

Chrono Trigger Mechanics Guide

by DragonKnight Zero

Updated to v0.7 on Mar 26, 2004

This walkthrough was originally written for Chrono Trigger on the SNES, but the walkthrough is still applicable to the PSX version of the game.

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# Chronotrigger Mechanics Guide v0.7 - 26 / 11 / 2002      #  
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=====  
# Legal Jazz/Intro #  
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This guide looks into the innards of Chrono Trigger's battle system. This FAQ was also created by DragonKnight Zero in the first place - DragonKnight very kindly allowed me to take over the guide because he got bored with playing Chrono Trigger.

Still this guide is Copyright © 2002 G*Paladin, if you want to use anything in this guide, please e-mail me first.

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E-mail: Gpaladin_au2003@yahoo.com.au

"" Message boards user name: LordShinobi

What's new in v0.7...????

After a few weeks, i've decided to actually devote some time to this FAQ; this guide now comes with a fully completed list of Duel Tech Formulas, as well as a few other Tidbits such as info on Magus's Domsickle and some stuff on hacking the game to get hold of certain items, i've also found a formula, which can be used to calculate Ayla's attack; that was calculated by the data that DragonKnight provided in v0.1 of this FAQ; I've finally managed to calculate the other part to the formula!

To finish with, I must also mention Phoenix 1911, who has gave me permission to use his info on Lucca's Taban vest and suit; apart from all this, a few corrections have been made, also I would like to mention that the info regarding Robo's Crisis Arm is now correct, something I never tested I suppose!

Anyway, by all means read on; and please if possible, enjoy my work. I've tried to make this guide understandable, and if you want, I would be honored to have some good comments sent by e-mail, or on the Messageboards; and if you have a few tidbits for me, please by all means get them into my mail box!

Future Hopes...????

- > Get formulas for all Triple Techs!
- > Find out exactly how Random Numbers are produced!
- > Keep working to make this guide good!

Physical attack damage

First off here's how the attack power values are derived. The attack values can be found next to the weapon icon on the stat screen - these formula's produce decimal numbers, the decimals will be rounded up to whole numbers by the game.

For example... A wooden sword has an attack of 3, Crono is at level one with a power stat value of 5. The attack power once calculated is 8.33333333 recurring, but the game will round it up to 8. Basic maths really!!!

For the guys, the formula is:
 $(PWR \times 4/3) + (\text{weapon's attack} \times 5/9)$

For Lucca and Marle:
 $(HIT + \text{weapon's attack}) \times 2/3$

Last of all; Ayla:
 $(PWR \times 1.75) + (LV^2 \div 45.5)$

Have you read how the ATK Power values are derived, if that's so, you can now work out the expected physical attack damage. To do this take the ATK Power value, in the above example you will notice that Crono's ATK Power value is 8. Now to get the expected Physical attack damage, multiply the ATK Power value

by two. In this case Crono's Expected Physical Attack Damage is 8 multiplied by 2 - this give's a total of 16.

Remember the formula is (ATK Power × 2) + Random Number!

" I can also tell you of four instance, where all these damage formulas are ignored. I've prepared a list of all the weapons below, you may find this little bit of info pretty useful!

Robo's Crisis Arm

It's expected damage is Robo's attack, multiplied by the last digit of his current HP, multiplied by 2.

For example:-

Robo's Power stat = 99, which means his attack power is 132!

We use the following formula; (R→Atk/2 × Last digit of HP) × 2

Robo's HP, in this example is 564, 4 is the last digit, so you can now work out the expected damage.

Expected damage = (66 × 4) × 2 = 528

" The game also adds a Random Number, in order to make sure an attack will never do the same amount of damage too often, this is strange; and to be honest, I don't have a rule for this but I know that these exist!

Ayla's Bronze Fist

This is the best weapon in the game, mainly because it will do 9,999 Damage! on a Critical Hit. I think Ayla's Critical hits occur often, so you will have a good chance of seeing this!

Lucca's Wondershot

This weapon randomly changes attack power, it can do either of the following:-

1/10 × Expected Damage - Very Bad

1/2 × Expected Damage - Bad

1 × Expected Damage - Normal

2 × Expected Damage - Good

3 × Expected Damage - Cool!!!!

Magus's Domsickle

This weapon appears to get stronger, as your allies drop dead; you will find this weapon to be much stronger, when two allies fall in battle:-

2 × Expected Damage - One Fallen ally!

3 × Expected Damage - Two Fallen allies!

Single Tech formulas

For the Magical Techs the formulas given are for enemies with

normal magical defense, with no elemental weaknesses and no elemental resistances. As for physical techs, any multiple of damage refers to expected physical attack damage as described in the previous section.

Each different attacking range has been abbreviated to just 2 letters, the explanations for each abbreviation are below.

1E: Single enemy

EZ: All enemies close to targeted enemy are affected. In this game, only one size of Enemy Zone exists.

AE: All enemies

AZ: Ally zone, the Effect area is a range around a caster. As for Duel Techs and Triple Techs - I will specify who has the attack range around them.

1A: Single ally

AA: All allies

SL: Line from the caster that reaches the target - The Single techs, Slash and Flametoss seem to be an exception - these attacks effect any enemies in between.

HL: Horizontal line on screen, independent of your characters' locations.

Non-Elementl: This is just short for Non-elemental

Some Techs have elemental properties which enemies can be immune to or even weak against. The elements used in Chrono Trigger, are Lightning, Water, Fire and Shadow. Each of the Characters has a different element, apart from Robo and Ayla who for some reason, can attack using elemental attacks!

All of the formulas given, are reasonably accurate; no one will ever get any damage formulas 100% correct; because of a little extra damage, performed by Random Numbers; which the game appears to add onto the total damage of an attack.

\ Crono /
^^^^

```
~~~~~  
~ Tech           ~ Damage Info           ~ Range ~ Tech Type ~  
~~~~~  
~ Cyclone        ~ 1.2× Damage           ~   EZ ~ Physical  ~  
~~~~~  
~ Slash          ~ (Lv + Mag) × 4        ~   SL ~ Lightning  ~  
~~~~~  
~ Lightning      ~ (Lv + Mag) × 5        ~   1E ~ Lightning  ~  
~~~~~  
~ Spincut        ~ 2× Damage             ~   1E ~ Physical   ~  
~~~~~  
~ Lightning 2    ~ (Lv + Mag) × 5.75     ~   AE ~ Lightning  ~  
~~~~~  
~ Life          ~ Mag × 10              ~   1A ~ Revive     ~  
~~~~~
```

```

~ Confuse          ~ 4 Hits, 0.9× damage  ~ 1E ~ Physical  ~
~                  ~ 3.6× damage = Total  ~      ~
~~~~~
~ Luminaire        ~ (Lv + Mag) × 20.5    ~ AE ~ Lightning ~
~~~~~

```

```

\ Marle / <Princess Nadia>
  ^^^^^

```

```

~~~~~
~ Tech            ~ Damage Info          ~ Range ~ Tech Type ~
~~~~~
~ Aura            ~ Mag × 5              ~ 1A ~ Curative  ~
~~~~~
~ Provoke         ~ Causes Chaos status  ~ 1E ~ - Status   ~
~~~~~
~ Ice             ~ (Lv + Mag) × 4.5     ~ 1E ~ Water      ~
~~~~~
~ Cure            ~ Mag × 14.75          ~ 1A ~ Curative  ~
~~~~~
~ Haste           ~ Causes Haste status  ~ 1A ~ + Status   ~
~~~~~
~ Ice 2           ~ (Lv + Mag) × 5.75    ~ AE ~ Water      ~
~~~~~
~ Cure 2          ~ Restore HP MAG × 25  ~ 1A ~ Curative  ~
~~~~~
~ Life 2          ~ Revive with full HP  ~ 1A ~ Revive     ~
~~~~~

```

```

\ Lucca /
  ^^^^^

```

```

~~~~~
~ Tech            ~ Damage Info          ~ Range ~ Tech Type ~
~~~~~
~ Flame Toss      ~ (Lv + Mag) × 2.5     ~ SL ~ Fire      ~
~~~~~
~ Hypno Wave     ~ Causes Sleep status  ~ AE ~ - Status   ~
~~~~~
~ Fire            ~ (Lv + Mag) × 4.5     ~ 1E ~ Fire      ~
~~~~~
~ Napalm         ~ (Lv + Mag) × 5       ~ EZ ~ Fire      ~
~~~~~
~ Protect        ~ Causes Protect status ~ 1A ~ + Status   ~
~~~~~
~ Fire 2         ~ (Lv + Mag) × 5.75    ~ AE ~ Fire      ~
~~~~~
~ Mega Bomb      ~ (Lv + Mag) × 13.25   ~ EZ ~ Fire      ~
~~~~~
~ Flare          ~ (Lv + Mag) × 17.25   ~ AE ~ Fire      ~
~~~~~

```

```

\ Frog / <Glenn>
  ^^^^

```

```

~~~~~
~ Tech            ~ Damage Info          ~ Range ~ Tech Type ~
~~~~~
~ Slurp           ~ Mag × 5              ~ 1A ~ Curative  ~
~~~~~
~ Slurp Cut       ~ 4/3× attack misses on ~ 1E ~ Physical  ~
~                  ~ enemies "Locked" in  ~      ~
~                  ~ place.                ~      ~
~~~~~

```

```

~~~~~
~ Water      ~ (Lv + Mag) × 4.5      ~ 1E ~ Water      ~
~~~~~
~ Heal       ~ Mag × 6.5                    ~ AA ~ Curative   ~
~~~~~
~ Leap Slash ~ 2.2× Damage                  ~ 1E ~ Physical     ~
~~~~~
~ Water 2    ~ (Lv + Mag) × 5.75           ~ AE ~ Water       ~
~~~~~
~ Cure 2     ~ Restore HP MAG × 24.5       ~ 1A ~ Curative     ~
~~~~~
~ Frog Squash ~ Low HP = High Damage       ~ AE ~ Physical     ~
~~~~~

```

\ Robo / <Prometheus>
 ^^^^

```

~~~~~
~ Tech       ~ Damage Info                  ~ Range ~ Tech Type ~
~~~~~
~ Rocket Punch ~ 4/3× attack damage          ~ 1E ~ Physical     ~
~~~~~
~ Cure Beam   ~ Mag × 14.25                 ~ 1A ~ Curative     ~
~~~~~
~ Laser Spin  ~ (Lv + Mag) × 4.25           ~ AE ~ Shadow      ~
~~~~~
~ Robo Tackle ~ (Lv + Pwr) × 9.5            ~ 1E ~ Physical     ~
~~~~~
~ Heal Beam   ~ Mag × 10                     ~ AA ~ Curative   ~
~~~~~
~ Uzzi Punch  ~ 3× attack damage            ~ 1E ~ Physical     ~
~~~~~
~ Area Bomb   ~ (Lv + Mag) × 12.25          ~ AZ ~ Fire       ~
~~~~~
~ Shock       ~ (Lv + Mag) × 16.5           ~ AE ~ Lightning  ~
~~~~~

```

\ Ayla /
 ^^^^

```

~~~~~
~ Tech       ~ Damage Info                  ~ Range ~ Tech Type ~
~~~~~
~ Kiss       ~ Mag × 14.75 & removes      ~ 1A ~ Curative     ~
~           ~ negative status            ~   ~           ~
~~~~~
~ Rollo Kick ~ 1.5× Damage                  ~ 1E ~ Physical     ~
~~~~~
~ Cat Attack ~ 2.2× Damage                  ~ 1E ~ Physical     ~
~~~~~
~ Rock Throw ~ 3.3× Damage misses on      ~ 1E ~ Physical     ~
~           ~ enemies "Locked" in       ~   ~           ~
~           ~ place.                     ~   ~           ~
~~~~~
~ Charm      ~ Steal item from enemy      ~ 1E ~ ???          ~
~~~~~
~ Tail Spin  ~ (Lv + Mag) × 16.5           ~ AZ ~ Non-Elementl ~
~~~~~
~ Dino Tail  ~ Low HP = High Damage       ~ AE ~ Physical     ~
~~~~~
~ Triple Kick ~ 3 Hits, 4/3× damage        ~ 1E ~ Physical     ~
~           ~ 4× damage = Total          ~   ~           ~
~~~~~

```

~~~~~  
\  
Magus /  
^^^^^

```
~ Tech          ~ Damage Info          ~ Range ~ Tech Type ~
~ Lightning 2   ~ (Lv + Mag) × 7.5          ~ AE ~ Lightning ~
~ Ice 2         ~ (Lv + Mag) × 7.5          ~ AE ~ Water     ~
~ Fire 2        ~ (Lv + Mag) × 7.5          ~ AE ~ Fire       ~
~ Dark Bomb     ~ (Lv + Mag) × 10.25        ~ EZ ~ Shadow     ~
~ Magic Wall    ~ Causes Shell Status      ~ 1A ~ + Status   ~
~ Dark Mist     ~ (Lv + Mag) × 10.25        ~ AE ~ Shadow     ~
~ Black Hole    ~ Causes Death              ~ AZ ~ Death RIP  ~
~ Dark Matter   ~ (Lv + Mag) × 15.5         ~ AE ~ Shadow     ~
```

=====  
# Dual Techs #  
=====

Evolved Single techs maybe, these are the result of two single techs mixed together, what makes them so hard to understand is the fact that they can be comprised of both Physical & Magical properties. For example; you take two single techs, Flare and Frog Squash, combine them and you get the strongest Dual Tech which is "Frog Flare"! Rather interesting don't you think???

Notes!

=====

- ✧ Magus cannot use dual techs!
- ✧ They are 45 Duel Techs in total, each character, excluding Magus, is involved in 18 Duel Techs each!

"" Below I have put the formulas into tables, hopefully you'll manage to make sense of these, coz i've made them as simple as possible, here we go.....?

\  
Crono\Marle /  
^^^^^^^^

```
~ Tech          ~ Damage Info          ~
~ Aura Whirl    ~ Marle's Mag × 5.5          ~
~ Ice Sword     ~ (C-Atk × 5.0) + (M-Lv + M-Mag × 6.2) ~
~ Ice Sword 2   ~ (C-Atk × 7.3) + (M-Lv + M-Mag × 5.8) ~
```

\  
Crono\Lucca /  
^^^^^^^^

```
~ Tech          ~ Damage Info          ~
```

```
~~~~~
~ Fire Whirl ~ (C-Atk × 2.5) + (L-Lv + L-Mag × 3.3) ~
~~~~~
~ Fire Sword ~ (C-Atk × 5.0) + (L-Lv + L-Mag × 6.2) ~
~~~~~
~ Fire Sword 2 ~ (C-Atk × 7.3) + (L-Lv + L-Mag × 5.8) ~
~~~~~
```

```
\ Crono\Ayla /
^^^^^^^^^^
```

```
~~~~~
~ Tech ~ Damage Info ~
~~~~~
~ Drill Kick ~ Ayla's Atk × 5.5 ~
~~~~~
~ Volt Bite ~ Ayla's Atk × 9.0 ~
~~~~~
~ Falcon Hit ~ Crono's Atk × 8.0 ~
~~~~~
```

```
\ Crono\Frog /
^^^^^^^^^^
```

```
~~~~~
~ Tech ~ Damage Info ~
~~~~~
~ X-Strike ~ (C-Atk × 3.3) + (F-Atk × 3.3) ~
~~~~~
~ Sword Stream ~ (C-Atk × 5.0) + (F-Lv + F-Mag × 6.2) ~
~~~~~
~ Spire ~ (F-Atk × 4.5) + (C-Lv + C-Mag × 11.5) ~
~~~~~
```

```
\ Crono\Robo /
^^^^^^^^^^
```

```
~~~~~
~ Tech ~ Damage Info ~
~~~~~
~ Rocket Roll ~ (R-Lv + R-Mag) × 6.1 ~
~~~~~
~ Max Cyclone ~ Crono's Atk × 8 ~
~~~~~
~ Super Volt ~ (R-Lv + R-Mag + C-Lv + C-Mag) × 13.8 ~
~~~~~
```

```
\ Marle\Lucca /
^^^^^^^^^^
```

```
~~~~~
~ Tech ~ Damage Info ~
~~~~~
~ Antipod ~ (M-Lv + M-Mag + L-Lv + L-Mag) × 4.6 ~
~~~~~
~ Antipod 2 ~ (M-Lv + M-Mag + L-Lv + L-Mag) × 8.9 ~
~~~~~
~ Antipod 3 ~ (M-Lv + M-Mag + L-Lv + L-Mag) × 14.7 ~
~~~~~
```

```
\ Marle\Ayla /
^^^^^^^^^^
```

```
~~~~~
~ Tech ~ Damage Info ~
~~~~~
```



~~~~~  
~ Twin Charm ~ "Steal" Item from enemy ~
~~~~~  
~ Ice Toss ~ (A-Atk × 10.5) + (M-Lv + M-Mag × 4.75) ~  
~~~~~  
~ Cube Toss ~ (A-Atk × 13.0) + (M-Lv + M-Mag × 7.25) ~
~~~~~

\ Marle\Frog /  
^^^^^^^^^^

~~~~~  
~ Tech ~ Damage Info ~
~~~~~  
~ Ice Water ~ (M-Lv + M-Mag + F-Lv + F-Mag) × 4.5 ~  
~~~~~  
~ Glacier ~ (M-Lv + M-Mag + F-Lv + F-Mag) × 8.8 ~
~~~~~  
~ Double Cure ~ Fully Heals, all party members ~  
~~~~~

\ Marle\Robo /
^^^^^^^^^^

~~~~~  
~ Tech ~ Damage Info ~  
~~~~~  
~ Aura Beam ~ Marle's Mag × 5 ~
~~~~~  
~ Ice Tackle ~ (M-Lv + M-Mag × 6.8) + (R-Lv × R-Pwr × 14.2) ~  
~~~~~  
~ Cure Touch ~ Marle's Mag × 25.0 ~
~~~~~

\ Lucca\Ayla /  
^^^^^^^^^^

~~~~~  
~ Tech ~ Damage Info ~
~~~~~  
~ Fire Kick ~ (A-Lv + A-Pwr × 8.1) + (L-Lv × L-Mag × 5.7) ~  
~~~~~  
~ Fire Whirl ~ (L-Lv + L-Mag × 8.6) + (A-Lv + A-Mag × 24.7) ~
~~~~~  
~ Blaze Kick ~ (L-Lv + L-Mag × 7.3) + (A-Lv + A-Mag × 21.0) ~  
~~~~~

\ Lucca\Frog /
^^^^^^^^^^

~~~~~  
~ Tech ~ Damage Info ~  
~~~~~  
~ Red Pin ~ (F-Atk × 5.5) + (L-Lv + L-Mag × 5.6) ~
~~~~~  
~ Line Bomb ~ (L-Lv + L-Mag) × 13.1 ~  
~~~~~  
~ Frog Flare ~ Lower Frog's HP = High Attack Power ~
~~~~~

\ Lucca\Robo /  
^^^^^^^^^^

~~~~~  
~ Tech ~ Damage Info ~
~~~~~

```

~~~~~
~ Fire Punch ~ (L-Lv + L-Mag × 4.5) + (R-Atk × 2.4) ~
~~~~~
~ Fire Tackle ~ (L-Lv + L-Mag × 8.6) + (R-Atk × 11.1)
~
~~~~~
~ DoublevBomb ~ (L-Lv + L-Mag + R-Lv + R-Mag) × 19.2 ~
~~~~~

```

```

\ Ayla\Frog /
^^^^^^^^^^

```

```

~~~~~
~ Tech ~ Damage Info ~
~~~~~
~ Slurp Kiss ~ Ayla's Mag × 28 ~
~~~~~
~ Bubble Hit ~ Ayla's Atk × 10 ~
~~~~~
~ Drop Kick ~ (A-Atk × 13.0) + (F-Atk × 6.5) ~
~~~~~

```

```

\ Ayla\Robo /
^^^^^^^^^^

```

```

~~~~~
~ Tech ~ Damage Info ~
~~~~~
~ Spin Kick ~ Ayla's Atk × 10 ~
~~~~~
~ Boogie ~ Casts "Stop" on all enemies ~
~~~~~
~ Beast Toss ~ (A-Atk × 13.2) + (R-Atk × 6.7) ~
~~~~~

```

```

\ Frog\Robo /
^^^^^^^^^^

```

```

~~~~~
~ Tech ~ Damage Info ~
~~~~~
~ Blade Toss ~ (F-Atk × 3.0) + (R-Atk × 2.4) ~
~~~~~
~ Bubble Snap ~ Robo's Atk × 14.9 ~
~~~~~
~ Cure Wave ~ Frog's Mag × 24.5 ~
~~~~~

```

Ranges and Required Techniques

=====

With the Single tech formulas, I included information similar to the data provided in the table below. The table below will tell you, what single techs are required to master each Dual technique in Chronotrigger.

<R> = The attack range is around Robo....!

```

~~~~~
~ Tech ~ Required Single Techs ~ Range ~ Tech Type ~
~~~~~
~ Aura Whirl ~ Cyclone + Aura ~ AA ~ Curative ~
~ Ice Sword ~ Spincut + Ice ~ 1E ~ Water ~
~ Ice Sword 2 ~ Confuse + Ice2 ~ EZ ~ Water ~

```

```

~ Fire Whirl ~ Cyclone + Flame Toss ~ EZ ~ Fire ~
~ Fire Sword ~ Spincut + Fire ~ 1E ~ Fire ~
~ Fire Sword 2 ~ Confuse + Fire2 ~ EZ ~ Fire ~
~ X-Strike ~ Slash + Slurp Cut ~ 1E ~ Physical ~
~ Sword Stream ~ Spincut + Water ~ 1E ~ Water ~
~ Spire ~ Lightning2 + Leap Slash ~ 1E ~ Lightning ~
~ Rocket Roll ~ Cyclone + Laser Spin ~ AE ~ Shadow ~
~ Max Cyclone ~ Spincut + Laser Spin ~<R> AZ ~ Physical ~
~ Super Volt ~ Lightning2 + Shock ~ AE ~ Lightning ~
~ Drill Kick ~ Cyclone + Rollo Kick ~ 1E ~ Physical ~
~ Volt Bite ~ Lightning + Cat Attack ~ 1E ~ Lightning ~
~ Falcon Hit ~ Spincut + Rock Throw ~ HL ~ Physical ~
~ Antipod ~ Ice + Fire ~ EZ ~ Shadow ~
~ Antipod 2 ~ Ice 2 + Fire 2 ~ EZ ~ Shadow ~
~ Antipod 3 ~ Ice 2 + Flare ~ AE ~ Shadow ~
~ Ice Water ~ Ice + Water ~ AE ~ Water ~
~ Glacier ~ Ice 2 + Water 2 ~ 1E ~ Water ~
~ Double Cure ~ Cure 2 + Cure 2 ~ AA ~ Curative ~
~ Aura Beam ~ Aura + Cure Beam ~ AA ~ Curative ~
~ Ice Tackle ~ Ice + R.Tackle ~ 1E ~ Water ~
~ Cure Touch ~ Cure 2 + Heal Beam ~ AA ~ Curative ~
~ Twin Charm ~ Provoke + Charm ~ 1E ~ ??? ~
~ Ice Toss ~ Ice + Rock Throw ~ HL ~ Water ~
~ Cube Toss ~ Ice 2 + Rock Throw ~ EZ ~ Water ~
~ Red Pin ~ Fire + Leap Slash ~ 1E ~ Fire ~
~ Line Bomb ~ Mega Bomb + Leap Slash ~ HL ~ Fire ~
~ Frog Flare ~ Flare + Fr.squash ~ AE ~ Fire ~
~ Fire Punch ~ Fire + R.Punch ~ EZ ~ Fire ~
~ Fire Tackle ~ Fire 2 + R.Tackle ~ 1E ~ Fire ~
~ DoublevBomb ~ Mega Bomb + Area Bomb ~<R> 1E ~ Fire ~
~ Fire Kick ~ Fire + Rollo Kick ~ 1E ~ Fire ~
~ Fire Whirl ~ Fire 2 + Tail Spin ~ AE ~ Shadow ~
~ Blaze Kick ~ Fire 2 + Trple.Kick ~ 1E ~ Fire ~
~ Blade Toss ~ Slurp Cut + Laser Spin ~<R> SL ~ Physical ~
~ Bubble Snap ~ Water + R.Tackle ~ 1E ~ Physical ~
~ Cure Wave ~ Cure 2 + Heal Beam ~ AA ~ Curative ~
~ Slurp Kiss ~ Kiss + Slurp ~ AA ~ Curative ~
~ Bubble Hit ~ Rollo Kick + Water ~ 1E ~ Physical ~
~ Drop Kick ~ Trple Kick + Leap Slash ~ 1E ~ Physical ~
~ Spin Kick ~ R.Tackle + Rollo Kick ~ 1E ~ Physical ~
~ Boogie ~ R.Tackle + Rock Throw ~ AE ~ Physical ~
~ Beast Toss ~ Uzzi Punch + Rock Throw ~ 1E ~ Physical ~

```

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Triple Techs

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Whole party techniques, which won't have any formulas worked out for them, till i've completed the Duel Techs list. Ranges and Tech Types are provided, but I won't be taking this small section any further for quite a while!

|              |                 |              |             |
|--------------|-----------------|--------------|-------------|
| Delta Force  | AE Shadow       | Spin Strike  | 1E Physical |
| Arc Impulse  | 1E Water        | Dark Eternal | AE Shadow   |
| Life Line    | AA Revive       | Grand Dream  | AE Physical |
| Final Kick   | 1E Shadow       | Omega Flare  | AE Shadow   |
| Delta Storm  | AE Shadow       |              |             |
| Fire Zone    | AZ Fire (Robo)  |              |             |
| Gatling Kick | 1E Shadow       |              |             |
| Triple Raid  | 1E Physical     |              |             |
| 3D Attack    | 1E Physical     |              |             |
| Twister      | AE Shadow       |              |             |
| Poyozo Dance | AE Non-Elementl |              |             |

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# Maxing out stats #

-----

This lists the levels characters will max out particular stats without the use of Tabs or any event-related stat gain. Speed doesn't appear here at all because speed doesn't increase with levels. This list should be complete now!

|                |                |                |
|----------------|----------------|----------------|
| Crono          | Marle          | Lucca          |
| *****          | *****          | *****          |
| HP - Lv56      | HP - Lv60      | HP - Lv59      |
| MP - Lv59      | MP - Lv56      | MP - Lv53      |
| Power - Lv69   | Mag Def - Lv54 | Magic - Lv92   |
| Stamina - Lv57 |                | Mag Def - Lv56 |
| Mag Def - Lv62 |                |                |

|                |                |                |
|----------------|----------------|----------------|
| Frog           | Robo           | Ayla           |
| ****           | ****           | ****           |
| HP - Lv55      | HP - Lv50      | HP - Lv54      |
| MP - Lv61      | MP - Lv67      | MP - Lv63      |
| Power - Lv75   | Power - Lv59   | Power - Lv61   |
| Stamina - Lv58 | Stamina - Lv51 | Stamina - Lv54 |
| Mag Def - Lv60 | Mag Def - Lv77 | Mag Def - Lv66 |

|                |
|----------------|
| Magus          |
| *****          |
| HP - Lv54      |
| MP - Lv52      |
| Power - Lv77   |
| Magic - Lv80   |
| Stamina - Lv93 |
| Mag Def - Lv53 |

-----

# Additional Magic Resistance #

-----

All you characters have their own elements as you know, this is apart from Robo and Ayla. The Characters that have elements also have additional Magic Resistance to their own elements.

"" The Percentages may not be 100% correct, but hopefully they are nearly spot on - if you can correct them, It will be

highly appreciated, well here we go....

Ayla and Robo don't have their own elements; but do have Magic Resistance to certain elements. In Robo's case it's Shadow; he doesn't have great magic defense though. Ayla doesn't have any elemental techniques; but has resistance against Fire; Weird.

- Crono - 18% resistance vs Lightning
- Frog - 18% resistance vs Water
- Marle - 16% resistance vs Water
- Lucca - 17% resistance vs Fire
- Magus - 20% resistance vs Shadow
- Ayla - 17% resistance vs Fire
- Robo - 20% resistance vs Shadow

You can also get Magic resistant armours and helmets, in the case of the Girl's, the Prism Dress is recommended coz it cuts Magical hits by a 1/3 - with a Prism Dress equipped, sometimes the damage done to you will be Zero, I don't know why!!!

"" Lots of Magic resistant equipment exists, some will reduce damage, some will make you immune to certain elements.

```

~~~~~
~ Helmet / Armour ~ Def ~ Resistance ~
~~~~~
~ Ruby Vest ~ 45 ~ 50% Resistance vs Fire ~
~ Ruby Armour ~ 78 ~ 80% Resistance vs Fire ~
~ R'Bow Helm ~ 35 ~ 50% Resistance vs Lightning ~
~ Mermaid Cap ~ 35 ~ 50% Resistance vs Water ~
~ Dark Helm ~ 35 ~ 50% Resistance vs Shadow ~
~ Taban Vest ~ 33 ~ 50% Resistance vs Fire ~
~ Taban Suit ~ 79 ~ 75% Resistance vs Fire ~
~~~~~

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"" We also get armours and helmets that can absorb elemental damage - in other words turn the damage into HP!

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~~~~~
~ Helmet / Armour ~ Def ~ % of Damage Absorbed ~
~~~~~
~ White Vest     ~ 45 ~ Absorbs 50% Damage vs Lightning ~
~ White Mail     ~ 70 ~ Absorbs All Damage vs Lightning ~
~ Black Vest     ~ 45 ~ Absorbs 50% Damage vs Shadow ~
~ Black Mail     ~ 70 ~ Absorbs All Damage vs Shadow ~
~ Blue Vest      ~ 45 ~ Absorbs 50% Damage vs Water ~
~ Blue Mail      ~ 70 ~ Absorbs All Damage vs Water ~
~ Red Vest       ~ 45 ~ Absorbs 50% Damage vs Fire ~
~ Red Mail       ~ 70 ~ Absorbs All Damage vs Fire ~
~~~~~

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# Other Notes #  
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⌘ When you're in the New Game + mode - equip a Safe Helm and a Prism Dress on a female character. She shouldn't sustain any damage from enemy attacks - till you get to Magus's Castle.

⌘ If you've played Final Fantasy VI you will be familiar with

the Life 3 spell, the one that can cause reraise status. In Chrono Trigger this can only occur two ways, by casting the Lifeline Triple Tech or through the Greendream accessory.

"" Reraise status = Revive with Mag \* 5 HP (495HP Max) ""

- ⌘ You can't have Shell and Protect status together on the same character, but you can if your equipped with a Safe Helm and a Prism Dress. You can cause "Shell" and "Protect" status by using certain items. <Ayla is your best bet!>

Barrier - "Shell" Status

Shield - "Protect" Status

- ⌘ Haste double's a characters speed - however it stops at an effective level of 24. DragonKnight Zero say's!!!!

If you want to be in haste status, but you don't have Marle in your party, equip a Haste Helm.

- ⌘ When a character not in the active party gains a level, he or she will not gain any experience towards the next level.
- ⌘ Non-active characters will gain 75% of the Experience that active members gain. This will happen as soon as a character becomes playable, even if the character isn't selectable for a while.
- ⌘ Cyrus's Ghost in the Northern Ruins 1000AD; can be damaged by Non-Elemental Techniques. I don't know how much HP he has though; Still you can actually damage him, if you use Ayla's Tail spin technique or the Triple Tech, Poyozo Dance.

- ⌘ Magic enemies, will take more damage, when struck by certain weapons. These weapons are as follows;

Demon Edge 150%, Brave Sword 200%, Demon Hit 200%,  
Pearl Edge 150%, Masamuné 200%!

- ⌘ The Poyozo dance, Spin Strike, Grand Dream, Omega Flare and Dark Eternal triple techniques can only be invoked by using certain accessories.

DarkEternal -> Black Rock

PoyozoDance -> White Rock

SpinStrike -> Silver Rock

OmegaFlare -> Blue Rock

GrandDream -> Gold Rock

- ⌘ Five excluded items exist in the game, you can get hold of these items, by using a third party device; like a Savestate hacker. Although, I used a PAR code to find these items out, and like I said before five exist;

Dark Saber

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This weapon can be equipped by Crono; it has an attack value of 50, and the weapons battle color is Dark Blue; and it has the same amount of animation as a Copper sword from Dragon Warrior on the Gameboy Color, which to be fair isn't good.

Rating -> 4/10

Pico Magnum

-----

This weapon can be equipped by Lucca; it has an attack value of 20, and it has poor battle animation. Infact, i'm glad it was left out of the game; apart from its cool name, this is definitely a recipe for disaster!

Rating -> 2/10

Graedus

-----

This weapon can be equipped by Lucca; it has an attack value of 60, which will only apply to boss battles. When it comes to standard battles, it cuts an enemies current HP in half; but after the first cut, it will do normal damage. It seems to be a really cool weapon, with decent animation.

Rating -> 6/10

Relic

-----

This is an accessory, it seems to have the effect as a Sight Scope; it tells you the HP of an enemy, so its a replacement for a Sight Scope in a way, not very helpful really!

Rating -> 3/10

Seraph Song

-----

This is an accessory, it recovers 5mp every twenty seconds; in battle only. Thats not a bad bonus during large battles, like when you fight Lavos, but 5mp isn't much to be honest. Still, its not a bad accessory overall!

Rating -> 7/10

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# Special Thanks #

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Special Thanks goes to all these wonderful people, who helped me make this guide; in their own ways. The main culprit must be DragonKnight Zero; he did start this guide off after all, and he has emailed give me loads of tidbits, which happen to be included in this document!

Now, I'm going to get on with the Special Thanks / Credits list which can be interesting; if you like to read a FAQ's Rear-end, or should I say, Ending!

DragonKnight Zero

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He was the " Previous Author " of this FAQ, lots of the work in this guide was thank's to him. He was the guy who kindly allowed me take over this interesting guide, i've never tried to write anything like this in the past either!!! Any work in here that he's done is highly appreciated. You may also want to check out his other FAQ's aswell.

For even more work!

\*\*\*\*\*

- Corrections on Tail Spin and Poyozo Dance Techs!
- Giving me tips on explaining Formulas better!

Meowthnum1

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He's wrote many FAQ's; but he was the one who discovered the 9,999 damage on a critical hit - with Ayla's Bronze Fist. You can also check his Chronotrigger FAQ, for a little mechanics stuff provided by me!

Phoenix 1911

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This characters a helpful guy to have around, he allowed me to use his stuff on Lucca only armours; which as you know are the Taban Vest and Taban Suit; although until he said I could use his info; I didn't know how much fire resistance these armours had, again highly appreciated, you can also check out his cool FAQ's for two of my favorite Rpgs, CT and Lufia II!

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Well, Goodbye!

Take care of yourselves, and be sure to look out for the next version of this guide; which hopefully should be in progress soon. Now, I will get out of your face, and you can enjoy my little quote from good ol' Magus!

"Play with fire and you get burned" Magus, CT!

Alright, its not Shakespeare, but I will find a new quote soon; the one I wanted to use has already been taken!

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