



SORA

When he finally makes his appearance in the game, Sora inherits Roxas's equipment, his current level and the abilities he has learnt. The following tables show you the development of his status values, his attack techniques, and the abilities and spells he can learn. Later in this chapter you will find a detailed overview of the different Drive Forms — and, of course, the relevant Growth abilities. An Additional abilities can be activated by equipping specific Keyblades, but exactly what they are will depend on the weapon. For more information, see the overview in the Objects chapter on page 45.

STATUS

HP	30
MP	100
Armor Slots	1
Accessory Slots	1
Item Slots	3
Items	-
Weapon	Kingdom Key

LEVEL TABLE

This table shows you how Roxas and Sora develop through the accumulation of experience points. Remember that one of the three status values is permanently increased by 1 point following your choice of weapon on the first day (see page 76). You should also bear in mind that you can increase the AP value by 1-2 points by doing odd jobs on the second day. Regarding the in-game Status menu, note that any increases gained from equipping Keyblades, armor and accessories are also taken into consideration.

The symbol in the "ABI" column indicates that your hero learns a new ability on this level. You can see exactly what each one is by referring to the "Abilities from Level Ups" table.

LV	EXP	STR	MAG	DEF	AP	ABI
1	0	2	6	2	2	-
2	40	-	-	4	-	-
3	100	3	-	-	-	-
4	184	-	-	6	-	+
5	296	4	-	-	4	-
6	440	-	7	8	-	-
7	620	5	-	-	-	+
8	840	-	8	-	6	-
9	1,128	6	-	-	-	+
10	1,492	-	9	10	-	-
11	1,940	7	-	-	8	-
12	2,480	-	10	-	-	+
13	3,120	8	-	-	10	-
14	3,902	-	11	12	-	-
15	4,838	9	-	-	-	+
16	5,940	-	12	-	12	-
17	7,260	10	-	-	-	+
18	8,814	-	13	14	-	-
19	10,618	11	-	-	14	-
20	12,688	-	14	-	-	+
21	15,088	12	-	-	16	-
22	17,838	-	15	16	-	-
23	20,949	13	-	-	-	+
24	24,433	-	16	-	18	-
25	28,302	14	-	-	-	+
26	32,622	-	17	18	-	-
27	37,407	15	18	-	-	-
28	42,671	-	19	-	-	+
29	48,405	16	-	-	20	-
30	54,865	-	20	20	-	-
31	61,886	17	-	-	-	+
32	69,566	18	21	-	-	-
33	77,984	19	-	-	-	+
34	87,160	-	22	22	-	-
35	97,177	20	-	-	22	-
36	108,057	-	23	-	-	+
37	119,887	21	-	-	24	-
38	132,691	-	24	24	-	-
39	146,560	22	-	-	-	+
40	161,520	-	25	-	26	-
41	177,666	23	-	-	-	+
42	195,026	-	26	26	-	-
43	213,699	24	27	-	-	-
44	233,715	-	28	-	-	+
45	255,177	25	-	-	28	-
46	278,117	-	29	28	-	-
47	302,642	26	-	-	-	+
48	328,786	27	30	-	-	-
49	356,660	28	-	-	-	+
50	386,378	-	31	30	-	-

ABILITIES FROM LEVEL UPS

Sora will learn new abilities when he reaches certain levels. Exactly what these will be depends on the weapon chosen in the Station of Serenity on the third day (see page 79): blade = Warrior, staff = Mystic and shield = Guardian.

LV	Warrior	Mystic	Guardian
4	Scan	Scan	Scan
7	Combo Boost	Experience Boost	Item Boost
9	Experience Boost	Item Boost	Combo Boost
12	Magic Lock-On	Magic Lock-On	Magic Lock-On
15	Reaction Boost	Fire Boost	Damage Drive
17	Item Boost	Combo Boost	Experience Boost
20	Leaf Bracer	Leaf Bracer	Leaf Bracer
23	Fire Boost	Damage Drive	Reaction Boost
25	Drive Boost	Draw	Once More
28	Draw	Once More	Drive Boost
31	Combination Boost	Blizzard Boost	Defender
33	Damage Drive	Reaction Boost	Fire Boost
36	Air Combo Plus	Negative Combo	Jackpot
39	Blizzard Boost	Defender	Combination Boost
41	Lucky Lucky	Thunder Boost	MP Rage
44	Negative Combo	Jackpot	Air Combo Plus
47	Once More	Drive Boost	Draw
49	Finishing Plus	Berserk Charge	Second Chance
53	Thunder Boost	MP Rage	Lucky Lucky
59	Defender	Combination Boost	Blizzard Boost
65	Berserk Charge	Second Chance	Finishing Plus
73	Jackpot	Air Combo Plus	Negative Combo
85	Second Chance	Finishing Plus	Berserk Charge
99	MP Rage	Lucky Lucky	Thunder Boost

GET BONUS!

After defeating boss enemies or winning Mission Battles, Sora and friends will usually acquire an ability, a magic Element, an increase in maximum HP, or some other form of bonus. You will receive the first three while playing as Roxas, and there are 50 bonuses in total. The "Bonus LV" entry in the Status menu indicates how many you have received so far. You don't have to follow the order shown here — this list is set out in the order in which the relevant worlds are described in the walkthrough.

LV	Bonus	Requirement
1	Aerial Recovery	Station of Serenity: Defeat the three Nobodies (with Roxas)
2	HP+5, Guard	Station of Awakening: Defeat Twilight Thorn (with Roxas)
3	HP+5	Twilight Town: Defeat Axel in the Mansion (with Roxas)
4	Fire Element	Hollow Bastion: Defeat all the enemies in the Bailey
5	Slide Dash	The Land Of Dragons: Defeat all the enemies in the Village Cave
6	HP+5, Aerial Sweep	The Land Of Dragons: Defeat Shan-Yu
7	Upper Slash	Beast's Castle: Defeat Threshold and Possessor
8	Armor Slot+1	Beast's Castle: Bring the Beast to his senses
9	HP+5, Retaliating Slash	Beast's Castle: Defeat Dark Thorn
10	Dodge Slash	Olympus Coliseum: Defeat Cerberus
11	Aerial Spiral	Olympus Coliseum: Complete Phil's Training
12	HP+5	Olympus Coliseum: Defeat Demyx
13	Trinity Limit	Olympus Coliseum: Defeat Pete
14	HP+5, Thunder Element	Olympus Coliseum: Defeat The Hydra
15	Accessory Slot+1, Auto Summon	Disney Castle: Accompany Minnie to the Audience Chamber
16	Slapshot	Timeless River: Defeat Pete (1 st battle)
17	HP+5, Reflect Element	Timeless River: Defeat Pete (2 nd battle)
18	HP+5	Port Royal: Defeat all enemies on the Interceptor before they steal the Medallion
19	Item Slot+1	Port Royal: Throw all the explosive barrels on the Interceptor overboard

LV	Bonus	Requirement
20	Drive Gauge+1, Aerial Finish	Port Royal: Defeat Captain Barbosa
21	HP+5	Agrabah: Take the jewel to the Stone Guardians in the Cave Of Wonders
22	HP+5	Agrabah: Defeat all enemies in the Treasure Room
23	Explosion	Agrabah: Defeat the Volcanic Lord and the Blizzard Lord
24	HP+5	Halloween Town: Defeat the Prison Keeper
25	Item Slot+1	Halloween Town: Defeat Oogie Boogie
26	HP+5	Pride Lands: Defeat Shenzi, Banzai & Ed
27	MP+10	Pride Lands: Defeat Scar
28	HP+5	Space Paranoids: Stop the three monitors in the Dataspace
29	Drive Gauge+1, Horizontal Slash	Space Paranoids: Defeat the Hostile Program
30	Armor Slot+1, Blizzard Element	Hollow Bastion: Defeat Demyx
31	Guard Break	Hollow Bastion: Defeat 1,000 Heartless at the Great Maw
32	Thunder Element	The Land Of Dragons: Defeat Storm Rider
33	HP+5, Reflect Element	Beast's Castle: Defeat Xaldin
34	Summon Boost	Port Royal: Defeat Grim Reaper (1 st battle)
35	Magnet Element	Port Royal: Defeat Grim Reaper (2 nd battle)
36	Fire Element	Agrabah: Defeat Jafar
37	MP+10, Counterguard	Olympus Coliseum: Defeat Hades
38	Item Slot+1	Halloween Town: Defeat Lock, Shock & Barrel
39	HP+5, Finishing Leap	Halloween Town: Defeat the Experiment
40	Accessory Slot+1	Pride Lands: Defeat Shenzi, Banzai & Ed (2 nd battle)
41	HP+5, Thunder Element	Pride Lands: Defeat Groundshaker
42	HP+5	Space Paranoids: Defeat all enemies on the Solar Sailer Simulation
43	HP+5, Reflect Element	Space Paranoids: Defeat the MCP
44	HP+5	Twilight Town: Defeat all enemies in front of the Old Mansion
45	MP+10	Twilight Town: Defeat all enemies in Betwixt And Between
46	Magnet Element	The World That Never Was: Defeat Xigbar
47	HP+5	The World That Never Was: Defeat Luxord
48	Drive Gauge+1	The World That Never Was: Defeat Saix
49	MP+10	The World That Never Was: Defeat Xemnas
50	Drive Gauge+1	Hollow Bastion: Defeat secret boss (see page 229)

ACTION ABILITIES

Sora learns a vast number of action abilities during the game, which can be activated in the Abilities menu. The strength factor of the attacks is based on Sora's Strength value. However, the damage dealt by "Explosions" and Form changes is based on the Magic value. The list follows the same order as the in-game Abilities menu. The Auto Form abilities are gained by

ATTACKS

These are normal Keyblade attacks carried out by Sora or Roxas that are triggered with ⓧ. The type of technique depends on various factors: how far away the enemy is, the total number of opponents faced, and whether you are fighting on the ground or in midair.

All the assaults are Weapon type attacks and, in each case, the force of the blow will depend on the hero's Strength value. All techniques can be blocked by the enemy. Each hit will fill Sora's Drive gauge by 3% to 4%. Boss enemies can only be defeated with a finishing technique.

Technique	STR Factor	Note
Vertical Slash	100%	With enemies nearby, he moves forwards slightly and lunges with the weapon
Horizontal Slash	65%	With several enemies nearby, sweep with the weapon. This can hit several enemies
Strike	Strike 65% Swing 33%	Sora approaches an enemy, strikes with the weapon, then swings the weapon out to the side
Upward Swing	100%	With enemies above the character, or during a combo in the air, swings the weapon upwards
Deep Strike	100%	Technique when fighting in midair — diagonal and downward swing with the weapon
Rotating Strike (Vertical)	200%	Combo finish on the ground — swings the weapon downwards coming out of a small jump
Rotating Strike (Horizontal)	150%	Combo finish on the ground with many enemies nearby — swings the weapon coming out of a body spin
Somersault Strike	200%	Combo finish in the air — vertical swing coming out of a forward somersault
Rotating Swing	150%	Combo finish on the ground, with a number of enemies nearby — sideways lunge

reaching level 2 of the relevant Form. You can find further information on pages 34-37. The last entry, Form Change, is not a separate ability, but a technique that is automatically triggered each time a Form is activated.

Name	AP	Type	STR Factor	Drive Gauge %	Block	Boss	Note
Guard	2	-	-	-	-	-	Sora/Roxas blocks/deflects frontal attacks with ⓧ. Only available on the ground. (Only possible when standing still if Quick Run is activated)
Upper Slash	4	ⓧ	100%	3	✓	✓	With ⓧ during a combo on the ground: Sora strikes the enemy with a vertical swing in the air
Horizontal Slash	2	ⓧ	25% / 25% / 100%	1/1/3	✓	✓	With ⓧ during a combo in the air: Sora swings the weapon sideways three times
Finishing Leap	5	○	200%	3	✓	✓	With ⓧ on the ground when a combo finish can be carried out: Sora plunges the weapon into the ground and nearby enemies are blasted by the shockwave
Retaliating Slash	3	ⓧ	100% / 65%	3/3	✗	✗	When Sora is hurled into the air by the impact of a hit you can suspend him in midair with ⓧ and strike twice
Slapshot	2	ⓧ	150%	4	✓	✗	With a nearby enemy on the ground, Sora swings the weapon upwards
Dodge Slash	2	ⓧ	100%	3	✓	✗	With nearby enemies on the ground, Sora swings the weapon around three times and advances towards his opponents
Slide Dash	2	ⓧ	100%	3*	✗	✗	With an enemy some distance away on the ground, Sora strikes with his weapon after lunging forwards and then swings the weapon around
Guard Break	3	ⓧ	250%	4	✓	✓	Combo finish on the ground: Sora repels the nearby enemy. If "Explosion" is also activated, that ability will take priority if there are a number of enemies nearby
Explosion	3	○	25% Repel 150%	1 Repel: 3	✓	✓	Combo finish on the ground. Spinning energy orbs inflict 4x damage and beat the enemy back. The repel inflicts a maximum of 2x damage
Aerial Sweep	2	ⓧ	65%	3	✓	✗	When an enemy is in the air, Sora jumps up and swings the weapon during a spin. Maximum three hits
Aerial Spiral	2	ⓧ	100%	3	✓	✗	Midair technique — Sora approaches the enemy and swings the weapon during the somersault. Maximum three hits
Aerial Finish	3	ⓧ	50% / 25% / 25% / 25% / 200%	3/1/1/1/3	✓	✓	Combo finish in the air — Sora swings the weapon five times at a single target and beats the enemy back. (Except when several opponents are near)
Counterguard	4	○	100%	3	✓	✗	Is triggered with ⓧ during the pause in defence after countering the enemy attack. Releases a shockwave
Auto Valor	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Valor Form with a reaction command
Auto Wisdom	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Wisdom Form with a reaction command
Auto Master	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Master Form with a reaction command
Auto Final	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Final Form with a reaction command
Auto Summon	2	-	-	-	-	-	If the other party members are not fit for combat, call up a Summon with a reaction command
Trinity Limit	5	-	-	-	-	-	See the detailed description under the heading "Limit"
Form Change	-	○	200%	0	✓	✗	A shockwave is created when a Form is activated. Sora is temporarily invincible in this phase and enemy attacks are deflected