

# Shining Force II Character Guide

by tskisoccer

Updated to v3.0 on May 24, 2016

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SSSSS  FFFFFFF  IIIIIII  IIIIIII
S  S  F          I          I
S      FFFF      I          I
S      F          I          I
S      F          I          I
SSSSS  F          IIIIIII  IIIIIII
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Game: Shining Force II

System: Sega Genesis

FAQ: Character FAQ

Written By: NoWorries

Allowed Website: [www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseeker.com](http://www.neoseeker.com)

\*If you have a website you would like to post this at just shoot me an email\*

\*\*As always, the most up-to-date guide will always be found at gamefaqs\*\*

Version History: 1.0 Submitted 18 of January of 2013

2.0 Submitted 31 of January of 2015

-This is probably the final version but I'll allow for random updates if something is thrown my way

-Made a few changes correcting and adding details

-Updated to include correct recruiting of Gyan

-Added additional details about Creed's Characters

3.0 Submitted 23 of May of 2016

-Updated the true details regarding Zynk's recruitment

-Made a bunch of updates and fixes

-Added <http://pastebin.com/jpluDkFP> to the guide

This is done by a friend of mine, Kilieni, who dove into the game code to discover many very cool things I've picked out some of the more relevant character things though you are allowed to take a gander at it

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## A Forward

As I may use symbols one may be unfamiliar with, I hope this short list makes sense of what I mean to say in the guide.

**\*\*...\*\*** is used to bold something

**-...-** is likewise used to bold

**<>...<>** is used to bold (and all such symbols to grab your attention)

37> means a number less than 37

37>= means a number less than or equal to 37

37< means a number greater than 37

37=< means a number greater than or equal to 37

== means equal to

= also means equal to (the above is a computer programming difference)

AoE means Area of Effect, it means hitting more than 1 target at a time

SFI means Shining Force One

SFII means Shining Force Two

[X] symbolizes a Halmus Bar. What's that exactly? When proving something, it is customary to put a Halmus Bar when you are finished with the proof

That's about it. If something is confusing you, don't hesitate to ask me by shooting me an email (located at the end of the guide)

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-Disclaimer-

I am not responsible for any emotional, physical, etc etc damage caused by the misuse of this guide under any circumstances

Also, when I use the term 'newb' it makes reference to a NEW PLAYer. A newb is someone who is unfamiliar with the game. A Noob is someone who sucks and ruins games. Know the difference.

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-Hit [ctrl]+F then the number to skip quickly-

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Introduction

[1000]

Shining Force 2. Probably regarded as one of the best and worst sequels to a game. Without a doubt the first Shining Force was a classic and will go down in history as one of the best RPG style games out there and definitely one of the best games released on the Sega Genesis and Shining Force 2 is not any different. With better animations, smoother gameplay, and arguably a much better story line, why then could this be regarded as one of the worst sequels in video game history? Probably has something to do with how long it

is. The original SFI could be beaten in a single sitting. Eight short chapters, no character customization and just 30 short battles and the games completed; and don't forget you acquire some heroes like Musashi and Hanzou that are damn strong enough to win the game once they join your team. So let's look at SFII: for starters, experience carries over on leveling (yay!) not to mention there are about 70 available levels per character throughout the game (compared to 40). That alone means a longer game and longer game this is. But the biggest problem, is the dreaded Chess Board battle. These rando chess pieces show up and are way stronger than anything you've fought up to this point and promoting does not really help. You are either forced to promote to gain more experience just to beat that battle or you struggle onwards knowing that those extra unpromoted levels really help. Regardless of your feelings on the game, I love it due to the amount of analysis you can perform and I am an optimization wizard at heart so this is perfect for me =)

-Who should be reading this FAQ?- #The NoWorries Contract to Greatness

I put this in every faq I've ever written, and it goes something along the lines like this. By writing this, I commit to you the reader that I will bring to you not only my vastness of knowledge but with a sense of humour. I understand it's easy to get bogged down in detail as well as a mush of opinion but I strive to bring you something more than just a guide to greatness.

So who should be reading this faq? I've long pondered the age old question of who's the best of the best for SFII. Similar to SFI, there is much differing opinion on who's the best. In this case, there are guides out there which contradict one another on the strength of characters; so I am setting out to settle the age-old debates outlined in the table of contents. In certain cases, there will be direct quotes from other guides about characters that will either be proven or disproved. This guide is for anyone and everyone to read. Since SFII doesn't have a true character faq available on the interwebs, I have truly outdone myself and constructed a masterpiece (me of course referencing the beast of a SFI character guide I wrote which is approximately double the size of most of the walk-throughs). So what you read below is without a doubt, the most conclusive and thorough SFII character guide, probably in the world.

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So, I believe here's a brief but thorough example of what I want to settle

From kpboy@neoseeker

"Chester: He is your first Knight and a pretty decent one. He is one of one of the better knights and a great person to have in your party. He will have the highest hit points out of any character in the game."

From Apathetic Aardvark@gamefaqs

"Chester is your first knight. He is not stellar in any category other than HP. His HP stays constant with Bowie and Peter the entire game. His attacks are good as is his agility. He has great movement range too. His biggest fault is having a pitiful amount of defense. I would not recommend him being in your final party, nor would I suggest promoting him to a Pegasus Knight."

From Moogie@gamefaqs

"He is quite strong, and certainly one of the better Knights, he becomes even better when promoted with the Pegasus Wing to Pegasus Knight."

From AlaskaFox@gamefaqs

"Probably the best knight in the game."

From Dark Sphere

"He gains a good amount of HP and Attacks very well but has the defence of a wizard and that's bad. I always have Chester to the end of the game because is least effected by the Evil Lance."

Five opinions. Five published guides. Judgement? He is ranked by these five as possible being the best knight in the game, all the way to, "I would not recommend him being in your final party"

What the hell? How could there be such a difference in opinion? This, is what I'm setting out to solve. Note I could (and probably will) do this for any character with great differing opinion. Some characters like Peter receive only the highest praise (and for good reason) whereas characters such as (but not limited to) Taya, Claude, Higin, Kiwi, etc etc. All have received very differing opinions, so hopefully I can settle some of that debate.

Oh, and just in case you're wondering, yes, I am promoting alternate promotions both ways to determine if there is a better promotion for those characters. Yes, this was A LOT of work.

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Detailed Stats

#### Table of Contents for This Section

- A. Character Stats
- B. Restorative Magic
- C. Offensive Magic

[2000]

A quick note before we get into this

- Characters are grouped by order of joining
- Spells (and when they're learned) are included
- The information found below is 99 percent factual
- TP means "Total Points" gained, which is a characters best total points gained for a level. Due to SFII being more linear growth (as opposed to SFI's stochastic approach) the TP is often more accurate to a character. Note that Casters will almost always have a higher TP (due to magic point growth)
- Note that unlike SFI, spells are learned according to your true level; which means anything higher than 40, can only be learned promoted. So for example, Sarah learns Detox IV at 45, (45-20 = 25) so she can only learn this at level 25 promoted. For your convenience, these are marked.
- When using the chart (if you're trying to max out) take note of the decimal number in a stat. For example, let's use Bowie

02 - 1.2 - 0.5 - 1.0 - 1.0 - 1.1 - 06 - 10

Take note that in removing the decimals, you see that his typical level up

is +1 to each HP, AT, DE, and AG. However, the decimals indicate a chance to receive a better level-up. This is where TP comes into play. Since his TP is only 6, we know then he could not gain 2 to HP/AG, and 1 to MP/AT/DE (because that's 7 stats) {oh, and he could, but this is my highest recorded TP for him in 10 trials}. No, what this means is that for his level 2 level up, you should anticipate gaining at least 5 stat points (since 4 are essentially a 100% chance, and  $0.2+0.5+0.1 = 0.8$  which is a pretty good chance).

05 - 2.0 - 0.0 - 2.0 - 1.4 - 1.0 - 07 - 10

Now, observe here, that his "reliable" gain (the ones with no decimal) is 6 stat points (2 to AT/HP, 1 to DE/AG), but his TP is 7. Since the only decimal is 1.4 defence, it is safe to say that you have about a 40% chance of him gaining 2 defence at level 5 unpromoted as opposed to 1. This is crucial to those who are trying to max characters.

Always saving the best for last. Unlike SF1 which operated much more randomly, SF2 works on a "RNG Seed" which, for the sake of simplicity, will be reduced to this: If you're trying to get different level ups, you must do something different with your person. Basically, don't just attack over and over again, your result will likely never change. Wait longer before attacking, attack something different, etc! That nets you different results

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### Bowie

Found at?

Bowie is the main character of this story, he's hard to miss

Spells?

Egress {starts}

Bolt {22, 31, 42, 51} Bolt 3 can be learned at level 22 promoted only

Bolt 4 can be learned at level 31 promoted only

Interesting tidbit?

1. Unlike Max from SFI, Bowie does in fact have the ability to speak sometimes however he too is limited to mostly just "... " sort of speech
2. The Levanter is a mithril weapon that can only be wielded by Bowie. However it is significantly weaker than the Force Sword, which only he can wield. I suppose using it would allow you to use Blaze 3 (except he learns Bolt...)

Starting Stats:

12-8-6-4-4

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.2 - 0.5 - 1.0 - 1.0 - 1.1 - 06 - 10

03 - 1.4 - 0.3 - 1.0 - 1.0 - 1.0 - 06 - 10

04 - 1.4 - 0.1 - 1.0 - 1.0 - 2.0 - 07 - 10

05 - 2.0 - 0.0 - 2.0 - 1.4 - 1.0 - 07 - 10

06 - 1.5 - 0.2 - 1.0 - 1.0 - 1.0 - 05 - 10

07 - 1.4 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10

08 - 2.0 - 0.3 - 1.0 - 1.0 - 1.0 - 06 - 10

09 - 1.9 - 0.2 - 1.0 - 1.0 - 1.0 - 06 - 10

10 - 1.8 - 0.0 - 1.0 - 1.2 - 1.0 - 06 - 10

11 - 1.5 - 0.4 - 2.0 - 1.0 - 1.0 - 07 - 10

12 - 1.5 - 0.3 - 1.2 - 1.0 - 1.0 - 06 - 10

13 - 1.4 - 0.2 - 1.0 - 1.0 - 1.0 - 06 - 10  
 14 - 1.4 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 15 - 2.0 - 0.0 - 1.4 - 1.0 - 1.0 - 06 - 10  
 16 - 1.6 - 0.3 - 1.0 - 1.0 - 1.0 - 06 - 10  
 17 - 1.9 - 0.3 - 1.0 - 1.0 - 1.0 - 06 - 10  
 18 - 2.0 - 0.2 - 1.3 - 1.0 - 1.0 - 06 - 10  
 19 - 1.4 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 20 - 1.7 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 21 - 1.9 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 22 - 2.0 - 0.0 - 1.1 - 1.0 - 1.0 - 06 - 10  
 23 - 1.6 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 24 - 1.6 - 0.1 - 1.1 - 1.1 - 1.0 - 06 - 10  
 25 - 1.4 - 0.1 - 1.0 - 1.0 - 0.9 - 05 - 10  
 26 - 2.0 - 0.1 - 1.0 - 1.0 - 1.0 - 06 - 10  
 27 - 2.0 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 28 - 1.6 - 0.0 - 1.0 - 1.0 - 0.8 - 05 - 10  
 29 - 1.8 - 0.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 30 - 1.8 - 0.0 - 1.0 - 1.0 - 0.8 - 05 - 10  
 31 - 1.8 - 1.5 - 1.3 - 1.5 - 1.5 - 09 - 10  
 32 - 1.9 - 1.5 - 1.8 - 1.5 - 1.5 - 09 - 10  
 33 - 1.6 - 1.5 - 1.6 - 1.3 - 1.4 - 09 - 10  
 34 - 1.2 - 1.5 - 1.2 - 1.3 - 1.5 - 07 - 10  
 35 - 1.7 - 1.5 - 1.4 - 1.5 - 1.5 - 09 - 10  
 36 - 1.8 - 1.1 - 1.5 - 1.1 - 1.6 - 08 - 10  
 37 - 1.3 - 1.4 - 1.3 - 1.6 - 1.6 - 09 - 10  
 38 - 1.2 - 1.6 - 1.3 - 1.3 - 1.4 - 09 - 10  
 39 - 1.1 - 1.5 - 1.6 - 2.0 - 1.8 - 08 - 10  
 40 - 1.5 - 1.5 - 1.6 - 1.8 - 1.6 - 10 - 10 TP = 2-2-2-2-2  
 Avg- 1.61- 0.46- 1.20- 1.14- 1.12- 6.46

Level 20 Unpromoted Stats: 49-18-28+19-25-24  
 Level 40 Unpromoted Stats: 87-35-60+19-50-52  
 Level 40 Average Stats : 75-26-53+19-48-48

Hero

Lv - HP - MP - AT - DE - AG - TP - Trials  
 02 - 2.0 - 0.1 - 1.0 - 2.0 - 1.7 - 07 - 10  
 03 - 2.0 - 0.5 - 1.0 - 2.3 - 1.6 - 08 - 10  
 04 - 2.0 - 0.3 - 1.0 - 2.3 - 1.7 - 08 - 10  
 05 - 2.0 - 0.4 - 1.0 - 2.1 - 1.1 - 08 - 10  
 06 - 2.0 - 0.0 - 1.0 - 2.4 - 1.2 - 08 - 10  
 07 - 2.0 - 0.4 - 1.0 - 2.0 - 1.0 - 07 - 10  
 08 - 2.0 - 0.0 - 1.0 - 2.5 - 1.0 - 07 - 10  
 09 - 2.0 - 0.2 - 1.0 - 2.4 - 1.0 - 08 - 10  
 10 - 2.0 - 0.1 - 1.0 - 2.4 - 1.0 - 07 - 10  
 11 - 2.0 - 0.5 - 1.0 - 2.1 - 1.0 - 07 - 10  
 12 - 2.0 - 0.0 - 1.0 - 2.0 - 1.0 - 06 - 10  
 13 - 2.0 - 0.3 - 1.0 - 2.0 - 1.0 - 07 - 10  
 14 - 2.2 - 0.0 - 1.0 - 2.4 - 1.0 - 08 - 10  
 15 - 2.0 - 0.0 - 1.0 - 2.5 - 1.0 - 06 - 10  
 16 - 2.0 - 0.3 - 1.0 - 2.5 - 1.0 - 08 - 10  
 17 - 2.0 - 0.0 - 1.0 - 2.5 - 1.0 - 07 - 10  
 18 - 2.0 - 0.1 - 1.0 - 2.1 - 1.0 - 08 - 10  
 19 - 2.0 - 0.0 - 1.0 - 2.0 - 1.0 - 06 - 10  
 20 - 2.0 - 0.2 - 1.0 - 2.0 - 1.0 - 07 - 10  
 21 - 2.0 - 0.0 - 1.0 - 2.5 - 1.0 - 07 - 10  
 22 - 2.0 - 0.1 - 1.0 - 2.3 - 1.0 - 07 - 10  
 23 - 2.0 - 0.0 - 1.0 - 2.3 - 1.0 - 07 - 10  
 24 - 2.0 - 0.1 - 1.0 - 2.1 - 1.0 - 07 - 10  
 25 - 2.0 - 0.0 - 1.0 - 2.0 - 1.0 - 06 - 10

26 - 2.0 - 0.2 - 1.0 - 2.5 - 1.1 - 08 - 10  
27 - 2.0 - 0.0 - 1.0 - 2.2 - 1.5 - 07 - 10  
28 - 2.0 - 0.1 - 1.0 - 2.8 - 1.4 - 08 - 10  
29 - 2.0 - 0.1 - 1.0 - 2.6 - 1.3 - 08 - 10  
30 - 2.0 - 0.3 - 1.0 - 2.4 - 2.0 - 09 - 10  
Avg- 2.01- 0.15- 1.00- 2.28- 1.16- 7.31

Level 30 Promoted Stats: 146-46-89+46-127-90

Level 30 Average Stats : 133-30-82+46-114-82

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Sarah

Found at?

One of Bowie's friends at school, she too is required and joins when your story begins

Spells?

Heal (4) {starts, 7, 22, 40}

Detox (4) {4, 13, 33, 45} Detox 4 can be learned at level 25 promoted only

Blast (4) {10, 16, 25, 36}

Slow {19, 29}

Interesting tidbit?

1. Unpromoted, a good level up for Sarah is to just get at least 1 of each stat. It can prove challenging
2. A hint for any healer, if it's the end of the battle and you have extra MP leftover, cast it on any target, it will net you an extra 10 experience
3. With the aid of a special item (Vigor Ball) Sarah can be promoted to a Master Monk
4. We find out in the end, that Sarah nurtures a deep crush for Bowie despite she is an elf and he a human

Starting Stats:

11-10-6-5-5

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.1 - 1.6 - 1.0 - 1.0 - 1.0 - 07 - 10

03 - 1.0 - 1.5 - 0.7 - 1.0 - 1.0 - 06 - 10

04 - 1.4 - 1.0 - 0.7 - 0.9 - 1.0 - 06 - 10

05 - 1.0 - 1.0 - 0.8 - 0.8 - 1.0 - 05 - 10

06 - 1.0 - 1.0 - 0.8 - 0.8 - 1.0 - 05 - 10

07 - 1.0 - 1.1 - 0.8 - 0.5 - 1.0 - 06 - 10

08 - 1.0 - 1.2 - 0.7 - 0.8 - 1.0 - 06 - 10

09 - 1.0 - 1.0 - 1.0 - 0.6 - 1.0 - 05 - 10

10 - 1.0 - 1.5 - 0.7 - 0.6 - 1.0 - 06 - 10

11 - 1.0 - 1.1 - 0.6 - 0.4 - 1.0 - 05 - 10

12 - 1.0 - 1.0 - 0.7 - 0.6 - 1.0 - 05 - 10

13 - 1.0 - 1.0 - 0.8 - 0.8 - 1.0 - 05 - 10

14 - 1.0 - 1.0 - 1.0 - 0.6 - 1.0 - 05 - 10

15 - 1.0 - 1.0 - 1.0 - 0.9 - 1.0 - 05 - 10

16 - 1.0 - 1.0 - 1.0 - 1.0 - 1.0 - 05 - 10

17 - 1.0 - 1.1 - 0.9 - 0.9 - 0.9 - 06 - 10

18 - 1.0 - 1.0 - 1.0 - 0.9 - 1.0 - 05 - 10

19 - 1.0 - 1.0 - 0.7 - 0.4 - 1.0 - 05 - 10

20 - 1.0 - 1.0 - 1.0 - 1.0 - 1.0 - 05 - 10

21 - 1.0 - 1.0 - 1.0 - 0.8 - 1.0 - 05 - 10

22 - 1.0 - 1.0 - 0.9 - 0.9 - 1.0 - 05 - 10

23 - 1.0 - 1.1 - 1.0 - 1.0 - 1.0 - 06 - 10  
 24 - 1.0 - 1.0 - 0.7 - 0.7 - 1.0 - 05 - 10  
 25 - 1.0 - 1.0 - 0.9 - 0.9 - 1.0 - 05 - 10  
 26 - 1.0 - 1.0 - 0.7 - 1.0 - 1.0 - 05 - 10  
 27 - 1.0 - 1.0 - 0.8 - 0.9 - 1.0 - 05 - 10  
 28 - 1.0 - 1.0 - 0.8 - 0.7 - 1.0 - 05 - 10  
 29 - 1.0 - 1.0 - 0.8 - 1.0 - 1.0 - 05 - 10  
 30 - 1.0 - 1.0 - 1.0 - 1.0 - 1.0 - 05 - 10  
 31 - 1.6 - 1.5 - 1.5 - 1.6 - 1.5 - 10 - 10 TP = 2-2-2-2-2 {four times}  
 32 - 1.3 - 1.2 - 1.7 - 1.2 - 1.5 - 07 - 10  
 33 - 1.1 - 1.3 - 1.0 - 1.2 - 1.7 - 08 - 10  
 34 - 1.5 - 1.8 - 1.3 - 1.4 - 1.5 - 08 - 10  
 35 - 1.8 - 1.8 - 1.3 - 1.9 - 1.8 - 10 - 10 TP = 2-2-2-2-2  
 36 - 1.5 - 1.4 - 1.2 - 1.1 - 1.7 - 09 - 10  
 37 - 1.6 - 1.5 - 1.5 - 1.3 - 1.5 - 08 - 10  
 38 - 1.5 - 1.3 - 1.7 - 1.7 - 1.4 - 09 - 10  
 39 - 1.5 - 1.1 - 1.4 - 1.3 - 1.7 - 08 - 10  
 40 - 1.6 - 1.2 - 1.4 - 1.6 - 1.1 - 09 - 10  
 Avg- 1.14- 1.16- 0.98- 0.97- 1.14- 6.15

Level 20 Unpromoted Stats: 31-35-25+15-24-24  
 Level 40 Unpromoted Stats: 58-63-51+15-53-51  
 Level 40 Average Stats : 55-55-44+15-43-49

Master Monk

Lv - HP - MP - AT - DE - AG - TP - Trials  
 02 - 1.9 - 1.0 - 1.0 - 1.1 - 1.0 - 07 - 10  
 03 - 2.0 - 1.0 - 1.0 - 1.4 - 1.1 - 08 - 10  
 04 - 1.2 - 1.0 - 1.0 - 1.1 - 1.8 - 07 - 10  
 05 - 2.0 - 1.0 - 1.0 - 1.2 - 1.0 - 07 - 10  
 06 - 2.0 - 1.2 - 0.9 - 1.8 - 1.0 - 08 - 10  
 07 - 2.0 - 1.0 - 1.0 - 1.2 - 1.0 - 07 - 10  
 08 - 2.0 - 1.1 - 1.0 - 2.0 - 1.4 - 08 - 10  
 09 - 2.0 - 1.3 - 1.0 - 1.8 - 1.3 - 08 - 10  
 10 - 1.9 - 1.2 - 1.0 - 1.7 - 1.6 - 08 - 10  
 11 - 2.0 - 1.0 - 1.0 - 1.6 - 1.1 - 08 - 10  
 12 - 2.0 - 1.0 - 1.0 - 1.5 - 1.4 - 08 - 10  
 13 - 1.4 - 1.0 - 1.0 - 1.9 - 1.3 - 08 - 10  
 14 - 2.0 - 1.3 - 1.0 - 1.9 - 1.5 - 09 - 10  
 15 - 2.0 - 1.0 - 1.0 - 2.0 - 2.0 - 08 - 10  
 16 - 2.0 - 1.7 - 1.0 - 2.0 - 2.0 - 09 - 10  
 17 - 2.0 - 1.0 - 1.2 - 1.8 - 1.6 - 08 - 10  
 18 - 2.0 - 1.0 - 1.0 - 1.9 - 2.0 - 08 - 10  
 19 - 1.9 - 1.0 - 1.0 - 2.0 - 1.2 - 08 - 10  
 20 - 2.0 - 1.1 - 1.0 - 2.0 - 1.7 - 09 - 10  
 21 - 2.0 - 1.0 - 1.0 - 2.0 - 1.1 - 08 - 10  
 22 - 2.0 - 1.0 - 1.0 - 2.0 - 1.5 - 08 - 10  
 23 - 1.9 - 1.0 - 1.0 - 2.0 - 1.2 - 08 - 10  
 24 - 2.0 - 1.1 - 1.0 - 2.0 - 1.6 - 08 - 10  
 25 - 1.5 - 1.0 - 1.0 - 2.0 - 1.0 - 07 - 10  
 26 - 2.0 - 1.1 - 1.0 - 2.0 - 1.0 - 08 - 10  
 27 - 2.0 - 1.0 - 1.0 - 2.0 - 1.2 - 08 - 10  
 28 - 2.0 - 1.0 - 1.0 - 2.0 - 1.0 - 07 - 10  
 29 - 2.0 - 1.0 - 1.0 - 2.0 - 1.0 - 07 - 10  
 30 - 2.0 - 1.0 - 1.0 - 2.7 - 1.0 - 08 - 10  
 Avg- 1.92- 1.07- 1.01- 1.81- 1.33- 7.86

Level 30 Promoted Stats: 116-100-81+55-110-97  
 Level 30 Average Stats : 111- 86-73+55- 96-88



31 - 1.4 - 1.6 - 1.6 - 1.5 - 1.9 - 08 - 10  
 32 - 1.7 - 1.8 - 1.3 - 1.2 - 1.3 - 09 - 10  
 33 - 1.8 - 1.4 - 1.5 - 1.3 - 1.4 - 10 - 10 TP = 2-2-2-2-2 {twice}  
 34 - 1.6 - 1.2 - 1.6 - 1.2 - 1.8 - 08 - 10  
 35 - 1.7 - 1.3 - 1.1 - 1.5 - 1.5 - 07 - 10  
 36 - 1.9 - 1.7 - 1.9 - 1.7 - 1.6 - 10 - 10 TP = 2-2-2-2-2 {six times}  
 37 - 2.0 - 2.0 - 2.0 - 1.9 - 1.9 - 10 - 10 TP = 2-2-2-2-2 {eight times}  
 38 - 1.2 - 1.8 - 1.2 - 1.1 - 1.9 - 09 - 10  
 39 - 1.8 - 1.7 - 1.2 - 1.3 - 1.6 - 08 - 10  
 40 - 1.1 - 1.5 - 1.7 - 1.4 - 1.9 - 09 - 10  
 41 - 1.2 - 1.4 - 1.5 - 1.9 - 1.8 - 09 - 10  
 42 - 1.9 - 2.0 - 1.1 - 2.0 - 1.9 - 09 - 10  
 43 - 1.6 - 1.0 - 2.0 - 1.1 - 1.1 - 07 - 10  
 44 - 1.1 - 1.4 - 1.8 - 1.5 - 1.8 - 09 - 10  
 45 - 1.2 - 1.3 - 1.2 - 1.0 - 1.3 - 07 - 10  
 46 - 1.6 - 1.4 - 1.8 - 1.3 - 1.7 - 08 - 10

Vicar

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.0	1.0	0.4	1.0	1.0	06	10
03	2.0	1.0	0.5	1.1	1.0	06	10
04	2.0	1.0	0.4	1.4	1.0	07	10
05	2.0	1.0	0.6	1.5	1.0	07	10
06	2.0	1.0	0.5	1.7	1.3	07	10
07	1.8	1.0	0.6	1.3	1.0	07	10
08	2.0	1.0	0.6	1.8	1.2	07	10
09	2.0	1.1	0.7	1.3	1.1	07	10
10	2.0	1.0	1.0	1.5	1.9	08	10
11	2.0	1.0	0.5	1.3	1.3	06	10
12	2.0	1.0	0.4	1.9	1.2	07	10
13	1.8	1.0	0.5	1.1	1.3	06	10
14	2.0	1.0	0.5	1.0	1.5	07	10
15	2.0	1.0	0.2	1.9	1.7	08	10
16	2.0	1.0	1.0	1.0	2.0	07	10
17	2.0	1.0	0.9	1.9	2.0	08	10
18	2.0	1.0	0.7	1.4	1.7	08	10
19	1.8	1.0	0.3	1.3	1.5	07	10
20	2.0	1.7	0.1	1.6	1.8	08	10
21	2.0	1.0	0.8	1.2	1.5	07	10
22	2.0	1.5	0.1	1.5	1.5	07	10
23	2.0	1.0	1.0	1.0	1.2	07	10
24	2.0	1.0	0.4	1.2	1.0	07	10
25	1.7	1.0	0.0	1.4	1.0	06	10
26	2.0	1.0	0.7	1.7	1.0	07	10
27	2.0	1.0	0.8	1.4	1.2	07	10
28	2.0	1.0	0.2	1.3	1.0	06	10
29	2.0	1.0	0.4	1.3	1.0	06	10
30	2.0	1.0	0.3	1.9	1.0	07	10
Avg-	1.97-	1.04-	0.52-	1.41-	1.31-	6.69	

Level 30 Promoted Stats: 116-94-78+39-98-91

Level 30 Average Stats : 112-85-59+39-84-87

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Found at?

Similar to Sarah, he will join up in the beginning. However, he is quite nervous and scared about going against Astral.

Spells?

He is not Arthur from SFI

Interesting tidbit?

1. He likes to gain 1-1-1-1 unpromoted, but patience can net you an extra hit point
2. With the aid of a special item (Pegasus Wing) Chester can be promoted to a Pegasus Knight

Starting Stats:

11-0-5-5-7

Lv	HP	MP	AT	DE	AG	TP	Trials
02	1.0	00	1.0	1.0	1.0	04	10
03	1.1	00	1.0	2.0	1.0	06	10
04	1.2	00	1.0	1.5	1.0	05	10
05	1.1	00	1.0	1.5	1.0	05	10
06	2.0	00	1.0	1.0	1.0	05	10
07	1.0	00	1.0	1.0	1.0	04	10
08	1.5	00	1.0	1.0	1.0	05	10
09	1.4	00	1.0	1.0	1.0	05	10
10	1.8	00	1.0	1.0	1.0	05	10
11	1.5	00	1.0	1.0	1.0	05	10
12	1.3	00	1.0	1.0	1.0	05	10
13	1.5	00	1.0	0.7	1.0	05	10
14	1.7	00	1.0	0.7	1.0	05	10
15	1.9	00	1.0	1.0	1.0	05	10
16	2.0	00	1.0	0.9	1.0	05	10
17	1.9	00	2.0	1.0	1.0	06	10
18	1.9	00	1.0	0.8	1.0	05	10
19	1.6	00	1.0	1.0	1.0	05	10
20	1.7	00	1.0	0.8	1.0	05	10
21	1.9	00	1.0	1.0	1.0	05	10
22	2.0	00	1.0	1.0	1.0	05	10
23	2.0	00	1.0	1.0	1.0	05	10
24	2.0	00	1.0	1.0	1.0	05	10
25	1.9	00	1.0	1.0	1.0	05	10
26	2.0	00	1.0	1.0	1.0	05	10
27	2.0	00	1.0	1.0	1.0	05	10
28	2.0	00	1.0	1.2	1.0	06	10
29	1.8	00	1.0	1.3	1.0	06	10
30	2.0	00	1.0	1.6	1.0	06	10
31	1.6	00	1.3	1.2	1.4	06	10
32	1.8	00	1.4	1.6	1.5	07	10
33	1.8	00	1.7	1.8	1.4	07	10
34	1.6	00	1.5	1.8	1.5	08	10 TP = 2-0-2-2-2
35	1.5	00	1.5	1.4	1.4	07	10
36	1.5	00	1.5	1.5	1.3	08	10 TP = 2-0-2-2-2
37	1.2	00	1.2	1.4	1.7	07	10
38	1.7	00	1.5	1.6	1.7	07	10
39	1.4	00	1.8	1.1	1.4	06	10
40	1.6	00	1.6	1.5	1.3	06	10
Avg-	1.65	00	1.15	1.18	1.12	5.56	

Level 20 Unpromoted Stats: 45-0-25+20-27-26

Level 40 Unpromoted Stats: 81-0-55+20-54-52

Level 40 Average Stats : 75-0-50+20-51-51

## Paladin

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.9	00	0.9	1.4	1.3	08	10 TP = 3-0-1-2-2 {thrice}
03	3.0	00	1.0	1.9	1.4	08	10 TP = 3-0-1-2-2 {thrice}
04	2.6	00	0.9	2.0	1.7	08	10 TP = 3-0-1-2-2 {six times}
05	2.8	00	1.0	1.9	1.6	08	10 TP = 3-0-1-2-2 {four times}
06	2.0	00	1.0	1.9	1.8	07	10
07	2.0	00	0.9	1.4	1.1	07	10
08	2.0	00	0.6	2.0	1.5	07	10
09	2.0	00	1.0	2.0	1.6	07	10
10	1.7	00	0.8	1.9	1.9	07	10
11	2.0	00	1.0	2.0	1.5	07	10
12	1.9	00	1.0	1.8	1.3	07	10
13	1.5	00	0.8	1.6	1.4	06	10
14	1.7	00	1.0	1.2	1.8	06	10
15	1.9	00	1.0	2.0	1.7	07	10
16	1.9	00	0.8	1.9	1.7	07	10
17	1.5	00	0.8	2.0	1.2	07	10
18	1.1	00	1.0	2.0	1.1	06	10
19	1.5	00	0.8	1.7	1.1	06	10
20	1.6	00	0.9	1.6	1.6	07	10
21	2.0	00	1.0	1.7	1.6	07	10
22	2.0	00	0.9	2.0	1.9	07	10
23	2.0	00	1.0	1.8	1.3	07	10
24	2.0	00	0.9	1.7	1.7	07	10
25	2.0	00	0.6	1.5	1.3	06	10
26	2.2	00	1.0	1.9	1.7	08	10 TP = 3-0-1-2-2
27	3.0	00	1.0	1.4	1.4	08	10 TP = 3-0-1-2-2 {thrice}
28	2.3	00	1.0	2.0	1.7	08	10 TP = 3-0-1-2-2 {twice}
29	2.7	00	1.0	2.0	1.5	08	10 TP = 3-0-1-2-2 {twice}
30	3.0	00	0.9	1.8	1.3	07	10
Avg	2.03	00	0.91	1.79	1.51	7.103	

Level 30 Promoted Stats: 150-0-84+43-110-104

Level 30 Average Stats : 134-0-76+43-103-95

## Pegasus Knight

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.8	00	0.7	1.5	1.1	07	10
03	2.5	00	1.0	1.3	1.3	07	10
04	2.7	00	1.0	1.9	1.9	08	10 TP = 3-0-1-2-2
05	2.0	00	1.0	1.9	1.9	07	10
06	2.0	00	1.0	1.8	1.3	07	10
07	2.0	00	1.0	1.3	1.0	06	10
08	2.0	00	0.9	1.7	1.7	07	10
09	1.8	00	1.0	1.7	1.3	06	10
10	2.0	00	1.0	1.9	2.0	07	10
11	1.8	00	1.0	1.7	1.4	07	10
12	1.6	00	1.0	1.8	1.6	07	10
13	1.8	00	1.0	1.1	1.2	06	10
14	1.1	00	1.0	1.6	1.6	07	10
15	1.7	00	0.6	1.5	1.6	07	10
16	1.9	00	1.0	1.4	1.5	07	10
17	1.3	00	1.0	1.8	1.5	06	10
18	1.3	00	1.0	1.3	1.6	07	10
19	1.2	00	1.0	1.5	1.1	06	10
20	1.6	00	1.0	1.3	1.5	07	10
21	1.8	00	0.5	2.0	1.7	06	10
22	1.9	00	1.0	1.6	1.4	07	10
23	2.0	00	1.0	1.4	1.2	06	10

24 - 2.0 - 00 - 1.0 - 1.9 - 1.6 - 07 - 10  
25 - 1.8 - 00 - 0.8 - 1.4 - 1.3 - 07 - 10  
26 - 2.2 - 00 - 1.0 - 1.4 - 1.4 - 07 - 10  
27 - 2.7 - 00 - 1.0 - 1.8 - 1.3 - 07 - 10  
28 - 2.0 - 00 - 1.0 - 1.8 - 1.3 - 07 - 10  
29 - 2.7 - 00 - 1.0 - 1.7 - 1.3 - 07 - 10  
30 - 3.0 - 00 - 0.9 - 1.9 - 1.3 - 08 - 10 TP = 3-0-1-2-2 {twice}  
Avg- 1.90- 00 - 0.95- 1.62- 1.44- 6.83

Level 30 Promoted Stats: 146-0-84+43-111-101

Level 30 Average Stats : 130-0-78+43- 98- 93

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### Jaha

Found at?

Jaha overslept the first battle, but will join your team regardless if you want him as you try to leave town

Spells?

None

Interesting tidbit?

1. Jaha is required to advance the story
2. Is Jaha related to Luke or Gort from SFI?
3. With the aid of a special item (Warriors Pride) Jaha can be promoted to a Baron
4. Jaha desperately wants a girlfriend, from the princess to Sarah.

Starting Stats:

9-0-9-7-4

Lv	HP	MP	AT	DE	AG	TP	Trials
02	1.6	00	1.0	1.1	1.0	06	10
03	1.0	00	1.0	1.0	1.0	04	10
04	1.0	00	1.0	1.3	1.0	05	10
05	1.3	00	1.0	1.3	1.0	06	10
06	1.0	00	1.0	1.5	1.0	05	10
07	1.0	00	1.0	1.0	0.9	04	10
08	1.1	00	1.0	1.4	0.6	05	10
09	1.0	00	1.0	1.5	1.0	05	10
10	1.0	00	1.0	1.4	1.0	05	10
11	1.1	00	1.0	1.1	1.0	06	10
12	1.4	00	1.0	1.3	1.0	06	10
13	1.0	00	1.0	1.0	0.6	04	10
14	1.0	00	1.0	1.1	1.0	05	10
15	1.0	00	1.0	1.1	1.0	05	10
16	1.0	00	1.0	1.0	0.9	04	10
17	1.0	00	1.0	1.2	1.0	05	10
18	1.0	00	1.0	1.5	1.0	05	10
19	1.0	00	0.9	1.0	1.0	04	10
20	1.0	00	1.0	1.3	1.0	05	10
21	1.0	00	1.0	1.0	1.0	04	10
22	1.0	00	1.0	1.3	1.0	05	10
23	1.0	00	1.0	1.0	1.0	04	10
24	1.0	00	1.0	1.0	1.0	04	10
25	1.0	00	0.9	1.0	0.7	04	10
26	1.0	00	1.0	1.2	0.8	04	10

27 - 0.8 - 00 - 1.0 - 1.4 - 0.8 - 05 - 10  
 28 - 1.0 - 00 - 1.0 - 1.3 - 1.0 - 05 - 10  
 29 - 1.0 - 00 - 1.0 - 1.0 - 1.0 - 04 - 10  
 30 - 1.0 - 00 - 1.0 - 1.0 - 1.0 - 04 - 10  
 31 - 1.8 - 00 - 1.7 - 1.6 - 1.5 - 08 - 10 TP = 2-0-2-2-2 {five times}  
 32 - 1.8 - 00 - 1.7 - 1.6 - 1.4 - 08 - 10 TP = 2-0-2-2-2 {twice}  
 33 - 1.5 - 00 - 1.6 - 1.6 - 1.7 - 08 - 10 TP = 2-0-2-2-2 {thrice}  
 34 - 1.3 - 00 - 1.5 - 1.3 - 1.6 - 07 - 10  
 35 - 1.4 - 00 - 1.6 - 1.4 - 1.4 - 07 - 10  
 36 - 1.5 - 00 - 1.8 - 1.6 - 1.2 - 07 - 10  
 37 - 1.6 - 00 - 1.5 - 1.5 - 1.3 - 08 - 10 TP = 2-0-2-2-2  
 38 - 1.5 - 00 - 1.5 - 1.5 - 1.6 - 07 - 10  
 39 - 1.9 - 00 - 1.7 - 1.9 - 1.5 - 08 - 10 TP = 2-0-2-2-2  
 40 - 1.6 - 00 - 1.2 - 1.5 - 1.4 - 07 - 10  
 Avg- 1.21- 00 - 1.14- 1.28- 1.07- 5.44

Level 20 Unpromoted Stats: 33-0-28+21-39-23

Level 40 Unpromoted Stats: 61-0-57+21-72-51

Level 40 Average Stats : 56-0-54+21-57-46

#### Gladiator

Lv - HP - MP - AT - DE - AG - TP - Trials  
 02 - 2.0 - 00 - 1.0 - 2.2 - 1.5 - 08 - 10 TP = 2-0-1-3-2 {twice}  
 03 - 2.0 - 00 - 1.0 - 2.7 - 1.3 - 07 - 10  
 04 - 2.0 - 00 - 1.1 - 2.5 - 1.2 - 08 - 10 TP = 2-0-2-3-1  
 05 - 2.0 - 00 - 1.0 - 3.0 - 1.6 - 08 - 10 TP = 2-0-1-3-2 {six times}  
 06 - 2.0 - 00 - 1.0 - 2.9 - 1.1 - 08 - 10 TP = 2-0-1-3-2  
 07 - 1.7 - 00 - 1.0 - 2.1 - 1.3 - 07 - 10  
 08 - 2.0 - 00 - 1.0 - 2.6 - 1.5 - 08 - 10 TP = 2-0-1-3-2 {twice}  
 09 - 2.0 - 00 - 1.0 - 3.0 - 1.0 - 07 - 10  
 10 - 2.0 - 00 - 1.0 - 2.8 - 1.2 - 08 - 10 TP = 2-0-1-3-2 {twice}  
 11 - 1.9 - 00 - 1.0 - 2.9 - 1.1 - 08 - 10 TP = 2-0-1-3-1  
 12 - 2.0 - 00 - 1.0 - 2.6 - 1.3 - 08 - 10  
 13 - 1.5 - 00 - 1.0 - 2.2 - 1.0 - 07 - 10  
 14 - 2.0 - 00 - 1.0 - 3.0 - 1.0 - 07 - 10  
 15 - 2.0 - 00 - 1.0 - 2.6 - 1.1 - 07 - 10  
 16 - 2.0 - 00 - 1.4 - 2.6 - 1.0 - 07 - 10  
 17 - 2.0 - 00 - 1.0 - 2.3 - 1.0 - 07 - 10  
 18 - 2.0 - 00 - 1.0 - 2.8 - 1.0 - 07 - 10  
 19 - 1.7 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 20 - 2.0 - 00 - 1.0 - 2.7 - 1.0 - 07 - 10  
 21 - 1.8 - 00 - 1.1 - 2.7 - 1.0 - 08 - 10 TP = 2-0-2-3-2  
 22 - 2.0 - 00 - 1.0 - 2.5 - 1.0 - 07 - 10  
 23 - 2.0 - 00 - 1.1 - 2.9 - 1.5 - 08 - 10  
 24 - 2.0 - 00 - 1.0 - 2.8 - 1.0 - 07 - 10  
 25 - 1.9 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 26 - 2.0 - 00 - 1.0 - 2.6 - 1.0 - 07 - 10  
 27 - 2.0 - 00 - 1.0 - 2.4 - 1.0 - 07 - 10  
 28 - 2.0 - 00 - 1.0 - 2.9 - 1.0 - 07 - 10  
 29 - 2.0 - 00 - 1.0 - 2.3 - 1.0 - 07 - 10  
 30 - 2.0 - 00 - 1.0 - 3.0 - 1.0 - 07 - 10  
 Avg- 1.95- 00 - 1.02- 2.61- 1.13- 7.28

Level 30 Promoted Stats: 119-0-90+42-156-88

Level 30 Average Stats : 112-0-84+42-133-79

#### Baron

Lv - HP - MP - AT - DE - AG - TP - Trials  
 02 - 1.9 - 00 - 1.0 - 2.0 - 1.9 - 07 - 10  
 03 - 1.8 - 00 - 1.0 - 2.2 - 1.5 - 08 - 10

04 - 2.0 - 00 - 1.0 - 2.0 - 1.9 - 07 - 10  
 05 - 2.0 - 00 - 1.0 - 2.2 - 2.0 - 08 - 10  
 06 - 2.0 - 00 - 1.0 - 2.0 - 1.7 - 07 - 10  
 07 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 08 - 2.0 - 00 - 1.0 - 2.0 - 2.0 - 07 - 10  
 09 - 2.0 - 00 - 1.2 - 2.3 - 1.5 - 09 - 10 TP = 2-0-2-3-2  
 10 - 2.0 - 00 - 1.0 - 2.1 - 2.0 - 08 - 10  
 11 - 2.0 - 00 - 1.0 - 2.2 - 1.5 - 08 - 10  
 12 - 2.0 - 00 - 1.6 - 2.0 - 1.8 - 08 - 10  
 13 - 1.9 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 14 - 2.0 - 00 - 1.0 - 2.0 - 1.5 - 07 - 10  
 15 - 2.0 - 00 - 1.0 - 2.1 - 1.6 - 08 - 10  
 16 - 2.0 - 00 - 1.0 - 2.0 - 1.3 - 07 - 10  
 17 - 2.0 - 00 - 1.0 - 2.0 - 1.4 - 07 - 10  
 18 - 2.0 - 00 - 1.0 - 2.4 - 1.1 - 07 - 10  
 19 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 20 - 2.0 - 00 - 1.0 - 2.2 - 1.2 - 07 - 10  
 21 - 1.9 - 00 - 1.7 - 2.0 - 1.0 - 07 - 10  
 22 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 23 - 1.4 - 00 - 1.0 - 2.1 - 1.2 - 07 - 10  
 24 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 25 - 1.6 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 26 - 2.0 - 00 - 1.2 - 2.0 - 1.0 - 07 - 10  
 27 - 2.0 - 00 - 1.0 - 2.2 - 1.0 - 07 - 10  
 28 - 2.0 - 00 - 1.1 - 2.0 - 1.0 - 07 - 10  
 29 - 2.0 - 00 - 1.1 - 2.2 - 1.1 - 08 - 10 TP = 2-0-2-2-2  
 30 - 2.0 - 00 - 1.1 - 2.1 - 1.0 - 07 - 10  
 Avg- 1.95- 00 - 1.07- 2.08- 1.35- 7.103

Level 30 Promoted Stats: 119-0-93+42-139-97  
 Level 30 Average Stats : 113-0-85+42-117-85

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### Kazin

Found at?

Kazin will join once a seemingly innocent man, Sir Hawel, dies before his eyes I say seemingly innocent since Galam beat him for information. I mean whoever heard of Law Enforcement giving innocent civilians a hard time?

Spells?

As a Wizard

Blaze (4) {starts, 5, 22, 35}

Muddle {9, 25}

Dispell {13}

Desoul {18, 29}

As a Sorcerer

Dao {starts, 12} all sorcerer spells are promoted only

Apollo {4, 17}

Neptune {7, 26}

Atlas {21, 32}

Interesting tidbit?

1. Once Kazin has about 20 magic points, he should Blaze 2 every turn unless setting up for a kill otherwise Blaze 1 will net him about 6 exp
2. With the aid of a special item (Secret Book) Kazin can be promoted to a Sorcerer
3. In the end, it suggests that Kazin and Sarah may end up getting together to

have some super magical babies... despite that maybe even Chester enjoys her company

Starting Stats:

13-13-5-6-10

Lv - HP - MP - AT - DE - AG - TP - Trials

05 - 1.0 - 2.0 - 1.0 - 1.0 - 1.2 - 07 - 10  
06 - 1.0 - 2.0 - 0.3 - 1.0 - 1.0 - 06 - 10  
07 - 0.9 - 1.8 - 0.6 - 0.6 - 1.0 - 05 - 10  
08 - 0.6 - 2.0 - 0.4 - 1.0 - 1.2 - 06 - 10  
09 - 0.8 - 1.8 - 1.0 - 1.0 - 1.0 - 06 - 10  
10 - 1.0 - 2.0 - 0.5 - 0.9 - 1.2 - 07 - 10  
11 - 1.0 - 2.0 - 0.6 - 0.9 - 1.0 - 06 - 10  
12 - 1.0 - 2.0 - 0.4 - 0.9 - 1.0 - 06 - 10  
13 - 0.9 - 1.4 - 0.6 - 0.7 - 1.0 - 05 - 10  
14 - 1.0 - 1.5 - 0.6 - 0.8 - 1.0 - 05 - 10  
15 - 1.0 - 1.9 - 0.3 - 1.0 - 1.1 - 06 - 10  
16 - 1.0 - 1.8 - 0.9 - 0.9 - 1.2 - 07 - 10  
17 - 1.0 - 1.8 - 0.4 - 1.0 - 1.1 - 06 - 10  
18 - 0.8 - 1.9 - 0.4 - 0.8 - 1.2 - 06 - 10  
19 - 0.9 - 1.2 - 1.0 - 0.7 - 1.0 - 06 - 10  
20 - 0.9 - 1.5 - 0.1 - 1.0 - 1.4 - 06 - 10  
21 - 0.7 - 1.4 - 1.0 - 0.8 - 1.1 - 06 - 10  
22 - 1.0 - 1.4 - 0.5 - 1.0 - 1.0 - 06 - 10  
23 - 1.0 - 1.5 - 0.4 - 1.0 - 1.4 - 06 - 10  
24 - 1.0 - 1.0 - 0.8 - 0.7 - 1.3 - 06 - 10  
25 - 0.9 - 1.6 - 0.2 - 0.9 - 1.0 - 05 - 10  
26 - 0.8 - 1.2 - 0.9 - 0.9 - 1.0 - 05 - 10  
27 - 1.0 - 1.1 - 1.0 - 1.0 - 1.0 - 06 - 10  
28 - 1.0 - 1.3 - 0.5 - 0.7 - 1.1 - 06 - 10  
29 - 1.0 - 1.2 - 1.0 - 0.8 - 1.0 - 05 - 10  
30 - 1.0 - 1.0 - 0.2 - 0.6 - 1.4 - 05 - 10  
31 - 1.7 - 1.5 - 1.8 - 1.6 - 1.4 - 09 - 10  
32 - 1.6 - 1.5 - 1.5 - 1.5 - 1.3 - 09 - 10  
33 - 1.5 - 1.4 - 1.5 - 1.5 - 1.5 - 08 - 10  
34 - 1.5 - 1.6 - 1.4 - 1.5 - 1.6 - 08 - 10  
35 - 1.5 - 1.4 - 1.5 - 1.9 - 1.7 - 08 - 10  
36 - 1.5 - 1.2 - 1.4 - 1.3 - 1.5 - 08 - 10  
37 - 1.2 - 1.2 - 1.4 - 1.6 - 1.5 - 08 - 10  
38 - 1.1 - 1.1 - 1.6 - 1.7 - 1.6 - 08 - 10  
39 - 1.3 - 1.4 - 1.3 - 1.4 - 1.4 - 07 - 10  
40 - 1.5 - 1.5 - 1.5 - 1.4 - 1.8 - 10 - 10 TP = 2-2-2-2-2 {twice}  
Avg- 1.07- 1.53- 0.85- 1.05- 1.23- 6.36

Level 20 Unpromoted Stats: 29-45-13+15-22-33

Level 40 Unpromoted Stats: 56-80-33+15-50-62

Level 40 Average Stats : 52-68-35+15-44-54

Wizard

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.0 - 1.7 - 0.1 - 1.3 - 3.0 - 08 - 10  
03 - 1.3 - 1.5 - 0.6 - 1.5 - 2.7 - 09 - 10  
04 - 1.4 - 2.0 - 0.2 - 1.2 - 2.0 - 07 - 10  
05 - 1.6 - 1.6 - 0.5 - 1.5 - 2.2 - 08 - 10  
06 - 1.6 - 1.8 - 0.7 - 1.0 - 2.0 - 08 - 10  
07 - 1.5 - 1.6 - 0.3 - 1.2 - 1.9 - 07 - 10  
08 - 1.8 - 1.2 - 0.6 - 1.4 - 2.0 - 08 - 10  
09 - 1.6 - 1.6 - 0.5 - 1.6 - 2.0 - 09 - 10  
10 - 1.8 - 1.4 - 0.6 - 1.4 - 2.0 - 08 - 10

11 - 1.7 - 1.6 - 0.9 - 1.0 - 2.0 - 08 - 10  
 12 - 1.4 - 1.4 - 0.7 - 1.3 - 1.1 - 08 - 10  
 13 - 1.5 - 1.4 - 0.5 - 1.1 - 1.9 - 07 - 10  
 14 - 2.0 - 1.8 - 0.5 - 1.3 - 1.2 - 08 - 10  
 15 - 2.0 - 1.5 - 0.8 - 1.5 - 1.6 - 09 - 10  
 16 - 2.0 - 1.6 - 0.6 - 1.4 - 1.5 - 09 - 10  
 17 - 2.0 - 1.3 - 0.7 - 1.2 - 1.2 - 08 - 10  
 18 - 1.7 - 1.5 - 0.6 - 1.3 - 1.1 - 08 - 10  
 19 - 1.7 - 1.3 - 0.4 - 1.2 - 1.2 - 08 - 10  
 20 - 1.7 - 1.7 - 0.5 - 1.3 - 1.4 - 08 - 10  
 21 - 2.0 - 1.9 - 0.9 - 1.5 - 1.7 - 09 - 10  
 22 - 2.0 - 1.5 - 0.4 - 1.2 - 2.0 - 08 - 10  
 23 - 2.0 - 1.4 - 0.6 - 1.4 - 1.9 - 08 - 10  
 24 - 2.0 - 1.5 - 0.5 - 1.6 - 1.9 - 09 - 10  
 25 - 1.7 - 1.5 - 0.6 - 1.0 - 1.5 - 07 - 10  
 26 - 2.1 - 1.3 - 0.7 - 1.3 - 2.0 - 08 - 10  
 27 - 2.0 - 1.7 - 0.7 - 1.2 - 2.3 - 10 - 10 TP = 2-2-1-2-3  
 28 - 2.0 - 1.7 - 0.8 - 1.2 - 2.1 - 09 - 10  
 29 - 2.0 - 1.7 - 0.4 - 1.2 - 2.5 - 09 - 10  
 30 - 2.0 - 1.5 - 0.7 - 1.3 - 2.9 - 09 - 10  
 Avg- 1.76- 1.56- 0.57- 1.29- 1.9 - 8.28

Level 30 Promoted Stats: 113-143-52+39-97-123

Level 30 Average Stats : 103-113-52+39-82-109

Sorcerer

Lv - HP - MP - AT - DE - AG - TP - Trials  
 02 - 1.0 - 1.4 - 0.5 - 1.5 - 1.3 - 08 - 10  
 03 - 1.5 - 2.0 - 0.4 - 1.3 - 1.4 - 09 - 10  
 04 - 1.3 - 1.9 - 0.2 - 1.5 - 1.6 - 08 - 10  
 05 - 1.0 - 2.0 - 0.0 - 1.4 - 1.8 - 07 - 10  
 06 - 1.2 - 2.0 - 0.5 - 1.4 - 1.0 - 08 - 10  
 07 - 1.6 - 1.7 - 0.8 - 1.3 - 1.0 - 07 - 10  
 08 - 1.6 - 1.7 - 0.6 - 1.3 - 1.0 - 08 - 10  
 09 - 1.4 - 1.9 - 0.4 - 1.2 - 1.0 - 07 - 10  
 10 - 1.9 - 1.8 - 0.5 - 1.3 - 1.0 - 07 - 10  
 11 - 1.8 - 1.9 - 0.3 - 1.1 - 1.0 - 07 - 10  
 12 - 1.8 - 1.5 - 0.8 - 1.2 - 1.0 - 06 - 10  
 13 - 1.5 - 1.5 - 0.6 - 1.1 - 1.0 - 08 - 10  
 14 - 1.8 - 1.7 - 1.0 - 1.6 - 0.8 - 08 - 10  
 15 - 2.0 - 2.0 - 0.3 - 1.5 - 1.0 - 08 - 10  
 16 - 2.0 - 2.0 - 0.0 - 1.6 - 1.0 - 07 - 10  
 17 - 2.0 - 2.0 - 0.5 - 1.3 - 1.0 - 08 - 10  
 18 - 1.9 - 2.0 - 0.5 - 1.6 - 0.9 - 08 - 10  
 19 - 2.0 - 1.7 - 0.6 - 1.2 - 1.0 - 08 - 10  
 20 - 1.9 - 1.5 - 0.7 - 1.1 - 1.0 - 07 - 10  
 21 - 2.0 - 2.0 - 0.5 - 1.5 - 1.0 - 08 - 10  
 22 - 2.0 - 2.0 - 0.4 - 1.5 - 1.0 - 08 - 10  
 23 - 2.0 - 1.9 - 0.5 - 1.2 - 1.0 - 08 - 10  
 24 - 2.0 - 1.8 - 0.2 - 1.6 - 1.0 - 07 - 10  
 25 - 2.0 - 1.9 - 0.4 - 1.0 - 1.0 - 07 - 10  
 26 - 2.1 - 2.0 - 0.2 - 1.8 - 1.0 - 08 - 10  
 27 - 2.0 - 1.8 - 0.6 - 1.5 - 1.0 - 08 - 10  
 28 - 2.0 - 1.9 - 0.6 - 1.3 - 1.3 - 09 - 10  
 29 - 2.0 - 1.8 - 0.7 - 1.4 - 1.4 - 09 - 10  
 30 - 2.4 - 1.9 - 0.5 - 1.6 - 1.7 - 10 - 10  
 Avg- 1.78- 1.83- 0.48- 1.38- 1.11- 7.79

Level 30 Promoted Stats: 114-138-52+39-106-97

Level 30 Average Stats : 104-121-49+39-84-86



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Slade

Found at?

Slade is originally found in jail when you're arrested by Lemon. He accompanies you on your escape and joins when fighting into Granseal. I should note that Slade is actually the first character you encounter (if you let the game introduction play) but that is for trivia purposes only

Spells?

Katon {4, 9, 25} promoted only

Raijon {14, 19, 32} promoted only

Interesting tidbit?

1. His levels are so boring, they are mostly 1-1-1-1 with the few exceptions squeezing out that extra very necessary attack
2. Slade will sometimes "know" a spell called Higin. It is a glitch that I am unsure how to trigger but it does nothing so don't worry about it
3. As a Ninja, Slade cannot gain +2 attack and struggles even to gain +1, which is why I among many others, will say to take Slade into his 20s and even his 30s unpromoted first to gain that extra attack

Starting Stats:

12-0-9-10-10

Lv	HP	MP	AT	DE	AG	TP	Trials
06	1.0	00	1.2	1.0	1.0	05	10
07	1.0	00	1.0	1.0	1.0	04	10
08	1.0	00	1.0	1.0	1.0	04	10
09	1.0	00	1.0	1.0	1.0	04	10
10	1.0	00	1.1	1.0	1.0	05	10
11	1.0	00	1.0	1.0	1.0	04	10
12	1.0	00	1.1	1.0	1.0	05	10
13	1.0	00	1.0	1.0	1.0	04	10
14	1.0	00	1.0	1.0	1.0	04	10
15	1.0	00	1.6	1.0	1.0	05	10
16	2.0	00	1.3	1.0	1.0	06	10
17	1.0	00	1.3	1.0	1.0	05	10
18	1.0	00	1.2	1.0	1.0	05	10
19	1.0	00	1.2	1.0	1.0	05	10
20	1.1	00	1.2	1.0	1.0	05	10
21	2.0	00	1.9	1.3	1.2	07	10
22	1.5	00	2.0	1.0	2.0	07	10
23	1.1	00	1.6	1.0	1.0	05	10
24	1.1	00	1.6	1.1	1.1	07	10
25	1.0	00	1.1	1.0	1.0	05	10
26	1.2	00	2.0	2.0	1.1	07	10
27	1.0	00	1.8	1.4	1.1	06	10
28	1.8	00	1.7	1.1	1.1	08	10 TP = 2-0-2-2-2
29	1.2	00	1.7	1.2	1.3	06	10
30	1.5	00	2.0	1.6	1.7	08	10 TP = 2-0-2-2-2 {twice}
31	1.3	00	1.5	1.8	1.2	07	10
32	1.5	00	1.4	1.5	1.2	07	10
33	1.7	00	1.4	1.5	1.3	07	10
34	1.6	00	1.5	1.5	1.7	07	10
35	1.6	00	1.6	1.6	1.7	07	10
36	1.6	00	1.7	1.4	1.4	07	10

37 - 1.8 - 00 - 1.5 - 1.5 - 1.8 - 07 - 10  
38 - 1.8 - 00 - 1.4 - 1.5 - 1.5 - 07 - 10  
39 - 1.5 - 00 - 1.5 - 1.2 - 1.3 - 07 - 10  
40 - 1.8 - 00 - 1.1 - 1.9 - 1.8 - 07 - 10  
Avg- 1.31- 00 - 1.41- 1.24- 1.21- 5.88

Note: Thief's Dagger gives +5 Agility, but it's his best unpromoted weapon

Level 20 Unpromoted Stats: 28-0-33+17-25-25+5

Level 40 Unpromoted Stats: 64-0-71+17-60-52+5

Level 40 Average Stats : 58-0-58+17-53-52+5

### Ninja

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.3 - 2.0 - 0.4 - 1.6 - 1.0 - 07 - 10  
03 - 2.0 - 1.3 - 1.0 - 1.8 - 1.1 - 09 - 10  
04 - 1.6 - 2.0 - 0.7 - 1.4 - 1.1 - 08 - 10  
05 - 1.9 - 1.9 - 0.9 - 1.3 - 1.1 - 08 - 10  
06 - 2.0 - 2.0 - 1.0 - 2.0 - 1.8 - 09 - 10  
07 - 1.8 - 1.6 - 1.0 - 1.6 - 1.1 - 08 - 10  
08 - 2.0 - 2.0 - 1.0 - 2.0 - 1.7 - 09 - 10  
09 - 2.0 - 1.9 - 1.0 - 1.9 - 1.3 - 09 - 10  
10 - 2.0 - 2.0 - 1.0 - 2.0 - 1.4 - 09 - 10  
11 - 2.0 - 2.0 - 1.0 - 2.0 - 1.4 - 09 - 10  
12 - 2.0 - 1.9 - 0.9 - 1.9 - 1.5 - 09 - 10  
13 - 2.0 - 1.8 - 0.8 - 2.0 - 1.8 - 09 - 10  
14 - 2.2 - 1.9 - 0.9 - 2.0 - 1.3 - 09 - 10  
15 - 2.0 - 2.0 - 0.8 - 2.0 - 1.9 - 09 - 10  
16 - 2.0 - 1.6 - 1.0 - 2.0 - 1.5 - 09 - 10  
17 - 2.0 - 2.0 - 0.8 - 2.0 - 1.5 - 09 - 10  
18 - 2.0 - 1.9 - 0.8 - 2.0 - 2.0 - 09 - 10  
19 - 2.0 - 1.9 - 0.6 - 2.0 - 1.8 - 09 - 10  
20 - 2.0 - 2.0 - 1.0 - 2.0 - 1.4 - 09 - 10  
21 - 2.3 - 1.6 - 1.0 - 2.4 - 1.7 - 09 - 10  
22 - 2.2 - 2.0 - 1.0 - 2.0 - 1.6 - 10 - 10 TP = 3-2-1-2-2 {twice}  
23 - 2.5 - 1.5 - 1.0 - 2.0 - 2.0 - 09 - 10  
24 - 2.8 - 2.0 - 1.0 - 2.0 - 2.0 - 10 - 10  
25 - 2.0 - 1.5 - 1.0 - 2.0 - 1.5 - 09 - 10  
26 - 2.4 - 2.0 - 1.0 - 2.6 - 2.0 - 10 - 10  
27 - 2.5 - 2.0 - 1.0 - 2.0 - 2.0 - 10 - 10  
28 - 2.7 - 1.6 - 1.0 - 2.6 - 2.0 - 11 - 10 TP = 3-2-1-3-2  
29 - 2.4 - 2.0 - 1.0 - 2.3 - 2.0 - 10 - 10  
30 - 3.0 - 2.0 - 1.1 - 2.9 - 2.1 - 12 - 10 TP = 3-2-2-3-2  
Avg- 2.12- 1.86- 0.92- 2.01- 1.61- 9.17

Level 30 Promoted Stats: 131-57-101+42-119-105

Level 30 Average Stats : 120-54- 85+42-111- 99

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### Kiwi

Found at?

Once Granseal is under siege, find him in a small house near where the animals had been previously held

Spells?

He is a little shell-tank but no spells

Interesting tidbit?

1. Kiwi is the first optional character to join
2. His unpromoted level 10 stat gain forced me to choose between 1-1-1-1 or 0-2-1-1 or 0-1-2-1. Why couldn't we get 1-2-2-1?
3. Again, his level 13 stat gain forced a decision between 1-1-1-1 and 0-2-2-1
4. I always like to call him Obo. For some reason, when my older brother first played this game years ago, that was what he landed on; and it's stuck since
5. Promoted, Kiwi can sometimes breathe fire doing somewhere between 25-35 damage. Kiwi also "hovers" giving the sensation of flying
6. Kiwi's fire breath does level, but way beyond the scope of any level Kiwi would reach in even a power playthrough

Starting Stats:

7-0-16-23-10

Lv - HP - MP - AT - DE - AG - TP - Trials

08 - 0.0 - 00 - 1.7 - 2.0 - 0.9 - 05 - 10  
 09 - 0.0 - 00 - 1.8 - 1.0 - 1.0 - 04 - 10  
 10 - 0.4 - 00 - 1.4 - 1.2 - 1.0 - 04 - 10  
 11 - 0.0 - 00 - 1.9 - 2.0 - 1.0 - 05 - 10  
 12 - 0.3 - 00 - 1.6 - 1.1 - 1.0 - 05 - 10  
 13 - 0.1 - 00 - 1.3 - 1.4 - 0.9 - 05 - 10  
 14 - 0.2 - 00 - 1.9 - 2.0 - 1.0 - 06 - 10  
 15 - 0.0 - 00 - 1.6 - 1.7 - 1.0 - 05 - 10  
 16 - 0.1 - 00 - 1.4 - 1.1 - 1.0 - 05 - 10  
 17 - 0.2 - 00 - 1.3 - 1.2 - 1.0 - 05 - 10  
 18 - 0.0 - 00 - 1.4 - 1.1 - 1.0 - 04 - 10  
 19 - 0.1 - 00 - 1.1 - 2.0 - 1.0 - 05 - 10  
 20 - 0.0 - 00 - 1.5 - 1.5 - 1.0 - 05 - 10  
 21 - 0.0 - 00 - 1.6 - 1.7 - 1.0 - 05 - 10  
 22 - 0.1 - 00 - 1.6 - 1.4 - 1.0 - 05 - 10  
 23 - 0.2 - 00 - 1.6 - 1.2 - 0.9 - 06 - 10  
 24 - 0.0 - 00 - 1.6 - 1.0 - 1.0 - 04 - 10  
 25 - 0.3 - 00 - 1.5 - 1.3 - 0.9 - 06 - 10  
 26 - 0.3 - 00 - 1.5 - 1.1 - 1.0 - 05 - 10  
 27 - 0.2 - 00 - 1.5 - 1.3 - 1.0 - 05 - 10  
 28 - 0.0 - 00 - 1.6 - 1.5 - 1.0 - 05 - 10  
 29 - 0.1 - 00 - 1.5 - 1.6 - 0.9 - 06 - 10  
 30 - 0.1 - 00 - 1.3 - 1.3 - 1.0 - 04 - 10  
 31 - 1.2 - 00 - 1.8 - 1.6 - 1.2 - 06 - 10  
 32 - 1.6 - 00 - 1.6 - 1.1 - 1.3 - 06 - 10  
 33 - 1.5 - 00 - 1.6 - 1.6 - 1.3 - 07 - 10  
 34 - 1.4 - 00 - 1.5 - 1.6 - 1.7 - 08 - 10  
 35 - 1.3 - 00 - 1.5 - 1.5 - 1.8 - 08 - 10  
 36 - 1.3 - 00 - 1.5 - 1.4 - 1.4 - 07 - 10  
 37 - 1.7 - 00 - 1.4 - 1.7 - 1.5 - 07 - 10  
 38 - 1.7 - 00 - 1.4 - 1.6 - 1.8 - 07 - 10  
 39 - 1.5 - 00 - 1.8 - 1.7 - 1.6 - 07 - 10  
 40 - 1.2 - 00 - 1.4 - 1.4 - 1.1 - 06 - 10  
 Avg- 0.52- 00 - 1.54- 1.45- 1.27- 5.54

Level 20 Unpromoted Stats: 14-0-38-42-23

Level 40 Unpromoted Stats: 38-0-74-77-48

Level 40 Average Stats : 24-0-66-71-47

Monster

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
 03 - 1.0 - 00 - 2.0 - 2.0 - 1.1 - 07 - 10  
 04 - 1.0 - 00 - 2.4 - 2.0 - 1.4 - 07 - 10  
 05 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10

06 - 1.0 - 00 - 2.0 - 2.0 - 1.1 - 07 - 10  
07 - 1.0 - 00 - 2.0 - 2.0 - 1.2 - 07 - 10  
08 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
09 - 1.0 - 00 - 2.2 - 2.0 - 1.0 - 07 - 10  
10 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
11 - 1.0 - 00 - 2.2 - 2.0 - 1.0 - 07 - 10  
12 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
13 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
14 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
15 - 1.0 - 00 - 2.0 - 2.0 - 1.1 - 07 - 10  
16 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
17 - 1.0 - 00 - 2.2 - 2.0 - 1.1 - 07 - 10  
18 - 1.0 - 00 - 2.1 - 2.0 - 1.0 - 07 - 10  
19 - 1.0 - 00 - 2.0 - 1.9 - 1.0 - 06 - 10  
20 - 1.0 - 00 - 2.0 - 2.2 - 1.0 - 07 - 10  
21 - 1.0 - 00 - 2.0 - 2.0 - 1.1 - 07 - 10  
22 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
23 - 1.0 - 00 - 2.0 - 2.0 - 1.4 - 07 - 10  
24 - 1.0 - 00 - 2.2 - 2.0 - 1.3 - 07 - 10  
25 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
26 - 1.0 - 00 - 2.2 - 2.0 - 1.4 - 07 - 10  
27 - 1.0 - 00 - 2.1 - 2.0 - 1.3 - 07 - 10  
28 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
29 - 1.0 - 00 - 2.1 - 2.0 - 1.1 - 07 - 10  
30 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
Avg- 1.0 - 00 - 2.06- 2.00- 1.09- 6.55

Level 30 Promoted Stats: 67-0-141-136-83  
Level 30 Average Stats : 53-0-126-129-79

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### Peter

Found at?

After fighting the first battle on the new continent, Peter will accompany you to Volcanon (fighting of course). It isn't for several long battles until you speak to the God, Volcanon, where you actually get to control Peter

Spells?

Reincarnation after battles doesn't count

Interesting tidbit?

1. The game manual refers to Peter as Ash. Evidently it was going to be changed in the US version from the Japanese 'Peter' but they got lazy
2. What's up with his attack? Bubbles?
3. His level ups are even more boring than Slade's. At least that +2 attack is welcome every time

Starting Stats:

22-0-26-16-12

Lv	HP	MP	AT	DE	AG	TP	Trials
10	1.1	00	3.0	2.0	1.0	08	10
11	1.2	00	2.0	1.0	1.0	06	10
12	1.0	00	2.0	1.0	1.0	05	10
13	1.0	00	2.0	1.0	1.0	05	10
14	1.0	00	2.0	1.0	1.0	05	10
15	1.0	00	2.0	1.0	1.0	05	10

16 - 2.0 - 00 - 2.0 - 1.0 - 1.0 - 06 - 10  
 17 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 18 - 1.5 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 19 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 20 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 21 - 1.1 - 00 - 2.1 - 1.0 - 1.0 - 07 - 10  
 22 - 1.6 - 00 - 2.0 - 2.0 - 2.0 - 06 - 10  
 23 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 24 - 1.0 - 00 - 2.0 - 2.0 - 1.0 - 06 - 10  
 25 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 26 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 27 - 1.1 - 00 - 2.0 - 1.0 - 1.0 - 06 - 10  
 28 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 29 - 1.0 - 00 - 2.0 - 1.0 - 1.0 - 05 - 10  
 30 - 2.0 - 00 - 2.0 - 1.0 - 1.0 - 06 - 10  
 31 - 1.6 - 00 - 1.6 - 1.6 - 1.5 - 07 - 10  
 32 - 1.4 - 00 - 1.1 - 1.9 - 1.6 - 07 - 10  
 33 - 1.5 - 00 - 1.7 - 1.6 - 1.5 - 07 - 10  
 34 - 1.2 - 00 - 1.5 - 1.5 - 1.6 - 07 - 10  
 35 - 1.4 - 00 - 1.5 - 1.2 - 1.6 - 06 - 10  
 36 - 1.3 - 00 - 1.1 - 1.4 - 1.6 - 07 - 10  
 37 - 1.3 - 00 - 1.7 - 1.8 - 1.6 - 08 - 10  
 38 - 1.6 - 00 - 1.4 - 1.3 - 1.5 - 06 - 10  
 39 - 1.5 - 00 - 1.5 - 1.8 - 1.4 - 07 - 10  
 40 - 1.5 - 00 - 1.6 - 1.5 - 1.6 - 07 - 10  
 Avg- 1.25- 00 - 1.86- 1.28- 1.21- 5.96

Level 20 Unpromoted Stats: 36-0-49-28-23  
 Level 40 Unpromoted Stats: 67-0-87-57-50  
 Level 40 Average Stats : 61-0-84-56-49

Phoenix

Lv - HP - MP - AT - DE - AG - TP - Trials  
 02 - 2.0 - 00 - 1.7 - 2.0 - 1.0 - 07 - 10  
 03 - 2.5 - 00 - 2.0 - 2.0 - 1.0 - 08 - 10  
 04 - 2.7 - 00 - 2.0 - 2.0 - 1.0 - 08 - 10  
 05 - 2.4 - 00 - 2.0 - 2.1 - 1.0 - 08 - 10  
 06 - 2.2 - 00 - 2.2 - 2.0 - 1.3 - 09 - 10  
 07 - 2.0 - 00 - 2.0 - 2.0 - 1.0 - 07 - 10  
 08 - 2.5 - 00 - 2.0 - 2.5 - 1.3 - 09 - 10  
 09 - 2.3 - 00 - 2.0 - 2.0 - 1.2 - 08 - 10  
 10 - 1.9 - 00 - 2.0 - 2.2 - 1.1 - 09 - 10  
 11 - 2.9 - 00 - 2.2 - 2.1 - 1.0 - 09 - 10  
 12 - 2.6 - 00 - 2.4 - 2.0 - 1.0 - 09 - 10  
 13 - 2.4 - 00 - 2.1 - 2.0 - 1.0 - 08 - 10  
 14 - 2.5 - 00 - 2.5 - 2.0 - 1.0 - 09 - 10  
 15 - 2.2 - 00 - 2.8 - 2.1 - 1.4 - 09 - 10  
 16 - 2.4 - 00 - 2.0 - 2.0 - 1.0 - 08 - 10  
 17 - 2.4 - 00 - 2.1 - 2.0 - 1.4 - 09 - 10  
 18 - 2.7 - 00 - 2.0 - 2.0 - 1.0 - 08 - 10  
 19 - 2.0 - 00 - 2.4 - 2.0 - 1.0 - 08 - 10  
 20 - 2.5 - 00 - 2.4 - 2.0 - 1.3 - 09 - 10  
 21 - 2.4 - 00 - 3.0 - 2.2 - 1.2 - 10 - 10  
 22 - 2.6 - 00 - 3.0 - 2.0 - 1.0 - 09 - 10  
 23 - 2.3 - 00 - 3.0 - 2.0 - 1.7 - 09 - 10  
 24 - 2.2 - 00 - 3.0 - 2.0 - 1.4 - 09 - 10  
 25 - 2.2 - 00 - 2.9 - 2.0 - 1.0 - 09 - 10  
 26 - 2.2 - 00 - 3.0 - 2.0 - 1.0 - 09 - 10  
 27 - 2.7 - 00 - 3.0 - 2.0 - 1.1 - 09 - 10  
 28 - 2.5 - 00 - 3.0 - 2.5 - 1.0 - 09 - 10

29 - 2.3 - 00 - 3.0 - 2.0 - 1.0 - 09 - 10  
30 - 2.2 - 00 - 3.2 - 2.5 - 1.1 - 11 - 10 TP = 3-0-4-3-1 {twice}  
Avg- 2.36- 00 - 2.41- 2.08- 1.12- 8.69

Level 30 Promoted Stats: 147-0-164-120-82

Level 30 Average Stats : 129-0-154-116-81

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### May

Found at?

She is found in the town of Ribble, talk to her after telling the mayor of the town you mean no harm

Spells?

Nope, nada, none

Interesting tidbit?

1. She accuses the town of being cowards, yet she herself does not show her face until after you talk to the mayor about not being warriors. What?
2. May is not technically a secret character but you do have to talk to her to recruit her. She is an optional character.

Starting Stats:

18-0-17-13-13

Lv	HP	MP	AT	DE	AG	TP	Trials
11	1.0	00	1.0	1.0	1.0	04	10
12	1.0	00	1.0	1.0	0.7	04	10
13	1.0	00	1.0	0.8	0.8	04	10
14	1.0	00	1.0	1.0	1.0	04	10
15	1.0	00	1.0	1.0	1.0	04	10
16	1.0	00	1.0	1.0	1.0	04	10
17	2.0	00	2.0	1.0	1.0	06	10
18	1.0	00	1.0	1.0	1.0	04	10
19	1.0	00	1.0	1.0	1.0	04	10
20	1.0	00	1.0	1.0	1.0	04	10
21	1.0	00	1.0	1.0	1.0	04	10
22	1.0	00	1.0	0.9	1.0	04	10
23	1.0	00	1.0	1.0	1.0	04	10
24	1.0	00	1.0	1.0	1.0	04	10
25	1.0	00	1.0	0.5	1.0	04	10
26	1.0	00	1.0	1.0	1.0	04	10
27	1.0	00	1.0	1.0	0.9	04	10
28	1.0	00	1.0	1.0	1.0	04	10
29	1.0	00	1.0	1.0	1.0	04	10
30	1.0	00	1.0	1.0	1.0	04	10
31	1.7	00	1.5	1.7	1.7	07	10
32	1.2	00	1.5	1.5	1.3	07	10
33	1.4	00	1.6	1.5	1.8	07	10
34	1.4	00	1.5	1.7	1.6	08	10 TP = 2-0-2-2-2 {twice}
35	1.5	00	1.7	1.4	1.8	08	10 TP = 2-0-2-2-2
36	1.4	00	1.7	1.3	1.4	07	10
37	1.4	00	1.6	1.4	1.4	07	10
38	1.2	00	1.7	1.5	1.7	07	10
39	1.7	00	1.5	1.6	1.6	08	10 TP = 2-0-2-2-2 {twice}
40	1.7	00	1.3	1.3	1.6	07	10
Avg-	1.18-	00	1.22-	1.14-	1.18-	5.12	

Level 20 Unpromoted Stats: 29-0-28+17-23-23

Level 40 Unpromoted Stats: 59-0-58+17-48-51

Level 40 Average Stats : 54-0-54+17-47-48

#### Bow Knight

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.1 - 00 - 0.9 - 1.0 - 1.0 - 04 - 10

03 - 1.5 - 00 - 1.0 - 1.1 - 1.6 - 06 - 10

04 - 1.8 - 00 - 0.8 - 1.0 - 1.0 - 05 - 10

05 - 1.2 - 00 - 0.4 - 1.2 - 1.0 - 06 - 10

06 - 1.4 - 00 - 0.9 - 1.1 - 1.4 - 06 - 10

07 - 1.1 - 00 - 0.5 - 1.0 - 1.0 - 05 - 10

08 - 1.2 - 00 - 0.5 - 1.4 - 1.3 - 06 - 10

09 - 1.2 - 00 - 0.8 - 1.3 - 1.0 - 05 - 10

10 - 1.4 - 00 - 0.9 - 1.3 - 1.0 - 05 - 10

11 - 1.3 - 00 - 0.8 - 1.3 - 1.2 - 05 - 10

12 - 1.7 - 00 - 0.6 - 1.3 - 1.4 - 05 - 10

13 - 1.2 - 00 - 0.9 - 1.0 - 1.1 - 05 - 10

14 - 1.5 - 00 - 0.9 - 1.1 - 1.1 - 05 - 10

15 - 1.1 - 00 - 0.6 - 1.2 - 1.3 - 05 - 10

16 - 1.8 - 00 - 0.8 - 1.0 - 1.0 - 05 - 10

17 - 1.1 - 00 - 0.8 - 1.5 - 1.2 - 05 - 10

18 - 1.7 - 00 - 0.3 - 1.7 - 1.2 - 05 - 10

19 - 1.3 - 00 - 0.6 - 1.0 - 1.1 - 04 - 10

20 - 1.2 - 00 - 0.1 - 1.4 - 1.3 - 05 - 10

21 - 1.5 - 00 - 0.5 - 1.4 - 1.2 - 05 - 10

22 - 1.4 - 00 - 1.0 - 1.2 - 1.0 - 05 - 10

23 - 1.7 - 00 - 1.0 - 1.1 - 1.4 - 06 - 10

24 - 1.5 - 00 - 1.0 - 1.0 - 1.5 - 06 - 10

25 - 1.5 - 00 - 0.4 - 1.0 - 1.0 - 04 - 10

26 - 0.9 - 00 - 0.9 - 1.5 - 1.2 - 05 - 10

27 - 1.5 - 00 - 0.5 - 1.0 - 1.3 - 05 - 10

28 - 1.1 - 00 - 0.7 - 1.0 - 1.1 - 04 - 10

29 - 1.3 - 00 - 0.2 - 1.1 - 1.3 - 05 - 10

30 - 1.9 - 00 - 0.5 - 1.5 - 1.0 - 05 - 10

Avg- 1.38- 00 - 0.68- 1.20- 1.18- 5.07

Level 30 Promoted Stats: 108-0-87+43-83-85

Level 30 Average Stats : 94-0-74+43-82-82

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#### Gerhalt

Found at?

He will join when Polca is being invaded prior to Battle XII, after Peter becomes a controllable character

Spells?

For being the least-hairy wolfman ever, he knows no magic

Interesting tidbit?

1. His attack is amusing for me, just fun to watch him punching things to death
2. His promoted attack animation is pretty awesome
3. Unlike Slade, Gerhalt benefits largely from promoting, as he always gains that +2 attack each level (Kiwi also)

Starting Stats:

24-0-36-22-20

Lv	HP	MP	AT	DE	AG	TP	Trials
14	1.0	00	1.5	1.0	1.0	05	10
15	1.0	00	1.6	1.0	1.0	05	10
16	1.0	00	1.6	1.0	2.0	06	10
17	1.0	00	1.8	1.0	1.0	05	10
18	1.0	00	1.8	1.4	1.0	06	10
19	1.0	00	1.0	1.0	1.0	04	10
20	1.0	00	1.5	1.1	1.0	05	10
21	1.0	00	1.8	1.0	1.0	05	10
22	1.0	00	1.2	1.0	1.0	05	10
23	1.0	00	1.6	1.1	1.0	06	10
24	1.0	00	1.1	1.2	1.0	05	10
25	1.0	00	1.0	1.0	1.0	04	10
26	1.1	00	1.4	1.0	2.0	06	10
27	1.2	00	1.0	1.0	1.0	05	10
28	1.5	00	1.0	1.0	1.0	05	10
29	1.6	00	1.2	1.0	1.0	06	10
30	1.9	00	1.0	1.0	1.0	05	10
31	1.6	00	1.6	1.7	1.4	07	10
32	1.4	00	1.2	1.3	1.2	07	10
33	1.6	00	1.6	1.3	1.7	07	10
34	1.1	00	1.3	1.9	1.9	08	10
35	1.7	00	1.3	1.6	1.6	07	10
36	1.3	00	1.4	1.4	1.5	07	10
37	1.7	00	1.8	1.2	1.5	07	10
38	1.4	00	1.6	1.7	1.4	07	10
39	1.4	00	1.7	1.5	1.1	06	10
40	1.2	00	1.4	1.5	1.4	06	10
Avg	1.25	00	1.31	1.22	1.25	5.81	

TP = 2-0-2-2-2

Level 20 Unpromoted Stats: 31-0-49-30-28

Level 40 Unpromoted Stats: 63-0-84-58-54

Level 40 Average Stats : 58-0-71-55-54

Wolf Baron

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.0	00	2.0	1.8	1.0	07	10
03	2.2	00	2.0	1.7	1.7	08	10
04	2.4	00	2.0	2.0	1.0	08	10
05	2.0	00	3.0	2.0	1.0	08	10
06	2.0	00	2.3	2.0	1.0	08	10
07	2.0	00	2.0	1.6	1.0	07	10
08	2.1	00	2.3	1.8	1.2	08	10
09	2.0	00	2.0	2.0	1.0	07	10
10	2.0	00	2.1	2.0	1.3	08	10
11	2.0	00	2.0	1.7	1.5	08	10
12	2.0	00	2.2	2.0	1.2	08	10
13	2.0	00	2.0	1.7	1.0	07	10
14	2.0	00	2.0	2.0	1.3	08	10
15	2.1	00	2.1	2.0	1.1	09	10
16	2.0	00	2.0	2.0	1.1	08	10
17	2.0	00	2.1	2.0	1.3	08	10
18	2.0	00	2.0	2.0	1.0	07	10
19	2.0	00	2.0	1.2	1.0	07	10
20	2.0	00	2.0	2.0	1.0	07	10
21	2.0	00	2.0	1.7	1.0	07	10
22	2.0	00	2.2	1.8	1.0	08	10



23 - 2.1 - 00 - 2.0 - 1.7 - 1.3 - 08 - 10  
24 - 2.1 - 00 - 2.3 - 2.0 - 1.3 - 09 - 10  
25 - 2.0 - 00 - 2.0 - 1.7 - 1.0 - 07 - 10  
26 - 2.0 - 00 - 2.4 - 1.8 - 1.4 - 09 - 10  
27 - 2.0 - 00 - 2.0 - 2.0 - 1.3 - 08 - 10  
28 - 2.0 - 00 - 2.3 - 1.5 - 1.5 - 08 - 10  
29 - 2.0 - 00 - 2.3 - 2.0 - 1.3 - 08 - 10  
30 - 2.0 - 00 - 2.0 - 2.0 - 1.6 - 08 - 10  
Avg- 2.03- 00 - 2.12- 1.85- 1.19- 7.79

Level 30 Promoted Stats: 123-0-154-116-91

Level 30 Average Stats : 117-0-133-109-88

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### Luke

Found at?

Luke joins after you save Polca and agree to take Oddler with you

Spells?

Nope

Interesting tidbit?

1. What's Mt. Bedoe's relation to Balbaroy and Amon from SFI?
2. Despite the best weapon at the time of Luke joining is the Long Sword, he comes with a Middle Sword. A rather pointless bit of trivia but it is annoying nonetheless since he will not join until you leave the town, forcing you to remember to buy another Long Sword for him
3. Not really a character thing, but immediately after you get Luke it is suggested to go to the Desert first. It might be tough, but beating the Kraken nets you Hassan and the best nonpromotion items, which can really help moving into the next battles

Starting Stats:

30-0-18-18-22

Lv - HP - MP - AT - DE - AG - TP - Trials

15	- 1.0	- 00	- 1.0	- 1.0	- 1.0	- 04	- 10	
16	- 1.1	- 00	- 1.0	- 0.4	- 2.0	- 06	- 10	
17	- 1.0	- 00	- 2.0	- 1.0	- 1.1	- 06	- 10	
18	- 1.0	- 00	- 1.0	- 1.0	- 1.0	- 04	- 10	
19	- 1.0	- 00	- 1.0	- 1.0	- 1.0	- 04	- 10	
20	- 1.0	- 00	- 1.0	- 1.0	- 1.1	- 05	- 10	
21	- 1.0	- 00	- 1.0	- 1.0	- 1.3	- 05	- 10	
22	- 1.0	- 00	- 1.0	- 1.0	- 1.0	- 04	- 10	
23	- 1.6	- 00	- 1.0	- 1.0	- 1.4	- 06	- 10	
24	- 1.0	- 00	- 1.0	- 1.0	- 1.0	- 04	- 10	
25	- 1.0	- 00	- 1.0	- 1.0	- 1.0	- 04	- 10	
26	- 1.4	- 00	- 1.0	- 1.0	- 1.0	- 05	- 10	
27	- 1.4	- 00	- 1.0	- 1.0	- 1.0	- 05	- 10	
28	- 1.1	- 00	- 1.0	- 0.8	- 1.0	- 05	- 10	
29	- 1.0	- 00	- 1.0	- 1.0	- 1.0	- 04	- 10	
30	- 1.0	- 00	- 1.0	- 1.0	- 1.2	- 05	- 10	
31	- 1.6	- 00	- 1.4	- 1.3	- 1.3	- 07	- 10	
32	- 1.4	- 00	- 1.5	- 1.4	- 1.8	- 08	- 10	TP = 2-0-2-2-2 {thrice}
33	- 1.3	- 00	- 1.6	- 1.7	- 2.0	- 07	- 10	
34	- 1.3	- 00	- 1.6	- 1.8	- 1.8	- 08	- 10	TP = 2-0-2-2-2
35	- 1.6	- 00	- 1.2	- 1.5	- 1.2	- 07	- 10	

36 - 1.4 - 00 - 1.4 - 1.5 - 1.5 - 08 - 10 TP = 2-0-2-2-2 {twice}  
37 - 1.7 - 00 - 1.8 - 1.6 - 1.6 - 07 - 10  
38 - 1.4 - 00 - 1.8 - 1.6 - 1.6 - 07 - 10  
39 - 1.3 - 00 - 1.3 - 1.7 - 1.2 - 07 - 10  
40 - 1.7 - 00 - 1.2 - 1.4 - 1.2 - 07 - 10  
Avg- 1.24- 00 - 1.22- 1.18- 1.28- 5.73

Level 20 Unpromoted Stats: 37-0-25+16-24-31  
Level 40 Unpromoted Stats: 69-0-54+16-53-61  
Level 40 Average Stats : 62-0-50+16-49-55

#### Bird Battler

Lv	HP	MP	AT	DE	AG	TP	Trials
02	1.0	00	1.0	1.4	1.0	05	10
03	1.7	00	0.9	1.4	1.6	06	10
04	1.3	00	1.0	1.8	1.7	06	10
05	1.8	00	0.8	1.7	1.0	06	10
06	2.0	00	0.9	1.1	1.1	06	10
07	1.5	00	0.8	1.4	1.3	06	10
08	2.0	00	1.0	1.7	1.7	07	10
09	1.6	00	0.8	1.9	1.5	06	10
10	1.9	00	0.1	1.9	1.4	06	10
11	2.0	00	0.7	1.7	1.3	07	10
12	1.6	00	0.9	1.6	1.4	07	10
13	1.9	00	0.8	1.2	1.0	06	10
14	2.0	00	1.0	1.9	1.5	07	10
15	2.0	00	0.6	1.7	1.6	07	10
16	2.0	00	0.6	1.5	1.1	07	10
17	2.0	00	1.0	1.6	1.4	07	10
18	2.0	00	1.0	1.7	1.7	07	10
19	2.0	00	1.0	1.3	1.0	06	10
20	2.0	00	0.9	2.0	1.3	07	10
21	2.0	00	0.4	1.4	1.3	07	10
22	2.0	00	0.9	1.9	1.4	07	10
23	2.0	00	0.6	1.8	1.6	06	10
24	2.0	00	0.9	1.8	1.0	06	10
25	2.0	00	0.4	1.4	1.3	07	10
26	2.1	00	0.7	1.5	1.3	07	10
27	2.0	00	1.0	1.8	1.1	07	10
28	2.3	00	0.9	1.7	1.3	07	10
29	2.0	00	0.9	1.8	1.2	07	10
30	2.9	00	1.1	1.9	1.0	07	10
Avg-	1.92-	00	0.81-	1.64-	1.31-	6.55	

Level 30 Promoted Stats: 129-0-82+39-109-107  
Level 30 Average Stats : 118-0-74+39- 97-93

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Rick

Found at?  
Rick is found after the Taros battle in Hassan  
Spells?  
None  
Interesting tidbit?  
1. He joins up on a whim because you found an interesting old vehicle. Strange

2. Rick is optional, again like May. You have to talk to him for him to join
3. With the aid of a special item (Pegasus Wing) Rick can be promoted to a Pegasus Knight

Starting Stats:

34-0-23-28-29

Lv	HP	MP	AT	DE	AG	TP	Trials
20	1.1	00	1.0	1.2	1.0	05	10
21	2.0	00	1.0	1.0	1.0	05	10
22	1.2	00	1.0	1.0	1.0	05	10
23	1.0	00	1.0	1.0	1.0	04	10
24	1.0	00	1.0	1.0	1.0	04	10
25	1.0	00	1.0	1.0	1.0	04	10
26	1.0	00	0.8	1.0	1.0	04	10
27	1.0	00	0.8	1.0	1.0	04	10
28	1.0	00	1.0	1.0	1.0	04	10
29	1.0	00	0.9	1.0	1.0	04	10
30	1.0	00	0.7	1.0	0.9	04	10
31	1.6	00	1.7	1.7	1.3	07	10
32	1.1	00	1.3	1.2	1.4	07	10
33	1.8	00	1.8	1.9	1.4	08	10 TP = 2-0-2-2-2
34	1.7	00	1.4	1.5	1.4	07	10
35	1.6	00	1.5	1.6	1.6	07	10
36	1.5	00	1.2	1.6	1.4	07	10
37	1.6	00	1.2	1.6	1.4	07	10
38	1.6	00	1.8	1.6	1.5	07	10
39	1.5	00	1.5	1.5	1.8	08	10 TP = 2-0-2-2-2
40	1.6	00	1.5	1.5	1.5	07	10
Avg	1.33	00	1.19	1.28	1.22	5.67	

Level 20 Unpromoted Stats: 36-0-24+20-29-30

Level 40 Unpromoted Stats: 65-0-54+20-57-57

Level 40 Average Stats : 62-0-48+20-55-55

Paladin

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.6	00	1.0	2.0	1.0	07	10
03	2.3	00	1.0	2.0	1.4	07	10
04	2.5	00	1.0	2.5	1.0	08	10 TP = 3-0-1-3-1 {five times}
05	2.2	00	0.5	2.3	1.0	08	10 TP = 3-0-1-3-1
06	2.0	00	1.0	2.5	1.1	07	10
07	2.0	00	1.0	2.0	1.2	07	10
08	2.1	00	1.0	2.0	1.4	07	10
09	2.0	00	0.5	2.1	1.2	07	10
10	2.0	00	1.0	2.0	1.4	07	10
11	2.0	00	1.0	2.4	1.1	08	10 TP = 2-0-1-3-2
12	2.1	00	1.0	2.0	1.2	08	10
13	2.0	00	0.5	2.0	1.1	07	10
14	2.0	00	1.0	2.0	1.9	07	10
15	2.0	00	1.0	2.2	1.3	08	10 TP = 2-0-1-3-2
16	2.0	00	1.0	2.2	1.5	08	10 TP = 2-0-1-3-2
17	2.0	00	0.3	2.8	1.3	08	10 TP = 2-0-1-3-2
18	2.0	00	0.2	2.4	1.9	07	10
19	2.0	00	0.7	2.0	1.6	07	10
20	2.0	00	1.0	2.0	1.5	07	10
21	2.0	00	0.7	2.4	2.0	08	10 TP = 2-0-1-3-2
22	2.0	00	1.0	2.3	2.0	08	10 TP = 2-0-1-3-2 {thrice}
23	2.0	00	0.9	2.0	2.0	07	10
24	1.6	00	0.6	2.3	1.6	08	10

25 - 1.6 - 00 - 0.5 - 2.0 - 1.7 - 07 - 10  
26 - 2.0 - 00 - 1.0 - 2.1 - 2.0 - 07 - 10  
27 - 1.7 - 00 - 1.0 - 2.1 - 2.0 - 07 - 10  
28 - 1.7 - 00 - 0.9 - 2.4 - 2.0 - 08 - 10 TP = 2-0-1-3-2 {thrice}  
29 - 2.0 - 00 - 0.8 - 2.1 - 1.9 - 08 - 10  
30 - 1.0 - 00 - 0.7 - 2.3 - 2.0 - 06 - 10  
Avg- 1.98- 00 - 0.82- 2.19- 1.53- 7.38

Level 30 Promoted Stats: 128-0-83+43-129-108  
Level 30 Average Stats : 119-0-72+43-118-99

#### Pegasus Knight

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.6	00	1.0	2.6	1.0	08	10
03	2.8	00	1.0	2.1	1.0	08	10
04	2.0	00	1.0	2.0	1.0	06	10
05	2.1	00	1.0	2.3	1.0	07	10
06	2.0	00	1.0	2.5	1.0	07	10
07	2.0	00	1.0	2.0	1.0	06	10
08	2.2	00	1.0	2.6	1.0	07	10
09	2.0	00	1.0	2.4	1.3	07	10
10	2.0	00	0.6	2.4	1.0	07	10
11	2.0	00	1.0	2.0	1.0	06	10
12	2.0	00	1.0	2.6	1.6	08	10
13	1.8	00	0.9	2.0	1.1	06	10
14	2.0	00	0.9	2.2	1.9	08	10
15	2.0	00	0.6	2.5	1.0	07	10
16	2.0	00	0.8	2.4	1.0	07	10
17	2.0	00	1.0	2.3	1.2	08	10
18	2.0	00	0.8	2.3	1.1	07	10
19	2.0	00	1.0	2.0	1.0	06	10
20	1.8	00	1.0	2.5	1.0	07	10
21	2.0	00	0.5	2.7	1.5	08	10
22	1.4	00	0.4	2.8	1.4	08	10
23	2.0	00	1.0	2.9	1.0	07	10
24	1.5	00	0.6	2.5	1.5	07	10
25	1.6	00	0.5	2.0	1.7	06	10
26	2.0	00	0.9	2.4	1.9	08	10
27	1.9	00	0.5	2.5	1.5	07	10
28	1.3	00	0.5	2.3	2.0	07	10
29	2.0	00	1.0	2.1	1.9	07	10
30	1.0	00	1.0	2.4	2.0	07	10
Avg-	1.93-	00	0.84-	2.36-	1.29-	7.07	

Level 30 Promoted Stats: 124-0-83+43-132-97  
Level 30 Average Stats : 118-0-72+43-123-93

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#### Elric

Found at?

After fighting probably the single hardest battle up to this point in the game  
he joins up after the Harpy Pond

Spells?

None for the elf

Interesting tidbit?

1. For being a ranged character, he gains an almost obscene amount of life
2. With the aid of a special item (Silver Tank) Elric can be promoted to a BrassGunner

Starting Stats:

35-0-26-24-25

Lv	HP	MP	AT	DE	AG	TP	Trials
22	1.3	00	1.0	1.0	1.0	05	10
23	1.0	00	1.0	1.0	1.0	04	10
24	1.4	00	1.0	1.0	0.8	05	10
25	1.1	00	0.9	1.0	0.3	05	10
26	1.3	00	1.0	1.0	1.0	05	10
27	1.1	00	1.0	1.0	0.7	05	10
28	1.4	00	1.0	1.0	0.4	05	10
29	1.3	00	1.0	1.0	1.0	05	10
30	1.7	00	1.1	1.1	0.3	05	10
31	1.4	00	1.3	1.6	1.6	07	10
32	1.5	00	1.6	1.8	1.8	08	10 TP = 2-0-2-2-2 {thrice}
33	1.7	00	1.6	1.6	1.1	07	10
34	1.3	00	1.3	1.6	1.3	06	10
35	1.7	00	1.3	1.4	1.9	07	10
36	1.4	00	1.5	1.8	1.6	08	10 TP = 2-0-2-2-2
37	1.5	00	2.0	1.6	1.6	08	10 TP = 2-0-2-2-2 {four times}
38	1.7	00	1.3	1.4	1.4	06	10
39	1.5	00	1.6	1.4	1.7	07	10
40	1.2	00	1.2	1.5	1.3	06	10
Avg	1.39	00	1.24	1.31	1.15	6.00	

Level 21 Unpromoted Stats: 35-0-26+17-24-25

Level 40 Unpromoted Stats: 70-0-56+17-50-48

Level 40 Average Stats : 62-0-50+17-49-47

Sniper

Lv	HP	MP	AT	DE	AG	TP	Trials
02	1.0	00	0.6	1.3	1.0	05	10
03	1.6	00	0.2	1.2	1.1	06	10
04	1.4	00	0.8	1.2	1.1	05	10
05	1.3	00	0.5	1.6	1.5	06	10
06	1.9	00	0.5	1.6	1.1	06	10
07	1.2	00	0.4	1.0	1.1	05	10
08	1.7	00	0.4	1.8	1.5	06	10
09	1.8	00	0.9	1.2	1.5	06	10
10	1.5	00	0.7	1.5	1.3	06	10
11	1.5	00	1.0	1.4	1.4	07	10
12	2.0	00	0.8	1.3	1.0	06	10
13	1.7	00	0.4	1.3	1.5	06	10
14	2.0	00	0.8	1.8	1.3	07	10
15	2.0	00	0.8	1.5	1.2	06	10
16	2.0	00	0.8	1.6	1.4	07	10
17	2.0	00	0.7	1.6	1.5	07	10
18	2.0	00	0.5	1.0	1.0	05	10
19	2.0	00	0.2	1.2	1.0	06	10
20	2.0	00	1.0	1.6	1.0	06	10
21	2.0	00	0.6	1.1	1.9	06	10
22	2.0	00	0.4	1.2	1.3	06	10
23	2.0	00	0.9	1.5	1.0	06	10
24	2.0	00	0.8	1.1	1.2	06	10
25	1.9	00	0.5	1.3	1.2	07	10
26	2.0	00	0.8	1.6	1.1	06	10

27 - 2.0 - 00 - 1.0 - 1.9 - 1.5 - 07 - 10  
28 - 2.0 - 00 - 0.9 - 1.5 - 1.3 - 07 - 10  
29 - 2.0 - 00 - 1.0 - 1.6 - 1.9 - 07 - 10  
30 - 2.4 - 00 - 0.8 - 1.4 - 1.3 - 07 - 10  
Avg- 1.82- 00 - 0.68- 1.41- 1.28- 6.17

Level 30 Promoted Stats: 126-0-85+43-98-92

Level 30 Average Stats : 115-0-70+43-90-84

#### Brass Gunner

Lv	HP	MP	AT	DE	AG	TP	Trials
02	1.0	00	0.7	2.7	1.0	06	10
03	1.7	00	1.0	2.3	1.0	06	10
04	1.0	00	0.9	2.5	1.0	06	10
05	1.3	00	1.0	2.7	1.0	07	10
06	1.9	00	1.0	2.2	1.0	07	10
07	1.4	00	1.0	2.0	1.0	06	10
08	2.0	00	1.0	3.0	1.0	07	10
09	1.6	00	1.0	2.0	1.0	06	10
10	2.0	00	1.0	2.1	1.0	07	10
11	1.4	00	0.9	2.6	1.0	07	10
12	1.8	00	1.0	2.5	1.0	07	10
13	1.5	00	0.7	2.0	1.0	06	10
14	2.0	00	1.0	2.0	1.0	06	10
15	1.8	00	0.8	2.0	1.0	06	10
16	1.6	00	1.0	2.0	1.0	06	10
17	2.0	00	0.6	2.0	1.0	06	10
18	2.0	00	0.9	2.0	1.0	06	10
19	2.0	00	0.7	2.0	1.0	06	10
20	1.8	00	0.9	2.0	1.0	06	10
21	2.0	00	1.0	1.9	1.0	06	10
22	2.0	00	0.7	2.0	1.0	06	10
23	2.0	00	1.0	2.0	1.0	06	10
24	2.0	00	0.8	1.9	1.0	06	10
25	2.0	00	0.9	2.0	1.0	06	10
26	2.0	00	1.0	2.0	1.0	06	10
27	2.0	00	1.0	2.0	1.0	06	10
28	2.1	00	1.0	1.9	1.0	07	10
29	2.0	00	0.8	2.0	1.0	06	10
30	2.4	00	0.7	1.4	1.2	07	10
Avg-	1.80-	00	0.89-	2.13-	1.01-	6.28	

Level 30 Promoted Stats: 127-0-85+43-116-78

Level 30 Average Stats : 114-0-76+43-111-76

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#### Eric

Found at?

Eric is one of the four characters found at Creed's Mansion

Spells?

None

Interesting tidbit?

1. Eric is the 3rd best choice (2nd least popular) at Creed's by popular vote and will probably have to be picked up after you defeat Cameela
2. With the aid of a special item (Pegasus Wing) Eric can be promoted to a

Pegasus Knight

Starting Stats:

53-0-32-30-29

Lv	HP	MP	AT	DE	AG	TP	Trials
25	1.0	00	1.0	1.0	1.0	04	10
26	2.0	00	1.0	1.0	1.0	05	10
27	1.4	00	1.0	1.0	1.0	05	10
28	1.9	00	1.0	1.2	1.0	06	10
29	1.4	00	1.0	1.0	1.0	05	10
30	1.4	00	0.7	1.0	1.3	05	10
31	1.3	00	1.3	1.8	1.4	06	10
32	1.2	00	1.3	1.8	1.7	07	10
33	1.0	00	2.0	1.0	2.0	06	10
34	1.4	00	1.4	1.4	1.4	08	10 TP = 2-0-2-2-2
35	1.2	00	2.0	1.7	1.3	07	10
36	1.7	00	1.2	1.4	1.3	07	10
37	1.9	00	1.2	1.1	1.6	06	10
38	1.3	00	1.3	1.9	1.3	07	10
39	1.5	00	1.4	1.4	1.5	07	10
40	1.8	00	1.8	1.6	1.7	08	10 TP = 2-0-2-2-2 {five times}
Avg-	1.46-	00	1.29-	1.33-	1.34-	6.19	

Level 40 Unpromoted Stats: 79-0-58+20-54-52

Level 40 Average Stats : 76-0-53+20-51-50

Level 24 Unpromoted Stats: 53-0-32+20-30-29

Paladin

Lv	HP	MP	AT	DE	AG	TP	Trials
02	1.0	00	0.7	1.5	1.0	05	10
03	1.4	00	1.0	1.6	1.6	06	10
04	1.4	00	1.0	1.3	1.3	05	10
05	1.8	00	0.4	1.2	1.2	07	10
06	2.0	00	1.0	1.5	1.5	07	10
07	1.8	00	1.0	1.1	1.1	07	10
08	1.6	00	1.0	2.0	1.9	07	10
09	1.9	00	1.0	2.0	1.6	07	10
10	1.7	00	1.0	2.0	1.7	07	10
11	2.0	00	1.0	2.0	1.4	07	10
12	2.0	00	0.9	2.0	1.3	07	10
13	2.0	00	1.0	2.0	1.8	07	10
14	2.0	00	1.0	2.0	2.0	07	10
15	2.0	00	1.0	2.0	1.6	07	10
16	2.0	00	1.0	2.0	1.6	07	10
17	2.0	00	1.0	2.0	2.0	07	10
18	2.0	00	1.0	2.0	1.8	07	10
19	2.0	00	1.0	2.0	2.0	07	10
20	2.0	00	1.0	2.0	2.0	07	10
21	2.0	00	1.0	2.2	2.0	08	10
22	2.0	00	1.0	2.0	2.0	07	10
23	2.3	00	1.0	2.0	2.0	08	10
24	2.0	00	1.0	2.1	2.0	08	10
25	2.0	00	1.0	2.0	2.0	07	10
26	2.3	00	1.2	2.5	2.0	10	10 TP = 3-0-2-3-2
27	2.0	00	1.0	2.0	2.0	07	10
28	2.3	00	1.1	2.4	2.0	08	10
29	2.0	00	1.0	2.0	2.0	07	10
30	2.3	00	1.1	2.5	2.1	10	10 TP = 3-0-2-3-2
Avg-	1.92-	00	0.98-	1.93-	1.56-	7.17	

Level 30 Promoted Stats: 138-0-90+43-115-108

Level 30 Average Stats : 132-0-81+43-107-95

#### Pegasus Knight

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.0 - 00 - 0.8 - 1.5 - 1.0 - 05 - 10

03 - 2.0 - 00 - 0.4 - 1.6 - 1.0 - 06 - 10

04 - 1.3 - 00 - 1.0 - 1.8 - 1.0 - 06 - 10

05 - 1.0 - 00 - 1.0 - 2.0 - 1.6 - 06 - 10

06 - 1.5 - 00 - 1.0 - 1.8 - 1.1 - 06 - 10

07 - 1.6 - 00 - 1.0 - 1.5 - 1.0 - 06 - 10

08 - 2.0 - 00 - 1.0 - 2.0 - 1.6 - 07 - 10

09 - 2.0 - 00 - 0.7 - 2.0 - 1.6 - 07 - 10

10 - 2.0 - 00 - 1.0 - 2.0 - 1.8 - 07 - 10

11 - 2.0 - 00 - 1.0 - 2.0 - 1.7 - 07 - 10

12 - 2.0 - 00 - 1.0 - 2.0 - 1.1 - 07 - 10

13 - 2.0 - 00 - 1.0 - 2.0 - 1.2 - 07 - 10

14 - 2.0 - 00 - 1.0 - 2.0 - 1.8 - 07 - 10

15 - 2.0 - 00 - 1.0 - 2.1 - 1.9 - 07 - 10

16 - 2.0 - 00 - 1.0 - 2.0 - 1.5 - 07 - 10

17 - 2.0 - 00 - 1.0 - 2.0 - 2.0 - 07 - 10

18 - 2.0 - 00 - 1.0 - 2.0 - 1.9 - 07 - 10

19 - 2.0 - 00 - 1.0 - 2.1 - 1.4 - 07 - 10

20 - 2.0 - 00 - 1.0 - 2.0 - 1.5 - 07 - 10

21 - 2.0 - 00 - 1.0 - 2.4 - 1.9 - 08 - 10

22 - 2.0 - 00 - 1.0 - 2.0 - 2.0 - 07 - 10

23 - 2.0 - 00 - 1.0 - 2.7 - 2.0 - 08 - 10

24 - 2.0 - 00 - 1.0 - 2.0 - 2.0 - 07 - 10

25 - 2.0 - 00 - 1.0 - 2.0 - 2.0 - 07 - 10

26 - 2.0 - 00 - 1.0 - 3.0 - 2.0 - 08 - 10

27 - 2.0 - 00 - 1.0 - 2.0 - 2.0 - 07 - 10

28 - 2.3 - 00 - 1.0 - 2.7 - 2.0 - 09 - 10

29 - 2.0 - 00 - 1.0 - 2.0 - 2.0 - 07 - 10

30 - 2.7 - 00 - 1.3 - 3.0 - 2.0 - 10 - 10 TP = 3-2-3-2 {thrice}

Avg- 1.91- 00 - 0.97- 2.08- 1.64- 7.03

Level 30 Promoted Stats: 135-0-88+43-117-104

Level 30 Average Stats : 131-0-81+43-111-98

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#### Randolf

Found at?

Randolf is one of the four characters found at Creed's Mansion

Spells?

None

Interesting tidbit?

1. Randolf is the probably the worst choice offered at Creed's (see Eric has good move, and Tyrin and Karna use magic) and will probably also need to be picked up after Cameela along with Eric

2. With the aid of a special item (Warriors Pride) Randolf can be promoted to a Baron

Starting Stats:

38-0-35-37-27



Lv	HP	MP	AT	DE	AG	TP	Trials
25	1.0	00	1.0	1.0	1.0	04	10
26	1.0	00	1.0	1.0	1.0	04	10
27	1.0	00	1.2	1.0	1.0	05	10
28	1.0	00	1.0	1.0	1.0	04	10
29	1.0	00	1.0	1.0	1.0	04	10
30	1.0	00	1.0	1.0	1.0	04	10
31	1.9	00	1.8	1.7	1.7	08	10 TP = 2-0-2-2-2 {seven times}
32	1.2	00	1.6	1.5	1.3	06	10
33	1.4	00	1.1	1.3	1.5	07	10
34	1.8	00	1.2	1.6	1.4	07	10
35	1.5	00	1.6	1.7	1.7	07	10
36	1.5	00	1.5	1.7	1.7	07	10
37	1.6	00	1.5	1.5	1.9	07	10
38	1.7	00	1.7	1.4	1.2	06	10
39	1.6	00	1.9	1.8	1.1	07	10
40	1.7	00	1.7	1.0	1.3	06	10
Avg-	1.37	00	1.36	1.32	1.30	5.81	

Level 40 Unpromoted Stats: 63-0-61+21-58-48  
Level 40 Average Stats : 60-0-57+21-58-48  
Level 24 Unpromoted Stats: 38-0-35+21-37-27

#### Gladiator

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.0	00	1.0	2.0	1.0	06	10
03	2.0	00	0.8	2.4	1.5	07	10
04	2.0	00	1.0	2.6	1.2	07	10
05	2.0	00	1.0	2.4	1.3	08	10
06	2.0	00	0.8	2.4	1.1	07	10
07	1.9	00	1.0	2.0	1.0	06	10
08	2.0	00	1.0	2.6	1.7	08	10
09	2.0	00	1.0	2.5	1.0	07	10
10	2.0	00	1.0	2.7	1.0	07	10
11	2.0	00	1.0	2.9	1.4	08	10
12	2.0	00	1.0	2.6	1.0	07	10
13	1.7	00	0.9	2.1	1.0	07	10
14	2.0	00	1.0	2.6	1.0	07	10
15	2.0	00	1.0	2.5	1.0	07	10
16	2.0	00	1.0	2.8	1.0	07	10
17	2.0	00	1.0	2.3	1.0	07	10
18	2.0	00	1.0	2.7	1.0	07	10
19	1.9	00	1.0	2.1	1.0	07	10
20	2.0	00	1.0	2.8	1.0	07	10
21	2.0	00	1.0	2.3	1.0	07	10
22	2.0	00	1.0	2.8	1.0	07	10
23	2.0	00	1.0	2.7	1.0	07	10
24	2.0	00	1.0	2.7	1.0	07	10
25	2.0	00	0.7	2.0	1.0	06	10
26	2.0	00	0.9	2.5	1.0	07	10
27	2.0	00	0.9	2.2	0.9	07	10
28	2.0	00	1.0	2.3	1.0	07	10
29	2.0	00	1.0	2.3	1.0	07	10
30	2.0	00	0.8	2.3	1.0	07	10
Avg-	1.98	00	0.96	2.45	1.07	7.00	

Level 30 Promoted Stats: 121-0-90+42-141-81  
Level 30 Average Stats : 117-0-85+42-129-79

Baron

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.0	00	0.6	1.9	2.0	07	10
03	2.0	00	1.0	2.0	1.7	07	10
04	2.0	00	1.0	2.0	1.7	07	10
05	2.0	00	1.0	2.0	1.4	07	10
06	2.0	00	0.8	2.0	1.4	07	10
07	2.0	00	1.0	2.0	1.0	06	10
08	2.0	00	0.7	2.0	1.8	07	10
09	2.0	00	1.0	2.1	1.3	07	10
10	2.0	00	1.0	2.0	1.3	07	10
11	2.0	00	1.0	2.1	1.1	07	10
12	2.0	00	1.0	2.0	1.0	06	10
13	2.0	00	0.5	2.0	1.0	06	10
14	2.0	00	1.0	2.0	1.0	06	10
15	2.0	00	1.0	2.0	1.0	06	10
16	2.0	00	1.0	2.0	1.0	06	10
17	2.0	00	1.0	2.1	1.1	07	10
18	2.0	00	0.9	2.1	1.2	07	10
19	1.7	00	1.0	2.0	1.0	06	10
20	2.0	00	1.0	2.1	1.0	07	10
21	2.0	00	1.0	2.1	1.0	07	10
22	2.0	00	1.0	2.0	1.0	06	10
23	2.0	00	1.0	2.0	1.1	07	10
24	2.0	00	1.0	2.0	1.0	06	10
25	1.7	00	0.6	2.0	1.0	06	10
26	2.0	00	1.0	2.2	1.2	07	10
27	2.0	00	1.0	2.0	1.0	06	10
28	2.0	00	1.0	2.0	1.0	06	10
29	2.0	00	1.0	2.3	1.0	07	10
30	2.0	00	1.0	2.0	0.9	06	10
Avg	1.98	00	0.93	2.03	1.18	6.55	

Level 30 Promoted Stats: 121-0-90+42-124-85  
Level 30 Average Stats : 117-0-84+42-117-82

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Tyrin

Found at?

Tyrin is one of the four characters found at Creed's Mansion

Spells?

As a Wizard

Blaze (4) {starts, starts, 51, 56}

Freeze (4) {starts, starts, 31, 38}

Bolt (4) {28, 35, 54, 60}

Sleep {25}

Blaze III learned at level 31 promoted only

Blaze IV learned at level 36 promoted only

Bolt III learned at 34 promoted only

Bolt IV learned at 40 promoted only

As a Sorcerer

Dao {starts, 12}

Apollo {3, 16}

Neptune {8, 25}

Atlas {20, 29}

Interesting tidbit?

1. Tyrin is tied for best choice at Creed's. If you're not planning on using all the characters from Creed's, Karna is the best choice. Otherwise, pick up Tyrin now and come back for Karna later (level 2 boost is far easier to level)
2. With the aid of a special item (Secret Book) Tyrin can be promoted to a Sorcerer

Starting Stats:

27-47-20-26-30

Lv	HP	MP	AT	DE	AG	TP	Trials	
25	0.6	1.2	0.5	1.0	1.0	05	10	
26	0.6	1.6	0.6	1.0	1.0	06	10	
27	1.0	1.2	0.8	1.0	1.0	06	10	
28	0.9	1.3	0.6	0.9	1.0	05	10	
29	1.0	1.3	0.6	1.0	1.0	05	10	
30	0.8	1.0	0.9	1.0	1.0	05	10	
31	1.4	1.6	1.6	1.4	1.5	09	10	
32	1.7	1.7	1.4	1.3	1.5	10	10	TP = 2-2-2-2-2
33	1.7	1.4	1.3	1.5	1.7	09	10	
34	2.0	1.7	1.7	1.9	1.4	10	10	TP = 2-2-2-2-2
35	1.4	1.2	1.4	1.1	1.4	08	10	
36	2.0	1.4	1.3	1.1	1.6	09	10	
37	1.6	1.6	1.3	1.8	1.7	09	10	
38	1.7	1.6	1.8	1.8	1.5	10	10	TP = 2-2-2-2-2 {five times}
39	1.4	1.4	1.2	1.8	1.1	08	10	
40	1.6	1.8	1.7	1.6	1.6	09	10	
Avg	1.34	1.44	1.16	1.32	1.31	7.68		

Level 24 Unpromoted Stats: 27-47-20+15-26-30

Level 40 Unpromoted Stats: 52-76-42+15-51-55

Level 40 Average Stats : 48-70-39+15-47-51

Wizard

Lv	HP	MP	AT	DE	AG	TP	Trials	
02	1.3	1.2	0.5	1.7	1.1	08	10	
03	2.0	1.0	1.0	2.0	1.3	08	10	
04	1.7	1.2	0.9	1.9	1.4	09	10	
05	1.9	1.5	0.6	1.8	1.5	09	10	
06	1.6	1.0	0.8	1.2	1.1	08	10	
07	1.5	1.1	0.3	1.7	1.4	07	10	
08	1.7	1.4	0.3	1.9	1.5	08	10	
09	1.8	1.6	0.4	1.0	1.8	07	10	
10	1.8	1.7	0.2	1.4	1.8	08	10	TP = 2-2-0-2-2
11	1.6	1.5	0.4	1.5	1.2	08	10	TP = 2-2-0-2-2
12	2.0	1.0	0.0	1.5	1.5	07	10	
13	1.4	1.4	0.6	1.0	1.2	07	10	
14	2.0	1.7	0.2	1.6	1.3	07	10	
15	2.0	1.2	0.4	1.3	1.0	07	10	
16	1.8	1.5	0.1	1.4	1.3	08	10	TP = 2-2-0-2-2
17	1.6	1.4	0.1	1.3	1.3	08	10	
18	1.7	1.6	0.2	1.0	1.1	06	10	
19	1.7	1.0	0.3	1.0	1.0	06	10	
20	1.7	1.3	0.1	1.0	1.1	07	10	
21	2.0	1.2	0.0	1.4	1.4	06	10	
22	1.8	1.0	0.5	1.0	1.4	06	10	
23	2.0	1.6	0.2	1.4	1.5	08	10	
24	2.0	1.3	0.7	1.0	1.6	07	10	
25	1.7	1.0	0.4	1.0	1.5	06	10	
26	1.9	1.3	0.6	1.0	1.4	07	10	

27 - 1.6 - 1.2 - 1.0 - 1.0 - 1.4 - 08 - 10  
28 - 1.5 - 1.1 - 0.5 - 1.0 - 1.3 - 07 - 10  
29 - 2.0 - 1.7 - 1.0 - 1.0 - 1.4 - 08 - 10  
30 - 2.0 - 1.0 - 0.8 - 1.0 - 1.7 - 07 - 10  
Avg- 1.77- 1.30- 0.45- 1.31- 1.36- 7.345

Level 30 Promoted Stats: 110-123-53+39-93-102

Level 30 Average Stats : 99-108-52+39-85-90

#### Sorcerer

Lv - HP - MP - AT - DE - AG - TP - Trials  
02 - 1.4 - 1.4 - 0.7 - 2.0 - 1.0 - 08 - 10  
03 - 1.7 - 1.5 - 0.8 - 2.0 - 1.0 - 07 - 10  
04 - 1.7 - 1.6 - 0.6 - 1.8 - 1.0 - 08 - 10  
05 - 1.8 - 1.6 - 0.6 - 2.0 - 1.0 - 08 - 10  
06 - 1.9 - 1.8 - 0.9 - 1.6 - 1.0 - 08 - 10  
07 - 1.5 - 1.5 - 0.5 - 1.5 - 1.0 - 08 - 10  
08 - 1.8 - 2.0 - 0.9 - 1.9 - 1.0 - 08 - 10  
09 - 1.9 - 2.0 - 0.2 - 1.5 - 1.0 - 07 - 10  
10 - 1.7 - 1.8 - 0.1 - 1.8 - 1.0 - 07 - 10  
11 - 1.8 - 1.8 - 0.3 - 1.9 - 1.0 - 07 - 10  
12 - 1.8 - 1.9 - 0.1 - 1.7 - 1.0 - 07 - 10  
13 - 1.5 - 1.3 - 0.3 - 1.6 - 1.0 - 07 - 10  
14 - 1.8 - 1.5 - 0.3 - 1.3 - 1.1 - 08 - 10  
15 - 1.8 - 1.7 - 0.2 - 1.5 - 1.2 - 07 - 10  
16 - 1.8 - 1.9 - 0.3 - 1.1 - 1.1 - 07 - 10  
17 - 1.5 - 1.7 - 0.7 - 1.7 - 1.0 - 08 - 10  
18 - 1.6 - 1.8 - 0.5 - 1.2 - 1.0 - 07 - 10  
19 - 1.3 - 1.5 - 0.5 - 1.4 - 1.0 - 06 - 10  
20 - 1.8 - 1.6 - 0.4 - 1.1 - 1.1 - 09 - 10  
21 - 1.9 - 1.6 - 0.5 - 1.0 - 1.1 - 08 - 10  
22 - 2.0 - 1.9 - 0.5 - 1.1 - 1.0 - 08 - 10  
23 - 1.9 - 1.9 - 0.2 - 1.1 - 1.0 - 07 - 10  
24 - 2.0 - 1.2 - 0.9 - 1.0 - 1.0 - 07 - 10  
25 - 1.5 - 1.5 - 0.9 - 1.0 - 1.0 - 06 - 10  
26 - 2.0 - 2.0 - 0.9 - 1.1 - 1.0 - 07 - 10  
27 - 1.8 - 1.8 - 0.6 - 1.0 - 1.0 - 07 - 10  
28 - 1.6 - 1.7 - 0.9 - 1.3 - 1.1 - 07 - 10  
29 - 1.9 - 2.0 - 1.0 - 1.5 - 1.0 - 08 - 10  
30 - 1.9 - 1.9 - 0.8 - 1.0 - 1.0 - 07 - 10  
Avg- 1.78- 1.70- 0.56- 1.44- 1.02- 7.38

Level 30 Promoted Stats: 110-133-56+39-100-89

Level 30 Average Stats : 100-119-55+39- 89-81

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#### Karna

Found at?

Karna is the last choice offered at Creed's Mansion

Spells?

Heal {starts, starts, starts, never!}

Blast (4) {starts, starts, 26, 37}

Boost (2) {starts, 30}

Aura (4) {33, 41, 55, 60}

Aura 2 at 25 promoted only

Aura 3 at 35 promoted only

Aura 4 at 40 promoted only

Interesting tidbit?

1. Karna is the easiest character to level in the game. Boost 2 is a free 48 experience every couple turns
  - 1a. Aura IV also nets 25 experience every turn which can be quicker than Boost since you don't have to wait 2 turns to do it again
2. With the aid of a special item (Vigor Ball) Karna can be promoted to a Master Monk
3. It took 130 tries for Karna to gain an attack as a Vicar. It didn't happen until level 14 and it happened once. Holy f\*cking sh\*t, I am not kidding you
  - 3a. In 29 levels, some 290 trials, Karna gained on 3 seperate instances, 1 attack as a Vicar. That's an average of 0.0103 attack per level. WoW
4. Karna is one of a few characters that can easily level to 40/99 (not that you need to), but she does show off an interesting point that while SF1 cannot go above 99 in a stat, in SF2, you cannot go above 200, meaning you'll never get into Blue Health, only Green.

Starting Stats:

41-50-26-26-28

Lv - HP - MP - AT - DE - AG - TP - Trials

25 - 1.3 - 1.5 - 1.0 - 0.8 - 0.6 - 07 - 10

26 - 1.8 - 1.7 - 1.0 - 0.9 - 1.0 - 07 - 10

27 - 1.7 - 1.6 - 0.8 - 1.0 - 1.0 - 07 - 10

28 - 1.4 - 2.0 - 1.0 - 1.0 - 1.0 - 07 - 10

29 - 1.4 - 1.6 - 0.4 - 0.6 - 1.0 - 07 - 10

30 - 1.6 - 1.6 - 0.7 - 1.0 - 0.7 - 07 - 10

31 - 1.5 - 1.5 - 1.6 - 1.4 - 1.3 - 08 - 10

32 - 1.3 - 1.6 - 1.3 - 1.0 - 1.2 - 08 - 10

33 - 1.2 - 1.4 - 1.4 - 1.5 - 1.5 - 07 - 10

34 - 1.8 - 1.7 - 1.7 - 1.2 - 1.3 - 08 - 10

35 - 1.2 - 1.4 - 1.5 - 1.7 - 2.0 - 09 - 10

36 - 1.3 - 1.4 - 1.3 - 1.3 - 1.3 - 09 - 10

37 - 1.5 - 1.5 - 1.5 - 1.1 - 1.7 - 09 - 10

38 - 1.5 - 1.5 - 1.6 - 1.6 - 1.6 - 09 - 10

39 - 1.5 - 1.4 - 1.5 - 1.4 - 1.5 - 08 - 10

40 - 1.4 - 1.3 - 1.4 - 1.9 - 1.4 - 08 - 10

Avg- 1.46- 1.54- 1.23- 1.21- 1.26- 7.81

Level 40 Unpromoted Stats: 71-79-49+15-47-51

Level 40 Average Stats : 64-75-46+15-45-48

Level 24 Unpromoted Stats: 41-50-26+15-26-28

Vicar

Lv - HP - MP - AT - DE - AG - TP - Trials

02 - 1.5 - 1.0 - 0.0 - 1.0 - 1.0 - 05 - 10

03 - 1.9 - 1.4 - 0.0 - 1.0 - 1.5 - 06 - 10

04 - 2.0 - 2.0 - 0.0 - 1.0 - 1.7 - 07 - 10

05 - 1.8 - 1.8 - 0.0 - 1.0 - 1.9 - 07 - 10

06 - 1.9 - 2.0 - 0.0 - 1.0 - 1.0 - 06 - 10

07 - 1.8 - 1.3 - 0.0 - 1.0 - 1.0 - 06 - 10

08 - 2.0 - 2.0 - 0.0 - 1.0 - 1.1 - 07 - 10

09 - 2.0 - 2.0 - 0.0 - 1.0 - 1.8 - 07 - 10

10 - 1.9 - 2.0 - 0.0 - 0.8 - 1.2 - 07 - 10

11 - 2.0 - 2.0 - 0.0 - 1.0 - 1.2 - 07 - 10

12 - 2.0 - 2.0 - 0.0 - 1.0 - 1.5 - 07 - 10

13 - 2.0 - 2.0 - 0.0 - 0.3 - 1.0 - 06 - 10

14 - 2.0 - 2.0 - 0.1 - 1.0 - 1.0 - 07 - 10

15 - 2.0 - 2.2 - 0.0 - 1.0 - 1.0 - 07 - 10

16 - 2.0 - 2.2 - 0.0 - 0.9 - 1.5 - 07 - 10  
17 - 2.0 - 2.2 - 0.0 - 0.9 - 1.2 - 08 - 10  
18 - 2.0 - 2.1 - 0.0 - 0.2 - 1.5 - 07 - 10  
19 - 2.0 - 2.0 - 0.0 - 0.6 - 1.0 - 06 - 10  
20 - 2.0 - 2.0 - 0.0 - 0.5 - 1.4 - 07 - 10  
21 - 2.0 - 2.0 - 0.0 - 0.9 - 1.1 - 06 - 10  
22 - 2.1 - 2.0 - 0.0 - 1.0 - 1.5 - 08 - 10  
23 - 2.1 - 2.0 - 0.0 - 0.9 - 1.1 - 07 - 10  
24 - 2.3 - 2.0 - 0.0 - 1.0 - 1.4 - 08 - 10  
25 - 2.0 - 1.0 - 0.1 - 0.7 - 1.0 - 05 - 10  
26 - 2.2 - 2.0 - 0.0 - 1.0 - 1.6 - 07 - 10  
27 - 2.0 - 1.7 - 0.0 - 1.0 - 1.4 - 07 - 10  
28 - 2.4 - 2.0 - 0.0 - 1.0 - 1.8 - 08 - 10  
29 - 2.1 - 1.4 - 0.1 - 1.1 - 1.0 - 07 - 10  
30 - 3.0 - 1.9 - 0.0 - 1.1 - 1.6 - 09 - 10  
Avg- 2.03- 1.94- 0.01- 0.89- 1.31- 6.86

Level 30 Promoted Stats: 135-138-52+39-76-97  
Level 30 Average Stats : 123-132-46+39-71-86

#### Master Monk

Lv - HP - MP - AT - DE - AG - TP - Trials  
02 - 1.4 - 1.0 - 1.0 - 1.0 - 1.4 - 07 - 10  
03 - 1.7 - 1.0 - 1.0 - 1.0 - 1.7 - 07 - 10  
04 - 1.7 - 1.0 - 1.0 - 1.0 - 1.2 - 07 - 10  
05 - 1.7 - 1.0 - 1.0 - 1.0 - 1.2 - 06 - 10  
06 - 1.9 - 1.0 - 1.0 - 1.0 - 1.3 - 07 - 10  
07 - 2.0 - 1.0 - 1.0 - 1.0 - 1.2 - 07 - 10  
08 - 2.0 - 1.0 - 1.0 - 1.0 - 1.4 - 07 - 10  
09 - 2.0 - 1.0 - 1.0 - 1.0 - 1.1 - 07 - 10  
10 - 2.0 - 1.2 - 1.0 - 1.0 - 1.1 - 07 - 10  
11 - 2.0 - 1.0 - 1.0 - 1.0 - 1.3 - 07 - 10  
12 - 1.9 - 1.1 - 1.0 - 1.0 - 1.6 - 07 - 10  
13 - 2.0 - 1.0 - 1.0 - 1.0 - 1.1 - 07 - 10  
14 - 2.0 - 1.4 - 1.0 - 1.0 - 1.5 - 08 - 10  
15 - 2.0 - 1.9 - 1.5 - 1.1 - 1.1 - 09 - 10  
16 - 2.0 - 1.8 - 1.0 - 1.0 - 1.5 - 08 - 10  
17 - 2.0 - 1.2 - 1.0 - 1.0 - 1.7 - 08 - 10  
18 - 2.0 - 1.1 - 1.0 - 1.0 - 1.5 - 08 - 10  
19 - 2.0 - 1.0 - 1.0 - 1.0 - 1.1 - 07 - 10  
20 - 2.1 - 1.0 - 1.0 - 1.0 - 1.2 - 07 - 10  
21 - 2.1 - 1.0 - 1.0 - 1.2 - 1.3 - 07 - 10  
22 - 2.1 - 1.1 - 1.0 - 1.0 - 1.1 - 07 - 10  
23 - 2.3 - 1.1 - 0.9 - 1.2 - 1.0 - 07 - 10  
24 - 2.1 - 1.0 - 1.0 - 1.1 - 1.5 - 09 - 10  
25 - 2.0 - 1.0 - 1.0 - 1.0 - 1.4 - 07 - 10  
26 - 2.7 - 1.0 - 1.0 - 1.8 - 1.0 - 08 - 10  
27 - 2.4 - 1.0 - 1.0 - 1.2 - 1.3 - 08 - 10  
28 - 2.9 - 1.0 - 1.0 - 1.9 - 1.4 - 09 - 10  
29 - 2.2 - 1.0 - 1.0 - 1.2 - 1.1 - 09 - 10  
30 - 2.6 - 1.0 - 0.9 - 1.7 - 1.4 - 09 - 10  
Avg- 2.07- 1.10- 1.01- 1.12- 1.30- 7.52

Level 30 Promoted Stats: 138-114-79+55-82-101  
Level 30 Average Stats : 124-107-75+55-77-86

31 - 1.8 - 1.5 - 1.2 - 1.5 - 1.4 - 08 - 10  
32 - 1.5 - 1.7 - 1.7 - 1.6 - 1.6 - 09 - 10  
33 - 1.2 - 1.8 - 1.3 - 1.2 - 1.0 - 08 - 10  
34 - 1.1 - 1.0 - 1.7 - 1.3 - 1.1 - 08 - 10

35 - 1.4 - 1.4 - 1.4 - 1.6 - 1.6 - 08 - 10  
36 - 1.3 - 1.5 - 1.7 - 1.9 - 1.7 - 09 - 10  
37 - 1.2 - 1.4 - 1.8 - 1.3 - 1.7 - 09 - 10  
38 - 1.4 - 1.8 - 1.5 - 1.4 - 1.6 - 09 - 10  
39 - 1.4 - 1.2 - 1.8 - 1.6 - 1.5 - 08 - 10  
40 - 1.5 - 1.6 - 1.6 - 1.5 - 1.8 - 08 - 10

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Sir Astral

Found at?

Nearly everywhere, but after you complete the quest at Creed he comes along

Spells

Who knows, he does like to shoot that fireball over and over again

Interesting tidbit?

Astral joins your team, as an advisor, not a fighter, which is a darn shame because he probably knows some sick magic

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Janet

Found at?

Janet joins you after Sir Astral joins you as an advisor

Spells?

None

Interesting tidbit?

1. Janet, is Elric's girlfriend, which is somewhat similar to Balbs and Amon from SFI
2. With the aid of a special item (Silver Tank) Janet can be promoted to a BrassGunner
3. As a Sniper, Janet gains practically 0 attack, so like Slade, she needs to go higher into her 30s to gain that damage

Starting stats:

36-0-25-27-29

Lv - HP - MP - AT - DE - AG - TP - Trials

25 - 1.0 - 00 - 0.9 - 0.7 - 1.0 - 04 - 10

26 - 1.0 - 00 - 0.8 - 1.0 - 1.0 - 04 - 10

27 - 1.0 - 00 - 1.0 - 1.0 - 1.0 - 04 - 10

28 - 1.0 - 00 - 0.9 - 1.0 - 0.9 - 04 - 10

29 - 1.0 - 00 - 1.0 - 1.0 - 1.0 - 04 - 10

30 - 1.0 - 00 - 1.0 - 1.0 - 0.7 - 04 - 10

31 - 1.5 - 00 - 1.4 - 1.4 - 1.5 - 07 - 10

32 - 1.6 - 00 - 1.3 - 1.1 - 1.6 - 06 - 10

33 - 1.3 - 00 - 1.2 - 1.1 - 1.7 - 06 - 10

34 - 1.4 - 00 - 1.6 - 1.7 - 1.7 - 07 - 10

35 - 1.5 - 00 - 1.6 - 1.3 - 1.7 - 07 - 10

36 - 1.4 - 00 - 1.2 - 1.1 - 1.4 - 07 - 10

37 - 1.3 - 00 - 1.9 - 1.8 - 1.4 - 07 - 10

38 - 1.5 - 00 - 1.6 - 1.6 - 1.5 - 08 - 10 TP = 2-0-2-2-2 {five times}

39 - 1.3 - 00 - 1.4 - 1.5 - 1.6 - 07 - 10

40 - 1.9 - 00 - 1.5 - 1.3 - 1.4 - 07 - 10  
Avg- 1.29- 00 - 1.27- 1.22- 1.32- 5.81

Level 40 Unpromoted Stats: 60-0-51+17-49-50  
Level 40 Average Stats : 57-0-45+17-47-50  
Level 24 Unpromoted Stats: 36-0-25+17-27-29

#### Sniper

Lv	HP	MP	AT	DE	AG	TP	Trials
02	2.0	00	0.0	1.0	1.0	04	10
03	2.0	00	0.5	1.4	1.4	07	10
04	2.0	00	0.2	1.0	1.2	05	10
05	1.9	00	0.2	1.2	1.5	06	10
06	1.9	00	0.4	1.3	1.1	06	10
07	1.3	00	0.6	1.2	1.0	05	10
08	1.9	00	0.5	1.5	1.9	07	10
09	2.0	00	0.2	1.4	1.5	06	10
10	1.8	00	0.3	1.2	1.7	06	10
11	2.0	00	0.3	1.4	1.4	06	10
12	1.7	00	0.4	1.3	1.4	06	10
13	1.7	00	0.0	1.2	1.4	05	10
14	1.9	00	0.1	1.2	1.3	06	10
15	1.8	00	0.7	1.2	1.7	06	10
16	1.5	00	0.1	1.5	1.7	06	10
17	2.0	00	0.1	1.6	1.2	06	10
18	2.0	00	0.2	1.5	1.7	06	10
19	1.9	00	0.1	1.1	1.0	05	10
20	2.0	00	0.3	1.7	1.4	06	10
21	2.0	00	0.5	1.5	1.0	05	10
22	2.0	00	0.2	1.2	1.3	07	10
23	2.0	00	0.0	1.5	1.5	06	10
24	1.9	00	0.4	1.5	1.6	07	10
25	1.7	00	0.1	1.6	1.1	05	10
26	2.0	00	0.2	1.2	1.2	06	10
27	1.8	00	0.4	1.6	1.2	05	10
28	1.8	00	0.4	1.2	1.3	06	10
29	1.9	00	0.3	1.2	1.3	06	10
30	1.9	00	0.6	1.6	1.3	06	10
Avg-	1.87-	00	0.29-	1.34-	1.36-		5.83

Level 30 Promoted Stats: 114-0-77+43-93-91  
Level 30 Average Stats : 111-0-53+43-86-89

#### Brass Gunner

Lv	HP	MP	AT	DE	AG	TP	Trials
02	1.6	00	0.4	2.0	1.0	06	10
03	1.6	00	0.5	2.0	1.0	06	10
04	2.0	00	0.6	2.0	1.0	06	10
05	1.3	00	1.0	2.0	1.1	07	10
06	1.9	00	0.0	2.0	1.1	05	10
07	2.0	00	0.0	2.0	1.0	05	10
08	2.0	00	0.3	2.0	1.0	06	10
09	1.9	00	0.6	2.0	1.5	07	10
10	2.0	00	0.8	2.0	1.0	06	10
11	1.9	00	0.1	2.0	1.1	06	10
12	1.5	00	0.7	2.0	1.0	06	10
13	1.5	00	0.4	2.0	1.0	06	10
14	2.0	00	0.5	2.0	1.0	06	10
15	2.0	00	0.4	2.0	1.0	06	10
16	1.9	00	0.4	2.0	1.0	06	10



17 - 1.8 - 00 - 0.9 - 2.0 - 1.0 - 06 - 10  
 18 - 2.0 - 00 - 0.4 - 2.0 - 1.0 - 06 - 10  
 19 - 2.0 - 00 - 0.5 - 2.0 - 1.0 - 06 - 10  
 20 - 2.0 - 00 - 0.8 - 2.0 - 1.2 - 07 - 10  
 21 - 1.5 - 00 - 0.3 - 2.0 - 1.0 - 06 - 10  
 22 - 2.0 - 00 - 0.8 - 2.0 - 1.0 - 06 - 10  
 23 - 2.0 - 00 - 0.7 - 2.0 - 1.0 - 06 - 10  
 24 - 2.0 - 00 - 0.4 - 2.0 - 1.3 - 07 - 10  
 25 - 1.6 - 00 - 0.4 - 2.0 - 1.0 - 06 - 10  
 26 - 2.0 - 00 - 0.7 - 2.0 - 1.0 - 06 - 10  
 27 - 1.9 - 00 - 0.8 - 2.0 - 1.0 - 06 - 10  
 28 - 2.0 - 00 - 0.6 - 2.0 - 1.0 - 06 - 10  
 29 - 1.9 - 00 - 0.7 - 2.0 - 1.0 - 06 - 10  
 30 - 1.9 - 00 - 0.6 - 2.0 - 1.0 - 06 - 10  
 Avg- 1.85- 00 - 0.53- 2.00- 1.04- 6.07

Level 30 Promoted Stats: 118-0-78+43-107-83

Level 30 Average Stats : 111-0-60+43-105-80

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### Rohde

Found at?

Rohde initially joins once you have acquired the Achilles Sword. He doesn't join as a fighter until after you blow up some rocks, which is why he's here and not up there before Rick

Spells?

Lessons in history, that's it

Interesting tidbit?

1. Rohde is the first promoted character to join. In fact, everyone from here on (except the Creed-lings if you go back for them) comes promoted now
2. Despite the fact he "loves ancient things" he uses relatively "new" things such as arrows or cannons you buy from stores
3. Brassgunners, regardless of what they are equipped with, have an explosion instead of arrows hit their targets

Starting Stats:

35-0-31-34-23

Lv - HP - MP - AT - DE - AG - TP - Trials

05 - 2.0 - 00 - 0.2 - 2.0 - 1.4 - 06 - 10  
 06 - 2.0 - 00 - 0.6 - 2.0 - 1.0 - 06 - 10  
 07 - 2.0 - 00 - 0.4 - 1.4 - 2.0 - 07 - 10  
 08 - 2.0 - 00 - 0.8 - 1.7 - 1.0 - 06 - 10  
 09 - 1.6 - 00 - 0.6 - 1.9 - 1.0 - 06 - 10  
 10 - 2.0 - 00 - 0.8 - 2.0 - 1.0 - 06 - 10  
 11 - 2.0 - 00 - 0.4 - 2.0 - 1.4 - 07 - 10  
 12 - 2.0 - 00 - 0.8 - 1.9 - 1.1 - 06 - 10  
 13 - 1.6 - 00 - 0.3 - 1.4 - 1.0 - 06 - 10  
 14 - 1.8 - 00 - 0.8 - 2.0 - 1.0 - 06 - 10  
 15 - 2.0 - 00 - 0.8 - 1.9 - 1.0 - 06 - 10  
 16 - 1.9 - 00 - 0.1 - 2.0 - 1.0 - 05 - 10  
 17 - 2.0 - 00 - 0.6 - 2.0 - 1.0 - 06 - 10  
 18 - 1.9 - 00 - 0.5 - 2.0 - 1.0 - 06 - 10  
 19 - 1.6 - 00 - 0.5 - 1.9 - 1.0 - 06 - 10  
 20 - 1.6 - 00 - 0.9 - 2.0 - 1.0 - 06 - 10

21 - 1.3 - 00 - 0.6 - 2.0 - 1.0 - 06 - 10  
 22 - 1.8 - 00 - 0.4 - 1.8 - 1.0 - 06 - 10  
 23 - 1.8 - 00 - 0.8 - 2.0 - 1.0 - 06 - 10  
 24 - 1.7 - 00 - 0.5 - 2.0 - 1.0 - 06 - 10  
 25 - 1.7 - 00 - 0.4 - 1.8 - 1.0 - 05 - 10  
 26 - 2.0 - 00 - 0.3 - 2.0 - 1.0 - 06 - 10  
 27 - 1.0 - 00 - 0.9 - 1.5 - 1.0 - 05 - 10  
 28 - 1.8 - 00 - 0.2 - 1.9 - 1.0 - 05 - 10  
 29 - 1.6 - 00 - 0.6 - 2.0 - 1.0 - 06 - 10  
 30 - 1.2 - 00 - 0.7 - 1.5 - 1.0 - 06 - 10  
 Avg- 1.77- 00 - 0.56- 1.87- 1.07- 5.92

Level 30 Promoted Stats: 84-0-57+43-85-51

Level 30 Average Stats : 81-0-45+43-63-51

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### Higgins

Found at?

Higgins is nearly possessed by the Devils, but you and Sir Astral come to his rescue so he repays you by joining up

Spells?

None

Interesting tidbit?

1. Why is he just "Higgins" but his former now dead Centaur companions called him "Mr. Higgins"?
2. He left Pacalon to search for aid because they were suffering from drought and a lack of food. Yet the river that "dried" up near them is flowing rather well just a short distance away from the castle. One wonders...

Starting Stats:

51-0-30-32-31

Lv - HP - MP - AT - DE - AG - TP - Trials

08 - 2.0 - 00 - 1.0 - 2.0 - 1.2 - 07 - 10  
 09 - 2.0 - 00 - 1.0 - 1.6 - 1.1 - 06 - 10  
 10 - 2.0 - 00 - 0.9 - 1.5 - 1.1 - 07 - 10  
 11 - 2.0 - 00 - 1.0 - 1.4 - 1.2 - 07 - 10  
 12 - 2.0 - 00 - 0.8 - 1.3 - 1.4 - 06 - 10  
 13 - 1.8 - 00 - 0.6 - 1.8 - 1.0 - 06 - 10  
 14 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 15 - 2.0 - 00 - 1.0 - 2.0 - 1.4 - 07 - 10  
 16 - 2.0 - 00 - 1.0 - 1.8 - 1.5 - 07 - 10  
 17 - 2.0 - 00 - 1.0 - 1.6 - 1.2 - 06 - 10  
 18 - 2.0 - 00 - 1.0 - 1.9 - 1.8 - 07 - 10  
 19 - 1.9 - 00 - 1.0 - 1.6 - 1.2 - 06 - 10  
 20 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 21 - 2.0 - 00 - 1.0 - 2.0 - 1.6 - 07 - 10  
 22 - 2.0 - 00 - 1.0 - 2.0 - 1.5 - 07 - 10  
 23 - 2.0 - 00 - 1.0 - 2.0 - 1.2 - 07 - 10  
 24 - 2.0 - 00 - 1.0 - 2.0 - 1.5 - 07 - 10  
 25 - 2.0 - 00 - 1.0 - 1.7 - 1.0 - 06 - 10  
 26 - 2.0 - 00 - 1.0 - 2.0 - 1.5 - 07 - 10  
 27 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
 28 - 2.0 - 00 - 1.0 - 2.0 - 1.5 - 07 - 10  
 29 - 2.0 - 00 - 1.0 - 2.0 - 1.6 - 07 - 10

30 - 2.0 - 00 - 1.0 - 2.0 - 1.1 - 07 - 10  
Avg- 1.99- 00 - 0.97- 1.83- 1.29- 6.61

Level 30 Promoted Stats: 97-0-54+43-78-68  
Level 30 Average Stats : 97-0-52+43-74-61

---

Taya

Found at?

Taya can be rescued after you rescue Mitula; she's a stone statue

Spells?

Dao {starts, 15}  
Apollo {12, 19}  
Neptune {22, 29}  
Atlas {25, 34}

Interesting tidbit?

1. She's here representing Mitula so she says... if that's the case, no wonder the ground people were in so much trouble. She joins with a rather disappointing spell selection (only Dao 1 to start) and can be nearly one shot by just about any monster you are fighting right now

2. She is rather cute

Starting Stats:

44-58-19-30-42

Lv	HP	MP	AT	DE	AG	TP	Trials
12	2.0	1.3	0.1	1.4	1.3	08	10
13	1.6	1.0	0.2	1.1	1.2	07	10
14	1.7	1.5	0.3	1.0	1.5	07	10
15	2.0	1.8	0.0	1.0	1.8	07	10
16	1.9	1.6	0.1	1.3	1.5	08	10 TP = 2-2-0-2-2 {thrice}
17	2.0	1.3	1.0	1.0	1.5	08	10
18	1.8	1.5	0.4	1.0	2.0	08	10
19	1.6	1.0	0.2	1.0	1.3	07	10
20	1.8	1.3	0.6	1.1	1.8	08	10
21	1.7	1.8	0.4	1.1	1.7	08	10 TP = 2-2-0-2-2
22	2.0	1.2	0.5	1.2	1.6	07	10
23	1.7	1.6	0.0	1.0	1.0	06	10
24	1.9	1.6	0.4	1.1	1.4	07	10
25	1.4	1.3	0.1	1.0	1.1	05	10
26	1.9	1.3	0.7	1.1	1.4	07	10
27	1.5	1.4	0.4	1.0	1.5	06	10
28	1.9	1.5	0.3	1.1	1.7	07	10
29	1.7	1.3	0.9	1.3	1.6	09	10 TP = 2-2-1-2-2 {thrice}
30	1.9	1.7	0.2	1.2	1.7	08	10
Avg-	1.79-	1.42-	0.36-	1.10-	1.51-	7.26	

Level 30 Promoted Stats: 79-94-26+39-57-74

Level 30 Average Stats : 78-85-26+39-51-71

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## Skreech

Found at?

After initially saving his life in Bedoe, he will join up as you try to leave Tristan after saving Mitula

Spells?

None

Interesting tidbit?

1. How on earth did he grow from a chick to a full grown bird in like, 10 battles? What is in that food their eating over there?
2. Is Skreech in any way related to Luke? Maybe by marriage or is a cousin?

Starting Stats:

52-0-34-37-39

Lv	HP	MP	AT	DE	AG	TP	Trials
12	2.0	00	0.5	2.0	1.5	07	10
13	2.0	00	1.0	1.7	1.0	06	10
14	2.0	00	1.0	1.6	1.3	06	10
15	1.5	00	1.0	1.3	1.1	07	10
16	2.0	00	1.0	1.4	1.2	07	10
17	2.0	00	1.0	1.6	1.1	07	10
18	2.0	00	1.0	1.6	1.5	07	10
19	1.6	00	1.0	1.4	1.3	06	10
20	2.0	00	1.0	1.7	1.3	06	10
21	2.0	00	1.0	1.5	1.4	07	10
22	1.8	00	1.0	1.7	1.2	07	10
23	2.0	00	1.0	1.0	1.5	06	10
24	2.0	00	1.0	1.8	1.2	06	10
25	2.0	00	1.0	1.3	1.1	07	10
26	2.0	00	1.0	1.7	1.5	07	10
27	2.0	00	1.0	1.6	1.1	07	10
28	2.0	00	1.0	1.6	1.0	06	10
29	2.0	00	1.0	1.4	1.5	06	10
30	2.0	00	1.0	1.8	1.2	07	10
Avg-	1.94	00	0.97	1.55	1.26	6.68	

Level 30 Promoted Stats: 90-0-53+39-73-71

Level 30 Average Stats : 89-0-53+39-66-63

---

## Jaro

Found at?

Jaro is from Galam and forced into servitude with the Devils. However, he will abandon them and join up during the battle in which you meet him

Spells?

None

Interesting tidbit?

1. Jaro's stats in battle are significantly different from when he joins your team, for example

59 - 0 - 43 - 44 - 48 when he is against you

60 - 0 - 35 - 44 - 43 once he is on your side

Like, WTF!? Why does he lose 8 attack?

2. It is possible for him to join after the battle (if you somehow beat the boss very quickly)

3. It is also possible for him to turn against the devils and then be killed as his defence is rather low. Consider sending an ally to him
4. His name is Jar0 in battle (note not Jaro or JarO) because the programmers messed up, resulting in the infamous Jar that we see and love

Starting Stats:  
60-0-35-44-43

Lv	HP	MP	AT	DE	AG	TP	Trials
13	2.0	00	1.0	1.2	1.1	07	10
14	2.0	00	1.0	2.0	1.4	07	10
15	2.0	00	1.0	1.5	1.3	07	10
16	2.0	00	1.0	1.8	1.8	07	10
17	2.0	00	1.0	1.9	1.9	07	10
18	2.0	00	1.0	2.0	2.0	07	10
19	2.0	00	1.0	1.5	1.3	07	10
20	2.0	00	1.0	1.6	2.0	07	10
21	2.0	00	1.0	1.4	1.4	07	10
22	2.0	00	1.0	1.6	1.6	07	10
23	2.0	00	1.0	2.0	1.5	07	10
24	2.0	00	1.0	1.1	1.1	06	10
25	1.7	00	1.0	1.3	1.1	06	10
26	2.0	00	0.9	1.4	1.9	07	10
27	2.0	00	0.8	1.1	1.7	06	10
28	2.0	00	0.7	1.3	1.7	07	10
29	2.0	00	1.0	1.8	1.5	07	10
30	2.0	00	0.6	1.0	1.8	06	10
Avg	1.98	00	0.94	1.53	1.56	6.78	

Level 30 Promoted Stats: 96-0-53+43-79-76  
Level 30 Average Stats : 96-0-52+43-72-71

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### Frayja

Found at?

The selfless, I mean, selfish Frayja abandons the people of Moun to save more of North Parmencia (not very well, I mean look at Mitula and Ketto) and will join up in the battle of Moun, kicking out your lowest ally on your list

Spells?

Heal (4) {starts, starts, 36, 40}  
Detox (4) {starts, starts, 17, 23}  
Aura (4) {14, 20, 26, 32}  
Attack {29}

Interesting tidbit?

1. Frayja is a dude but has a girly voice
2. Frayja starts with a measly heal 2. What the heck? Why is he so crappy to start!? To give you an idea, Sheela joins 2 battles later with Heal 2 and Boost. Karna, who can join from Creed's initially, knows Heal 3, Boost, and 2 levels of Blast. Why does Frayja have to start with such a poor selection of spells?

Starting Stats:  
52-49-29-32-37

Lv	HP	MP	AT	DE	AG	TP	Trials
----	----	----	----	----	----	----	--------

14 - 1.9 - 2.0 - 0.9 - 2.0 - 1.2 - 09 - 10  
15 - 2.0 - 1.4 - 1.0 - 1.4 - 1.0 - 08 - 10  
16 - 1.9 - 1.1 - 1.0 - 1.2 - 1.2 - 07 - 10  
17 - 2.0 - 1.8 - 0.8 - 1.7 - 1.4 - 09 - 10  
18 - 1.9 - 1.5 - 1.0 - 1.2 - 1.2 - 09 - 10  
19 - 1.8 - 1.2 - 0.9 - 1.3 - 1.0 - 08 - 10  
20 - 2.0 - 1.8 - 1.0 - 1.1 - 1.0 - 07 - 10  
21 - 2.0 - 1.5 - 1.0 - 1.7 - 1.5 - 09 - 10  
22 - 2.0 - 1.2 - 1.0 - 1.6 - 1.0 - 07 - 10  
23 - 1.8 - 1.7 - 0.8 - 2.0 - 1.0 - 08 - 10  
24 - 2.0 - 1.4 - 1.0 - 1.6 - 1.0 - 08 - 10  
25 - 1.7 - 1.7 - 0.9 - 1.6 - 1.0 - 08 - 10  
26 - 1.8 - 1.5 - 1.0 - 2.0 - 1.3 - 09 - 10  
27 - 2.0 - 1.2 - 1.0 - 1.9 - 1.7 - 08 - 10  
28 - 1.8 - 1.3 - 0.8 - 1.9 - 1.1 - 08 - 10  
29 - 2.0 - 1.6 - 1.0 - 1.7 - 1.2 - 09 - 10  
30 - 2.0 - 2.0 - 1.0 - 2.0 - 1.0 - 08 - 10  
Avg- 1.92- 1.52- 0.95- 1.64- 1.16- 8.18

Level 30 Promoted Stats: 86-83-46+39-63-60  
Level 30 Average Stats : 85-75-45+39-60-57

31 - 1.2 - 1.8 - 1.9 - 1.1 - 1.8 - 08 - 10  
32 - 1.5 - 1.6 - 1.5 - 1.5 - 1.6 - 08 - 10  
33 - 1.9 - 1.6 - 1.7 - 1.2 - 1.8 - 09 - 10  
34 - 1.3 - 1.6 - 1.9 - 1.3 - 1.2 - 08 - 10  
35 - 2.0 - 1.2 - 1.6 - 1.0 - 1.3 - 08 - 10  
36 - 1.4 - 1.2 - 1.4 - 1.4 - 1.4 - 08 - 10  
37 - 1.1 - 1.4 - 1.7 - 1.9 - 1.5 - 08 - 10  
38 - 1.4 - 1.2 - 1.4 - 1.7 - 1.5 - 08 - 10  
39 - 1.2 - 1.2 - 1.9 - 1.8 - 1.9 - 09 - 10  
40 - 1.3 - 1.0 - 1.5 - 1.5 - 1.5 - 08 - 10

---

### Gyan

Found at?

Gyan is one of the survivors at Moun, who's from Ribble, who will join you to help defeat the Devils

Spells?

None

Interesting tidbit?

1. He looks like Gimli from Lord of the Rings
2. Talk about true sacrifice: Gyan misses his family but will instead come with you to fight the Devils instead of returning home. He's required btw

Starting Stats:

61-0-44-62-37

Lv	HP	MP	AT	DE	AG	TP	Trials
15	2.0	00	1.0	3.0	1.0	07	10
16	2.0	00	1.0	3.0	1.0	07	10
17	2.0	00	1.0	3.0	1.0	07	10
18	2.0	00	1.0	3.0	1.0	07	10
19	2.0	00	0.7	2.1	1.0	07	10
20	2.0	00	1.0	2.9	1.0	07	10

21 - 2.0 - 00 - 1.0 - 2.2 - 1.0 - 07 - 10  
22 - 2.0 - 00 - 0.6 - 3.0 - 1.0 - 07 - 10  
23 - 2.0 - 00 - 1.0 - 2.6 - 1.0 - 07 - 10  
24 - 2.0 - 00 - 1.0 - 2.3 - 1.0 - 07 - 10  
25 - 1.9 - 00 - 0.5 - 2.0 - 1.0 - 06 - 10  
26 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
27 - 2.0 - 00 - 0.9 - 2.0 - 1.0 - 06 - 10  
28 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
29 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
30 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
Avg- 1.99- 00 - 0.93- 2.44- 1.0 - 6.625

Level 30 Promoted Stats: 93-0-60+42-104-54

Level 30 Average Stats : 93-0-59+42-101-54

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### Sheela

Found at?

The monastary after you land/crash your Nasca ship has a naked monk bathing in it

Spells?

Heal (4) {starts, starts, 21, 31}

Blast (4) {starts, starts, 18, 27}

Muddle (2) {starts, 16}

Boost (2) {starts, 24}

Interesting tidbit?

1. The Red Baron killed her fiance. So does she like really hate Lemon?
2. Sheela, is an Australian term for "chick" "hottie" "girl". So in essence, you've recruited a hottie
3. Like Frayja and Taya, Sheela also starts with some lame spells. Sheela at least knows Boost to help her out

Starting Stats:

57-47-27-39-42

Lv - HP - MP - AT - DE - AG - TP - Trials

16 - 2.0 - 2.0 - 1.0 - 1.0 - 1.2 - 08 - 10

17 - 1.8 - 1.0 - 0.7 - 2.0 - 1.3 - 07 - 10

18 - 2.0 - 1.0 - 0.7 - 1.0 - 1.3 - 07 - 10

19 - 1.8 - 1.0 - 0.2 - 1.0 - 1.0 - 06 - 10

20 - 1.8 - 1.0 - 0.7 - 1.0 - 1.4 - 07 - 10

21 - 2.0 - 1.0 - 0.8 - 1.4 - 1.4 - 08 - 10

22 - 2.0 - 2.0 - 0.7 - 1.0 - 1.4 - 08 - 10

23 - 2.0 - 1.0 - 0.8 - 1.2 - 1.6 - 08 - 10

24 - 2.0 - 1.0 - 0.5 - 1.4 - 1.4 - 07 - 10

25 - 1.8 - 1.0 - 0.3 - 1.0 - 1.2 - 06 - 10

26 - 2.0 - 1.0 - 0.8 - 2.0 - 1.0 - 07 - 10

27 - 2.0 - 1.8 - 1.0 - 2.0 - 1.8 - 09 - 10

28 - 2.0 - 1.0 - 0.7 - 2.0 - 1.6 - 08 - 10

29 - 1.9 - 1.1 - 0.2 - 2.0 - 1.8 - 07 - 10

30 - 2.0 - 1.0 - 0.9 - 2.0 - 1.1 - 07 - 10

Avg- 1.94- 1.19- 0.69- 1.47- 1.37- 7.33

Level 30 Promoted Stats: 87-65-42+55-63-66

Level 30 Average Stats : 86-65-37+55-61-62

---

## Zynk

Found at?

Zynk is amongst the survivors of Moun, however once Petro dies (spoiler!) he "overrides" his system so he can fight and he joins up

Spells?

None

Interesting tidbit?

1. Zynk is your first character to join with 4 move. Not a particularly good stat to claim
2. Zynk has 2 critical attacks
3. Zynk is actually an optional character as he won't join unless you go to Roft and trigger all of the events

Starting Stats:

59-0-79-62-43

Lv	HP	MP	AT	DE	AG	TP	Trials
17	2.0	00	2.0	2.0	1.6	08	10
18	2.0	00	3.0	2.0	1.0	08	10
19	2.0	00	2.0	1.7	1.0	07	10
20	2.0	00	2.0	2.0	1.4	08	10
21	2.0	00	2.0	2.0	1.4	08	10
22	2.0	00	2.0	2.0	1.0	07	10
23	2.0	00	2.0	2.0	1.3	08	10
24	2.0	00	2.0	2.0	1.6	08	10
25	2.0	00	2.0	1.2	1.0	07	10
26	2.0	00	2.0	2.0	1.3	08	10
27	2.0	00	2.0	2.0	1.0	07	10
28	2.0	00	2.0	2.0	1.2	08	10
29	2.0	00	2.0	2.0	1.2	08	10
30	2.0	00	2.0	2.0	1.2	08	10
Avg-	2.00	00	2.07	1.92	1.23	7.71	

Level 30 Promoted Stats: 87-0-108-90-66

Level 30 Average Stats : 87-0-108-89-60

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## Claude

Found at?

In the ancient tunnels, he's sitting there quite stuck. If you found his arm in Moun, you can give it to him and he'll join up

Spells?

None

Interesting tidbit?

1. He looks awfully similar to your enemy golems
2. He also has 4 move
3. Like Peter, he has some resistance to magic



Starting Stats:

45-0-76-70-36

Lv	HP	MP	AT	DE	AG	TP	Trials
15	2.0	00	2.0	2.6	1.0	08	10
16	1.5	00	2.0	2.8	1.0	08	10
17	1.6	00	3.0	3.0	1.0	09	10
18	1.8	00	2.0	2.5	1.0	08	10
19	1.1	00	2.0	2.7	1.0	07	10
20	1.5	00	2.4	2.9	1.0	08	10
21	1.9	00	2.0	3.0	1.0	08	10
22	1.7	00	2.0	2.8	0.8	08	10
23	2.0	00	2.0	3.0	1.0	08	10
24	1.9	00	2.1	2.9	0.8	08	10
25	1.5	00	2.0	2.5	1.0	08	10
26	1.9	00	2.0	3.0	1.0	08	10
27	2.0	00	2.0	3.0	1.0	08	10
28	2.0	00	2.0	2.6	1.0	08	10
29	1.5	00	2.0	3.0	1.0	08	10
30	1.8	00	2.0	2.9	0.9	08	10
Avg	1.73	00	2.09	2.82	0.97	8.00	

Level 30 Promoted Stats: 76-0-110-119-53

Level 30 Average Stats : 73-0-109-115-52

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Chaz

Found at?

Chaz is found in Yeel just a few short battles from the end of the game. Complete with a girly voice, he is the offspring of the legendary Hawel and offers up his services after helping you with information about the holy sword. If you reject his offer, he won't let you leave the room, I suggest you accept.

Spells?

Blaze (4) {starts, starts, 36, 40}  
Freeze (4) {starts, starts, starts, 26}  
Bolt (4) {20, 24, 29, 33}  
Dispell {21}

Interesting tidbit?

1. He may be more worthless than Taya, with an absolute laughable starting selection of spells for this late in the game. Actually, Frayja may hold that honor of worst selection of starting spells.
2. It seems as though Chaz should be more closely related to Rhode due to him being a historian. Actually, now that I mention it, I wonder if Rhode and Sir Hawel were brothers? Cousins? Lovers? There is a shortage of known historians in the SFII world so one would imagine they know each other.

Starting Stats:

64-72-26-49-46

Lv	HP	MP	AT	DE	AG	TP	Trials
20	1.9	1.7	0.6	1.9	1.0	08	10
21	2.0	1.5	0.1	1.5	1.0	06	10
22	2.0	1.9	0.1	2.0	1.3	08	10
23	2.0	1.6	0.1	1.5	1.0	07	10

24 - 2.0 - 1.7 - 0.3 - 1.6 - 1.0 - 08 - 10  
25 - 1.9 - 1.4 - 0.3 - 1.0 - 1.0 - 06 - 10  
26 - 2.0 - 1.9 - 0.7 - 1.1 - 1.0 - 08 - 10  
27 - 2.0 - 1.6 - 0.5 - 1.6 - 1.0 - 08 - 10  
28 - 2.0 - 1.5 - 0.2 - 1.1 - 1.0 - 07 - 10  
29 - 2.0 - 1.6 - 0.5 - 1.0 - 1.0 - 07 - 10  
30 - 2.0 - 1.5 - 0.4 - 1.0 - 1.0 - 06 - 10  
Avg- 1.98- 1.63- 0.35- 1.39- 1.03- 7.18

Level 30 Promoted Stats: 86-94-33+39-67-58

Level 30 Average Stats : 86-90-30+39-64-57

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### Lemon

Found at?

Similar to Chaz, once you try to leave Yeel Lemon will join your team. This is of course after he had tried to commit suicide several times which he finds difficult as he is an immortal vampire as Astral continues to remind him.

Spells?

Being an immortal vampire?

Interesting tidbit?

1. Similar to Jaro, Lemon takes a significant hit on his stats once he goes to the good side. Most notably, about half his health.
2. Being a Red Baron, Lemon is better at countering over regular Barons by 50%
3. If you play on an emulator, you may suffer from an unfortunate glitch that will prevent you from equipping Lemon with a weapon. D'oh!
4. SPOILER ALERT SPOILER ALERT SPOILER ALERT SPOILER ALERT SPOILER ALERT  
Lemon is the hero in the end, taking Zeon down with him suggesting he should probably be related to Max from SFI.  
END SPOILER ALERT END SPOILER ALERT END SPOILER ALERT END SPOILER ALERT

Starting Stats:

72-0-48-69-50

Lv - HP - MP - AT - DE - AG - TP - Trials  
20 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
21 - 3.0 - 00 - 1.0 - 2.0 - 1.2 - 08 - 10  
22 - 2.3 - 00 - 1.0 - 2.0 - 1.0 - 07 - 10  
23 - 2.5 - 00 - 1.0 - 2.0 - 1.6 - 08 - 10  
24 - 2.0 - 00 - 1.0 - 2.4 - 1.0 - 07 - 10  
25 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
26 - 2.0 - 00 - 1.0 - 2.0 - 1.2 - 07 - 10  
27 - 2.0 - 00 - 1.0 - 2.0 - 1.0 - 06 - 10  
28 - 2.2 - 00 - 1.0 - 2.0 - 1.0 - 07 - 10  
29 - 2.2 - 00 - 1.0 - 2.0 - 1.4 - 07 - 10  
30 - 2.7 - 00 - 1.0 - 2.0 - 1.0 - 07 - 10  
Avg- 2.17- 00 - 1.00- 2.04- 1.13- 6.91

Level 30 Promoted Stats: 100-0-59+42-92-64

Level 30 Average Stats : 96-0-59+42-91-62

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A forward about magic...

Below are the complete charts for any spell your heroes can cast, complete with damage, cost, range, targets, and the effect of the spell. With restorative magic, the numbers are clear; but with offensive magic there is a great deal of variance. Observe as well how I list the Range of spells:

A 1 range spell can only affect targets around the caster

```
Target
Target Caster Target
Target
```

In the event of a restorative spell, the caster is also a target

A 2 range spell can affect targets up to 2 square range around the caster

```
Target
Target Target Target
Target Target Caster Target Target
Target Target Target
Target
```

Again, in the event of a restorative spell, the caster is also a target

A 3 range spell can affect targets up to 3 squares away

```
Target
Target Target Target Target
Target Target Target Target Target Target
Target Target Target Caster Target Target Target
Target Target Target Target Target
Target Target Target
Target
```

Here is an explanation of the target system:

R0

These spells only target the caster but affect the entire team, they are Aura IV and Egress.

R1

These spells have only 1 target be it an enemy or foe depending on the spell. Some examples are Blaze I, Heal I, and Freeze IV.

R2

These spells have 5 targets in the form of a cross. Some examples are Boost I, Freeze III, and Desoul II.

```
Target
Target Target Target
Target
```

R3

This last category of spells hit in a massive area with up to 13 possible targets. Some examples are Boost II, Bolt III, and Aura II.

```
Target
Target Target Target
Target Target Target Target Target
Target Target Target
Target
```

-----

```
-----
| Restorative Magic |
-----
```

Spell Name	MP	Range	Targets	Effect
Aura I	07	3	5	Heals for 15/18 health
Aura II	11	3	13	Heals for 15/18 health
Aura III	15	3	13	Heals for 30/37 health
Aura IV	20	0	12	Heals health to full
Boost I	02	1	5	Boosts defence and agility by 37.5%
Boost II	05	2	13	Boosts defence and agility by 37.5%
Detox I	03	1	1	Cures Poison
Detox II	06	2	1	Cures Poison and Stun
Detox III	10	2	1	Cures Poison, Stun, and Curse
Detox IV	16	3	1	Cures Poison, Stun, and Curse
Egress	08	0	N/A	Returns to town last saved in
Heal I	03	1	1	Heals for 15/18 health
Heal II	05	2	1	Heals for 15/18 health
Heal III	10	3	1	Heals for 30/37 health
Heal IV	20	2	1	Heals health to full

Notes:

- Heal/Aura heal more after promotion
- Boost affects base stat, so rings/weapons have no effect  
For example, someone with 100 defence will gain 37 defence with Boost
- Egress will take you from Grans to Parmencia (and back) depending on how you saved. All it checks is for the most recent save

-----  
Offensive Magic

Spell Name	MP	Range	Targets	Effect
Apollo I	10	2	5	25-30 total damage
Apollo II	17	2	5	50-60 total damage
Atlas I	14	2	5	35-45 total damage
Atlas II	23	3	5	70-90 total damage
Attack	07	3	1	Boosts an ally's attack by 37.5%
Blast I	02	1	1	5-7 damage
Blast II	05	2	5	5-10 damage
Blast III	08	2	5	10-15 damage
Blast IV	08	2	1	30-40 damage
Blaze I	02	2	1	5-7 damage
Blaze II	06	2	5	7-12 damage
Blaze III	10	2	5	13-20 damage
Blaze IV	10	2	1	40-50 damage
Bolt I	08	2	5	12-17 damage
Bolt II	15	3	13	15-20 damage
Bolt III	20	3	13	25-35 damage

Bolt IV	20	3	1	60-70 damage	
-----					
Dao I	08	2	5	20-25 total damage	
Dao II	15	2	5	40-50 total damage	
-----					
Desoul I	08	2	1	Attempts to instantly kill target	
Desoul II	13	2	1	Attempts to instantly kill targets	
-----					
Dispel	05	2	5	Attempts to silence targets	
-----					
Freeze I	03	2	1	8-12 damage	
Freeze II	07	2	5	12-15 damage	
Freeze III	12	3	5	18-25 damage	
Freeze IV	12	3	1	50-60 damage	
-----					
Katon I	06	2	5	7-12 damage	
Katon II	10	2	5	13-20 damage	
Katon III	10	2	1	40-50 damage	
-----					
Muddle I	06	2	1	Attempts to reduce the accuracy	
				of the target	
Muddle II	11	3	5	Attempts to reduce the accuracy of	
				and confuse the targets	
-----					
Neptune I	12	2	5	30-35 total damage	
Neptune II	19	2	5	65-75 total damage	
-----					
Raijin I	12	2	5	12-17 damage	
Raijin II	18	3	13	15-20 damage	
Raijin III	18	3	1	60-70 damage	
-----					
Sleep	04	2	5	Attempts to put the target to sleep	
-----					
Slow I	03	1	5	Attempts to slow the targets by	
				lowering the defense and agility of	
				the targets by 37.5%	
Slow II	06	2	13	Attempts to slow the targets by	
				lowering the defense and agility of	
				the targets by 37.5%	

Notes:

- Status ailments appear to hit about 1/3 the time. The only definite trend I've noticed is they appear to miss more than they hit. Status ailments are Slow, Sleep, Muddle, Dispel, and Desoul
- All damaging spells can do more or less depending on the element of the enemy. Here is a chart to explain slightly better

Spell	Element	Weakness	
Blast	Air	Heavy enemies	
Blaze	Fire	Water	
Freeze	Ice	Fire/Mist Demons	
Bolt	Lightning	No known weakness	
Dao	Earth	Flying	
Apollo	Fire	Water/Heavy	
Neptune	Water	No known weakness	
Atlas	None	No known weakness	

Generally, if you can remember Pokemon weaknesses, they seem to apply here, except nothing is certain. It seems to me Bolt, Neptune, and Atlas are all

"Piercing Type" as in, they pierce and are not reduced by anything, whereas the other spells all can be reduced by enemies, but even identifying the type of enemy doesn't really help.

- Sleeping targets can take 1 to ?? turns to wake up. I imagine the cap is probably about 5 turns
- Silenced casters can still try to cast spells it just won't work
- There is nothing clear about what muddle does. While it's better than SFI Muddle, it's still rather bad
- I find Desoul doesn't work against "soulless" "inanimate" enemies
- Attack is based upon base attack which is without a weapon equipped
- Sorry for any inaccuracies of damages. The numbers given are trial/error and best guess

I don't really have a spot for it, but because it's neat and useful, here is a life of random facts about the game, pulled straight from the code. The full link to the pastebin is <http://pastebin.com/jpluDkFP>

1. Promoted classes do 125% more with spells (including heals)  
Makes sense now that heals go from 15 to 18 and 30 to 37 eh?
2. Spells can crit and fall into 3 categories.  
Blaze, Freeze, Blast, Katon, Dao, Apollo, Shining Ball, Blizzard, and Snow are all 1/32 chance, what I call, the basic  
Neptune, Flame, and Kiwi's Flame are 1/16, the upgrade  
Bolt, Raijin, Atlas, Holy Thunder, Kraken's Bubble, Odd Eye are 1/8  
Also, Katon and Raijin are non-elemental and unaffected by resistance
3. Kiwi's fire breath upgrades at 32, 40, and 50 promoted (SEE!)
4. Archers are useless? Maybe not, as "Missile Users" are counted as "High Accuracy" meaning they are 4 times as likely to hit flying or floating enemies over others
5. The last is a chart for the counter, double, and critical hit rates

```
-----  
| Class Description | Counter Rate | Double Rate | Critical Rate |  
|-----|-----|-----|-----|  
| Most unpromoted  | 1/32 or 3%  | 1/32 or 3%  | 1/16 for 125% |  
| Most promoted    | 1/16 or 6%  | 1/32 or 3%  | 1/16 for 125% |  
-----  
| Baron            | 1/16 or 6%  | 1/32 or 3%  | 1/8 for 150%  |  
| Monk and Wolf    | 1/8 or 12%  | 1/32 or 3%  | 1/16 for 125% |  
| Red Baron (Lemon)| 1/8 or 12%  | 1/32 or 3%  | 1/8 for 150%  |  
| Ninja (Slade)    | 1/8 or 12%  | 1/16 or 6%  | 1/8 for 150%  |  
-----
```

- \*Upon promotion only, most classes now counter twice as often
- \*Lemon is now special, separate from regular Barons
- \*Barons have improved counter and critical rates over Gladiators
- \*Slade has some impressive numbers there

As a minor note, the Critical Sword which raises ones crit chance is interesting as it sends the user forward one "class" basically. This means that Lemon and Slade have no real benefit from it, as the next "class" upgrade is a 1/8 chance to deal 125%, a NEGATIVE! Those who benefit the most are Birdmen and Bowie, as they go from a 1/16 for 125% damage to the 1/16 for 150% damage. It's interesting, though in no situation would you prefer the Critical Sword over a simply better weapon.

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Detailed Stats Summary with Critical Analysis

Table of Contents for this Section

- A. Which Promotion?
  - 1. Master Monk vs Vicar
  - 2. Pegasus Knight vs Paladin
  - 3. Brass Gunner vs Sniper
  - 4. Baron vs Gladiator
  - 5. Sorcerer vs Wizard
- B. Detailed Analysis of the Characters
- C. Table Comparison of the Characters
- D. Team Construction
- E. Promotions

[3000]

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Which Promotion

For classes with multiple promotions, which should you choose?

-----  
 Master Monk vs Vicar

Non-Stat Related Pros (Monk):                      Vicar:  
 -Better end weapon (+55 attack)                      -Staffs have a variety of effects\*  
 -1/8 chance to counter instead of 1/16

\*Mystery Staff (+2 MP/turn) Goddess Staff (Aura 2) Holy Staff (+2 Hp/turn)

That's it. As far as non-stat related pros, there is virtually nothing. Spells learned are still the same, as well as being learned at the same level they would normally have learned them. So let's look at the stats

-----  
 | Character | HP | MP | AT | DE | AG | TP |

-----  
 Master Monk - 1.92 - 1.07 - 1.01 - 1.81 - 1.33 - 7.86 Sarah  
 Master Monk - 2.07 - 1.10 - 1.01 - 1.12 - 1.30 - 7.52 Karna  
 Master Monk - 1.94 - 1.19 - 0.69 - 1.47 - 1.37 - 7.33 Sheela

-----  
 Average Monk- 1.98 - 1.12 - 0.90 - 1.47 - 1.33 - 7.57

-----  
 Vicar                      - 1.97 - 1.04 - 0.52 - 1.41 - 1.31 - 6.69 Sarah  
 Vicar                      - 2.03 - 1.94 - 0.01 - 0.89 - 1.31 - 6.86 Karna  
 Vicar                      - 1.92 - 1.52 - 0.95 - 1.64 - 1.16 - 8.18 Frayja

-----  
 Average Vic - 1.97 - 1.50 - 0.49 - 1.31 - 1.26 - 7.24  
 -----

Comments: Observe the similarities between the two classes, showing in fact that Master Monks are not overly superior to their Vicar counterparts. The largest difference between the two is that Vicars will typically gain more magic at the expense of attack and Master Monks vice versa.

Claim: Sarah should be promoted to a Master Monk

:Proof:

This is rather straight-forward from the charts stat-wise. Observe that Sarah on average gains more magic, attack, defence, and agility as a Master Monk compared to that of a Vicar; additionally, her per level stat growth is far higher than that of a Vicar. Note that with a 0.05 higher growth on average for hit points, the Vicar will net about 1 extra hit point on average over 29 levels. Thus, Sarah should be promoted to a Master Monk [X]

Comments: One could make the argument that promoting Sarah to a Vicar would allow usage of the Guardian Staff and Aura 2. However, one will find that Aura 2 is not enough keep your team up to par (18 health to everyone that was just dealt 40+ is really not enough) and that if you're bringing Sarah you will probably be bringing Karna or Frayja, both of whom know higher levels of Aura, thus allowing Sarah to be used more as a Fighter as opposed to strictly a healer. Also, using a mithril weapon for a Caster/Healer is such a waste.

Claim: Karna should be promoted, as needed

:Proof:

This is a proof done two ways. The first assuming you are bringing another healer, the second being you're just bringing Karna.

==> Assume you are bringing at least another healer and Karna. This brings your combined magic pool up ~150 magic points or so even if Karna is a Master Monk. Using the other healer to Heal IV single targets with supplementary Auras from Karna, we find we will have enough magic points to go around and Karna can be promoted to a Master Monk. [X]

<== Assume you are bringing only Karna. Recalling from above she will have between 75-100 magic points and not know Heal 4, we have a problem. As Karna will be our full time healer, there is no need for her to be attacking (hence, having such a low attack growth is not an issue). However, we desperately will need her to have sufficient magic points to keep the team refilled. Karna will need to be a Vicar for those necessary magic points. As a Monk, her magic will not be high enough to support your team (unless you do massive over-leveling), as such, with only one healer, Karna should be a Vicar. [X]

Comments: This is very contrary to popular opinion. The vast majority of everyone on the interwebs believes that the Master Monk is vastly superior to the Vicar. While in general this is probably true, we can see from the above proofs that it really must be taken on a case by case situation. While I am assuming Karna will only have 75-100 magic points (she doesn't learn Aura 4 until level 40 promoted, so that number is probably higher) I think what is important to take from here is that if you only have 1 healer, they probably will not be attacking very much. Note that Karna -could- always be promoted to a Vicar as she gains nearly double the magic points. It's just in the first case it comes down to playstyle.





:Proof:

Notice that Rick as a Paladin gains 0.31 stats more per level, which accounts for 9 more stats. Observe however, where those stats are going. He will gain as a Paladin, 57/24 HP/AT compared to 56/24 as a Pegasus, a difference of 1 HP as well as 64 defence compared to 68, which is actually +3 overall advantage then to Pegasus. We see those extra stats as a Paladin are going towards Agility, a somewhat worthless stats (+7 more agility as a Paladin). So you can have a flying tank or a Paladin that is +7 faster. The answer, is obvious and Rick should be promoted to a Pegasus Knight [X]

Comments: How negligible is 7 agility? Barely enough to make the difference in who takes the next turn. +4 defence on the other hand, can reduce an enemy attack by nearly twice that due to the games rounding errors. Consider as well that Rick tends to have higher defense anyway meaning he benefits less from land effect than Chester does.

Claim: Eric should be promoted to a Pegasus Knight

:Proof:

Observe, that even though Eric's TP as a Paladin is higher, he in fact has better overall stat growth as a Pegasus Knight (56/28/56/45 verse (55/28/60/48). The proof follows very similarly to that of Rick's except in this case Pegasus Eric is just superior to Paladin Eric and thusly Eric should be promoted to Pegasus Knight [X]

Comments: How can Eric have a higher TP as Paladin but lower overall stat growth? Recall that TP is "total points" and that number is simply the average "total points" received per level. If you scroll through his stats you see Pegasus Eric much more stable at 7 points gained (2/1/2/2) whereas Paladin Eric had much more stochastic growth. And all that means is that even though his average TP was higher, in the end, it's the individual stats that matter.

Overall Comments: Observe how this is rather contradictory to a couple guides. Apathetic Aardvark writes:

"There are no real advantages to this class [Paladin]" but "You can fly, meaning the crappy movement PLDN and KNTE suffers on 30% land effect terrains, such as sand, will no longer be an issue"

Moogie writes:

"... he becomes even better when promoted with the Pegasus Wing to Pegasus Knight. As a Paladin he is not quite as useful as having another flier."

We can see though, that this is simply not the case, that stats are an issue, and on certain characters (Chester) the extra health and defence gained as a Paladin trumps any form of movement bonuses he might receive.

-----

#### Brass Gunner vs Sniper

Non-Stat Related Pros (Gunner):

Sniper:

-Can attack without a weapon

-Slightly more mobile through terrain

Neither has a big advantage, although they are minor advantages. While it seems silly to attack without a weapon, it is helpful when you are trying to weaken an enemy, so it's for sure better than being crippled without a weapon. Again, this is going to come down to the stats

-----

Character	HP	MP	AT	DE	AG	TP	
Sniper	- 1.82	- 0.00	- 0.68	- 1.41	- 1.28	- 6.17	Elric
Sniper	- 1.87	- 0.00	- 0.29	- 1.34	- 1.36	- 5.83	Janet
Average Snp	- 1.845	- 0.00	- 0.485	- 1.38	- 1.32	- 6.00	
Brassgunner	- 1.80	- 0.00	- 0.89	- 2.13	- 1.01	- 6.28	Elric
Brassgunner	- 1.85	- 0.00	- 0.53	- 2.00	- 1.04	- 6.07	Janet
Brassgunner	- 1.77	- 0.00	- 0.56	- 1.87	- 1.07	- 5.92	Rhode
Average BrG	- 1.81	- 0.00	- 0.66	- 2.00	- 1.04	- 6.09	

Claim: Elric should be promoted to Brassgunner

:Proof:

Observe, that as a Brassgunner Elric will be more tanky and capable of dealing better damage from afar. As a Sniper Elric will gain more agility, but only about 8 more agility. Is that worth sacrificing 6 attack and 21 defence? Obviously archers are not meant to be attacked but it sometimes happens and 21 defence is literally the difference between life and death at some stages in the game. Consequently, Elric should be promoted to Brassgunner [X]

Claim: Janet should be promoted to Brassgunner

:Proof:

This follows directly from the charts and Elric's proof, only in Janet's case it is even more extreme [X]

Comments: I was always under the impression that Snipers are vastly superior to Brassgunners but having completed the testing I must say, that Brassgunners are in fact vastly superior to their Sniper counterpart being able to do far more damage from afar like any ranged hero should. The ability to survive a stray attack is also appealing =>

#### Baron vs Gladiator

Non-Stat Related Pros (Baron):	Gladiator:
-Can use swords and axes	-None!
-Gains +1 to move	
-Has a 1/8 chance to crit for 150% damage	
(as compared to 1/16 chance to deal 125% damage)	

So it would seem that the Baron is hands-down the better choice. But is it? Let's look at the stats

Character	HP	MP	AT	DE	AG	TP	
Gladiator	- 1.95	- 0.00	- 1.02	- 2.61	- 1.13	- 7.28	Jaha
Gladiator	- 1.98	- 0.00	- 0.96	- 2.45	- 1.07	- 7.00	Randolf
Gladiator	- 1.99	- 0.00	- 0.93	- 2.44	- 1.00	- 6.625	Gyan
Average Gld	- 1.97	- 0.00	- 0.97	- 2.50	- 1.07	- 6.983	
Baron	- 1.95	- 0.00	- 1.07	- 2.08	- 1.35	- 7.103	Jaha

Baron - 1.98 - 0.00 - 0.93 - 2.03 - 1.18 - 6.55   Randolf

Baron - 2.17 - 0.00 - 1.00 - 2.04 - 1.13 - 6.91   Lemon

-----  
Average Brn - 2.03 - 0.00 - 1.00 - 2.05 - 1.22 - 6.854  
-----

The actual stats are pretty inconclusive. Is it worth sacrificing 13 defence for 1 move and 4 agility? I think the question comes down to the game you are playing. For instance, if promoting at level 20, Jaha will have approximately 40 defence, which would translate to 116/100 for Gladiator/Baron at level 30. That is considered "base" as it would be about the lowest possible. This would translate to most enemies hitting your tank Jaha for 20-30 damage past Mist Demons (even more since Mist Demons are way before level 30 promoted). The damage would also be even more if you were playing on a harder difficulty.

This illustrates a wonderful example I think, which is finished by showing that a level 40 promoted Jaha would have 146/130 defence...

Claim: Jaha should be promoted as needed

:Proof:

This is a proof done two ways, the first assuming you are promoting early and/or are playing a harder difficulty. The second, is any other way

==> As shown above, there is a stark defensive advantage to having a Gladiator on your team. With 2.50 growth per level, the only hero with more defence is Claude with 2.8+/level. Thus, if you are promoting early and/or playing a harder difficulty Jaha should be promoted to a Gladiator for the necessary defensive stats.

<== If you're promoting at 30+ and/or playing normal difficulty, Jaha will have plenty of defence and can benefit from being a Baron. [X]

Claim: Randolf should be promoted as needed

:Proof:

This follows directly from Jaha's example. The numbers are slightly different for Randolf (37/58 unpromoted, 108/96 gladiator 129/117 baron) but the same principle really applies. [X]

Comments: If anything, a solid argument for only promoting Randolf to a Gladiator -could- be made since he is the weakest Creed choice and Jaha has superior stats in every category meaning Baron Jaha > Baron Randolf. Despite everything "BONUS" about being a Baron, I think it's interesting that there is something to be said about being a Gladiator, as that is a hefty amount of extra defense that they do gain.

-----

#### Sorcerer vs Wizard

Non-Stat Related Pros (Sorcerer):

-Atlas 2 is the strongest single target damaging spell in the game with effects up to 95 damage

-Most spells will do more damage than Wizard spells

-If promoted at 20, spells will be doing far more damage than Wizard spells of the same level\*

Wizard:

-Keep all spells previously known

-Spells don't lose damage to groups

-Learn more than just damaging spells



is Bolt 2 or 3. This makes Wizard spells far less appealing. Consider as well that Tyrin does not learn Bolt 3 and 4 until 34/40 (Atlas at 29) and we have an even bigger problem. Let's glance at Kazin, he caps out with Blaze 4 at 50 damage tops (35/15 level). By that same level, He has access to Dao 2 and almost Apollo 2 (40-50 and 50-60 damage!) And that is his wizard cap of damage but as a Sorcerer he gets up to 90 damage (I've seen a non-critical from Atlas do 92 damage)! Almost twice what he was capable of doing as a Wizard.

Claim: Kazin should be promoted to Sorcerer

:Proof:

This is very straight forward from the graph. Kazin as a Wizard simply deals sub-par damage and cannot keep up with the enemies increasing life totals. As a Sorcerer, he continues to learn better damaging magic to eventually being able to deal half an enemies hit points like any fighter should be able to. With respect to AoE, Kazin's Wizard damage is still subpar (5-10, 15-20) which is weaker than a reduced Sorcerer spell, thus, Kazin should be promoted to a Sorcerer [X]

Comments: Oh no I didn't address the status spells Kazin learns as a Wizard! There's a simple reason for that, the spells either are not worth it or they almost always miss. Kazin learns Muddle, a spell so bad in SFI they tried to fix it and failed miserably, it doesn't do anything. Dispel silences casters, but like SFI, there just aren't that many casters to make this spell worth it. There are far more in SFII than in SFI, but in many cases, the silenced caster is almost more dangerous with their attack than their spell (especially early on). Combine that with the fact that you could just deal damage and dispose of the caster, makes Dispel even more worthless. That leaves us with Desoul, which has been described as a note-worthy spell. I find Desoul's ability to miss everything under the sun a disgrace to a Wizard. Sure Desoul can be AoE, but as outlined above the enemies in SFII for the most part don't clump up very well to have AoE matter. In conclusion, Kazin should be a Sorcerer. [X]

Claim: Tyrin should be promoted on usage

:Proof:

What the hell does that even mean? It is actually rather straight forward. If you are using Kazin, then leave Tyrin as a Wizard since Kazin should only be used as a Sorcerer. Else, promoted Tyrin to a Sorcerer as he makes a far superior Sorcerer than Wizard. This is due largely to Tyrin not learning Bolt in a reasonable matter. By 38/18, Tyrin will know Freeze 4, however he could also know Apollo 2 whose damage is practically the same range. If Tyrin learned Bolt 3/4 even at 31/34 or something close, a case could be made for keeping him as a Wizard. However, he is stuck with Bolt 2 for many, many levels (Bolt 2 is subpar AoE damage) and Sorcerer spells > Freeze 4. Lastly, Tyrin's support spell is Sleep which is just, just terrible. Hence, Tyrin should be promoted on usage of if you are using Kazin or not. [X]

Comments: I think the game-breaker for this topic is AoE. Wizard spells are constant damage and Sorcerer spells reduce by about 2/3. The overlooked detail which I have shed for you is that SFII monsters often come flying in groups of 1-3 making AoE for a large part, not an issue. That leaves us with more damaging spells or less damaging spells, the answer then, is obvious. Need more convincing that AoE is not the issue? Check this out

Per target spell damage given the number of targets

Spell Name	1 Target	2 Targets	3 Targets	4 Targets	5 Targets
Blaze I	5-7	N/A	N/A	N/A	N/A

Blaze II	7-12	7-12	7-12	7-12	7-12	
Blaze III	13-20	13-20	13-20	13-20	13-20	
Blaze IV	40-50	N/A	N/A	N/A	N/A	
Freeze I	8-12	N/A	N/A	N/A	N/A	
Freeze II	12-15	12-15	12-15	12-15	12-15	
Freeze III	18-25	18-25	18-25	18-25	18-25	
Freeze IV	50-60	N/A	N/A	N/A	N/A	
Bolt I	12-17	12-17	12-17	12-17	12-17	
Bolt II	15-20	15-20	15-20	15-20	15-20	
Bolt III	25-35	25-35	25-35	25-35	25-35	
Bolt IV	60-70	N/A	N/A	N/A	N/A	
Dao I	20-25	10-12	6-8	4-6	4-5	
Dao II	40-50	20-25	12-17	10-12	8-10	
Apollo I	25-30	12-15	8-10	6-8	5-6	
Apollo II	50-60	25-30	17-20	12-15	10-12	
Neptune I	30-35	15-18	10-12	7-9	6-7	
Neptune II	65-75	32-37	22-25	16-19	13-15	
Atlas I	35-45	17-22	12-15	9-11	7-9	
Atlas II	70-90	35-45	23-30	17-22	14-18	

-----

If you are playing a SFII game and can target more than 5 targets with Bolt II or III, I am **\*\*VERY\*\*** envious of you...

What this chart illustrates and what I want to draw your attention to is the 2 and 3 target section. Observe that Bolt III is the best AoE spell, hitting for 25-35 damage regardless of the number of targets. Notice though that at 2 targets, the Sorcerer spells (despite being reduced) still do about the same damage as Wizard spells. Even at 3 targets Sorcerer spells still do very comparable damage compared to Wizard AoE spells.

This chart illustrates that Sorcerer spells do more damage across the board UNTIL you begin hitting 4+ targets. Might I add this only happens on a blue moon and you happen to be using Bolt II or III.

I would also like to add that in the last few battles of the game (maybe the last 5 or so) that unless the spell is doing 35+ damage, it's worthless. The basic premise is that once you return to Grans, almost all enemies have 60+ HP and you would really like your casters to be able to do at least half an enemy's life, which brings us full circle back to Sorcerer's and why I believe (and have proven) why they are superior to Wizards.

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| Detailed Analysis of the Characters |

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This is the (rather) lengthy section (largest after the actual stats themselves) which gives the detailed description of all the characters. In addition, this is where one can find some analysis comparing the characters. The next section is more straight-forward with just tables leaving the analysis to be found here. One thing that will be unique to this section (as compared to any other guide) is scaling. Some characters (Higgins for example) are often thrown under the bus due to them coming pre-promoted without ample opportunity to be power-leveled. While this is without a doubt something to consider when you are making a power team (going to 40, then 30), it is something that often overshadows the character when a player is just playing through the game (promoting sometime between 20-25, maybe even 30). Thanks to scaling, those promoted characters (and those that come level 21 or higher unpromoted) we can see where characters rank from level 1, to 20, and even then in their promoted class for even comparisons.

NOTE: Characters in this section are grouped by Class. And no I do not mean Knights/Birds/Archers/Robots... I mean by what they are meant to do. You'll see what I mean when you read on.

NOTE2: Each character has a section "Stat Growth" which is exactly what it is. However, these are not the average numbers, rather they are more typical of what you would expect. The important thing to know is that (for unpromoted characters) the typical level ups are those before 31. The level ups from 31 to 40 are very random with no pattern to them, so a typical level up for an unpromoted character is what to expect for anything less than 31.

NOTE3: Each character has a biography. Due to a lack of any real hero story on most characters, there will be times I take some creative liberties. I hope you find them interesting to see my take on a hero (or at least find them funny or at least worth a chuckle)

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Bowie

(Swordsman --> Hero)

#### Character Bio

Bowie is the main character of this story (debateable since he doesn't speak hardly ever) and must be used in your line-up no matter what! (Unless you cheat) As such you should get familiar with what he has to offer you. The most important feature you should know is that if he perishes in battle, you lose and are sent back to the town you last saved in as well as half your gold was taken (by the enemy? Who knows). While Bowie would certainly qualify as "hand-to-hand" his weakness of being team leader qualifies him for his own section. Unpromoted, Bowie will gain a significant amount of health, with steady growth in his other compartments. Bowie is -not- a caster and should not be used as one. While he does gain 4 full levels of Bolt, his attack will often be better than casting magic (unless you need the AoE). Promoted, Bowie will gain consistent stats eventually hitting a large amount of defence making him one of the better characters in the game.

#### Stat Growth

"Unpromoted Typical" 2-0-1-1-1  
"Unpromoted Ideal" 2-0-1-2-1  
"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-3-2

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## Section 1 Hand-to-hand

### Introduction

The following characters are the brutes of your line-up. Some use weapons, others use brute force or turtle shells to inflict damage. They are not all the same class. However, as their purpose is to be up front in front of everyone dealing damage and soaking up damage, their scores will reflect their (in)ability to do so

---

Jaha

(Warrior --> Gladiator/Baron)

#### Character Bio

Jaha is your first true tank to join the team. Observe he joins at level 1 and will probably have more defence than Bowie at level 3. For a long time, Jaha will do considerable amounts of damage all the while receiving none as his defence is outstanding. His only issue is that he is a bit slower. Combined with a lower move of 5, Jaha will require you to march your army in an orderly fashion as opposed to racing across the battlefield as fast as possible. Doing so however, will be well worth your efforts for this dwarf to become a truly powerful ally.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 1-0-1-2-1

Gladiator

"Promoted Typical" 2-0-1-3-1  
"Promoted Ideal" 2-0-1-3-2  
Baron  
"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-2-3-2

-----

Randolf

(Warrior --> Gladiator/Baron)

Character Bio

Randolf is found at Creed's, and may possibly be the worst choice to take from there. The reasoning behind this is simple, he offers the least to your team when you are first offered a character from there. Karna is another healer (finally!) Tyrin is another mage (finally!) and Eric is similar in stats and nature but has far better movement. This is not to say that Randolf should never be used; however his battle options are probably best suited for a power team and being picked up when you return from Grans to pick up the 3 remaining Creed-lings. Randolf however is much worse than Jaha and should only ever be promoted to a Gladiator, but this is for the next section.

Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 1-0-1-1-1  
Gladiator  
"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-3-1  
Baron  
"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-2-1

-----

Gyan

(Gladiator --> Already Promoted)

Character Bio

Gyan is found in Moun, however he hails from Ribble. Word is that when the Devils attacked Parmencia, Zynk sent word far and wide for fighters to come to aid North Parmencia. Gyan from Ribble was the towns greatest warrior and he went and fought alongside Zynk. Due to overwhelming odds, Zynk and Gyan retreated into hiding with some of the survivors of Moun and Frayja locked the gate preventing more Devils coming into North Parmencia. Gyan wants nothing more than to see his home-town again, however he realizes that Zeon is a far greater threat and will aid you in your quest to defeat the Greatest Devil.

Stat Growth

"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-3-1

-----

Lemon

(Baron --> Already Promoted)

#### Character Bio

The brave warrior of Galam, turned into a devil (similar to Cain/Kane from SFI) to fight for Zeon. Lemon is an interesting character as he initially leads the invasion with King Galam against Granseal prior to being possessed, which is curious because he is actually an ok guy. However, he comes to and sees Galam as evil, but it's too late as he becomes the Red Baron and begins a slaughter-fest on Northern Grans (killing so many innocents his armor is stained red). Once you defeat him (the devil inside) Lemon comes to and realizes what he has done, and promptly tries to kill himself. However he has now discovered he is an immortal vampire. Tortured by the hundreds of innocents he slain, he takes up arms with Bowie to help and defeat Zeon.

#### Stat Growth

"Promoted Typical" 2-0-1-2-1

"Promoted Ideal" 2-0-1-2-1

-----

#### Slade

(Thief --> Ninja)

#### Character Bio

This is the character responsible for this whole mess. Slade was originally a thug working alongside two other robbers who wanted the jewels for they would sell a pretty penny to the right buyer. However, removing the jewels caused a huge chain reaction and now Slade finds himself fighting alongside Bowie against the evil he released. It is safe to say that Slade feels responsible for this accident. As a thief, Slade will gain consistent stats and stab for a reasonable amount of damage. One thing that annoys me with him is his lack of weapon upgrades, I always feel like he is a weapon upgrade behind people (he's not it's just me). As a ninja, Slade will gain incredible stats and learn some magic (Katon/Raijon, which is really Blaze 2,3,4 and Bolt 2,3,4). With the Gisarme (his mithril weapon) he has a chance to instantly KO the opponent. Kudos to his movement as a Ninja being amazing.

One massive thing to note about Slade is that as a Thief he can gain 2 attack whereas as a Ninja the best he can do is 1 attack. For this reason, he more than other heroes really needs to not be promoted at level 20.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1

"Unpromoted Ideal" 1-0-2-1-1

"Promoted Typical" 2-1-1-2-1

"Promoted Ideal" 2-2-1-2-2

-----

#### Kiwi

(Tortoise --> Monster)

#### Character Bio

Kiwi (or Obo as I like to call him) is an unique creature. He, for pretty much the whole game will be near-impervious to physical damage. However he fears magic more than most, with his very small amount of starting health and his very low health growth as a tortoise. Once a Monster, he will gain 1 HP a level just about every time. Also as a Monster, he can fly(hover) and can

also breathe fire (which is rather pointless but cool nonetheless). You may find him to be weaker early on. This is too be expected, however as a Monster he gains +2 to attack every time making him a formidable ally. While Luke or Skreech would be a "safer" ally to bring along in a power run as an extra flyer, Kiwi is certainly stronger. Similar to Jaha, he simply needs careful attention to his movement. Simply put, keep him away from Freeze IV.

#### Stat Growth

"Unpromoted Typical" 0-0-1-2-1  
"Unpromoted Ideal" 1-0-2-2-1 (usually it's 0-0-2-2-1 or 1-0-1-1-1)  
"Promoted Typical" 1-0-2-2-1  
"Promoted Ideal" 1-0-3-3-1

---

#### Gerhalt

(Wolf Man --> Wolf Baron)

#### Character Bio

Gerhalt is a native of Polca (Polka?) a peaceful town of wolfmen. He is often outcasted like Rudolf the red nosed reindeer, due to his naked body (no hair). Once he becomes a Wolf Baron (whatever the hell that is) he becomes a true werewolf and grows hair every which direction and looks awesome. There is not much to be said about Gerhalt, he joins and will probably have the most attack (or second to Peter) and will continue to be near the strongest on your team for the majority of the game. He is very similar to Zylo from SFI and they may even be cousins.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 1-0-2-1-1  
"Promoted Typical" 2-0-2-2-1  
"Promoted Ideal" 2-0-3-2-1

---

#### Zynk

(Robot --> Already Promoted)

#### Character Bio

Zynk is an Ancient. While we are unsure of how old he is, his knowledge of the secret tunnels makes him very nice to have around. While his programming is to be a peaceful robot of knowledge, when his ?Master? Petro dies, he becomes enraged (possibly by the Devils that haunt him?) and joins up to take down Zeon. Zynk like Kiwi has a second attack, a laser beam. Zynk, like Gerhalt, has a SFI clone, Adam the Cyborg. However, while Adam joins far too late to be of any worth and when given training still isn't that good, Zynk is one pre-promoted character is quite strong as well as he has good stat growth. Zynk often is thrown under the boss however, due to him having only 4 move. A small inconvenience; Zynk will still find home in many parties.

#### Stat Growth

"Promoted Typical" 2-0-2-2-1  
"Promoted Ideal" 2-0-2-2-2

---

Claude  
(Golem --> Already Promoted)

#### Character Bio

Little is known about this lump of rock called Claude. You could go through the entire game without every seeing a hair (pebble?) of him. Again like Zynk, Claude is often disregarded for being slow with a move of 4. Again, if given some treatment (and perhaps a pimento of sorts) Claude can make it to the front-lines and punch the Devils to death. If you are promoting your team early and/or doing a speed run, Claude will probably be the strongest character on your team. It's actually funny as Claude more or less bitch-slaps for an attack instead of the cool punch animation you see from enemy Golems.

#### Stat Growth

"Promoted Typical" 2-0-2-3-1  
"Promoted Ideal" 2-0-2-3-1

---

## Section 2 Hand-to-hand + a horse

#### Introduction

These are the Knights. While they are so so similar melee hand-to-hand, the fact there are 5 of them (and they are centaurs) with spears (making them mildly ranged) gives them their own section. That's about it. See previous introduction for more details (ha!)

---

#### Chester

(Knight --> Paladin/Pegasus Knight)

#### Character Bio

Chester is your first Knight you receive and for the longest time, he will be viewed as awesome. Great movement with decent agility means he can roam freely about the battlefield hitting enemies for a decent amount. Throughout the game you will encounter several more Knights and it's really up to you which one is your favorite (2 is a good number of them to have); of course I will provide details of whom I believe are the better Knights but that is for a different section. Similar to Bowie, his unpromoted growth is rather boring, however he does gain a fair amount of health (1.5 on average) meaning he can be more reckless than some.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 2-0-1-1-1  
Paladin  
"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-2-2  
Pegasus Knight  
"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-2-2

(Knight --> Paladin/Pegasus Knight)

#### Character Bio

Rick is an interesting character. Recall from his interesting tidbit, that he joins you on a whim, due to his interest in old stuff. So you find this ancient vehicle (a very handy solution to a portable headquarters) and then he willy-nilly accepts an invitation to go fight the greatest of all the Devils. Quite a situation he gets himself in no? Rick will be yet another solid addition to your force.

When compared to Chester, think back to SFI with Mae and Ken. Rick gets quite a bit more defense but significantly less attack than Chester. In the end, it's your call on what kind of game you're playing and comes down to flair.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1

"Unpromoted Ideal" 2-0-1-1-1

#### Paladin

"Promoted Typical" 2-0-1-2-1

"Promoted Ideal" 2-0-1-2-2

#### Pegasus Knight

"Promoted Typical" 2-0-1-2-1

"Promoted Ideal" 2-0-1-3-1

-----

#### Eric

(Knight --> Paladin/Pegasus Knight)

#### Character Bio

Eric, like many poor souls, fell trap to Goliath and were shrunk down and left to live out their lives somewhat sadly on this Chessboard Kingdom. Prior to this tragic event, Eric was a great knight, a knight of Pacalon! Trained under only the finest leadership of Sir Higin, Eric left several months prior to the Devil invasion of North Parmencia to begin his own quest for this, legendary sword, which would only complete his quest to be the greatest Paladin since the legendary Arthur from SFI. Alas, as he attempted to gain information from Mr. Creed, he was shrunken down. Thanks to Bowie however, he can now resume his quest for this mythical sword. Anyway... Eric is one of the choices from Creed's, being about the third most popular choice, as you have ample tanks/damage dealers but are somewhat lacking in the magical department. So, just like Randolph, this does not mean you don't ever want to use him, he just as his situational uses. Eric is the best Knight/Paladin/Pegasus in the game just so you know =)

#### Stat Growth

"Unpromoted Typical" 2-0-1-1-1

"Unpromoted Ideal" 2-0-1-1-1

#### Paladin

"Promoted Typical" 2-0-1-2-1

"Promoted Ideal" 2-0-1-2-2

#### Pegasus Knight

"Promoted Typical" 2-0-1-2-1

"Promoted Ideal" 2-0-1-2-2

-----

(Paladin --> Already Promoted)

#### Character Bio

Sir Higin is the bravest Paladin of Pacalon, a castle known for training only the strongest Knights and Paladins in all of North Parmencia, perhaps in the world. Stricken by drought, their armies weakened. As they hoped for this drought to end, the Vicar Frayja suggested that something might have happened to Mitula, and that Higin should explore this claim. Higin did and discovered the grim truth, that Mitula was captured by Zalbard and the Devils were behind this drought. Alas, the armies of Pacalon were weakened so, they were simply no match for the Devils. Higin knew this, and he himself grabbed his two strongest comrades and went in hope of finding allies to restore peace to North Parmencia. And then you saw what happened and took him under your wing

#### Stat Growth

"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-2-2

-----

#### Jaro

(Pegasus Knight --> Already Promoted)

#### Character Bio

Jaro was another brave warrior of Galam. Unlike Lemon, he was not possessed and made into a Greater Devil, they simply threatened him into servitude by holding his wife and kids captive. Jaro was then forced to do horrible things or watch his family die (Holocaust reference anyone?) But then you, Bowie, came to aid and he knew it was time to join the right side and he leaves the Devils to fight for you (another Holocaust reference? It begs the question then, as to if Jaro is lying and simply using you as a cover to avoid being punished for killing innocents, or if he generally was sickened by what he had to do but did what he had to so that he may survive)

#### Stat Growth

"Promoted Typical" 2-0-1-1-1  
"Promoted Ideal" 2-0-1-2-2

-----

### Section 3 I use ranged attacks

#### Introduction

This section focuses in on a very unique group of fighters. They use ranged attacks and suffer greatly at the hands of attacks of enemies. As such, their focus is in one category mostly, attack. If they cannot do damage (since they really don't need to absorb damage) their score will reflect their inability to do so

-----

#### May

(Ranger --> Bow Knight)

#### Character Bio

May might just be the girlfriend(daughter) of Lyle from Shining Force I. Recall

that Lyle left his home for adventure only to end up in Rudo where he met Max and joined the quest to defeat Dark Sol. May on the other hand, left behind, too young to join brave Gyan in North Parmencia, waiting for the moment when she could find a travel companion to someday rejoin her lover(father). While May won't win any major stat categories; she is usually the strongest ranger character in the game so it's up to you to bring her or not.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 1-0-1-1-1  
"Promoted Typical" 1-0-1-1-1  
"Promoted Ideal" 1-0-1-1-1

-----

#### Elric

(Archer --> Sniper/Brassgunner)

#### Character Bio

Elric is an interesting character. He definitely has a good head on his shoulders and his heart is in the right place; I mean he was willing to risk everything to go and find Fairy so she could help out the sick dwarf. Truly amazing. As we will see with Janet, I am curious as to Elric and Janet's relation to Hans and Diane from SFI. Seeing as Elric and Janet are together, it seems to me that obviously Hans and Diane did NOT get together but instead married different unknown elves and gave birth to Elric and Janet who know have joined together in elvish matrimony.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 2-0-1-1-1  
Sniper  
"Promoted Typical" 2-0-0-1-1  
"Promoted Ideal" 2-0-1-2-1  
Brassgunner  
"Promoted Typical" 2-0-1-2-1  
"Promoted Ideal" 2-0-1-2-1

-----

#### Janet

(Archer --> Sniper/Brassgunner)

#### Character Bio

A true case of love loss. As elaborated above, this relationship is not the Hans/Diane relationship from SFI, it is more the Balbaroy/Amon relationship. Unfortunately, while Amon > Balbaroy typically, Elric is better than Janet in just about every way which is unfortunate but that being said at least Janet can keep Higin's company in the Caravan.

#### Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 1-0-1-1-1  
Sniper  
"Promoted Typical" 2-0-0-1-1  
"Promoted Ideal" 2-0-1-2-1  
Brassgunner  
"Promoted Typical" 2-0-0-2-1  
"Promoted Ideal" 2-0-1-2-1

-----



Rohde

(Brassgunner --> Already Promoted)

#### Character Bio

Rohde is essential to the story, and that is about the only reason to have him in the game. He is the Jogurt of this game and is just terrible. As shown below, the only time you may want to consider using him is if you promote your team at level 20 and have a thing for ranged attackers who are slower than the hairs growing on your grandpa's scrotum.

#### Stat Growth

"Promoted Typical" 1-0-0-2-1

"Promoted Ideal" 2-0-1-2-1

-----

### Section 4 We fly

#### Introduction

This section focuses on the 3 flying units of the game (although Peter really should have his own section, God). As previously described in my SFI guide, here is copy-pasta for you to read.

A forward about the next 3 heroes. There is a most definite pattern to be seen amongst these 3, as well as the other 3 fliers from SFII. Giving up legs for wings, most definitely has a negative effect on your stats. The 2 exceptions are the legendary characters, Bleu the Dragon and Peter the Phoenix. But they are legends; the other 6, Balbs, Amon, Luke, and Skreech the Birdmen, and Kokichi and Jaro the pegasus knights, are amongst the worst characters in the games save the one fact that exemplifies them from others; they can fly... That being said, it is important to keep that in mind when you look at these stats because when you compare Balbs or Amon to someone like Arthur or Zylo, there is literally no contest, the latter are much better in terms of HP, Attack, and Defence. However, the fliers are so mobile, that is why you use them, and there are cases as to why we would want to use them, a speed run for example would most definitely want as many fliers as possible to avoid the terrible terrain of many of the maps in SFI. But I digress...

-----

Peter

(Phoenik --> Phoenix)

#### Character Bio

First of all, what the hell is a Phoenik? Some kind of lower class of Phoenix? Anyway, as previously mentioned a couple times now, Peter is easily the best character in this game. He gains loads of attack, good amounts of health and defence, flies, reincarnates after battle, and has resistance to fire as a Phoenix. Nothing but glowing praises for Peter as he will join with more attack than anyone on your team and it will stay that way (since he gains +2 just about everytime unpromoted (+3 when promoted!)) and most weapon upgrades only give about 3-4 attack (and those are not frequent) so Peter will be truly a destructive force on your team. The only downside of him is he is kind of slow as a Phoenik and he is uncontrollable for a few battles. The upside is speed is not that much of an issue and if you leave him behind and let the computer move him nowhere and you fight without letting him gain any experience ever, once you finally can control him he will still be able to level quickly. All in all, Peter is great to have on your team

#### Stat Growth

"Unpromoted Typical" 1-0-2-1-1

"Unpromoted Ideal" 1-0-2-2-1

"Promoted Typical" 2-0-2-2-1

-----

Luke

(BirdMan --> Bird Battler)

Character Bio

Luke is the Prince of Mt. Bedoe, a somewhat interesting place in the story of SFII however due to lack of story we are really left guessing things about this place. What's important to know is that Luke feels sympathy for ground people, and wants to do his part in re-sealing the Greatest Devil, Zeon. Alas, he starts his journey out with you rather on the wrong foot; he goes to Polca to find a raft for you to continue your journey, and the town betrays him! It is just a few seconds after that he is knocked senseless and his comrades both murdered by devils, which is something I want to comment on. Why, in the name of holy hell do the devils keep throwing weak devils at you over and over again, only coming to fight masters verse masters once you are strong enough to handle it. Those 3 devils in Polca at the time of Luke's demise are likely strong enough to take down your entire team, (and they're not bosses) yet they leave you to fight the same people you've been fighting for a couple battles (and will continue to fight for another few battles). It doesn't make sense from a real-life-story aspect of this game

Stat Growth

"Unpromoted Typical" 1-0-1-1-1  
"Unpromoted Ideal" 1-0-1-1-1  
"Promoted Typical" 2-0-1-1-1  
"Promoted Ideal" 2-0-1-2-2

-----

Skreech

(Bird Battler --> Already Promoted)

Character Bio

As previously mentioned, you initially meet Skreech as a small child, and then just some 10 (14 to be exact) battles he is a full grown bird fighter ready to join up and fight some Devils. If they (Mt. Bedoe) could produce Bird Battlers this quickly, why don't they send you more aid? Think about it, a Bird can lay several eggs, since these are larger birds (think Ostrich) we will assume they can only lay one. However, if it takes approximately 12 battles (2 to travel from Mt. Bedoe to North Parmencia, that's no easy task), by the time you would be returning to Grans and ready to enter the "Tower" and begin your final fights with Galam and Zeon, Mt. Bedoe could have churned out 3 generations of Bird Battlers. Assuming they started with a population of 30 (15 men and 15 women) and could only lay/raise one chick at a time, then after battle 12 (about your arrival to Mt. Bedoe) they would now have 45, meaning after another 12 battles they could have about 60-65, and then once you are ready to enter the tower they would have approximately 90 Bird Battlers ready to fight with you. If we relax our constraint on raising chicks, the number only goes up higher. It then begs the question why Mt. Bedoe didn't offer you more assistance outside of Peter, Luke, and Skreech. Which begs another question, why so many birdmen but so few Phoenixes? Is it Phoenixi? Just, multiple Phoenix? Microsoft word says it is indeed Phoenixes so we'll leave it at that, wow I'm rambling now. Skreech everybody!

On another note: as long as you level Luke to about level 24 then he will be better than Skreech in every category. That's not to say that Skreech isn't usable; but his use is certainly limited.

Stat Growth

"Promoted Typical" 2-0-1-1-1  
"Promoted Ideal" 2-0-1-2-2

---

## Section 5 Casters Ahoy

### Introduction

This section will probably be the most sought after of all the sections, as there is such differing opinion about casters, and more specifically, Wizards and Sorcerers. While you don't have to like or respect my opinion, I do certainly hope it can validate some and to a new SFII player (it's possible) gives them the pros and cons of each from an unbiased player who absolutely knows everything :)

---

### Kazin

(Mage --> Wizard/Sorcerer)

#### Character Bio

Kazin has such potential, it is truly a shame Sir Hawel (is he a Knight? or is Kazin just respectful?) had to die before he could finish teaching Kazin all he wanted to teach him. As a Mage early on, Kazin will be your only source of AoE damage for a long time (at least till Sarah learns Blast 2 but that's pretty bad damage). Kazin also learns his spells rather quickly, meaning you can keep up with enemy hit point growth so that he is not outclassed by the enemy too quickly; although those last few levels for Blaze 3 could not come soon enough. As a Wizard, Kazin will most likely not learn any new spells meaning near the end of the game you will find him to be somewhat weaker with Blaze 4 peaking about 15 battles prior to the final fight with Zeon. However, Kazin is a much more supportive Wizard than Tyrin or Chaz, which is something to consider.

#### Stat Growth

"Unpromoted Typical" 1-2-0-1-1  
"Unpromoted Ideal" 1-2-1-1-1  
Wizard  
"Promoted Typical" 2-1-0-1-2  
"Promoted Ideal" 2-2-1-1-2  
Sorcerer  
"Promoted Typical" 2-2-0-1-1  
"Promoted Ideal" 2-2-1-1-1

---

### Tyrin

(Mage --> Wizard/Sorcerer)

#### Character Bio

Tyrin is probably the most appealing choice from Creed's, simply because he is another AoE ally to add to your line-up. As a Mage/Wizard, he will continue to learn more and more damaging spells, including the massive AoE spell Bolt which is always nice to have (comes a little late but no biggie) the weird thing is it takes him so long to master Blaze, like into level 40 of his promoted class. My biggest complaint about the Wizard Tyrin is his very worthless Sleep spell which I don't think I've ever casted

#### Stat Growth

"Unpromoted Typical" 1-1-0-1-1  
"Unpromoted Ideal" 1-2-1-1-1  
Wizard  
"Promoted Typical" 2-1-0-1-1

"Promoted Ideal" 2-2-1-1-2 (rarely happens >.>)  
Sorcerer  
"Promoted Typical" 2-2-0-1-1  
"Promoted Ideal" 2-2-1-2-1

-----  
Taya  
(Sorcerer(es) --> Already Promoted)

Character Bio  
Similar to Mitula, Taya is captured when Zalbard raids Tristan and she is consequently turned to stone (Han Solo anyone?) If you free her from her stoney prison, she will claim it is her duty to aid you, or as she puts it, here representing Mitula. If you elect to use Taya, take note that she is even more fragile than most fragile heroes and will most likely be one-shot for several levels until she gets some much needed stats/spells, and then it will most likely only be a two-shot. In any case, I'm a huge fan of casters, so it will be up to you to decide if you want Taya. Obviously read more about her below

Stat Growth  
"Promoted Typical" 2-1-0-1-1  
"Promoted Ideal" 2-2-0-1-2

-----  
Chaz  
(Wizard --> Already Promoted)

Character Bio  
The squeaky voiced Chaz is the last secret character to find and studied under Sir Hawel similar to Kazin. He joins with some very lame spells and due to being pre-promoted you will find him even less stellar and even more appealing. His saving grace though, is he learns Bolt IV waaay faster than Tyrin. Like 7 levels, that's HUGE. Chaz learns it in an actual fighting manageable speed compared to Tyrin since monsters cap at level 32 and he needs to get to level 40 to master Bolt. That is truly something to consider. Other than that, he masters Freeze and Blaze (although his Blaze takes to 40 so it's unlikely you'll ever see it) and he also learns Dispell but as pointed out I never use it.

Stat Growth  
"Promoted Typical" 2-1-0-1-1  
"Promoted Ideal" 2-2-1-2-1

-----  
Section 6 Our stats don't matter much

Introduction

Are we at the last section already? Gosh, time flies when you're having fun. If you thought the last 5 sections (and rest of the guide were fun) I must be honest with you and tell you that this section is pretty cut and dry, rather boring, as the title of this section says it all. This section is about healers and as said, their stats don't matter much. While Master Monks wield some pretty sick weapons (+55 attack from Giants Glove!) They are indeed Healers first and fighters second, meaning their spell selection will have the largest priority over anything, with the amount of MP being second as they will need the necessary large mana pool to continually keep your force healthy and fighting the Devils.

## Sarah

(Priest --> Vicar/Master Monk)

### Character Bio

Sarah is your childhood friend, no denying it. She, unlike most characters you will encounter, will probably be the only other character besides Bowie to see battle time from Gizmos to Zeon. This is due to her being your only healer for some half the game (even longer if you don't take Karna). As such, she is absolutely critical to have, and thanks to Heal giving free experience, she can easily be way overleveled, which will overshadow her lack of Aura. Generally, only one healer is necessary, however, it is one healer with a good solid Aura spell (which Sarah lacks), as such, a good team will most likely be based around Aura\_Healer+Sarah as Sarah will be too strong to get rid of (it literally will leave a sickening pit in your stomach, like saying goodbye and chopping off your right arm)

### Stat Growth

"Unpromoted Typical" 1-1-1-1-1  
"Unpromoted Ideal" 1-1-1-1-1  
Vicar  
"Promoted Typical" 2-1-0-1-1  
"Promoted Ideal" 2-1-1-1-1  
Master Monk  
"Promoted Typical" 2-1-1-1-1  
"Promoted Ideal" 2-1-1-2-1

---

## Karna

(Priest --> Vicar/Master Monk)

### Character Bio

Many people will say to take Karna at Creed's. They are not misleading you, she is a great choice from there. However, due to Tyrin adding more damage to your line-up, and the fact that you really don't need Aura for another few battles (about the time you can go back to get Karna) and the fact Karna can level 23451% faster than other heroes, I would indeed say those other people are misleading you. Probably not intentionally, it does come down to playstyle. If you are going to promote anytime after 20 (with emphasis on 30+) skip Karna now, grab her later. If you are promoting at 20, Karna is probably the better choice unless you aren't planning on using her (using Frayja or Sheela instead, don't just use Sarah the game will be very much harder)

### Stat Growth

"Unpromoted Typical" 1-1-1-1-1  
"Unpromoted Ideal" 2-2-1-1-1  
Vicar  
"Promoted Typical" 2-2-0-1-1  
"Promoted Ideal" 2-2-0-1-1  
Master Monk  
"Promoted Typical" 2-1-1-1-1  
"Promoted Ideal" 2-1-1-1-1

---

## Frayja

(Vicar --> Already Promoted)

### Character Bio

If Frayja had any soul, he would commit suicide! Just kidding, although he did

put 90% of Moun to death by locking the gate (although he did probably save more of North Parmencia, except look at it already, I mean really look at it, Mitula is captured, Pacalon is dying, and Ketto is hosting a Devil Tea Party) It's like the ultimate catch 21, put one town to death to save several others, or hope they don't all perish... As previously mentioned, Frayja starts with some super lame spells, although he probably has the best spell selection of any Healer available to you (no boost though...) but Heal 4, Aura 4, and Attack more than make up for that in my honest opinion. If you're willing to let Frayja catch up to your team and go up some levels, he is without a doubt, the best healer in the game (Karna doesn't get Heal 4) and since a Healer is meant to heal and not attack, I think it's safe to justify that previous statement even more

Stat Growth

"Promoted Typical" 2-1-1-1-1

"Promoted Ideal" 2-2-1-2-1

-----

Sheela

(Master Monk --> Already Promoted)

Character Bio

The, last, review... My God I thought it would never end. Sheela nevertheless has some interesting story. Trained by none other than Sir Astral (another Knight?) she was somehow left behind as she elected to turn her body into a lethal weapon after the Red Baron murdered her fiance. She succeeded, as Boost allows her to massively overlevel, meaning if you wanted to, you could do just that and allow her to pummel the crap out of Lemon in 2 hits.

Stat Growth

"Promoted Typical" 2-1-1-1-1

"Promoted Ideal" 2-1-1-1-1 (+1 to either DE or AG)

-----

## Section 6a

### Table of Contents

1. Melee
2. Centaurs
3. Ranged
4. Fliers
5. Casters
6. Healers

The general thought of a team is Bowie + 2 heroes from each section to make a nice balanced team. This section will now review the groups and try to decide who is in fact best by the use of scaling. Observe that if you promote any time past 20, the pre-promoted characters should pretty much never be used then. However, because of scaling, we can see if the pre-promoted characters can hold their own still.

-----  
Melee

This section, is simply the largest of all the other scaling sections due to their being an overwhelming amount of land-walking melee fighters. For your reading pleasure, there will be some discrepancies used by sorting the Gladiators from Sword users from physical attackers. It will be one continuous

chart with minor headings.

#### Unpromoted

Character	Lv	HP	MP	AT	DE	AG
Bowie	01	12	08	06	04	04
Slade	01	07	00	03	06	06
AXE USERS						
Jaha	01	09	00	09	07	04
Randolf	01	15	00	11	14	04
Gyan	01	15	00	09	09	04
Lemon	01	13	00	07	11	10
PHYSICAL BRUNTS						
Kiwi	01	06	00	07	14	04
Gerhalt	01	10	00	20	09	07
Zynk	01	09	00	25	12	05
Claude	01	03	00	26	12	03

Remarks: All the pre-promoted characters were scaled from the averages of the other six melee fighters. Kiwi's health was not a serious outlier (a difference of scaling of only +3 hp) and leaving Kiwi in meant using Kiwi's attack and defence as well; which really seem to make it more "fair" since Zynk and Claude both fit more into Kiwi's mode than the others.

Notice how laughably strong Zynk is, and how Claude is similarly pretty lol strong. While this means almost nothing, it's just interesting to see what they might look like as level 1 unpromoted characters.

#### Promoted

Character	Lv	HP	MP	AT	DE	AG
Bowie	01	49	18	28	25	24
Slade	01	28	00	33	25	25
Jaha	01	33	00	28	39	23
Randolf	01	34	00	32	33	23
Lemon	01	33	00	30	32	30
GLADIATORS						
Jaha	01	33	00	28	39	23
Randolf	01	34	00	32	33	23

-----  
Gyan | 01 | 35 | 00 | 32 | 30 | 24 |  
-----

PHYSICAL BRUNTS

-----  
Kiwi | 01 | 14 | 00 | 38 | 42 | 23 |  
-----

-----  
Gerhalt | 01 | 31 | 00 | 49 | 30 | 28 |  
-----

-----  
Zynk | 01 | 29 | 00 | 48 | 33 | 25 |  
-----

-----  
Claude | 01 | 23 | 00 | 49 | 33 | 23 |  
-----

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

-----  
Bowie | 15 | 77 | 20 | 42 | 57 | 40 |  
-----

-----  
Slade | 15 | 58 | 26 | 46 | 53 | 48 |  
-----

-----  
Jaha | 15 | 60 | 00 | 43 | 68 | 42 |  
-----

-----  
Randolf | 15 | 62 | 00 | 45 | 61 | 40 |  
-----

-----  
Lemon | 15 | 63 | 00 | 44 | 61 | 46 |  
-----

GLADIATORS

-----  
Jaha | 15 | 60 | 00 | 42 | 76 | 39 |  
-----

-----  
Randolf | 15 | 62 | 00 | 45 | 67 | 38 |  
-----

-----  
Gyan | 15 | 63 | 00 | 45 | 64 | 38 |  
-----

PHYSICAL BRUNTS

-----  
Kiwi | 15 | 28 | 00 | 67 | 70 | 38 |  
-----

-----  
Gerhalt | 15 | 59 | 00 | 79 | 56 | 47 |  
-----

-----  
Zynk | 15 | 57 | 00 | 77 | 60 | 42 |  
-----

-----  
Claude | 15 | 47 | 00 | 78 | 73 | 37 |  
-----

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

-----  
Bowie | 30 | 107 | 22 | 57 | 91 | 58 |  
-----

-----  
Slade | 30 | 89 | 54 | 60 | 83 | 72 |  
-----

-----  
Jaha | 30 | 90 | 00 | 59 | 99 | 62 |  
-----

-----  
Randolf | 30 | 91 | 00 | 59 | 92 | 57 |  
-----

-----  
Lemon | 30 | 96 | 00 | 59 | 91 | 63 |  
-----

GLADIATORS



```

-----
Jaha      | 30 | 90 | 00 | 58 | 115| 56 |
-----
Randolf   | 30 | 91 | 00 | 60 | 104| 54 |
-----
Gyan      | 30 | 93 | 00 | 59 | 101| 53 |
-----
PHYSICAL BRUNTS
-----
Kiwi      | 30 | 43 | 00 | 98 | 100| 55 |
-----
Gerhalt   | 30 | 90 | 00 | 110| 84 | 63 |
-----
Zynk      | 30 | 87 | 00 | 108| 89 | 61 |
-----
Claude    | 30 | 73 | 00 | 110| 115| 51 |
-----

```

Bearing in mind that weapon users get about +40 to their weapon attack (+39 or +42 depending on how tedious your mithril searching is, +46 to Bowie obviously), we can see then just how these characters line up when scaled. The non weapon users are significantly stronger then (on average, +10 more attack) the Gladiators take the defence (minus Claude), everyone is slow, and everyone has similar health except Bowie. Even though you -have- to use Bowie, let's leave him in simply for comparison sake:

```

Bowie      (Hero)
Claude     (Golem)
Zynk       (Robot)
Gerhalt    (Wolf Baron)
Jaha       (Gladiator)
Randolf    (Gladiator)
Gyan       (Gladiator)
Jaha       (Baron)
Lemon      (Baron)
Randolf    (Baron)
Slade      (Ninja)
Kiwi       (Monster)

```

We'll start at the bottom. Kiwi is just about worthless. While an absolute tank and a powerhouse, his complete lack of life is just that bad. Consider a level 30 promoted at 20 Kiwi can die at full health to just about any late game magic... it's an issue. Slade, when you factor out his magic, really is weaker when compared to the other melee, yet something to consider is Slade also moves far better than all these heroes. In strictly a brute force test, Slade fails. However, when factoring in movement, magic, and agility (hardly a factor for me) he is far more appealing. Also, notice that due to scaling that Gladiators > Barons as described above. With similar stats in every department except a noticeable hit in defence, I would opt for Gladiators. We then go Claude --> Zynk --> Gerhalt as Claude is an absolute beast as is Zynk. Notice however I don't factor in movement. Only would we be using them if they get a ring/pimento because the movement of 4 is horrid.

But what does this mean for us?

1. We probably never want to use Kiwi unless for some form of special run, his health is an issue that never goes away.
2. Use Gladiators if promoting at 20, Barons if 30+.
3. Slade should probably be used regardless. His ability to use magic and his movement qualities make him more than worthwhile to be used (and his brute stats are just a little subpar compared to the others).
4. Use Claude and Zynk if you're promoting at 20 (which also means you need to save your ring/pimento for them). If promoting at 30+ you can skip/leave

them in the caravan.

5. Gerhalt is rather beast mode.

-----  
Centaurs

#### Knights

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Chester  | 01 | 11 | 00 | 05 | 05 | 07 |  
-----  
Rick     | 01 | 11 | 00 | 06 | 10 | 11 |  
-----  
Eric     | 01 | 18 | 00 | 10 | 06 | 05 |  
-----  
Higins   | 01 | 11 | 00 | 06 | 01 | 04 |  
-----  
Jaro     | 01 | 10 | 00 | 07 | 07 | 07 |  
-----
```

Remarks: Looking at how they all might have started as wee little level 1 Knights proves rather interesting. Higins is lolbad and Eric is lolstrong and Rick has rather imbalanced defence and agility. This is rather useless trivial information but is interesting none the less.

#### Paladins

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Chester  | 01 | 45 | 00 | 25 | 27 | 26 |  
-----  
Rick     | 01 | 36 | 00 | 24 | 29 | 30 |  
-----  
Eric     | 01 | 47 | 00 | 28 | 26 | 25 |  
-----  
Higins   | 01 | 39 | 00 | 24 | 21 | 23 |  
-----
```

#### Paladins

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Chester  | 15 | 73 | 00 | 38 | 52 | 47 |  
-----  
Rick     | 15 | 64 | 00 | 35 | 60 | 51 |  
-----  
Eric     | 15 | 74 | 00 | 42 | 53 | 47 |  
-----  
Higins   | 15 | 67 | 00 | 38 | 46 | 41 |  
-----
```

#### Paladins

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Chester  | 30 | 104 | 0 | 51 | 79 | 70 |  
-----  
Rick     | 30 | 93 | 0 | 48 | 93 | 74 |  
-----
```

-----  
Eric | 30 | 103 | 0 | 56 | 82 | 70 |  
-----

Higins | 30 | 97 | 0 | 52 | 74 | 60 |  
-----

Pegasus Knights

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Chester | 01 | 45 | 00 | 25 | 27 | 26 |  
-----

Rick | 01 | 36 | 00 | 24 | 29 | 30 |  
-----

Eric | 01 | 47 | 00 | 28 | 26 | 25 |  
-----

Jaro | 01 | 38 | 00 | 25 | 27 | 26 |  
-----

Pegasus Knights

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Chester | 12 | 66 | 00 | 35 | 45 | 37 |  
-----

Rick | 12 | 57 | 00 | 33 | 55 | 44 |  
-----

Eric | 12 | 68 | 00 | 39 | 49 | 43 |  
-----

Jaro | 12 | 60 | 00 | 35 | 44 | 43 |  
-----

Pegasus Knights

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Chester | 30 | 100 | 0 | 53 | 74 | 68 |  
-----

Rick | 30 | 92 | 0 | 48 | 97 | 67 |  
-----

Eric | 30 | 102 | 0 | 56 | 86 | 73 |  
-----

Jaro | 30 | 95 | 0 | 52 | 71 | 71 |  
-----

To place these eight centaurs in order of stats: Eric (Pegasus Knight)  
Eric (Paladin)  
Chester (Paladin)  
Rick (Pegasus Knight)  
Chester (Pegasus Knight)  
Rick (Paladin)  
Jaro (Pegasus Knight)  
Higins (Paladin)

Oddly enough, those line up with how I would suggest promoting the three Knights (Chester Pal > Chester Peg, etc etc). I'm sure you would love to know how I came to these rankings. Eric is simply the strongest across the board in both forms. Higins is simply the worst across all the categories (Jaro is a close second). If Rick had higher attack he would be a shoe in over Chester; however I find Chester Paladin slightly better than Rick Pegasus Knight. While

Rick has superior defence, Chester takes the other 3 categories.

So should you never use Jaro or Higinz? Certainly not, use who you want, but maybe keep these guys for special runs. Otherwise, you are just simply better off to use Chester, Rick, or Eric.

-----  
Ranged

#### Unpromoted

Character	Lv	HP	MP	AT	DE	AG
May	01	09	00	08	04	04
Elric	01	09	00	06	04	11
Janet	01	13	00	04	05	08
Rohde	01	09	00	10	10	03

Remarks: What's interesting about this scaling is due to the inability of ranged attacks to gain substantial attack, it is rather suggestive that Rohde when scaled is the best. Let's see what happens.

#### Sniper

Character	Lv	HP	MP	AT	DE	AG
May	01	29	00	28	23	23
Elric	01	34	00	25	23	24
Janet	01	32	00	21	23	25

Character	Lv	HP	MP	AT	DE	AG
May	15	48	00	38	40	40
Elric	15	59	00	34	42	42
Janet	15	58	00	25	42	44

Character	Lv	HP	MP	AT	DE	AG
May	30	69	00	49	58	57
Elric	30	87	00	45	64	61
Janet	30	86	00	29	62	64

#### Brassgunner

Character	Lv	HP	MP	AT	DE	AG
Elric	01	34	00	25	23	24
Janet	01	32	00	21	23	25
Rohde	01	30	00	29	28	20

Character	Lv	HP	MP	AT	DE	AG
Elric	15	59	00	37	53	38
Janet	15	58	00	28	51	39
Rohde	15	55	00	37	54	35

Character	Lv	HP	MP	AT	DE	AG
Elric	30	86	00	51	85	53
Janet	30	86	00	36	81	55
Rohde	30	81	00	45	82	51

Placing these six heroes in order of stats:

- Elric (Brassgunner)
- Rohde (Brassgunner)
- Elric (Sniper)
- May (Bow Knight)
- Janet (Brassgunner)
- Janet (Sniper)

This follows rather simply from the charts: Elric Brassgunner is just the most powerful across the board. Interestingly enough, Rohde is quite the contender if scaling is used (remember that means promoting at 20). So should you never use Janet? Probably, unless you want to have all 4 ranged heroes I would advise against using her, she really is just that bad. Observe that if you're promoting anytime after 20, May begins to hit significantly harder than Rohde.

-----  
Fliers

Unpromoted

Character	Lv	HP	MP	AT	DE	AG
Peter	01	13	00	10	07	04
Luke	01	16	00	04	06	07
Skreech	01	12	00	04	04	05

Remarks: There's only one reason to do this, and that is to determine who is

better between Luke and Skreech. Peter is up there just so I have his data somewhere. Note that to scale Skreech to level 1 unpromoted I just used Luke's unpromoted growth to scale him.

#### Promoted

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Peter     | 01 | 36 | 00 | 49 | 28 | 23 |  
-----  
Luke      | 01 | 37 | 00 | 25 | 24 | 31 |  
-----  
Skreech   | 01 | 33 | 00 | 24 | 22 | 26 |  
-----
```

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Peter     | 15 | 69 | 00 | 82 | 57 | 39 |  
-----  
Luke      | 15 | 64 | 00 | 36 | 47 | 49 |  
-----  
Skreech   | 15 | 60 | 00 | 38 | 43 | 44 |  
-----
```

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Peter     | 30 | 104 | 0 | 119 | 88 | 55 |  
-----  
Luke      | 30 | 93 | 00 | 48 | 72 | 69 |  
-----  
Skreech   | 30 | 89 | 00 | 52 | 67 | 63 |  
-----
```

And the conclusion is? Luke is better than Skreech. Skreech gains a little more attack while Luke gains more hit points, defence, and agility. Combine that with you can simply promote Luke at level 24 (for example) to compensate for the lack of attack and we really have no reason to ever use Skreech. That is not to say Skreech cannot find his way into a party; it's just that his use should be limited due to him being inferior to Luke.

```
-----  
| Casters |  
-----
```

#### Mage

```
-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----  
Kazin     | 01 | 10 | 08 | 03 | 03 | 07 |  
-----  
Tyrin     | 01 | 07 | 18 | 05 | 03 | 07 |  
-----  
Taya      | 01 | 09 | 17 | 05 | 01 | 07 |  
-----  
Chaz      | 01 | 11 | 16 | 08 | 06 | 10 |  
-----
```

Remarks: It's interesting how remarkably close the different casters when

scaled back to level 1. Take heed, these table comparisons are pretty much just for guilty pleasure as ALL have enough magic to cast their strongest magic 3-4 times which is all they will ever need in a fight. Thus, the rankings go way more hand in hand with spell selection.

#### Wizard

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Kazin | 01 | 29 | 45 | 13 | 22 | 33 |  
-----

Tyrin | 01 | 23 | 42 | 18 | 22 | 26 |  
-----

Chaz | 01 | 28 | 43 | 20 | 24 | 30 |  
-----

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Kazin | 19 | 61 | 73 | 23 | 45 | 67 |  
-----

Tyrin | 19 | 55 | 65 | 26 | 46 | 50 |  
-----

Chaz | 19 | 64 | 72 | 26 | 49 | 46 |  
-----

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Kazin | 30 | 80 | 90 | 30 | 59 | 88 |  
-----

Tyrin | 30 | 74 | 80 | 31 | 60 | 65 |  
-----

Chaz | 30 | 85 | 90 | 30 | 64 | 60 |  
-----

#### Sorcerer

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Kazin | 01 | 29 | 45 | 13 | 22 | 33 |  
-----

Tyrin | 01 | 23 | 42 | 18 | 22 | 26 |  
-----

Taya | 01 | 26 | 44 | 15 | 19 | 27 |  
-----

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Kazin | 11 | 47 | 63 | 18 | 36 | 44 |  
-----

Tyrin | 11 | 41 | 59 | 24 | 36 | 36 |  
-----

Taya | 11 | 44 | 58 | 19 | 30 | 42 |  
-----

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Kazin	30	81	98	27	62	65	
-----							
Tyrin	30	75	91	34	64	56	
-----							
Taya	30	78	85	25	51	71	
-----							

As far as ranking them on purely stats alone: Kazin (Wizard)  
 Kazin (Sorcerer)  
 Taya (Sorcerer)  
 Chaz (Wizard)  
 Tyrin (Sorcerer)  
 Tyrin (Wizard)

Their agility and magic point scores have ranked them like that. However, like the Healers, it is far more important to focus in on their spell selection. I have already admitted earlier that I prefer Sorcerer's to Wizards simply because the damage they can dish out is far superior to that of a Wizard, which forces a new order: Tyrin (Sorcerer)  
 Kazin (Sorcerer)  
 Chaz (Wizard)  
 Tyrin (Wizard)  
 Taya (Sorcerer)  
 Kazin (Wizard)

The worst caster is hands down Kazin as a Wizard. Hitting his peak damage out put about 15 battles before the end of the game and lacking any real power support means you will be clinging to Desoul 2's every turn in the hope that your single target will in fact die as opposed to being "unaffected".

The next worst caster is probably Taya. While she is admittedly a Sorcerer and can learn the superior summoning spells, the large problem is her joining with Dao 1 and Apollo 1 in a level. While she does continue to learn magic (although, at a slower rate than the other two Sorcerers), it is this starting off magic that makes her very unappealing. (She can still be used in an all magic group though).

This brings us to the middle road, with Chaz being slightly more appealing than Tyrin as a Wizard. Why is Chaz more appealing? Chaz learns Bolt 3 and 4 far sooner than Tyrin. Granted Chaz comes with some lame spells just like Taya, however, hits his stride much sooner.

This brings us to the end, with Tyrin as a Sorcerer being the optimal choice followed closely by Kazin; this is due largely to Tyrin mastering Sorcery a few levels sooner than Kazin.

-----  
Healers

Firstly, let's compare stats since it's easy and really doesn't mean a thing since spell selection is so huge.

Priests

-----							
Character	Lv	HP	MP	AT	DE	AG	
-----							
Sarah	01	11	10	06	05	05	
-----							
Karna	01	06	12	07	06	08	



-----  
Frayja | 01 | 05 | 03 | 02 | -4 | 05 |  
-----

Sheela | 01 | 06 | 04 | 01 | 03 | 05 |  
-----

Remarks: Due to the rather imbalanced stat growth (Karna verse Sarah), it is difficult for a solid average of how "Priests" grow. That along with how seemingly terrible Frayja's stats are, gives him a laughable level 1 priest stats. If you cannot quite notice, observe how the averages gives him a -4 starting defence. I'm quite sure that's not entirely possible, in any case, the point of this is to give you a table comparison of how all the healers may look at level 1 unpromoted.

-----  
Master Monks

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Sarah | 01 | 31 | 35 | 25 | 24 | 24 |  
-----

Karna | 01 | 35 | 43 | 22 | 22 | 24 |  
-----

Sheela | 01 | 30 | 30 | 17 | 19 | 23 |  
-----

-----  
Sarah I 15 I 58 I 50 I 39 I 49 I 43 I  
-----

Karna I 15 I 64 I 58 I 36 I 38 I 42 I  
-----

Sheela I 15 I 57 I 47 I 27 I 39 I 42 I  
-----

-----  
Sarah | 30 | 87 | 66 | 54 | 77 | 63 |  
-----

Karna | 30 | 95 | 75 | 51 | 54 | 62 |  
-----

Sheela | 30 | 86 | 65 | 37 | 61 | 63 |  
-----

-----  
Vicars

-----  
Character | Lv | HP | MP | AT | DE | AG |  
-----

Sarah | 01 | 31 | 35 | 25 | 24 | 24 |  
-----

Karna | 01 | 35 | 43 | 22 | 22 | 24 |  
-----

Frayja | 01 | 29 | 29 | 18 | 12 | 23 |  
-----

-----  
Sarah | 13 | 55 | 48 | 31 | 41 | 40 |  
-----

Karna | 13 | 59 | 66 | 22 | 33 | 40 |  
-----

-----  
Frayja | 13 | 52 | 49 | 29 | 32 | 37 |  
-----

-----  
Sarah | 30 | 88 | 65 | 40 | 65 | 62 |  
-----

-----  
Karna | 30 | 94 | 99 | 22 | 48 | 62 |  
-----

-----  
Frayja | 30 | 85 | 75 | 45 | 60 | 57 |  
-----

Some Conclusions: In simple order of stats, the rankings of Healers would be something along the lines of

Karna (Vicar)  
Karna (Master Monk)  
Frayja (Vicar)  
Sarah (Master Monk)  
Sarah (Vicar)  
Sheela (Master Monk)

Naturally one would like to know how I came to this conclusion. The most significant factor for a healer is to have ample magic points. Thus, Karna takes both top spots in either form as she gains the most magic, followed by Frayja. At this point, Sarah and Sheela in either form have about the same amount of magic, but in either promotion, Sarah's stats are just better than Sheela's, which is rather unfortunate; Sheela's growth is really just that bad. How bad? At any level, Sarah and Karna both have better stats in every category than Sheela as Master Monks. As Vicars, it's still pretty bad, which in conclusion you don't pick Sheela for her stats.

Spell order: Frayja  
Karna  
Sheela  
Sarah

As far as spell selection goes, not much can be said. Frayja by far has the best spell selection. Four full levels of both Aura and Heal is exemplary and is the first in the SF series to do so. Combine that with Attack and you have easily the most versatile Healer in the game. He does have a somewhat terrible Detox Spell but most characters in the game have a worthless spell...

Karna easily has the next best spell selection. Aura and Boost are both awesome spells. She is ranked lower than Frayja for two reasons: first, her Heal stays at a measly rank 3 which is pretty much worthless. Second, her Boost spell, while awesome at leveling, pales in comparison to Frayja's attack spell due in fact that most enemies end-game do magic or barrier piercing moves making the defence from Boost, worthless.

Sheela then has the next best spell selection (2nd worst?) She has only one completely worthless spell in Muddle, and one mediocre spell in Blast. With Boost and Heal though, she is more valuable spell wise than Sarah.

Which brings us to Sarah, who has a horrible selection of spells. Detox, as previously mentioned sucks a goats scrotum. She also has Slow which I don't think I have ever used as it missed constantly. Add that in with Blast and you have one steaming pile of craptastic spell selection.

-----  
So which healers are we using? Considering you get Sheela soo late in the game and her spell selection is subpar (no aura) I would say there is only 2

situations to use Sheela.

(1) You're only using pre-promoted characters (as a challenge)

(2) You're using all magic users (as a challenge)

Other than that, scrap Sheela for any other run. Pitiful stats and mediocre stat growth makes her not worth it.

Relative to Sheela, one would expect Sarah not to be used in except in similar situations to that of Sheela. However, since you have to use Sarah for at least half the game (she is your only healer) she should be easily over leveled and will easily find a spot on your team.

Between Frayja and Karna now, really either works. Both are very strong and have similar strengths and weaknesses. The only real condition I offer is if you're not powering your team Frayja works out better than Karna due to learning Aura sooner.

#### IN CONCLUSION

That was a massively long section, and what does it mean exactly? Luckily for you, here is the Too Long Didn't Read (TLDR) section.

-----  
Don't ever use me unless doing a special run of the game

#### Kiwi

Kiwi lacks health severely and should never be used in a serious run. If promoting at 40, that would buff his health to 50-60 which is significantly better but still a massive issue. I would never use Kiwi unless you're doing a specialty run.

#### Higgins/Jaro

Higgins is bad and Jaro is bad. Even when scaled, the other 3 centaurs are just better than them in everyway. I would only use them if doing a specialty run.

#### Janet

Janet is atrocious. Her attack growth is none-existent which for someone who attacks, is a serious issue. I would only ever use her if doing a special run.

#### Kazin (Wizard)/Taya

Kazin (Wizard) and Taya are subpar to your other casters. I would only ever use them if using a special run at the game.

-----  
I have incredibly limited use

#### Skreech

Skreech is bad, no doubt about it. However, the fact he can fly means he has one more use outside of -just- being used for a special run. He could be used in a speed run (I know a speed run is a kind of special run, but I feel the need to address it seperately).

#### Sheela

Since Sheela is subpar to the other healers and subpar to fighters at the same level, I would only use Sheela if doing a special run, **\*\*UNLESS\*\*** you are doing a power run. Take note that this power run means boosting Sheela to level 99 by means of Boost 2 (Karna can do this easily as well, Frayja with Aura 4 can do it too). If you're interested, this would put their stats in

the ballpark area of:

Sheela		190		168		146+55		166		170	
Karna		242		218		182+55		186		204	
Frayja		190		186		150+39		166		164	

Which is rather stupid in my honest opinion.

-----

Once we weed out those, we find Gyan, Lemon, Zynk, Claude, and Rohde all to be contenders IF promoting at 20. I cannot stress that enough. If you are promoting at ANY time after 20 (maybe not 21 but you get the point) those guys should not really be considered as they cannot compensate for the extra stats. And that is the point of this section, we've learned a few things =)

-----

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| Table Comparison of the Characters |

-----

As previously mentioned, this is the comparison of characters without the tedious proofs included. It's just a table/chart with a title and then whatever is to be included about the chart. There may/not be some remarks after each chart, depends on how clear it is.

#### Stat Growths Compared

Note that for these stat growths, the unpromoted levels DO NOT include the level ups past 30. The averages in the actual recorded stats (way at the beginning) are the actual averages. For a more "fair" comparison, I exclude the 30+ level ups as those level ups are stochastic and appear to converge to 1.5

#### Melee Unpromoted

-----

Character		HP		MP		AT		DE		AG	
-----------	--	----	--	----	--	----	--	----	--	----	--

-----

Bowie		1.68		0.12		1.11		1.02		1.02	
-------	--	------	--	------	--	------	--	------	--	------	--

-----

Slade		1.18		0.0		1.38		1.11		1.104	
-------	--	------	--	-----	--	------	--	------	--	-------	--

-----

Jaha		1.04		0.0		0.99		1.18		0.95	
------	--	------	--	-----	--	------	--	------	--	------	--

-----

Randolf		1.00		0.0		1.03		1.00		1.00	
---------	--	------	--	-----	--	------	--	------	--	------	--

-----

Kiwi		0.12		0.0		1.53		1.42		0.98	
------	--	------	--	-----	--	------	--	------	--	------	--

-----

Gerhalt		1.14		0.0		1.31		1.05		1.12	
---------	--	------	--	-----	--	------	--	------	--	------	--

-----

Peter		1.17		0.0		2.05		1.14		1.05	
-------	--	------	--	-----	--	------	--	------	--	------	--

-----

Luke		1.10		0.0		1.06		0.95		1.13	
------	--	------	--	-----	--	------	--	------	--	------	--

-----

#### Brute Force

-----

Character		HP		MP		AT		DE		AG	
-----------	--	----	--	----	--	----	--	----	--	----	--

-----

Bowie		2.01		0.15		1.00		2.28		1.16	
-------	--	------	--	------	--	------	--	------	--	------	--

-----  
Slade | 2.12 | 1.86 | 0.92 | 2.01 | 1.61 |  
-----

Luke | 1.92 | 0.0 | 0.81 | 1.64 | 1.31 |  
-----

Skreech | 1.94 | 0.0 | 0.97 | 1.55 | 1.26 |  
-----

Baron  
-----

Jaha | 1.95 | 0.0 | 1.07 | 2.08 | 1.35 |  
-----

Randolf | 1.98 | 0.0 | 0.93 | 2.03 | 1.18 |  
-----

Lemon | 2.17 | 0.0 | 1.00 | 2.04 | 1.13 |  
-----

Gladiator  
-----

Jaha | 1.95 | 0.0 | 1.02 | 2.61 | 1.13 |  
-----

Randolf | 1.98 | 0.0 | 0.96 | 2.45 | 1.07 |  
-----

Gyan | 1.99 | 0.0 | 0.93 | 2.44 | 1.00 |  
-----

Physical  
-----

Kiwi | 1.00 | 0.0 | 2.06 | 2.00 | 1.09 |  
-----

Peter | 2.36 | 0.0 | 2.41 | 2.08 | 1.12 |  
-----

Gerhalt | 2.03 | 0.0 | 2.12 | 1.85 | 1.19 |  
-----

Zynk | 2.00 | 0.0 | 2.07 | 1.92 | 1.23 |  
-----

Claude | 1.73 | 0.0 | 2.09 | 2.82 | 0.97 |  
-----

Knight  
-----

Character | HP | MP | AT | DE | AG |  
-----

Chester | 1.68 | 0.0 | 1.03 | 1.07 | 1.00 |  
-----

Rick | 1.27 | 0.0 | 0.93 | 1.02 | 0.99 |  
-----

Eric | 1.52 | 0.0 | 0.95 | 1.03 | 1.05 |  
-----

Paladin  
-----

Character | HP | MP | AT | DE | AG |  
-----

Chester | 2.03 | 0.0 | 0.91 | 1.79 | 1.51 |  
-----

Rick | 1.98 | 0.0 | 0.82 | 2.19 | 1.53 |  
-----

Eric | 1.92 | 0.0 | 0.98 | 1.93 | 1.56 |  
-----

Higgins | 1.99 | 0.0 | 0.97 | 1.83 | 1.29 |  
-----

## Pegasus Knight

Character	HP	MP	AT	DE	AG
Chester	1.90	0.0	0.95	1.62	1.44
Rick	1.93	0.0	0.84	2.36	1.29
Eric	1.91	0.0	0.97	2.08	1.64
Jaro	1.98	0.0	0.94	1.53	1.56

## Archer

Character	HP	MP	AT	DE	AG
May	1.05	0.0	1.05	0.96	0.97
Elric	1.29	0.0	1.00	1.01	0.72
Janet	1.00	0.0	0.93	0.95	0.93

## Sniper

Character	HP	MP	AT	DE	AG
May	1.38	0.0	0.68	1.20	1.18
Elric	1.82	0.0	0.68	1.41	1.28
Janet	1.87	0.0	0.29	1.34	1.36

## Brassgunner

Character	HP	MP	AT	DE	AG
Elric	1.80	0.0	0.89	2.13	1.01
Janet	1.85	0.0	0.53	2.00	1.04
Rohde	1.77	0.0	0.56	1.87	1.07

## Mage

Character	HP	MP	AT	DE	AG
Kazin	0.93	1.59	0.60	0.87	1.11
Tyrin	0.88	1.27	0.67	0.98	1.00

## Wizard

Character	HP	MP	AT	DE	AG
Kazin	1.76	1.56	0.57	1.29	1.90

-----  
Tyrin | 1.77 | 1.30 | 0.45 | 1.31 | 1.36 |  
-----

Chaz | 1.98 | 1.63 | 0.35 | 1.39 | 1.03 |  
-----

Sorcerer

-----  
Character | HP | MP | AT | DE | AG |  
-----

Kazin | 1.78 | 1.83 | 0.48 | 1.38 | 1.11 |  
-----

Tyrin | 1.78 | 1.70 | 0.56 | 1.44 | 1.02 |  
-----

Taya | 1.79 | 1.42 | 0.36 | 1.10 | 1.51 |  
-----

Priest

-----  
Character | HP | MP | AT | DE | AG |  
-----

Sarah | 1.02 | 1.08 | 0.84 | 0.80 | 0.9966 |  
-----

Karna | 1.53 | 1.67 | 0.82 | 0.88 | 0.88 |  
-----

Vicar

-----  
Character | HP | MP | AT | DE | AG |  
-----

Sarah | 1.97 | 1.04 | 0.52 | 1.41 | 1.31 |  
-----

Karna | 2.03 | 1.94 | 0.01 | 0.89 | 1.31 |  
-----

Frayja | 1.92 | 1.52 | 0.95 | 1.64 | 1.16 |  
-----

Master Monk

-----  
Character | HP | MP | AT | DE | AG |  
-----

Sarah | 1.92 | 1.07 | 1.01 | 1.81 | 1.33 |  
-----

Karna | 2.07 | 1.10 | 1.01 | 1.12 | 1.30 |  
-----

Sheela | 1.94 | 1.19 | 0.69 | 1.47 | 1.37 |  
-----

All unpromoted stat growths

-----  
Character | HP | MP | AT | DE | AG |  
-----

Bowie | 1.68 | 0.12 | 1.11 | 1.02 | 1.02 |  
-----

Slade | 1.18 | 0.0 | 1.38 | 1.11 | 1.104 |  
-----

Jaha | 1.04 | 0.0 | 0.99 | 1.18 | 0.95 |  
-----

Randolf | 1.00 | 0.0 | 1.03 | 1.00 | 1.00 |  
-----

Kiwi	0.12	0.0	1.53	1.42	0.98
Gerhalt	1.14	0.0	1.31	1.05	1.12
Chester	1.68	0.0	1.03	1.07	1.00
Rick	1.27	0.0	0.93	1.02	0.99
Eric	1.52	0.0	0.95	1.03	1.05
Peter	1.17	0.0	2.05	1.14	1.05
Luke	1.10	0.0	1.06	0.95	1.13
May	1.05	0.0	1.05	0.96	0.97
Elric	1.29	0.0	1.00	1.01	0.72
Janet	1.00	0.0	0.93	0.95	0.93
Kazin	0.93	1.59	0.60	0.87	1.11
Tyrin	0.88	1.27	0.67	0.98	1.00
Sarah	1.02	1.08	0.84	0.80	0.9966
Karna	1.53	1.67	0.82	0.88	0.88

All promoted stat growths

Character	HP	MP	AT	DE	AG	
Bowie	2.01	0.15	1.00	2.28	1.16	
Slade	2.12	1.86	0.92	2.01	1.61	
Luke	1.92	0.0	0.81	1.64	1.31	
Skreech	1.94	0.0	0.97	1.55	1.26	
Jaha	1.95	0.0	1.07	2.08	1.35	Baron
Randolf	1.98	0.0	0.93	2.03	1.18	Baron
Lemon	2.17	0.0	1.00	2.04	1.13	
Jaha	1.95	0.0	1.02	2.61	1.13	Gladiator
Randolf	1.98	0.0	0.96	2.45	1.07	Gladiator
Gyan	1.99	0.0	0.93	2.44	1.00	
Kiwi	1.00	0.0	2.06	2.00	1.09	
Peter	2.36	0.0	2.41	2.08	1.12	
Gerhalt	2.03	0.0	2.12	1.85	1.19	
Zynk	2.00	0.0	2.07	1.92	1.23	



Claude	1.73	0.0	2.09	2.82	0.97	
Chester	2.03	0.0	0.91	1.79	1.51	Paladin
Rick	1.98	0.0	0.82	2.19	1.53	Paladin
Eric	1.92	0.0	0.98	1.93	1.56	Paladin
Higgins	1.99	0.0	0.97	1.83	1.29	
Chester	1.90	0.0	0.95	1.62	1.44	Pegasus Knight
Rick	1.93	0.0	0.84	2.36	1.29	Pegasus Knight
Eric	1.91	0.0	0.97	2.08	1.64	Pegasus Knight
Jaro	1.98	0.0	0.94	1.53	1.56	
May	1.38	0.0	0.68	1.20	1.18	
Elric	1.82	0.0	0.68	1.41	1.28	Sniper
Janet	1.87	0.0	0.29	1.34	1.36	Sniper
Elric	1.80	0.0	0.89	2.13	1.01	Brassgunner
Janet	1.85	0.0	0.53	2.00	1.04	Brassgunner
Rohde	1.77	0.0	0.56	1.87	1.07	
Kazin	1.76	1.56	0.57	1.29	1.90	Wizard
Tyrin	1.77	1.30	0.45	1.31	1.36	Wizard
Chaz	1.98	1.63	0.35	1.39	1.03	
Kazin	1.78	1.83	0.48	1.38	1.11	Sorcerer
Tyrin	1.78	1.70	0.56	1.44	1.02	Sorcerer
Taya	1.79	1.42	0.36	1.10	1.51	
Sarah	1.97	1.04	0.52	1.41	1.31	Vicar
Karna	2.03	1.94	0.01	0.89	1.31	Vicar
Frayja	1.92	1.52	0.95	1.64	1.16	
Sarah	1.92	1.07	1.01	1.81	1.33	Master Monk
Karna	2.07	1.10	1.01	1.12	1.30	Master Monk
Sheela	1.94	1.19	0.69	1.47	1.37	

#### Top 10 Promoted Growths

Character	HP
-----------	----

Peter	2.36	
Lemon	2.17	
Slade	2.12	
Karna	2.07	Master Monk
Karna	2.03	Vicar
Chester	2.03	Paladin
Gerhalt	2.03	
Bowie	2.01	
Zynk	2.00	
Gyan	1.99	
Higgins	1.99	

-----  
Character | MP |

Karna	1.94	Vicar
Slade	1.86	
Kazin	1.83	Sorcerer
Tyrin	1.70	Sorcerer
Chaz	1.63	
Kazin	1.56	Wizard
Frayja	1.52	
Taya	1.42	
Tyrin	1.30	Wizard
Sheela	1.19	

-----  
Character | AT |

Peter	2.41	
Gerhalt	2.12	
Claude	2.09	
Zynk	2.07	
Kiwi	2.06	
Jaha	1.07	Baron
Jaha	1.02	Gladiator
Sarah	1.01	Master Monk
Karna	1.01	Master Monk
Bowie	1.00	
Lemon	1.00	

-----  
Character | DE |

Claude	2.82	
Jaha	2.61	Gladiator
Randolf	2.45	Gladiator
Gyan	2.44	
Rick	2.36	Pegasus Knight
Bowie	2.28	
Rick	2.19	Paladin
Elric	2.13	Brassgunner
Eric	2.08	Pegasus Knight
Jaha	2.08	Baron
Peter	2.08	

-----  
Character | AG |

Kazin	1.90	Wizard
-------	------	--------

Eric		1.64		Pegasus Knight
Slade		1.61		
Jaro		1.56		
Eric		1.56		Paladin
Rick		1.53		Paladin
Taya		1.51		
Chester		1.51		Paladin
Chester		1.44		Pegasus Knight
Sheela		1.37		

The next section includes final stats. These stats are NOT scaled. So Elric, Janet, Eric, Karna, Tyrin, and Randolph are promoted at their level 20+ as they joined your team. Weapon users also have their best weapon equipped.

Average Final Stats (promoted at 20)

```

-----
Character | HP | MP | AT | DE | AG |
-----
Bowie    | 107 | 22 | 103 | 91 | 58 |
Sarah    | 87  | 66 | 109 | 76 | 63 | Master Monk
Sarah    | 88  | 65 | 79  | 65 | 62 | Vicar
Chester  | 104 | 0  | 95  | 79 | 70 | Paladin
Chester  | 100 | 0  | 97  | 74 | 68 | Pegasus Knight
Jaha     | 90  | 0  | 100 | 115 | 56 | Gladiator
Jaha     | 90  | 0  | 101 | 99  | 62 | Baron
Kazin    | 80  | 90 | 69  | 59 | 88 | Wizard
Kazin    | 81  | 98 | 66  | 62 | 65 | Sorcerer
Slade    | 89  | 54 | 102 | 83 | 72 |
Kiwi     | 43  | 0  | 98  | 100 | 55 |
Peter    | 104 | 0  | 119 | 88  | 55 |
May      | 69  | 0  | 92  | 58 | 57 |
Gerhalt  | 90  | 0  | 110 | 84  | 63 |
Luke     | 93  | 0  | 87  | 72  | 69 |
Rick     | 93  | 0  | 92  | 93  | 74 | Paladin
Rick     | 92  | 0  | 92  | 97  | 67 | Pegasus Knight
Elric    | 88  | 0  | 89  | 65  | 62 | Sniper
Elric    | 87  | 0  | 95  | 86  | 54 | Brassgunner
Eric     | 109 | 0  | 103 | 86  | 74 | Paladin
Eric     | 108 | 0  | 103 | 90  | 77 | Pegasus Knight
Randolf  | 95  | 0  | 105 | 108 | 58 | Gladiator
Randolf  | 95  | 0  | 104 | 96  | 61 | Baron
Tyrin    | 78  | 85 | 72  | 64  | 69 | Wizard
Tyrin    | 79  | 96 | 75  | 68  | 60 | Sorcerer
Karna    | 100 | 106 | 65  | 52  | 66 | Vicar
Karna    | 101 | 82  | 110 | 58  | 66 | Master Monk
Janet    | 90  | 0  | 76  | 66  | 68 | Sniper
Janet    | 90  | 0  | 83  | 85  | 59 | Brassgunner
Rohde    | 81  | 0  | 88  | 63  | 51 |
Higins   | 97  | 0  | 95  | 74  | 61 |
Taya     | 78  | 85 | 65  | 51  | 71 |
Skreech  | 89  | 0  | 92  | 66  | 63 |
Jaro     | 96  | 0  | 95  | 72  | 71 |
Frayja   | 85  | 75 | 84  | 60  | 57 |
Gyan     | 93  | 0  | 101 | 101 | 54 |
Sheela   | 86  | 65 | 92  | 61  | 62 |
Zynk     | 87  | 0  | 108 | 89  | 60 |
Claude   | 73  | 0  | 109 | 115 | 52 |
Chaz     | 86  | 90 | 69  | 64  | 57 |
Lemon    | 96  | 0  | 101 | 91  | 62 |

```

## Average Final Stats (promoted at 40)

Character	HP	MP	AT	DE	AG	
Bowie	133	30	128	114	82	
Sarah	111	86	128	96	88	Master Monk
Sarah	112	85	98	84	87	Vicar
Chester	134	0	120	103	95	Paladin
Chester	130	0	122	98	93	Pegasus Knight
Jaha	112	0	126	133	79	Gladiator
Jaha	113	0	127	117	85	Baron
Kazin	103	113	91	82	109	Wizard
Kazin	104	121	88	84	86	Sorcerer
Slade	120	54	127	111	99	
Kiwi	53	0	126	129	79	
Peter	129	0	154	116	81	
May	94	0	117	82	82	
Gerhalt	117	0	133	109	88	
Luke	118	0	113	97	93	
Rick	119	0	115	118	99	Paladin
Rick	118	0	115	123	93	Pegasus Knight
Elric	115	0	113	90	84	Sniper
Elric	114	0	119	111	76	Brassgunner
Eric	132	0	124	107	95	Paladin
Eric	131	0	124	111	98	Pegasus Knight
Randolf	117	0	127	129	79	Gladiator
Randolf	117	0	126	117	82	Baron
Tyrin	99	108	91	85	90	Wizard
Tyrin	100	119	94	89	81	Sorcerer
Karna	123	132	85	71	86	Vicar
Karna	124	107	130	77	86	Master Monk
Janet	111	0	96	86	89	Sniper
Janet	111	0	103	105	80	Brassgunner
Rohde	81	0	88	63	51	
Higgins	97	0	95	74	61	
Taya	78	85	65	51	71	
Skreech	89	0	92	66	63	
Jaro	96	0	95	72	71	
Frayja	85	75	84	60	57	
Gyan	93	0	101	101	54	
Sheela	86	65	92	61	62	
Zynk	87	0	108	89	60	
Claude	73	0	109	115	52	
Chaz	86	90	69	64	57	
Lemon	96	0	101	91	62	

## Chosen Final Stats (promoted at 40)

Character	HP	MP	AT	DE	AG	
Bowie	146	46	135	127	90	
Sarah	116	100	136	110	97	Master Monk
Sarah	116	94	117	98	91	Vicar
Chester	150	0	128	110	104	Paladin
Chester	146	0	128	111	101	Pegasus Knight
Jaha	119	0	132	156	88	Gladiator
Jaha	119	0	135	139	97	Baron
Kazin	113	143	91	97	123	Wizard
Kazin	114	138	91	106	97	Sorcerer
Slade	131	57	153	119	105	

Kiwi		67		0		141		136		83		
Peter		147		0		164		120		82		
May		108		0		130		83		85		
Gerhalt		123		0		154		116		91		
Luke		129		0		121		109		107		
Rick		128		0		126		129		108		Paladin
Rick		124		0		126		132		97		Pegasus Knight
Elric		126		0		128		98		92		Sniper
Elric		127		0		128		116		78		Brassgunner
Eric		138		0		133		115		108		Paladin
Eric		135		0		131		117		104		Pegasus Knight
Randolf		121		0		132		141		81		Gladiator
Randolf		121		0		132		124		85		Baron
Tyrin		110		123		92		93		102		Wizard
Tyrin		110		133		95		100		89		Sorcerer
Karna		135		138		91		76		97		Vicar
Karna		138		114		134		82		101		Master Monk
Janet		114		0		120		93		91		Sniper
Janet		118		0		121		107		83		Brassgunner
Rohde		84		0		100		85		51		
Higgins		97		0		97		78		68		
Taya		79		94		65		57		74		
Skreech		90		0		92		73		71		
Jaro		96		0		96		79		76		
Frayja		86		83		85		63		60		
Gyan		93		0		102		104		54		
Sheela		87		65		97		63		66		
Zynk		87		0		108		90		66		
Claude		76		0		110		119		53		
Chaz		86		94		72		67		58		
Lemon		100		0		101		92		64		

Top 10 Level 30 Stats (promoted at 20)

-----		
Character	HP	
-----		
Eric	109	Paladin
Eric	108	Pegasus Knight
Bowie	107	
Chester	104	Paladin
Peter	104	
Karna	101	Master Monk
Chester	100	Pegasus Knight
Karna	100	Vicar
Jaro	96	
Lemon	96	

-----		
Character	MP	
-----		
Karna	106	Vicar
Kazin	98	Sorcerer
Tyrin	96	Sorcerer
Kazin	90	Wizard
Chaz	90	
Tyrin	85	Wizard
Taya	85	
Karna	82	Master Monk
Frayja	75	

Sarah | 66 | Master Monk

-----  
Character | AT |  
-----

Peter | 119 |  
Gerhalt | 110 |  
Karna | 110 | Master Monk  
Claude | 109 |  
Sarah | 109 | Master Monk  
Zynk | 108 |  
Randolf | 105 | Gladiator  
Randolf | 104 | Baron  
Eric | 103 | Paladin  
Eric | 103 | Pegasus Knight  
Bowie | 103 |

-----  
Character | DE |  
-----

Jaha | 115 | Gladiator  
Claude | 115 |  
Randolf | 108 | Gladiator  
Gyan | 101 |  
Kiwi | 100 |  
Jaha | 99 | Baron  
Rick | 97 | Pegasus Knight  
Randolf | 96 | Baron  
Rick | 93 | Paladin  
Lemon | 91 |  
Bowie | 91 |

-----  
Character | AG |  
-----

Kazin | 88 | Wizard  
Eric | 77 | Pegasus Knight  
Rick | 74 | Paladin  
Eric | 74 | Paladin  
Slade | 72 |  
Taya | 71 |  
Jaro | 71 |  
Chester | 70 | Paladin  
Tyrin | 69 | Wizard  
Luke | 69 |

Top 10 Level 30 Stats (promoted at 40)

-----  
Character | HP |  
-----

Chester | 150 | Paladin  
Peter | 147 |  
Bowie | 146 |  
Chester | 146 | Pegasus Knight  
Eric | 138 | Paladin  
Karna | 138 | Master Monk  
Eric | 135 | Pegasus Knight  
Karna | 135 | Vicar  
Luke | 129 |  
Rick | 128 | Paladin

-----  
Character | MP |

-----  
Kazin | 143 | Wizard  
Kazin | 138 | Sorcerer  
Karna | 138 | Vicar  
Tyrin | 133 | Sorcerer  
Tyrin | 123 | Wizard  
Karna | 114 |  
Sarah | 100 | Master Monk  
Sarah | 94 | Vicar  
Taya | 94 |  
Chaz | 94 |

-----  
Character | AT |

-----  
Peter | 164 |  
Gerhalt | 154 |  
Slade | 153 |  
Kiwi | 141 |  
Bowie | 136 |  
Sarah | 135 | Master Monk  
Jaha | 135 | Baron  
Eric | 133 | Paladin  
Jaha | 132 | Gladiator  
Randolf | 132 | Gladiator  
Randolf | 132 | Baron

-----  
Character | DE |

-----  
Jaha | 156 | Gladiator  
Randolf | 141 | Gladiator  
Jaha | 139 | Baron  
Kiwi | 136 |  
Rick | 132 | Pegasus Knight  
Rick | 129 | Paladin  
Bowie | 127 |  
Randolf | 124 | Baron  
Peter | 120 |  
Slade | 119 |  
Claude | 119 |

-----  
Character | AG |

-----  
Kazin | 123 | Wizard  
Rick | 108 | Paladin  
Eric | 108 | Paladin  
Luke | 107 |  
Slade | 105 |  
Chester | 104 | Paladin  
Eric | 104 | Pegasus Knight  
Tyrin | 102 | Wizard  
Karna | 101 | Master Monk  
Chester | 101 | Pegasus Knight  
-----

-----  
Team Construction

What is the best team? Are there any "specialized" teams that I can try out (because I love this game more than playing outside)? This section will provide details about all of that for you to choose how to use however you want.

The "Best" Team  
Casters  
Hidden  
Unique  
Pre-Promoted Nightmares  
Easiest  
Speed

Oh, and as a sidenote. The purpose of these challenges is to only use the listed characters which means if you don't have the Caravan you have to let them die off instead. The exception is the "Best Team", Easiest, and Speed.

-----  
The "Best" Team

A natural question that arises when fielding SFII (or I) is what is the strongest or "best" team. Naturally in SFII you must ask yourself where am I promoting at as it makes a huge difference. Since we're worried about the strongest, I'll assume promoting at 40. Then from there, we need a balance of damage dealers, tanks, and attacking availability so there aren't too many heroes just standing around waiting for an opportunity to attack.

Bowie  
Peter  
Slade  
Gerhalt  
Kazin (Sorcerer)  
Tyrin (Wizard)  
Karna (Master Monk)  
Elric (Brassgunner)  
Eric (Pegasus Knight)  
May  
Jaha (Baron)  
Kiwi

Naturally, an explanation is due. Bowie, obviously is required. Peter, Gerhalt, and Slade are very powerful. Kazin as a Sorcerer and Tyrin as a Wizard to round out my magic users (an argument for Taya could be made because of Atlas II, but it's the lack of stats for being the "Best" team). Karna as a Master Monk hits for a ton (and being leveled to 40 for Aura IV gives ample MP). Elric as a Brassgunner and May are the best ranged attackers. I want a Pegasus Knight and Eric is the best there. That leaves two spots which are up for debate. Jaha > Randolph, and compared to the others remaining, I would prefer Jaha to say Luke or Janet. Sarah maybe but Jaha is in fact stronger. The last pick, is my desire to use another flier. Luke is has more health, but Kiwi is just far stronger. Yes, he lacks health, but that is easily compensated for with power leveling (65+ HP at 30 not to mention cheerful bread) and careful movement to keep him clear of Freeze IV. While the Fire



Breathing can be annoying, I play on an emulator so it's easy enough to reload and tell that fire to go f\*ck itself.

---

## Casters

This team employs anyone who can cast magic, really no decisions.

Bowie  
Slade  
Sarah (Master Monk)  
Karna (Master Monk)  
Frayja  
Sheela  
Kazin (Sorcerer)  
Tyrin (Wizard)  
Taya  
Chaz  
Peter (Optional)  
Gerhalt (Optional)

First of all, the optionals are in case this is too difficult (which it could easily prove to be since everyone except Bowie lacks Defense and HP). I landed on the Mythical Phoenix and Wolf Baron as the choices. Other than that, pick all the magic users and good luck. You will have Bowie, Slade, Kazin, and Sarah for most of the game though.

---

## Hidden

This uses any "secret" character in the game requiring you to go back to Creed's. You may want to invest some time in the Fairy Stage.

Bowie  
Kiwi  
May  
Rick  
Eric (Pegasus Knight)  
Tyrin (Sorcerer)  
Karna (Master Monk)  
Taya  
Skreech  
Sheela  
Claude  
Chaz (Zynk)

This can prove very difficult early, with no healing, and only Bowie for several battles this can get difficult. You will find Kiwi, May, and Rick to be very helpful. Your first Creed choice can NOT be used, so I suggest taking Randolph as I prefer the other choices. Other than that, the team is straight forward. Zynk while not being hidden is optional so your call

---

## Unique

This is a team that uses only unique character promotions. I mean unique to SFII

Bowie - the only Hero  
Slade - the only Ninja  
Kiwi - the only Monster (SFI also)  
Peter - the only Phoenix (SFI also)  
May - the only Bow Knight (SFI also)  
Gerhalt - the only Wolf Baron  
Zynk - the only Robot  
Claude - the only Golem (SFI also)  
Lemon - a unique RED Baron (SFI also)

For starters, notice you have no healers. Outside of that, the challenge really isn't too difficult although for about half the game you only get half a party.

-----

#### Easiest

This is the team I feel is the "easiest" to beat the game. This means minimizing Egress-ing, difficulty of finding characters, farming mithril weapons, and not requiring too much power leveling. If someone were new to the game I would suggest this team.

Bowie  
Sarah (Vicar)  
Jaha (Gladiator)  
Slade  
Peter  
May  
Gerhalt  
Luke  
Rick (Paladin)  
Elric (Brassgunner)  
Tyrin (Wizard)  
Frayja

This team uses only 2 secret heroes (both of whom are very easy to find) and only uses 1 special item for promotion (which is found in battle so very easy to find). It has a nice balance of fighting, defence, and magic. Some of the later heroes (Zynk and Claude for example) could be substituted in for some other melee fighters however I anticipate they will be too slow for a new player to use since we would require them to find Move Ring/Running Pimento.

-----

#### Speed

The idea here is to beat the game without having to Egress hardly ever. Oddly enough, our best heroes will be the ones who come later in the game. Definitely pick up every hero you can (except going back for Creed) to replace the weaker heroes.

Or you can bypass the whole thing, use save states, and beat the game in about two hours using just Peter. Check out THAT video on youtube it's insane although gets really boring and repetitive.

Bowie  
Sarah (Karna [Vicar])  
Chester (Higgins might replace)

Jaha [Gladiator]  
Kazin [Sorcerer]  
Slade  
Kiwi (Elric [Brassgunner])  
Peter  
May  
Gerhalt (Claude might replace)  
Luke (Skreech might replace) (Zynk might replace)  
Rick [Pegasus Knight]

I think this is just about how to do it. Bowie, you gotta have. You need at least one healer, while two is probably more justified I think levels are going to be hurting here so one that can Boost our defence (Karna) is preferred to the others. Make note she should be promoted to a Vicar for the extra MP. We want two Knights. Chester and Rick are both good in their own right, we also find Higin and Jaro without any trouble. Who do use then? We use whoever is the strongest, as in, when we find Higin are his stats better than either of the others? Yes, then replace, if not, leave him out. Same with Jaro. I don't think you will replace them unless you are massively underleveled though but in any situation they're there. Jaha as a Gladiator is your best tank except Claude, and the two of them can lead on fearlessly. Slade, Peter, and May are all shoe ins, as is Elric as a Brassgunner. This leaves two spots that probably will go to Zynk and Claude, who are both extremely powerful in speed runs. This again is the question about the Knights, use them if they are replacing a weaker/underleveled character. When it boils down to the end, our final team will have:

Bowie  
A Healer Karna  
A Caster Kazin  
Two ranged attackers May and Elric  
Peter  
Two Knights  
and Four beasts, choosing from Jaha, Slade, Claude,  
Gerhalt, Zynk, and possibly a Birdman

-----  
Promotions

The purpose of this section is to discuss promotions. As one should know, you can choose to promote at 20 or anytime there after up to level 40. While there is some decent discussion on this out there, there is nothing truly definitive. Hopefully, this section will shed some light on this elusive topic.

So, onto promoting. First, observe this important fact. The unpromoted stat growth from 31-40 is absurdly random. For complete details, see the above section of data and scan any non-mage hero and notice how their stats are very predictable until 30. Then after that pretty much every stat is about 1.5 with half the time the hero gaining 1 stat and the other half they gain 2. This allows for incredible leveling potential, observe for example Kiwi

	HP	- MP	- AT	- DE	- AG
Avg-	0.12	- 00	- 1.53	- 1.42	- 0.98
Avg-	0.52	- 0	- 1.54	- 1.45	- 1.27

The first set of averages is his pre 31 growth (as in the average of level ups from 8 to 30). The second set is his entire unpromoted growth. See what an effect those 31-40 level ups have on the averages? It is clear that his attack and defence remains rather unchanged, that he gains on average 1.5 AT/DE each

level regardless of where he is at. However, without considering levels 31-40, you have a miniscule 12% chance to gain a hit point. That's a HUGE difference. For example, observe he starts level 7 with 7-0-16-23-10. If we are promoting at 20, it can make a huge difference which averages we use:

8-0-36-41-23 or 14-0-36-41-26

With the difference only growing larger the longer we delay promotion. With this in mind, let us look at really the three possible ways we can play through this game (from a promotion point of view)

Promote at 20, 30, or 40.

Before I get into more specifics, I want to address a flaw of the game. The dreaded battle in Creed's Mansion, the Chessboard Battle. This is why the game SFII is often dreaded as the game has been easy-->average in difficulty so far (the last two battles a bit more difficult but not impossible) however this Chess Set raises the difficulty quite too high in my opinion. My older brother often told me to just promote before it so you can use newer weapons. The problem here is that there are -not- that many new weapons to be used at this juncture. After battling Taros, there is the nice new salesman who comes to Hassan. While all his weapons are quite nice, only a few are for promoted only and those are Leather Glove, Flail, Broad Sword, and Robin Arrow, so 5 (maybe 6 if you make Jaha a Baron) could use a promotion to wield a new weapon (which only will net them +3 damage anyway). It sucks! The biggest problem however, is the lack of defence on your team but the enemy strikes fast and hard. I cannot describe to you the number of times I quit at the Chess Board battle because I did not want to level up my characters obscenely and I couldn't honestly beat the battle. Anyway, /end/ minor tangent, begin promotion discussion. (You'll see why this was important as it is the basis for my argument)

Promoting at 20

This is never the best choice. As the enemies continue to give experience and promoting resets your experience bar (your true level is lower) the longer you can go before promoting is just that much better. However, if you want to play what I call a "Normal Game" I would suggest taking your new weapons with you into the Chess Battle and promoting at 22-24, then leveling a bit until you are about level 4. This is by far the hardest to accomplish but is kind of how the game designers wanted you to do this.

Promoting at 30

This is probably the best way to play the game. By following my instructions below, you can promote at 30 [28] giving your characters 8 extra levels so that you can tackle the rest of the game with those few essential stats making the game difficult but more manageable. This is similar to the Normal Game but makes the Chess Board battle much easier (but not that easy!)

Promoting at 40

This is for those with too much time on their hands who want the strongest team to beat Zeon with. If you choose to promote at 40, you will not use any of the Pre-Promoted characters as their stats do not account for an extra 20 levels you gave your team. This is not a huge deal, as your team will be a powerhouse blowing through the game without any trouble up to the return to Grans once the enemies attack has caught up and passed your defence. Observe however there are 2 ways to do this feat. First, is to follow my instructions below to level to 40 before Creed's, then promote and venture back into the world. The second is to fight and struggle forth into Parmencia, promoting at 40 once you finally hit 40. This is suicide. None of the monsters on Parmencia

have a level cap of 40, meaning you won't promote until Grans. PLEASE do not do this to yourself, in fact, given any method of promoting, you should probably promote before getting Sir Astral otherwise the game becomes stupid hard.

-----  
A Few Uncharted Moogles

#### Table of Contents for this Section

- I. Leveling
- II. Finding Secret Characters
- III. Funny Notes about the Game

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Leveling

The purpose of this section is to give the low-down of the best way to level in the game. If you're curious how I managed to record all these level ups, I have 2 secrets. The first being an Emulator. Using save states, I record much faster than normal, also I can save state seperate files so that I do not have to replay the game to see how different characters level in different promotion classes. Rather, I save state, promote them to the class, save that state, then reload my main game. The second is the Fairy Stage located in the Fairy Woods (right after receiving the Caravan. There are 3 things that are great about this place

- (1) There is only 1 enemy at the start. This allows you to use spells/items very quickly without waiting for many enemy turns to slow you down. Thus, enabling heals and boosts to be cast often giving you free experience
- (2) Very near you is a Lesser Demon that will spawn infinitely. He will give 48 experience until you are level 29 (9), meaning if you have no desire to level to 40, you can still get some free experience before promoting which then makes the Chess Board a little more manageable
- (3) Near the Lesser Demon (the body of water) spawns a Mist Demon. This thing gives experience until you are level 43 (23). The downside is he is very strong and requires some tedious managing otherwise you will have your weak characters demolished by his 100 attack blow. Using Er\_Fico's guide as a base, I developed my own strategy which should work similarly for you.

#### Beating the Mist Demon

First, I suggest you only do this if you are attempting to level all the characters. If you do this before going to Creed's, the game will be SO boring as you will one-shot everything for about the next 15 battles. Also, it will take FOREVER (I have an Emulator with a speed-up button and it still takes forever).

Step 0

Beat the battle outside Creed's. Make sure to get the Shield Ring

Step 1

Go to the Fairy Stage, form a team of Sarah and Bowie. Let Sarah cast heal 1 on herself and level until her attack is approximately 70

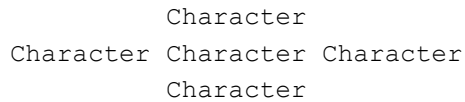
Step 2

We are now going to fight Lesser Demons to get people to 29. Using the Speed Ring (to ensure our agility is more than 32) have 2 man parties (or 3 once Bowie is 29) surround the Lesser Demon. Sarah will go first, striking the

Lesser Demon sending it to the red zone. Leveling character finishes it off, rinse/repeat until you're satisfied.

Step 3

Once a character is 29, make a group of 5 (including Bowie). Form a cross



Have someone use the Shield Ring every 3 turns to gain 25 experience. If it breaks, egress out, depot the ring into the Caravan and bring it back out, you'll find the ring is as good as new!

Step 4

At 40, you can promote them, have them fight Lesser Demon's until 8-9 (or until they have at least 55 agility)

Step 5

Get Sarah's attack up to about 100. This way she can bring Mist Demon's down to the red zone.

Step 6

Now is the tricky part; and is much easier for ranged characters. Ensure your leveling character has about 55 agility; now it's easy. Have Sarah attack (or Blast IV if you're afraid of missing so long your character has about 75 attack). Now you can level up to 23 rather quickly. Oh, and make sure Bowie stands on the Lesser Demon spawn to keep it from spawning. For melee ranged attackers, they will need to fight Lesser Demons until they have at least 55 agility (60 is better). Ensure Sarah knows Blast IV (which if she has about 100 attack she will). Now you can level melee attackers: Bowie stands on Lesser Demon square, melee attacker stands north of Mist Demon spawn, Sarah can stand wherever so long she can hit it with Blast IV. In leveling Bowie, just have someone else stand on the Lesser Demon square

And that's the strategy. For myself personally, I got everybody up to 40, promoted, and then went out and fought through the game until I received the Pegasus Wing (then I leveled up the promoted characters to 23 before continuing the game).

That is, by far the best place to level in the game. There are other certain areas that are not terrible, but unlike the famed Ramladu battle with 16 Robots awaiting to be slaughtered in SFI, we do not have such a battle at our disposal so we are forced to be creative.

-----  
Finding Secret Characters

There are a few secret characters in the game (not nearly as many as SFI) and most are pretty easy to find. As such, below is a brief list explaining the finer details of how to ensure you can end the game with all 30 characters on your team (who you want to use is up to you)

-----  
Kiwi

Kiwi is found after Granseal is invaded by Galam; he's in a house nearby the "Zoo" where the animals were held earlier. Talk to him, name him, and he's yours.

-----  
May

Unlike Kiwi, she is not very "secret" as she is in plain sight walking near the south end of Ribble by the Church. Unlike other characters (like Jaha for example) you must engage her in conversation for her to join. Note she is unavailable until after you talk to the town's "mayor"

-----  
Skreech

After Peter joins in Bedoe as a full-time character. Make note to do this as you leave Bedoe. On the ground level, walk to the left side of the screen. Once there, position yourself by walking around the bushes. You will know you did it correctly when some story happens and Skreech falls and you catch him. If you do this, Skreech will then join automatically when you leave Tristan after saving Mitula

-----  
Taya

After battling Zalbard and rescuing Mitula, head left inside her temple. There is a statue of what looks like someone you could recruit. That is in fact Taya; talk to her and she will join you

-----  
Claude

In Moun, there is an arm of Claude's for you to find. Head all the way to the left wall and walk straight up. Walk around there and an arm of golem will appear. Later, on your way to get the Creed Characters (in the Secret Tunnels) he is standing there quite stuck. Talk to him with the arm and he will join you

-----  
Sheela

In the Monastery (the small building located southwest of where you crash the Nasca Ship) Sheela is bathing in the water fall. Getting there is quite the challenge since wandering a bit too far to the left will force you to exit the town. To get there you must go to the left of the actual Monastery, wander through trees hugging right as you walk and you will find her back there

-----  
Creed Characters

One of these four options is yours to take with you. However, you can get the other 3, it just takes a little walking and a desire to either have a complete team or you must desperately want to use them. After you leave Roft, you head south and follow the path west to a cave. Once inside, you'll be able to teleport back to the cave outside Ribble. To do so, there is a panel on the south side in which stepping on it creates a path south for you to walk. Once back on Parmencia, head back to Creed's to recruit the remaining three choices

It should be noted that you can in fact get the Creed Chaps once Cameela has been defeated. However this involves a ton of walking and since you can't fight with them (I tend to level them in the Fairy Battle) this is why I go

get them after accessing Roft and now having access to teleports. On the other hand you can Egress back to Moun but that still involves walking way way back to Creed's Mansion

-----  
Zynk

While technically not secret nor hidden, he is optional in that if you don't go to Roft and watch his event then Zynk will leave as you try to go past Galam and fight Geshp

-----  
Chaz

Once you return to Yeel (after like 95% of the game has happened) you can now finally play that old piano you thought was worthless. Play the Piano, go inside and talk to him.

-----  
Funny Notes about the Game

This section is entirely for comic relief; just some things I find funny about this game.

Who knew voice overs could be so hard to do?

The game programmers messed up quite badly here. There a NUMEROUS spots where the voice speaking (and I say that loosely) and who's supposed to be speaking don't quite match up. For instance:

- 1) After helping the sick dwarf he speaks like the fairy
- 2) The girl on the bridge (Cameela) is masculine

Just two examples

I already beat this battle!

There are a couples spots were you can re-trigger beaten battles. The desert battles (leading up the the Kraken and right after) are the biggest contenders here. Also, you can skip the battle right outside the Fairy Town, but be careful! You could accidently retrigger this battle years later and be stuck completing it now

Did you change your robes?

In battle 20, the desert outside Creed's, the priest in the animation is wearing white, which is of course Galam Healers from Grans. It should be blue unless this one Galam Healer sneaked onboard and went to Creed's...

I just want to stand there!

In the battle outside Ketto there's a grassy square that nobody can stand or walk on, flying, walking, or hovering. Weird

There's also something strange with the Evil Spirit in Creed's Mansion. The stairs have this spot directly north of them you can't walk on. While this would make sense, the fact that you can access the stairs from below makes this seem like a programming error



Wait, didn't I slaughter you like 15 levels ago?

In the battle against Zalbard, why in the world is there a Gargoyle? These things capped out at experience about 15-20 levels ago. What, who, why? My only guess is maybe it was supposed to be a Lesser Demon, or maybe a Harpy Queen, but someone messed up

Whoa, that's misleading

That same bridge battle with Cameela on it... notice that in the World Map view it looks just like a normal bridge over a river? However, once you walk across and are forced to fight the bridge suddenly is way higher and over a river that is flowing through a dense forest. Quite the view I must say

Damnit! What happened to your stats?

This happens twice, and is far worse with one specific character. Jaro joins midfight and his stats like... crap out. For full details see his section, but the important thing to pull away here is that his attack gets about 8 weaker. Lemon does this to you as well (even more extreme). However his is slightly justified as he is no longer a Devil controlled by Zeon.

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Conclusion

[5000]

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Contact

If you feel the need to contact me about ANYTHING pertaining to THIS guide; you may contact me at (AT) [.]

tskisoccer@yahoo.com

PLEASE PLEASE in the title of the e-mail put SFII GUIDE; where then in the body of your email you can put your praises/concerns/blasphemy. If it does not follow that format it will probably get deleted and your e-mail blocked. Cool?

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Acknowledgements

GameFaqs - for hosting this guide so that others may use it  
unflinchingly  
Myself - for doing writing this as well as doing all the tests myself  
My brother - for listening to me on end talk about this guide for hours  
upon end  
Other Guide Writers  
- for references as well as pulling direct quotes from guides  
so that I could make this guide as complete and full of

knowledge as possible

For individual links to their guides that I used:

Apathetic Aardvark

<http://www.gamefaqs.com/genesis/563341-shining-force-ii/faqs/28017>

Moogie

<http://www.gamefaqs.com/genesis/563341-shining-force-ii/faqs/11025>

Alaska Fox

<http://www.gamefaqs.com/genesis/563341-shining-force-ii/faqs/25815>

Dark Sphere

<http://www.gamefaqs.com/genesis/563341-shining-force-ii/faqs/7939>

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You the reader - For reading this guide and making it through this

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TTTTTTTTT  H  H  EEEEE  EEEEE  N  N  DD  !!  !!  !!
T           H  H  E       E       NN  N  D D  !!  !!  !!
T           HHHHH  EEE     EEE     N  N  N  D D  !!  !!  !!
T           H  H  E       E       N  NN  D D  !!  !!  !!
T           H  H  EEEEE  EEEEE  N  N  DD   oo  oo  oo
```

Thanks for reading, hope you learned something! If you've made it this far, you've read 6805 lines and some 291194 characters!

END TEXT

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