

Star Ocean (Import) Skills List

by DMHawkmoon

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Star Ocean Skills List

Version 2

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1. INTRO

This is a list, in order, of the skills found in Star Ocean for the SFC. Although there is already a skills translation, it didn't mean anything to me because I cannot read japanese. I needed the skills to be in order as they appear in the game. So through a few hours of sounding out each syllable and slowly figuring out which skill was which, I managed to come up with this list. I am 90% sure they are all right. If anyone finds any errors or can suggest better translations, let me know. Since I am very familiar with the second game for the PSX, I tried to make as many skills as I could have the same name.

2. UPDATE (8/4/00)

After a long break from this game, I have been playing it again, only to discover a huge mistake I had made! I listed the "motormouth" skill when really that slot is reserved for the character's fighting specialty. Raising the skill in that area allows you to learn a character's secret moves. For Ratix the skill is "Edarl Swordfighting".

Also, Please note that Magic users do not have any of the combat skills available to them.

CHANGES:

1. Fixed the "motormouth" error.
2. Better rationalized why I do not have a specialty order list.
3. Fixed a spelling error.
4. Added the "writing" skill to my list.

3. THE SKILLS IN THE ORDER THEY APPEAR

- | | |
|------------------------|--------------------|
| 1 Biology | Medicine Knowledge |
| 2 Spiritual Knowledge | Mineralology |
| 3 Item Knowledge | Piety |
| 4 Recipe | Musical Knowledge |
| 5 Fairyology | Aesthetic Sense |
| 6 Good Eye | Functionality |
| 7 Creativity | Danger Sense |
| 8 Radar (?) | Effort |
| 9 Willpower | Patience |
| 10 Craft | Kitchen Knife |
| 11 Musical Performance | Whistling |
| 12 Sketching | Writing |
| 13 Metal Casting | Scientific Ability |
| 14 Dash | Animal Training |
| 15 Below the Belt | Strong Blow |
| 16 Flip | Counterattack |
| 17 Feint | Mental Training |
| 18 Link Combo | Fighting skill |

4. SPECIALTIES

Here are what skills give you what specialties. I do not have the order these appear in the game because it all depends on which specialties you have learned. If no one has "identify" for example, then you'll never see identify appear on the list! To figure out which skill you are using, just look at the items available when you choose the specialty and you'll figure it out. There are descriptions for the skills in the other skills FAQs, so I won't repeat that information. Some of these are accessed as one of the options on the items screen and some appear in the magic/killer move area. These are skills like scout, familiar, oracle, practice, and music.

Craftsmanship: Craft, Aesthetic Sense, Mineralology

Scout: Danger Sense

Writing: Writing

Familiar: Animal training, Whistling

Weaponsmithing: Metal Casting, Mineralogy

Oracle: Radar, Piety, Creativity

Alchemy: Scientific Ability, Fairyology,
Mineralogy

Practice: Patience, Willpower, Effort

Music: Musical knowledge, Musical Performance

Art: Sketching

Customize: Craft, Aesthetic sense, Functionality

Identify: Item Knowledge, Mineralogy, Medicine
knowledge

Compounding: Biology, Medicine knowledge, spiritual
knowledge

Cooking: Recipe, Good Eye, Kitchen knife.

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