

# Golden Sun: The Lost Age Class Guide

by Sage Of The Wise

Updated to v1.0 on Nov 12, 2003

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Golden Sun:
The Lost Age
Class Guide
By: Ryan Cole
Version .51
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CLASSES TO GO: 56/110
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CONTENTS
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- I. Updates
- II. Felix's Classes
- III. Jenna's Classes
- IV. Sheba's Classes
- V. Pier's Classes
- VI. Isaac's Classes
- VII. Garet's Classes
- VIII. Ivan's Classes
- IX. Mia's Classes
- X. Special Classes
- XI. Copyright Stuff
- XII. Credits

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UPDATES
*****
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Version .51

- \*Added Apprentice, Page, and Pierrot (Special Class)
- \*Past half-way mark in classes!

Version .36

- \*2 double element classes are up with psynergy- Swordsman, Luminier
- \*Put up section with how many classes to go

Version .27

- \*All single element classes are up with psynergy
- \*Many more updates still to come

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*****
FELIX'S CLASSES
*****
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KNIGHT CLASSES

Also available to: Isaac

## 1. SQUIRE

Djinn Required: None

STAT CHANGES

HP: +10%  
PP: -20%  
ATK: -20%  
DEF: -----  
AGL: +10%  
LCK: -----

## 2. KNIGHT

Djinn required: 2 Venus

STAT CHANGES

HP: +30%  
PP: -10%  
ATK: +20%  
DEF: +10%  
AGL: +20%  
LCK: -----

## 3. GALLANT

Djinn required: 4 Venus

STAT CHANGES

HP: +50%  
PP: -----  
ATK: +30%  
DEF: +20%  
AGL: +30%  
LCK: -----

4. LORD

Djinn required: 6 Venus

STAT CHANGES

HP: +70%  
PP: +10%  
ATK: +40%  
DEF: +30%  
AGL: +40%  
LCK: -----

5. SLAYER

Djinn required: 8 Venus

STAT CHANGES

HP: +90%  
PP: +20%  
ATK: +50%  
DEF: +40%  
AGL: +50%  
LCK: -----

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Cure	10	Cure Well	24	Mother Gaia*
2	Quake	13	Ragnarok**	26	Potent Cure
4	Earthquake	14	Quake Sphere	42	Stone Spire
6	Spire	19	Revive*	54	Grand Gaia*
7	Gaia*	20	Clay Spire		

\*Class must be higher than Gallant

\*\*Changes to Odyssey after Lord Class

SWORDSMAN CLASSES

Also available to: Isaac, Piers, and Mia

1. SWORDSMAN

Djinn required: 1 Mercury

STAT CHANGES

HP: -----  
PP: -10%  
ATK: +10%  
DEF: +10%  
AGL: -10%  
LCK: +20%

2. DEFENDER

Djinn required: 2 Mercury

STAT CHANGES

HP: +20%  
PP: -----  
ATK: +20%  
DEF: +20%  
AGL: -----  
LCK: +20

3. CAVALIER

Djinn required: 4 Mercury

STAT CHANGES

HP: +40%  
PP: +10%  
ATK: +30%  
DEF: +30%  
AGL: +10%  
LCK: +20%

4. GUARDIAN

Djinn required: 6 Mercury, 1 Venus

STAT CHANGES

HP: +70%  
PP: +30%  
ATK: +40%  
DEF: +40%  
AGL: +30%  
LCK: +20%

#### 5. PROTECTOR

Djinn required: 8 Mercury, 2 Venus

##### STAT CHANGES

HP: +90%  
PP: +40%  
ATK: +50%  
DEF: +50%  
AGL: +40%  
LCK: +20%

<PSYNERGY>					
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply*	8	Cutting Edge**	24	Wish Well***
4	Thorn	13	Restore	30	Break
5	Cure Poison	14	Briar	34	Pure Ply*
6	Avoid*	16	Ply Well*	36	Nettle
8	Wish***	19	Revive	46	Pure Wish***

\*Class must be higher then Defender

\*\*Changes to Plume Edge after Guardian Class

\*\*\*Class must be higher than Cavalier

#### APPRENTICE CLASSES

Also available to: Isaac, Sheba, and Ivan

#### 1. APPRENTICE

Djinn required: 1 Jupiter

##### STAT CHANGES

HP: -----  
PP: +20%  
ATK: +10%  
DEF: -----  
AGL: +20%  
LCK: -10%

#### 2. ILLUSIONIST

Djinn required: 2 Jupiter

##### STAT CHANGES

HP: +20%  
PP: +30%  
ATK: +20%  
DEF: +10%  
AGL: +30%  
LCK: -10%

#### 3. ENCHANTER

Djinn required: 4 Jupiter

##### STAT CHANGES

HP: +40%  
PP: +40%  
ATK: +30%  
DEF: +20%  
AGL: +40%  
LCK: -10%

#### 4. CONJURER

Djinn required: 6 Jupiter, 1 Venus

##### STAT CHANGES

HP: +70%  
PP: +60%  
ATK: +40%  
DEF: +30%  
AGL: +60%  
LCK: -10%

5. WAR ADEPT

Djinn required: 7 Jupiter, 2 Venus

STAT CHANGES

HP: +90%  
PP: +70%  
ATK: +50%  
DEF: +40%  
AGL: +70%  
LCK: -10%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Delude	14	Sleep	24	Mother Gaia
5	Impact*	17	Haunt	25	Enfeeble
6	Gaia	20	Curse	31	Drain
6	Ward*	21	High Impact*	39	Psy Drain
9	Weaken	22	Resist*	34	Grand Gaia
11	Astral Blast**				

\*Class must be higher than Enchanter

\*\*Changes to Thunder Mine after Conjurer class

\*\*\*\*\*  
JENNA'S CLASSES  
\*\*\*\*\*

FLAME USER CLASSES

1. FLAME USER

Djinn required: None

STAT CHANGES

HP: -----  
PP: +20%  
ATK: -----  
DEF: -----  
AGL: +20%  
LCK: -10%

2. WITCH

Djinn required: 2 Mars

STAT CHANGES

HP: +10%  
PP: +30%  
ATK: +10%  
DEF: +10%  
AGL: +30%  
LCK: -10%

3. HEX

Djinn required: 4 Mars

STAT CHANGES

HP: +30%  
PP: +40%  
ATK: +20%  
DEF: +20%  
AGL: +40%  
LCK: -10%

4. FIRE MASTER

Djinn required: 6 Mars

STAT CHANGES

HP: +50%  
PP: +50%  
ATK: +30%  
DEF: +30%  
AGL: +50%  
LCK: -10%

5. JUSTICE

Djinn required: 8 Mars

STAT CHANGES

HP: +70%  
PP: +60%  
ATK: +40%  
DEF: +40%  
AGL: +60%  
LCK: -10%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Flare	10	Impair	26	Serpent Fume
4	Fume	16	Healing Aura*	33	Cool Aura*
5	Flare Wall	18	Flare Storm	41	Searing Beam
6	Beam	21	Cycle Beam	47	Dragon Fume
9	Aura*	23	Debilitate		

\*Class must be higher than Hex

LUMINIER CLASSES

Also available to: Piers, Garet, and Mia

1.SWORDSMAN

Djinn required: 1 Mercury

STAT CHANGES

HP: -----  
PP: -10%  
ATK: +10%  
DEF: +10%  
AGL: -10%  
LCK: +20%

2.DEFENDER

Djinn required: 2 Mercury

STAT CHANGES

HP: +20%  
PP: -----  
ATK: +20%  
DEF: +20%  
AGL: -----  
LCK: +20

3.CAVALIER

Djinn required: 4 Mercury

STAT CHANGES

HP: +40%  
PP: +10%  
ATK: +30%  
DEF: +30%  
AGL: +10%  
LCK: +20%

4.LUMINIER

Djinn required: 6 Mercury, 1 Mars

STAT CHANGES

HP: +70%  
PP: +30%  
ATK: +40%  
DEF: +40%  
AGL: +30%  
LCK: +20%

5.RADIANT

Djinn required: 8 Mercury, 2 Mars

STAT CHANGES

HP: +90%  
PP: +40%  
ATK: +50%  
DEF: +50%  
AGL: +40%  
LCK: +20%

<PSYNERGY>					
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply*	10	Mad Blast	22	Wish Well***
2	Blast	11	Cutting Edge**	30	Break
3	Guard	13	Restore	34	Pure Ply*
5	Cure Poison	15	Protect	36	Nettle
6	Avoid*	16	Ply Well*	46	Pure Wish***
8	Wish***				

\*Class must be higher then Defender

\*\*Changes to Plume Edge after Luminier class

\*\*\*Class must be higher than Cavalier

#### PAGE CLASSES

Also available to: Sheba, Garet, Ivan

#### 1. PAGE

Djinn required: 1 Jupiter

##### STAT CHANGES

HP: -----  
 PP: +20%  
 ATK: +10%  
 DEF: -----  
 AGL: +20%  
 LCK: -10%

#### 2. ILLUSIONIST

Djinn required: 2 Jupiter

##### STAT CHANGES

HP: +20%  
 PP: +30%  
 ATK: +20%  
 DEF: +10%  
 AGL: +30%  
 LCK: -10%

#### 3. ENCHANTER

Djinn required: 4 Jupiter

##### STAT CHANGES

HP: +40%  
 PP: +40%  
 ATK: +30%  
 DEF: +20%  
 AGL: +40%  
 LCK: -10%

#### 4. CONJURER

Djinn required: 6 Jupiter, 1 Mars

##### STAT CHANGES

HP: +70%  
 PP: +60%  
 ATK: +40%  
 DEF: +30%  
 AGL: +60%  
 LCK: -10%

#### 5. WAR ADEPT

Djinn required: 7 Jupiter, 2 Mars

##### STAT CHANGES

HP: +90%  
 PP: +70%  
 ATK: +50%  
 DEF: +40%  
 AGL: +70%  
 LCK: -10%

<PSYNERGY>					
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Delude	11	Astral Blast**	22	Resist
3	Guard*	14	Sleep	25	Enfeeble
5	Impact	15	Protect*	31	Drain

6	Ward	21	High Impact*	39	Psy Drain
8	Volcano	22	Eruption	48	Pyroclasm
9	Weaken				

\*Class must be higher than Enchanter  
 \*\*Changes to Thunder Mine after Conjurer class

\*\*\*\*\*  
 SHEBA'S CLASSES  
 \*\*\*\*\*

MAGICIAN CLASSES  
 Also available to: Ivan

1. WIND SEAR

Djinn required: None

STAT CHANGES

HP: -20%  
 PP: +40%  
 ATK: -20%  
 DEF: -10%  
 AGL: +30%  
 LCK: +10%

2. MAGICION

Djinn required: 2 Jupiter

STAT CHANGES

HP: -10%  
 PP: +50%  
 ATK: -10%  
 DEF: -----  
 AGL: +40%  
 LCK: +10%

3. MAGE

Djinn required: 4 Jupiter

STAT CHANGES

HP: +10%  
 PP: +60%  
 ATK: -----  
 DEF: +10%  
 AGL: +50%  
 LCK: +10%

4. MAGISTER

Djinn required: 6 Jupiter

STAT CHANGES

HP: +30%  
 PP: +70%  
 ATK: +10%  
 DEF: +20%  
 AGL: +60%  
 LCK: +10%

5. SORCERER

Djinn required: 8 Jupiter

STAT CHANGES

HP: +50%  
 PP: +80%  
 ATK: +20%  
 DEF: +30%  
 AGL: +70%  
 LCK: +10%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Whirlwind	12	Sleep	22	Resist**
4	Ray	14	Storm Ray	26	Shine Plasma
5	Impact*	17	Bind	36	Destruct Ray
6	Ward**	18	Tornado	44	Tempest
8	Plasma	21	High Impact*	50	Spark Plasma

\*Class must be higher than Magician  
 \*\*Class must be higher than Mage

PAGE CLASSES

Also available to: Jenna, Garet, Ivan

1. ENCHANTER

Djinn required: 6 Mars

STAT CHANGES

HP: +40%
PP: +40%
ATK: +30%
DEF: +20%
AGL: +40%
LCK: -10%

2. CONJURER

Djinn required: 7 Mars, 1 Jupiter

STAT CHANGES

HP: +70%
PP: +60%
ATK: +40%
DEF: +30%
AGL: +60%
LCK: -10%

Table with 6 columns: LEVEL, PSYNERGY, <PSYNERGY>, LEVEL, PSYNERGY, LEVEL, PSYNERGY. Lists spells like Delude, Astral Blast, Sleep, Protect, High Impact, Eruption, Resist, Enfeeble, Drain, Psy Drain, Pyroclasm, and Weaken.

APPRENTICE CLASSES

Also available to: Felix, Isaac, and Ivan

1. ENCHANTER

Djinn required: 6 Venus

STAT CHANGES

HP: +40%
PP: +40%
ATK: +30%
DEF: +20%
AGL: +40%
LCK: -10%

2. CONJURER

Djinn required: 7 Venus, 1 Jupiter

STAT CHANGES

HP: +70%
PP: +60%
ATK: +40%
DEF: +30%
AGL: +60%
LCK: -10%

Table with 6 columns: LEVEL, PSYNERGY, <PSYNERGY>, LEVEL, PSYNERGY, LEVEL, PSYNERGY. Lists spells like Delude, Sleep, Mother Gaia, Impact\*, Haunt, Enfeeble, Gaia, Curse, Drain, Ward\*, High Impact\*, Psy Drain, Weaken, Resist\*, Grand Gaia, and Astral Blast\*\*.

\*Class must be higher than Enchanter

\*\*Changes to Thunder Mine after Conjurer class



\*\*\*\*\*

MARINER CLASSES

1. MARINER

Djinn required: None

STAT CHANGES

HP: +10%
PP: -10%
ATK: -----
DEF: -----
AGL: -10%
LCK: +20%

2. PRIVATEER

Djinn required: 2 Mercury

STAT CHANGES

HP: +30%
PP: -----
ATK: +10%
DEF: +10%
AGL: -----
LCK: +20%

3. COMMANDER

Djinn required: 4 Mercury

STAT CHANGES

HP: +50%
PP: +10%
ATK: +20%
DEF: +10%
AGL: +20%
LCK: +20%

4. CAPTAIN

Djinn required: 6 Mercury

STAT CHANGES

HP: +70%
PP: +20%
ATK: +30%
DEF: +20%
AGL: +20%
LCK: +20%

5. ADMIRAL

Djinn required: 8 Mercury

STAT CHANGES

HP: +90%
PP: +30%
ATK: +40%
DEF: +30%
AGL: +30%
LCK: +20%

<PSYNERGY>

Table with 6 columns: LEVEL, PSYNERGY, LEVEL, PSYNERGY, LEVEL, PSYNERGY. Rows include Frost/Tundra, Ply/Diamond Dust\*\*, Cool/Restore, Cure Poison/Ply Well, and Avoid\*/Supercool.

\*Class must be higher than Privateer
\*\*Changes to Diamond Berg after Commander class

SWORDSMAN CLASSES

Also available to: Felix, Isaac, and Mia

1. CAVALIER

Djinn required: 6 Venus

STAT CHANGES

HP: +40%  
PP: +10%  
ATK: +30%  
DEF: +30%  
AGL: +10%  
LCK: +20%

2.GUARDIAN

Djinn required: 7 Venus, 1 Mercury

STAT CHANGES

HP: +70%  
PP: +30%  
ATK: +40%  
DEF: +40%  
AGL: +30%  
LCK: +20%

<PSYNERGY>					
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply	8	Cutting Edge	24	Wish Well*
4	Thorn	13	Restore	30	Break
5	Cure Poison	14	Briar	34	Pure Ply
6	Avoid	16	Ply Well	36	Nettle
8	Wish*	19	Revive	46	Pure Wish*

\*Class must be higher than Cavalier

LUMINIER CLASSES

Also available to: Jenna, Garet, and Mia

1.LUMINIER

Djinn required: 7 Venus, 1 Mercury

STAT CHANGES

HP: +70%  
PP: +30%  
ATK: +40%  
DEF: +40%  
AGL: +30%  
LCK: +20%

<PSYNERGY>					
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply	10	Mad Blast	22	Wish Well
2	Blast	11	Cutting Edge	30	Break
3	Guard	13	Restore	34	Pure Ply
5	Cure Poison	15	Protect	36	Nettle
6	Avoid	16	Ply Well	46	Pure Wish
8	Wish				

\*\*\*\*\*  
ISAAC'S CLASSES  
\*\*\*\*\*

KNIGHT CLASSES

Also available to: Felix

1. SQUIRE

Djinn Required: None

STAT CHANGES

HP: +10%  
PP: -20%  
ATK: -20%  
DEF: -----  
AGL: +10%  
LCK: -----

2. KNIGHT

Djinn required: 2 Venus

STAT CHANGES

HP: +30%  
PP: -10%

ATK: +20%  
DEF: +10%  
AGL: +20%  
LCK: -----

### 3. GALLANT

Djinn required: 4 Venus

STAT CHANGES  
HP: +50%  
PP: -----  
ATK: +30%  
DEF: +20%  
AGL: +30%  
LCK: -----

### 4. LORD

Djinn required: 6 Venus

STAT CHANGES  
HP: +70%  
PP: +10%  
ATK: +40%  
DEF: +30%  
AGL: +40%  
LCK: -----

### 5. SLAYER

Djinn required: 8 Venus

STAT CHANGES  
HP: +90%  
PP: +20%  
ATK: +50%  
DEF: +40%  
AGL: +50%  
LCK: -----

#### <PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Cure	10	Cure Well	24	Mother Gaia*
2	Quake	13	Ragnarok**	26	Potent Cure
4	Earthquake	14	Quake Sphere	42	Stone Spire
6	Spire	19	Revive*	54	Grand Gaia*
7	Gaia*	20	Clay Spire		

\*Class must be higher than Gallant

\*\*Changes to Odyssey after Lord Class

#### APPRENTICE CLASSES

Also available to: Felix, Sheba, and Ivan

### 1. APPRENTICE

Djinn required: 1 Jupiter

STAT CHANGES  
HP: -----  
PP: +20%  
ATK: +10%  
DEF: -----  
AGL: +20%  
LCK: -10%

### 2. ILLUSIONIST

Djinn required: 2 Jupiter

STAT CHANGES  
HP: +20%  
PP: +30%  
ATK: +20%  
DEF: +10%  
AGL: +30%  
LCK: -10%

3. ENCHANTER

Djinn required: 4 Jupiter

STAT CHANGES

HP: +40%
PP: +40%
ATK: +30%
DEF: +20%
AGL: +40%
LCK: -10%

4. CONJURER

Djinn required: 6 Jupiter, 1 Venus

STAT CHANGES

HP: +70%
PP: +60%
ATK: +40%
DEF: +30%
AGL: +60%
LCK: -10%

5. WAR ADEPT

Djinn required: 7 Jupiter, 2 Venus

STAT CHANGES

HP: +90%
PP: +70%
ATK: +50%
DEF: +40%
AGL: +70%
LCK: -10%

Table with 6 columns: LEVEL, PSYNERGY, LEVEL, <PSYNERGY>, LEVEL, PSYNERGY. Rows include Delude, Impact\*, Gaia, Ward\*, Weaken, Astral Blast\*\* and Sleep, Haunt, Curse, High Impact\*, Resist\*.

\*Class must be higher than Enchanter
\*\*Changes to Thunder Mine after Conjurer class

\*\*\*\*\*
GARET'S CLASSES
\*\*\*\*\*

FIGHTER CLASSES

1. GUARD

Djinn required: None

STAT CHANGES

HP: +10%
PP: -20%
ATK: -----
DEF: +10%
AGL: -30%
LCK: -----

2. SOLDIER

Djinn required: 2 Mars

STAT CHANGES

HP: +30%
PP: -10%
ATK: +10%
DEF: -30%
AGL: -20%
LCK: -----

3. WARRIOR

Djinn required: 4 Mars

STAT CHANGES

HP: +50%  
PP: -----  
ATK: +20%  
DEF: +30%  
AGL: -10%  
LCK: -----

#### 4. CHAMPION

Djinn required: 6 Mars

STAT CHANGES  
HP: +70%  
PP: +10%  
ATK: +30%  
DEF: +40%  
AGL: -----  
LCK: -----

#### 5. HERO

Djinn required: 8 Mars

STAT CHANGES  
HP: +90%  
PP: +20%  
ATK: +40%  
DEF: +50%  
AGL: +10%  
LCK: -----

#### <PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Flare	9	Impair*	22	Eruption
3	Guard*	12	Heat Wave**	26	Debilitate
4	Fire	14	Fireball	36	Inferno*
6	Flare Wall	15	Protect*	48	Pyroclasm
8	Volcano	18	Flare Storm		

\*Class must be higher than Warrior

\*\*Changes to Liguifier after Champion class

#### LUMINIER CLASSES

Also available to: Jenna, Piers, and Mia

#### 1.SWORDSMAN

Djinn required: 1 Mercury

STAT CHANGES  
HP: -----  
PP: -10%  
ATK: +10%  
DEF: +10%  
AGL: -10%  
LCK: +20%

#### 2.DEFENDER

Djinn required: 2 Mercury

STAT CHANGES  
HP: +20%  
PP: -----  
ATK: +20%  
DEF: +20%  
AGL: -----  
LCK: +20%

#### 3.CAVALIER

Djinn required: 4 Mercury

STAT CHANGES  
HP: +40%  
PP: +10%  
ATK: +30%  
DEF: +30%  
AGL: +10%  
LCK: +20%

4.LUMINIER

Djinn required: 6 Mercury, 1 Mars

STAT CHANGES

HP: +70%  
PP: +30%  
ATK: +40%  
DEF: +40%  
AGL: +30%  
LCK: +20%

5.RADIANT

Djinn required: 8 Mercury, 2 Mars

STAT CHANGES

HP: +90%  
PP: +40%  
ATK: +50%  
DEF: +50%  
AGL: +40%  
LCK: +20%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply*	10	Mad Blast	22	Wish Well***
2	Blast	11	Cutting Edge**	30	Break
3	Guard	13	Restore	34	Pure Ply*
5	Cure Poison	15	Protect	36	Nettle
6	Avoid*	16	Ply Well*	46	Pure Wish***
8	Wish***				

\*Class must be higher then Defender  
\*\*Changes to Plume Edge after Luminier class  
\*\*\*Class must be higher than Cavalier

PAGE CLASSES

Also available to: Jenna, Sheba, Ivan

1. PAGE

Djinn required: 1 Jupiter

STAT CHANGES

HP: -----  
PP: +20%  
ATK: +10%  
DEF: -----  
AGL: +20%  
LCK: -10%

2. ILLUSIONIST

Djinn required: 2 Jupiter

STAT CHANGES

HP: +20%  
PP: +30%  
ATK: +20%  
DEF: +10%  
AGL: +30%  
LCK: -10%

3. ENCHANTER

Djinn required: 4 Jupiter

STAT CHANGES

HP: +40%  
PP: +40%  
ATK: +30%  
DEF: +20%  
AGL: +40%  
LCK: -10%

4. CONJURER

Djinn required: 6 Jupiter, 1 Mars

STAT CHANGES

HP: +70%

PP: +60%  
ATK: +40%  
DEF: +30%  
AGL: +60%  
LCK: -10%

#### 5. WAR ADEPT

Djinn required: 7 Jupiter, 2 Mars

##### STAT CHANGES

HP: +90%  
PP: +70%  
ATK: +50%  
DEF: +40%  
AGL: +70%  
LCK: -10%

<PSYNERGY>					
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Delude	11	Astral Blast**	22	Resist
3	Guard*	14	Sleep	25	Enfeeble
5	Impact	15	Protect*	31	Drain
6	Ward	21	High Impact*	39	Psy Drain
8	Volcano	22	Eruption	48	Pyroclasm
9	Weaken				

\*Class must be higher than Enchanter

\*\*Changes to Thunder Mine after Conjurer class

\*\*\*\*\*

IVAN'S CLASSES

\*\*\*\*\*

MAGICIAN CLASSES

Also available to: Sheba

#### 1. WIND SEAR

Djinn required: None

##### STAT CHANGES

HP: -20%  
PP: +40%  
ATK: -20%  
DEF: -10%  
AGL: +30%  
LCK: +10%

#### 2. MAGICION

Djinn required: 2 Jupiter

##### STAT CHANGES

HP: -10%  
PP: +50%  
ATK: -10%  
DEF: -----  
AGL: +40%  
LCK: +10%

#### 3. MAGE

Djinn required: 4 Jupiter

##### STAT CHANGES

HP: +10%  
PP: +60%  
ATK: -----  
DEF: +10%  
AGL: +50%  
LCK: +10%

#### 4. MAGISTER

Djinn required: 6 Jupiter

##### STAT CHANGES

HP: +30%  
PP: +70%  
ATK: +10%  
DEF: +20%  
AGL: +60%

LCK: +10%

5. SORCERER

Djinn required: 8 Jupiter

STAT CHANGES

HP: +50%  
PP: +80%  
ATK: +20%  
DEF: +30%  
AGL: +70%  
LCK: +10%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Whirlwind	12	Sleep	22	Resist**
4	Ray	14	Storm Ray	26	Shine Plasma
5	Impact*	17	Bind	36	Destruct Ray
6	Ward**	18	Tornado	44	Tempest
8	Plasma	21	High Impact*	50	Spark Plasma

\*Class must be higher than Magician

\*\*Class must be higher than Mage

APPRENTICE CLASSES

Also available to: Felix, Isaac, and Sheba

1. ENCHANTER

Djinn required: 6 Venus

STAT CHANGES

HP: +40%  
PP: +40%  
ATK: +30%  
DEF: +20%  
AGL: +40%  
LCK: -10%

2. CONJURER

Djinn required: 7 Venus, 1 Jupiter

STAT CHANGES

HP: +70%  
PP: +60%  
ATK: +40%  
DEF: +30%  
AGL: +60%  
LCK: -10%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Delude	14	Sleep	24	Mother Gaia
5	Impact*	17	Haunt	25	Enfeeble
6	Gaia	20	Curse	31	Drain
6	Ward*	21	High Impact*	39	Psy Drain
9	Weaken	22	Resist*	34	Grand Gaia
11	Astral Blast**				

\*Class must be higher than Hex

\*\*Changes to Thunder Mine after Conjurer class

PAGE CLASSES

Also available to: Jenna, Sheba, Ivan

1. ENCHANTER

Djinn required: 6 Mars

STAT CHANGES

HP: +40%  
PP: +40%  
ATK: +30%  
DEF: +20%  
AGL: +40%  
LCK: -10%

2. CONJURER



Djinn required: 7 Mars, 1 Jupiter

STAT CHANGES

HP: +70%  
PP: +60%  
ATK: +40%  
DEF: +30%  
AGL: +60%  
LCK: -10%

<PSYNERGY>					
LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Delude	11	Astral Blast	22	Resist
3	Guard	14	Sleep	25	Enfeeble
5	Impact	15	Protect	31	Drain
6	Ward	21	High Impact	39	Psy Drain
8	Volcano	22	Eruption	48	Pyroclasm
9	Weaken				

\*\*\*\*\*  
MIA'S CLASSES  
\*\*\*\*\*

PRIEST CLASSES

1. WATER SEER

Djinn required: None

STAT CHANGES

HP: -10%  
PP: +30%  
ATK: -10%  
DEF: -----  
AGL: -20%  
LCK: +30%

2. SCRIBE

Djinn required: 2 Mercury

STAT CHANGES

HP: -----  
PP: +40%  
ATK: -----  
DEF: +10%  
AGL: -10%  
LCK: +30%

3. CLERIC

Djinn required: 4 Mercury

STAT CHANGES

HP: +20%  
PP: +50%  
ATK: +10%  
DEF: +20%  
AGL: -----  
LCK: +30%

4. PARAGON

Djinn required: 6 Mercury

STAT CHANGES

HP: +40%  
PP: +60%  
ATK: +20%  
DEF: +30%  
AGL: +10%  
LCK: +30%

5. ANGEL

Djinn required: 8 Mercury

STAT CHANGES

HP: +60%

PP: +70%  
 ATK: +30%  
 DEF: +40%  
 AGL: +20%  
 LCK: +30%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply	9	Tundra	24	Glacier
2	Frost	13	Restore	30	Break
4	Ice	16	Ply Well	34	Pure Ply
5	Cure Poison	17	Ice Horn	42	Ice Missile
8	Wish*	22	Wish Well*	46	Pure Wish*

\*Class must be higher than Cleric

SWORDSMAN CLASSES

Also available to: Felix, Isaac, and Mia

1.CAVALIER

Djinn required: 6 Venus

STAT CHANGES

HP: +40%  
 PP: +10%  
 ATK: +30%  
 DEF: +30%  
 AGL: +10%  
 LCK: +20%

2.GUARDIAN

Djinn required: 7 Venus, 1 Mercury

STAT CHANGES

HP: +70%  
 PP: +30%  
 ATK: +40%  
 DEF: +40%  
 AGL: +30%  
 LCK: +20%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply	8	Cutting Edge	24	Wish Well*
4	Thorn	13	Restore	30	Break
5	Cure Poison	14	Briar	34	Pure Ply
6	Avoid	16	Ply Well	36	Nettle
8	Wish*	19	Revive	46	Pure Wish*

\*Class must be higher than Cavalier

LUMINIER CLASSES

Also available to: Jenna, Piers, and Garet

1.LUMINIER

Djinn required: 7 Venus, 1 Mercury

STAT CHANGES

HP: +70%  
 PP: +30%  
 ATK: +40%  
 DEF: +40%  
 AGL: +30%  
 LCK: +20%

<PSYNERGY>

LEVEL	PSYNERGY	LEVEL	PSYNERGY	LEVEL	PSYNERGY
1	Ply	10	Mad Blast	22	Wish Well
2	Blast	11	Cutting Edge	30	Break
3	Guard	13	Restore	34	Pure Ply
5	Cure Poison	15	Protect	36	Nettle
6	Avoid	16	Ply Well	46	Pure Wish
8	Wish				

\*\*\*\*\*

SPECIAL CLASSES  
\*\*\*\*\*  
(Available to everyone)

PIERROT CLASSES

1. PIERROT

Djinn required: None (Mysterious Card)

STAT CHANGES

HP: -----  
PP: -20%  
ATK: -----  
DEF: +10%  
AGL: +30%  
LCK: +20%

2. HARLEQUIN

Djinn required: 1 of every element the character isn't (Mysterious Card)

STAT CHANGES

HP: +30%  
PP: -----  
ATK: +10%  
DEF: +20%  
AGL: +40%  
LCK: +20%

3. PUNCHINELLO

Djinn required: 2 of every element the character isn't (Mysterious Card)

STAT CHANGES

HP: +60%  
PP: +10%  
ATK: +30%  
DEF: +30%  
AGL: +50%  
LCK: +20%

4. ACROBAT

Djinn required: 3 of every element the character isn't (Mysterious Card)

STAT CHANGES

HP: +60%  
PP: +10%  
ATK: +30%  
DEF: +30%  
AGL: +50%  
LCK: +20%

LEVEL	PSYNERGY	LEVEL	<PSYNERGY> PSYNERGY	LEVEL	PSNERGY
1	Baffle Card	15	Flame Card	29	Backstab*
2	Juggle	17	Heat Juggle	33	Bramble Card
3	Avoid	22	Fire Breath	37	Fiery Juggle
6	Sword Card	25	Thunder Card	46	Frost Card
10	Saber Dance	27	Death Card		

\*Class must be higher than Punchinello

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LEAGAL STUFF  
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