

# Repede

AGE: 4 1/2  
HEIGHT: 5'6"

"Faithful companion."

## TITLES

TITLE	DESCRIPTION
Man's Best Friend	Not just a dog, but a valuable companion on a long journey. Don't mistake him for a monster! <i>This is Repede's default title.</i>
Sinful Sidekick	Taking the sins of your friends upon your back. I have you covered, buddy.
Considerate Sidekick	Sometimes your sidekick may know you better than you think! Trust his instincts.
Great Boss	Able to drive out evil and have control of the pet kingdom, you're a top dog! <i>Complete the Dog Map.</i>
Tough Hound	You don't back down easily in the face of danger. Dogs don't just wag their tails at anyone!
Fated One	One who is fated to accompany his allies on the battlefield. Ready for the next battle? <i>Defeat the Rival Dog.</i>
Silver Fangs	Those fangs of steel are aimed at evil. Don't underestimate the looks of these fangs. <i>Clear the 200-man melee as Repede.</i>
Nanny	No one can resist the innocence of children... Not even this tough pup!
Ultimate Dog Warrior	Your strength is unwavering. You're secretly happy about receiving this title!
Dog Warrior	One who keeps a strong hold on his enemies with his bite. Grr!
Dog Knight	No one can compare to this dog. You're on your way to becoming something great! <i>Reach level 20.</i>
Top Dog	Your skills are comparable to that of a top swordsman. Not bad for a dog. <i>Reach level 60.</i>
Nirvana Dog	You've surpassed all humans and dogs. You understand the human language, but choose not to speak it. <i>Reach level 100.</i>
Big Bad Bandit	Old habits are hard to quit! But never steal from the poor! That's the Golden Rule! <i>Successfully used Item Thief 100 times.</i>
Fatal Dog	This powerful canine can take down his enemies in a single strike. This is one tough dog! <i>Perform 100 Fatal Strikes.</i>

## STATS SNAPSHOT

### REPEDE'S LEVEL GROWTH

Repede grows at an average rate throughout the game. His statistical increases per level remain consistent from start to finish.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	694	94	94	80	75	67	112	118	70
20	1206	157	162	133	122	114	175	186	117
30	1756	224	235	189	172	164	242	259	167
40	2365	299	316	251	228	220	317	340	223
50	3011	378	401	317	288	280	396	425	283
60	3540	443	471	371	336	328	461	495	331
70	4030	503	536	421	381	373	521	560	376
80	4500	560	599	469	424	416	578	623	419
90	4951	616	659	515	466	458	634	683	461
100	5382	668	716	559	505	497	686	740	500
110	5794	719	770	601	543	535	737	794	538
120	6186	767	822	641	579	571	785	846	574
130	6571	814	874	680	615	607	832	898	610
140	7061	874	939	730	660	652	892	963	655
150	7551	934	1004	780	705	697	952	1028	700
160	8041	994	1069	830	750	742	1012	1093	745
170	8531	999	1134	880	795	787	1072	1158	790
180	9021	999	1199	930	840	832	1132	1223	835
190	9511	999	1264	980	885	877	1192	1288	880
200	9999	999	1329	1030	930	922	1252	1353	925

### Yuri's partner.

Repede is no one's pet, but rather a steadfast partner to Yuri. These two know each other so well that they make an almost unbeatable team. He doesn't give his trust easily, but once gained, Repede is a faithful friend and valuable fighter. This canine companion never backs down from a fight and his scarred face is proof of his convictions. Though he doesn't speak, he always lets his opinions be known and he is always calm and in control of the situation. Even though he doesn't smoke, Repede carries a pipe as a memento of his former master, a sign of the loyalty he gives to all whom he trusts.

### INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Man's Best Friend	6	534	71	129	109	74	84	119	86

MAIN	SUB	HEAD	BODY	ACC.
Kogarashi	Chain Collar	Knit Cap	Belly Warmer	-

# Estelle

AGE: 18  
HEIGHT: 5'5"



"The Princess who never loses her innocence in the face of adversity."

## TITLES *Titles in Bold unlock an additional costume.*

TITLE	DESCRIPTION
Castle Healer	A title given to a mysterious girl with healing artes who tried to escape the castle.
Royal Successor	One who keeps her true identity hidden. In fact, she is the successor of the throne.
<b>Enchanting Belle</b>	One who hasn't yet realized her natural charm and charismatic aura. <i>Select Estelle for the sexy dress in Heliord.</i>
Seeker of the Truth	Condemned by a giant monster as the poison of the world, she continues on her journey for truth.
Determined Princess	One who stands firm in her beliefs even when confronted in the face of great hardships.
<b>Gracious Waitress</b>	Kind and considerate, you always treat others with the utmost courtesy and respect. <i>Complete level 3 in the waiter game at Dahngrest.</i>
<b>Dedicated Paramedic</b>	A healer true and faithful to her duties. Don't spoil your patients though. <i>Heal over 15,000,000 HP.</i>
Noble Princess	You are firm in your beliefs, even if you are royalty! You live your life by noble virtues.
<b>Massage Therapist</b>	Your healing touch can cure away any pain, mental or physical!
Curious Princess	One who is fascinated by anything and everything around her!
Cordon Bleu	Practice makes perfect! Studying from Mom's recipes help! <i>Master every recipe with Estelle and complete cooking master side-quest.</i>
Fairy Tale Weaver	Poetic, yet sentimental, her stories will remain with you forever.
Itemania	Mania? Does that stand for someone who knows a lot about items? <i>Fill out the Collector's Book with 100% of the items.</i>
<b>Heroic Actress</b>	What talent! That voice, those dancing skills! You should be nominated for an award.
Battle Nightingale	Strong, yet graceful. Your beautiful voice seems to resonate through the battlefield. <i>Clear the 200-man melee as Estelle.</i>
Worldly Adventurer	Despite your royal status, you use your true strength to battle evil.
<b>Magical Maiden</b>	Magical and mystical, your graceful presence is loved by all. <i>Clear the 100-man melee as Estelle.</i>
Healer	An endearing healer gently watching over her allies on the battlefield. This is Estelle's default title.
Cleric	Not just a pretty face! Her majestic presence can measure up to any knight on the battlefield! <i>Reach level 20.</i>
Priestess	Her noble presence and will power are enough to turn dreams into reality! <i>Reach level 60.</i>
High Priestess	One who exerts a holy aura and possesses healing powers that could change the future! <i>Reach level 100.</i>
Fatal Angel	Quick and speedy. That is your way of showing mercy to your enemies. <i>Perform 100 Fatal Strikes.</i>

## STATS SNAPSHOT

### ESTELLE'S LEVEL GROWTH

Estelle grows at an average rate throughout the game. Her statistical increases per level remain relatively consistent from start to finish.

LV	HP	TP	ATK	DEF	MAG	RES	ACC	AGL	SPEC
10	578	123	95	114	99	117	93	83	75
20	1036	196	152	181	162	184	145	135	122
30	1525	274	213	254	228	257	201	191	172
40	2061	359	280	333	301	336	262	252	226
50	2659	454	355	421	383	424	330	320	288
60	3146	532	416	493	449	496	385	375	337
70	3603	605	473	561	512	564	437	427	384
80	4047	675	528	626	572	629	487	477	429
90	4478	744	582	690	631	693	536	526	474
100	4895	810	634	752	688	755	584	574	516
110	5300	875	685	811	743	814	630	620	558
120	5691	937	734	869	796	872	674	664	598
130	6069	997	781	925	848	928	717	707	636
140	6434	999	827	979	898	982	759	749	674
150	6785	999	871	1031	946	1034	799	789	710
160	7176	999	920	1089	999	1092	843	833	750
170	7616	999	975	1154	1059	1157	893	883	795
180	8056	999	1030	1219	1119	1222	943	933	840
190	8496	999	1085	1284	1179	1287	993	983	885
200	8936	999	1140	1349	1239	1352	1043	1033	930

## The story's heroine.

A successor to the throne of the deceased emperor, Estelle is under the protection of the Council, but is imprisoned by the Imperial Knights, who support the other candidate to the throne, Ioder. However, she finds herself on friendly terms with Flynn, despite his belonging to the Imperial Knights.

Though other people need devices known as blastia to use magic, Estelle can use magic without them. She is proficient at healing artes, and has used her powers to heal the illnesses of prominent statesmen in the empire.

## INITIAL STATS & EQUIPMENT

TITLE	LV.	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF	AGL	LCK
Castle Healer	5	394	92	109	111	104	121	78	91
MAIN	SUB	HEAD	BODY	ACC.					
Saber	Buckler	Hair Band	Leather Guard	-					

# THE BEGINNING

## The Story So Far...

*Tales of Vesperia* begins in the lower quarter of the Imperial Capital, Zaphias. One of the blastia that helps protect the neighborhood and keep its pipes from flooding the area has gone missing. While most of the residents in this poverty-stricken area of the city toil to stem the flow of water, others sit and wait for the Imperial Knights to fix the broken fountain. There is also Yuri Lowell, a young man intent on taking things into his own hands. He suspects the mage hired to fix the fountain may have made off with the blastia core and he wants it back. Yuri isn't fond of the so-called nobility in the royal quarter, but if that's where his duty takes him, so be it...

## Chronologic Synopsis



## The Imperial Capital, Zaphias

### LOWER QUARTER

#### AREA ITEMS

NO.	ITEM	LOCATION
1	Apple Gel	Yuri's Room, Dresser

### BROKEN AQUE BLASTIA

Yuri was in his room, enjoying the day, when the tranquility of the afternoon was shattered by the over-excited neighborhood kid, Ted. Ted announces that the aque blastia is broken again—Yuri is needed at the fountain right away! Rather than taking the stairs, Yuri leaps out the window to the sidewalk below.

### ABOUT SKITS

Keep an eye out for the BACK Button icon to appear in the lower left-hand corner of the screen. Press this button when prompted to witness a conversation between two of the characters in the current party. These conversations are known as Skits and are not only tracked in the Records screen, but those who watch every Skit in the game earn an Achievement for their effort. Press the BACK Button without delay to ensure that the other area-related Skits have time to appear before you move on to another area. Some skits are available for only a limited time, so watch them as soon as they appear.



Walk towards the bottom of the screen to find a Save Point and save your progress before continuing. Head up the stairs towards the leaking fountain to get a view of the damage and to talk to Hanks, the old man who hired the mage to fix the blastia.

### PUBLIC QUARTER

#### FORTUNE'S MARKET (IMPERIAL CAPITAL)

ITEM	CATEGORY	GALD
Apple Gel	Tool	100
Life Bottle	Tool	500
Magic Lens	Tool	10
Compact Sword	Main Weapon	300
Leather Helm	Head Armor	150
Hair Band	Head Armor	130
Knit Cap	Head Armor	100
Leather Mail	Body Armor	250
Leather Guard	Body Armor	150
Cape	Accessory	130

Have a look around the walkways of the public quarter and talk to each of the passersby. The residents of the public quarter are, in essence, the "middle class" of Zaphias and tend to be a bit mixed in their reactions to seeing someone of Yuri's status. Don't be surprised if Yuri encounters some rudeness.

The eastern exit from the public quarter leads out of town and into the field, but this is neither the time nor is Yuri currently equipped for such exploration. Instead, visit the Fortune's Market shop on the west side of the area to spend some of that 500 Gald in Yuri's pocket. Purchase the Cape and several Apple Gels. Round the corner towards the stairs leading to the royal quarter and watch as Yuri is stopped by the Wonder Reporter. This mysterious reporter (who lives in the wall) provides Yuri with the **Wonder Log**, a book that contains a chronological record of events and can be viewed through the main menu at any time. Continue up the stairs to the royal quarter.



# ROYAL QUARTER

## AREA ITEMS

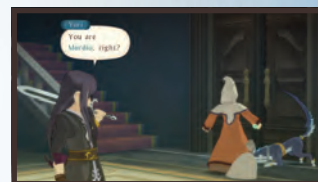
NO.	ITEM	LOCATION
1	Magic Lens	Mordio's Palace, Planter
2	100 Gald	Mordio's Palace, Table
3	Magic Lens	Mordio's Palace, Table

## INFILTRATE THE ROYAL QUARTER!

Yuri has little trouble knocking out the Knights standing guard outside the royal quarter with a few rocks—his aim is impeccable! Repede runs ahead to sniff out Mordio's trail. He soon returns from the path leading to the palace to the left. Approach the fancy stone-covered mansion and sneak in through the window on the left-hand side of the building.



Collect the items inside the palace and head up the stairs in search of Mordio. Try the door on the far left—it won't budge but the mage Yuri seeks enters the room from below. He gets away with the blastia core, but Repede recovers his bag. Chasing after him won't net Yuri the aque blastia, but instead, he comes face to face with Adecor and Boccus, a couple of lowly Imperial Knights who Yuri can run circles around.



## MAGIC LENS MASTERY

Press the RB to freeze the action and inspect an enemy's name and HP level. If their HP isn't revealed, then you must use a Magic Lens on them to learn their HP and TP levels, and a wealth of additional information. Additionally, Yuri eventually obtains an item called the Monster Book that records the enemy data for every combatant inspected with the Magic Lens. Completing this book is not only a worthwhile endeavor, but it is also worthy of an impressive Achievement. Get in the habit of using the Magic Lens on every enemy encountered starting with Adecor and Boccus, otherwise you can't complete the book and must either start over or forego one of the more lofty Achievements.



## ADECOR & BOCCOS



This first of several battles with Adecor and Boccus serves as a tutorial and is designed to introduce the battle system to first-time players. Follow the prompts and watch as the bumbling Adecor and Boccus nearly begin fighting one another. This tutorial provides an overview of basic combat mechanics such as movement, attacking, targeting enemies, artes, and blocking.

The tutorial portion soon ends and you're back in charge of Yuri in this one-versus-two battle. Back away from the two assailants and press the Y Button to bring up the menu screen. Use a pair of Magic Lenses to reveal the stats for each of the two foes, then set in to fight them. Use the X Button to block their attacks, then press the B Button repeatedly to unleash a three-hit combination attack.



### ADECOR

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
5	2345	100	74	70	32	28
RESISTANCE			WEAKNESS			
N/A			N/A			

### BOCCOS

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
5	2109	120	64	88	32	28
RESISTANCE			WEAKNESS			
N/A			N/A			

Yuri also has the Azure Edge artes, a ranged special attack best used when a few steps away from the target or immediately after striking with two or three sword slashes. Hold the Left Trigger to run away from the assailants, then turn and use the Azure Edge. This is not only helpful when trying to avoid attack, but also when looking to use an Apple Gel to regain lost HP. Use the combination attack and the Azure Edge to finish off Adecor and Boccus.

## ZAPHIAS DUNGEON

### AREA ITEMS

NO.	ITEM	LOCATION
1	Apple Gel	Dungeon, Yuri's Cell
2	Magic Lens	Dungeon, Behind Desk

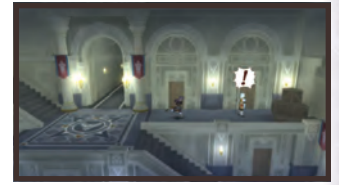
### DUNGEON ESCAPE

Yuri's dungeon neighbor secretly passes him a key that unlocks the cell, thereby giving Yuri a chance to escape. He also tells Yuri to look for the "statue of the goddess." The guard stationed near the cells is sound asleep so don't worry about being caught. Use the Save Point outside the cell and inspect the trunks in the hall outside the dungeon to retrieve Yuri's belongings.



The dungeon leads directly to the heart of Zaphias Castle, which is naturally crawling with members of the Imperial Knights. Yuri is forced to fight the Knight Fencers and Knight Lancers patrolling the corridors whenever he comes into contact with the enemy. Although he is trying to keep a low profile, these battles are not only good practice, but the experience earned leads to gaining levels and acquiring items.

From the dungeon exit, battle the Knight Fencers on the lower level and gather the items in this stairwell before heading down the hallway to the north. This leads to the statue room and two chests. Equip the **Cape** from the chest on the right if you hadn't purchased one earlier and return the way you came. Head up the stairs on the left.



### MEETING WITH A MYSTERY GIRL

Yuri soon comes to the rescue of a certain young woman whose name is yet unknown. She needs to find Flynn, Yuri's childhood friend, so Yuri volunteers to lead the way.

#### EXCESS BAGGAGE

The mystery girl is a lady of the castle on the run from the Imperial Knights and, for the time being, she's not part of Yuri's party. She won't help in combat nor will she aid Yuri in any way. Although she's travelling with him through the castle, Yuri is still essentially alone.

## ZAPHIAS CASTLE

### AREA ITEMS

NO.	ITEM	LOCATION
1	Holy Bottle	Castle Stairway, Crates
2	Orange Gel	Castle Stairway, Crates
3	Cape	Statue Room, Chest
4	Life Bottle	Statue Room, Chest
5	Egg	Dining Hall, Fireplace
6	Life Bottle	Hallway, Chest
7	Apple Gel	Hallway, Chest
8	200 Gald	Hallway, Chest
9	Orange Gel	Flynn's Room, Closet
10	Pineapple Gel	Flynn's Room, Closet
11	Apple Gel	Flynn's Room, Trunk
12	Holy Bottle	Flynn's Room, Dresser
13	Life Bottle	Hallways, Chest
14	Apple Gel	Goddess Statue, Chest
15	Orange Gel	Goddess Statue, Chest

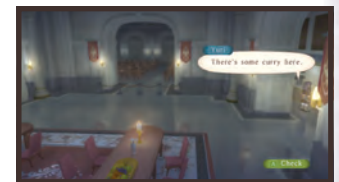
### ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Knight Fencer	pg. 226	Human	5	560	30
Knight Lancer	pg. 226	Human	5	520	20

Continue down the hallway and up the stairs to the next corridor. Obtain the items from the chests and use the Save Point on the landing before advancing. Engage each of the Knight Fencers and Knight Lancers to better familiarize yourself with the battle system and to gain additional Apple Gels and Orange Gels. Explore the dead-end corridor to the west before advancing to Flynn's room, then consider saving once again and, perhaps, even returning to the dining hall for another batch of curry. When ready to proceed, enter the door on the right to go inside Flynn's room.

### CURRY IN A HURRY

Enter the dining hall through the door on the right-hand side of the hallway and continue towards the kitchen. Allow Yuri to help himself to the curry on the stove. Sampling the curry automatically refills Yuri's HP and TP levels. It's a bit out of the way before long, but remember to return here if in need of a pick-me-up.



# ZAGI



## ZAGI (PHASE 1)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
8	4500	420	92	104	77	88
RESISTANCE			WEAKNESS			
🔥			💧			

Yuri and his companion aren't in Flynn's room for long before an enraged red-haired assassin by the name of Zagi shows up. He's convinced Yuri is actually Flynn and attacks with a pair of swords. Zagi is very fast, has several powerful artes at his disposal, and is relentless in his aggression.



Maintain a defensive stance to block Zagi's attacks, then look to counterattack as he gets tired or immediately following one of his assaults.

The Azure Edge arte inflicts additional damage, but only

use it when there is an opening in Zagi's defense, otherwise he'll interrupt it and deliver a damaging blow. Use an Apple Gel whenever Yuri drops below 200 HP and keep whittling away at Zagi with sword combination attacks until he drops to roughly 3,000 HP.

## ZAGI (PHASE 2)

LV	HP	TP	P. ATK	P. DEF	M. ATK	M. DEF
8	5000	420	92	104	77	88
RESISTANCE			WEAKNESS			
🔥			💧			



Zagi soon backs away and summons additional power and strength from deep within himself. The battle gets much tougher now, as Zagi quickly unveils several damaging artes that not only inflict massive

pain, but can also knock Yuri off his feet and stun him. Fortunately for Yuri, his new female friend joins the fray as a dedicated healer. Her First Aid arte keeps Yuri healthy throughout the remainder of the battle.

## Secret Mission 1

### Defeat Zagi while protecting Estellise from Zagi's attacks

Do this by constantly running interference and luring Zagi away from Estellise. Earn this Achievement by minimizing the amount of damage she takes.

Use a second Magic Lens to inspect this new-and-improved Zagi, then continue attacking and defending like before. Seek to stay between Zagi and the girl to better protect her from damage so she can focus on healing Yuri throughout the battle. Maintain the pressure on Zagi and use the Azure Edge to keep him at bay.



Zagi eventually retreats from Flynn's room, but this won't be his last appearance. Yuri's bravery not only won him **Leather Boots** and **Sage**, but the girl also finally reveals her name to be Estellise. Save your progress and return to Flynn's room to gather up the items located there. Continue south down the corridor to zigzag to the west. After a stop at Estellise's room, cross the upper level of the courtyard and continue to her room.



Equip Yuri with the Leather Boots earned from the battle and give Estellise the Cape. Fight northward past the Knight Lancers in this area. Turn left to enter the next corridor and advance all the way southward towards the room with the Goddess Statue. The enemies attack in greater numbers in this section of the castle, but Estellise is there to offer up her healing ability, so Yuri has little to worry about. Try to refrain from using any consumables, as they are necessary later.

Continue south to the room with the Goddess Statue in the center. Collect the items from the chests, then approach the statue. Press and hold the A Button and use the Left Stick to push or pull the statue in the direction it's facing. This reveals the secret passage alluded to by the mysterious man in the dungeon!



## ZAPHIAS SEWERS

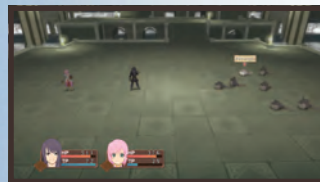
### AREA ITEMS

NO.	ITEM	LOCATION
1	Life Bottle	Sewers, Chest
2	Magic Lens	Sewers, Chest
3	Apple Gel	Sewers, Chest
4	Holy Bottle	Sewers, Chest
5	150 Gald	Sewers, Chest
6	200 Gald	Sewers, Chest
7	Orange Gel	Sewers, Chest

### ENEMY ENCOUNTERS

NAME	PAGE	TYPE	LV.	HP	TP
Ratwigle	pg. 232	Beast	6	580	20

## SECRET PASSAGE

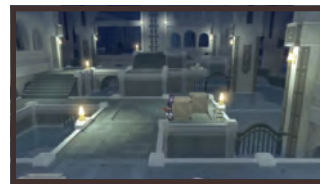


To escape the Imperial Knights and exit the castle, go south through the sewers. Naturally, the Zaphias sewer system is crawling with monsters known as Ratwigs and they attack in large numbers! Deal with these nuisances by leading them across the battle area, then turning around and blasting the lot of them with the Azure Edge attack. This ranged attack blasts right through each of the enemies, provided they're in a straight line.

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## SIZE CONSIDERATIONS

The Ratwigs come in a number of sizes, but most are pretty small. Take their relative size into account when attacking them with the sword so as to avoid swinging over their heads. Hold the Left Stick down while pressing the B Button to attack at a low trajectory.



Explore each of the side platforms in the sewers to gather the items from the chests while continuing to fight the throngs of Ratwigs. Push or pull the large crates around the depressions in the floor when necessary to reach hidden chests and continue south. Advance to the ladder in the southwest corner of the sewers and climb up to exit the castle.

## SHORTCUT ARTES

Estellise soon learns the Sharpness arte ability which increases a party member's physical attack rating. Assign this arte to one of the shortcuts mapped to the Right Stick to force her to cast it on Yuri during the battles with the Ratwigs. Remember which shortcut you assign it to and move the Right Stick in that direction to have her give Yuri an increase in attack power.

## LOWER QUARTER

The two emerge in the bright daylight near Mordio's Palace. Return to the entrance to the royal quarter, use the Save Point to the far eastern side of the plaza, and descend the stairs to the public quarter. Continue down the stairs to the lower quarter and talk to Hanks.



Approach the stairs on the right-hand side of the fountain to begin the journey to the lower quarter exit. Some of LeBlanc's men appear, but the commoners of the lower quarter create a massive diversion that buys Yuri time to escape. Not only that, but they give Yuri plenty of traveling supplies: **World Map**, **Orange Gel x4**, **Melange Gel x4**, **Life Bottle x4**, **Bread x4**, **Egg x2**, and even **500 Gald**! Best of all, Repede rejoins his master and is ready to accompany Yuri and Estellise on the journey into the field towards Deidon Hold and beyond!