

# Sword of Mana Class FAQ

by Shdwrlm3

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Sword of Mana  
Class FAQ  
Version 1.2  
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## 1. Introduction

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After overwhelming demand (okay, not really), ShdwRlm3 presents an in-depth guide to the Class system found in Square-Enix's latest GBA offering, Sword of Mana. While not as deep as Seiken Densetsu 3's Class system, Sword of Mana's still offers some useful bonuses to help make the game (even) easier. However, it takes careful planning to ensure that you'll get the Class that's right for you.

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## 2. Stupid Questions

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1) Q. Which is the best class?

A. It depends on your style of fighting. Obviously, if you like using magic you should go for a Magician or Sage Class. Similarly, if you rely mostly on weapons then choose a Class that boosts the weapon of your choice.

If you must know, many people (including myself) prefer the bonuses that the Ninja classes give. In particular, Ninja Master is a recommended Class because it gives a huge boost to Critical Hit and Evasion.

2) Q. Can I still get a Class if I get a Bonus Accessory?

A. Yes. More information can be found in the Bonus Accessories section.

3) Q. Can I choose another Level Up Type or do I have to follow the directions

exactly?

A. Yes, you may level up other Types, but be careful that you don't level up the wrong ones. It's recommended that you follow the directions as closely as possible to eliminate any chance of error, as well as to make sure you get a Class as early as possible.

4) Q. Can I change my Class once I've already received one?

A. No, as soon as you reach a Yellow Class, you may not change the path that you're on. When you get up to a Red Class, you absolutely CANNOT change it. Plan your level up types early on so you'll get the Class you want.

5) Q. What are those 8 Spirits Hit bonus affects found on certain Classes, such as Archmage, Bishop, etc.?

A. Certain Classes allow you to use a super-special attack spell that hits all the enemies on the screen. To use it, you must first get the right Class. Then you must collect Spirit Upgrades until you have 8 of that particular Spirit (for instance, if you wish to use the 8 Light Spirits Hit you must have 8 Wisps). In battle, press and hold the R Button until 8 Spirits surround you. Release to unleash the attack spell.

For more information about Spirit Upgrades, please refer to the Quest FAQ or the Magic Chapter of the Main FAQ.

6) Q. Are there any Classes that increase the power of the Mace?

A. No.

7) Q. Do Class bonuses stack?

A. Nope, the bonuses are NOT cumulative. In other words, the bonuses you receive upon reaching a Red Class are not added to the bonuses that you received from Yellow or Blue Classes.

8) Q. Does my character's appearance change once I attain a Class?

A. No, unlike Seiken Densetsu 3, your appearance does not change when you receive a Class.

9) Q. Right now I'm a Priest(ess) with Magician Lv9, Sage Lv25 and Thief Lv10. If I increase my Magician level by one more, what Class will I receive, since I'd meet the requirements for both Sage and Bishop?

A. In that particular case, you will receive the Bishop Class instead of the Sage Class. Basically, in similar cases you will receive whichever Class is on the UPPER branch. My understanding is that those correspond with the Light-Light Classes in SD3.

Have any more stupid questions? Send them in so I can completely ignore them

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### 3. Level Up Types

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Whenever you level up, 12 points are distributed among different

attributes. Depending on the Level Up Type, the points will be spread differently. The following chart shows the point spread. Note that if you choose Random the 12 points will be distributed randomly, with 8 of those points devoted to HP/MP and 4 given to the other statistics (Thanks to Terence for clarification).

Depending on the combinations of Level Up Types that you choose, you may receive a Class Change (explained further in the following section).

|               | HP | MP | Pow | Def | Int | Mnd | Agi |
|---------------|----|----|-----|-----|-----|-----|-----|
| Warrior Type  | +7 | +1 | +1  | +2  |     |     | +1  |
| Monk Type     | +8 |    | +2  | +1  |     |     | +1  |
| Magician Type | +3 | +5 |     |     | +2  | +1  | +1  |
| Sage Type     | +2 | +6 |     |     | +1  | +2  | +1  |
| Thief Type    | +5 | +3 | +1  | +1  |     |     | +2  |
| Random        | +? | +? | +?  | +?  | +?  | +?  | +?  |

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#### 4. Classes

Depending on which Level Up Types you choose, you may earn a special Class, and special bonus effects to go along with it. These effects range from added attack with certain weapons to increased defense against certain elemental magic. All Classes names are taken from the different Classes found in Seiken Densetsu 3 (although some translations are different).

Do your best to plan your Level Up Types in advance, since the high-level Classes take 35 total Level Ups. For the more interesting Classes, you'll have to decide if you want to give up a balanced character for a powerhouse in the attributes that you choose.

There are three types of Classes: Yellow (Base), Blue (Secondary), and Red (Final). Before you can receive a Red Class, you must have a Blue one, and before you can get a Blue one, you must already have a Yellow Class. Long story short- you can't go directly to Red Classes. Yellow Classes take 5 Level Ups in certain types, while Blue takes 15 and Red takes 35.

Note that the Classes are categorized by the Level Up Types (Warrior, Monk, Sage, Magician, Thief, Random (Mix)). Once you get a Yellow Class in one category, you CANNOT switch to another one! The same goes for Blue Classes. Keep this in mind before you LevelUp the wrong type. However, you CAN level up other types in the process.

You may also get Bonus Accessories by choosing one Level Up Type and leveling it up 40 straight times. Of course, this means you will have to forego Classes for a majority of the quest.

SUPER MEGA THANKS to Surpara for \*most\* Special Class conditions:

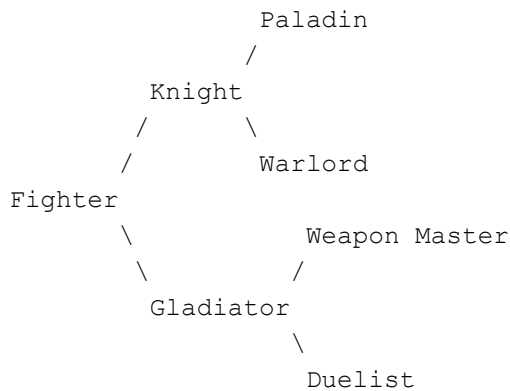
[http://game.surpara.com/db/db.cgi?room=sseiken&dat=sseiken\\_title](http://game.surpara.com/db/db.cgi?room=sseiken&dat=sseiken_title)

Shdw took the conditions, but (unfortunately) tried them all out to get Class names and effects. Some of their requirements were a bit off, and they were missing some Classes, but super mega thanks to them anyway!

#### 4a. Warrior Classes

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These special Classes focus on your power and defense, as well as how well you handle your Sword/Staff. Recommended Class is Weapon Master, but after you reach it, make sure to boost your Magic so you can make use of the Magic Attack bonus. Also recommended is Warlord/War maiden for its huge Healing Light bonus.



Fighter  
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Type: Yellow  
Requirements: Warrior Lv 5  
Effects: Sword/Staff Attack +5

Knight  
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Type: Blue  
Requirements: Warrior Lv 10 + Sage Lv 5  
Effects: Sword/Staff Attack +10  
Healing Light +10

Paladin  
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Type: Red  
Requirements: Warrior Lv 15 + Magician Lv 10 + Sage Lv 10  
Effects: Sword/Staff Attack +20  
Healing Light +20  
Light Magic Attack +10

Comments: Generally pretty useless. Why would they take away 20 points from the Healing Light bonus only to give 10 to Light Magic Attack? If you're going down the Knight path, the Warlord is recommended over Paladin.

Warlord / Warmaiden  
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Type: Red  
Requirements: Warrior Lv 20 + Sage Lv 15  
Effects: Sword/Staff Attack +20  
Healing Light +40

Comments: Not really recommended if you're Heroine, since the Staff wasn't meant to be a powerhouse weapon anyway. The Healing Light bonus is very good, though.

Gladiator / Gladiatrix  
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Type: Blue  
Requirements: Warrior Lv 10 + Random Lv 5  
Effects: Sword/Staff Attack +15

Weapon Master

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Type: Red

Requirements: Warrior Lv 20 + Magician Lv 5 + Random Lv 10

Effects: Sword/Staff Attack +25

Fire, Water, Wind, Earth Magic Attack +15

Comments: Recommended over Duelist if you're on the Gladiator path. The weapon boost is good and you get bonuses with 4 different Spirits.

Duelist

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Type: Red

Requirements: Warrior Lv 25 + Random Lv 10

Effects: Sword/Staff Attack +30

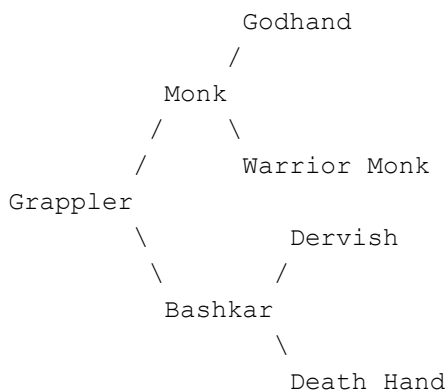
Dark Magic Attack +10

Comments: The boost to Dark Magic Attack is too little to be worth anything, but the Sword Attack boost could be worthwhile if you're Hero. Still, there are better Classes out there.

#### 4b. Monk Classes

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This ain't your everyday monk. These Fighting Monk Classes boost your ability with the Knucks. Overall the Monk Classes are not recommended unless you're proficient with the Knucks.



Grappler

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Type: Yellow

Requirements: Monk Lv 5

Effects: Knucks Attack +5

Monk

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Type: Blue

Requirements: Monk Lv 10 + Sage Lv 5

Effects: Knucks Attack +10

Healing Light +10

God Hand

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Type: Red

Requirements: Monk Lv 15 + Magician Lv 10 + Sage Lv 10

Effects: Knucks Attack +20

Healing Light +20

Light Magic Attack +10

Comments: Again, pretty useless. In fact, even moreso than Warrior Monk, since

it takes away 20 points from the Healing Light bonus yet only adds 10 to Light Magic Attack. Avoid at all costs.

#### Warrior Monk

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Type: Red

Requirements: Monk Lv 20 + Sage Lv 15

Effects: Knucks Attack +20

Healing Light +40

Comments: Honestly pretty useless. The Knucks aren't an extremely powerful weapon in the first place, and the Monk Level Up Type boosts your power anyway. The weapon boost should be given to another, more powerful weapon.

#### Bashkar

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Type: Blue

Requirements: Monk Lv 10 + Random Lv 5

Effects: Knucks Attack +15

#### Dervish

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Type: Red

Requirements: Monk Lv 20 + Magician Lv 5 + Random Lv 10

Effects: Knucks Attack +30

Moon Magic Attack +10

Comments: Extremely useless. There aren't many enemies weak against Luna, and in fact, there are many that resist it. You'd be better off giving the bonus to something else.

#### Death Hand

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Type: Red

Requirements: Monk Lv 25 + Random Lv 10

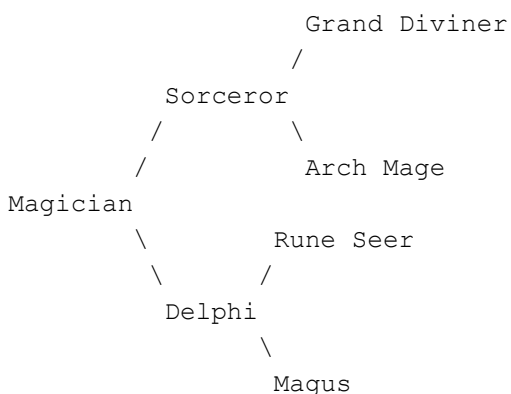
Effects: Knucks Attack +40

Comments: Do I have to say useless again? Unless the Knucks are your favorite weapon, this isn't really recommended. Certainly dealing an extra 40 points of damage is good, but it's only one for one weapon.

#### 4c. Magician Classes

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Magician Classes are better suited for Heroine since she starts off strong with magic, but giving them to Hero isn't a bad idea if you really like those attack spells. Just don't expect to do much damage with your weapons.



Magician

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Type: Yellow

Requirements: Magician Lv 5

Effects: Fire, Water, Wind, Earth Magic Attack +5

Sorceror / Sorceress

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Type: Blue

Requirements: Magician Lv 10 + Sage Lv 5

Effects: Fire, Water, Wind, Earth Magic Attack +10

Light Magic Attack +5

Grand Diviner / Grand Divina

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Type: Red

Requirements: Warrior Lv 1 + Monk Lv 1 + Magician Lv 20 + Sage Lv 10 +

Thief Lv 3

Effects: Fire, Water, Wind, Earth Magic Attack +15

Light Magic Attack +10

Fire, Water, Wind, Earth Magic Defense +15

8 Water Spirits Hit

Comments: More balanced in terms of Magic Attack and Defense, but the 8 Spirits Hit is useless because it will turn enemies into SnowMen, preventing you from attacking them.

Arch Mage

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Type: Red

Requirements: Magician Lv 20 + Sage Lv 15

Effects: Fire, Water, Wind, Earth Magic Attack +10

Light Magic Attack +10

Fire, Water, Wind, Earth Magic Defense +20

8 Wind Spirits Hit

Comments: Not too terrible. You get relatively good bonuses for the primary elements, and the 8 Spirits Hit causes Paralysis.

Delphi

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Type: Blue

Requirements: Magician Lv 10 + Random Lv 5

Effects: Fire, Water, Wind, Earth Magic Attack +10

Dark Magic Attack +5

Rune Seer / Rune Master

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Type: Red

Requirements: Warrior Lv 1 + Monk Lv 1 + Magician Lv 20 + Thief Lv 3 +

Random Lv 10

Effects: Fire, Water, Wind, Earth Magic Attack +20

Dark Magic Attack +10

Fire, Water, Wind, Earth Magic Defense +10

8 Earth Spirits Hit

Comments: If there's anything more useless than Magus, it's Rune Seer. The 8 Spirits Hit will cause Petrification, and any enemies who die from it will not give you any EXP or Lucre. Run far away!

Magus

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Type: Red

Requirements: Magician Lv 25 + Random Lv 10

Effects: Fire, Water, Wind, Earth Magic Attack +30

Dark Magic Attack +10

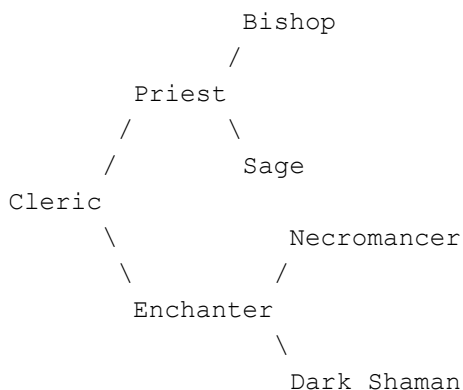
8 Fire Spirits Hit

Comments: USELESS. Focus is on Magic Attack, which is nice, but the 8 Fire Spirits Hit will cause Burning, which is a big no-no. If Burning kills the enemy, you won't receive any experience or Lucre for it, so avoid this.

#### 4d. Sage Classes

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Sage Classes focus more on support and defense than Magician Classes. It's right for you if you depend on Healing Light for healing or use the "odd" elements more than the traditional ones. Recommended are Sage or Bishop, because of the hefty Healing Light bonuses.



Cleric

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Type: Yellow

Requirements: Sage Lv 5

Effects: Healing Light +10

Priest / Priestess

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Type: Blue

Requirements: Magician Lv 5 + Sage Lv 10

Effects: Moon, Fire, Water, Wood, Wind, Earth Magic Defense +5

Healing Light +20

Bishop

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Type: Red

Requirements: Magician Lv 10 + Sage Lv 25

Effects: Light, Moon, Fire, Water, Wood, Wind, Earth Magic Defense +10

Healing Light +20

Light Magic Attack +20

8 Light Spirits Hit

Comments: Relatively decent bonuses, especially if you tend to use Wisp a lot. The 8 Spirit Hit will cause Charm, which makes enemies attack other enemies instead of you. Not too useful, but the other bonuses make up for it.

Sage

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Type: Red



Requirements: Magician Lv 10 + Sage Lv 15 + Thief Lv 10

Effects: Light, Moon, Fire, Water, Wood, Wind, Earth Magic Defense +10

Healing Light +40

Wood Magic Attack +20

8 Wood Spirits Hit

Comments: A HUGE Healing Light boost makes this a relatively decent Class.

Wood isn't the most effective element in the game, but the 8 Spirit Hit will cause Sleep, which is a much better status than, say, FireMan or Petrification.

Enchanter / Enchanteress

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Type: Blue

Requirements: Sage Lv 10 + Random Lv 5

Effects: Moon, Fire, Water, Wood, Wind, Earth Magic Defense +10

Healing Light +10

Necromancer

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Type: Red

Requirements: Magician Lv 5 + Sage Lv 15 + Thief Lv 5 + Random Lv 10

Effects: Dark, Moon, Fire, Water, Wood, Wind, Earth Magic Defense +20

Healing Light +10

Moon Magic Attack +15

8 Moon Spirits Hit

Comments: Umm... USELESS. The 8 Spirit Hit will cause Wimp status, which makes the enemy ultra-fast and invulnerable to magic and weapons. How does that help you? That's right, it doesn't, so stay away from this one.

Dark Shaman / Dark Shamaness

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Type: Red

Requirements: Magician Lv 10 + Sage Lv 15 + Random Lv 10

Effects: Dark, Moon, Fire, Water, Wood, Wind, Earth Magic Defense +10

Healing Light +10

Dark Magic Attack +25

8 Dark Spirits Hit

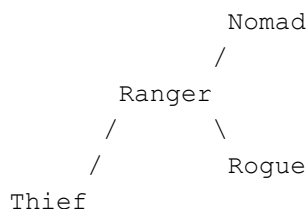
Comments: Not really recommended. You receive Shade relatively late in the game and causing Blindness isn't too useful. Look elsewhere for better bonuses.

4e. Thief Classes

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The Thief Level Up Type probably won't be most people's cup of tea, but critical hits and accuracy can be pretty important. These are the only Classes that increase your proficiency in the long-range weapons, too. Ninja Master is recommended for its huge boosts is critical hits and evade.

Thief Classes have an added benefit that the others don't. A Yellow Thief Class adds one OK to any Trap Roulette, while a Blue Class adds two OKs and a Red Class adds 3 OKs. Extremely useful for item-hunters.



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\      Ninja Master
\      /
Ninja
\
Night Blade

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### Thief

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Type: Yellow

Requirements: Thief Lv 5

Effects: Accuracy +5

Critical Hit +5

### Ranger

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Type: Blue

Requirements: Sage Lv 5 + Thief Lv 10

Effects: Accuracy +10

Critical Hit +10

Bow Attack +5

### Nomad

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Type: Red

Requirements: Magician +10 + Sage Lv 10 + Thief Lv 15

Effects: Accuracy +10

Critical Hit +15

Bow Attack +20

Moon, Wood Magic Attack +10

Comments: Increased Bow Attack is good if you use it often, but Moon and Wood Magic are among the least effective in the game. Pick this only if you must have the Bow bonus. Interestingly enough, this Class was named "Wanderer" in the Japanese version.

### Rogue

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Type: Red

Requirements: Sage Lv 15 + Thief Lv 20

Effects: Accuracy +20

Critical Hit +15

Bow Attack +10

Flail Attack +10

Comments: Not too bad if you use the long-range weapons often. Increased Accuracy and Critical Hit are also welcome bonuses.

### Ninja

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Type: Blue

Requirements: Thief Lv 10 + Random Lv 5

Effects: Accuracy +5

Critical Hit +10

Evasion +10

### Ninja Master

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Type: Red

Requirements: Magician Lv 5 + Thief Lv 20 + Random Lv 10

Effects: Accuracy +10

Critical Hit +20  
Evasion +20  
Fire, Water, Wind, Earth Magic Attack +10

Comments: My personal pick for best Class. A +20 boost to Critical Hit (added to the usual 5% chance of landing one) means you'll be hitting with double the power 1 out of 4 times! You also get the highest Evasion boost in the game, which means enemies will miss you often. The Magic Attack is also nice, but the combination of Accuracy, Critical Hit and Evasion makes this a top-notch Class.

Night Blade

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Type: Red

Requirements: Thief Lv 25 + Random Lv 10

Effects: Accuracy +10

Critical Hit +20

Evasion +10

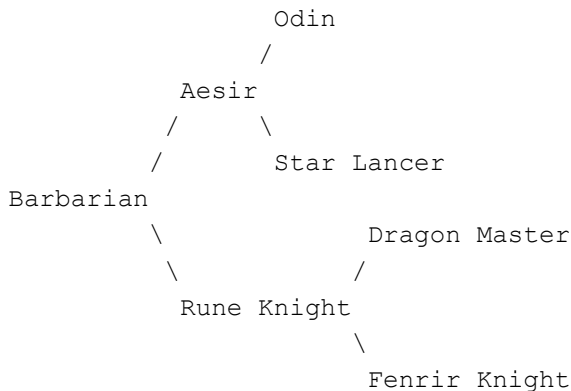
Sickle Attack +20

Comments: This is the only Class that increases Sickle Attack, so if you really like the Sickle (and chances are you don't), pick this one. Accuracy, Critical Hit, and Evasion are also very nice to have.

#### 4f. Random Classes

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These Classes require more of a variety of Level Up Types than the other Classes, and are likely the ones that most people will receive. Best for people who want to stay well-balanced throughout the game, but the bonuses offered are not the best. Odin/Vanadis or Dragon Master are recommended.



Barbarian / Amazoness

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Type: Yellow

Requirements: Warrior Lv 2 + Monk Lv 2 + Thief Lv 1

Effects: Lance Attack +5

Notes: Although it says Amazon on the Status screen, when you receive the Class it says Amazoness.

Aesir / Valkyrie

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Type: Blue

Requirements: Warrior Lv 4 + Monk Lv 4 + Magician Lv 2 + Sage Lv 2 + Thief Lv 3

Effects: Lance Attack +10

Fire, Water, Wind, Earth Magic Defense +5

Odin / Vanadis

~~~~~  
Type: Red

Requirements: Warrior Lv 8 + Monk Lv 8 + Magician Lv 7 + Sage Lv 5 + Thief Lv 7

Effects: Lance Attack +20

Fire, Water, Wind, Earth Magic Defense +10

Light Magic Attack +10

Comments: The Lance is one of my preferred weapons because of its combination of power and speed. The Lance Attack bonus is therefore recommended if you also tend to use the Lance a lot. The added Magic Defense and Attack are a little low, though.

Starlancer

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Type: Red

Requirements: Warrior Lv 10 + Monk Lv 8 + Magician Lv 5 + Sage Lv 7 +

Thief Lv 5

Effects: Lance Attack +25

Fire, Water, Wind, Earth Magic Defense +15

Comments: A bit more useful than Odin/Vanadis. Even more Lance Attack and Magic Defense, at the expense of Light Magic Attack.

Rune Knight / Rune Maiden

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Type: Blue

Requirements: Warrior Lv 4 + Monk Lv 4 + Thief Lv 2 + Random Lv 5

Effects: Lance Attack +15

Dragon Master

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Type: Red

Requirements: Warrior Lv 8 + Monk Lv 8 + Magician Lv 5 + Thief Lv 4 +

Random Lv 10

Effects: Lance Attack +25

Fire, Water, Wind, Earth Attack +15

Comments: Great Lance Attack boost, as well as Attack Magic boosts for the primary elements.

Fenrir Knight

~~~~~  
Type: Red

Requirements: Warrior Lv 10 + Monk Lv 10 + Thief Lv 5 + Random Lv 10

Effects: Lance Attack +30

Dark Magic Attack +10

Comments: An absolutely huge Lance Attack bonus, but Dark Magic is generally useless. You're better off with Dragon Master.

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## 5. Bonus Accessories

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Instead of choosing a Class, you may instead go for a Bonus Accessory. These special Accessories are not available through any other means, and boost your stats considerably. To acquire them, you MUST level up ONLY ONE Level Up Type for 40 levels (that is, until you reach Level 41). If done correctly, you'll receive a message telling you that you've received the accessory. Obviously, this will lead your character to be strong in only one category and weak in the others for quite a bit of the quest, so consider the pros and cons of Classes

and Accessories and decide for yourself which one is right for you.

To clarify, you MUST start from Level 1. If you first choose a Warrior type, then level up Monk 40 times, you will not receive the accessory.

Also, it is still possible to receive a Class even after you've received a Bonus Accessory. However, you'll be forced into certain class types. For example, if you go for the General Crest, you'll be forced to choose from the Warrior Classes. Keep in mind that if you want a Bonus Accessory and a Red Class, then the minimum level you'd need to reach before you could get both would be Level 51. Thanks to xien for first pointing out my major math mistake. Whatever levels you get while getting the accessory do count towards Class requirements, so if you get the Rune Earrings want to be a Magus you already have the 25 Magician Levels required for the Class change. All you need is the additional 10 Random Levels. Happy now? ^\_^

The following is a list of the Accessories you can get:

| Level Up Type  | Accessory Name | Pow | Def | Int | Mnd | Agi |
|----------------|----------------|-----|-----|-----|-----|-----|
| Warrior Lv 40  | General Crest  |     | +50 |     |     |     |
| Monk Lv 40     | Dragon Ring    | +50 |     |     |     |     |
| Magician Lv 40 | Rune Earrings  |     |     | +50 |     |     |
| Sage Lv 40     | Code Bead      |     |     |     | +50 |     |
| Thief Lv 40    | Wishbone       |     |     |     |     | +50 |
| Random Lv 40   | Crystal Ring   | +20 | +20 | +20 | +20 | +20 |

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6. Credits / Version History / Copyright Info

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Special Thanks go out to Surfers' Paradise for some Class requirements and to Terence for Bonus Accessory info.

Thanks to xien for correcting the Bonus Accessory/Class mistake.

V 1.0 - December 13, 2003 - Basically a quick cut and paste from the main FAQ for those too lazy and/or dumb to look for it. Will be updated in the future with pros and cons for each Class.

V 1.1 - January 15, 2004 - Made a few corrections and added a few comments.

V 1.2 - August 26, 2004 - Added more comments and a few more important FAQs. I think I've said everything that's ever needed to be said about Classes, so no future updates are planned.

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"Kyoumo Kyoumo Tanoshii"

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