--
8	Shipuusen	疾風閃	6	--
13	Kuuretsuzan	空裂斬	7	--
15	Shoubu	昇舞	8	--
29	Genshouken	幻晶劍	11	--
37	Jin'u	迅羽	7	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
21	Kenbu	絢舞	8	--
11	Akisazame	秋沙雨	13	--
55	Majinken Souga	魔神劍・双牙	13	--
41	Jinpuusen	神風閃	15	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Shuu'u Majinken	驟雨魔神劍	18	--
24	Shuu'u Kogahazan	驟雨虎牙破斬	21	--
26	Koga Kuuretsuzan	虎牙空裂斬	24	--
33	Majinken Kenbu	魔神劍・絢舞	18	--
49	Shuu'u Genshouken	驟雨幻晶劍	24	--
44	Kirisazame	霧沙雨	21	--
51	Jin'u Kuuretsuzan	迅羽空裂斬	18	--
60	Shoubu Jinpuusen	昇舞神風閃	24	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Musou Jinressen	無想神烈閃	--	--

#### Commentary

Same as RM2, a combo of Attack X 3 Chirisazame - Akisazame - Kirisazame would break most enemies guard/penetrate quite easily as well as built up the Overlimit gauge quickly.

- Musou Jinressen is based off dummy data found on the ToL game disc.

Chloe is missing form Legendia:

Getsueijin  
 Juushourai  
 Shuusouraizan  
 Getsueishoubu  
 Majinken Shunga  
 Shiden Getsueijin  
 All of Chloe's Garyuu Ougi/Compound techs.

Norma Biatty (ノーマ・ビアッティ)

Weapon Type: Straw (TO Weapon)

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Booing	ブーイング	10	--
Starts	Cheering	チアリング	12	--
9	Silence	サイレンス	15	--
11	Grave	グレイブ	16	Earth
15	Fire Storm	ファイアストーム	19	Fire
18	Blizzard	ブリザード	19	Water
21	Raise Dead	レイズデッド	28	--
26	Ray	レイ	19	Light
29	Tractor Beam	トラクタービーム	20	--
33	Booing Dance	ブーイングダンス	20	--
37	Cheer Dance	チアダンス	24	--
41	Grand Dasher	グランドダッシャー	28	Earth
49	Resurrection	リザレクション	44	--
50	Black Hole	ブラックホール	33	Dark
55	Ancient Nova	エンシェントノヴァ	45	Fire
60	Meteor Swarm	メテオスウォーム	53	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Originate Blaze	オリジネイトブレイズ	--	Light

#### Commentary

The Treasure Hunter with a habit of giving everyone nicknames is in and one of the first characters announced in this game. Very good spell list, just remember to give her some TP reducing slot and casting reduction slots on her equipment, and your golden.

- Besides Cheering, Cheer Dance, Booing and Booing Dance, her spells are using RM's style of animation (which is a good thing).
- Cheering temporarily raises one characters Physical Attack stat.
- Cheer Dance temporarily raises all characters Physical Attack stat.
- Booing temporarily lowers one enemies Physical Attack stat.
- Booing Dance temporarily lowers all enemies Physical Attack

stat.

- Originate Blaze is based off dummy data from the ToL game disc.

Norma is missing:

Fire Wall  
Ice Wall  
Volt Arrow  
Dark Force  
Rolling Stone

Will Raynerd (ウイル・レイナード)

Weapon Type: Hammer (TO Weapon)

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Lightning	ライトニング	9	Wind
Starts	First Aid	ファーストエイド	5	--
Starts	Stone Blast	ストーンブラスト	9	Earth
Starts	Fireball	ファイアボール	9	Fire
Starts	Recover	リカバー	21	--
11	Ice Needle	アイスニードル	9	Water
13	Anti Shield	アンチシールド	10	--
15	Spread	スプレッド	19	Water
18	Shield	シールド	15	--
21	Freeze Lancer	フリーズランサー	19	Water
24	Thunder Blade	サンダーブレード	19	Wind
29	Eruption	イラプション	19	Fire
33	Cure	キュア	21	--
37	Anti Shelter	アンチシェルター	20	--
41	Shelter	シェルター	20	--
49	Indignation	インディグネーション	54	Wind
51	Embrace End	インブレイスエンド	53	Water
55	Black Hole	ブラックホール	33	Dark
60	Shooting Star	シューティングスター	53	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	The End	ジ・エンド	--	Water

Commentary

Yet another mage with the awesome Shooting Star spell.  
Spam, spam, and spam some more. Wish The End hit more  
than one opponent though....

- Besides Shield, Anti Shield, Anti Shelter and Shelter,  
his spells are using RM's style of animation.  
(which is a good thing).

- Shelter temporarily raises all characters Physical Defense stat.
- Anti Shelter temporarily lowers all enemies Physical Defense stat.
- Shield temporarily raises one character's Physical Defense stat.
- Anti Shield temporarily lowers one enemy's Physical Defense stat.
- The End is based off dummy data from the ToL disc.

Will is missing:

Flame Cutter  
Icicle Bolt  
Extension  
Big Bang

Jay (ジエイ)

Weapon Type: Sword or Knife

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Kunai	苦無	5	--
3	Homura	焰	9	Fire
7	Hyouju	氷樹	9	Water
9	Ansouha	闇走破	6	--
15	Doran	土乱	9	Earth
21	Raiden	雷電	9	Wind
24	Kagenui	影縫い	11	Dark
29	Ukigumo	浮雲	8	--
45	Fuuga	風雅	11	--
44	Shouyoku	翔翼	11	--
47	Izuna Otoshi	飯綱落とし	8	--
55	Rinmei	鈴鳴	18	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Kunai: Homura	苦無・焰	18	Fire
18	Oboro Hyouju	朧氷樹	16	Water
26	Ansou Homura	闇走焰	21	Fire
33	Oboro Doran	朧土乱	16	Earth
37	Ansou Raiden	闇走雷電	21	Wind
50	Ukigumo: Fuuga	浮雲・風雅	24	--
60	Rinmei Kunai	鈴鳴苦無	30	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Endaija no In	焰大蛇の印	--	Fire

#### Commentary

Very nice for a break dancing ninja, has access to all elements besides Light, and can make enemies walk on an elemental mat of damage of their choosing.

(Homura, Hyouju, Doran and Raiden).

- Endaija no In is based off dummy data found on the ToL game disc.

Jay is missing:

Kyosatsu

Kagesouha

All of Jay's Garyuu Ougi/Compound techs.

=====  
Tales of the Abyss  
=====

Luke fon Fabre (ルーク・フォン・ファブレ)

Weapon Type: Sword

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Sougazan	双牙斬	13	--
Starts	Majinken	魔神拳	5	--
Starts	Houshuukyaku	崩襲脚	5	--
Starts	Shunjinken	瞬迅剣	6	--
Starts	Reppashou	烈破掌	8	--
Starts	Goushourai	剛招来	8	--
Starts	Senshouha	穿衝破	7	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shuusouraizan	襲爪雷斬	18	Wind
Starts	Resshintenshou	烈震天衝	16	Earth

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	Zeppa Rehhyougeki	絶破烈氷撃	18	Water
Starts	Tsuga Renhazan	通牙連破斬	21	--
Starts	Garen Houshuugaku	牙連崩襲顎	16	--
Starts	Yousou Goushouha	鷹爪豪掌破	18	--
37	Zan'ei Rekkoushi	斬影烈昂刺	21	--
41	Senpa Zangesshuu	穿破斬月襲	18	--
44	Senkou Tsuijinga	閃光墜刃牙	21	--
47	Resshin Sougekiha	烈穿双撃破	21	--
55	Shouha Rekkousen	翔破裂光閃	21	Light
58	Hien Shunrenzan	飛燕瞬連斬	21	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Radiant Howl	レイディアント・ハウル	--	--

#### Commentary

For one-on-one fights Luke is pretty much your man, again. The only difference is he has long hair now.

- Goushourai raises Luke's attack for about a minute.
- FoF skills/spells are now used as regular skills.

Luke is missing from RM1 and Abyss:

Shugohojin  
 Shugo Hyousojin (FoF of Shugohojin)  
 Suigojin  
 Ei Shourai

His Hi-Ougi:

Ion Summon  
 Lost Fon Drive

Anything else Luke is missing was given to Asch and vice-versa.

Tear Grants (ティア・グランツ)

Weapon Type: Staff

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Pikohan	ピコハン	5	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Nocturnal Light	ノクターナルライト	8	--
Starts	Severed Fate	セヴァードフェイト	15	Light
37	Banishing Sorrow	バニシングソロウ	18	Light

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Nightmare	ナイトメア	9	Dark
Starts	Meditation	メディテーション	13	--
Starts	Charge	チャージ	8	--
Starts	Hurtless Circle	ハートレスサークル	34	--
Starts	Raise Dead	レイズデッド	28	--
Starts	Eclair Larme	エクレーラルルム	11	Light
Starts	Spell Enhance	スペル・エンハンス	15	--
50	Ressurrection	リザレクション	44	--
Starts	Holy Lance	ホーリーランス	28	Light
41	Holy Song	ホーリーソング	34	--
55	Judgment	ジャッジメント	54	Light
47	Grand Cross	グランドクロス	45	Light

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Innocent Shine	イノセント・シャイン	--	Light

#### Commentary

Another straight rip from RM2, and still one of best mages in the game.

- Hurtless Circle heals only the area around the caster now, and can't be cast over anyone.
- Holy Song raises Attack, Defence and heals 20% of HP, but will not stack with Sharpness, Barrier and the like.
- Spell Enhance lowers spell casting time.
- FoF skills/spells are now used as regular skills.
- Meditation heals 40% of HP and heals all status effects.

Tear is missing:

Kochi Kochi Hammer (FoF of Pikohan)  
 Inlay Nocturne (FoF of Nocturnal Light)  
 Fatal Circluar (FoF of Severed Fate)  
 Searing Sorrow (FoF of Banishing Sorrow)  
 Appears: Ground, Aqua, Flame and Gale  
 (No FoF's in this game to use)  
 Tribute (FoF of Charge)

Fairy Circle (FoF of Hurtless Circle)  
Flamme Rouge (FoF of Eclair Larme)  
Witchcraft (FoF of Spell Enhance)  
Regenerate (FoF of Raise Dead)  
Cluster Raid (FoF of Holy Lance)  
Force Field

and her Hi-Ougi:

Fortune Arc + Extension

Guy Cecil (ガイ・セシル)

Weapon Type: Sword

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
5	Rekkuzan	裂空斬	13	--
9	Kogetsusen	弧月閃	6	--
21	Shinkuu hazan	真空破斬	11	--
24	Shuukihou	集気法	15	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
15	Shishisenkou	獅子戦吼	15	--
39	Dankuiken	断空剣	16	Wind
11	Akisazame	秋沙雨	13	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
26	Ryuusou Senkuuha	龍爪旋空破	21	Wind
18	Majin Getsueika	魔神月詠華	18	--
29	Zekku Majingeki	絶空魔神撃	18	--
33	Shikou Bakuraijin	獅吼爆雷陣	24	Wind
37	Gekka Zankousen	月華斬光閃	28	--
41	Senkuu Shoureppa	閃空翔裂破	21	--
44	Byakko Sousenga	白虎宵閃牙	21	--
47	Kokuu Resshoujin	虚空連衝刃	18	--
51	Resshin Senshouha	烈震千衝破	24	--
55	Zeppa Juujishou	絶破十字衝	16	--
58	Zesshou Hyougajin	絶衝氷牙陣	21	Water

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*



Level	Name	Japanese	TP Cost	Element
45	Ho'ou Tenshouku	鳳凰天翔駆	--	Fire

#### Commentary

Fixed everything that's wrong with him in RM2.

- Kogetsusen can now chain into combo's again.
- Shuukihou heals 15% of Guy's HP.
- Resshin Senshouha used to be Earth elemental, now non-elemental.
- FoF skills/spells are now used as regular skills.
- Guy's Down+Attack will not lift up enemies anymore.
- Guy conforms to the Tokugi - Higi - Ougi - Hi-Ougi chain now.

Guy is missing:

Kogahazan

Maou Engekiha (FoF of Majinken)

Hyougetsushousen (FoF of Kogetsusen)

Juushourai (FoF of Shuukihou)

Ryuuko Metsugazan (FoF of Kogahazan)

Suigojin

Neppa Senpuujin (FoF of Dankuiken)

and his Hi-Ougi:

Brilliant Overlord (Senpa Shunrenjin)

Anise Tatlin (アニス・タトリン)

Weapon Type: Staff

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Garyuugeki	臥龍撃	8	--
5	Sousenga	双旋牙	8	--
9	Inspect Eye	インスペクトアイ	3	--
13	Yousoushuugeki	鷹爪襲撃	11	--
18	Ryuu'eida	流影打	8	--
24	Might Charge	マイトチャージ	8	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
15	Souren Ryuugasou	爪連龍牙昇	21	--

33	Souryuu Rettouda	爪竜烈濤打	24	--
37	Kuuha Tokuudan	空破特攻弾	16	--
26	Zan'ei Rensengeki	斬影連旋撃	21	--
51	Shoubu Koubappa	翔舞煌爆破	18	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Spark Web	スパークウェブ	19	Wind
21	Negative Gate	ネガティブゲイト	19	Dark
7	Pikohan	ピコハン	9	--
29	Miracle Hammer	ミラクルハンマー	28	--
44	Rock Mountain	ロックマウンテン	33	Earth
47	Raise Dead	レイズデッド	28	--
41	Maelstrom	メイルシュトローム	28	Water
55	Divine Saber	ディバインセイバー	54	Light

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Izayoi Tenbu	十六夜天舞	--	--

Commentary

Weapons are balanced now, so now, so is she.

- Izayoi Tenbu is actually Satsugeki Bukouken + Izayoi Tenbu.

- Pikohan, Raise Dead, Divine Saber, and Inspect Eye were on accesories for Anise in Abyss.

- Divine Saber is light elemental now.

- FoF skills/spells are now used as regular skills.

Anise is missing:

Luck Luck

Choupachiki (Heihachi doll)

X-BUSTER (KOS-MOS doll)

Suigojin

Rentou Raikoudan

Goushouha (Heihachi doll)

Shikou Metsuryuusen (Presea doll)

All the FoF's versions of her physical techs.

Limited

Crimson Riot (FoF of Negative Gate)

Bloody Howling

and Her Hi-Ougi:

Fever Time

Jade Curtiss (ジェイド・カーティス)

Weapon Type: Spear (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shunjinsou	瞬迅槍	6	--
Starts	Tenraisou	天雷槍	6	Wind

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Gansai Retsujinsou	岩砕烈迅槍	15	Earth
Starts	Raijin Senpuusou	雷神旋風槍	13	Wind
Starts	Tenshou Tsuigasou	天衝墜牙槍	13	--
37	Tsuiga Bakuensou	墜牙爆炎槍	24	Fire
47	Fuujin Kousenshou	風塵皇旋衝	13	Wind
55	Suijin Karyuusou	水塵渦龍槍	21	Water

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Energy Blast	エナジーブラスト	9	--
Starts	Rock Break	ロックブレイク	19	Earth
Starts	Splash	スプラッシュ	19	Water
Starts	Icicle Rain	アイシクルレイン	19	Water
Starts	Turbulence	タービュランス	16	Wind
33	Grand Dasher	グランドダッシャー	28	Earth
Starts	Saint Bubble	セイントバブル	16	Water
41	Frigid Coffin	フリジットコフィン	28	Water
51	Divine Saber	ディバインセイバー	54	Light
44	Absolute	アブソリュート	28	Water
60	Meteor Swarm	メテオスウォーム	53	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Mystic Cage	ミステック・ケージ	--	Dark

Commentary

Again, balanced weapons, balanced character.

- Saint Bubble's radius is severly lowered, it only hits one enemy now.

- Divine Saber is Light elemental now.

- FoF skills/spells are now used as regular skills.

Jade is missing:

Photon (FoF of Energy Blast)

Drain Magic

Absorption (FoF of Drain Magic)

Flame Burst

Eruption (FoF of Rock Break)

Flare Tornado (FoF of Turbulence)

Explode (FoF of Flame Burst)

Ignite Prison

Thunder Blade

Prism Sword

Gravity (FoF of Thunder Blade)

Raging Mist (Fof of Ignite Prison)

and his Hi-Ougi:

Indignation

Natalia Luzu Kimlasca Lanvaldear  
(ナタリア・ルツ・キムラスカ・ランバルディア)

Weapon Type: Bow

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Pierces Line	ピアスライン	6	--
Starts	Sturm Edge	シュトルムエッジ	8	--
Starts	Aerial Razor	エアリアルレイザー	8	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Vortex Line	ヴォルテックライン	15	Wind
Starts	Blast Edge	ブラストエッジ	18	Fire
33	Star Stroke	スターストローク	15	--
36	Embrace Star	エンブレススター	15	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Brave Feed	ブレイブフィード	28	--
49	Stroke Quaker	ストローククエイカー	21	Earth
58	Embrace Blue	エンブレスブルー	24	Water

\*\*\*\*\*

\* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Recover	リカバー	21	--
Starts	Heal	ヒール	13	--
Starts	Sharpness	シャープネス	13	--
Starts	Resist	レジスト	21	--
Starts	Heal Wind	ヒールウィンド	34	--
Starts	Barrier	バリアー	15	--
41	Cure	キュア	21	--
44	Anti Magic	アンチマジック	15	--
55	Recuperate	リキュペレート	24	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Astral Rain	アストラル・レイン	--	--

Commentary

With her in, the main TotA cast is done. She can be long range as well as support. My only main issue, archery skills shouldn't lag.

- FoF skills/spells are now used as regular skills.
- There are no high in TotA, Star Stroke and Embrace Star are both ougi.
- Vortex Line, Blast Edge, Stroke Quaker and Embrace Blue "lag".  
 In TotA when FoF's took place the game slowed down, in RM3 it's done in real time, so she takes time to "charge".

Natalia is missing:

Cavalry  
 Scare Bane  
 Revive  
 Healing Force

FoF Effects

Astral Laser  
 Phalanx  
 Aqua Protection  
 Blaze Emitter  
 Calamity Bane  
 Restore  
 Angel's Breath

and Hi-ougi

Noble Roar (US PS2 Version)

Asch (アッシュ)

Weapon Type: Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Sougazan	双牙斬	13	--
Starts	Houshuukyaku	崩襲脚	5	--
Starts	Reppashou	烈破掌	8	--
Starts	Senshouha	穿衝破	7	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shuusouraizan	襲爪雷斬	18	Wind
Starts	Garensuugeki	紅蓮襲撃	15	Fire
Starts	Raijinken	雷神剣	15	Wind

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Tsuga Renhazan	通牙連破斬	21	--
Starts	Garen Houshuugaku	牙連崩襲顎	16	--
Starts	Ganzan Messaijin	岩斬滅碎陣	15	Earth
37	Kuuha Zeppuugeki	空破絶風撃	18	Wind
44	Senkou Tsuijinga	閃光墜刃牙	21	--
47	Maou Zetsuenkou	魔王絶炎煌	24	Fire
55	Maou Chigakujin	魔王地顎陣	24	Earth
58	Zanma Hienzan	斬魔飛影斬	24	Dark

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Rock Break	ロックブレイク	19	Earth
Starts	Icicle Rain	アイシクルレイン	19	Water
51	Explode	エクスプロード	43	Fire
41	Thunder Blade	サンダーブレード	19	Wind

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Kouga Meishouzan	絞牙鳴衝斬	--	--

Commentary

Copier is at full blast at NB headquarters.

- Garenshuugeki knocks down now.

- FoF skills/spells are now used as regular skills.

- Despite how it looks, Kouga Meishouzan, has a small radius, and the monsters change positions when it activates. Weird.

Asch is missing:

Shugohojin

Shugo Hyousojin (FoF of Shugohojin)

Suigojin

Ei Shourai

Anything else Asch is missing was given to Luke and vice-versa.

Van Grants (ヴァン・グランツ)

Weapon Type: Sword or Great Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Kouryuusou	光龍槍	13	Light
Starts	Reppashou	烈破掌	8	--
Starts	Senkuuken	閃空劍	8	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shuusouraizan	襲爪雷斬	18	Wind

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shugo Hyousojin	守護氷槍陣	28	Water

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Negative Gate	ネガティブゲイト	19	Dark
Starts	Cluster Raid	クラスターレイド	19	Earth
Starts	Crimson Riot	クリムゾンライオット	28	Fire
Starts	Ignite Prison	イグニートプリズン	28	Fire
Starts	Grand Dasher	グランドダッシャー	28	Earth

Starts	Frigid Coffin	フリジットコフィン	28	Water
36	Holy Lance	ホーリーランス	28	Light
41	Raging Mist	レイジングミスト	33	Fire
50	Prism Sword	プリズムソード	37	Light
58	Judgment	ジャッジメント	57	Light

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Seiou Souhajin	星皇蒼破陣	--	--

Commentary

.....Van? Really? Well I guess he's good to have if want another MAGE in your party, I guess.....

- Van cannot jump.

- Van can attack 6 times, as opposed to 3.

- Van's Shuusouraihan launches the enemy high into the air.....  
the reason being is probably so that Shugo Hyousoujin can chain properly.

Van is missing:

Nothing, he's an "NPC" >\_>

=====  
Tales of the Tempest  
=====

Caius Qualls (カイウス・クオールズ)

Weapon Type: Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神劍	5	--
Starts	Chirisazame	散沙雨	7	--
Starts	Kogetsuzan	弧月斬	7	--
15	Kogahazan	虎牙破斬	7	--
29	Rekkuzan	烈空斬	13	--
21	Hiten Shouku	飛天翔駆	8	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Majinken Souga	魔神劍・双牙	11	--
13	Akisazame	秋沙雨	15	--



33	Shishisenkou	獅子戦吼	15	--
47	Kokuuretsuzan	虚空裂斬	18	--
41	Tenchi Mousougeki	天地猛爪撃	21	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Majin Rengazan	魔神連牙斬	18	--
24	Shuu'u Souhazan	驟雨双破斬	21	--
26	Zankou Shigure	斬光時雨	21	--
37	Shishi Senretsuha	獅子千裂破	21	--
51	Shiguresanka	時雨散花	34	--
55	Tenshou Rengageki	天翔連牙撃	30	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Beast Blow	ビーストブロウ	--	--

#### Commentary

Two changes, otherwise, same Caius.

- Hiten Shouku can be used in the air.
- Unlike Tempest, all of his skills can be used by themselves.  
No need to use Majinken twice for Majinken Souga and the like.
- Beast Blow used to be a normal skill (use Juujinka when 50% HP, then use any attack to use Beast Blow), now a Hi-Ougi.

Caius is missing:

Samidare (Chirisazame + Kogetsuzan)  
 Suigojin (Lowered damage to all attacks)

Rubia Natwick (ルビア・ナトウィック)

Weapon Type: Staff

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	9	Fire
Starts	First Aid	ファーストエイド	5	--
31	Barrier	バリアー	21	--
Starts	Icicle	アイシクル	9	Water
Starts	Deep Mist	ディープミスト	3	--
24	Nurse	ナース	21	--
26	Eruption	イラプション	19	Fire

Starts	Recover	リカバー	21	--
11	Photon	フォトン	16	Light
21	Heal	ヒール	13	--
29	Ice Tornado	アイストーネード	19	Water
34	Anti Magic	アンチマジック	15	--
37	Resist	レジスト	21	--
13	Flame Lance	フレイムランス	16	Fire
55	Field Barrier	フィールドバリアー	44	--
41	Ray	レイ	19	Light
15	Raise Dead	レイズデッド	28	--
19	Spread	スプレッド	19	Water
49	Recuperate	リキュペレート	24	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Sacred Shine	セイクリッドシャイン	--	Light

#### Commentary

Medigo Flame would be still be better as a Hi-Ougi for her. That and better spells would be nice.

- Flame Lance is the only unique spell she has.

- Sacred Shine is a normal spell in Tempest (gotten as an event), now changed to an Hi-Ougi. She, Refill and the Priest have the same animation for it. She however has a different incantation for it.

Rubia is missing:

Explode

Divine Laser

Absolute

Judgment

Embrace End

Medigo Flame

Resurrection

Angel Halo (Healed 100% in an AOE)

Angelus (Auto-Life)

Revive (100% HP revival to a dead character)

=====

Tales of Innocence

=====

Ruca Milda (ルカ・ミルダ)

Weapon Type: Great Sword

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	Majinken	魔神剣	5	--
Starts	Goushourai	剛招来	8	--
Starts	Kogetsusen	弧月閃	6	--
Starts	Rekkuuzan	烈空斬	13	--
24	Shuukihou	集気法	15	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Gou Majinken	剛・魔神剣	11	--
21	Kogetsusousen	弧月双閃	15	--
41	Kaen Rekkuu	火炎裂空	16	Fire
18	Shinkuuhazan	真空破斬	13	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
29	Zekkuu Majingeki	絶空魔神撃	18	--
33	Ho'ou Tenkuu	鳳凰天駆	18	Fire
37	Neppa Senpuujin	熱波旋風陣	15	Fire
44	Reppuu Gekcashou	烈風月華衝	21	--
51	Maou Engekiha	魔王炎撃波	15	Fire
56	Yousou Reppuiken	鷹爪烈風剣	24	--
60	Ho'ou Tenshouku	鳳凰天翔駆	28	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	9	Fire
15	Eruption	イラプション	19	Fire
47	Explode	エクспロード	43	Fire

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Maou Shakumetsujin	魔王灼滅刃	--	Fire

Commentary

Fixed him to play like his old ToI self.

- Ho'ou Tenku can be used in the air.

- Goushourai raises Ruca's attack for about 1 minute.

- Shuukihou heals Ruca of 30% of his HP.

- Ho'ou Tenshouku is not Fire elemental anymore, wierd.

- Ruca doesn't transform in his Hi-Ougi to prevent SPOLIARS!

Ruca is missing:

Houshuuken  
Houshoushuuzan  
Sharpness  
Aggegate Sharp  
Spiral Flare  
Meteor Swarm

Iria Animi (イリア・アニミ)

Weapon Type: Dual Guns

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Twin Bullet	ツインバレット	21	--
Starts	Tide Bullet	タイドバレット	14	Water
Starts	Acro Bullet	アクロバレット	6	--
15	Charge Bullet	チャージバレット	8	--
27	Aerial Razor	エリアルレイザー	15	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Sessive Bullet	セッシブバレット	21	--
31	Freeze Bullet	フリーズバレット	21	Water
36	Assault Bullet	アサルトバレット	15	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Aqua Laser	アクアレイザー	13	Water
49	Aqua Spiral	アクアスパイラル	24	Water
53	Astral Razor	アストラルレイザー	21	Water
58	Freeze Lancer	フリーズランサー	24	Water

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Pikohan	ピコハン	9	--
11	Recover	リカバー	21	--
21	Heal	ヒール	13	--

Starts	Icicle	アイシクル	9	Water
24	Spread	スプレッド	19	Water
41	Raise Dead	レイズデッド	28	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Ruined Vein Wish	ルインド・ベイン・ウィッシュ	--	Wind

Commentary

Same as RM2.

- Iria doesn't transform in her Hi-Ougi to prevent SPOLIARS!

- Ruined Vain Wish doesn't hit the entire field anymore.

Iria is missing:

Aqua Bullet (Given to Pirate)

Aqua Edge

Barrier

Kochihan

Ice Tornado

Tidal Wave

Spada Belforma (スパーダ・ベルフォルマ)

Weapon Type: Dual Swords

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
Starts	Chirisazame	散沙雨	7	--
Starts	Kogahazan	虎牙破斬	7	--
Starts	Rekkuzan	裂空斬	13	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken Souga	魔神剣・双牙	11	--
Starts	Akisazame	秋沙雨	15	--
24	Shinkuuretsuzan	真空裂斬	21	--
26	Kogarenzan	虎牙連斬	13	--
37	Senkuureppa	閃空裂破	15	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majin Souhazan	魔神双破斬	18	--
33	Shuu'u Souhazan	驟雨双破斬	21	--
49	Senkuu Shoureppa	閃空翔裂破	21	--
53	Reppuu Kuugashou	烈風空牙衝	21	--
58	Shinkuu Senretsuha	真空千裂破	21	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Wind Cutter	ウインドカッター	9	Wind
Starts	Lightning	ライトニング	9	Wind
Starts	Air Thrust	エアスラスト	19	Wind
29	Thunder Blade	サンダーブレード	19	Wind
41	Cyclone	サイクロン	37	Wind

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Shinretsu Senkouzan	神裂閃光斬	--	--

Commentary

Same. Copy. Paste.

- Spada doesn't transform in his Hi-Ougi to prevent SPOLIARS!

- Spada's Hi-Ougi animation is completely different from the Innocence version.

Spada is missing:

Shunjinken

Goushourai

Fuujinken

Shuusouraizan

Majin Senkuuha

Kuuha Zeppuugeki

Barrier

Indignation

Ricardo Soldato (リカルド・ソルダート)

Weapon Type: Rifle (TO Weapon)

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Starts	Merciless Hunt	マーシレスハント	8	--
4	Shunjinsou	瞬迅槍	6	--
15	Gouhasou	轟破槍	13	Earth

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Shot Blast	ショットブラスト	18	Earth
21	Snipe Force	スナイプフォース	18	Dark
26	Brutal Hunt	ブルータルハント	15	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
33	Raging Hunt	レイジングハント	21	--
36	Gansai Retsujinsou	岩碎烈迅槍	15	Earth
44	Shot Grave	ショットグレイブ	32	Earth
47	Snipe Gate	スナイプゲイト	40	Dark
55	Grand Dasher	グランドダッシャー	44	Earth

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Stone Blast	ストーンブラスト	9	Earth
7	Dark Force	ダークフォース	9	Dark
9	Recover	リカバー	21	--
18	Grave	グレイブ	16	Earth
24	Negative Gate	ネガティブゲイト	19	Dark
29	Sharpness	シャープネス	13	--
41	Rock Break	ロックブレイク	19	Earth

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Endless Tragedy	エンドレス・トラジディ	--	--

#### Commentary

Another Gunner added to the fray, not bad. Could have given him Heal of Earth though, instead of "spell attacks".

- Ricardo doesn't transform in his Hi-Ougi to prevent SPOLIARS!

- Grand Dasher uses RM animation instead of Innocence's, which is good, since it's near instant.

Ricardo is missing:

Murder Hunt  
Goubaku Jinsoushou  
Dark Laser  
Elemental Master  
Heal of Earth  
Add Pressure  
Bite of Earth  
Black Hole

Ange Serena (アンジュ・セレーナ)

Weapon Type: Knife

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Gatotsushou	牙突衝	6	--
Starts	Kouhajin	光波刃	5	Light
Starts	Robber Item	ローバーアイテム	15	--
9	Garenjin	牙連刃	13	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
33	Gatotsurengeki	牙突連撃	16	--
29	Jakogatotsu	蛇咬牙突	16	--
13	Shougaretsuga	翔牙裂臥	15	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
24	Shugohoujin	守護方陣	15	Light
37	Zanjin Rengagtotsu	斬刃連牙突	21	--
47	Garen Kouhajin	牙連光波刃	21	Light

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Recover	リカバー	21	--
18	Barrier	バリアー	15	--
21	Raise Dead	レイズデッド	28	--
26	Heal	ヒール	13	--
41	Cure	キュア	21	--
26	Ray	レイ	19	Light
44	Holy Lance	ホーリーランス	28	Light
50	Resurrection	リザレクション	44	--
55	Field Barrier	フィールドバリアー	44	--



\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Houyouku Shitenshou	鳳翼熾天翔	--	--

Commentary

Ange is pretty much the Thief class with Light/Healing spells, which isn't a problem. The fact that most of her physical skills have multiple hits means you be able to fill up the OL meter quite fast.

- Ange doesn't transform in her Hi-Ougi to prevent SPOLIARS!

- Houyouku Shitenshou hits the entire field.

Ange is missing:

- Kuushuujin
- Hishoujin
- Hishourenzan
- Renga Hishoukou
- Tenshou Rengatotsu
- Photon
- Pikohan
- Piko Piko Hammer
- Restore
- Big Bang

=====  
 Tales of Symphonia: Knight of Ratatosk  
 =====

Emil Castagnier (エミル・キャストニエ)

Weapon Type: Sword

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神劍	5	--
Starts	Houshuukyaku	崩蹴脚	7	--
Starts	Senkouha	穿孔破	6	--
15	Houyokusen	鳳翼旋	8	--
24	Shunrenjin	瞬連刃	13	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Koranshuu	虎乱蹴	15	--

31	Kuugashou	空牙衝	11	--
49	Akisazame	秋沙雨	15	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Majin Senkoudan	魔神閃光断	18	--
21	Saiha Sougekishou	碎霸双撃衝	18	--
26	Raijin Rekkousatsu	雷神烈光刹	21	--
29	Tenshou Rekkugeki	天衝裂空撃	21	--
33	Garen Goutenshoo	牙連轟天襲	24	--
36	Hien Shunrenzan	飛燕瞬連斬	21	--
39	Kokou Retsuzanshi	虎咬裂斬刺	28	--
41	Senkou Tsuijinga	閃光墜刃牙	21	--
44	Reppa Zesshougeki	裂破絶掌撃	18	--
51	Gouma Senkoudan	降魔穿光脚	24	--
55	Shuusou Ganzanha	襲爪岩斬波	21	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Maou Gokuenha	魔王獄炎波	--	Dark

#### Commentary

I find Emil plays better in this game, if only for the fact that it's harder for the enemy to drop from his air combos. Very fun to play with.

- There are no Higi in his original game. Houyokusen and Kuuhashou were Tokugi, Akisazame was an Ougi.

- No elemental variations for his Tokugi/Higi.

Emil is missing:

Ain Soph Aur

Marta Luadli (マルタ・ルアルディ)

Weapon: Chakram (TO Weapon)

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Tenshoubu	天翔舞	6	--
Starts	Enbuzan	燕舞斬	8	--
29	Eishourai	鋭招来	7	--
55	Zaneishou	残影掌	11	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Hienryuubu	飛燕流舞	21	--
21	Ho'oushinkyaku	鳳凰震脚	16	--
24	Reppuuenbu	烈風燕波	28	--
37	Shippuukoujin	疾風煌塵	28	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Barrier	バリアー	15	--
13	Recover	リカバー	21	--
15	Charge	チャージ	8	--
18	Raise Dead	レイズデッド	28	--
26	Heal	ヒール	13	--
33	Photon	フォトン	16	Light
41	Cure	キュア	21	--
44	Spell Enhance	スペル・エンハンス	15	--
49	Dispel	ディスペル	15	--
60	Divine Saber	ディバインセイバー	54	Light

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Radiant Lore	レイディアント・ロアー	--	Light

#### Commentary

I find Marta weird to play as, maybe because I left her to the AI most of the time. She is one of the two characters that can raise casting speed in battle, which is pretty cool.

- Marta never had ougis in her game, only tokugi.

- Radiant Lore attacks all enemies and heals all allies and cures status effects, no reviving though.

Marta is missing:

Prism Sword

Revive

Richter Abend (リヒター・アーベント)

Weapon Type: Sword and Axe

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Youryuu: Hinoe	陽流・丙	8	Fire
Starts	Youryuu: Kinoe	陽流・甲	8	Wind
Starts	Youryuu: Tsuchinoe	陽流・戊	8	Dark
Starts	Youryuu: Kanoe	陽流・庚	13	--
Starts	Youryuu: Mizunoe	陽流・壬	8	Water

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Inryuu: Hinoto	陰流・丁	15	Fire
Starts	Inryuu: Kinoto	陰流・乙	16	Earth
Starts	Inryuu: Tsuchinoto	陰流・己	11	Dark
55	Inryuu: Kanoto	陰流・辛	24	Light
41	Inryuu: Mizunoto	陰流・癸	11	Water

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Aqua Edge	アクアエッジ	9	Water
Starts	Splash	スプラッシュ	19	Water
Starts	Negative Gate	ネガティブゲイト	19	Dark
Starts	Heal	ヒール	13	--
Starts	Saint Bubble	セイントバブル	16	Water
49	Bloody Howling	ブラッディハウリング	28	Dark
51	Tidal Wave	タイダルウェイブ	43	Water

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Towering Inferno	タワーリングインフェルノ	--	Fire

#### Commentary

I never got to play with Richter that much, but he's enjoyable to use, if a bit slow.

- Richter cannot jump.

- Youryuu: Mizunoe temporarily raises Magic Attack and Magic Defence.

- His skills chain better now than KoR.

- Towering Inferno is actually useable, he only used when you fought against him.

Richter is missing:

Eternal Recurrence

=====  
Tales of Vesperia  
=====

Yuri Lowell (ユーリ・ローウェル)

Weapon Type: Sword or Axe

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Souhajin	蒼破刃	5	Wind
Starts	Garougeki	牙狼撃	8	--
24	Ensenga	円閃牙	11	--
29	Genrouzan	幻狼斬	11	--
Starts	Kogahazan	虎牙破斬	7	--
Starts	Sazanka	三散華	10	--
Starts	Sougashou	双牙掌	8	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Souhatsui ren	蒼破追蓮	15	Wind
15	Sazanka: Tsui ren	三散華・追蓮	16	--
37	Ensenshuuraku	円閃襲落	18	--
53	Senjin Rouha	戦迅狼破	15	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Souha Gaougeki	蒼破牙王撃	15	--
21	Souryuu Rengazan	爪竜連牙斬	15	--
49	Shun'enkazan	峻円華斬	15	--
26	Shugohoujin	守護方陣	15	Light
33	Zeppuujin	絶風刃	18	Wind
41	Gouretsushuu	嚙烈襲	21	--
44	Koukuu Resshuueki	哭空裂蹴撃	21	--
58	Rouha Senretsushuu	狼破千烈襲	28	--

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Zankou Roueijin	漸毅狼影陣	--	--

Commentary

Put down your pitchforks and torches, Yuri has been fixed for RM3.

- Yuri's down+attack hits twice.

Yuri is missing:

Bakusaijin  
Dhaos Corridor  
Ryuujinshou  
Ressaishouha  
Denkuuga  
Reppashou  
Hien Moushuuga  
Gishousen  
Shanha  
Sougajin  
Kokuu Gurengeki  
Fuujin Rouha  
Zeppa Rehhyougeki  
Repparanshou  
Marian

His Burst Artes

and his Hi-ougi:

Tenshou Kouyokuken  
Bushin Soutenha

Estelle (エステル)

Weapon Type: Sword or Staff

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Pikohan	ピコハン	5	--
Starts	Star Stroke	スターストローク	5	--
15	Pierce Cluster	ピアズクラスター	11	--
34	Divide Edge	ディバイドエッジ	10	--
47	Marche Waltz	マーシーワルツ	7	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
44	Air Divide	エアディバイド	16	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
51	Ray Sting	レイスティング	18	--

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Sharpness	シャープネス	13	--
Starts	Barrier	バリアー	15	--
Starts	Recover	リカバー	21	--
21	Resist	レジスト	21	--
18	Photon	フォトン	16	Light
24	Nurse	ナース	21	--
26	Raise Dead	レイズデッド	28	--
29	Dispel	ディスペル	15	--
41	Hurtless Circle	ハートレスサークル	34	--
55	Ressurrection	リザレクション	44	--
60	Holy Lance	ホーリーランス	28	Light

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Sacred Blame	セイクリッドブレイム	--	Light

Commentary

Same as RM2.

- Estelle's Air Divide is now a Higi, and the only skill change she kept.
- Hurtless Circle heals only the area around the caster now, and can't be cast over anyone.
- Unljke Philia's Sacred Blame, Estelle's heals 75% of HP to all allies and cures status effects, it's also a different color than Philia's version.
- Sacred Blame hits the entire field.

Estelle is missing:

Cavalry  
 Delight Roll  
 Tri Slash  
 Angel Ring  
 Force Field  
 Flame Follow (PS3)  
 Sylphie Roll (PS3)  
 Amenes Sorbe (PS3)  
 Genshouken (PS3)  
 Astion (gotten from a sidequest in Vesperia)  
 and all of her spell skill change skills.

All her Burst Artes

And her Hi-Ougi:

Ultimate Elements

Judith (ジュデイス)

Weapon Type: Spear (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Getsuga	月牙	10	--
Starts	Tengetsusen	天月旋	8	--
Starts	Houshuugetsu	崩襲月	7	--
Starts	Getsueijin	月影刃	7	--
Starts	Kisaragi	如月	11	--
21	Zangetsu	残月	10	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Getsuga: Taka	月牙・鷹	15	--
Starts	Hiengekka	飛燕月華	13	--
27	Shingetsureppa	神月裂破	11	--
33	Rangetsu: Tsubame	嵐月・燕	18	Wind
49	Tenraisougetsu	天雷槍月	16	Wind

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Gekka Tenshoujin	月華天翔刃	18	--
24	Hien Houshuugetsu	飛燕崩蹴月	24	--
38	Hien Rengekka	飛燕連月華	21	--
44	Geppa Tsuijinkyaku	月破墜迅脚	18	--
55	Geppa Shidenkyaku	月破紫電脚	21	Wind

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Kouka Gesshousen	煌華月衝閃	--	Wind

Commentary

I love ya Judy, but it doesn't help that you made a bad



conversion into RM3. Half of her skills either don't chain properly, or don't have the aerial ability they did in the original ToV. Either the game is too slow for her, or SHE herself is slowed down.....

- Altered Artes/Skill Henkawaza are treated normal skills.

- Getsuga, Houshuugetsu, Zangetsu, Getsuga: Taka, Kisaragi, Hien Houshuugetsu, Geppa Tsuijinkyaku, and Geppa Shidenkyaku can be used in the air.

Judith is missing:

Kogetsusen  
Rangetsu  
Sengetsu  
Brush Reppa  
Mind of Brush  
Sengetsujin (PS3)  
Fuugetsu  
Engetsu  
Gekkou  
Shoubu Sougetsusen  
Raijin Getsueika  
Gessenkou  
Rakugetsusou  
Engetsu: Tonbi  
Suigetsujin (PS3)  
Getsueisenjin (PS3)  
Zangetsu: Hayabusa (PS3)  
Gekkou: Karasu (PS3)  
Bloody Rose

All her Burst Artes

and Hi-ougi

Haou Rougetsusou (Boing!)

Rita Mordio (リタ・モルディオ)

Weapon Type: Sash (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Equation	TP Cost	Element
Starts	Rudolf	$\beta \times \Psi = \sqrt{\quad}$	7	--
Starts	Phi	$\zeta \times \psi = \phi$	7	--
25	Descartes	$\angle = (x, y, z)$	8	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Equation	TP Cost	Element
-------	------	----------	---------	---------

Starts	Laplace	$\zeta = \delta\tau (\omega\rho)$	15	--
37	Wallis	$\angle = \infty$	11	--
41	Ideal	$(\delta/\chi)\lambda = \iota$	18	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Fireball	ファイアボール	9	Fire
Starts	Stone Blast	ストーンブラスト	9	Earth
15	Splash	スプラッシュ	19	Water
18	Eruption	イラプション	19	Fire
21	Rock Break	ロックブレイク	19	Earth
23	Freeze Lancer	フリーズランサー	19	Water
27	Negative Gate	ネガティブゲイト	19	Dark
31	Tractor Beam	トラクタービーム	19	--
34	Demon's Lance	デモンズランス	28	Dark
44	Grand Dasher	グランドダッシャー	28	Earth
47	Bloody Howling	ブラッディハウリング	28	Dark
55	Tidal Wave	タイダルウェイブ	43	Water
60	Meteor Swarm	メテオスウォーム	53	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Ancient Catastrophe	エンシェントカタストロフィ	--	--

Commentary

Short and sweet. Bloody Howling. Tidal Wave. Radiant Drive.  
Go nuts.

- Altered Artes/Skill Henkawaza are treated as normal skills.

Rita is missing:

Stokes

Polar

Artin

Champagne

Spread Zero

Spiral Flare

Blade Roll

Violent Pain

Crimson Flare

Meteor Swarm

Ivy Rush

Aqua Laser

Riot Horn

Gold Cat

Flame Dragon

Thunder Blade

Burn Strike (PS3 version)

All her Burst Arts.

and her Hi-ougi

Indignation

Raven (レイヴン)

Weapon Type: Bow

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Shigure	時雨	6	--
Starts	Hotaru Nari	蛍なり	11	Fire
Starts	Tenrui	天涙	8	--
Starts	Ai no Kaishin	愛の快針	8	--
21	Chiruyoni	散るように	13	--
35	Kuro no Tsuiseki	黒の追跡	11	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Tenrui no Ame	天涙の雨	18	--
24	Tenrui no Kumo	天涙の雲	16	--
18	Nao, Chiruyoni	尚、散るように	18	--
53	Tsumi to Batsu: Batsu	罪と罰・罰	13	--
58	Kaze no Takeri	風の猛り	13	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Mau ga Gotoku	舞うが如く	15	--
28	Ten no Nageki	天の嘆き	21	--
38	Tobuyouni	飛ぶように	21	--
41	Nagareboshi	流れ星	15	--
44	Tsumi to Batsu: Tsumi	罪と罰・罪	16	--
49	Kaze no Takeri	風の哮り	15	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Wind Cutter	ウインドカッター	9	Wind
26	Air Thrust	エアスラスト	19	Wind

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Blast Heart	ブラストハート	--	--

#### Commentary

A very unique, if not complicated, character to use. I find he could be more useful if he had proficiencies in some of his techs though.

- Ai no Kaishin only heals one person.
- Altered Artes/Skill Henkawaza are treated as normal skills.
- His skill change techs are now stand alone skills.
- Hotaru Nari and Air Thrust are from the PS3 version of Vesperia.

Raven is missing:

Koi no Hana  
Mogura Nari  
Ten no Hirameki  
Mawaru Keshiki  
Shion no Hebi  
Shion no Itachi  
Midori no Setsuna  
Shigure no Oto  
Souten no Hirameki  
Mawaru Mawaru Keshiki  
Hirogaru Sekai  
Kurenai no Rasen (PS3 version)  
Elemental Master (PS3 version)  
Arrivederci  
Havoc Gale  
Vanji Lost  
Inverno  
Tempest  
Stop Flow

All his Burst Arts.

and his Hi-ougi

Crisis Rain

Flynn Scifo (フレン・シーフォ)

Weapon Type: Sword

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--

11	Shunjinken	瞬迅剣	6	--
24	Chirisazame	散沙雨	7	--
9	Kogahazan	虎牙破斬	7	--
15	Koushouyoku	光翔翼	7	Light
21	Hiten Shouku	飛天翔駆	8	--

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
41	Akisazame	秋沙雨	15	--
13	Kogarenzan	虎牙連斬	13	--
31	Shishisenkou	獅子戦吼	15	--

\*\*\*\*\*  
 \* Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
44	Makoujin	魔皇刃	18	--
50	Shugohoujin	守護方陣	15	Light
38	Ho'ou Tenku	鳳凰天駆	18	Fire
18	Majin Rengazan	魔神連牙斬	18	--

\*\*\*\*\*  
 \* Spells \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
5	First Aid	ファーストエイド	5	--
27	Cure	キュア	21	--
35	Holy Lance	ホーリーランス	28	Light

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Kouryuu Metsugasou	光竜滅牙槍	--	Light

#### Commentary

Generic, with a twist! Not bad, even if I find him a bit lacking.  
 Divine Streak, for instance.....

- Flynn moveset is based on the PS3 version of ToV.

- Altered Artes/Skill Henkawaza are treated as normal skills.

Flynn is missing:

Dankuuken  
 Gurenken  
 Souryuu Rengazan  
 Kouha Senshoujin

Resshintenshou  
Koushouyoku: San  
Gou Gurenken  
Jigenzan  
Luminant Scythe  
Mistral Soul  
Divine Streak

All his Burst Arts.

and his Hi-ougi

Enha Houyokushou  
Bushin Soutenha

=====  
Tales of Hearts  
=====

Shing Meteoryte (シング・メテオライト)

Weapon Type: Sword

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Chisaishou	地碎衝	6	--
Starts	Kuuretsusen	空裂閃	5	Light
Starts	Kairenjin	海連刀	6	--
Starts	Shoukoujin	昇煌陣	11	Light
Starts	Ryuuseishou	流星衝	7	--
15	Shunjinshou	瞬刃衝	7	--
21	Shippuusen	疾風閃	6	--
35	Soukouga	爪吼牙	11	--

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Hienshousen	飛燕翔旋	13	--
13	Shishisenkou	獅子戦吼	15	--
24	Seijinzeppa	星塵絶破	13	Light
31	Seieireppa	星影連波	11	Light

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Shijin Kongouha	思刃金剛波	18	--
27	Touryuu Rengekiha	屠龍連擊破	21	--
39	Kuuha Tenretsujuin	空破天裂陣	21	Light
41	Senkoureppa	閃光裂破	15	Light
56	Senki Youshouzan	閃麒麟翔斬	28	Light

47	Shouha Ressenkou	翔破裂閃光	24	Light
51	Shikoureppa	獅吼烈破	21	--

\*\*\*\*\*  
 \* Hi-Ougi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Shouou Jin'eizan	翔旺神影斬	--	Light

Commentary

Yay for Judai..... Shing making it into RM3. He feels wierd without his aerial skills, but he has Seijinzeppa, so it's all good. Hint: Spam with Radiant Drive.

- Kuuretsusen is a full blown projectile now.
- The last hit of Senki Youshouzan homes in on the targeted enemy.
- He cannot chain techs like he did in ToH, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Shing is missing:

Shouseijin  
 Zesshouzan  
 Bakuenken  
 Raijinken  
 Raijinga  
 Toryuusen  
 Shusouraizan  
 Hiou Zesshouzan  
 Ganzan Messaijin  
 Zeppa Raijinshou  
 Juukouraiha  
 Haja Juujisei (this and Senki Youshouzan could never be on Shing's skill list on the same time.)

Kohak Hearts (コハク・ハーツ)

Weapon Type: Baton (TO Weapon)

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Saishinkyaku	碎心脚	5	--
Starts	Shippuukyaku	疾風脚	6	--
Starts	Kasenrin	火旋輪	6	Fire

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
11	Enbujin	炎舞陣	8	Fire
21	Gurenkourin	紅蓮皇輪	11	Fire
39	Maou Engekiha	魔王炎撃波	16	Fire

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Ho'ou Tenku	鳳凰天駆	18	Fire
31	Kuuga Ranshuusen	空牙嵐蹴旋	21	--
47	Byakka Senrendan	白花旋蓮弾	21	--
60	Kouga Bakuenbu	紅雅曝炎舞	18	Fire

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Wind Cutter	ウインドカッター	9	Wind
13	Photon	フォトン	16	Light
15	Burn Strke	バーンストライク	19	Fire
24	Heal	ヒール	13	--
27	Ray	レイ	19	Light
35	Hurtless Circle	ハートレスサークル	34	--
44	Air Thrust	エアスラスト	19	Wind
53	Resurrection	リザレクション	44	--
56	Explode	エクспロード	43	Fire

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Satsugeki Bukouken	殺劇舞荒拳	--	Fire

#### Commentary

Can't have the hero without the heroine, has good spells and good combos. Nothing bad to say about her...

- She cannot chain techs like she did in ToH, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Kohak is missing:

Hiouzanka  
 Raise Will  
 Antidote  
 Flare Bomb  
 Flame Gun  
 Sunburn  
 Stream Arrow  
 Cross Wind  
 Spark Web



Flash Tear  
Starlight

Hisui Hearts (ヒスイ・ハーツ)

Weapon Type: Bow Gun (TO Weapon)

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Arataka	特技	11	--
7	Ressoushuu	裂想蹴	5	--
9	Harisuzume	針雀	6	--
18	Yarikamome	槍鷗	11	--
41	Chirisagi	散鷲	11	Wind
44	Kazefukurou	風梟	11	Wind

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Tsumujigarasu	旋風鴉	15	Wind
26	Tobihisame	鳶氷雨	13	Wind
55	Kamuidori	神射鴉	21	Wind

\*\*\*\*\*  
\* Spells \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
5	Wind Cutter	ウインドカッター	9	Wind
11	Ice Needle	アイスニードル	7	Water
15	Recover	リカバー	21	--
21	Splash	スプラッシュ	19	Water
24	Nurse	ナース	21	--
29	Raise Dead	レイズデッド	28	--
33	Air Thrust	エアスラスト	19	Wind
37	Cure	キュア	21	--
50	Cyclone	サイクロン	37	Wind

\*\*\*\*\*  
\* Hi-Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Tsutsuinuwashi: Tsugaikaze	銃狗鷲・番風	--	Wind

Commentary

I find it hilarious that someone with Hisui's personality is the main healer in ToH. Anyways, he fits the role well, and with his

archery skills, no enemy should get close to interrupt him from doing his job.

- He cannot chain techs like he did in ToH, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

Hisui is missing:

Kiritsubame  
Hanaoshidori  
Onihayabusa (this and Kamuidori couldn't be on Hisui's skill list at the same time.)  
Kijinagi  
Amadzuru  
Maiuzura  
Ray Needle  
Aqua Geyser  
Cross Wind

=====  
Tales of Graces  
=====

Asbel Lhant (アスベル・ラント)

Weapon Type: Sword

Normal Attacks:

Neutral - Neutral = Shuntotsu (Neutral) + Setsuga  
Up - Down = Shuntotsu (Upward) + Senshinkyaku

\*\*\*\*\*  
\* Tokugi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Majinken	魔神剣	5	--
Starts	Raizanshou	雷斬衝	7	Wind
Starts	Shououshin	衝皇震	7	--
Starts	Saihyoujin	碎氷刃	10	Water

\*\*\*\*\*  
\* Higi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Soushou	双衝	11	--
Starts	Resshinkohou	裂震虎砲	15	--
Starts	Oborozukiyo	朧月夜	13	--
Starts	Rekkaiou	裂壊桜	13	Wind
35	Houraisatsu	崩雷殺	15	Wind
44	Fuugazekkou	風牙絶咬	15	--

\*\*\*\*\*  
\* Ougi \*  
\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Soujin	葬刀	18	--
Starts	Bassairyuuzan	抜碎竜斬	15	--
Starts	Shishoutengen	四葬天幻	28	--
33	Rekkuuujin	裂空刃	18	--
39	Meizanpuu	冥斬封	24	--
41	Shiden Mettenshou	紫電滅天翔	28	--
49	Fuujinjakka	封神雀華	21	--
51	Genma Shoureppa	幻魔衝裂破	21	--
55	Hadoumeppuu	霸道滅封	24	Fire

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Juuha Goushouzan	獸破轟衝斬	--	Light

#### Commentary

The guy willing to protect everyone is in, and does a damn good job at it. Very good conversion.

- Asbel has NO normal attack, instead he will use the attacks listed above this tech list.
- Asbel cannot jump.
- To use Magic Guard, use Forward + Guard, Down + Guard will make Asbel use Around Step.
- He cannot chain techs like he did in ToG/Gf, he falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Soujin homes in on the targeted enemy.

Asbel is missing:

Houyokushou  
 Suieishin  
 Senrouga  
 Saijinreiga  
 Majinken (fist version, PS3)  
 Shouryuuhyoubu (PS3)  
 Jarei'issen  
 Maou Engekiha  
 Kyokkourenge  
 Kasshinkouha

and Blast Calibers:

Byakuya Senmetsuken (should have gotten this instead)  
 Zankuuujin Muijinshou  
 Tenha Jinraidan

Sophie (ソフイ)

Weapon Type: Fist

Normal Attacks:

Neutral - Neutral = Touki (Neutral) + Sazan

Up - Up = Touki (Neutral) + Souryuukyaku

Down - Down = Touki (Neutral) + Yousoushuugeki

\*\*\*\*\*

\* Tokugi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Sougetsu	双月	11	--
Starts	Seppashou	刹破衝	11	--
Starts	Mark Reverse	マークリバース	11	--
Starts	Repeller Charge	リペラチャージ	10	--

\*\*\*\*\*

\* Higi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Reishishoudan	霊子障断	13	--
Starts	Shishisenkou	獅子戦吼	15	--
Starts	Astral Belt	アストラルベルト	11	--
44	Shell Throw	シェルスロー	15	--
51	Uberty	ユベルティ	18	--

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Soudou Souteiha	双撞掌底破	15	--
Starts	Senkou	穿光	21	--
33	Renkigoushuku	錬気轟縮	21	--
49	Rekkouzanmetsu	烈孔斬滅	18	--
55	Kouyokutenshou	光翼天翔	24	Light
56	Scalar Gunner	スカラーガンナー	18	--

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	First Aid	ファーストエイド	5	--
Starts	Heal	ヒール	13	--
41	Cure	キュア	21	--
37	Raise Soul	レイズソウル	28	--

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
-------	------	----------	---------	---------

Commentary

Very fun to play with and can heal or revive others if need be....  
 ..and so cute...

- Sophie has NO normal attack, instead she will use the attacks listed above this tech list.
- Sophie cannot jump.
- To use Magic Guard, use Forward + Guard, Down + Guard will make Sophie use Around Step.
- She cannot chain techs like he did in ToG/Gf, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.
- Raise Soul revives dead characters.

Sophie is missing:

- Jinreisen
- Sengenbu
- Tenketsu Bakutai
- Ataraxia
- Sense Flare
- Catastrophe
- Slash Rose
- Reincarnation

and Blast Calibers:

- Infinitia Soul
- Zero Dissolver
- Karyuu Enbu
- Shadow Moment

Cheria Barnes (シェリア・バーンズ)

Weapon Type: Knife

Normal Attacks:

Neutral - Neutral = Issen (Neutral) + Joushin  
 Neutral - Down = Issen (Down) + Souteijin "Harvest"

\*\*\*\*\*  
 \* Tokugi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
Starts	Suijatou "Serpent"	水蛇刀	10	Water

\*\*\*\*\*  
 \* Higi \*  
 \*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
13	Seijun	清潤	15	Water
21	Chingonsen "Requiem"	鎮魂閃	13	Light
41	Jinraishou "Thunderbolt"	神雷招	15	Wind

\*\*\*\*\*

\* Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
18	Reiki	霊貴	21	Light
37	Mugentou "Infinite"	無限刀	24	--
55	Toushuu'u "Freeze Rain"	凍驟雨	24	Water

\*\*\*\*\*

\* Spells \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
5	Religious	リリジャス	9	Wind
7	Recover	リカバー	21	--
11	Pixie Circle	ピクシーサークル	18	--
15	Flash Tear	フラッシュティア	19	Light
24	Hurtless Circle	ハートレスサークル	34	--
26	Raise Dead	レイズデッド	28	--
29	Lightning Blaster	ライトニングブラスター	9	Wind
33	Nurse	ナース	21	--
47	Fairy Circle	フェアリーサークル	48	--
60	Divine Saber	ディバインセイバー	54	Light

\*\*\*\*\*

\* Hi-Ougi \*

\*\*\*\*\*

Level	Name	Japanese	TP Cost	Element
45	Innocent Garden	イノセントガーデン	--	--

#### Commentary

Cheria is the main healer in ToGf, and still good in RM3 with her circular healing spells. Problem? The AI is too stupid to stand still inside the circle so it tends to miss...ALOT.

- Cheria has NO normal attack, instead she will use the attacks listed above this tech list.

- Cheria cannot jump.

- To use Magic Guard, use Forward + Guard, Down + Guard will make Cheria use Around Step.

- She cannot chain techs like he did in ToG/Gf, she falls into the normal Tokugi - Higi - Ougi - Hi-Ougi chain.

- Freeze Rain homes in on the targeted enemy.

Cheria is missing:

Shireijin "Forest" (PS3)  
Ressurrection  
Remedy  
Insight  
Tripping  
Holy Veil  
Virtuous Ray  
Indignation (PS3)

and Blast Calibers:

Asterism Line  
Hyakkaryouran  
Trillion Drive

+++++  
FAQ's  
+++++

Q: The names/moves aren't spelled that way!

A. That's a statement. This is how they are spelled in the Manual /Wiki websites. Only when a US version is released will the names and terminology change.

Q. When is this coming out in the US?

A. I have no idea. As I'm writing this, just give it a few more months. Just remember it's not a 1% chance....

Q. You forgot (Insert move/spell here)!

A. I'm not perfect you know! Just e-mail me what I'm missing, and I'll put it in, giving you credit of course.

+++++  
Credits  
+++++

Stahn Alvein - For proofreading all my betas to this point.

Sie Kensou and Kouli - For pointing out what I missed/correcting my errors.

Gamefaq's Forums - For ALSO correcting my errors.

<http://aselia.wikia.com> - For being a large resource for all things Tales.

<http://masterwiki.net/kanonno3/?FrontPage> - JP RM3 Wiki. If you can read Japanese, go here instead.

If I'm missing someone/thing, please don't hesitate to E-mail me!

+++++  
Contacts  
+++++

I can be e-mailed at:

KusanagiLord (at) gmail (dot)com

Of course, any flames or junk will be deleted immediately.

"See you again....."

```
+++++  
                                     :End of Document:  
+++++
```

This document is copyright Kyo316 and hosted by VGM with permission.