

Chrono Cross Characters FAQ

by ceebs

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-- Chrono Cross Character Recruiting FAQ --  
-- by CB! (Christine Bomke, cb@positronrecords.com) --  
-- Version 4.0, 12/3/01 --
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Avast ye matey, thar be spoilers ahead.

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-- I. Version History --

v4.0 12/3/01: Added a few more FAQs, and revised small bits of text here and there.

v3Final 7/4/01: Gave the character encyclopedia a BIG facelift. Added max stats for each character, according to the Japanese Ultimania guide. This is as accurate as it gets, folks. Also added several more frequently asked questions, and contact information - please read this before emailing me.

v2Final 10/28/00: FAQ comes out of retirement and kicks butt like Jin Kazama on a bender. BOO-YA! Section order rearranged, too many additions to list here.

vFinal 9/3/00: More skill names converted to the English release, and finally filled in the blanks for Zappa's skills. Like you care. Added everyone's fortunes as per the fortuneteller in Termina - nonessential information, but it gives an interesting bit of background info if you miss optional cutscenes, and don't complete anyone's sidequests. (That, and I haven't seen fortunes in anyone else's guides yet.) Finished Branching Story Chart, added more FAQs. This will probably be the last update, so if you have any corrections, don't bother emailing me, unless it's to say how much you love the new DJ? Acucrack record.

v2.5 8/20/00: Small name corrections (Elranzer to Einlanzer, Gardov to Guldove, etc), BIG overhaul on most of the text. Frequently Asked Questions added. Branching Story Chart will be updated and FINISHED in the next version.

v2.4 8/15/00: Lots of character and skill names changed to their English ones. New warm fuzzy disclaimer, and branching story path chart. Miscellaneous section went poof, as everyone and their mother will be writing more in-depth FAQs soon enough about that very subject.

v2.3 7/22/00: Character list changed to the order in which it appears in the game. Some names changed to the ones in the North American release. My Dexdrive ate my memory card.

v2.1 4/7/00: Done as it's going to be until the English release. Really. Cross my heart. Added little revisions everywhere, how to get Lazzuli's & Tsumalu's Level 7 Skills, a caveat about Lena's Level 7, a Did You Notice?, the location of Skull's bones, and made the strategy for recruiting Kinoko less obtuse. Only 4 months until the North American release! Rejoice!

v2.0 and below: Who cares? Started on 12/26/99. Last updated on 7/4/01.

-- II. Contact Information --

You may email me at cb@positronrecords.com or circe@san.rr.com, or contact me via AOL Instant Messenger as "Ceebsie". But before you do, make sure your question hasn't already been answered in the FAQ, and please try to use a modicum of grammar and proper spelling. If you don't, I can pretty much

guarantee your message will go ignored. My contribution to the Chrono Cross community has been this FAQ, and I have neither the time nor desire to regurgitate material from it when a simple Ctrl + F will find what you're looking for. The latest revision of this document can always be found at GameFAQs.com (<http://www.gamefaqs.com/>) and my own personal site (<http://home.san.rr.com/circe/>). Please reference it before finding fault with what is probably an outdated version. Thanks in advance.

Tu peux m'ecrire aussi en français, mais comprenez que ma français n'est pas parfait au present. J'ai pris trois ans au lycée, mais j'ai un peu oublié. D'accord? D'accord. Et maintenant, nous continuons avec la guide...

-- III. Quick & Dirty Branching Storyline Chart --

This is a chart of the branching storylines, and whom you can recruit in favor of whom, when, for the player who doesn't want a bunch of character details. This is wholly in chronological order, and based on the earliest point you can recruit someone - if recruiting a particular character is optional, there'll be a question mark (?) next to their name; if a character joins you automatically, there'll be an exclamation point (!); and lastly, if you need to recruit someone to advance the story, there'll be an asterisk (*). Simple enough? Tally ho.

Serge -> Poshul? -> Kidd? -> Leena? with Poshul! -> Mojo? -> Skelly? -> Guile*
-> Korcha* -> Luccia? -> NeoFio? -> Razzly? -> Greco? -> Kidd! -> Mel? -> Pip?
-> Sprigg! -> Harle! -> Radius! -> Zappa? -> Van? -> Funguy? -> Norris! ->
Draggy? -> Starky* -> Irenes? -> Sneff? -> Janice? -> Karsh! or Zoah! -> Orcha!
-> Grobyc? -> Riddel* -> Fargo! -> Karsh! or Zoah! -> Viper! -> Marcy! -> Pip?
-> Miki? -> Leah! -> Steena! -> Orlha? -> Turnip? -> Kidd!

Serge -> Poshul? -> Kidd? -> Leena? with Poshul! -> Mojo? -> Skelly? -> Guile*
-> Macha* -> Glenn? -> Luccia? -> NeoFio? -> Greco? -> Pip? -> Kidd! -> Doc! ->
Sprigg! -> Harle! -> Radius! -> Zappa? -> Van? -> Funguy? -> Norris! ->
Draggy? -> Starky* -> Irenes? -> Sneff? -> Janice? -> Karsh! or Zoah! -> Orcha!
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Serge -> Poshul? -> Kidd? -> Leena? with Poshul! -> Mojo? -> Skelly? -> Nikki*
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-> Miki? -> Leah! -> Steena! -> Orlha? -> Turnip? -> Kidd!

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Nikki* -> Macha* -> Glenn? -> Luccia? -> NeoFio? -> Greco? -> Pip? -> Kidd! ->
Doc! -> Sprigg! -> Harle! -> Radius! -> Zappa? -> Van? -> Funguy? -> Norris! ->
Draggy? -> Starky* -> Irenes? -> Sneff? -> Janice? -> Karsh! or Zoah! -> Orcha!
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-> Miki? -> Leah! -> Steena! -> Orlha? -> Turnip? -> Kidd!

Serge -> Poshul? -> Kidd? -> Leena? with Poshul! -> Mojo? -> Skelly? -> Pierre*
-> Korcha* -> Luccia? -> NeoFio? -> Razzly? -> Greco? -> Kidd! -> Mel? -> Pip?
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Miki? -> Leah! -> Steena! -> Orlha? -> Turnip? -> Kidd!

-- IV. Character Encyclopedia --

Characters are listed in the order they appear on the list accessible via the menu (Triangle button). This FAQ is ideally for people who've already played the game once, and want to pick up any characters they've missed in New Game+. Spoilers have been minimized, but read at your own risk nonetheless.

Character evaluations have gone the way of the dodo since the last update. An objective figure such as 90 strength points is better than a subjective opinion saying so-and-so is stronger than so-and-so. Information on these maximum stats was culled from the Japanese Chrono Cross Ultimania guide, which makes everything published in North America seem rudimentary and inaccurate in comparison. If you can read even a little Japanese, you'll definately want to pick up this book.

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Name: Serge		at 0 stars	at 99 stars
Occupation: Silent Protagonist	HP	50	850
Elemental affiliation: White	Strength	9	88
When found: If you need to ask...	Hit %	85	95
Weapon: Swallow	M. Power	7	52
Age: 17	Defense	5	78
Origin: Arni	Evade	8	25
Height: 5'7"	M. Defense	7	43
Weight: 128 lbs			
Build: Ordinary			
Dominant hand: Right			

- Level 3: Dash & Slash (Serge dashes through an enemy. Learned at 3 Stars.)
- Level 5: Luminaire (Serge levitates, causing a glowing orb to descend on the enemy party. Learned at 15 Stars.)
- Level 7: Flying Arrow (Serge floats in the sky, and his aura shoots an arrow of light at an enemy. This skill is inherent, and the size/shape of the aura seems to depend on the weapon. Try it with the Mastermune, then try it with the Silver Swallow. Learned at 35 Stars.)

Fortune: "You're not dead or anything, are you? Has anybody called you back from the great beyond? Hmm...For some reason, I just can't read your future."

--

Name: Kidd		at 0 stars	at 99 stars
Occupation: T&A	HP	47	780
Elemental affiliation: Red	Strength	6	82
When found: On Another's Cape Howl at sunset, or in Termina if you refused her three times at Cape Howl, or after she recovers from poisoning if you refused her in Termina, or NEVER if you didn't help Kidd while poisoned and skip returning to Guldove before going	Hit %	90	99
	M. Power	6	50
	Defense	4	74
	Evade	10	30
	M. Defense	8	40

to Fort Dragonia.

Weapon: Dagger

Age: 16

Origin: Unknown

Height: 5'5"

Weight: 99 lbs

Build: Slender

Dominant hand: Ambidextrous

Level 3: Pilfer (Kidd steals an item. Handy! Learned at 3 Stars.)

Level 5: Red Pin (Red pin is pin tat is red. Learned at 15 Stars.)

Level 7: Hot Shot (An invention of Lucca's falls from the sky, and Kidd fires it at one enemy. Must be obtained via the side quest in the burning house. In the first room, press the Action button next to the device to the right of the door, and enter L1, Triangle, R1, Triangle for the password. L A R A.)

Fortune: "In your eyes, I percieve...both the look of a beauty and the look of a beast. Be mindful not to bring about your own end, my dear! A dream lies in wait, reaching out to engulf you!"

--

Name: Guile		at 0 stars	at 99 stars
Occupation: Magician	HP	49	880
Elemental affiliation: Black	Strength	5	74
When found: In Termina's bar in	Hit %	80	95
Another, prior to exploring Viper	M. Power	9	58
Manor for the first time. You must	Defense	5	75
have witnessed the event at the	Evade	10	15
statue of Lord Viper, and not have	M. Defense	8	48
spoken with Nikki's manager or			
Pierre.			

Weapon: Staff

Age: 26

Origin: Zenan Continent

Height: 6'2"

Weight: 154 lbs

Build: Tall & Slender

Dominant hand: Right

Level 3: WandaIn (Guile makes his staff disappear, then materialize in one enemy's body. Learned at 3 Stars.)

Level 5: WandaSwords (Guile's staff becomes many staves, which in turn become many swords, and accost the enemy. Ph33r! Learned at 15 Stars.)

Level 7: LightninRod (Guile whirls around, and throws his staff into the air, which causes purple lightning to strike the enemy. This skill is inherently learned at 35 Stars.)

Fortune: "Hahah...! Sir Guile, the deadline has already passed!" [Guile admits defeat, takes off his mask, and the fortuneteller flips out. The end. Alternately, if you have the Dragon's Honor from Viper Manor in your inventory, Guile will win the bet, and the fortuneteller will give him a Brass Rod.]

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Name: Norris		at 0 stars	at 99 stars
Occupation: Captain of the Black Wind	HP	55	800
Elemental affiliation: Yellow	Strength	9	85
When found: While exploring Home's			

Viper Manor, in the dungeon, he'll join automatically.	Hit %	85	99
Weapon: Gun	M. Power	5	46
Age: 26	Defense	5	75
Origin: Porre, on the Zenan Continent	Evade	8	20
Height: 5'10"	M. Defense	5	42

Weight: 137 lbs
Build: Average
Dominant hand: Right

Level 3: Spiral Ray (Norris fires a blast of yellow light at an enemy. Learned at 3 Stars.)

Level 5: Sunshower (Norris fires his gun into the air, and yellow energy rains down on the enemy party. Looks like something out of Actraiser. Learned at 15 Stars.)

Level 7: TopShot (Norris takes aim and blasts an enemy into next Tuesday. Talk to Another's Norris with Home's Norris - he'll be in the far left parlor on the ground floor of Viper Manor.)

Fortune: "You work to be more honest more straight...This world is distorted and crooked. Trying to force your honesty on this crooked world may break you. Beware of that."

--

Name: Nikki	at 0 stars	at 99 stars	
Occupation: ROCK STAR!	-----	-----	
Elemental affiliation: Blue	HP	45	750
When found: Before sneaking into Viper Manor, speak with Nikki's manager on his ship, and rescue him from the Cassowaries in the Shadow Forest. You must have witnessed the event at the statue of Lord Viper, and not have spoken with Guile or Pierre.	Strength	5	83
Weapon: Guitar & Pick	Hit %	90	95
Age: 19	M. Power	8	54
Origin: S.S. Zelbess	Defense	4	70
Height: 6'0"	Evade	12	35
Weight: 115 lbs	M. Defense	8	40

Build: Thin
Dominant hand: Right

Level 3: GrandFinale (Nikki smashes his guitar over one enemy's head. Learned at 3 Stars.)

Level 5: ChillOut (Nikki freezes an enemy. How? He's just that cool. Learned at 19 Stars.)

Level 7: LimeLight (Spotlights illuminate Nikki, and he shoots evil dark energy at the enemy party for big damage. Eat your heart out, Marilyn Manson! Take Another's Nikki to meet Home's Nikki to find this skill. They'll have a chat and jam together.)

Fortune: "The reading states that you are a bridge that connects to the other side. Indeed. Two shores, that are separated by an unstoppable stream...It is your role to connect them."

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Name: Lord Viper	at 0 stars	at 99 stars
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Occupation: Ruler of El Nido			
Elemental affiliation: Yellow	HP	60	860
When found: Automatically joins on	Strength	10	88
Another's Zelbess after rescuing	Hit %	80	95
Riddle from the Porre army.	M. Power	8	43
Weapon: Sword	Defense	8	75
Age: 57	Evade	4	15
Origin: El Nido	M. Defense	5	38

Height: 6'7"
Weight: 216 lbs
Build: Solid
Dominant hand: Right

Level 3: G-Force (Viper slices his sword up and down one enemy's body. Learned at 3 Stars.)

Level 5: Air Force (Viper swings his sword, and shoots a six pointed star-shaped energy field at all enemies. Learned at 19 Stars.)

Level 7: FlagBearer (Viper folds his arms and stands majestically, while the flag of Viper Manor is hoisted behind him, restoring a squidload of HP. To receive this skill, put Viper in your active party and speak with the bar owner in Home's Termina. Go into the secret back room of the bar and examine the tapestry on the far wall.)

Fortune: "You will continue to be the rightful lord that you are...This is no fortune reading, it is my opinion as one who has lived longer than you."

--

Name: Riddel		at 0 stars	at 99 stars
Occupation: Pretty pretty princess!			
Elemental affiliation: White	HP	42	730
When found: After rescuing her from	Strength	4	73
the Porre troops running amuck in	Hit %	85	95
Another's Viper Manor, she'll join	M. Power	9	60 (!!)
automatically at Hermit's Hideout.	Defense	4	70
Weapon: Staff	Evade	8	20
Age: 24	M. Defense	9	45

Origin: El Nido
Height: 5'7"
Weight: 104 lbs
Build: Slender
Dominant hand: Right

Level 3: Snake Eyes (No, not the Nick Cage vehicle. Riddel heals your party for many HP's, and cures any status ailments. Learned at 3 Stars.)

Level 5: Snake Skin (Riddel protects one party member with the power of the White Snake, for a 20% defense and 25% magic defense increase. Learned at 19 Stars.)

Level 7: SnakeFangs (See Leena's Level 5 - like that, only with a 50% Element revival rate. You must defeat Dario to acquire this.)

Fortune: "Deep devotion often makes the impossible possible. I suggest that you keep holding on to your purity."

--

Name: Karsh		at 0 stars	at 99 stars
Occupation: Acacian Deva			
Elemental affiliation: Green	HP	62	910
When found: Joins automatically in	Strength	10	90

the backroom of Termina's bar before	Hit %	80	95
you explore Another's Viper Manor	M. Power	4	51
for the second time, or on the	Defense	9	80
Zelbess afterwards. You have a	Evade	8	15
choice between he and Zoah.	M. Defense	5	42

Weapon: Axe

Age: 27

Origin: El Nido

Height: 5'11"

Weight: 159 lbs

Build: Solid

Dominant hand: Right

Level 3: Dragon Rider (Karsh rides a dragon and swings his axe at the enemy. Learned at 3 Stars.)

Level 5: Axial Axe (Karsh throws his axe all over the battlefield, like a boomerang. Learned at 19 Stars.)

Level 7: Axiomatic (Karsh hits an enemy many times with his axe; can only be found after completing his side-quest with Solt & Pepper on the Isle of the Damned.)

Fortune: "The reading says: A change in fashion will blossom a new love."

--

Name: ZOAH		at 0 stars	at 99 stars
Occupation: BRAUNY ACACIAN DEVA	-----	-----	-----
Elemental affiliation: YELLOW	HP	68	950
When found: JOINS AUTOMATICALLY IN	Strength	10	90
THE... sorry, caps lock wearing	Hit %	80	95
thin? Ahem. Joins automatically in	M. Power	4	43
the backroom of Termina's bar before	Defense	10	85
you explore Another's Viper Manor	Evade	2	10
for the second time, or on the	M. Defense	4	38
Zelbess afterwards. You have a			
choice between he and Karsh.			

Weapon: Glove

Age: 28

Origin: El Nido

Height: 6'3"

Weight: 203 lbs

Build: Mammoth

Dominant hand: Right

Level 3: Dragon Rider (Zoah mounts a dragon, and jumps off, effectively body-slamming one enemy. Learned at 3 Stars.)

Level 5: Sweep Attack (Zoah's arms become charged with electricity, and he whirls in the air, coming down hard on one enemy. Learned at 15 Stars.)

Level 7: Toss&Spike (Gotta love those volleyball puns. Can only be found if you bring Zoah back to Viper Manor and open the chest in his room. It's the furthest to the right on the ground floor.)

Fortune: "I sense deep sadness beneath that mask of yours...In the near future, you, too, shall find your sanctuary of peace."

--

Name: Marcy		at 0 stars	at 99 stars
Occupation: Acacian Deva Diva	-----	-----	-----
Elemental affiliation: Blue	HP	40	750

When found: Joins automatically on the Zelbess, along with everyone else in the free world.	Strength	5	86
Weapon: Glove	Hit %	90	99
Age: 9	M. Power	9	53
Origin: Zenan Continent	Defense	4	75
Height: 4'9"	Evade	15	40
Weight: 84 lbs	M. Defense	9	42
Build: Smallish			
Dominant hand: Left			

Level 3: Cat's Cradle (Marcy twirls a ball of string in the air, and throws her line at the enemy, entangling them. Learned at 3 Stars.)

Level 5: String Phone (Marcy twirls a ball of string in the air, hefts individual lines at the enemy, and shoots ice along them. Learned at 19 Stars.)

Level 7: Web Surfer (Marcy casts what looks like a Blue version of Final Fantasy VIII's Quake. Learned at 40 Stars.)

Fortune: "The reading says, your wish will come true if you purge of your likes and dislikes."

--

Name: Korcha		at 0 stars	at 99 stars
Occupation: Fisherman & Ferryman	HP	55	800
Elemental affiliation: Blue	Strength	8	85
When found: Before Kidd recovers her health, you have a choice of he or Macha. Say you want to save Kidd. He'll join after he takes you to Termina.	Hit %	85	95
Weapon: Fishing implements	M. Power	6	45
Age: 16	Defense	4	75
Origin: Guldove	Evade	6	20
Height: 5'6"	M. Defense	7	38
Weight: 123 lbs			
Build: Thin			
Dominant hand: Right			

Level 3: Headbutt (Korcha does the breathstroke in the air, and headbutts an enemy. Learned at 3 Stars.)

Level 5: Hook&Sinker (Korcha casts his fishing rod at one enemy. Learned at 15 Stars.)

Level 7: Big Catch (Korcha casts his line, and reels in a big catch, hitting one enemy. The big catch is a morph chosen randomly from Sprigg's list, and will sometimes be a boot that does no damage. This Level 7 skill can be found by taking Korcha back to the small red display in Termina, where you first met him, and examining it. Then talk to the nearby person in purple, before heading down the road towards Greco's home, and talking to the mermaid where you first talked to Korcha by the beach.)

Fortune: "Your fortune reads that it is a hopeless love... I'm sorry, but you've got to give up."

--

Name: Luccia		at 0 stars	at 99 stars
Occupation: Mad Scientist	HP	42	720
Elemental affiliation: Black			

When found: Go back to Viper Manor's balcony after Kidd is wounded, and speak with Luccia there and then at her lab.	Strength	4	80
	Hit %	80	95
	M. Power	4	44
	Defense	3	70
Weapon: Pin, Syringe	Evade	10	35
Age: 28	M. Defense	4	40

Origin: Zenan Continent
Height: 5'9"
Weight: 97 lbs
Build: Thin
Dominant hand: Right

Level 3: Pin-up Girl (Luccia jumps into the air and throws lots of pins and needles at the enemy. Learned at 3 Stars.)

Level 5: Mix&Match (Luccia throws two Erlenmeyer flasks at the enemy for a status change. Learned at 19 Stars.)

Level 7: TestAmeba (Luccia throws her Test Amoeba at one enemy, which inhibits oxidative phosphorylation on a cellular level, and inflicts wicked damage. To find this skill, put her first in your party, and talk to the slimy amoeba thing in the dungeon of Another's Viper Manor. You need to go down through the grating in the kitchen.)

Fortune: "You shall always be under the watchful eye of your former master..."

--

Name: Poshul		at 0 stars	at 99 stars
Species: Dog	HP	58	900
Elemental affiliation: Yellow	Strength	10	86
When found: Either give her the Heckran Bone and recruit her in Home before you speak with Leena on the beach, or take the necessary steps to recruit Another's Leena and she'll join automagically. PO-SHU-SHU!	Hit %	80	95
	M. Power	3	40
	Defense	7	70
	Evade	5	10
	M. Defense	3	35

Weapon: Glove
Age: Unknown
Origin: Arni
Height: 3'8"
Weight: 26 lbs
Build: Roly-poly
Dominant paw: Unknown

Level 3: K-9 Ball (Poshul curls into a ball and bounces on the enemy. Learned at 3 Stars.)

Level 5: Doggy Durnit (Poshul spins around, creating a wind vortex, then dispatches it at the enemy party. Learned at 15 Stars.)

Level 7: Unleashed (The Chrono Cross equivalent of Fat Chocobo! Poshul unlocks her collar, grows bigger, and belly flops on one enemy. Can only be found by speaking with Home's Leena at the dock, after Serge gets his body back.)

Fortune: "Beware of fat and of over-eating...Well, I guess that goes without saying."

--

Name: Razzly		at 0 stars	at 99 stars
Species: Sprite (not 7up!)			

Elemental affiliation: Green	HP	40	740	
When found: While on the quest for Kidd's medicine, in Hydra swamp, if you choose to let her out of the cage by the Pentapus. You can't get her if you chose Macha's branch, and went to the Zelbess in lieu of Hydra swamp, and you MUST fight the Pentapus before killing the Hydra.	Strength	4	72	
	Hit %	85	95	
	M. Power	8	55	
	Defense	3	70	
	Evade	20	45	
	M. Defense	8	46	

Weapon: Staff

Age: Unknown

Origin: Water Dragon Island

Height: 3'7"

Weight: 11 lbs

Build: Tiny

Dominant hand: Unknown

Level 3: Raz-Star (Razzly makes a large, comically proportioned star fall on an enemy. Learned at 3 Stars.)

Level 5: Raz-Heart (Razzly waves her wand, and restores a small amount of HP to herself and boosts her defense. Learned at 15 Stars.)

Level 7: Raz-Flower (Don't include Razzly in the battle with the Hydra in Hydra Swamp, let Rosetta die, and when the Terra Tower surfaces, go to Water Dragon Island in the Home dimension and examine the flowers that grew in the middle of the sprite village.)

Fortune: "Conflict can occur anywhere...The only way to be rid of conflict is to remove its roots. Nothing will be resolved by just glancing at the surface."

--

Name: Zappa	at 0 stars	at 99 stars	
Occupation: Blacksmith	-----	-----	-----
Elemental affiliation: Red	HP	60	820
When found: After returning to Home and going to Termina, keep speaking with him in the Smithy until he offers to join you.	Strength	8	89
	Hit %	80	95
	M. Power	3	40
	Defense	6	75
	Evade	3	15
	M. Defense	3	37

Origin: Zenan Continent

Height: 5'8"

Weight: 181 lbs

Build: Solid

Dominant hand: Right

Level 3: Hammerblow (Zappa beats the earth to rattle his foe. Learned at 3 Stars.)

Level 5: Hammerthrow (Zappa whirls like a dervish, and strikes all enemies on the battlefield for decent damage. Learned at 19 Stars.)

Level 7: Balls of Iron (Stupid skill name, good skill. Zappa hits a red hot ball of iron at the enemy, Tiger Woods style. Learned at 40 Stars.)

Fortune: "You shall encounter the two things you seek...But be careful, for one of them is what you seek only in appearance."

--

Name: Orcha	at 0 stars	at 99 stars	
-------------	------------	-------------	--

Occupation: Cook			
Elemental affiliation: Red	HP	65	850
When found: While the Porre troops are ravaging Another's Viper Manor, defeat his blue counterpart and he'll join automatically.	Strength	6	85
	Hit %	85	95
	M. Power	6	50
	Defense	6	75
Weapon: Frying pan	Evade	4	15
Age: 44	M. Defense	6	35

Origin: Guldove
Height: 5'7"
Weight: 203 lbs
Build: Chubby
Dominant hand: Right

Level 3: Spice of Life (Orcha throws a jar of spice in the air, healing the party for a couple hundred HP. Learned at 3 Stars.)
Level 5: Mystery Menu (Orcha cooks and eats one enemy. Learned at 15 Stars.)
Level 7: DinnerGuest (Orcha has returned from the Dark World and is now BLUE Orcha! With Orcha leading your party, speak with his brother, Home Arni's chef.)

Fortune: "Do not think your inner evil will just fade away...Remember that the evil is secreted away inside everyone."

--

Name: Radius		at 0 stars	at 99 stars
Occupation: Arni Village's Chief			
Elemental affiliation: Green	HP	45	735
When found: Joins automatically after you defeat him in Arni Home.	Strength	7	83
	Hit %	90	99
	M. Power	7	49
	Defense	7	75
	Evade	8	30
	M. Defense	7	41

Age: 62
Origin: Zenan Mainland
Height: 5'8"
Weight: 119 lbs
Build: Thin
Dominant hand: Right

Level 3: Longshot (Radius blasts an enemy with green energy from his staff, similar to Glenn's Level 5. Learned at 3 Stars.)
Level 5: QuickDraw (Radius dashes at and through an enemy. Learned at 15 Stars.)
Level 7: Vital Energy (Radius leaps into the air, and green fire engulfs one enemy. Learned at 35 Stars.)

Fortune: "The many lines laid before you, shall all merge into one..."

--

Name: Fargo		at 0 stars	at 99 stars
Occupation: Seafarin' pirate			
Elemental affiliation: Blue	HP	75	880
When found: On Another's Zelbess; joins with Marcy, Lord Viper, etc.	Strength	8	88
	Hit %	80	95
	M. Power	3	44
	Defense	8	85
	Evade	2	10
	M. Defense	3	40

Age: 40
Origin: Unknown
Height: 6'0"
Weight: 163 lbs
Build: Macho
Dominant hand: Right

Level 3: Pillage (Fargo plunders an item. Arrr matey! Learned at 3 Stars.)
 Level 5: CannonBalls (Fargo whistles, and cannonballs from the Zelbess crash down on the enemy party. Learned at 15 Stars.)
 Level 7: Invincible (Fargo runs toward an enemy, brandishing his sword as he goes, while kanji's flash on the screen. For those curious, they roughly translate to "An Attack Unequaled Under Heaven", which is a fancy way of saying "Invincible". He'll get this automatically before going to Marbule to fight the Lagoonates, who have taken over the town.)

Fortune: "Take away the mirror of falsity and reflect your image on the mirror of truth. You will then regain your true self."

--

Name: Macha		at 0 stars	at 99 stars
Occupation: Hausfrau	HP	58	780
Elemental affiliation: Red	Strength	8	85
When found: In Guldove, when you're asked to undertake the quest for Kidd's medicine. You have a choice between she and her son, Korcha.	Hit %	85	95
Choose not to save Kidd if you want Macha.	M. Power	5	53
Weapon: Frying pan	Defense	5	90
Age: 38	Evade	7	30
Origin: Guldove	M. Defense	5	43
Height: 5'6"			
Weight: 150 lbs			
Build: Stout			
Dominant hand: Right			

Level 3: Bottom's Up (Macha hits and wiggles her derriere, then launches herself at the enemy for mediocre damage. Learned at 3 Stars.)
 Level 5: Folding (Macha turns the enemy into dirty laundry, folds it, and jumps on top. Learned at 15 Stars.)
 Level 7: Dirty Dishes (This brings new meaning to the urban colloquialism, "drop some plates on your ass". Macha summons flatware to drop down on the enemy party. Learned at 35 Stars.)

Fortune: "It reads that, as a mother, you should set an example for your children."

--

Name: Glenn		at 0 stars	at 99 stars
Occupation: Knight who says, "Nee!"	HP	55	890
Elemental affiliation: Green	Strength	9	90
When found: After recruiting Macha and her boat in Another's Termina, by the docks.	Hit %	85	99
Weapon: Sword	M. Power	6	46
Age: 20	Defense	6	80
Origin: Termina	Evade	5	25
Height: 5'9"	M. Defense	6	42
Weight: 141 lbs			
Build: Average			
Dominant hand: Right			

Level 3: Dash&Gash (Glenn dashes and gashes an enemy. Learned at 3 Stars.)

Level 5: Sonic Sword (Glenn launches a blast of green light from his sword at one enemy. Learned at 19 Stars.)

Level 7: Dive & Drive (Looks like Spire from Chrono Trigger. Learned at 40 Stars.)

Fortune: "If I were to equate you to something, you would be the moon. Yes, the moon. The moon only shines when there is a sun to reflect. The moon does not glow with its own light...But remember this! The moon's light is a guidepost to those that search in the darkness of the night. A time will come when you will carry out such a role...Sometime in the near future."

--

Name: Leena		at 0 stars	at 99 stars
Occupation: The girl next door	----- ----- -----		
Elemental affiliation: Blue	HP	42	750
When found: In Another, if you	Strength	5	81
refuse Kidd three times at Cape	Hit %	90	95
Howl, Leena joins automatically	M. Power	9	54
with Poshul when you return to	Defense	5	70
Arni. She'll still join if you	Evade	10	30
recruited Poshul in Home,	M. Defense	9	45

however.

Weapon: Frying Pan

Age: 16

Origin: Arni

Height: 5'5"

Weight: 93 lbs

Build: Ordinary

Dominant hand: Right

Level 3: MaidenHand (Leena's hand glows and she smacks the enemy four times. Learned at 3 Stars.)

Level 5: MaidenHeart (Leena levitates and feathers make swirling blue light around her. All of Leena's elements - except for stocked items - have a 1/3 chance of being replenished. Learned at 15 Stars.)

Level 7: MaidenFaith (Leena kneels in prayer, and her attack power and hit accuracy are increased, along with auto-resurrection for that battle. You can get this by putting Leena at the head of your party, and speaking with her grandmother in Home after you regain your body. You may not be able to get Leena's Level 7 if you gave the wrong responses to her early in the game. The correct responses are: (at the beach) "I remember", then "We'll never forget this day!", and (on the dock) "I'm Serge!". You need at least 2 out of 3.)

Fortune: "It says, you will not find a boyfriend for a long time. Fortunetelling is such a merciless thing..."

--

Name: Dynamite Dancer Miki!		at 0 stars	at 99 stars
Occupation: Dancer	----- ----- -----		
Elemental affiliation: Red	HP	40	770
When found: After ridding Marbule	Strength	5	80
of the Lagoونات, go back to the	Hit %	90	95
Zelbess' restaurant and speak with	M. Power	7	56
Miki. There's a very narrow window	Defense	5	75
of time you can do this, so don't	Evade	11	35
miss her.	M. Defense	7	41

Weapon: Glove

Age: 19

Origin: S.S. Zelbess
Height: 5'7"
Weight: 95 lbs
Build: Slender
Dominant hand: Right

Level 3: Head Bopper (Miki dances a jig on one enemy's head. Learned at 3 Stars.)

Level 5: Sexy Wink (Miki bats her eyes seductively, damaging all enemies. That must be some powerful mascara! Learned at 15 Stars.)

Level 7: Dance on Air (Miki floats through the air like she did in Nikki's rock opera, leaving sparkles as she goes. Learned at 35 Stars.)

Fortune: "You shall broaden your horizons in the open world."

--

Name: Harle		at 0 stars	at 99 stars	
Occupation: Anthropomorphic Jester	-----	-----	-----	
Elemental affiliation: Black	HP	43	850	
When found: Joins automatically in	Strength	4	87	
Never Never Land after Sprigg does.	Hit %	90	95	
Weapon: Pin	M. Power	7	58	
Age: 18	Defense	4	80	
Origin: Unknown	Evade	10	25	
Height: Unknown	M. Defense	7	45	
Weight: Unknown				
Build: Unknown				
Dominant hand: Right				

Level 3: Moon Beams (Harle leaps in front of the moon and launches crescents at the enemy party. Learned at 3 Stars.)

Level 5: Moonshine (Not the record label, unfortunately, but cool nonetheless - magic defense up for your whole party. Learned at 19 Stars.)

Level 7: Lunaretic (Harle eclipses the moon, heavily damaging the enemy party. Learned at 25 Stars.)

Fortune: "In your eyes, I percieve...both the look of a beauty and the look of a beast. Be mindful not to bring about your own end, my dear! A dream lies in wait, reaching out to engulf you!"

--

Name: Janice		at 0 stars	at 99 stars	
Occupation: Monster Trainer	-----	-----	-----	
Elemental affiliation: Red	HP	45	777	
When found: Anytime after getting	Strength	5	85	
access to the Grand Slam Tournament	Hit %	90	95	
on Home's Zelbess. Beat her 3 times.	M. Power	7	44	
Weapon: Carrot	Defense	5	77	
Age: 22	Evade	13	22	
Origin: S.S. Zelbess	M. Defense	7	44	
Height: 5'7"				
Weight: 104 lbs				
Build: Plumpish				
Dominant hand: Right				

Level 3: Beat It (Janice flattens the enemy by hitting them over the head with her drum. Learned at 3 Stars.)

Level 5: 24 Carrots (Janice throws lots of carrots at one enemy. Learned at 19

Stars.)

Level 7: What'sUpDoc (This takes the cake for bad puns. Janice beats her drum, and water gushes out from the ground to damage the enemy party. Acquired by putting her in the lead of your party, and talking to the land octopus at the Bend of Time.)

Fortune: "It's very rare to see a demi-human like you living such a cheerful life. Keep on living as cheerfully as you are now, and fortune will follow."

--

Name: Draggy		at 0 stars	at 99 stars
Species: Dragon	-----	-----	-----
Elemental affiliation: Red	HP	40	900
When found: Anytime after acquiring the boat in Home. Kill the Dodo in Fossil Valley, and steal one of the eggs (key item) it was guarding.	Strength	4	85
Then go to Fort Dragonia, flick the four elemental switches so that the pillar rises in the central room, and go down the elevator. Place the egg on the lit platform to hatch it.	Hit %	85	95
Weapon: Glove	M. Power	7	46
Age: 0 (you hatched him, remember?)	Defense	4	85
Origin: Fossil Valley	Evade	2	10
Height: 2'2"	M. Defense	7	42
Weight: 265 lbs			
Build: Tiny			
Dominant claw: Front left			

Level 3: Cough Drop (Draggy belches a little fireball at one enemy. Learned at 3 Stars.)

Level 5: Cough Mix (Draggy belches aforesaid fireball, then fans it with his wings towards the enemy party. Learned at 19 Stars.)

Level 7: BigBreath (Draggy summons the spirit of his mother to engulf the battlefield in flames. Can be found by taking Draggy to Fossil Valley in Another, and speaking with the dragon's skull on the northern screen.)

Fortune: "Seek coexistence with other species."

--

Name: Starky		at 0 stars	at 99 stars
Species: Alien	-----	-----	-----
Elemental affiliation: White	HP	41	765
When found: Get the starfish (key item) from the El Nido triangle in Home, then defeat MegaStarky on Sky Dragon Isle.	Strength	6	80
Weapon: Gun	Hit %	85	95
Age: Unknown	M. Power	6	50
Origin: Another Planet	Defense	6	70
Height: 2'11"	Evade	15	40
Weight: 11 lbs	M. Defense	6	45
Build: Alien (not a Xenomorph!)			
Dominant hand: Ambidextrous			

Level 3: Starlight (Starky summons a Voltron-looking robot to attack one enemy. Learned at 3 Stars.)

Level 5: Starburst (Starky summons a Voltron-looking robot to attack all enemies. Learned at 19 Stars.)

Level 7: Meteor Zap (Starky summons the robot, who crashes down on the enemy party like a meteor. What a misnomer! You need to bring Starky back to the crashed UFO after you've obtained the anti-gravity device.)

Fortune: "My word! You are fated to make a grave choice. Whatever will be selected will be decided from the actions of those around you."

--

Name: Sprigg		at 0 stars	at 99 stars	
Species: Little Green Woman	-----	-----	-----	
Elemental affiliation: Green	HP	42	660	
When found: After Serge's out-of-	Strength	4	79	
body experience, she'll join	Hit %	85	95	
automatically.	M. Power	4	53	
Weapon: Staff	Defense	4	70	
Age: 224	Evade	12	35	
Origin: Dimensional Vortex	M. Defense	4	40	
Height: 4'4"				
Weight: 86 lbs				
Build: Dwarfish				
Dominant hand: Left				

Level 5: DoppelGang (Morph into another monster. Sprigg can learn new morphs if she deals the killing blow to an enemy, or someone in your active party is equipped with the Forget-Me-Not-Pot you find in Chronopolis.)

Fortune: ".....! It's been a long time, Lady Sprigg. Have you been well?"

--

Name: Mojo (aka The Artist Formerly Known As Lucky Dan)		at 0 stars	at 99 stars	
Occupation: Cursed Voodoo Doll	-----	-----	-----	
Elemental affiliation: Black	HP	40	888	
When found: Briefly after returning	Strength	4	77	
from Cape Howl in Another. Offer the	Hit %	90	95	
Shark's Tooth pendant (key item) you	M. Power	4	42	
recieved in the fishmonger's	Defense	4	70	
basement in Home to the Mojo-	Evade	20	80 (!!)	
worshipping zealot who occupies the	M. Defense	12	37	
same space in Another.				
Weapon: Glove				
Age: Unknown				
Origin: The Far East				
Height: 6'3"				
Weight: 20 lbs				
Build: Waistless				
Dominant arm: Unknown				

Level 3: Voodoo Dance (Mojo prances around in front of an enemy, and laughs with derision. You'd laugh too if you had Mojo's mojo. Learned at 3 Stars.)

Level 5: Cartwheel (Mojo does cartwheels all over the battlefield, striking all enemies. Learned at 19 Stars.)

Level 7: HoodooGooroo (Mojo squeals with morbid delight, and lifts one enemy into the air with the sharp end of the voodoo nail stuck through his heart. Can only be acquired by taking Mojo to the fishmonger's basement

in Home, then back to his shrine in Another, and speaking with the cat statues in a certain order: first the cat that stares at you (lower left), then the one that buzzes with electricity (right), then finally the one that licks you (upper left).)

Fortune: "There is someone...No, a thatch of straw that is most dear to you in this vicinity..." [Note from CB!: Check the practice dummy in Glenn's yard in the Home dimension.]

--

Name: Turnip		at 0 stars	at 99 stars
Species: Duck-billed platypus	-----	-----	-----
Elemental affiliation: Green	HP	70	789
When found: After completing the side quest in the burning house, go to the solitary island in Another, and use the Ice Gun (key item) on the burnt patch of earth. Then return to the same spot in Home, and Poshul will dig up the sprout.	Strength	4	86
	Hit %	85	95
	M. Power	2	45
	Defense	3	70
	Evade	2	10
	M. Defense	2	36

Alternately, you can use the Freezing Breath key item on the scorched spot, if you never completed the orphanage sidequest.

Weapon: Sword

Age: 3

Origin: Hermit's Hideout

Height: 4'4"

Weight: 62 lbs

Build: Round

Dominant hand: Right-rizomed

Level 3: Vege Chop (Turnip leaps into the air and comes down on the enemy, à la Claude's Head Splitter. Learned at 3 Stars.)

Level 5: Vegemight (Turnip spins in the air, and burrows into the ground, reappearing underneath one enemy. Learned at 19 Stars.)

Level 7: VegOut (Turnip turns into a giant Turnip head, which splits in two to reveal a smaller Turnip head, which also splits in two to reveal Turnip, who leaps out. Bring him to the pond where you found NeoFio, at Viper Manor, with NeoFio in your party. Turnip & NeoFio will exchange words, and Turnip will jump into the pond and turn.. pink?)

Fortune: "As mysterious as your birth, there is an equally fascinating fate that awaits you."

--

Name: NeoFio		at 0 stars	at 99 stars
Species: Cuteness personified	-----	-----	-----
Elemental affiliation: Green	HP	35	720
When found: Anytime after leaving Guldove for medicine. A dwarf in the bar at Guldove will give you a key item called the Green Tinkler that can be used to manipulate the plants in Hydra Marsh. (Ie, use it directly in front of them, and they won't slap you.) Get the Sparkle of Life from Another's Hydra Marsh, take it	Strength	3	84
	Hit %	90	95
	M. Power	4	48
	Defense	3	70
	Evade	8	40
	M. Defense	4	38

to Another's Viper Manor, and use it on the flower in the pond.

Weapon: Glove

Age: 5

Origin: Viper Manor

Height: 4'0"

Weight: 44 lbs

Build: Undefinable

Dominant hand: Omnidextrous

Level 3: PopPopPop! (NeoFio shoots seeds out her sleeves at the enemy party. Aww, so cute. Learned at 3 Stars.)

Level 5: Slurp Slurp! (NeoFio siphons HP from one enemy. Learned at 15 Stars.)

Level 7: BamBamBam! (NeoFio does some impressive tumbling, and repeatedly bodyslams one enemy. Put NeoFio in your active party, and waylay the land octopus from chasing the butterfly on the crescent island in Home a few times by talking to him. Go up the hill, and when you come back down, the land octopus should have eaten the butterfly. Keep harassing him until he lets it go, whereupon a bunch of butterflies will thank NeoFio and she'll recieve BamBamBam!)

Fortune: "Whether your birth was by God's hand or random chance is unknowable... In either case, treasure your life."

--

Name: Greco		at 0 stars	at 99 stars	
Occupation: Psychic Ex-Wrestler	-----	-----	-----	
Elemental affiliation: Red	HP	60	920	
When found: After exploring Viper Manor, head over to the Termina cemetary anytime until the end of Disc 2.	Strength	8	91	
	Hit %	85	95	
	M. Power	2	41	
	Defense	8	90	
Weapon: Glove	Evade	2	10	
Age: 33	M. Defense	2	45	
Origin: Zenan Continent				
Height: 6'7"				
Weight: 271 lbs				
Build: Heavyweight				
Dominant hand: Right				

Level 3: Clothesline (Greco gathers power, and punches the enemy. Learned at 3 Stars.)

Level 5: Flip-Flop (Greco does some gymnastics, and comes down on one enemy's head. Learned at 19 Stars.)

Level 7: ? (Greco stands on somebody's grave, and jumps stomach-forward onto one enemy. To find this, you must speak with the person in his shanty near Dario's memorial in Home's Termina.)

Fortune: "When your long journey reaches its end...the heavy burden that rests upon your shoulders will be lifted at last."

--

Name: Skelly		at 0 stars	at 99 stars	
Occupation: Skeleton Clown	-----	-----	-----	
Elemental affiliation: Black	HP	50	778	
When found: After finding all of his bones, take them to his house in Another Termina.	Strength	5	82	
	Hit %	80	95	
	M. Power	7	48	

Weapon: Glove	Defense	5	70	
Age: 32	Evade	7	25	
Origin: Zenan Mainland	M. Defense	7	42	
Height: 6'2"				
Weight: 51 lbs				
Build: Boney				
Dominant hand: Left				

Level 3: JugglerVein (Skelly throws a bubble at the ground, which makes rainbow-colored bubbles crash down on the enemy party. Learned at 3 Stars.)

Level 5: LoneBalloon (Skelly blows a bubble, which rises into the air and splashes down on him to recover some HP, and increase his attack power by 20%. Learned at 15 Stars.)

Level 7: Don't know, don't care (Skelly summons a giant ball with his picture on it, and dances on it towards one enemy. Bring Skelly to the bar in Termina in the Home dimension - he'll order some food and recieve his Level 7 skill. How is he supposed to eat when he doesn't have a gastrointestinal tract..?)

Fortune: "You, who has been revived from the edge of despair, must share your light of hope with all."

--

Name: Funguy		at 0 stars	at 99 stars	
Species: Mushroom. Fungi. Get it?	-----	-----	-----	
Elemental affiliation: Yellow	HP	40	890	
When found: After you've returned to Home as Lynx, go to the sewers underneath Viper Manor, and defeat the Headless. A man will pop out of the hole and give you a special red mushroom from Guardia. Bring this mushroom to the fruitcake underneath the waterfall in Shadow Forest, who will eat it and transform into Funguy.	Strength	5	85	
	Hit %	80	95	
	M. Power	7	45	
	Defense	3	75	
	Evade	11	15	
	M. Defense	7	38	

Weapon: Axe

Age: Unknown

Origin: Termina

Height: 6'0"

Weight: 66 lbs

Build: Light

Dominant hand: Right

Level 3: Lumberjack (Funguy attacks an enemy with his axe. Learned at 3 Stars.)

Level 5: Sporecloud (Funguy shoots spores into the air. Learned at 15 Stars.)

Level 7: Myconid something or other. Who cares. (Funguy shakes spores from his head, which become lots of little mushroom paratroopers when they touch the ground, and attack an enemy en masse. After the Terra Tower appears, bring Funguy back to the cave whence he joined you, and there will be a junior mushroom. Eat it.)

Fortune: "There might be a way for you to return to your original body, but... It's a matter of which you prefer."

--

Name: Irenes		at 0 stars	at 99 stars	
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Species: Mermaid			
Elemental affiliation: Blue	HP	50	760
When found: While you're a cat on the Zelbess, go across the rope from the crow's nest and witness the event between Irenes and Nikki in his dressing room. Then, after you defeat the Sage, go back to the dressing room and talk to Irenes, who will join.	Strength	4	79
	Hit %	90	95
	M. Power	8	53
	Defense	4	70
	Evade	13	40
	M. Defense	8	42

Weapon: Harp & Pick

Age: 16

Origin: The Ocean

Height: 5'10"

Weight: 115 lbs

Build: Mermaid

Dominant hand: Right

Level 3: Water Breath (Irenes spits water at an enemy. Learned at 3 Stars.)

Level 5: Mermelody (Irenes sings a song and heals one party member for lots of HP. Learned at 19 Stars.)

Level 7: SirenSong (Irenes plays sour notes on her harp, while a wave knocks down the enemy party. After Home's Marbule is cleared of the Lagoونات, go into the first house and speak with the bug man with the turquoise robe twice. He'll give her a package from her Motter and Fatter.)

Fortune: "When you can resolve your inner struggle...A new hope will be born."

--

Name: Mel		at 0 stars	at 99 stars
Occupation: Problem Child			
Elemental affiliation: Yellow	HP	35	770
When found: If you chose to save Kidd, after giving her the medicine in Guldove, chase Mel down and reclaim Kidd's stolen Element grid. Go to Termina, then IMMEDIATELY return to Guldove and talk to Mel with Kidd in your party several times, whereupon she'll join.	Strength	4	73
	Hit %	85	95
	M. Power	5	50
	Defense	3	75
	Evade	8	25
	M. Defense	5	38

Weapon: Boomerang

Age: 10

Origin: Guldove

Height: 4'3"

Weight: 84 lbs

Build: Thin

Dominant hand: Right

Level 3: Snatch (Mel pilfers an item. Kids these days! Learned at 3 Stars.)

Level 5: Doodle (Mel draws on an enemy with very, very sharp crayons. Learned at 19 Stars.)

Level 7: Tantrum (Mel has a hissy fit, damaging the entire enemy party. Learned at 40 Stars.)

Fortune: "There's no need to worry...Your love at heart can be hindered by no one."

--

Name: Leah		at 0 stars	at 99 stars
Species: Cave Girl	HP	30	999 (!!)
Elemental affiliation: Yellow	Strength	7	93 (!!)
When found: On Gaia's Navel in Home while looking for the Green Dragon, she'll join automatically.	Hit %	80	95
Weapon: Axe	M. Power	2	40
Age: 6	Defense	7	88
Origin: Gaia's Navel	Evade	14	20
Height: 3'5"	M. Defense	2	35
Weight: 71 lbs			
Build: Infantile			
Dominant hand: Ambidextrous			

Level 3: Rock Throw (Leah throws boulders at one enemy. Learned at 3 Stars.)

Level 5: Tail Spin (Leah twirls the tail of her outfit, creating a tornado that damages the enemy party. Learned at 15 Stars.)

Level 7: Triple Kick (Leah triple-kicks the enemy. Learned at 35 Stars.)

Fortune: "Wowzer!!! The reading says you'll become a glamour queen when you grow up!"

--

Name: Van		at 0 stars	at 99 stars
Occupation: Professionally cranky	HP	50	770
Elemental affiliation: Green	Strength	4	75
When found: Talk to him in his house in Home's Termina. His father gives him a boomerang and he joins your party.	Hit %	80	95
Weapon: Boomerang	M. Power	7	48
Age: 14	Defense	5	70
Origin: Termina	Evade	7	20
Height: 4'11"	M. Defense	7	39
Weight: 88 lbs			
Build: Smallish			
Dominant hand: Left			

Level 3: Jump Throw (Van throws two boomerangs at an enemy. Learned at 3 Stars.)

Level 5: WetPaint (Van throws 3 bottles of paint in the air and makes the field effect all one random color. Learned at 15 Stars.)

Level 7: Piggyboink (Van winds up his giant piggy bank, and sends it hurtling towards the enemy. This skill is learned at 35 Stars, and if you take Van to his room in Home, you can put money into his piggy bank. For every 100 gil that you put in, it adds 3% to the attack power of this skill. The bank holds 900 gil, so the max you can boost it to is 127%. However, the more gil you have in the bank, the higher chance that the piggy bank will break, which may cause up to twice as much damage. When the bank breaks, the money goes to zero.)

Fortune: "Take good care of the ones who love you, my boy."

--

Name: Sneff		at 0 stars	at 99 stars
Occupation: Ugly as sin magician	HP	45	777
Elemental affiliation: Yellow	Strength	4	77
When found: After you've defeated			

the Sage on Home's Zelbess, speak	Hit%	85	95	
with Sneff in the casino, then in	M. Power	4	44	
the performers' dressing room.	Defense	3	70	
Weapon: Cards	Evade	5	33	
Age: 53	M. Defense	4	37	

Origin: Unknown

Height: 5'6"

Weight: 139 lbs

Build: Ordinary

Dominant hand: Right

Level 3: Big Deal (Sneff throws his cards at an enemy. Learned at 3 Stars.)

Level 5: HP Shuffle (Sneff shuffles his HP, like a deck of cards. Learned at 15 Stars.)

Level 7: Sword Trick (Sneff puts the enemy into a steel box, and then shoves some swords through it. Learned at 35 Stars.)

Fortune: "You shall once again open your wings in the free world, says the fortune."

--

Name: Steena		at 0 stars	at 99 stars	
Occupation: Universal Disco Goddess	-----	-----	-----	
Elemental affiliation: White	HP	48	750	
When found: She'll join automatically	Strength	4	84	
at the end of Disc 1, when you show	Hit %	80	95	
her a certain key item.	M. Power	8	52	
Weapon: Sword	Defense	4	75	
Age: 27	Evade	8	25	
Origin: Guldove	M. Defense	7	42	

Height: 5'9"

Weight: 110 lbs

Build: Tall & Slender

Dominant hand: Right

Level 3: Direa's Shadow (Steena summons Direa's eidolon to attack an enemy. Learned at 3 Stars.)

Level 5: Hydra's Shadow (Steena doesn't have an inherent Level 5 skill, although she can equip the Hydra Frame eidolon you win in Another Hydra Swamp.)

Level 7: Garai's Shadow (Steena summons the eidolon of Garai. To find this, examine Garai's grave on Home's Isle of the Damned.)

Fortune: "Hmph, it's useless for a spiritualist to have their fortune read."

--

Name: Doc		at 0 stars	at 99 stars	
Occupation: Surfer dude doctor	-----	-----	-----	
Elemental affiliation: White	HP	60	800	
When found: If you chose not to save	Strength	6	85	
Kidd, and stop by Guldove before	Hit %	80	95	
going to Ft. Dragonia, he'll join	M. Power	3	48	
automatically.	Defense	5	75	
Weapon: Throwing knives	Evade	6	20	
Age: 27	M. Defense	6	43	

Origin: Zenan Mainland

Height: 5'9"

Weight: 146 lbs

Build: Ordinary

Dominant hand: Left

Level 3: High Five (Doc throws a knife into the air, which splits into many knives and falls down, stabbing the enemy. Learned at 3 Stars.)

Level 5: Gnarly (Gnaaaaaaaarly, dude! Doc gathers power, and rushes forward to deal a bone-breaking blow. Better damage than his Level 3. Learned at 19 Stars.)

Level 7: Heal Shower (Doc heals your party for ~900 HP. In order to find this, you need to bring Doc the Medicine Book. It's in a seemingly inaccessible treasure chest in Chronopolis. Get the Station Pass key item from one of the shadow men in the subway-looking room, and go through the northwest door.)

Fortune: "Do not linger on your mistakes in the past. Humans must always look to the future."

--

Name: Grobyc		at 0 stars	at 99 stars
Occupation: Cyborg Assassin	-----	-----	-----
Elemental affiliation: Black	HP	70	980 (!!)
When found: After you defeat him in battle, he'll help you escape Viper Manor while the Poore troops reign, then offer to join.	Strength	7	90
	Hit %	90	95
	M. Power	6	40
	Defense	7	90
Weapon: Glove	Evade	10	40
Age: 26	M. Defense	6	38
Origin: Unknown			
Height: 6'8"			
Weight: 301 lbs			
Build: Bionic			
Dominant hand: Right			

Level 3: Rocketfist (Grobyc fires his cyborg arm - like a rocket! - at one enemy. Learned at 3 Stars.)

Level 5: Haircutter (Aqua Net be damned, Grobyc jumps in the air and astrally projects his hair to damage all enemies. Learned at 19 Stars.)

Level 7: Dark Burst (Grobyc detaches his arm, and grafts a new, larger, more formidable-looking one in its place, which blasts the enemy. To find this, put Grobyc in the lead of your party and search the coffin-like container in the storage room on the second floor of Chronopolis.)

Fortune: "I'm sorry, but I cannot read your fortune."

--

Name: Pierre		at 0 stars	at 99 stars
Occupation: Self-proclaimed hero	-----	-----	-----
Elemental affiliation: Blue	HP	40	800
When found: Before sneaking into Viper Manor (or in his case, storming the gates), get his badge from the boy in Termina's training yard, then give him back the badge in Termina's smithy. You must have witnessed the event at the statue of Lord Viper, and not have spoken with Nikki's manager or Guile.	Strength	2	79
	Hit %	80	95
	M. Power	3	42
	Defense	3	70
	Evade	5	20
	M. Defense	3	36
Weapon: Sword			
Age: 23			

Origin: Termina
Height: 5'11"
Weight: 130 lbs
Build: Weakling
Dominant hand: Right

Level 3: Medal Some (Another bad pun. Pierre brandishes his badge, restoring a liliputian amount of HP. Learned at 3 Stars.)

Level 5: Foiled Again (WILL THE BAD PUNS NEVER CEASE? Pierre slashes an enemy twice with his sword. Learned at 15 Stars.)

Level 7: Cyrus Punch (Pierre tries to punch the enemy, but trips and falls flat on his face. To receive this skill, show Pierre - who is curiously running laps around Termina's smithy - the prop sword (key item) you found in the theater set in the Tower of Geddon.)

--

Name: Orlha		at 0 stars	at 99 stars	
Occupation: Xena with pigtails	-----	-----	-----	
Elemental affiliation: Blue	HP	45	790	
When found: Defeat her in Another's	Strength	5	92 (!!)	
Guldove before finishing the quest	Hit %	90	95	
for the six dragon relics, then after	M. Power	7	43	
you've gotten your body back, speak	Defense	5	80	
with her in the bar and show her the	Evade	11	25	
blue brooch.	M. Defense	7	41	

Weapon: Glove

Age: 23

Origin: Guldove

Height: 5'5"

Weight: 119 lbs

Build: Muscular

Dominant hand: Left

Level 3: Multi Punch (Orlha leaps forward and kicks one enemy repeatedly, Chun-Li style. Learned at 3 Stars.)

Level 5: Punchdrunk ("Legend of the Drunken Master", starring Orlha. Your Mickey Mouse kung-fu is no match for her superior fighting style! Learned at 15 Stars.)

Level 7: SisterHoods (Orlha and her sister attack an enemy for big damage. Bring Orlha to Home's Guldove and speak with that dimension's Doc to get her Level 7. This one tugs at the heartstrings.)

Fortune: "You will soon find your missing counterpart..."

--

Name: Pip		at 0 stars	at 99 stars	
Species: Pompadoured squirrel	-----	-----	-----	
Elemental affiliation: Varies	HP	50	750	
When found: Speak with him and open	Strength	5	80	
his cage in Luccia's lab the first	Hit %	85	90	
time you explore Viper Manor, then	M. Power	7	40	
catch him aboard Another's Zelbess.	Defense	5	70	
Also, after you return to Another as	Evade	20	25	
Lynx, he'll rejoin if you find him	M. Defense	7	35	

on the Zelbess.

Weapon: Glove

Age: Unknown

Origin: Viper Manor Lab

Height: Unknown

** The stats in this table are for a regular, unevolved Pip. Stats and descriptions for Pip's transformations are in the tables below.

Weight: Unknown
Build: Unknown
Dominant paw: Unknown

	* Angel	* Devil	*Archangel	*Holy Beast	*Archdevil
	at 99 stars				
HP	760	780	800	850	950 (!!)
Strength	82	84	84	86	92 (!!)
Hit %	93	90	99	97	95
M. Power	50	44	58 (!!)	54	48
Defense	75	80	80	85	90
Evade	30	25	35	30	25
M. Defense	37	36	46	42	38

* Key

Regular	Beige fur, nothing else remarkable. Hops and waddles. No alignment.
Angel	Pink fur, small angel wings. Floats. Light aligned.
Devil	Red fur, small yellow horns. Hops. Dark aligned.
Archangel	White fur, large angel wings. Always flies. Light-light aligned.
Holy Beast	Beige fur, dragonfly wings and ram horns. Light-dark or dark-light.
Archdevil	Violet fur, bat wings, ram horns, and claws. Dark-dark aligned.

Level 3: Pounce (Pip stands on his tail and launches himself at the enemy. Learned at 8 Stars.)

Level 5: Soothe (Pip looks cute and dreams about a warm sunny meadow, replenishing HP and stamina to all party members. Learned at 15 Stars.)

Level 7: Varies (The skill name and effect depend on what form of Pip you have, but you'll get it between the 34th-37th star, if you've created Archangel Pip, Holy Beast Pip, Archdevil Pip. The Skill names are as follows: Archangel = Heaven Calls; Holy Beast = CanonCannon; Archdevil = Hell's Fury. If you're starting a New Game+, it'll be Pounce + 4.)

Fortune: "You should seek the uncharted potential that lies within you..."

-- V. Combination Attacks --

In order to preform a combination attack, your characters need to have their Element grid charged to the appropriate level, and at least 1.0 point of stamina. Double techniques are listed first, then Triple techs. Unfortunately, this appears to be the sum and total of combination attacks in Chrono Cross, but feel free to experiment for hours nonetheless!

Serge (3) and Glenn (3): X-Strike, Red elemental (Serge and Glenn dash at an enemy from opposite directions, dealing HUGE damage.)

Mel (3) and Kidd (3): DoubleTake, Red elemental (Mel and Kidd dash at an enemy from opposite directions and steal an item.)

Miki (7) and Nikki (7): Flamenco, Red elemental (Miki and Nikki preform the Flamenco, which boosts the hit accuracy and defense of all party members.)

NeoFio (7) and Turnip (7): Tossed Salad, Green elemental (Turnip turns into a giant turnip head, which NeoFio then repeatedly crushes the enemy with.)

Karsh (3) and Zoah (7): DragonSpike, Green elemental (Zoah runs forward and strikes the enemy, while Karsh follows suit on his dragon steed.)

Leah (7) and Draggy (7): DraggyRider, Yellow elemental (Leah hops on Draggy's back and together they attack one enemy.)

Viper (5) and Radius (7): VitalForce, White elemental (Viper and Radius take turns slashing an enemy with their sword and cane, respectively.)

Norris (7) and Grobyc (7): PitchBlack, Black elemental (Grobyc fires his arm laser into the air, which Norris then shoots more energy towards, creating a Black vortex that damages all enemies.)

Snef (7) and Guile (5): Sword Storm, Black elemental (Snef puts the enemy into a box, then he and Guile shove swords through it.)

Sprigg (5, and morph into Slash), Serge (7), and Kidd (5): Z Slash, Blue elemental (Serge, Kidd, and Slash dash at an enemy from all three directions, and a large "Z" appears over the enemy.)

Serge (Level 5), Leena (Level 7), and Razzly (Level 7): Delta Attack, White elemental

-- VI. Frequently Asked Questions --

1. Why can't I get so-and-so?

Chrono Cross is unique in that it has several branching storylines - talk to someone when you shouldn't have, or give someone else an unsatisfactory answer, and you just might end up with a character you didn't want. But don't despair! See question #2...

2. Can I get all of my characters back in New Game+?

Yes! After getting the Chrono Cross, go to Hydra Swamp in the Home dimension, and warp to Sprigg's place. Use the Chrono Cross (key item, not the Element) as soon as you get to Sprigg's, and you should have all your characters back from other saves on the memory card where you've beaten the game.

3. Can I get Harle back?

Not any more than you could get Aeris back in Final Fantasy 7 after Disc 1, and for the same reason. Minus the shish-kebobbing. I've been informed with varying degrees of politeness (QUIT EMAILING ME NOW, THANKS) that you CAN get her back using the Chrono Cross key item trick described in question #2, if you beat the game with her in your party while you're Lynx.

4. Can I recruit so-and-so? They have a character portrait!

Probably not. For practicality's sake, there's a limited number of spaces for characters on the list in the menu, and there aren't even Gameshark codes to put them in your party. Marge, Lisa, Una, Rosetta, Dario, Miguel, Lord Van Gogh, and anyone I'm forgetting have character portraits because they're part of the story, and with the exception of Miguel and Dario (whom you fight anyway, so

they have to have stats), I doubt any of these characters have battle sprites or stats like recruitable characters do.

5. Which characters do you recommend?

For comic relief, Poshul or Harle. If you want to make things hard on yourself, Skelly or Pierre. Leah has the highest HP and strength, while Riddel has the highest magic power, Mojjoy has the best evade rate, Serge almost always does a critical hit with the Mastermune (more damage than with a Prism Swallow), Pip is versatile beyond belief, and Glenn with 2 Einlanzers is just plain unfair to your enemies. But don't take my word for it - look at everyone's max stats and judge for yourself.

6. My [name of character] has lower stats than yours, and I'm at 99 stars! What did I do wrong?

You don't get bonuses associated with stars if your character is knocked out at the end of a boss battle. As far as I know, this is permanent. Sorry. Whereas characters who've joined you but are never placed in your active party will miss out in small incremental bonuses you get from fighting regular enemies, and can make up the difference by fighting a few battles at the Bend of Time.

7. Is Glenn Frog from Chrono Trigger?

No, no, no, and NO. Frog lived in 600 AD. Chrono Cross takes place in 1020 AD. Chrono Cross's Glenn was named after Chrono Trigger's Glenn, who was a legendary hero in the Chrono universe.

8. How do I equip Glenn with 2 Einlanzers?

After Chronopolis, and having defeated Dario, go back to Dario's grave in Termina Another, with Glenn leading the party, equipped with the Einlanzer sword. There'll be a bit of heartwarming dialogue, and Glenn will become a 2-handed swordsman.

9. I want Skelly in my party, where are his bones?

First, all of Skelly's bones are in Another - his cranium is in Fossil Valley; his scapulas are beneath the waterfall in the Shadow Forest; his ribcage is given to you by a fellow on Water Dragon Island; his sacro-iliac is given to you by the Element splitter in Guldove; his spine is in Hydra Swamp; and miscellaneous bone fragments are in the uppermost cave on the first screen of the Isle of the Damned.

10. Is there any purpose to collecting Pierre's "Hero" equipment?

Yes and no. He's still pathetic, but not nearly as much. Collect the three pieces of "Hero" equipment (prop sword, shield, and badge), equip him with them, and the effect is as follows: Hero Sword goes from 11 to 22 in attack power, critical hit percentage is doubled, evade percentage is 25 up, the Badge's spark power - in addition to the HP recovery - gives Pierre +20% attack, defense, accuracy, magic attack, and magic defense. Also, Cyrus Punch - which always fails - will now succeed.

11. What's the deal with Pip?

Cute little guy, isn't he? The short answer is, if you use a lot of white, blue, or green Elements in battle, he'll evolve towards the Angel side. Whereas if you use a lot of black, yellow, or red Elements, he'll evolve towards the Devil side. (Seiken Densetsu 3 had a similar system, if you played that game.) The longer answer is, read Boko Kun's Tsumalu/Pip FAQ on GameFAQs, he went into the mechanics of Pip's transformations in much greater detail than I could here.

12. What's all this Radical Dreamers stuff?

Chrono Cross is based on a Japanese Satellaview (dialup service for the SNES / Super Famicom, similar to Sega's ill-fated Sega Channel) game called Radical Dreamers, which was a quasi-sequel to Chrono Trigger. The plot of Radical Dreamers centers around three lovable young scamps named Kidd, Serge, and Gil, who sneak into Yamaneko's ("Lynx", as per the English Chrono Cross name) manor in order to steal the Frozen Flame.

There's lots of allusions to Radical Dreamers in Chrono Cross, the most blantant of which is the computer on 4F in Chronopolis - it's the Radical Dreamers opening text. Other similarites include the big stone face seen in the Terra Tower, which is in the basement of Yamaneko's mansion, and gives you lots of archaic information that would probably be useful if I'd known more Japanese before my video card went kaput last spring, and consequently ZSNES stopped working. Sigh! The stone face mentions Lavos once, and Riddel a lot, as do a couple of NPCs. The big library from Viper Manor is present. Your first encounter with Yamaneko (again, "Lynx") is set against a background that looks like his FeralCats attack. Several music tracks from Chrono Cross are lifted straight from RD - head to the SPC archive at Zophar's Domain (<http://www.zophar.net/>) to download the soundtrack. Do not email me asking for the ROM, as any and all requests for such will be deleted, unread.

There's currently a project in the works to translate Radical Dreamers, which can be found here: <http://demiforce.parodius.com/rd/>. As of this writing, however, the web page hasn't been updated for nearly a year.

13. Is Guile who I think he is..?

Depends, who you do think he is? Guile is similar to a character named Gil from Radical Dreamers (see above), whom at the end of the game, was revealed to be Magus, who'd been searching for Schala. However, while there are several pieces of evidence pointing to Guile's being Magus in Chrono Cross (the long hair, the Black/Shadow affiliation, the floating when he runs, etc), it's never explicitly stated that he IS Magus. So he's probably not.

It also bears meantioning that Guile's name in the Japanese Chrono Cross was Alf (A'ru'fu), perhaps a clever jab at Magus/Janus' cat Alfador, whose fur is the same color as Guile's hair. Coincidence? At any rate, along with the Chronopolis RD text that refers to "Magil", not "Guile", this pretty well disproves the Magus/Magil/Gil/Guile theory...

14. Who was the "stranger from the mainland" who brought Kidd Hydra Humour when she was ill? Was it Magus?

No, it was Norris. He happened to be gathering intel undercover as the dishwasher in Viper Manor's kitchen when that nasty incident with Kidd happened,

and being a nice guy, he couldn't let her waste away in Guldove. It's explained in one of the endings. Can we kill that rumour now?

15. How do I defeat Dario? %@\$#@!!

Steal the Black Plate from the Black Dragon to absorb all of Dario's attacks, and give his silly Eminem-looking self a thorough beating. This is much easier to accomplish in New Game+, when you'll prospectively have two Black Plates to distribute among your party members.

16. Can I change anyone's names?

Yes. After Lynx wounds Kidd, go to Viper Manor's Library, and look for a hidden door to the basement behind the desk. There'll be a Nu-like monster who will offer to change your name. You can't change Serge's name while he's in Lynx's body, though.

17. Are those REALLY all the combination attacks?

Yup. Feel free to try comboing with all the characters anyway, though. And if you do, I'd like to know how it is you have that much time on your hands, since 44 x 43 x 3 is a lot of combinations...

18. I can't forge Prism weapons! What gives?

Oops! Looks like you didn't recruit Irenez and choose to rid Marbule of the Lagoonates. Better luck next game.

19. Is Kidd Harle? Is Harle Kidd?

Not in the sense of being the same person from parallel worlds. But consider that Harle looks like Kidd, who of course looks like Schala, who is merged with Lavos, who controls the dragons, and thus Harle. Convolutated much?

20. The game won't let me change Serge's name to Crono!

It's just an interesting Easter Egg that was also in the Japanese version. You could rename Serge "Crono" in Romaji (ie. English letters), however if you try to name him "Crono" in katakana (ie. ku'ro'no) the game won't let you. Since there's only one alphabet given in the North American - and presumably PAL - Chrono Cross, you don't have that luxury.

21. Is that really the Epoch in the basement of Viper Manor?

Nope. The Epoch was a three-seater, while the aircraft in the basement of Viper Manor quite clearly has only one seat. This could be the Neo Epoch Belthasar was rambling about in the Terra Tower, though...

22. I've heard a rumour about xyz, can you confirm/deny it for me?

I've gotten so much email over the past few months about hare-brained, flat out RIDICULOUS rumors, that I figured I'd better address this in my FAQ. The most

prevailing and silly rumour is that Serge is Janus, because of his blue hair, and desire to help Kidd/Schala. Untrue. Then there's the rumours about Guile and Norris being Magus. Again, untrue, and please see FAQ questions #13 and #14. Another rumour I hear a lot is that Grobyc and Luccia are brother and sister. It is vaguely, VAGUELY hinted at that they knew each other from Porre many years ago if you speak to both of them during the course of the game at every opportunity, and to the soldiers in the mess hall of Viper Manor before rescuing Riddel as Lynx, however, vagueness is as far as it goes.

The final rumour I've seen circulating on message boards is that large portions of the plot explaining various character relationships were cut from the North American release of Chrono Cross. This is 100% fictitious, like the rest of the rumours. This rumor could have stemmed from the fact that most characters' backstories aren't as fleshed out as players would like, and according to magazine interviews with various Square personnel, Chrono Cross isn't as big and expansive in that regard as the programmers originally imagined. So perhaps in a way this rumour IS true, but not exclusive to the North American release. Unless you're Working Designs, there are release deadlines that need to be met. Vagrant Story got this same treatment, and it was still a masterpiece.

Look at it this way - it is simply too much trouble to not only translate a game of these proportions, especially with everyone's various dialects, but also re-code sections - for example, eliminate an event or several lines of speech. If Square changed Chrono Cross as much as people are insinuating, the game wouldn't be out until November 2000, a full YEAR after the Japanese release.

And by the by, if you think I'm wrong, I have it on good authority that I'm not. The most authoritative authority possible, in fact. Understand?

23. Okay, so what were some of the Japanese to English changes?

Gah, more name changes than you can imagine. Location wise, the biggest changes are: Terra Tower was Star Tower, Viper Manor was the Snakebone Conservatory, and the Tower of Geddon was the Vortex of Time. The Mastermune in the Japanese version was called Grand Dream, and the Einlanzer was called the Elranzer Dragon Sword. Character name wise, the fused dragons atop the Terra Tower were actually called "Fused Dragons" instead of "Time Devourer" (big mistake considering they called the final boss the same thing!), and nearly every single character name and skill name were changed, usually for the worse - the pun is the lowest form of humor. Where's Alexander O. Smith when you need him? To list all of these would be a FAQ in itself, so if you have a question about a particular person or skill, I suggest you email me. In terms of plot, not a heck of a lot was changed, other than usual localizing. Certain in-jokes only amusing in Japanese were re-tooled by a crack team of translators to make sense in English, and that's about it.

24. I love the soundtrack, where can I get it?

I got mine from Gamemusic Online (<http://www.gamemusic.com/>), and I cannot say enough nice things about that site. Other reputable e-stores that carry the soundtrack are Animation and Tokyopops, while at the very bottom of the list is Gamecave/Express.com, which tends to stock pirate CDs from Taiwan, and not specify that in the item description. Remember folks, if it doesn't say DigiCube, Yasunori Mitsuda isn't seeing a dime!

25. I want Chrono Cross swag, where can I find it?

If you have a browser that supports Japanese text, Square's Playonline site has a list of what merchandise was made for Chrono Cross, and where to find it: http://www.playonline.com/shop/goods/cro_goods.html. If all else fails, try eBay - I purchased my "Missing Piece" artbook and the Ultimania guide through there.

26. Where can I find a list of Chrono Trigger references?

Jeremy Parish wrote a great Chrono Trigger "Flashback Guide", which you can find at GameFAQs.com, or his site (<http://www.toastyfrog.com/>). He found Trigger references in Chrono Cross that even I didn't pick up!

27. Are there any known bugs?

There's something wrong with Pip's grids that thus far, no FAQ writer has been able to decipher, and it's not even touched upon in the Ultimania guide. Basically, if you transform Pip into his third and final form too early or too late, you don't get any post-27th star grids. This means no Level 7 Skill, and lots of other bad things. If you encounter this bug your first time through the game, then transform Pip as soon as possible in your second play, he'll get all of his missing grids after the next star.

28. What about Razzly's Level 7 Skill?

This isn't a bug, it's just hard to get. Apparently sometimes, Rosetta won't die at Water Dragon Isle. Do not include Razzly in the battle with the Hydra. In doing this, you never find out the Hydra was pregnant, and thus, the Dwarves have a reason to leave the marshes and take over the fairy-ruled Water Dragon Isle. While there on the quest for the Ice Breath, waste as much time killing dwarves as possible, so that by the time you reach Rosetta, she's dead. I cannot stress the "wasting time" part enough. I'm not sure whether you need to leave Razzly out of your party when fighting the Hi-Ho Tank there, but you might want to anyway, just to be on the safe side.

-- VII. Thanks, Shameless Plugs, and Credits --

Tronix (<http://www.tronixweb.com/>), for ALWAYS getting me imports expediently, and at fair prices. Two very enthusiastic CB! thumbs up.

Game Music Online (<http://www.gamemusic.com/>) for consistent excellence in service when it comes to ordering game soundtracks. No thanks to Gamecave/Express.com for slothlike customer service and being so shady, nearby plants cannot preform photosynthesis. Boo, hiss! Don't give your business to these fools.

J. Parish (<http://www.toastyfrog.com/>), for penning the definitive resource on Chrono Cross, convincing me to import the game in the first place last year, and making me laugh so hard that my liver hurts. Huge love and mad respect.

Everyone on the Chrono Cross boards at The GIA (<http://www.thegia.com/>), for (mostly) intelligent discussion about the game.

Lord Odin (galvinchan@pacific.net.sg) for lots of information on Level 7 skills, too much to list here, the Tsumalu Angel/Devil bit about the stars and transformations, lots of combination attacks, and the Miscellaneous tips about stealing armor from the six dragons and getting Level 7 Summons from common enemies.

Whyte Tyger (whyttigr@mediaone.net) for information on Kinoko's, Fio's, Korcha's, Bancliff's, Leah's, Pierre's, and Snef's Level 7 skills, the location of the Lost Medicine Encyclopedia, and for a description of Lazzuli's Level 3.

Boko Kun (boko_kun@neteze.com) for lots of story and character relationship information. All the quotes, hometowns, and physique shiznits for the Japanese version. Praise be to Boko Kun, he is my FAQ savior. Read his Pip FAQ!

Leonard Wan (leowan@netvigator.ca) for the information on Bancliff, and for not using the word "idiot" when he told me I'd forgotten him.

Pierre Tassetto (ptasset@free.fr) for the clue on Tsumalu Angel/Devil's Element attacks, and the correct name of Marbule.

Square (<http://www.square.co.jp/>), for making Chrono Cross in the first place.

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