

Fire Emblem: Path of Radiance Weapons/Items FAQ

by TripleJump

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Fire Emblem: Path of Radiance Weapon/Item FAQ by TripleJump
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=====Weapons=====

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DUR= Durability, the number of times a weapon can be used
LVL= Level of Skill, the level a character needs to have with the weapon type to wield it
MT= Might, the weapon's power
HIT= Hit Percentage, change of hitting.
CRT= Critical Hit Percentage, chance of getting a critical hit.
WT= Weight, determines how well it will level up the skill for a weapon per use
RNG= Range, the distance a weapon can fire
COST= The price at a store

There are some instances in the game where you can steal items from enemies. This is the way to attain the Venom Weapons. Thanks to Glowing Jesus for pointing this out.

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Weapon Tables

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SWORDS

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|--------------|-----|-----|----|-----|-----|----|-----|-------|
| Iron Sword | 46 | E | 5 | 90 | 0 | 7 | 1 | 460 |
| Iron Blade | 35 | D | 9 | 70 | 0 | 15 | 1 | 980 |
| Steel Sword | 35 | D | 8 | 75 | 0 | 12 | 1 | 700 |
| Steel Blade | 35 | C | 11 | 75 | 0 | 12 | 1 | 1400 |
| Silver Sword | 25 | A | 13 | 80 | 0 | 11 | 1 | 1875 |
| Silver Blade | 15 | A | 15 | 60 | 0 | 14 | 1 | 1800 |
| Slim Sword | 35 | E | 3 | 100 | 5 | 5 | 1 | 560 |
| Armorslayer | 18 | D | 8 | 80 | 0 | 11 | 1 | 1260 |
| Brave Sword | 30 | B | 9 | 75 | 0 | 16 | 1 | 5400 |

| | | | | | | | | |
|--------------|-----|------|----|----|----|----|-----|------|
| Killing Edge | 20 | C | 9 | 75 | 30 | 9 | 1 | 1300 |
| Laguzslayer | 15 | C | 9 | 75 | 0 | 12 | 1 | 900 |
| Longsword | 18 | D | 8 | 75 | 0 | 15 | 1 | 1260 |
| Regal Sword | 40 | NONE | 7 | 95 | 10 | 6 | 1 | NONE |
| Runesword | 15 | A | 15 | 65 | 19 | 19 | 1-2 | 7200 |
| Sonic Sword | 25 | B | 10 | 70 | 0 | 9 | 1-2 | 2750 |
| Vague Katti | 25 | S | 12 | 80 | 35 | 8 | 1 | NONE |
| Venin Edge | 40 | D | 3 | 70 | 0 | 8 | 1 | 520 |
| Alondite* | INF | NONE | 18 | 80 | 5 | 20 | 1-2 | NONE |
| Amiti | INF | NONE | 9 | 75 | 0 | 12 | 1 | NONE |
| Gurugant | INF | NONE | 20 | 80 | 0 | 25 | 1-2 | NONE |
| Ragnell | INF | NONE | 18 | 80 | 5 | 20 | 1-2 | NONE |

*Not Useable

LANCES

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|---------------|-----|-----|----|-----|-----|----|-----|-------|
| Iron Lance | 45 | E | 7 | 80 | 0 | 8 | 1 | 360 |
| Steel Lance | 35 | D | 10 | 70 | 0 | 13 | 1 | 560 |
| Silver Lance | 25 | A | 15 | 75 | 0 | 12 | 1 | 1500 |
| Slim Lance | 35 | E | 4 | 85 | 5 | 6 | 1 | 525 |
| Javelin | 25 | E | 6 | 60 | 0 | 11 | 1-2 | 500 |
| Brave Lance | 30 | B | 11 | 70 | 0 | 17 | 1 | 5700 |
| Flame Lance | 25 | B | 10 | 70 | 0 | 12 | 1-2 | 7500 |
| Heavy Spear | 18 | C | 8 | 80 | 0 | 18 | 1 | 1260 |
| Killer Lance | 20 | C | 10 | 70 | 30 | 10 | 1 | 1200 |
| Knight Killer | 18 | D | 7 | 70 | 0 | 16 | 1 | 1170 |
| Laguz Lance | 15 | C | 12 | 75 | 0 | 17 | 1 | 1620 |
| Short Spear | 15 | C | 9 | 70 | 0 | 12 | 1-2 | 1950 |
| Spear | 15 | B | 12 | 70 | 5 | 15 | 1-2 | 5700 |
| Killer Lance | 20 | C | 10 | 70 | 30 | 10 | 1 | 1200 |
| Wishblade* | 20 | S | 16 | 80 | 5 | 15 | 1-2 | NONE |

* ArchsageX points out that the wishblade can be used in Trial Maps.

AXES

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|------------|-----|-----|----|-----|-----|----|-----|-------|
| Iron Axe | 45 | E | 8 | 75 | 0 | 10 | 1 | 270 |
| Steel Axe | 35 | D | 11 | 65 | 0 | 15 | 1 | 420 |
| Silver Axe | 25 | A | 16 | 70 | 0 | 14 | 1 | 1250 |
| Hand Axe | 25 | E | 7 | 55 | 0 | 13 | 1-2 | 375 |
| Short Axe | 15 | C | 10 | 65 | 0 | 13 | 1-2 | 1500 |
| Bolt Axe | 25 | B | 10 | 70 | 0 | 12 | 1-2 | 3750 |
| Brave Axe | 30 | B | 10 | 65 | 0 | 20 | 1 | 5050 |
| Hammer | 20 | D | 10 | 55 | 0 | 13 | 1 | 800 |
| Killer Axe | 20 | C | 12 | 65 | 30 | 12 | 1 | 1000 |
| Laguz Axe | 15 | C | 13 | 65 | 0 | 16 | 1 | 5250 |
| Poleaxe | 18 | D | 10 | 60 | 0 | 18 | 1 | 810 |
| Tomahawk | 15 | B | 13 | 65 | 0 | 17 | 1-2 | 5550 |
| Venin Axe | 40 | D | 5 | 60 | 0 | 11 | 1 | 360 |
| Urvan* | ?? | S | 18 | 70 | 5 | 18 | 1 | NONE |

This is Greil's axe from the Black Knight fight. Usable only in Trial Maps.

BOWS

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|------------|-----|------|----|-----|-----|----|-----|-------|
| Iron Bow | 45 | E | 6 | 85 | 0 | 5 | 2 | 540 |
| Steel Bow | 35 | D | 9 | 70 | 0 | 9 | 2 | 840 |
| Silver Bow | 22 | A | 13 | 75 | 0 | 6 | 2 | 2000 |
| Brave Bow | 30 | B | 10 | 70 | 0 | 7 | 2 | 5650 |
| Bright Bow | ?? | B | 10 | 70 | 0 | 9 | 2 | ???? |
| Double Bow | 20 | S | 7 | 65 | 0 | 10 | 5 | NONE |
| Killer Bow | 15 | C | 9 | 75 | 30 | 7 | 2 | 1050 |
| Laguz Bow | 15 | C | 10 | 75 | 0 | 10 | 2 | 1950 |
| Longbow | 20 | D | 5 | 65 | 0 | 10 | 2-3 | 2000 |
| Rolf's Bow | 45 | NONE | 8 | 100 | 5 | 2 | 2 | NONE |
| Venin Bow | 40 | D | 4 | 65 | 0 | 5 | 2 | 600 |

WIND MAGIC

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|------------|-----|-----|----|-----|-----|----|------|-------|
| Blizzard | 5 | C | 8 | 75 | 0 | 10 | 3-10 | 700 |
| Elwind | 30 | D | 4 | 90 | 0 | 2 | 1-2 | 1650 |
| Rexcalibur | ?? | S | 12 | 85 | 0 | 9 | 1-2 | NONE |
| Tornado | 20 | A | 6 | 90 | 0 | 5 | 1-2 | 1800 |
| Wind | 40 | E | 2 | 100 | 0 | 1 | 1-2 | 520 |

FIRE MAGIC

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|-----------|-----|-----|----|-----|-----|----|------|-------|
| Bolganone | 20 | A | 9 | 85 | 0 | 9 | 1-2 | 2000 |
| Elfire | 30 | D | 5 | 85 | 0 | 5 | 1-2 | 1800 |
| Fire | 40 | E | 3 | 95 | 0 | 3 | 1-2 | 560 |
| Meteor | 5 | C | 11 | 70 | 0 | 11 | 3-10 | 750 |
| Rexflame | ?? | S | 14 | 85 | 0 | 12 | 1-2 | NONE |

THUNDER MAGIC

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|-----------|-----|-----|----|-----|-----|----|------|-------|
| Bolting | 5 | C | 13 | 65 | 5 | 13 | 3-10 | 800 |
| Elthunder | 30 | D | 7 | 75 | 10 | 6 | 1-2 | 1950 |
| Rexbolt | 20 | S | 15 | 75 | 10 | 14 | 1-2 | NONE |
| Thoron | 20 | A | 10 | 85 | 5 | 7 | 1-2 | 2200 |
| Thunder | 40 | E | 4 | 85 | 5 | 3 | 1-2 | 600 |

LIGHT MAGIC

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|-----------|-----|-----|----|-----|-----|----|------|-------|
| Light | 40 | D | 2 | 80 | 0 | 4 | 1-2 | 800 |
| Nosferatu | 20 | A | 7 | 70 | 0 | 12 | 1-2 | 3000 |
| Purge | 5 | B | 10 | 70 | 0 | 8 | 3-10 | 1000 |
| Rexaura | 20 | S | 12 | 85 | 5 | 10 | 1-2 | NONE |
| Shine | 30 | C | 4 | 75 | 0 | 6 | 1-2 | 2100 |

STAVES

| -Name | DUR | LVL | HEAL | WT | RNG | EFFECT | COST- |
|-------|-----|-----|------|----|-----|--------|-------|
|-------|-----|-----|------|----|-----|--------|-------|

| | | | | | | | |
|---------------|----|---|------|------|-------|--------------------------|------|
| Ashera Staff | 3 | S | Full | NONE | 1-M/2 | Heal everyone in range | NONE |
| Berserk Staff | | ? | NONE | ? | 5-15 | Send enemies mad | ???? |
| Fortify | 8 | A | 10+M | 7 | 1-M/2 | Heal everone in range | 6400 |
| Hammerne | 3 | C | NONE | 7 | 1 | Fixes a weapon | 1800 |
| Heal | 40 | E | 10+M | 2 | 1 | Heals an adjacent ally | 800 |
| Mend | 20 | D | 20+M | 4 | 1 | Heals an adjacent ally | 1000 |
| Physic | 15 | C | 10+M | 5 | 1-M/2 | Heals an ally in range | 3750 |
| Recover | 15 | B | FULL | 6 | 1 | Heals an adjacent ally | 2250 |
| Rescue | 3 | B | NONE | 6 | 1-M/2 | Moves an ally nearby | 1800 |
| Restore | 10 | C | COND | 4 | 1 | Negates an allies cond. | 2000 |
| Sleep | 3 | B | NONE | 8 | 1-M/2 | Freezes an enemy unit | 1500 |
| Silence | 3 | B | NONE | 8 | 1-M/2 | Stops unit from using mg | 1200 |
| Ward | 15 | C | NONE | 4 | 1 | Raises ally's resistance | 2250 |

KNIVES

Knives have no level, but only two unit types can use them.

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|----------|-----|------|----|-----|-----|----|-----|-------|
| Dagger | 30 | NONE | 4 | 90 | 0 | 4 | 1 | 600 |
| Knife | 30 | NONE | 2 | 100 | 5 | 2 | 1 | 320 |
| Stiletto | 20 | NONE | 8 | 95 | 10 | 8 | 1 | 1500 |

LAGUZ

Laguz Weapons cannot be traded. But have no level. Nor can they be sold.

| -Name | DUR | LVL | MT | HIT | CRT | WT | RNG | COST- |
|--------|------|------|----|-----|-----|----|-----|-------|
| Beak | NONE | NONE | 7 | 90 | 0 | 1 | 1 | NONE |
| Beak | NONE | NONE | 8 | 95 | 0 | 1 | 1 | NONE |
| Breath | NONE | NONE | 10 | 90 | 0 | 1 | 1 | NONE |
| Claw | NONE | NONE | 8 | 90 | 0 | 1 | 1 | NONE |
| Claw | NONE | NONE | 9 | 90 | 0 | 1 | 1 | NONE |
| Claw | NONE | NONE | 10 | 95 | 0 | 1 | 1 | NONE |

Items

| -Name | DUR | EFFECT | - |
|--------------|-----|--|---|
| Antitoxin | 3 | Stops Poison | |
| Archer Band | INF | Increases chance of increasing Skill/Speed when leveling | |
| Arms Scroll | 1 | Increases weapon level | |
| Ashera Icon | 1 | Increases luck by 2 | |
| Beorcguard | INF | 1/2's damage dealt by beorc. For Laguz | |
| Blue Gem | 1 | Sold For Gold | |
| Boots | 1 | Increases movement by 2 | |
| Coin | 1 | Sold For Gold | |
| Demi Band | INF | Allows laguz to be in attack form. Stats are lowered | |
| Dracoshield | 1 | Increases defence by 2 | |
| Elixir | 3 | Completely Heals Unit | |
| Energy Drop | 1 | Increases strength by 2 | |
| Fighter Band | INF | Increases chance of increasing HP/Str when leveling up | |
| Full Guard | INF | Cancels any bonus damage a weapon may inflict | |
| Knight Band | INF | Increases chance of increasing Def/Str when leveling up | |
| Knight Ring | INF | Gives unit a cavalry like movement after an action | |

| | | |
|--------------|-----|--|
| Knight Ward | 1 | Increases defence and resistance by 3 |
| Laguz Stone | 2 | Changes a humanoid form Laguz to attack form |
| Laguz Band | INF | Allows Laguz to stay in attack form w/out status deduct |
| Laguzguard | INF | 1/2's damage taken by Laguz. |
| Mage Band | INF | Increases chance of increasing Magic when leveling up |
| Master Seal | 1 | Promotes a LVL 10+ Unit. |
| Pegasus Band | INF | Increases chance of increasing Res/Luck when leveling up |
| Priest Band | INF | Increases chance of increasing Res/Luck when leveling up |
| Pure Water | 3 | Increases Resistance for short periods of time. |
| Paladin Band | INF | Increases chance of increasing HP/Speed when leveling up |
| Red Gem | 1 | Sold For Gold |
| Secret Book | 1 | Increases Skill by 2 |
| Seraph Robe | 1 | Increases HP by 7 |
| Soldier Band | INF | Increases chance of increasing HP/Def when leveling up |
| Speedwing | 1 | Increases Speed by 2 |
| Spirit Dust | 1 | Increases Magic by 2 |
| Statue Frag | 1 | Increases unit's Build by 2* |
| Sword Band | INF | Increases chance of increasing DEF/Luck when leveling up |
| Talisman | 1 | Increases resistance by 2 |
| Thief Band | INF | Increases chance of increasing SKL/SPD when leveling up |
| Torch | 5 | Decreases fog of war temporarily |
| Vulnerary | 3 | Heals 10 health |
| White Gem | 1 | Sold for Gold |
| Wyvern Band | INF | Increases chance of increasing STR/DEF when leveling up |

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=====Skills=====

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| -Name | CAPACITY | EFFECT | - |
|-----------|----------|--|---|
| Adept | 10 | Can attack twice per turn | |
| Aether | 20 | Triggers Sol and Luna simultaneously | |
| Astra | 20 | Attacks with 5 strokes at half damage | |
| Blessing | 20 | Restore HP to adjacent allies | |
| Blossom | 15 | 1/2 exp gained, but better stats gained | |
| Boon | 20 | Restores normal condition to adjacent allies | |
| Cancel | 20 | Stops an enemy's attack | |
| Canto | 20 | Allows you to give an adjacent unit an extra turn | |
| Celerity | 15 | Gives unit two extra movement squares | |
| Colossus | 20 | Extra damage is dealt if Cn is higher than enemy's | |
| Corrosion | 10 | Causes enemies weapon to break easier | |
| Counter | 10 | Enemy receives the damage it dealt to you | |
| Daunt | 10 | Decreases Critical and normal hit rates by 5 | |
| Deadeye | 20 | Increases Critical and normal hit rates by 50 | |
| Dicipline | 00 | Stops units from killing | |
| Flare | 20 | Lowers enemy's resistance | |
| Gamble | 10 | 50% less chance of hitting, x2 chance of critical | |
| Guard | 10 | Enemies cannot attack twice on your unit | |
| Insight | 00 | Adds chance of hitting | |
| Knives | 00 | Allows unit to use knives | |
| Lethality | 20 | Causes 1 hit KO's | |
| Lumina | 00 | Allows unit to use Light Magic | |
| Luna | 20 | 1/2's the enemies defence | |
| Mantle | 00 | Decreases damage dealt by enemies | |
| Miracle | 05 | Take half damage from enemies | |
| Nihil | 15 | Stops enemy's skills | |
| Paragon | 15 | Doubles EXP gained | |
| Parity | 05 | Cancel all bonuses, making unit fight on strength | |

| | | |
|-----------|----|---|
| Provoke | 05 | Enemies will attack this unit more likely |
| Reinforce | 15 | Call in pegasus allies |
| Renewal | 15 | Heals some health when damage is taken |
| Resolve | 10 | Increases status when half health or lower |
| Roar | 20 | Stuns an enemy, one use per map |
| Savior | 20 | No status drop when rescuing |
| Serenity | 05 | Biorhythm effects are changed |
| Shade | 05 | Enemies are attracted to units without this skill |
| Smite | 10 | Shoves units 2 spaces instead of one |
| Sol | 20 | Restores the health gained by unit's attack |
| Steal | 00 | Allows unit to steal unequipped items from enemies |
| Stun | 20 | Stuns an enemy |
| Tempest | 05 | Biorhythm effects are changed |
| Vantage | 10 | Allows unit to attack first in all fights |
| Vigilance | 00 | Increases the chance of avoiding an attack |
| Vortex | 20 | A wind magic attack is used when activated |
| Wrath | 10 | When unit has 1/2 health, increases critical hit chance |

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 =====Questions=====

Q. How Do I Get Skills?

A. You win them from enemies, just like you would an Item or Weapon.

Q. Why haven't I found a _____ Skill?

A. The Skills that take up 20 are obtained from the "Occult" Skill. The unit must also be promoted to use it.

Q. Who can use Knives?

A. Thieves and Sages. Only some sages can use it though.

Q. Why are there more than one type of Laguz Weapons?

A. There are more than one laguz weapon, some vary in strength.

Q. What does "1-M 1/2" mean?

A. The range is 1 to whatever the mage's magic is halved.

Q. Why is there a "none" in the weapon level column for Swords?

A. That means that only a special unit can use the weapon.

Q. What are the Bands?

A. The Bands are found with characters in your second playthrough. Each one will give your character a better chance of levelling up a certain Status.

Q. How do you Buy/Sell Items?

A. You have to go to "Manage" from the base screen. Then select a character and the "Shop" to sell your things.

Q. Can I repair a breaking weapon?

A. Yes, you need the Hammerne Staff. There is one staff and only 3 uses. Too bad it cannot repair itself.

Q. What exactly will the full guard do?

A. It will negate the special item effects. Such as Bows are strong against Pegasus Knights.

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 =====Credits/Closing=====

- Myself
- My Parents
- GameFAQs
- God
- ArchsageX, for pointing out some weapons that I missed and many corrections on Weapons statuses
- Glowing Jesus, for saying that you can get the Venin Weapons
- Tim Bolin, for showing me the Wyvern Band

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