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Name	SP	Cost	NoSplit	Dmg	All	Ign.Def	Hit%	NoDodge	NoRflect	NoRunic	Stam.?	Other
Fire												
Fire	10	5		Choice			150					
Fire 2	20	20		Choice			150					
Fire 3	40	40		Choice			150					
Ice												
Ice	10	5		Choice			150					
Ice 2	20	20		Choice			150					
Ice 3	40	40		Choice			150					
Lightning												
Bolt	10	5		Choice			150					
Bolt 2	20	20		Choice			150					
Bolt 3	40	40		Choice			150					
Poison												
Poison	10	5		Choice			150					Poisons
Bio	20	20		Choice			150					
Plague	40	40		Choice			150					
Other Elements												
W. Wind	40	40		Choice			95					Wind dmg
Pearl	40	40		Choice			95					Pearl dmg
Quake	40	40		Choice			95					Earth dmg
Flood	40	40		Choice			95					Water dmg
Non-elemental												
Meteor	40	45		All Foes				◆	☼	❖		
Merton	50	99	✓	Choice			95		☼	❖		
Ultima	15	99			✓			◆	☼	❖		
Non-Elemental Drain												
Drain	7	15					95					Misses vs. death protection, drains HP
Sunder	10	45			✓		254		☼	❖		Drains HP
Rasp	25	25					95					Damages MP
Osmose	5	5			✓			◆		❖		Drains MP
Heal												
Cure	10	5		Choice	✓			◆				
Cure 2	15	15		Choice	✓			◆				
Cure 3	25	50		Choice	✓			◆				
Other												
Life		30										Restores life and 12.5%HP
Life 2		60										Restores life and 75%HP
Life 3		99										Revives when killed
Exalt		245										Life 2 and toggles Life 3
Scan		3					222			❖		Scans enemy
Safe		50						◆				Halves physical dmg
Shell		50						◆				Halves magic damage
Rflect		50						◆				Reflect or unreflect target
Sleep		5					111					Sleeps
Muddle		12					94					Muddles
Image		10						◆				Dodge 3 physical attacks
Berserk		16					150					Berserks
Imp		10					95					Changes to/from Imp
Slow		10					150					Slows
Mute		20					95					Mutes
Vanish		18						◆				Dodge All physical until hit by magic
Haste2		38		All Allies				◆				Hastes All Allies
Slow2		26		All Foes			150					Slows All enemies
Dispel		25					95					Removes positive statuses
Quick		250						◆				Take two turns
Antdot		3						◆				Cures poison
Remedy		15						◆				Removes negative statuses
Regen		10						◆				Gradually recover HP
Stone		20					120				✓	Petrifies an enemy

Other Spells & Abilities

Name	SP	Cost	NoSplitDmg	DmgAll	Ign.Def	Hit%	NoDodge	NoRflect	NoRunic	Stam.?	Other
Fire											
Fireball	15	15	✓	All Foes		95			❖		Fire dmg
Fire Skean	17	0		All Foes		200					Fire dmg
S.Cross	30	30		All Foes		95		☼	❖		Fire dmg
FlareStar	40	40	✓	All Foes			◆	☼	❖		Fire dmg
Ice											
Ice Storm	15	15	✓	All Foes		95		☼	❖		Ice dmg
Surge	15	15	✓	All Foes		255		☼	❖		Ice dmg
N.Cross	30	30		All Foes		95		☼			Ice dmg
Absolute 0	40	40		All Foes		95					Ice dmg, Stops victim temporarily
Avalanche	30	30	✓	All Foes			◆	☼	❖		Ice dmg
Lightning											
Megavolt	10	5				150					Lightning dmg
Gigavolt	15	15				95					Lightning dmg
Bolt Edge	17	0		All Foes		200					Lightning dmg
Diffuser	40	20		All Foes		95		☼			Lightning dmg
Water											
Tsunami	15	15	✓	All Foes		95		☼	❖		Water dmg
Water Edge	17	0		All Foes		200					Water dmg
Aqua Rake	20	20	✓	All Foes		95		☼	❖		Water dmg
CleanSweep	30	40	✓	All Foes		95		☼	❖		Water dmg
Multi-Elemental											
AcidRain	60	60	✓	All Foes		95		☼	❖		Water/Poison dmg, seizures enemy
FlashRain	60	60	✓	All Foes		140		☼	❖		Lightn./Water dmg
Blizzard	60	60	✓	All Foes		95		☼	❖		Wind/Ice dmg
ShimSham	60	60	✓	All Foes		95		☼			Lightn./Wind dmg
HydroPyre	60	60	✓	All Foes		95		☼	❖		Fire/Water dmg
IceFire	60	60	✓	All Foes		95		☼	❖		Fire/Ice dmg
ShockBlaze	50	75	✓	All Foes		95		☼	❖		Fire/Lightn. dmg
Sunflare	40	40	✓	All Foes		95		☼	❖		Fire/Wind dmg
SandStorm	15	15	✓	All Foes		95		☼	❖		Wind/Earth dmg
Maelstrom	60	99	✓	Everyone			◆	☼	❖		Ice/Lightn/Pearl dmg
StarShards	50	75	✓	All Foes		95		☼	❖		Earth/Wind/Pearl dmg
Non-elemental											
Whisk	5	25			✓	95		☼	❖		
Pierce	10	10			✓	95		☼	❖		
Quasar	10	99	✓	Everyone	✓		◆	☼	❖		
TekLaser	6	6				150		☼	❖		
PsyMagic	10	10		Choice		95		☼			
Sonic Boom	15	15	✓	All Foes		255		☼	❖		
Rage	15	15	✓	All Foes		95		☼	❖		
Ambush	25	25	✓	All Foes		95		☼	❖		
Grav Bomb	30	30				95		☼	❖	✓	Misses if protected from death spells
Level	30	30		All Foes			◆	☼	❖		
Shock	40	0		All Foes			◆	☼	❖		
Flash	40	0	✓	All Foes			◆	☼	❖		Sets "dark"
Hyperdrive	60	60					◆	☼	❖		Sets "seizure"
Meteo	40	40	✓	Everyone	✓		◆	☼	❖		
Atomic Ray	60	20				95		☼	❖		
Dethrone	10	99				254		☼	❖		Cast 8x
Eminence	HP	99			✓		◆	☼	❖		Dmg = HP
Pearl											
Purity	30	30				95		☼	❖		
ScarBeam	60		✓	All Foes		95		☼	❖		
Judgement	60		✓	Everyone			◆	☼	❖		
Poison											
BioBlast	15		✓	All Foes		67		☼	❖		Sets poison, poison dmg
BioBlast	5		✓	All Foes			◆	☼	❖		Sets "poison" and "seizure", poison dmg
Disease	30	52		All Foes		95					Dark, poison, mute, imp, sleep, muddle, poison dmg
Virite	30	30		All Foes		95		☼	❖		Sets poison, poison dmg
Conviction	60	99	✓	Everyone			◆	☼	❖		Poison dmg
Wind											
GaleCut	5	5		All Foes		95					Wind dmg
WindSlash	15	15	✓	All Foes		95		☼	❖		Wind dmg
Aero	20	20		All Foes		95		☼	❖		Wind dmg
Cyclonic	30	30	✓	All Foes		95			❖		Wind dmg
Earth											
Slide	15	15		All Foes		95		☼	❖		Earth dmg
Weaken	15	15				95		☼	❖		Earth dmg
LandSlide	15	15	✓	All Foes		95		☼		✓	Earth dmg
CaveIn	15	15				95		☼	❖	✓	Earth dmg
Magnitude8	20	20	✓	All Foes		95		☼	❖		Earth dmg
Bury	25	25	✓	All Foes			◆	☼	❖		Earth dmg

Name	SP	Cost	NoSplitDmg	DmgAll	Ign.Def	Hit%	NoDodge	NoRflect	NoRunic	Stam.?	Other
Drain Life											
Raid	40	40				95		☠	❖		Drains HP
LifeShaver	40	20					◆	☠	❖		Drains HP
Indemnity	255 BP	0				95		☠	❖		Drains HP
Damage Magic											
Exhaust	25	25	✓	All Foes		95		☠	❖		Damages MP
Sap	35	35		Choice		95		☠	❖		Damages MP
Avail	120	0				95		☠	❖		Damages MP
Void		25					◆	☠	❖		1000 MP Damage
Physical											
Tentacle	25 BP	0		All Foes		95		☠	❖		25 Physical BP
TekMissile	60 BP	20				254		☠	❖		seizure
Dispells											
Purify		50					◆	☠	❖		Removes All statuses gained
Victimize	255 BP	0				95		☠	❖		Physical damage. Dispells positive statuses
Petrify											
Dread		20				70				✓	Misses vs. death protection
Delta Hit		20					◆	☠	❖		Misses vs. death protection
Dmg % HP											
Missile	25%	20				126		☠	❖		Sets "seizure"
Launcher	8*50%HP	0		All Foes		100		☠	❖		Misses vs. death protection
Abyss	37.50%	99		Everyone			◆	☠	❖		
Death											
Doom		35					◆				Death
Banish		53		All Foes		85		☠		✓	Removes target
Condemned		20					◆	☠	❖		Condemns target
Engulf		0				95		☠	❖		Target is eaten whole
Exile		50		All Foes			◆	☠	❖		Unavoidable death spell to All enemies
Extinguish							◆	☠	❖		Inescapable death
WindToss		0				95		☠	❖	✓	Target is blown away
Stop											
Net		20				95		☠	❖	✓	Stops
Entwine		20		All Foes		95		☠	❖	✓	Stops All
Freeze	0	40		All Foes		95		☠	❖		Stops All
Cold Dust		20				95		☠	❖		Freezes. Target eventually thaws
Other											
Revenge		5				95		☠	❖		Dmg = Max HP - Current HP
RevengeAll		25		All Foes		95		☠	❖		Revenge to All
Exploder		100			✓		◆	☠	❖		Dmg = Current HP
Rippler		44				111		☠	❖		Switches statuses with the target
Slimer		20				100		☠	❖		Slows
Imp Song		20		All Foes		100		☠	❖		Toggles imp status to All
Shiller		20		All Foes		80		☠	❖		"Dark" to All
Megazerk		20		All Foes			◆	☠			Berserks All
Mute		20		All Foes		90		☠	❖		Mutes All
Lullaby		20		All Foes		90		☠	❖		Sleeps All
Confusion		20		All Foes		95			❖	✓	Muddles All
MassMuddle		30		All Foes		95		☠	❖		Muddles All
Charm		20					◆				Unpreventable muddle
Love Token		20					◆	☠	❖		Target takes physical blows for the caster
R.Polarity		20		All Foes			◆	☠	❖		Changes your row
Dischord		46				150		☠	❖		Level is halved
AllAilments											
Evil		50		All Foes		120		☠	❖	✓	1 random negative ailment
Wreck	5 BP	25		All Foes		95		☠	❖		Physical damage, 1 random negative ailment
Contagion		20		All Foes		95		☠	❖		1 random negative ailment (more than Wreck)
Disaster		20		All Foes		70		☠			All negative ailments but death, freeze, and slow
MindBlast		20		All Foes		110		☠	❖		1-4 Random negative ailments except death and freeze
Disease	30	52		All Foes							Dark, poison, mute, imp, sleep, muddle, poison dmg
Heal											
Lifespring	15	0	✓	All Allies	✓		◆	☠	❖		Heals life and undead
Restore	15	30	✓	All Allies	✓		◆	☠	❖		Remedies negative statuses
Harvester	25%	50	✓	All Allies	✓		◆	☠	❖		Remedies negative statuses; heals life and the undead
SunBath	25%	0	✓								
Redemption	255	0					◆	☠	❖		Life 3, heals life and undead
Pearl Wind	%HP	45	✓	All Allies	✓		◆	☠	❖		Heals based on 100% of caster's HP
Renewal	15	20	✓	All Allies	✓		◆	☠	❖		Life
Enervate	10	0			✓		◆	☠			Cures MP
Supportive											
Big Guard		99		All Allies			◆	☠	❖		Safe/shell to Allies
Atlantean	25	0		All Allies			◆	☠	❖		Heal MP, Regen, Haste, Safe, Shell
Safeguard		0		All Allies			◆	☠	❖		Shields from damage
TekBarrier		20					◆		❖		Reflect and shell
ForceField		24		Everyone			◆	☠	❖		Eliminates damage from an element for the battle
WallChange		50		Self			◆	☠	❖		Weakness to one element, immunity to All others