



CAST OF CHARACTERS

In each of the eras Crono travels to, he will be joined by interesting new friends. Each of them has different special abilities.

CRONO

Crono is a typical teenager whom fate chooses to save the world. He is a skilled swordsman, and as he journeys on, he learns Lightning Magic spells.



MARLE Marle is actually Princess Nadia of Guardia Castle. She grows impatient with royal life and eventually leaves to help Crono. She is good with a crossbow, and learns Water Magic during the adventure.



LUCCA

Lucca is Crono's best friend. She loves science and uses her knowledge to build fantastic machines and very clever weapons. Eventually she learns Fire Magic, a very useful skill.



FROG

Frog, once a Guardia Knight, was beaten very badly and turned into a frog. He is an accomplished swordsman who also uses Water Magic well.



You find Robo in a collapsed dome in 2300 A.D., trying to remember his master's directions. He is very powerful and skilled with electric weapons.

ROBO



AYLA

Ayla is primitive but strong. She is trying to save her group from the reptites. She can break huge stones with a punch or a kick. With her strength, she doesn't need to use magic.

