Breath of Fire III Abilities/Skill FAQ

by Andrew Testa   Updated to v1.1 on Oct 14, 2003

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                      Abilities/Skill FAQ
                     For The Sony Playstation
                  Version 1.1 (Last updated 02/15/2003)
                     By "ATesta" (TestALT@aol.com)


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    ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJ | correctly, then reading this document
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                    S m a l l   N o t e s
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This document is best viewed at any pixels. It only has a 79 character width
and therefore can be seen on almost _any_ computer monitor. This is why CJayC
wanted the width to be 79 characters. Another note, if you want to put this
document in a processor so that you don't have to boot on the internet to get
it then I urge you to do so. Just follow the legal disclaimer. And, when you
put it on your computers hard drive, let it be a text processor such as
Notepad. Even though Notepad is normal, it will work. Put on wordwrap and
adjust the width of the window to the end of the line above. This will be 79
characters per line and therefore allow you to view this document at its best
form. Going on to more notes, I would like to state that if you are looking
for a certain thing press "Control" and "F" at the same time. This will bring
up find. From here, type in the thing that you want to find and press find.
It should bring you to where you would like to go. And that about wraps up
the Small Notes section.


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===============================================================================
1.00 -  Introduction
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The second FAQ that I have made for Breath of Fire 3 is a Ability FAQ.  A lot
of people pn the message board still want this.  So, yet again, I decided to
step up and make one!  This guide covers all the abilities/skills you can get.
They include abilities by characters and abilities by type.  The skills our the
ones you learn by enemy. I hope this handy guide is usefull to you!



===============================================================================
2.00 - Contact Me
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This section labeled "Contact Information" is self explanitory. To be blunt, in
this section you will find out how to contact me. What would you need to
contact me for, you might ask? Well, if I made a mistake in this document I
want to know about it. Mistakes include anything thay you can think of that I
did not put into this guide or spelling errors (that I tend to make a lot). If
you find any of these things please do not hesitate to tell me. When you do
tell me I will give you complete credit. This means that I will put in what you
said and then credit you at the beginning of it. For spelling errors, the
corrections will be made and you will be put into the acknowledgements section.
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You can also tell me things that do not fall under these two things.

So, now you know what you can ask me for and how you will be credited, let me tell you my E-mail address. My E-mail address is TestaALT@aol.com. This is an e-mail address that I have had for four years now and I plan to keep it. Please DO NOT talk to me on AIM. Only talk to me via e-mail. If people start flooding me on AIM I will be forced to close my buddy list. AIM is NOT for anything. I will not juggle information that you give me via AIM. I will tell you to use my E-mail.

So, if you have anything to add or contribute to this file, do not hesitate to e-mail me. If it bad information that is not correct or something that is already in this document do not exspect a responce. If it is usefull then I will respond to it. The responce will most likely be to thank you for something that I did not pick up on earlier.

For questions that are not in this walkthrough, I urge you to use the message boards at GameFAQs.com. If you want, you can e-mail me about a question that IS NOT in this walkthrough. I will be glad to tell you the answer and the question that was not in this walkthrough will be in it in the next update.

If the version for this document is marked "FINAL", that means that this document has all of the information in this game. If I have forgotten something, I still urge you to e-mail me about the information. I might not reply back in this e-mail, however, because I will working on another project or whatnot. Please follow these simple rules!

Thank you for reading this document! You can see my other work at:

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            ==================================================
           -> http://gamefaqs.com/features/recognition/23249.html <-
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A B O U T   T H E   A U T H O R...
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[As of January 23, 2003]
I am a 13 year old student that lives in the outskirts of Monterey. Yes, you heard right. I am only 13 years of age. But that is besides the point. In my free time I like to play sports, play video games, and write FAQs. I like to play basketball and baseball. I love making FAQs and I do not want to stop until my death. I like making them and it is a lot of fun. I urge you to make FAQs because it is very enjoyable and increases your writing ability drastic- ally. And that about wraps it up!

THANKS FOR READING!

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3.00 - Legal Disclaimer
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================================================================================
4.00 -   Versions
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10/30/02 - Thought of the idea after making Breath of Fire 3 item FAQ.


02/15/03 - Updated some things that I have matured from when making FAQ. This
includes the legal disclaimer and the contact information.


================================================================================
5.00 - Abilities
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This is the big section of this FAQ.  I will list all the abilities by
character and all the abilities by type.  But first I will tell you how to get
a ability.  To get a ability you have to level up. When you level you every
once in a while you will get a ability!  Abilities our a very big aspect in
this game!  Without them the game would be less fun in battle.


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5.01 - Abilities by character
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In this mini-section I will list the ability by characters.  I will put in
their type, name, purpose, and AP cost.  You can print this guide out (after
looking at my legal disclaimer) and have it at all times.  It is also very
usefull if you wish to know what ability you might get right before a level up!
 I wish I had this...

RYU

Type=-=-=-=Name=-=-=-=-Purpose=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-AP COST
Heal       Heal        Heal Light wounds on 1 target         4
Heal       Purify      Cures Poison on 1 target              4
Heal       Rejuvenate  Heals Medium target on 1 target       7
Heal       Raise Dead  CHANCES of restoring dead             10
Heal       Remedy      Cures all status changes              7
Heal       Vitalize    Heals medium wounds on all targets    20
Heal       Restore     Heals heavy wounds on 1 target        12
Heal       Resurrect   Restores dead member                  20
Heal       Vigor       Heals Heavy wounds on all targets     50
Assist     Protect     Raises 1 target's defense             2
Assist     Shield      Raises all target's defense           4
Assist     Barrier     Raises 1 targets magic defense        4
Attack     Accession   Change into dragon form               0
Attack     Bonebreak   Attack: Usable at fixed intervals     0

REI

Type=-=-=-=Name=-=-=-=-Purpose=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-AP COST
Attack     Pilfer      Steals items from enemies             0
Attack     Jolt        Electric attack vs. all enemies       3
Attack     Lightening  Electric attack vs. all enemies       7
Attack     Weretiger   Raises power, Slowly becomes berserk  0
Attack     Death       Destroy one target                    5
Attack     Myollinir   Electric attack vs. 1 target          10
Assist     Slow        Lowers one target's agility           1
Assist     Silence     Stops magic use by all targets        2
Assist     Speed       Raises one target's agility           2
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TEEPO


Type=-=-=-=Name=-=-=-=Purpose=-=-=-=-=-=-=-=-=-=-=-=-=-=-=AP COST
Attack    Flare        Flame attack vs. 1 target           2
Attack    Frost        Frost attack vs. 1 target           2
Attack    Simoon       Flame and Wind attack vs. 1 target  4
Attack    Fireblast    ---                                 ---
Attack    Iceblast     ---                                 ---


NINA


Type=-=-=-=Name=-=-=-=Purpose=-=-=-=-=-=-=-=-=-=-=-=-=-=-=AP COST
Attack    Cyclone      Wind Attacks vs. 1 target           3
Attack    Frost        Frost Attack vs. 1 target           2
Attack    Jolt         Electric attacks vs. all targets    3
Attack    Simoon       Wind and Flame attacks vs. 1 target 4
Assist    Blunt        Lowers ones target's power          1
Assist    Weaken       Lowers ones target's defense        1
Attack    Iceblast     Frost attack vs. all targets        5
Assist    Slow         Lowers ones target's agility        1
Attack    Typhoon      Wind attacks vs. all targets        7
Attack    Lightning    Electris attacks vs. all targets    7
Heal      Drain        Steal one target's HP               3
Heal      Leech Power  Steal one target's AP               0
Attack    Blizzard     Frost attacks vs. 1 target          ---
Attack    Sirocco      ---                                 ---
Attack    Myollnir     ---                                 ---


MOMO


Type=-=-=-=Name=-=-=-=Purpose=-=-=-=-=-=-=-=-=-=-=-=-=-=-=AP COST
Heal      Heal         Heal Light wounds on 1 target       4
Heal      Purify       Cures Poison on 1 target            4
Assist    Identify     Displays enemies data               0
Assist    Foretell     Divine outcome of battle            0
Assist    Protect      Raises 1 target's defense           2
Assist    Silence      Stops magic use by all targets      2
Assist    Sleep        Induce sleep in all target          3
Attack    Quake        Earthquake against all enemies      7
Assist    Confuse      Induce confuse on 1 target          2
Assist    Speed        Raises one target's agility         2
Heal      Rejuvenate   Heals Medium target on 1 target     7
Assist    Might        Raises one targets power            4
Heal      Remedy       Cures all status changes            7
Heal      Raise Dead   CHANCES of restoring dead           10
Attack    Ragnarock    Comet attack against all enemies    12
Heal      Vitalize     Heals medium wounds on all targets  20
Heal      Restore      Heals heavy wounds on 1 target      12


PECO


Type=-=-=-=Name=-=-=-=Purpose=-=-=-=-=-=-=-=-=-=-=-=-=-=-=AP COST
Assist    Dream Breath Induces sleep on all targets        3
Assist    Venom Breath Poisons all targets                 3
Heal      Purify       Cures Poison on 1 target            4
Heal      Rejuvenate   Heals Medium target on 1 target     7
Attack    Fireblast    ---                                 ---
Attack    Iceblast     ---                                 ---


GARR
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Type=-=-=-=Name=-=-=-=-Purpose=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-AP COST
Attack     Pyrokinesis Flame attack vs. 1 target            1
Attack     Flare       Flame attack vs. 1 target            2
Attack     Fireblast   Flame attack vs. all target          5
Attack     Gambit      Critical Attack on hit               0
Attack     Kyrie       Destroys all undead enemies          5
Attack     Inferno     Flame attack vs. all target          10


==============================================================================
5.02 - Abilities by type
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ASSIST
Ability      AP Cost Description
Barrier      4  Raise one target's magic defense
Blunt        1  Lower one target's Power
Confuse      2  Induce confusion in one confusion
Dream Breath 3  Induce sleep in all targets
Foretell     0  Divine the outcome of combat
Identify     0  Displays enemies data
Might        4  Raise one target's power
Protect      2  Raise one target's defense
Shield       4  Raise all target's defense
Silence      2  Stop magic use by all targets
Sleep        3  Induce sleep in all targets
Slow         1  Lower one target's agility
Speed        2  Raise one target's agility
Venom Breath 3  Poison all targets
Weaken       1  Lower one target's defense


ATTACK
Ability      AP Cost Description
Accession    0  Change into dragon form
Blizzard     10 Frost attack vs all targets
Bonebreak    0  Attack, usable at fixed intervals
Cyclone      3  Wind attack vs one target
Death        5  Destroy one target
Fireblast    5  Flame attack vs all targets
Fire Breath  4  Flame, damage altered by HP
Flare        2  Flame attack vs one target
Frost        2  Frost attack vs one target
Gambit       0  Critical damage if enemy is hit
Iceblast     5  Frost attack vs one target
Ice Breath   4  Frost, damage altered by HP
Inferno      10 Flame attack vs all targets
Jolt         3  Electric attack vs all targets
Kyrie        5  Destroy undead
Lightning    7  Electric attack vs all targets
Myollnir     10 Electric attack vs one target
Pilfer       0  Steals item from enemy
Pyrokinesis  1  Flame attack vs one target
Quake        7  Earthquake, attack vs all targets
Ragnarock    12 Comet, attack vs all targets
Simoon       4  Flame + wind attack vs one target
Sirocco      12 Flame + wind attack vs all targets
Typhoon      7  Wind attack vs all targets
Were-Tiger   0  Raises power, slowly becomes berserk
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==========================================================================
6.00 - Skills
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This section is all about skills!  These our skills you can obtain from enemies
as well as masters!

Skills          AP Cost     Description
Air Raid         3      Attack, cancels next move
Aura             20     Holy attack vs one target, power x2
Backhand         0      attack vs one target, non lethal
Bad Back         0      Your enemy throws it's back out
Barrier          4      Raise one target's magic defense
Benediction      20     Restores all dead members...?
Berserk          2      Raises power for three turns, then berserk
Bone Dart        3      Bone attack, causes confusion
Burn             1      Flame attack vs one target
Celerity         0      Abilities up, usable at fixed time
Charge           0      Damage altered based on defense
Charm            0      Increases chance of finding an item
Chill            7      Frost attack, lowers agility
Counter          0      Auto counter, attack when in use
Demonbane        1      Attack, extra damage to devils
Disembowel       0      Fatal blow, maximum HP down
Double Blow      2      Double attack vs one target
Douse            1      Weaken one target vs flame attacks
Enlighten        2      Raises user's intelligence
Evil Eye         7      Paralyze single target
Feign Swing      0      Take a practice swing
Flame Strike     1      Flame attack vs one target
Flying Kick      0      Damage altered based on agility
Focus            0      Raise power when used, maximum x2
Frost            2      Frost attack vs one target
Frost Strike     4      Frost attack, induces sleep
Gloom            1      Turns single target into undead
Holy Strike      2      Holy attack vs one target
Inferno          10     Flame attack vs all targets
Influence        0      Bait enemy
Intimidate       0      Cancels one target's movement
Jump             0      Jump attack(random damage)
Kyrie            5      Destroy undead
Last Resort      0      Raises power by lowering defense to zero
Lava Burst       7      Flame attack vs all targets
Magic Ball       2      Attack using solid ball of magic
Meditation       0      Raises intelligence when used, maximum x2
Mighty Chop      0      Attack vs one target, ignores defense
Mind Flay        0      Attack, lowers intelligence
Mind Sword       2      Attack target with magic sword
Mind's Eye       0      Raises to-hit percentage temporarily
Monopolize       0      Steals all experience
Multistrike      0      One - three attacks, half damage
Myollnir         10     Electric attack vs one target
Purify           4      Cures poison
Recall           2      Cast random magic spell
Resist           2      Invulnerability for one turn
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Risky Blow         0    Critical damage if enemy is hit
Sacrifice          1    Target = fatal wound, user = death
Sanctuary          5    Dispells all support magic
Shadow Walk        8    Warp attack, critical blow
Shield             4    Raise all target's defense
Sirocco            12   Flame + wind attack vs all targets
Snap               0    Attack vs one target, lowers defense
Snooze             0    Restores a few HP and AP
Spirit Blast       0    Attack vs one target, ignores defense
Steal              0    Steals item from enemy
Sudden Death       1    Casts death on random target
Super Combo        12   Attack(one target), press buttons in sequence
Target             0    Raises to-hit percentage, damage halved
Thunderstrike      4    Electric attack, paralyzes
Thunderclap        4    Electric attack vs one target
Timed Blow         0    Damage = HP, user fatally wounded
Transfer           10   Share AP with one target
Tornado            4    Fatally wounds random target
Trump              0    Usable at 0AP, casts random spell
Tsunami            8    Reduces all targets' HP by half
Typhoon            7    Wind attack vs all targets
Unmotivate         0    Target loses the will to fight
Wall of Fire       4    Flame attack vs one target
War Shout          6    Raise all targets' power
Ward of Light      5    Raises defense and counter attack percentage
Wind Strike        1    Wind attack vs one target Heal Ability AP Cost
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7.00 - F.A.Q痴
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Please use this FAQ first before emailing me! This will answer most of your
question!

Why did you make this guide?

Well, It looked like many people wanted a guide like this on the Breath of Fire
3 Message board so I stepped up.

I found a spelling mistake! What do I do?

Send the word to me before and after and tell me what section it is in. I will
fix it in the next update and give you 100% credit!

I found a ability/skill that you didn稚 include in this guide! What do I do?

Firstly, check to see if it is in the guide again. Then if you did not find it
email it to me with word(s) and tell me which section it should be in. Lastly,
I will fix it in the next update and give you 100% credit!

Where did you get this list of abilities/skills from?

I got it from the game and Primas guide. They our listed in the special thanks
section.

If you have any other questions email or AIM me. If you do not know it then go
to the contact section!

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8.00 - Special Thanks
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This is the section where I thank everyone.

I would like to thank CJayC for creating a great site and posting this FAQ.

I would like to thank my mom and dad for being supportive.

I would like to thank my brother for bringing me into the gaming world.

I would like to thank Primas official strategy guide for some information.

I would like to thank the producers of the game for making such a good game :)

I would like to thank you for reading this guide.

I would like to thank yours truly for creating this guide.

===============================================================================
9.00 - Conclusion
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Well, thank you for reading this guide! I hope it was informative and critique!
If you have any questions please refer to my contact me section.  Well, I got
to go, later.
Andrew


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