

# Legend of Legaia Character Arts

by badb0i87

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Legend of Legia  
"Character Arts" Version 3.0  
Playstation Console  
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January 11, 2003

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## I. Introduction

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This FAQ does not contain any spoilers that will ruin the story or game for  
you. You can get the movelist for their Arts from this guide, or you can try  
to learn them yourself.

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## II. Version History

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Version 1.0: June 12, 2002  
I got the Legend and Key completed.

Version 1.3: June 16, 2002

I got ten of Vahn's Arts down in the guide.

Version 1.5: June 20, 2002

Finished five more Arts for Vahn including his Miracle Art! I'm almost done with Vahn with him having only 5 more Arts left. (Super Arts).

Version 2.0: June 25, 2002

Finished with Vahn's Super Arts. I got 3 of Gala's Arts done. Also added a "Shameless Promotion" section.

Version 2.5: July 4, 2002

Got a lot of Gala's Arts down, still not finished with him yet though. Happy 4th of July and God Bless the U.S.A.!!!

Version 3.0: July 10, 2002

Finished Gala's section.

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### III. Legend

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Name:

Type:

AP Required:

Command:

Description:

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### IV. Key

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- U: up
- L: left
- D: down
- R: right

- AP: This stands for Art Points. You need a certain amount of AP to perform Arts. Stronger the Art, the more AP required. You gain AP by taking damage from an enemy or by using the Spirit command.

- Arts: Most of these arts can be learned by putting in random commands, have people in the game teach you, or by reading this guide! :)

- Hyper Arts: These are special attacks that you learn by finding books. You can usually find these in treasure chest or by defeating bosses. Each person in the game has three books each. Vahn uses the Fire Books. Noa uses the Wind Books, and Gala uses the Thunder Books.

- Super Arts: These are bonus attacks that are very powerful and is a combo of existing moves you have in your Hyper Arts list. Since these are bonus Arts, the moves will NOT appear in your Hyper Arts list.

- Miracle Arts: The granddaddy of them all. The Miracle Arts combine several different Arts in to one large combo attack. The command is very long and good thing it appears in your Arts List. :)

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V. Vahn  
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Name: Hyper Elbow

Type: Art

AP Required: 18

Command: L,R,L

Description: This skill is very effective when used against monsters that are lower to the ground than yourself. Vahn just basically thrusts his hard elbow towards the enemy.

-----  
Name: Somersault

Type: Art

AP Required: 18

Command: U,D,U

Description: This Art is best used against floating enemies. Vahn does a basic somersault kicking the enemy in the body.

-----  
Name: Cross-kick

Type: Art

AP Required: 24

Command: D,D,D,U

Description: This move is a simple leg sweep that Vahn does to the enemies legs. Great attack against weaker monsters.

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Name: Power Punch

Type: Art

AP Required: 18

Command: L,L,D

Description: Vahn does a two-handed attack to the stomach of the enemies.

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Name: Pyro Pummel

Type: Art

AP Required: 24

Command: L,R,U,L

Description: This attack is helpful against flying creatures.

-----  
Name: Spin Combo

Type: Art

AP Required: 24

Command: U,D,R,L

Description: This is not a bad move to use against bigger opponents.

-----  
Name: Hurricane

Type: Art

AP Required: 24

Command: U,U,D,D

Description: Vahn does a downwards kick knocking the enemy down and then does a jab to the gut.

---

Name: Tornado Flame

Type: Hyper Art

AP Required: 30

Command: R,R,L

Description: Vahn does a stunning uppercut to the enemy's torso. Even Ryu from Street Fighter would be impressed. Vahn's fist is also on fire which causes even more damage.

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Name: Fire Blow

Type: Hyper Art

AP Required: 40

Command: R,R,D,L

Description: Vahn's fist catches fire and he does a mean looking jab to the opponent's abdomen.

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Name: Burning Flare

Type: Hyper Art

AP Required: 50

Command: R,D,L,D,L

Description: From beneath the enemy's stomach, you raise your fist high and unleash a mighty stream of flames.

---

Name: Cyclone

Type: Art

AP Required: 24

Command: D,U,U,U

Description: Vahn does a jumping spinning heel kick and then does a front flip! Vahn then does two downward heel strikes!

---

Name: PK Combo

Type: Art

AP Required: 24

Command: D,U,U,L

Description: Vahn does three kicks to the torso and finishes off with two strong punches.

---

Name: Slash Kick

Type: Art

AP Required: 18

Command: U,D,L

Description: Vahn does a painful jumping sidekick to the enemy's face.

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Name: Charging Scorch

Type: Art

AP Required: 18

Command: D,R,U

Description: Vahn simply does a shoulder tackle to the enemy.

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Name: Vahn's Craze

Type: Miracle Art

AP Required: 99

Command: R,D,L,U,R,D,L

Description: This ultimate attack is a combination of all his Hyper Arts. This attack is a 18-hit combo! Spin Combo, Charging Scorch, Pyro Pummel, Somersault, Hurricane, and finishes it off with Tornado Flame.

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Name: Fire Tackle

Type: Super Art

AP Required: 54

Command: L,R,L,L,D,R,U

Description: Self explanatory :)

---

Name: Maximum Blow

Type: Super Art

AP Required: 54

Command: D,R,U,D,L,L,D

Description: Vahn does a few attacks before hitting the enemy with a 2-Handed Spear attack to the chest.

---

Name: Rolling Combo

Type: Super Art

AP Required: 66

Command: U,D,R,L,L,D,U,U,L

Description: Vahn does some painful kicks, and then performs a Double Spinning Heel Kick.

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Name: Power Slash

Type: Super Art

AP Required: 54

Command: D,R,U,D,U,D,L

Description: Vahn does a Flying Flaming Sidekick to the enemy.

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Name: Tri-Somersault

Type: Super Art

AP Required: 60

Command: U,D,U,U,U,D,U

Description: Instead of one, Vahn does three impressive somersaults.

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VI. Gala

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Name: Flying Knee Attack

Type: Art

AP Required: 18

Command: D,U,L

Description: Self explanatory :)

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Name: Battering Ram

Type: Art

AP Required: 18

Command: L,R,D

Description: Shoulder tackle to the chest.

-----

Name: Guillotine

Type: Art

AP Required: 18

Command: L,U,L

Description: Effective against enemies lower than you are. Gala does a painful right hand blow to the head.

-----

Name: Black Rain

Type: Art

AP Required: 24

Command: U,L,D,D

Description: Powerful attack will Gala jumps up and comes crashing down on the enemy.

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Name: Side Kick

Type: Art

AP Required: 24

Command: D,D,U,U

Description: Gala does some body shots, follows with a low kick, and finishes with a powerful side kick.

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Name: Thunder Punch

Type: Hyper Art

AP Required: 30

Command: R,R,L

Description: Gala nails the enemy in the face and lightning shoots out giving the opponent a good shock.

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Name: Lightning Storm

Type: Hyper Art

AP Required: 40

Command: R,R,U,L

Description: Gala gathers electricity as he does an inside spinning crescent kick and gives the enemy a punch in the face.

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Name: Explosive Fist

Type: Hyper Art

AP Required: 50

Command: R,R,L,L,L

Description: Gala unleashes his fury with hard body shots to the torso.

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Name: Bull Horns

Type: Art

AP Required: 30

Command: L,U,R,D,L

Description: Series of blows followed by a powerful attack to the chest.

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Name: Neo Raising

Type: Art

AP Required: 30

Command: L,L,R,U,L

Description: Bone crushing punch to the body.

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Name: Electro Thrash

Type: Art

AP Required: 30

Command: U,L,D,R,L

Description: Gala uses his trusty weapon helped by thunderous punches.

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Name: Back Punch

Type: Art

AP Required: 18

Command: L,R,L

Description: Powerful back hand to the enemy's face.

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Name: Head Splitter

Type: Art

AP Required: 18

Command: L,U,U

Description: A powerful blow right through the middle of the enemy's head.

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Name: Ironhead

Type: Art

AP Required: 18

Command: U,D,D

Description: Spinning attack and then Gala does a massive head butt.

-----  
Name: Biron Rage  
Type: Miracle Art  
AP Required: 99  
Command: R,R,D,U,D,U,D,L,L  
Description: Gala uses his most powerful Arts and combine them in to one big ultimate combo. He uses Back Punch, Sidekick, Ironhead, Electro Thrash, Battering Ram, and tops it off with Thunder Punch.

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Name: Triple Back Punch  
Type: Super Art  
AP Required: 54  
Command: U,D,D,U,L,R,L  
Description: Gala does a triple backfist to the opponent.

-----  
Name: Super Ironhead  
Type: Super Art  
AP Required: 54  
Command: D,U,L,U,U,D,D  
Description: Gala does a few moves before performing a mighty headbutt to the enemy's chest.

-----  
Name: Heaven's Drop  
Type: Super Art  
AP Required: 60  
Command: D,U,L,U,U,L,D,D  
Description: Gala performs some moves and then leaps in to the air crashing down on the enemy's skull.

-----  
Name: Rushing Crush  
Type: Super Art  
AP Required: 54  
Command: L,R,D,U,L,U,U  
Description: Gala uses his weapon and then does a massive forearm smash.

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Name: Neo Static Rising  
Type: Super Art  
AP Required: 66  
Command: L,R,L,U,L,L,R,U,L  
Description: Gala does a triple backfist to the opponent.

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VII. Noa  
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\*COMING SOON!\*



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VIII. Credits  
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These are the following people or companies that I'd like to thank for helping me write this wonderful FAQ:

- Contraill, for designing such an amazing game. I never thought this game would be this good.
- SCEA, for releasing this game in North America.
- Prima Games, for "Prima's Official Strategy Guide" for Legend of Legaia. This is where I got most of the "Location" information from.
- Everybody who read this FAQ!

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IX. Shameless Promotion  
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Here are some other FAQ's or Guides that you can find written by ME!

- Dino Crisis "Operation:Wipeout FAQ"
- Legend of Legaia "Armor Guide"
- Legend of Legaia "Weapon Guide"
- Legend of Legaia "Character Arts"
- Final Fantasy VII "Boss FAQ"
- NBA 2K3 "Team Capsules"

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This FAQ can be found on the following sites:

- RPGamer (www.rpgamer.com)
- NeoSeeker (www.neoseeker.com)
- GameFAQs {www.gamefaqs.com}

\*If you find my guide posted on a site that is not on the list above, please e-mail me at BAdB0i87@earthlink.net

\*Please e-mail me if you also find any mistakes and typos. Proper credit will be given.

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