

# Chrono Cross Character FAQ

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## Purpose

As a teenager, I was always obsessed with this game, but as I grew older, my scholastic passion for statistics coupled with that obsession forced me to document an excessive amount of data about this game in a giant spreadsheet on my computer. I trolled the internet often, expecting that someone else would've done the same thing, but I guess no one is this crazy. I've done this for many games, but none has a roster this extensive. As a result, I finally decided to share this with the world.

Naturally, I am sure, if you are here, you really care about my life story...^ \_\_ ^ . Anyway, let's get this thing started!

## Overview Of Each Statistic

**PRIMARY STATS:** These are the most important stats in the game. For me, these, along with the element grid and individual techs, are what differentiate the exceptional characters from the great ones, the great ones from the good ones, the good ones from the average ones, and the average ones from the permanent bench riders(or worse). I am sure this run on statement wasn't necessary for you to get the idea.

**Hit Points:** A vital stastic which determines whether or not you survive. On the first playthrough, in particular, this is one of the most important stats since many bosses have the ability to kill you in one hit. The value decreases over time. The value can be mitigated by the defensive stats, and increased by certain accessories.

**Average Max HP at 99 Stars: 813.14**

**Strength:** Determines how much damage you will do with physical attacks and physically based techniques. Since you need to do attacks to build up element levels to cast magics, this stat is important to everyone. Which techniques are physical and magical will be covered in individual character sections.

**Average Max Strength at 99 Stars: 83.43**

**Resilience:** Determines how much damage you take from physical attacks and physically based techniques. This is the base resistance and I don't believe it used in damage taken calculations by the game. The number used for calculations is Defense. More on damage calculations later.

**Average Max Resilience at 99 Stars: 75.61**

**Magic:** Determines how much magical damage you do to opposing creatures. Also determines how much healing spells do to your party. Even most physical players will end up casting some magic at one point or another. There is an additional magic stat you can see when equipping items, and the other magic stat is used in offensive damage calculations.

**Average Max Magic at 99 Stars: 47.86**

**Magic Resilience:** Determines how much magical damage you take from opposing creatures. This is one of the most noticeable stats in the first playthrough when it comes to the haves against the have-nots. Of course, that can be entirely determined by chance. The stat used for damage calculation is called Magic Defense, which adds bonuses from gearing.

**Average Max Magic Resilience at 99 Stars: 40.43**

**SECONDARY STATS:** These are the stats that, to me, matter less in combat. The other alternative is that they don't differentiate between the characters in any meaningful way. Of course, I am sure there will be a debate over Stamina Recovery, but I will give an explicit rundown of that in this section.

**Accuracy:** Determines how often you hit with physical attacks. While important, with the best weapons on star level 99, every single character reaches 99% accuracy and doesn't go above that point. If anything, base accuracy is a better indicator of who you will want to strangle during the first playthrough.

**Agility:** What sounds like it should be a relevant stat turns out to only increase your chance of evading regular physical attacks. While it is a nice benefit, it isn't really something I would judge a character positively or negatively for. Sorry, Mojo.

## Table of Contents

1. Purpose
2. Overview Of Each Statistic
3. Star Level: Statistical Growth
  1. Star Level: HP Growth Formula
  2. Star Level: Other Stat Growth Formula
4. Growth Between Star Levels: Mini-Stars/Mini-Growth
  1. Base Percentage for HP Growth by Level
  2. Mini-Star Growth Look-Up Table
  3. Mini-Star Availability by Level
5. Maxing Stats
  1. The Overview
  2. The Plan
6. Character Analysis
  1. Example Character Layout
  2. Serge
  3. Kid
  4. Guile
  5. Norris
  6. Nikki
  7. Viper
  8. Riddel
  9. Karsh
  10. Zoah
  11. Marcy
  12. Korcha
  13. Luccia
  14. Poshul
  15. Razzly
  16. Zappa
  17. Orcha
  18. Radius
  19. Fargo
  20. Macha
  21. Glenn
  22. Leena
  23. Miki
  24. Harle
  25. Janice
  26. Draggy
  27. Starky
  28. Sprigg
  29. Mojo
  30. Turnip
  31. NeoFio
  32. Greco
  33. Skelly
  34. Funguy
  35. Irenes
  36. Mel
  37. Leah
  38. Van
  39. Sneff
  40. Steena
  41. Doc
  42. Grobyc
  43. Pierre
  44. Orlha
  45. Pip
  46. Lynx
7. Ranking Characters
  1. Simple 5 Stat Rankings

**Attack:** I don't even know why this statistic is on the screen. This adds your current strength to your weapon damage. Sadly, this is never used in calculations, as weapon damage is applied separately in the formulas. On the bright side, through easy subtraction, this stat allows you to see what that weapon damage actually is!

2. Adjusted 8 Stat Rankings  
8. Updates and Thanks  
9. Legal Stuff

**Defense:** Used in calculations. It is equal to armor/accessory bonuses + Resilience from above.

**Magic(#2):** Seen on the equip page. Used in calculations. Equals accessory bonuses + Magic.

**Magic Defense:** Used in calculations. Same formula as defense using Magic Resilience.

**Hit%:** This is essentially your accuracy plus your weapon bonus, which ranges from 0 to 4.

**Evade%:** This is your agility plus bonuses from armor and accessories.

**STAMINA RECOVERY:** I apologize for the incoming wall of text, but most people who have played this game know exactly why this statistic is or isn't important. First, when executing normal attacks, the person attacking loses one stamina, while the other two people gain their Stamina Recovery stat divided by 10. For executing the level two and three attacks, multiply by two and three respectively. As a result, you are always gaining more stamina than you are losing with the exception of a single situation. Magics and Techniques cost 7 stamina in every situation, but only recover the stamina of the other two as if it were a normal attack. As a result, stamina recovery affects only two things. Who takes what percentage of your actions and the ratio of physical attacks to techniques that you can execute while remaining stamina neutral.

**Scenario 1:** To illustrate this point, suppose you are using a team of Draggy, Macha, and Greco. Draggy has a stamina recovery of 13, while Macha and Greco have stamina recoveries of 9. As a result, Draggy will be taking 13 out of 31 actions overall. Furthermore, when Draggy executes a normal attack, he loses one stamina while Macha and Greco gain 0.9 stamina points each. This is a net gain of 0.8. When Draggy casts a magic, he loses 7 stamina points while Macha and Greco gain 0.9 stamina points each still. This is a net loss of 5.2 stamina points. As a result, Draggy will be doing lots of attacking because it takes 6.5 attacks for him to make up for the stamina loss for casting a magic.

**Scenario 2:** Now, let us look at a different setup. Take a team of Leena, Irenes, and Marcy. Each has a stamina recovery at 11. So, whenever any single member executes a physical attack, they lose a stamina, but the other two gain a total of 2.2. This runs at a net of 1.2 stamina points. When casting a magic, they lose 7 points, but the others gain a total of 2.2, for a net loss of 4.8. It clearly takes exactly 4 physical attacks to make up for 1 magic. As a result, this team could transition from one to the next without any problems using 4 physical attacks followed by a magic and never run anyone out of stamina. It is impossible to alter this pattern with any team all too much. The net gain of 2.2 applies to the previous situation when anyone but Draggy is attacking. Stamina recovery never changes throughout the game. The stamina recoveries follow this paragraph.

**13 Stamina Recovery:** Draggy

**12 Stamina Recovery:** Kidd, Pierre, Razzly

**11 Stamina Recovery:** Funguy, Glenn, Harle, Irenes, Leena, Luccia, Marcy, Mel, Miki, Mojo, NeoFio, Norris, Orha, Riddel, Starky, Steena

**10 Stamina Recovery:** Doc, Fargo, Grobyc, Janice, Korcha, Pip, Serge, Skelly, Sprigg, Van

**09 Stamina Recovery:** Greco, Karsh, Leah, Macha, Nikki, Orcha, Poshul, Radius, Sneff, Turnip, Viper

**08 Stamina Recovery:** Guile, Zappa, Zoah

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## Star Level: Statistical Growth

**STAT GROWTH:** Throughout the game, the primary seven stats will grow on and between star levels. These are HP, Strength, Resilience, Magic, Magic Resilience, Accuracy, and Agility. If you and a friend play the game, you might notice your stats are slightly, or even significantly, different. This section covers the growth formulas and why these differences occur.

**Is it random?** To an extent. A character's statistical growth always trends towards the max, but the random element helps determine each individual star level.

**What about the stat gains between star levels?** These are actually miniature previews of the next star level. More on this coming after the growth formulas.

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### Star Level: HP Growth Formula

**HP Growth = ((Level 99 Max HP - Current Max HP) / (101 - Current Star Level)) \* 2 \* R + 2**

**R = random number from 1/1000 to 999/1000. This total is rounded to a whole number that you receive on your next star level.**

**Example:** Serge starts with 50 HP and projects to end with 850. For his first star level, his calculation should be  $((850-50)/(101-0)) * 2 * R + 2$ , so  $800/101$  which is about 7.92. As a result, Serge can gain from  $7.92(.002) + 2$  to  $8(1.998) + 2$  HP on the first level. This comes out to 2.01 to 17.82 HP, which is a large spread. These round to 2-18 HP. Whatever he grows this time has an impact on his potential growth the next time around. As a result, outside of humorously bad RNG, his health should stay in a nice, neat general range that isn't too far from a linear progression to the end. Note that this number can never exceed maximum.

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### Star Level: Other Stat Growth Formula

**Stat Growth = ((Level 99 Max Stat - Current Stat) / (101 - Current Star Level)) \* 2 \* R**

**R = random number from 1/1000 to 999/1000. Once again, this total is then rounded to a whole number and displays on star level.**

**Example:** Serge starts with 9 strength and ends up with 88 max. So, for his first star level, the growth should be as follows  $((88 - 9) / (101 - 0)) * 2 * R$ . This is a base number of 0.782. As a result, Serge can gain from  $0.782(.002)$  to  $0.782(1.998)$  strength on star level 1. This comes out to .002 to 1.563. This rounds 0-2 strength. As you can see, it is possible for Serge to grow 2 strength in this level. It is very rare for him to grow 2 strength, requiring a roll of 950/1000 or higher. Similarly, to grow

0, it requires a roll of 319/1000 or lower. Therefore, you should expect him to grow strength in the first level.

**What does it all mean?** Well, as you can see, since the random number is never 2 or more, if your ratio of stat growth needed to level is less than .25, the stat will NEVER grow. This goes back to my statement on accuracy. The most anyones accuracy ever needs to increase, I believe, is 15. As a result, up to star level 41, your accuracy ratio is never greater than .25. Therefore, you will not grow any accuracy until at least level 42, and for some characters, it won't happen until you are almost through the second playthrough.

## Growth Between Star Levels: Mini-Stars/Mini-Growth

**What is it?** This is actually a preview of your next star level. When you hit a star level, the random number generator for the growth formulas above is reshuffled for each statistic. So when you fight around, you slowly accumulate additional percentages of the above numbers. How a stat grows can be separated into HP and everything else. HP is done by percentage. Main stats are done through a look-up table.

**Example:** Suppose the mid-level bonus between star level 0 and 1 was 70% for HP. Lets say Serge's random number generator chose 1.26(630/1000\*2) for HP, 1.47(735/1000\*2) for Strength, 0.77(385\*1000/2) for Resilience, 1.96(980/1000\*2) for Magic, and .17(85/1000\*2) for Magic Resilience. Plugging into the formulas above, we get that Serge will grow the following, unrounded stats at the next star level: 12.08 HP, 1.1613 Strength, 0.5621 Resilience, 0.882 Magic, and 0.0612 Magic Resilience. After rounding, this becomes 12/1/1/1/0. Because HP is a percentage, he will grow .7(12.08) or 8.456 HP. The rest is a look up table, so below I will show you what that comes out to be.

**Pre-star level: 8 HP, 1 Strength, 1 Resilience, 1 Magic, 0 Magic Resilience.**

**Star Level: 12 HP, 1 Strength, 1 Resilience, 1 Magic, 0 Magic Resilience.**

**Moral of the story?** The moral of the story, as you can see from above, is that the pre-level growth is actually a miniature image of the following star level. So, if you get a really nice set of stat growth between star levels, your growth on the following star level will be as good or better. Also, since the star level is already pre-determined upon the previous level up, you cannot reload and try again. That being said, you can save it right before a boss, get the pre-star level bonuses for the next level after, and determine if you want to keep it. This strategy is the best for trying to stat max; however, this will waste so much time. If the mini-star is available, a bad mini-growth indicates a bad upcoming star level. Still, I recommend that you play the game naturally and enjoy the delights and woes of RNG as you go!

**Why is Serge/Lynx so good?** Serge/Lynx gets to be in the party for every mini-growth. This is at least 10 more opportunities than anyone else. This is the primary reason. It doesn't hurt that he is one of the best statistically without this little nudge.

**Do final stats matter? YES!** Final stats are the guidelines by which your character improves toward. Naturally, your chances of growing stats increases with the strength of the final stats. Now, will someone bad with plenty of mid-star levels beat a better character once you get that new person? Likely, yes. However, despite starting worse right when you get them, that person will have tons of ground to make up, and can do it really, really quickly. As a result, I usually recommend playing with the stronger final stats characters excluding some extreme circumstances.

**HP Percentages: Using Gameshark, I was able to calculate some percentages at higher levels by keeping low HP with a few levels to go, but the outcome showed that the percentage growth is a range. My guess at this moment is there are levels where the base percentages are 0, 10, 20, 40, 50, or 60. Additionally, there is a roll which increases it by up to 10%, meaning a level with a 60% base can be from 60% to 70%.**

## Base Percentage for HP Growth by Level

Reserved for future data.

## Mini-Star Growth Look-Up Table

To further explain what I meant earlier, when your stat growth is rounded after random numbers are selected, it becomes a whole number. The game then takes this whole number, finds it in a chart, sees what mini-growth is assigned to that star-level growth value, and sets your mini-growth to that. Of course, this mini-growth isn't always available, mainly due to storyline situations where you would fight multiple bosses back to back.

I got the look-up table values using Gameshark up to a growth of 20, which you will never get even conceivably close to in normal play:

0 star-growth ---> 0 mini-growth	7 star-growth ---> 3 mini-growth	14 star-growth ---> 6 mini-growth
1 star-growth ---> 1 mini-growth	8 star-growth ---> 3 mini-growth	15 star-growth ---> 7 mini-growth
2 star-growth ---> 1 mini-growth	9 star-growth ---> 2 mini-growth	16 star-growth ---> 7 mini-growth
3 star-growth ---> 0 mini-growth	10 star-growth ---> 2 mini-growth	17 star-growth ---> 6 mini-growth
4 star-growth ---> 0 mini-growth	11 star-growth ---> 3 mini-growth	18 star-growth ---> 6 mini-growth
5 star-growth ---> 0 mini-growth	12 star-growth ---> 3 mini-growth	19 star-growth ---> 7 mini-growth
6 star-growth ---> 0 mini-growth	13 star-growth ---> 6 mini-growth	20 star-growth ---> 7 mini-growth

It is really that simple. If your Serge on the first level rolls to grow 1 in every stat, he will grow 1 in every stat at the mini-growth as well.

## Mini-Star Availability by Level

Due to storyline, mini-stars for the main stat aren't always available. This tends to correspond with a very low HP Percent growth base. For example, depending on which guide you take to Viper Manor, you have to fight star bosses 4 and 5 back to back. As a result, there is no mini-star availability before 5.

**How this chart works:** Since mini-growth is directly related to the following star level, the numbers on this chart indicate which star levels you can get growth BEFORE. So when it says level 1, it means before you get to level 1(on 0).

**Levels that have mini-growth:** 1,2,3,4,6,9,11,14,16,17,22,24,25,26,27,30,31,32,33,34,35,36,37,40,42,43,44,45,46,48,50,51,52,97,98,99. Further testing coming on the levels between 52 and 95.

**Levels that have NO mini-growth:** 5,7,8,10,12,13,15,18,19,20,21,23,28,29,38,39,41,47,49,95,96. See above sentiment on testing.

**How long does it take to get the growth?** Depends on the level. I have not encountered a level that takes more than the first one(8 battles), and I tested through 10 battles on all levels. Most of the levels require 5, but it is varies. I have a list if you want it.

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## Maxing Stats

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During my analysis of mid-level growth, I came across a rather extraordinary set of circumstances which you can skew to heavily favor a character reaching maximum stats.

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### The Overview

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**97-99, The SCARY Math:** Because of 97-99 being special levels, the first point of stat growth essentially guarantees that, if you get your mid-level growth, you are getting two points for that level. This would lead you to believe that being 1 away from max and 2 away from max are the same thing. Sadly, it goes a lot further than that.

**1 Away From Max:** Suppose Serge is at 87 Strength after growing to 96. His chances of growing the last Strength on the 97th star level are  $(1/5) * R * 2$ . This is actually 0% as you will never hit 0.5 total. His chance growing to 98 is  $(1/4) * R * 2$ . Still a 0% chance. Growing to 99, his chance is  $(1/3) * R * 2$ . To get there, he needs to roll a 750/1000 or better. This leaves him with **ONLY A 25% CHANCE TO MAX THE STAT!**

**2 Away From Max:** Now, take Serge at 86 Strength. His chances of growing on the 97th star level are  $(2/5) * R * 2$ . Actually, he only needs a 625/1000 or better to get 1 Strength. Furthermore, 97 is a special level, so he would get 1 before the level and one at the level, capping upon growth to 97 an astounding **37.5% of the time**. On 98, this becomes  $(2/4) * R * 2$ , ultimately meaning **50% chance to cap** this level. For 99,  $(2/3) * R * 2$  indicates a **62.5% chance to cap on this level alone**. The chances of none of these happening is only 11.7%, meaning starting 2 points away at 96 gives **AN 88.7% CHANCE TO CAP THE STAT! Much better!!**

**How Do I Get 2 Away At 96?** Unfortunately, this is not the most *enjoyable* thing. You can start growing to only 1 away from max upon growing to the 95th star level. This makes growing to 95 and 96 the major dangers. Growing to 95 and 96, you have a 12.5% and 25% chance to grow respectively. The total chance to grow here is **34.4%** Furthermore, growth to 95 is determined upon reaching 94, so the whole process will have to start on 93, before you grow to 94. Furthermore, being 3 away from 89-92 means you could get a mini-bonus and a level, sending you to 1 away. So much to navigate!

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### The Plan

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This will require to save files to execute. It seems like the most logical thing to do given the random number generating mechanics. First off, you need to have as many people that you want available as possible. You **HAVE** to get the pre-star level growth for this to work. This can be achieved by saving optional bosses and using Continue+, which I highly recommend for saving time.

**89-92) Avoid Mini-stars:** Title says it all. Growing a mini-star when 3 points away, means you will end up 1 away after the official star level. So, you need to avoid getting to 1 away here. The easiest way to do this is avoid mini-growth.

**93-95) Avoiding The Minefield:** Continue+ or load a game with 93 stars. Fight a star battle, grow to 94, and save in a 2nd slot. Your stat growth for growing to 95 is now set. Next, 94 has no pre-star growth, so grow again. When growing to 95, you want to AVOID getting one away from max. One of two things will happen...it will be a good level in that regard or a bad one. **IF BAD, reload the 93 star level game because you have to reseed the 95th star growth.** If it is good, congratulations, save again OVER the 93rd star level or in a separate slot. Once again, 95 has no pre-level growth, so grow to 96. Now, the same process occurs. **IF BAD, reload the 94 star level game to reseed the 96th star level.** If it is good, save over the 94th star slot.

**96-99) Taking Advantage Of Special Levels:** These levels determine whether or not you hit maximum stats. As of now, you should have a 95 star slot and a 96 star slot. On your 96 star slot, fight any battle. On the first battle, you will get a full preview of your star level for every stat that is 2 away. My goal is to always overachieve, as it makes the last level the most painless, so you can focus on the stats that became 1 away during the first half. **Either way, if bad, reload the 95 star level game and reseed the 97th star level.** If it is good, you get to save over the 95 star level game. The same process takes place the first non-star battle after growing to 97, it is a preview, only this time your chances of growing are higher, as mentioned in the previous section. Once again, try for as much as possible. **Again, if bad, reload the 96 star level game and reseed the 98th star level.** Finally, when it is good, you save over the 96 star level game. Finally, take the first battle to preview growth, which will give you insight into both the stats that are 2 away from max and 1 away from max. This is your last chance. What you accept from here is your choice.

**Does it matter in the end?** By my numbers, without any assistance, about 65% of stats will end up at max with proper pre-star level growth on the last 3 levels anyway. It doesn't guarantee the right stats or the right person, though. I primarily do this for my favorite 3 person party. I've had characters fully maxed at the first opportunity at 97 stars. If you are doing this for just three characters, it is easy to rig the first half...just kill 2 off, preventing star growth, and you are dealing with a third of the randomness. Cheeky, but effective!

**What if a stat is more than 2 away after growing to 94?** Ironically, this means growing to 95 and 96 are your friends. By the numbers, 6% of the stats will be 4 away, 38% will be 3 away, and 56% will be 2 away when you hit 94, simply use 95 and 96 to steer them in the right direction!

I hope this helped you get as many characters to max stats as possible. Remember, the pre-star level growth before 97, 98, and 99 is the most valuable in the game for maxing. If you have any further questions, feel free to send me a message or an e-mail.

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## Character Analysis

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Before I do an actual character, I am posting an example layout. You can easily find out the type of weapons, personal information, and story/technique related requirements for maximizing each character elsewhere. This is purely a numbers game as to why a character is good or bad. I may throw in some anger towards certain characters who both suck in numbers and personality, but you know, I can only hold my tongue so much when it comes to Korcha.

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### Example Character Layout

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Element Grid: [Star Level Required to Receive Slot]

[ 22 ]	[ 31 ]	[ 39 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 19 ]	[ 20 ]	[ 24 ]	[ 30 ]	[ ]	[ ]	[ ]	[ ]	[ ]

[ 12 ]	[ 14 ]	[ 16 ]	[ 23 ]	[ 36 ]	[ ]	[ ]	[ ]
[ 07 ]	[ 08 ]	[ 09 ]	[ 13 ]	[ 21 ]	[ 34 ]	[ 46 ]	[ 48 ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 05 ]	[ 11 ]	[ 18 ]	[ 26 ]	[ 37 ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 15 ]	[ 29 ]	[ 35 ]	[ 41 ]
[ 04 ]	[ 06 ]	[ 25 ]	[ 28 ]	[ 33 ]	[ 40 ]	[ 43 ]	[ 44 ]
[ 17 ]	[ 27 ]	[ 32 ]	[ 47 ]	[ ]	[ ]	[ ]	[ ]

**INNATE COLOR:**

MAX HP:           ### (#.## above/below average)  
MAX STR:           ## (#.## above/below average)  
MAX RES:           ## (#.## above/below average)  
MAX MAG:           ## (#.## above/below average)  
MAX M.RES:        ## (#.## above/below average)  
Level 3 Technique: Physical/Magical - One/All - Typical means it has the normal damage for a move of this level, otherwise a description will ensue.  
Level 5 Technique: Same  
Level 7 Technique: Same

**Overall Analysis:**

**Serge**

**Element Grid: [Star Level Required to Receive Slot]**

[ 22 ]	[ 31 ]	[ 39 ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 19 ]	[ 20 ]	[ 24 ]	[ 30 ]	[ ]	[ ]	[ ]	[ ]
[ 12 ]	[ 14 ]	[ 16 ]	[ 23 ]	[ 36 ]	[ ]	[ ]	[ ]
[ 07 ]	[ 08 ]	[ 09 ]	[ 13 ]	[ 21 ]	[ 34 ]	[ 46 ]	[ 48 ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 05 ]	[ 11 ]	[ 18 ]	[ 26 ]	[ 37 ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 15 ]	[ 29 ]	[ 35 ]	[ 41 ]
[ 04 ]	[ 06 ]	[ 25 ]	[ 28 ]	[ 33 ]	[ 40 ]	[ 43 ]	[ 44 ]
[ 17 ]	[ 27 ]	[ 32 ]	[ 47 ]	[ ]	[ ]	[ ]	[ ]

**INNATE COLOR: White**

MAX HP:           850 (4.5% above average)  
MAX STR:           88 (5.5% above average)  
MAX RES:           78 (3.2% above average)  
MAX MAG:           52 (8.6% above average)  
MAX M.RES:        43 (6.4% above average)  
Dash&Slash: Physical Tech - One Enemy - Typical  
Luminaire: Magical Tech - All Enemies - Typical  
FlyingArrow: Magical Tech - One Enemy - Typical

**Overall Analysis:** Naturally, by the math, and element grid, there can be nothing but positive remarks for our silent protagonist. His secondary stats are average, including his 10 Stamina Recovery. Since the numbers don't necessarily do it justice, I will talk more about this grid. This is the second best overall grid in my book. Excellent throughout the game and comes up just short against the one Harle and Riddel possess. In fact, after this section, I will give advanced rankings of the characters based on the 5 main stats and the grid. It isn't binders full of women, but I have spreadsheets full of statistics on this game. Serge ranks highly in almost every metric I have used, including his personal best of 2nd in that specific one. When he becomes Lynx, everything is the same, but Lynx's final technique is a magical technique on all. For my money, that is slightly better. That being said, white is probably the best overall innate, so I would still say Serge has a bigger advantage. He is basically a must on an all white team. Look, all this praise without even mentioning the Mastermune. What a joke that makes the game.

**Kid**

**Element Grid: [Star Level Required to Receive Slot]**

[ 22 ]	[ 31 ]	[ 39 ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 19 ]	[ 20 ]	[ 24 ]	[ 30 ]	[ ]	[ ]	[ ]	[ ]
[ 12 ]	[ 14 ]	[ 16 ]	[ 23 ]	[ 36 ]	[ 60 ]	[ ]	[ ]
[ 07 ]	[ 08 ]	[ 09 ]	[ 13 ]	[ 21 ]	[ 34 ]	[ 46 ]	[ ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 05 ]	[ 11 ]	[ 18 ]	[ 26 ]	[ 37 ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 15 ]	[ 29 ]	[ 35 ]	[ 41 ]
[ 04 ]	[ 06 ]	[ 25 ]	[ 28 ]	[ 33 ]	[ 40 ]	[ 43 ]	[ ]
[ 17 ]	[ 27 ]	[ 32 ]	[ ]	[ ]	[ ]	[ ]	[ ]

**INNATE COLOR: Red**

MAX HP:           780 (4.1% below average)  
MAX STR:           82 (1.7% below average)  
MAX RES:           74 (2.1% below average)  
MAX MAG:           50 (4.5% above average)  
MAX M.RES:        40 (1.1% below average)  
Pilfer: Physical Tech - One Enemy - Attempts to steal. Stealing accuracy greatly increases after successful hits.  
RedPin: Magical Tech - All Enemies - Typical  
HotShot: Magical Tech - One Enemy - Typical



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[ 35 ][   ][   ][   ][   ][   ][   ][   ][   ][   ]
[ 26 ][ 31 ][   ][   ][   ][   ][   ][   ][   ][   ]
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ][   ][   ][   ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ][   ][   ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ][   ][   ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ][   ][   ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ][   ][   ]
[   ][   ][   ][   ][   ][   ][   ][   ][   ][   ]

```

#### INNATE COLOR: Blue

```

MAX HP:      750 (7.8% below average)
MAX STR:     83 (0.5% below average)
MAX RES:     70 (7.4% below average)
MAX MAG:     54 (12.8% above average)
MAX M.RES:   40 (1.1% below average)
GrandFinale: Physical Tech - One Enemy - Typical
ChillOut:   Magical Tech - One Enemy - Typical
LimeLight:  Magical Tech - All Enemies - Typical

```

**Overall Analysis:** Well, Nikki is that rocker guy who really likes to cake on the makeup. As an innate blue, he has some good spells in his arsenal, but, unfortunately for him, blue has a wealth of good casters and basically all of them are better than he is. Even though he is only slightly behind in raw stats, he has a Stamina Recovery value of 9, which is something that tends to decide between even characters otherwise. He has an excellent grid, but Irene has the same grid and is as good or better due to stamina. Leena tops him on stats, has amazing techniques, and has a worse grid, but one of her techniques recharges her elements, so who cares? Overall, he is another ultimately average character stuck in an innate that has too many characters who are above average for him compete. This is the first person whose grid is based on Harle/Riddel. Serge and Harle/Riddel have the two 48 element grid alignments. This one starts with fewer on early levels and decreases very little along the way while Serge's starts higher and decreases more. You can tell which one a character's grid is based on by locating the [ 04 ] block. If it is above the first 00, it is based on Harle. If below the 01, based on Serge.

## Viper

#### Element Grid: [Star Level Required to Receive Slot]

```

[   ][   ][   ][   ][   ][   ][   ][   ][   ][   ]
[   ][   ][   ][   ][   ][   ][   ][   ][   ][   ]
[   ][   ][   ][   ][   ][   ][   ][   ][   ][   ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][   ][   ][   ][   ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ][   ][   ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ][   ][   ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ][   ][   ]
[   ][   ][   ][   ][   ][   ][   ][   ][   ][   ]

```

#### INNATE COLOR: Yellow

```

MAX HP:      860 (5.8% above average)
MAX STR:     88 (5.5% above average)
MAX RES:     75 (0.8% below average)
MAX MAG:     43 (10.2% below average)
MAX M.RES:   38 (6.0% below average)
G-Force:    Physical Tech - One Enemy - Typical
AirForce:   Physical Tech - All Enemies - Typical
FlagBearer: Magical Tech - Self - Greatly Raises Defense. Less than stellar.

```

**Overall Analysis:** Viper has typical yellow innate stats. Only, his aren't generally good enough. Leah and Zoah generally thump him from a physical standpoint and he isn't balanced enough to fill another role. I mean, overall, he is only a bit below average statistically. His element grid is meh, his abilities are pretty meh, and he has only 9 Stamina Recovery as well. On the bright side, he isn't unbearably annoying. And like Norris, he is competing with yellow innates who generally suck at life. He still isn't good enough, though.

## Riddel

#### Element Grid: [Star Level Required to Receive Slot]

```

[ 35 ][ 43 ][   ][   ][   ][   ][   ][   ][   ][   ]
[ 26 ][ 31 ][ 34 ][ 41 ][ 46 ][ 50 ][   ][   ][   ][   ]
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ][ 51 ][   ][   ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ][   ][   ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ][   ][   ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ][   ][   ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ][   ][   ]
[   ][   ][   ][   ][   ][   ][   ][   ][   ][   ]

```

#### INNATE COLOR: White

```

MAX HP:      730 (10.2% below average)
MAX STR:     73 (12.5% below average)
MAX RES:     70 (7.4% below average)
MAX MAG:     60 (25.4% above average)

```

MAX M.RES: 45 (11.3% above average)  
 SnakeEyes: Magical Tech - All Allies - Heals all moderately.  
 SnakeSkin: Magical Tech - One Ally - Raises Defense. At least it can be used on anyone.  
 SnakeFangs: Magical Tech - Self - Recharges used elements. Totally fair for someone who already had tied for the best grid.

**Overall Analysis:** Here is the first look at the grid which is the prototype for the other half of grids as opposed to ones based on Serge. First off, when you see her first three numbers, you wonder if this chick is going to be the worst ever...surprise, she isn't. In fact, she has the highest magic in the game. Couple that with her incredible grid and fabulous personal techs and you have what many consider to be the best caster in the game. Add in that she has above average Stamina Recovery at 11 and you see she has no magical weaknesses. And of course, she is a princess. She is simply excellent at the things you want her to do. I consider her the second cornerstone to the all white team. Serge and Riddel are absolutely required in my book.

## Karsh

Element Grid: [Star Level Required to Receive Slot]

[		]	[		]	[		]	[		]	[		]	[		]	[		]			
[		]	[		]	[		]	[		]	[		]	[		]	[		]			
[	14	]	[	18	]	[	21	]	[	28	]	[		]	[		]	[		]			
[	04	]	[	05	]	[	06	]	[	13	]	[	15	]	[	27	]	[	32	]	[	49	]
[	00	]	[	00	]	[	00	]	[	07	]	[	11	]	[	16	]	[	25	]	[	37	]
[	01	]	[	02	]	[	03	]	[	10	]	[	19	]	[	22	]	[	40	]	[	45	]
[	09	]	[	20	]	[	24	]	[	29	]	[	33	]	[	38	]	[	42	]	[	47	]
[		]	[		]	[		]	[		]	[		]	[		]	[		]	[		]

INNATE COLOR: Green

MAX HP: 910 (11.9% above average)  
 MAX STR: 90 (7.9% above average)  
 MAX RES: 80 (5.8% above average)  
 MAX MAG: 51 (6.6% above average)  
 MAX M.RES: 42 (3.9% above average)  
 DragonRider: Physical Tech - One Enemy - Typical  
 AxialAxe: Physical Tech - All Enemies - Typical  
 Axiomatic: Physical Tech - One Enemy - Typical

**Overall Analysis:** It is like we struck it rich. Two in a row! It is clear that Karsh is a statistically excellent character. He also has a decent grid and is balanced all around. Some would consider his 9 Stamina Recovery a problem, but since he excels most on the physical side, I don't. Ironically, he is the second boss in the game. Bottom line seems to be if you fight them as a boss early, they end up being pretty good if they are playable characters. There is nothing really to say. He scores very highly on any metric, as high as the third based character purely based on the 5 stats you see above. As a character, I don't feel strongly about his personality in one way or another. Sometimes that is a good thing.

## Zoah

Element Grid: [Star Level Required to Receive Slot]

[	22	]	[		]	[		]	[		]	[		]	[		]	[		]			
[	19	]	[	20	]	[		]	[		]	[		]	[		]	[		]			
[	12	]	[	14	]	[	16	]	[	23	]	[		]	[		]	[		]			
[	07	]	[	08	]	[	09	]	[	13	]	[	21	]	[	34	]	[		]			
[	00	]	[	00	]	[	00	]	[	05	]	[	11	]	[	18	]	[	26	]	[	37	]
[	01	]	[	02	]	[	03	]	[	10	]	[	15	]	[	29	]	[	35	]	[	41	]
[	04	]	[	06	]	[	25	]	[	28	]	[		]	[		]	[		]	[		]
[	17	]	[	27	]	[	32	]	[		]	[		]	[		]	[		]	[		]

INNATE COLOR: Yellow

MAX HP: 950 (16.8% above average)  
 MAX STR: 90 (7.9% above average)  
 MAX RES: 85 (12.4% above average)  
 MAX MAG: 43 (10.2% below average)  
 MAX M.RES: 38 (6.0% below average)  
 DragonRider: Physical Tech - One Enemy - Typical  
 Gyronimo: Physical Tech - One Enemy - Typical  
 Toss&Spike: Physical Tech - One Enemy - Typical

**Overall Analysis:** As you would expect after the plot of seeing him and Karsh, he is a beefier, less balanced version. He is one of two yellow innates that I consider to be better than average. Sadly, he has 8 Stamina Recovery, which, again, doesn't matter much for a physical character. Despite how good he is physically, he isn't even the most physically oriented yellow innate in the game. His grid leaves something to be desired, like Norris...but, again, if you are using a yellow on your team, it isn't because they are magically inclined. He is a beefy brawler, simple as that.

## Marcy

Element Grid: [Star Level Required to Receive Slot]

[ 35 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 26 ]	[ 31 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 14 ]	[ 18 ]	[ 21 ]	[ 28 ]	[ 39 ]	[ 44 ]	[ 48 ]	[ ]	[ ]
[ 04 ]	[ 05 ]	[ 06 ]	[ 13 ]	[ 15 ]	[ 27 ]	[ 32 ]	[ 49 ]	[ ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 07 ]	[ 11 ]	[ 16 ]	[ 25 ]	[ 37 ]	[ ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 19 ]	[ 22 ]	[ 40 ]	[ 45 ]	[ ]
[ 09 ]	[ 20 ]	[ 24 ]	[ 29 ]	[ 33 ]	[ 38 ]	[ 42 ]	[ 47 ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

**INNATE COLOR: Blue**

MAX HP:	750 (7.8% below average)
MAX STR:	86 (3.1% above average)
MAX RES:	75 (0.8% below average)
MAX MAG:	53 (10.7% above average)
MAX M.RES:	42 (3.9% above average)
Cat'sCradle:	Physical Tech - One Enemy - Typical
StringPhone:	Magical Tech - All Enemies - Typical
WebSurfer:	Magical Tech - All Enemies - Typical

**Overall Analysis:** Marcy is the best overall blue character. While her stats are great, but perhaps not excellent, her grid is the same as Nikki's, which is quite amazing. Outside of her weak HP, she is quite the powerhouse. She has 90 base accuracy, which is a boon for a first playthrough, I assure you. Her agility is tied for the third highest, which helps avert her physical frailty, and her Stamina Recovery is 11. So, while these 5 stats set Marcy apart as a good character, the rest, which are less important, and her grid elevate her to a great one. She stands out above the other above average blues for me and the numbers back that up. Now, shall we discuss the creepy factor of this pretty, female version of Chucky? Let's ignore the fact that she is 9 years old(elementary school), but already 4'9". Her weapon is a string. She wants to murder everything. She, like, talks like a valley girl. Were the creators sending a message on how they feel about California Girls? Who knows, but she has some of the greatest quotes in the game. This ball of ferocity is one of my personal favorites.

**Korcha**

**Element Grid: [Star Level Required to Receive Slot]**

[ 22 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 19 ]	[ 20 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 12 ]	[ 14 ]	[ 16 ]	[ 23 ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 07 ]	[ 08 ]	[ 09 ]	[ 13 ]	[ 21 ]	[ 34 ]	[ ]	[ ]	[ ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 05 ]	[ 11 ]	[ 18 ]	[ 26 ]	[ 37 ]	[ ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 15 ]	[ 29 ]	[ 35 ]	[ 41 ]	[ ]
[ 04 ]	[ 06 ]	[ 25 ]	[ 28 ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 17 ]	[ 27 ]	[ 32 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

**INNATE COLOR: Blue**

MAX HP:	800 (1.6% below average)
MAX STR:	85 (1.9% above average)
MAX RES:	75 (0.8% below average)
MAX MAG:	45 (6.0% below average)
MAX M.RES:	38 (6.0% below average)
HeadButt:	Physical Tech - One Enemy - Typical
Hook&Sinker:	Physical Tech - One Enemy - Typical
BigCatch:	Physical Tech - One Enemy - Not so typical. This does random damage by fishing up a random Sprigg creature. It can be better or worse depending...

**Overall Analysis:** Ahh...how quickly the joys of Marcy can dissipate. The numbers are bad, but not the worst you will ever see. The grid is bad...but still not the worst you will ever see. BigCatch is like Cait Sith's dice...it could be good or bad. Another thing this character has that reminds me of Cait Cith is the stench of completely annoying. Korcha is the biggest raging sack of douche this game throws at you. I love Razzly to death, but Korcha makes me hate Razzly for even considering taking on him, and to a lesser extent Mel, just to get her as well. I do love how Harle and Macha verbally dismiss his teenage hormones. That is right, my annoyance for him is so great that it inspires adoration for anyone who abuses him. Back to the stats, he is physically oriented, but sucks at that. Hell, even Marcy who is "balanced" beats him in Strength. In fact, he is a horrible version of Fargo that can't steal, or wear pants, or generally do anything useful. And he has a much smaller...boat. Okay, okay...stepping off the soap box.

**Luccia**

**Element Grid: [Star Level Required to Receive Slot]**

[ 35 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 26 ]	[ 31 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 14 ]	[ 18 ]	[ 21 ]	[ 28 ]	[ 39 ]	[ 44 ]	[ 48 ]	[ ]	[ ]
[ 04 ]	[ 05 ]	[ 06 ]	[ 13 ]	[ 15 ]	[ 27 ]	[ 32 ]	[ 49 ]	[ ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 07 ]	[ 11 ]	[ 16 ]	[ 25 ]	[ 37 ]	[ ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 19 ]	[ 22 ]	[ 40 ]	[ 45 ]	[ ]
[ 09 ]	[ 20 ]	[ 24 ]	[ 29 ]	[ 33 ]	[ 38 ]	[ 42 ]	[ 47 ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

**INNATE COLOR: Black**



[										
[	04	]	[	05	]	[	06	]	[	13
[	15	]	[	27	]	[		]	[	
[	00	]	[	00	]	[	00	]	[	07
[	11	]	[	16	]	[	25	]	[	37
[	01	]	[	02	]	[	03	]	[	10
[	19	]	[	22	]	[	40	]	[	45
[	09	]	[	20	]	[	24	]	[	29
[	33	]	[	38	]	[	42	]	[	47
[		]	[		]	[		]	[	

**INNATE COLOR: Red**

MAX HP: 820 (0.8% above average)  
 MAX STR: 89 (6.7% above average)  
 MAX RES: 75 (0.8% below average)  
 MAX MAG: 40 (16.4% below average)  
 MAX M.RES: 37 (8.5% below average)  
 HammerBlow: Physical Tech - One Enemy - Typical  
 HammerThrow: Physical Tech - All Enemies - Typical  
 BallsOfIron: Physical Tech - One Enemy - Typical

**Overall Analysis:** The smith that joins you for no reason...except to forge you important weapons, that is. Statistically, he is not good, which can be seen above. His magical stats are particularly sad. He is significantly worse than Greco in every single way, including the fact that he has 8 Stamina Recovery. There is no good reason to use this character. Oh...and his grid sucks. I mean, it isn't the worst ever, but it isn't good.

**Orcha**

**Element Grid: [Star Level Required to Receive Slot]**

[	22	]	[	31	]	[		]	[	
[	19	]	[	20	]	[	24	]	[	30
[		]	[		]	[		]	[	
[	12	]	[	14	]	[	16	]	[	23
[	36	]	[		]	[		]	[	
[	07	]	[	08	]	[	09	]	[	13
[	21	]	[	34	]	[		]	[	
[	00	]	[	00	]	[	00	]	[	05
[	11	]	[	18	]	[	26	]	[	
[	01	]	[	02	]	[	03	]	[	10
[	15	]	[	29	]	[	35	]	[	41
[	04	]	[	06	]	[	25	]	[	
[		]	[		]	[		]	[	
[	17	]	[		]	[		]	[	

**INNATE COLOR: Red**

MAX HP: 850 (4.5% above average)  
 MAX STR: 85 (1.9% above average)  
 MAX RES: 75 (0.8% below average)  
 MAX MAG: 50 (4.5% above average)  
 MAX M.RES: 35 (13.4% below average)  
 SpiceOfLife: Magical Tech - All Allies - A red heal that isn't consumed and on all? That is actually nice.  
 MysteryMenu: Magical Tech - One Enemy - Probably 90% of the normal power of one of these, but he absorbs 25% of the damage he deals in life. Decent tradeoff.  
 DinnerGuest: Magical Tech - One Enemy - Typical

**Overall Analysis:** Actually, his grid is pretty bad, and his stats are decent outside of his magical resilience. His techniques are actually pretty decent and certainly unique. He isn't good enough physically to compete with Greco on the 9 Stamina Recovery line, or good enough from a balanced standpoint to compete with Macha at that same value. Another meh character all around, but certainly not the worst CHA I have ever seen.

**Radius**

**Element Grid: [Star Level Required to Receive Slot]**

[	22	]	[	31	]	[	39	]	[	
[	19	]	[	20	]	[	24	]	[	30
[		]	[		]	[		]	[	
[	12	]	[	14	]	[	16	]	[	23
[	36	]	[		]	[		]	[	
[	07	]	[	08	]	[	09	]	[	13
[	21	]	[	34	]	[	46	]	[	
[	00	]	[	00	]	[	00	]	[	05
[	11	]	[	18	]	[	26	]	[	37
[	01	]	[	02	]	[	03	]	[	10
[	15	]	[	29	]	[	35	]	[	41
[	04	]	[	06	]	[	25	]	[	28
[	33	]	[	40	]	[	43	]	[	44
[		]	[		]	[		]	[	
[	17	]	[	27	]	[		]	[	

**INNATE COLOR: Green**

MAX HP: 735 (9.6% below average)  
 MAX STR: 83 (0.5% below average)  
 MAX RES: 75 (0.8% below average)  
 MAX MAG: 49 (2.4% above average)  
 MAX M.RES: 41 (1.4% above average)  
 LongShot: Physical Tech - One Enemy - Typical  
 QuickDraw: Physical Tech - One Enemy - Typical  
 VitalEnergy: Physical Tech - One Enemy - Typical



[	14	]	[	18	]	[	21	]	[	28	]	[		]	[		]	[		]	[		]
[	04	]	[	05	]	[	06	]	[	13	]	[	15	]	[	27	]	[	32	]	[	49	]
[	00	]	[	00	]	[	00	]	[	07	]	[	11	]	[	16	]	[	25	]	[	37	]
[	01	]	[	02	]	[	03	]	[	10	]	[	19	]	[	22	]	[	40	]	[	45	]
[	09	]	[	20	]	[	24	]	[	29	]	[	33	]	[	38	]	[	42	]	[	47	]
[		]	[		]	[		]	[		]	[		]	[		]	[		]	[		]

## INNATE COLOR: Green

MAX HP:	890 (9.5% above average)
MAX STR:	90 (7.9% above average)
MAX RES:	80 (5.8% above average)
MAX MAG:	46 (3.9% below average)
MAX M.RES:	42 (3.9% above average)
Dash&Gash:	Physical Tech - One Enemy - Typical
SonicSword:	Physical Tech - One Enemy - Typical
Dive&Drive:	Physical Tech - One Enemy - Typical

**Overall Analysis:** Okay, so maybe he is worthy of fawning over. Basically, he has the exact same grid and stats as Karsh, but 20 less HP and 5 less magic. What he does have is 11 Stamina Recovery instead of 9, which helps his cause relative to Karsh. So, the question is why do people gush over Glenn? Well, he comes from a family of expert swordsmen. As a result, through sidequests late in the game, he is able to dual wield a weapon with amazing power and incredible crit chance. It is pretty hard to argue with the fact that it is amazing. Even without that, though, he is an excellent physical green character. To top it off, he is a pretty righteous guy in the game. Definitely one of the best green innates. In fact, if you don't take Kid initially and don't save Kid, you end up with Serge, Leena, Macha, and Glenn by star level 8. A spoil of riches. More on Leena in a tiny scroll down to the next character.

## Leena

### Element Grid: [Star Level Required to Receive Slot]

[	22	]	[	31	]	[		]	[		]	[		]	[		]	[		]	[		]
[	19	]	[	20	]	[	24	]	[		]	[		]	[		]	[		]	[		]
[	12	]	[	14	]	[	16	]	[	23	]	[	36	]	[		]	[		]	[		]
[	07	]	[	08	]	[	09	]	[	13	]	[	21	]	[	34	]	[		]	[		]
[	00	]	[	00	]	[	00	]	[	05	]	[	11	]	[	18	]	[	26	]	[		]
[	01	]	[	02	]	[	03	]	[	10	]	[	15	]	[	29	]	[	35	]	[	41	]
[	04	]	[	06	]	[	25	]	[	28	]	[	33	]	[	40	]	[	43	]	[	44	]
[	17	]	[	27	]	[	32	]	[		]	[		]	[		]	[		]	[		]

## INNATE COLOR: Blue

MAX HP:	750 (7.8% below average)
MAX STR:	81 (2.9% below average)
MAX RES:	70 (7.4% below average)
MAX MAG:	54 (12.8% above average)
MAX M.RES:	45 (11.3% above average)
MaidenHand:	Physical Tech - One Enemy - Typical
MaidenHeart:	Magical Tech - Self - Recharges used elements. Leena, you rock my world.
MaidenFaith:	Magical Tech - Self - Increases attack, accuracy, and causes her to be automatically revived if she dies. Stupidly good.

**Overall Analysis:** Statistically, she is a less extreme version of Razzly. Her defense and HP aren't great, but her attack is barely worse than average. Her magical stats are excellent and her grid is above average. She also starts with 90 base accuracy, has above average agility, and 11 Stamina Recovery. All of these things make her good, but her techniques bring the house down. I think she has the best overall individual techniques in the game. In fact, MaidenHeart even has a chance of recharging itself. MaidenFaith might be the most overkill ability I have ever seen. Regardless, she is one of the two pure blue casters I ever consider using. Usually, it comes down to her techniques as a reason she stays over Irenes, despite the grid advantages for the latter. MaidenHeart pretty much nullifies that. As an added bonus, you get Leena after star level two, which means she gets many of the mid-level bonuses that Serge gets all of. Personality wise, I find her pretty endearing. She doesn't want to live in the past, it is all about today...what is important today? Her Komodo Scale Necklace! YES!!! She is a shrewish housewife to be who has Serge talking about marriage by age 16. Well played, Lenna...well played.

## Miki

### Element Grid: [Star Level Required to Receive Slot]

[	22	]	[		]	[		]	[		]	[		]	[		]	[		]	[		]
[	19	]	[	20	]	[		]	[		]	[		]	[		]	[		]	[		]
[	12	]	[	14	]	[	16	]	[	23	]	[		]	[		]	[		]	[		]
[	07	]	[	08	]	[	09	]	[	13	]	[	21	]	[	34	]	[		]	[		]
[	00	]	[	00	]	[	00	]	[	05	]	[	11	]	[	18	]	[	26	]	[	37	]
[	01	]	[	02	]	[	03	]	[	10	]	[	15	]	[	29	]	[	35	]	[	41	]
[	04	]	[	06	]	[	25	]	[	28	]	[		]	[		]	[		]	[		]
[	17	]	[	27	]	[	32	]	[		]	[		]	[		]	[		]	[		]

## INNATE COLOR: Red

MAX HP:	770 (5.3% below average)
MAX STR:	80 (4.1% below average)
MAX RES:	75 (0.8% below average)

MAX MAG: 56 (17.0% above average)  
 MAX M.RES: 41 (1.4% above average)  
 HeadBopper: Physical Tech - One Enemy - Typical  
 SexyWink: Magical Tech - One Enemy - This seems to have 80% of normal power, my guess is it also confuses, but I never actually got it to do so...  
 DanceOnAir: Magical Tech - All Enemies - Typical

**Overall Analysis:** Dynamite Dancer Miki actually has great stats, relatively average coupled with the highest magic for red innates. Additionally, she has great agility and 11 Stamina Recovery. Her grid does leave something to be desired, though. Still, with 11 SR and great magic, she makes for the most natural red innate caster. While I believe red innate lends itself to a more physically focused team, you can't argue that she is at least above average. She doesn't have much character development in the game besides hiding a crush on her troupe mate Nikki and distracting guards using her assets. Still, a character worth considering.

## Harle

Element Grid: [Star Level Required to Receive Slot]

[ 35 ]	[ 43 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 26 ]	[ 31 ]	[ 34 ]	[ 41 ]	[ 46 ]	[ 50 ]	[ ]	[ ]	[ ]	[ ]
[ 14 ]	[ 18 ]	[ 21 ]	[ 28 ]	[ 39 ]	[ 44 ]	[ 48 ]	[ 51 ]	[ ]	[ ]
[ 04 ]	[ 05 ]	[ 06 ]	[ 13 ]	[ 15 ]	[ 27 ]	[ 40 ]	[ 49 ]	[ ]	[ ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 07 ]	[ 11 ]	[ 16 ]	[ 32 ]	[ 37 ]	[ ]	[ ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 19 ]	[ 22 ]	[ 25 ]	[ 45 ]	[ ]	[ ]
[ 09 ]	[ 20 ]	[ 24 ]	[ 29 ]	[ 33 ]	[ 38 ]	[ 42 ]	[ 47 ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

INNATE COLOR: Black

MAX HP: 850 (4.5% above average)  
 MAX STR: 87 (4.3% above average)  
 MAX RES: 80 (5.8% above average)  
 MAX MAG: 58 (21.2% above average)  
 MAX M.RES: 45 (11.3% above average)  
 MoonBeams: Magical Tech - All Enemies - Typical  
 MoonShine: Magical Tech - All Allies - Instead of something vague like Raises Magic Defense, this actually cuts all magic damage taken in half. Sweet.  
 Lunaretic: Magical Tech - All Enemies - Typical...except you get it at 25 stars.

**Overall Analysis:** Wow. There is nothing more to say. The best grid in the game and great techniques, especially since each one hits everything. And then, of course, you come to the stuff that actually matters...the stats. Add what is about average agility and 11 Stamina Recovery and you have the greatest character in the game. Quite frankly, it isn't even close. In most metrics, she is as much better than 2nd place, as 2nd place is better than 10th and sometimes even further down. If you know anything about statistics, she is over 2 standard deviations above average by every metric, and in most, clears that bar and nears the 3 standard deviations one. There is nothing bad about Harle. There is nothing even average about Harle. She is, quite literally, a God in a Harlequin's makeup. For some, her personality grates. Still, she totally rips Korcha a new one a disses Kid at every opportunity. For me, that elevates her to legendary status.

## Janice

Element Grid: [Star Level Required to Receive Slot]

[ 35 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 26 ]	[ 31 ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ 14 ]	[ 18 ]	[ 21 ]	[ 28 ]	[ 39 ]	[ 44 ]	[ 48 ]	[ ]	[ ]	[ ]
[ 04 ]	[ 05 ]	[ 06 ]	[ 13 ]	[ 15 ]	[ 27 ]	[ 32 ]	[ 49 ]	[ ]	[ ]
[ 00 ]	[ 00 ]	[ 00 ]	[ 07 ]	[ 11 ]	[ 16 ]	[ 25 ]	[ 37 ]	[ ]	[ ]
[ 01 ]	[ 02 ]	[ 03 ]	[ 10 ]	[ 19 ]	[ 22 ]	[ 40 ]	[ 45 ]	[ ]	[ ]
[ 09 ]	[ 20 ]	[ 24 ]	[ 29 ]	[ 33 ]	[ 38 ]	[ 42 ]	[ 47 ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

INNATE COLOR: Red

MAX HP: 777 (4.4% below average)  
 MAX STR: 85 (1.9% above average)  
 MAX RES: 77 (1.8% above average)  
 MAX MAG: 44 (8.1% below average)  
 MAX M.RES: 44 (8.8% above average)  
 BeatIt: Physical Tech - One Enemy - Typical  
 24Carrots: Physical Tech - One Enemy - Typical  
 What'sUpDoc: Magical Tech - One Enemy - Typical

**Overall Analysis:** Well, here is the fourth time we see that slightly worse version of Harle's grid, which is still amazingly good. Janice has pretty average stats, which is much better than I always believe she has. Coupled with her grid, that makes her an above average character. Still, her magic is low, which is a knock against someone with this grid, much like it is for Luccia. Still, she is not Luccia, as that would be disrespectful to her other stats, which are actually decent. She has average agility and 10 Stamina Recovery. Use her if you like her, she isn't detrimental to the team. She is a strange looking creature, though. She has giant ears, mammoth hands, and a cotton tail. She also wields a carrot, which is a bit odd. Still, the numbers and grid indicate she is definitely usable.

## Draggy





```
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]
[ 17 ][ 27 ][ 32 ][   ][   ][   ][   ][   ]
```

**INNATE COLOR: Green**

MAX HP: 720 (11.5% below average)  
MAX STR: 84 (0.7% above average)  
MAX RES: 70 (7.4% below average)  
MAX MAG: 48 (0.3% above average)  
MAX M.RES: 38 (6.0% below average)  
PopPopPop: Physical Tech - All Enemies - Has the same power as all the single target level 3 physical techniques, which makes it roughly a level 5 all technique.  
SlurpSlurp: Magical Tech - One Enemy - Seems to have normal power, but also absorbs all the damage done back to NeoFio as HP.  
BamBamBam: Physical Tech - One Enemy - Typical

**Overall Analysis:** Well, her grid is good, her offensive stats are decent, but her defensive ones leave a bit to be desired. Her techniques are actually quite good damage and function wise. Her agility is great and Stamina Recovery sits at 11. Coupled with the grid and techniques, for me, this elevates NeoFio to a mediocre character. Probably not one worth using, but better than her creator, Luccia. Also, once and for all, it proves that flowers are better than vegetables.

**Greco**

**Element Grid: [Star Level Required to Receive Slot]**

```
[   ][   ][   ][   ][   ][   ][   ][   ]
[   ][   ][   ][   ][   ][   ][   ][   ]
[   ][   ][   ][   ][   ][   ][   ][   ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][   ][   ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]
[   ][   ][   ][   ][   ][   ][   ][   ]
```

**INNATE COLOR: Red**

MAX HP: 920 (13.1% above average)  
MAX STR: 91 (9.1% above average)  
MAX RES: 90 (19.0% above average)  
MAX MAG: 41 (14.3% below average)  
MAX M.RES: 45 (11.3% above average)  
Clothesline: Physical Tech - One Enemy - Typical  
Flip-flop: Physical Tech - One Enemy - Typical  
GraveDigger: Physical Tech - One Enemy - Typical

**Overall Analysis:** Ah...Greco. The Psychic Luchador. Of course, it makes about as much sense as some of the others, so I cannot complain. You know what else I cannot complain about? The numbers. His magic is woeful, but the rest is really, really excellent. Not the typical above average kind of excellent, but the really impressive kind. His agility is bad, his Stamina Recovery is only 9, and his grid leaves you wanting more, but you get it...through amazing stats. Being a red innate, though, his accompanying the team is less than obvious. Macha is a more balanced player at the 9 Stamina Recovery level and Draggy is slightly worse in everything, but has 13 Stamina Recovery, meaning he could be a more valuable asset. Still, if you are building a physically oriented red team, you shouldn't leave home without Greco.

**Skelly**

**Element Grid: [Star Level Required to Receive Slot]**

```
[ 22 ][   ][   ][   ][   ][   ][   ][   ]
[ 19 ][ 20 ][   ][   ][   ][   ][   ][   ]
[ 12 ][ 14 ][ 16 ][ 23 ][   ][   ][   ][   ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ][   ][   ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][   ][   ][   ][   ]
[ 17 ][ 27 ][ 32 ][   ][   ][   ][   ][   ]
```

**INNATE COLOR: Black**

MAX HP: 778 (4.3% below average)  
MAX STR: 82 (1.7% below average)  
MAX RES: 70 (7.4% below average)  
MAX MAG: 48 (0.3% above average)  
MAX M.RES: 42 (3.9% above average)  
JugglerVein: Magical Tech - All Enemies - Typical  
BalloonLoon: Magical Tech - Self - Raises Strength...yay?  
OnARoll: Physical Tech - One Enemy - Typical



[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]  
[ ][ ][ ][ ][ ][ ][ ][ ][ ]

**INNATE COLOR: Yellow**

MAX HP: 770 (5.3% below average)  
MAX STR: 73 (12.5% below average)  
MAX RES: 75 (0.8% below average)  
MAX MAG: 50 (4.5% above average)  
MAX M.RES: 38 (6.0% below average)  
Snatch: Physical Tech - One Enemy - Steals. Like the previous two, works best after attacking since the accuracy is increased.  
Doodle: Magical Tech - One Enemy - Typical  
Tantrum: Magical Tech - All Enemies - Typical

**Overall Analysis:** Well...as the numbers show you, she isn't very good. In a more pathetic display, she has the highest magic of the yellow innates. So...I guess if that is what you are looking for, she could be alright? She has average agility and 11 Stamina Recovery. Another factor in her favor is wielding a boomerang. Sadly, when you are looking for straws to make a yellow caster viable, it underscores just how terrible yellow innates are. Garbage, garbage, garbage. Not to mention she is a huge brat with no redeeming personality characteristics.

## Leah

**Element Grid: [Star Level Required to Receive Slot]**

[ 22 ][ 31 ][ ][ ][ ][ ][ ][ ][ ]  
[ 19 ][ 20 ][ 24 ][ ][ ][ ][ ][ ][ ]  
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ][ ][ ][ ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ][ ][ ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]  
[ 17 ][ 27 ][ 32 ][ ][ ][ ][ ][ ][ ]

**INNATE COLOR: Yellow**

MAX HP: 999 (22.9% above average)  
MAX STR: 93 (11.5% above average)  
MAX RES: 88 (16.4% above average)  
MAX MAG: 40 (16.4% below average)  
MAX M.RES: 35 (13.4% below average)  
RockThrow: Physical Tech - One Enemy - Typical  
TailSpin: Physical Tech - One Enemy - Typical  
TripleKick: Physical Tech - One Enemy - Typical

**Overall Analysis:** Ahh...a good yellow innate. This is almost a miracle. She is as typical a yellow innate as any. She has mediocre agility and only 9 Stamina Recovery, but she is still fine at what she needs to do...hit hard and hit harder. She has amazing physical stats and pathetic magical stats. I find she is a slightly better version of Zoah with a better grid. She also bears a striking resemblance to a miniature Ayla. She even has Ayla's techniques. Either way, this is one of the few yellow innates worth using, and likely the best of those.

## Van

**Element Grid: [Star Level Required to Receive Slot]**

[ 22 ][ 31 ][ ][ ][ ][ ][ ][ ][ ]  
[ 19 ][ 20 ][ 24 ][ ][ ][ ][ ][ ][ ]  
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ][ ][ ][ ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ][ ][ ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]  
[ 17 ][ 27 ][ 32 ][ ][ ][ ][ ][ ][ ]

**INNATE COLOR: Green**

MAX HP: 770 (5.3% below average)  
MAX STR: 75 (10.1% below average)  
MAX RES: 70 (7.4% below average)  
MAX MAG: 48 (0.3% above average)  
MAX M.RES: 39 (3.5% below average)  
JumpThrow: Physical Tech - One Enemy - Typical  
WetPaint: Magical Tech - Field - Paints field a random color...marginally useful at best.  
Piggyboink: Magical Tech - One Enemy - Damage increases based on money invested in Van's piggy bank. Increased damage increases chances of breaking and the bank investment will reset.

**Overall Analysis:** Whiny little character who is quite bad statistically. He possesses one above average stat, which is really just average. As a green innate, he simply cannot compete. His Stamina Recovery is 10. Like Mel, he uses a boomerang, so his strongest attack hits all enemies. However, unlike Mel, his innate has another, much better character who can do that in Razzly. He just isn't good enough for a green innate...or any other.

## Sneff

### Element Grid: [Star Level Required to Receive Slot]

[		]	[		]	[		]	[		]	[		]	[		]	[		]			
[	19	]	[	20	]	[		]	[		]	[		]	[		]	[		]			
[	12	]	[	14	]	[	16	]	[	23	]	[		]	[		]	[		]			
[	07	]	[	08	]	[	09	]	[	13	]	[	21	]	[		]	[		]			
[	00	]	[	00	]	[	00	]	[	05	]	[	11	]	[	18	]	[	26	]			
[	01	]	[	02	]	[	03	]	[	10	]	[	15	]	[	29	]	[	35	]	[	41	]
[	04	]	[	06	]	[	25	]	[		]	[		]	[		]	[		]	[		]
[	17	]	[		]	[		]	[		]	[		]	[		]	[		]	[		]

### INNATE COLOR: Yellow

MAX HP:	777 (4.4% below average)
MAX STR:	77 (7.7% below average)
MAX RES:	70 (7.4% below average)
MAX MAG:	44 (8.1% below average)
MAX M.RES:	37 (8.5% below average)
BigDeal:	Magical Tech - One Enemy - Typical
HPSHuffle:	Magical Tech - Self - Shuffles the digits of his current HP. Why not just a heal?
SwordTrick:	Magical Tech - One Enemy - Typical

**Overall Analysis:** For me, Sneff is the worst character in the game. He rivals the unevolved Pip and improperly geared Pierre. Of course, in addition to his horrendous stats, he has a below average 9 Stamina Recovery. Naturally, if I told you a character was this bad, you could guess he was a yellow innate. Ugly as sin, terrible on the battlefield, and definitely one of the characters that could've been pruned from the overwhelming roster.

## Steen

### Element Grid: [Star Level Required to Receive Slot]

[	35	]	[		]	[		]	[		]	[		]	[		]	[		]			
[	26	]	[	31	]	[		]	[		]	[		]	[		]	[		]			
[	14	]	[	18	]	[	21	]	[	28	]	[	39	]	[	44	]	[	48	]			
[	04	]	[	05	]	[	06	]	[	13	]	[	15	]	[	27	]	[	32	]	[	49	]
[	00	]	[	00	]	[	00	]	[	07	]	[	11	]	[	16	]	[	25	]	[	37	]
[	01	]	[	02	]	[	03	]	[	10	]	[	19	]	[	22	]	[	40	]	[	45	]
[	09	]	[	20	]	[	24	]	[	29	]	[	33	]	[	38	]	[	42	]	[	47	]
[		]	[		]	[		]	[		]	[		]	[		]	[		]	[		]

### INNATE COLOR: White

MAX HP:	750 (7.8% below average)
MAX STR:	84 (0.7% above average)
MAX RES:	75 (0.8% below average)
MAX MAG:	52 (8.6% above average)
MAX M.RES:	42 (3.9% above average)
DireaShadow:	Magical Tech - One Enemy - Typical
HydraShadow:	Magical Tech - All Enemies - Typical
GaraiShadow:	Magical Tech - One Enemy - Typical

**Overall Analysis:** Statistically, Steena is above average with an excellent grid, average agility, and 11 Stamina Recovery. She is magically equivalent to Serge while still being physically viable, though inferior to him. As a white innate, I believe that she is slightly superior to Doc and Starkey based on her stats and grid. She doesn't stand up to Riddel or Serge in usefulness, but that is why you use three characters. Most people will point out that she loses a lot of usefulness because you get her so late in the game. This is true, but when you think about it, you only get Starkey a bit earlier. Similarly, Doc is available for fewer than 10 stars before the swap. As a result, she would still be my third, but easily falls to an unbugged Pip in any remake.

## Doc

### Element Grid: [Star Level Required to Receive Slot]

[		]	[		]	[		]	[		]	[		]	[		]	[		]			
[		]	[		]	[		]	[		]	[		]	[		]	[		]			
[		]	[		]	[		]	[		]	[		]	[		]	[		]			
[	04	]	[	05	]	[	06	]	[	13	]	[	15	]	[	27	]	[		]			
[	00	]	[	00	]	[	00	]	[	07	]	[	11	]	[	16	]	[	25	]	[	37	]
[	01	]	[	02	]	[	03	]	[	10	]	[	19	]	[	22	]	[	40	]	[	45	]
[	09	]	[	20	]	[	24	]	[	29	]	[	33	]	[	38	]	[	42	]	[	47	]
[		]	[		]	[		]	[		]	[		]	[		]	[		]	[		]

### INNATE COLOR: White

MAX HP:	800 (1.6% below average)
MAX STR:	85 (1.9% above average)
MAX RES:	75 (0.8% below average)

MAX MAG: 48 (0.3% above average)  
 MAX M.RES: 43 (6.4% above average)  
 HighFive: Physical Tech - One Enemy - Typical  
 Gnarly: Magical Tech - One Enemy - Typical  
 HangTen: Magical Tech - All Allies - Full heal to all...not technically, but the power is so great it does all of your HP and then some.

**Overall Analysis:** Statistically, Doc is above average. Not much, but he is. His agility isn't horrible and his Stamina Recovery is average at 10. His grid is quite bad. As a result, this creates a chasm between him and Steena in terms of value to the team. They are basically identical with Steena possessing better magic and Doc possessing better HP, so the benefits to Steena in agility, Stamina Recovery, and grid doom Doc to the sideline. Still, he isn't all that bad and is available pretty early.

## Grobyc

Element Grid: [Star Level Required to Receive Slot]

[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]										
[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]										
[	14	]	[	18	]	[	21	]	[	28	]	[	]	[	]										
[	04	]	[	05	]	[	06	]	[	13	]	[	15	]	[	27	]	[	32	]	[	49	]		
[	00	]	[	00	]	[	00	]	[	07	]	[	11	]	[	16	]	[	25	]	[	37	]		
[	01	]	[	02	]	[	03	]	[	10	]	[	19	]	[	22	]	[	40	]	[	45	]		
[	09	]	[	20	]	[	24	]	[	29	]	[	33	]	[	38	]	[	42	]	[	47	]		
[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]

INNATE COLOR: Black

MAX HP: 980 (20.5% above average)  
 MAX STR: 90 (7.9% above average)  
 MAX RES: 90 (19.0% above average)  
 MAX MAG: 40 (16.4% below average)  
 MAX M.RES: 38 (6.0% below average)  
 RocketFist: Physical Tech - One Enemy - Typical  
 HairCutter: Physical Tech - All Enemies - Typical  
 StrongArm: Physical Tech - One Enemy - Typical

**Overall Analysis:** Grobyc is one devastating Cyborg. The physical powerhouse of the black innates, he boasts some pretty extraordinary physical stats, horrible magic, and a bit below average magic defense. Even so, with his HP total, he is still very durable on that side. To top it off, he has great agility and 10 Stamina Recovery. His grid is solid, but not outstanding. As a result, he is an excellent teammate. He is a perfect fit for black innates since Harle, Guile and Lynx all lean a bit more toward the magical side of things. He is an excellent addition to any team.

## Pierre

Element Grid: [Star Level Required to Receive Slot]

[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]										
[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]										
[	36	]	[	38	]	[	41	]	[	45	]	[	46	]	[	]	[	]	[	]	[	]	[	]	
[	27	]	[	29	]	[	30	]	[	32	]	[	33	]	[	34	]	[	35	]	[	]	[	]	
[	00	]	[	00	]	[	00	]	[	05	]	[	11	]	[	18	]	[	26	]	[	37	]		
[	01	]	[	02	]	[	03	]	[	08	]	[	15	]	[	21	]	[	24	]	[	41	]		
[	28	]	[	31	]	[	33	]	[	40	]	[	42	]	[	43	]	[	47	]	[	]	[	]	
[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]	[	]

INNATE COLOR: Blue

MAX HP: 800 (1.6% below average)  
 MAX STR: 79 (5.3% below average)  
 MAX RES: 70 (7.4% below average)  
 MAX MAG: 42 (12.3% below average)  
 MAX M.RES: 36 (11.0% below average)  
 Medalsome: Magical Tech - Self - A terrible heal...unless you have the hero equipment.  
 FoiledAgain: Physical Tech - One Enemy - Typical  
 SlapOfCyrus: Physical Tech - One Enemy - Does nothing without the hero equipment.

**Overall Analysis:** First, let me say, Pierre is terrible and no amount of equipment can change that. His stats are terrible, his grid is mediocre, but he does boast an impressive 12 Stamina Recovery. That being said, the equipment stops him from being a horrible character, but it does require you to get to star level 39. While his grid is okay on the whole, look at the levels when he learns things. He doesn't get many of the additional techniques until later on. With the three pieces of equipment, his level 3 tech heals for a decent amount and raises stats. His level 7 technique hits harder than average. If you want to waste lots of time with Vigora abuse and Medalsome, be my guest, but Serge will have the boss dead already anyway. Furthermore, no one talks about the opportunity cost of equipping his extra gear to make him good, which costs you, at least, a little bit. Rambling aside...as mentioned at the beginning, he is still not getting near my party.

## Orlha

Element Grid: [Star Level Required to Receive Slot]



**Overall Analysis:** Anything that applies to Serge applies to Lynx. An excellent character.

## Ranking Characters

**HOW DO YOU DO IT?** The truth has to be that there is no right way. I see people try to make tiers all of the time, but personal bias gets in the way. It is easy to rank the characters according to the five main stats with equal weight. I feel each of those stats has a case, and should be included equally. So the question is how important is everything else compared to those? Agility and Stamina Recovery are worth little comparatively, as are personal techs you could argue. The grid is important, but certainly not as important as the main five stats. Furthermore, you would then have to assign point values to the different grids in a way that was reasonable and meaningful. Naturally, as a Grad Student in Math, I obsess over this. I have a ton of equations that I use, but I will share a few formulas here with the character results.

## Simple 5 Stat Rankings

**Simple Rating = Sum of Relative Percentages of the 5 Main Stats Seen in the Last Section**

**Pros:** Independent of any personally assigned rankings.

**Cons:** Doesn't take into account anything that makes a character special.

### Results

01) Harle : +47.1	16) Doc : +6.1	31) Skelly: -9.3
02) Greco : +38.2	17) Leena : +6.0	32) Korcha: -12.5
03) Karsh : +36.0	18) Steena: +4.6	33) Zappa : -18.2
04) Guile : +36.0	19) Orlha : +4.5	34) Mel : -20.2
05) Macha : +33.9	20) Janice: +0.0	35) Sprigg: -21.9
06) Serge : +28.2	21) Norris: -0.6	36) Poshul: -23.5
07) Grobyc: +25.0	22) Razzly: -1.4	37) NeoFio: -23.9
08) Draggy: +25.0	23) Funguy: -1.5	38) Turnip: -24.3
09) Glenn : +23.1	24) Starky: -1.7	39) Van : -26.1
10) Zoah : +20.9	25) Orcha : -3.4	40) Mojo : -26.7
11) Leah : +20.8	26) Nikki : -4.0	41) Luccia: -32.1
12) Fargo : +17.0	27) Kidd : -4.5	42) Sneff : -36.1
13) Marcy : +9.1	28) Irenes: -4.7	43) Pierre: -37.6
14) Miki : +8.2	29) Viper : -5.7	44) Pip : -49.2
15) Riddel: +6.5	30) Radius: -7.2	

**Thoughts:** I don't like Serge coming in 6th, especially because 4 of the top 5 have below average Stamina Recovery and 3 of those 5 also have below average Agility. Fargo as the way best blue innate doesn't make sense as well, especially because he is similar to Orlha. In fact, many of the top characters on this have below average grids as well. This was my original formula, but I brought Agility, Stamina Recovery, and Element Grids into it.

## Adjusted 8 Stat Rankings

**Adjusted Rating = Sum of Relative Percentages of the 5 Main Stats + Half Relative Percentage of Elemental Grid + Quarter of Relative Percentages of Agility and Stamina Recovery**

**HOW I DID IT:** Well, the above 5 stats make up 5/6 formula ratings, and I, essentially, combined the other three into one last rating which summed to an equal weight with the other stats. I wanted the best in any stat to be rated 100, but I would further end up dividing that by the average number, so I tackled the element grids first.

**Rating Element Grids:** It turns out that there are 14 grids plus Pip/Sprigg. Serge, Kid, Radius, Guile, Pierre, Norris, Orcha, Pip, and Sprigg all have unique grids. The rest fit into clusters which are decaying versions of either Harle's or Serge's grid. There was a pretty natural progression in quality. The ratings are below and give an average of 78.14.

100 - Harle/Riddel, 95 - Serge	90 - Nikki/Marcy/Luccia/Janice/Irenes/Steena, 89 - Kidd, 87 - Radius, 85 - Guile
82 - Leah/Leena/Macha/NeoFio/Razzly/Van, 80 - Glenn/Grobyc/Karsh/Mel/Mojo/Starky, 75 - Pierre	
70 - Doc/Draggy/Greco/Korcha/Miki/Norris/Orcha/Skelly/Turnip/Viper/Zappa/Zoah, 65 - Fargo/Funguy/Orlha/Poshul/Sneff/Pip/Sprigg	

**Rating Stamina Recovery:** To adjust Stamina Recovery, I started Draggy(13) at 100, dropping 5 for each Stamina Recovery until 10 Stamina Recovery was 85, from there, I dropped 10 per because most people consider the difference between 9 and 10 is larger than 10 to 11. You can find out the ratings from the Stamina Recovery in Overview of Each Statistic section.

**Rating Agility:** To adjust Agility, I added 50 to everyone's Agility with a cap at 110, this only affected Mojo. Below is where the ratings ended up. They had an average of 75.23.

110 - Mojo, 95 - Razzly, 90 - Grobyc/Irenes/Marcy/NeoFio/Starky, 85 - Luccia/Miki/Nikki/Sprigg, 83 - Sneff, 80 - Kidd/Leena/Macha/Radius	
75 - Glenn/Harle/Mel/Orlha/Pip/Serge/Skelly/Steena, 72 - Janice, 70 - Doc/Korcha/Leah/Norris/Pierre/Riddel/Van	
65 - Funguy/Guile/Karsh/Orcha/Viper/Zappa, 60 - Draggy/Fargo/Greco/Poshul/Turnip/Zoah	

### Results

01) Harle : +62.8	16) Irenes: +9.6	31) Orcha : -14.6
02) Serge : +39.2	17) Miki : +8.0	32) NeoFio: -14.8
03) Macha : +35.3	18) Kid : +7.3	33) Viper : -17.0
04) Grobyc: +31.4	19) Janice: +6.8	34) Mel : -17.3
05) Guile : +31.3	20) Starky: +6.2	35) Korcha: -19.2

06) Karsh : +31.1	21) Zoah : +5.0	36) Luccia: -19.5
07) Glenn : +26.0	22) Nikki : +4.2	37) Van : -25.1
08) Greco : +25.3	23) Fargo : +3.8	38) Sprigg: -26.8
09) Marcy : +23.4	24) Doc : -0.5	39) Zappa : -32.5
10) Riddel: +20.5	25) Orlha : -2.2	40) Turnip: -37.2
11) Draggy: +19.5	26) Radius: -2.6	41) Pierre: -38.0
12) Leah : +18.9	27) Norris: -5.7	42) Poshul: -39.7
13) Steena: +13.9	28) Funguy: -11.5	43) Sneff : -44.6
14) Leena : +11.9	29) Mojo : -12.1	44) Pip : -57.3
15) Razzly: +10.9	30) Skelly: -14.3	

**Thoughts:** This one actually turned out well. Out of the Top 16 characters, there are 3 of every innate except yellow. And the top 3 of each color I almost completely agree with. Perhaps it is too involved, but I gave myself a pat on the back after this.

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## Updates and Thanks

**Update 1:** Edited some statements, adjusted Harle's grid since I copy/pasted from Riddel and forgot to account for the different numbers. Permanently disallowed from cheatcc.com. Growth formula adjusted to include new research and a discovered thread on gamefaqs with the actual formula debugged. Credit for the formula adjustments goes to **ForteGSOmega** for his top notch debugging work.

**Update 2:** More typos. Corrected the pronouns of NeoFio and Poshul to the correct female versions. Also re-did the Van write-up since I called him a yellow innate. Thanks to **Allistair Gillikin** for finding these so quickly!

**Update 3, Version 2.2:** Stat Maxing guide. I might alter the delivery later, but I figured the framework would be nice.

**Update 4, version 2.3:** 100% certainty how mini-growth works. Updated the stat growth sections to reflect my findings. More updates will come to that section, particularly in the HP Percent and growth availability portions.

**Thanks for reading. If you would like to see my data spreadsheet, simply e-mail me and I will send you a copy. My e-mail will be in the following legal section. I would also like to thank a few writers of current gamefaqs.com Chrono Cross(and others) FAQs, since I've been a lurker for a while, some of the format orientation has probably been inspired by the things you have done.**

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## Legal Stuff

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