

Shining Force II Character FAQ

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Shining Force 2

Character FAQ

Version Final

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1. Introduction

The other character FAQ listed in the Shining Force 2 section was not very thorough, so I decided to make a guide of it myself. I've beaten this game already twice and I plan to do it once more to write my character guide. This guide won't be fully complete for a while, but feel free to check back often for updates. All my ratings are my own opinion.

2. Disclaimer

This FAQ is copyright 2003-2004 Albert Cho and can not be used on your site unless you have my permission. If you want to post this FAQ on your website then send me an e-mail telling me specific information. (URL etc.) I will probably say yes 99% of the time if asked. This FAQ shall not be changed in anyway. If you decide to post on your site without my permission legal action will take place.

3. Version History

Version Final 2 (9/19/03)- Put in more spells and promotion sections. Guide is more in-depth.

Version Final (9/14/03)- Put in a Weapons and spells section and updated best party section.

Version 1.1 (7/01/03)- Didn't do much else except update my favorite party guide.

Version 1.0 (1/24/03)- This is the initial draft for this character walkthrough. This is for people who just don't seem to understand what characters to use.

4. Sites that can use this guide

These are the only sites that have my permission to post this guide on their site

www.gamefaqs.com

www.neoseekers.com

5. Info about the game

Shining Force 2 is different from other rpg games and you will soon see the difference once the first battle starts. There are no random battles. All the battles are planned and you have to fight them, you can't run. Each character is different in its own way, meaning that some characters will have more life then others while others are faster. The game play is simple and doesn't require much practice. Well that is all the basic info about the game, on to the walkthrough.

6. Characters

These are the ratings for the characters. They will not be numerical, but will be in words. They are my own opinion.

Bowie: The main character of this game and the hero of the game. He is mainly a melee fighter that has a good attack and defense later on in the game. He learns a couple of good spells and can be a spellcaster. His magic points are too low for him to be a spellcaster, however.

HP: Awesome

MP: Bad

Attack: Awesome

Defense: Awesome

Agility: Average

Movement Range: Good

Sarah: She is a healer and is mainly a defensive character. If you promote her into a monk, her attack will be extremely good, but her defense will always be below average. She will learn Heal level 4 and be an overall great healer/fighter.

HP: Average

MP: Good

Attack: Monk=High/Vicar=Bad

Defense: Average

Agility: Average

Movement Range: Average

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.

HP: Awesome
MP: N/A
Attack: Awesome
Defense: Average
Agility: Good
Movement Range: Awesome

Jaha: Jaha is a character that will always have good defense throughout the game. His attack is not too bad and he is a great character that can soak up damage and dish them back.

HP: Average
MP: N/A
Attack: Awesome
Defense: Awesome
Agility: Average
Movement Range: Gladiator=Average/Baron=Good

Kazin: Kazin can be deadly sorcerer or a not so great wizard. I never personally liked turning him into a wizard, because until he learns Blaze level 4 he is useless. If you turn him into a sorcerer he will have devastating spells. He is a great character to have.

HP: Bad
MP: Awesome
Attack: Bad
Defense: Bad
Agility: Average
Movement Range: Average

Slade: Slade is not so good in the beginning, but he is worth the wait once you promote him. He will turn into a ninja and have very devastating spells at his disposal. His ultimate weapon can do one hit kills and this guy turns into a very good character.

HP: Average
MP: Bad
Attack: Awesome
Defense: Good
Agility: Good
Movement Range: Awesome

Kiwi: Kiwi is an interesting character to train. He can be very challenging, so I wouldn't take him if you never played before. He can be very good if trained right, but he really has no defense against magic. His defense is the best in the game and his attack is not bad. His hit points, however, is the worst in the game...

HP: Pathetic
MP: N/A
Attack: Good

Defense: Awesome
Agility: Average
Movement Range: Awesome

Peter: Peter is one the best characters in the game. He is all about fighting hand to hand combat kind of character. He starts out good and ends out even better. I would recommend training this guy.

HP: Awesome
MP: N/A
Attack: Awesome
Defense: Awesome
Agility: Awesome
Movement Range: Awesome

May: May is the best archer in the game. She does very nice damage with her ultimate range and her range with it is unbelievable. Every party needs at least 1 ranged fighter and I would pick her.

HP: Average
MP: N/A
Attack: Awesome
Defense: Bad
Agility: Average
Movement Range: Good

Gerhalt: Gerhalt is very good in the beginning, but he lacks in the later levels. He will always have a good attack, but his defense will go down. His hit points isn't all that bad either, just his defense needs help.

HP: Good
MP: N/A
Attack: Awesome
Defense: Average
Agility: Good
Movement Range: Average

Luke: Luke is a flying character that uses a sword. The birdman lacks attack and defense in the later levels and will fall behind. I do not suggest taking him. It's up to you.

HP: Average
MP: N/A
Attack: Average
Defense: Average
Agility: Awesome
Movement Range: Awesome

Rohde: He is a terrible ranged fighter. He is too slow to do anything, and he will never keep up with your party. His attack is good, but everything else is below average.

HP: Average
MP: N/A

Attack: Good
Defense: Bad
Agility: Pathetic
Movement Range: Bad

Rick: Rick is the one of the better Knights that can be a very solid character. He has the highest defense out of all the knights, and his attack is solid also. I recommend keeping this guy.

HP: Good
MP: N/A
Attack: Good
Defense: Awesome
Agility: Good
Movement Range: Awesome

Elric: He is the worst archer in the game. He has bad attack and defense and low hit points. He even looks dumb when he attacks... Your choice if you want to take him along.

HP: Bad
MP: N/A
Attack: Bad
Defense: Bad
Agility: Good
Movement Range: Good

Eric: He is the best knight in the game. He has high stats in every category and one of the choices between the 4 characters from Creed's Mansion.

HP: Awesome
MP: N/A
Attack: Awesome
Defense: Good
Agility: Good
Movement Range: Awesome

Karna: She is the best healer in the game. She will learn heal spells and Aura spells. She is the top choice of many people out of the 4 choices at Creed's Mansion.

HP: Average
MP: Good
Attack: Vicar=Bad/Monk=Awesome
Defense: Average
Agility: Average
Movement Range: Average

Randolf: He is the best in his class and will have high defense and a really good attack. His hit points are decent and overall he is a good character, especially if turned into a Baron.

HP: Good
MP: N/A

Attack: Awesome
Defense: Awesome
Agility: Average
Movement Range: Gladiator=Average/Baron=Good

Tyrin: He is the best mage in the game. He will learn all the sorcerer spells quickly if promoted to that class. I would turn him into a wizard and wait for high level spells like Freeze level 4, Bolt level 3 and so on. This guy is a master of spells.

HP: Average
MP: Awesome
Attack: Bad
Defense: Average
Agility: Average
Movement Range: Average

Janet: She is an overall decent archer. She will fall behind in the last stages and will suffer attack and defense losses compared to her teammates. I would stick with May and put her in the caravan.

HP: Bad
MP: N/A
Attack: Average
Defense: Bad
Agility: Good
Movement Range: Average

Higgins: The worst knight in the game. His attack and defense are all way too low for a knight. His hit points are not that bad, but who cares. Stick with the other knights and leave this one behind.

HP: Good
MP: N/A
Attack: Average
Defense: Average
Agility: Good
Movement Range: Awesome

Taya: She is the worst sorceress in the game. She won't even learn all the spells available and will take too long for her to learn them. If you really need magic ability take her or else put her in the caravan.

HP: Bad
MP: Awesome
Attack: Pathetic
Defense: Bad
Agility: Average
Movement Range: Average

Skreech: Another birdman that is even worse than Luke. I do not suggest taking him along.

HP: Good
MP: N/A

Attack: Average
Defense: Average
Agility: Awesome
Movement Range: Awesome

Frayja: Frayja is a healer in this game and can learn the most powerful heal spell in the game. He can learn Aura level 4. This can heal up to 5 people and completely fully heal them. However, he is a vicar and has pathetic attack and bad defense. If you want his ultimate aura then train him or else just put him in the caravan.

HP: Average
MP: Awesome
Attack: Pathetic
Defense: Bad
Agility: Average
Movement Range: Average

Jaro: He is a flying Pegasus knight. This means that he is a knight that can fly. He has great movement range, but his attack and defense will always lack the other knights (besides Higin), but he can be worth training. Its up to you.

HP: Good
MP: N/A
Attack: Good
Defense: Average
Agility: Awesome
Movement Range: Awesome

Gyan: He is a powerful gladiator that has a good attack. His movement range is what makes him a bad choice to pick. In that stage of the game, he will literally be crawling, while your other characters will be running. I would not pick him for the fact that you should plenty of fighters by then.

HP: Good
MP: N/A
Attack: Good
Defense: Good
Agility: Bad
Movement Range: Average

Sheela: The worst monk in the game. She learns bad heal spells and has a pathetic attack for a monk. Her defense is bad and I would not take and just stick with Sarah or Karna.

HP: Average
MP: Good
Attack: Average
Defense: Bad
Agility: Average
Movement Range: Average

Zynk: Zynk is a robot that joins your side and he is awesome. He has a

laser that he can use and has great attack and defense, but his movement range is pathetic. He has the worst range in the game. I suggest giving him the movement ring if you want to train him.

HP: Good
MP: N/A
Attack: Good
Defense: Awesome
Agility: Average
Movement Range: Pathetic

Claude: This guy is just useless. He has good defense, but terrible attack and agility. He even looks ugly and is one of my least favorite characters.

HP: Good
MP: N/A
Attack: Average
Defense: Awesome
Agility: Pathetic
Movement Range: Pathetic

Chaz: Another wizard and not too bad at all. He learns Freeze level 4, but in my opinion takes too long. You can take him if your in a desperate need for a wizard.

HP: Average
MP: Awesome
Attack: Pathetic
Defense: Bad
Agility: Average
Movement Range: Average

Lemon: Lemon is a baron that has a good attack and defense. He is an overall great character, but you get him so late in the game that I just don't train him. (You get him 3 battles before the final boss.)

HP: Good
MP: N/A
Attack: Good
Defense: Awesome
Agility: Average
Movement Range: Good

7. Best Party

In Shining Force 2 there are 30 characters, but you can only deploy 12 characters in the battle field. There are obviously more powerful characters and this section will represent MY favorite team. This is my opinion only, so don't send me emails telling me how bad my team is...

1. Bowie- Bowie is a very powerful character. After promotion he will gain very high defense and his offense is one of the most powerful in the game. He has the spell Bolt and that can come into use all throughout the game. Overall he is a great fighter to have in your

group.

2. Sarah- You may think that Karna is a better choice, but I like to have 2 healers in my group. Promote Sarah to Master Monk and not only will she be a powerful attacker, she will know spells such as Heal Level 4 to keep your party's hit points up. Overall a fighter/healer.

3. Jaha- Jaha is promoted to Baron has high attack and defense and has decent move. He is a another great fighter to have in the front lines.

4. Kazin- This powerful character should be promoted to Sorcerer and then you shall see the true power of his magic. Kazin has high magic power and magic points and will devastate enemies with his powerful summons.

5. Slade- Slade is trained correctly will be a very powerful addition to your force. He has high attack and decent defense. His ultimate weapon can dispatch enemies with one hit. He also has powerful magic and this means that he is a great front/support character.

6. Kiwi- You may think that this little turtle is weak. You should promote him and then tell me that. This little guy once promoted is a powerhouse. His defense is incredible and can take hits like nothing else. However, training him to become good is a bit of a hard task.

7. Peter- This phoenix has the highest attack power in the game. Its incredible. He has high hp, attack and defense. No one can devastate the front lines with their attacks like Peter can. He is a must in your party.

8. May- This archer is the best in my opinion. Very high attack and has great range so is a great range fighter. She can start sniping enemies with her bow.

9. Rick- Rick is a very good knight. He has a great attack and defense and once promoted to Pegasus Knight he becomes a flying force. He is another great front liner to have in your group as he can dish out damage and take damage as well.

10. Karna- This healer once promoted to Master Monk is a lot like Sarah but with much better spells. She will have spells such as aura and heal and this will keep your party up and going. She is a very good support unit.

11. Tyrin- This character once promoted Wizard learns very devastating spells. Such as Freeze level 4, Bolt level 4, and Blaze level 4. He can dish out damage and with his long range with spells he is a must have in your party.

12. Elric- This archer may not seem strong at first, but with a bit of training he can become just as good as May. With his bow he will be a great support unit for your force.

There you have it, this is my favorite people and they are in my party. I would like to think that they are good and I have beaten this game 3 times with this group.

(If you would like to send in your favorite group then please email me them and state reasons why. I might post them here and give you credit for it.) See below for email policy.

This was submitted by ReKenner. (Thanks)

Bowie-

Well, can't leave him out. Good thing he's one of the better characters. His attack and HP are excellent, and his other stats aren't too shabby. Once he gets enough MP to use them, his Bolt spell is a good backup for his attack. I give him both power waters.

Sarah (Promoted to MMNK)-

She doesn't get Aura, but she is still a great healer, and once you promote her, she becomes a melee attacker on top of that. I find that she often has great attack, and gains levels very quickly, due to being able to gain 10 EXP a round by healing herself. I give her the running ring, and a Quick Chicken.

Chester (Promoted to PLDN)-

He has superb HP, good MOV, good AGI, and after promotion his defense picks up a bit. I prefer to promote to PLDN for the extra defense, personally, but it's up to the individual. Give him a spear and a lance, or just a spear if that's more powerful, and you have a versatile fighter that stands up to spells incredibly well.

Jaha (Promoted to BRN)-

Before he gets promoted to BRN, Jaha is a bit slow, and he lacks a bit of MOV, but he is still a tank that will be taking paltry amounts of damage. Once you promote him his AGI will pick up a bit, and his MOV will get a boost of 1. I prefer BRN, as his attack and defense will still be great, compared to a lower AGI and MOV that will keep him away from the action.

Kazin (Promoted to SORC)-

This guy gets superb MP numbers, and always has the highest of anyone in my group. Once he gets promoted to Sorcerer he has great spells that can do a moderate amount to a group, or destroy a single monster. His only flaws are his low MOV, and low defense.

Slade-

At first Slade is a below average character, and will probably do platry damage and die a lot, making some leave him early. But once you promote him to a ninja, and his level ups become a lot better, he will soon become great. Also, his ninjaspells are the best backup any melee fighter will get, and can do incredible amounts of damage. He does lack a bit in HP and defense, so give him both Cheerful breads and both protect milks.

Peter-

Does this guy need any explanation? He is simply incredible! The only flaw I can think of in him is his average defense... And that he looks dorky before promotion. 7 MOV, and being able to fly means he will cover a lot of map really quick, and he can destroy the enemies.

May-

She's got great Attack, but only decent HP and low defense. She has good Mov, but sucks at going through anything but plains. Once she gets promoted, her 3 square attack range is great.

Gerhalt-

This guy is just as insane as Peter is. At times he is a bit stronger than Peter, and others a bit weaker, but overall their attack tends to

be about the same. He has less HP than Peter but more defense, so it works out well. His only flaw is his low MOV, so I give him the first running pimento.

Karna (Promoted to MMNK)-

The best healer in the game, overall. She gets the best spell selection in the game. Aura4, Heal4, Blast4, and Boost2. She is very easily leveled, as Boost2 on your entire group gives her 49 EXP, not to mention how beneficial the spell is for your party. Aura4 is the best healing spell in the game, and Blast3 and 4 give her magical attacking power. Although, once you upgrade her to MMNK, you won't need Blast as her ATT is as good or better than Sarah's. I give her a quick chicken, both Bright Honeys(for her Aura4), and the second Running pimento

Janet-

She is just as good as May, but she can go through rough terrain a lot easier. Besides, why not have someone else with good attack that can hit from 3 squares away?

Frayja-

Now, you may think 3 healers is a bit of overkill, but healers are the easiest class to level up, with Aura and boosting spells. He gets Aura4, Detox, Heal, and is the only person to cast the attack boosting spell. He is worth it as an alternate casting of Aura4, and the attack boosting spell.

(This "best party" was handed in by Superpyro) Thanks for contributing.

Bowie: have to have him but thats not a bad thing because the kid rocks like no other. Right near the end he usually ends up with ?? Hp for me so he's alway useful and though you lose if he dies i usually use him as a frontline fighter because with the White ring in the end of the game his Def is also ??.

Jaha: I've never played through the game with out this guy because he has great attack and fairly good defense which keeps him from being good all around. His movement does suck a bit but a running pemento does the trick.

Kazin: I'll damit that i never used him all the way throguh the game until recently when i changed him into a sorcerer. after that he killed anything he came close to. his finally spells do some much needed damage to zeon in the end of the game.

Slade: He has got to be one of the best killers in the game. He moves so far and does so much damage it makes me wanna cry. his best weapon is a pain in the ass to get though do to the fact that you have about a 25% chance of getting it (about 4 mithrils). but the 4 mithrils is worth it (or you could just try and try again with reseting.)

Peter: Probably my favorite character overall because he's almost unstoppable. his defense could be a tad better but any other way he's great. He kills just about and lesser devil if he gets a second attacks (including Zeon gaurds, they have about 125 Hp.) Don't be afriad to throw him into a couple of enemies because his Hp is unreal, not to mention he revives himself.

May: She not all that great but every party needs a ranger and since she better then the rest of the crappy archers they throw at you i jsut

stick with her.

Karna: This is the most unstoppable character in the game... They give her the capability of getting to lvl 99 with a little time. She has a spell called boost that once it gets to lvl 2 she can get lvl 99. the trick is to get 10 people for a whapping 49 exp everytime and then wait for it to wear off and then do it again. i seen her do 200 damage to Zeon at lvl 99 as a master monk. the better way to lvl her is that 3 battles before the end of the game (where you fight a reaper or something like that) talk to creed just before you go out have her boost then you egress and repeat this for mad lvls.

Randolf: He's a great overall fighter though his Hp leaves him at the mercy of magic later on but he's still great for some good old hand to hand combat.

Frayja: He's only good for his aura spell and thats about it.

Sheela: She is that same as Karna with the whole lvl 99 trick which leaves her to be pretty much unstoppable also... the only problem is that she has poor defense and doesn't learn boost lvl 2 until lvl 22 promoted. She is another god to have the team but her and Karna just make the game just too easy.

Chaz: takes a bit of training but freeze lvl 4 is worth it because it causes around 60 damage but thats all that he is really good for but other than that keep him in the back row.

Lemon: One of the better characters in the game and he comes with the dark sword which gives him a mad edge and he revives himself like Peter so feel free to throw him into a battle at will.

(This was contributed by TerrestrialRage . Thanks)

1. Bowie - Obviously, he is the leader, and you have to have him. Even though you are forced to use him, he is still quite the powerhouse when it comes to attack and HP. He learns Bolt 3, making him both a great fighter, but also a support character when used in the right situation.

2. Sarah - You get her early, so she keeps up with your party. Her final spells are not all too impressive except for Heal 4, but her attack is devastating, although she is lacking in the defense department. Definitely a keeper.

3. Slade - Oh....my...god... there is nothing more to say about this rat. He is a POWERHOUSE of attack, killing most things in one hit late game. The fact that he gains pretty powerful attacks mid-game makes him all that much better. He starts off weak, because most of your party is around 9, and he is like 5, but when leveled, he becomes INSANE.

4. May - As the other guy said, insane attack power + the ability to shoot 4 squares away = great character. You get her pretty early, so you can level up to your standards, and she makes a great support character for people like Slade and Peter.

5. Peter -yeah, it is kind of like that. He gains +3 attack almost every level when promoted, his defense breaks 100, his HP is HIGH, he has a huge movement radius, and he flies.... nothing more

can be said....

6. Gerhalt - My personally favorite character. His attack gets up there with Peter's, and his agility allows him to hit practically every time. His HP is a little low, his defense is average, and his move radius is pretty small. Just slap a Running Pimento on him after promotion and that solves that. He is definitely a front liner.

7. Kazin - When promoted to a SOR, this guy is wicked deadly. His magic makes him more than substantial for the final party, becoming invaluable around level 10 promoted. He is unstoppable, and has the magic to back it up.

8. Karna - Beat healer in the game. She learns Aura, Heal, AND Boost. Boost level 2 is vital for any party. Being able to hit the entire party with 1 shot of Boost makes them a wall. She is great for support, although she won't be seeing the front lines too much.

9. Eric - IMO, the best knight in the game. Some say Rick, although I think Eric pulls through more. He is beastly in Attack and HP. I like him in the front, with Slade and Peter.

10. Jaha - His defense is great early game, and late game his Attack gets up there with the other front liners. He is the one taking 8 damage from the Kraken arms when everyone else dies in one hit. He is a monster, both early and late game.

11. Zynk - Not many people like him because of the fact that he can only move 2 squares per turn (even when land effect = 0%). If you give him a Running Pimento and/or (I give him both) Running Ring, he is a MONSTER, up at the front with the other front liners. His lazer attack makes him just that much better.

12. Rick - I like him because that is my name (hehe) and he is an overall well-rounded character. Promoting him to Pegasus Knight makes for a second flying powerhouse. I choose him over Kiwi because IMO, Kiwi just doesn't meet my standards, and late game, when most enemies have magic, he can't stand up to them.

Have fun. No matter how the game goes, this party will whoop it's ass all over the place. Healers + Support + a tough front line make for an easy game.

(If you would like to send in your favorite group then please email me them and state reasons why. I might post them here and give you credit for it.) See below for email policy. Note that I do not change the context in anyway. I give full credit to the people who contributed and I do not alter what they wrote.)

8. Recommended Equipment

These are the weapons that I recommend you get for your characters.

Bowie: Force Sword

Sarah: Monk-Giant Knuckles/Vicar-Mystery Staff

Chester: Mist Javelin

Jaha: Rune Axe

Kazin: Mystery Staff

Slade: Gisarme

Kiwi: N/A

Peter: N/A

May: Grand Cannon

Gerhalt: N/A

Luke: Counter Sword

Rohde: Grand Cannon

Rick: Mist Javelin

Elric: Grand Cannon

Eric: Mist Javelin

Karna: Monk-Giant Knuckles/Vicar-Mystery Staff

Randolf: Rune Axe

Tyrin: Mystery Staff

Janet: Grand Cannon

Higgins: Mist Javelin

Taya: Mystery Staff

Skreech: Counter Sword

Frayja: Mystery Staff

Jaro: Mist Javelin

Gyan: Rune Axe

Sheela: Monk-Giant Knuckles/Vicar-Mystery Staff

Zynk: N/A

Claude: N/A

Chaz: Mystery Staff

Lemon: Rune Axe

9. Weapons

Swords

Swords play a big part in this game as the hero and several other character types can equip them. This section will list all the swords available in this game. It will start with the weaker attack swords first and go up numerically.

Taros Sword:

Attack Value: I don't know

Equip: No one but Taros

Special Ability: No one on the force can use

Cost: Random chance of getting after killing Taros

Promote to use: No one can use

Wooden Sword

Attack Value: 3

Equip: Anyone who can use a sword

Special Ability: None

Cost: Bowie starts with this sword

Promote to use: No

Short Sword

Attack Value: 5

Equip: Anyone who can use a sword

Special Ability: None

Cost: 140

Promote to use: No

Middle Sword

Attack Value: 9

Equip: Anyone who can use a sword

Special Ability: None

Cost: 340

Promote to use: No

Long Sword

Attack Value: 12

Equip: Anyone who can use a sword

Special Ability: None

Cost: 620

Promote to use: No

Steel Sword

Attack Value: 16

Equip: Anyone who can use a sword

Special Ability: None

Cost: 1120

Promote to use: No

Achilles Sword

Attack Value: 19

Equip: Bowie only

Special Ability: Only weapon that can hurt Taros

Cost: Get from Ribble

Promote to use: No

Broad Sword

Attack Value: 22

Equip: Anyone who can use a sword

Special Ability: None
Cost: 1600
Promote to use: Yes

Buster Sword
Attack Value: 26
Equip: Anyone who can use a sword
Special Ability: None
Cost: 2600
Promote to use: Yes

Great Sword
Attack Value: 29
Equip: Anyone who can use a sword
Special Ability: None
Cost: 5100
Promote to use: Yes

Critical Sword
Attack Value: 32
Equip: Anyone who can use a sword
Special Ability: Increases chance of a critical hit
Cost: 5000 (Mithril)
Promote to use: Yes

Katana
Attack Value: 34
Equip: Ninja
Special Ability: None
Cost: 5000 (Mithril)
Promote to use: Yes

Battle Sword
Attack Value: 35
Equip: Anyone who can use a sword (except Ninja)
Special Ability: None
Cost: 5000 (Mithril)
Promote to use: Yes

Counter Sword
Attack Value: 39
Equip: Anyone who can use a sword (except Ninja)
Special Ability: Increases chance of a counter attack
Cost: 5000 (Mithril)
Promote to use: Yes

Ninja Katana
Attack Value: 39
Equip: Slade
Special Ability: None
Cost: 5000 (Mithril)
Promote to use: Yes

Gisarme
Attack Value: 42
Equip: Slade
Special Ability: Chance of 1 hit K.O.
Cost: 5000 (Mithril)
Promote to use: Yes

Levantar

Attack Value: 42

Equip: Bowie

Special Ability: When used can cast Blaze 3

Cost: 5000 (Mithril)

Promote to use: Yes

Force Sword

Attack Value: 46

Equip: Bowie

Special Ability: None

Cost: Find it in the shrine

Promote to use: Yes

Dark Sword

Attack Value: 50

Equip: Anyone who can use a sword

Special Ability: -5 defense, Cursed weapon, Desoul level 1

Cost: Red Baron comes with this equipped

Promote to use: Yes

Axes

Axes can be used by warriors, gladiators, barons, and red barons. So they are important.

Short Axe

Attack Value: 5

Equip: Anyone who can use an axe

Special Ability: None

Cost: 120

Promote to use: No

Hand Axe

Attack Value: 9

Equip: Anyone who can use an axe

Special Ability: None

Cost: 340

Promote to use: No

Middle Axe

Attack Value: 13

Equip: Anyone who can use an axe

Special Ability: None

Cost: 610

Promote to use: No

Power Axe

Attack Value: 17

Equip: Anyone who can use an axe

Special Ability: None

Cost: 1100

Promote to use: No

Battle Axe

Attack Value: 21

Equip: Anyone who can use an axe

Special Ability: None

Cost: 1370

Promote to use: Yes

Large Axe

Attack Value: 25

Equip: Anyone who can use an axe

Special Ability: None

Cost: 2250

Promote to use: Yes

Great Axe

Attack Value: 28

Equip: Anyone who can use an axe

Special Ability: None

Cost: 4600

Promote to use: Yes

Heat Axe

Attack Value: 32

Equip: Anyone who can use an axe

Special Ability: Blaze level 2

Cost: 5000 (Mithril)

Promote to use: Yes

Atlas Axe

Attack Value: 35

Equip: Anyone who can use an axe

Special Ability: Blaze level 3

Cost: 5000 (Mithril)

Promote to use: Yes

Ground Axe

Attack Value: 39

Equip: Anyone who can use an axe

Special Ability: Movement +1

Cost: 5000 (Mithril)

Promote to use: Yes

Rune Axe

Attack Value: 42

Equip: Anyone who can use an axe

Special Ability: Detox level 1

Cost: 5000 (Mithril)

Promote to use: Yes

Evil Axe

Attack Value: 50

Equip: Anyone who can use an axe

Special Ability: -5 defense, cursed weapon

Cost: Find in the shrine of the Force Sword

Promote to use: Yes

Arrows/Cannons

The classes that can use these weapons are archers, brass gunners, snipers, rangers, bow knights. Very useful weapons as each team should have at least 1 ranged unit.

Wooden Arrow

Attack Value: 5

Equip: Anyone who can use an arrow
Special Ability: None
Cost: 250
Promote to use: None

Iron Arrow
Attack Value: 7
Equip: Anyone who can use an arrow
Special Ability: None
Cost: 600
Promote to use: No

Steel Arrow
Attack Value: 12
Equip: Anyone who can use an arrow
Special Ability: None
Cost: 1270
Promote to use: No

Robin Arrow
Attack Value: 17
Equip: Anyone who can use an arrow
Special Ability: None
Cost: 1480
Promote to use: Yes

Assault Shell
Attack Value: 25
Equip: Anyone who can use an arrow
Special Ability: None
Cost: 2500
Promote to use: Yes

Great Shot
Attack Value: 29
Equip: Anyone who can use an arrow
Special Ability: None
Cost: 5000
Promote to use: Yes

Nazca Cannon
Attack Value: 33
Equip: Anyone who can use an arrow
Special Ability: None
Cost: Find in the flying ship
Promote to use: Yes

Buster Shot
Attack Value: 37
Equip: Anyone who can use an arrow
Special Ability: None
Cost: 5000 (Mithril)
Promote to use: Yes

Hyper Cannon
Attack Value: 40
Equip: Anyone who can use an arrow
Special Ability: None
Cost: 5000 (Mithril)
Promote to use: Yes

Grand Cannon

Attack Value: 43

Equip: Anyone who can use an arrow

Special Ability: Muddle level 1 when used

Cost: 5000 (Mithril)

Promote to use: Yes

Evil Shot

Attack Value: 51

Equip: Anyone who can use an arrow

Special Ability: -5 defense, cursed weapon

Cost: Enter Galam and search bush on the bottom left

Promote to use: Yes

Gloves/Knuckles

These weapons can only be used by one class. That class are the mastermonks and these weapons will be very useful to you.

Leather Glove

Attack Value: 26

Equip: Master Monks

Special Ability: None

Cost: 1300

Promote to use: Yes

Power Glove

Attack Value: 33

Equip: Master Monks

Special Ability: None

Cost: 1800

Promote to use: Yes

Brass Knuckles

Attack Value: 39

Equip: Master Monks

Special Ability: None

Cost: 2900

Promote to use: Yes

Iron Knuckles

Attack Value: 43

Equip: Master Monks

Special Ability: None

Cost: 4800

Promote to use: Yes

Misty Knuckles

Attack Value: 48

Equip: Master Monks

Special Ability: Remove opponents MP when used

Cost: 5000 (Mithril)

Promote to use: Yes

Giant Knuckles

Attack Value: 55

Equip: Master Monks

Special Ability: Muddle level 1

Cost: 5000 (Mithril)

Promote to use: Yes

Evil Knuckles

Attack Value: 63

Equip: Master Monks

Special Ability: -5 defense, cursed weapon

Cost: Find it in tunnel under Yeel.

Promote to use: Yes

Spears/Lances

Very important weapon class and can be used by centaurs and knights.

Wooden Stick

Attack Value: 3

Equip: Anyone who can use a spear/lance

Special Ability: None

Cost: Chester starts with this weapon

Promote to use: No

Short Spear

Attack Value: 6

Equip: Anyone who can use a spear/lance

Special Ability: None

Cost: 120

Promote to use: No

Bronze Lance

Attack Value: 9

Equip: Anyone who can use a spear/lance

Special Ability: None

Cost: 260

Promote to use: No

Spear

Attack Value: 12

Equip: Anyone who can use a spear/lance

Special Ability: None

Cost: 460

Promote to use: No

Steel Lance

Attack Value: 16

Equip: Anyone who can use a spear/lance

Special Ability: None

Cost: 810

Promote to use: No

Power Spear

Attack Value: 20

Equip: Anyone who can use a spear/lance

Special Ability: None

Cost: 1270

Promote to use: No

Heavy Lance

Attack Value: 23

Equip: Anyone who can use a spear/lance

Special Ability: None
Cost: 1600
Promote to use: Yes

Javelin

Attack Value: 26
Equip: Anyone who can use a spear/lance
Special Ability: None
Cost: 3400
Promote to use: Yes

Chrome Lance

Attack Value: 31
Equip: Anyone who can use a spear/lance
Special Ability: None
Cost: 6900
Promote to use: Yes

Valkyrie

Attack Value: 33
Equip: Anyone who can use a spear/lance
Special Ability: Boost when used
Cost: 5000 (Mithril)
Promote to use: Yes

Halberd

Attack Value: 37
Equip: Anyone who can use a spear/lance
Special Ability: Bolt level 1 when used
Cost: 5000 (Mithril)
Promote to use: Yes

Holy Lance

Attack Value: 39
Equip: Anyone who can use a spear/lance
Special Ability: +5 defense, restore hp
Cost: 5000 (Mithril)
Promote to use: Yes

Mist Javelin

Attack Value: 42
Equip: Anyone who can use a spear/lance
Special Ability: None
Cost: 5000 (Mithril)
Promote to use: Yes

Evil Lance

Attack Value: 48
Equip: Anyone who can use a spear/lance
Special Ability: -2 movement range, cursed weapon
Cost: Find behind the devil's mouth
Promote to use: Yes

Staves/Rods

This class of weapons are mostly used by the Vicar and priest class.
Wizard class and mage classes and sorceress classes use it also.

Wooden Rod

Attack Value: 3
Equip: Mage, Priest, Vicar, Wizard, Sorceress
Special Ability: None
Cost: Sarah starts with this
Promote to use: No

Short Rod
Attack Value: 5
Equip: Mage, Priest, Vicar, Wizard, Sorceress
Special Ability: None
Cost: 130
Promote to use: No

Bronze Rod
Attack Value: 8
Equip: Mage, Priest, Vicar, Wizard, Sorceress
Special Ability: None
Cost: 360
Promote to use: No

Iron Rod
Attack Value: 12
Equip: Mage, Priest, Vicar, Wizard, Sorceress
Special Ability: None
Cost: 560
Promote to use: No

Power Stick
Attack Value: 15
Equip: Mage, Priest, Vicar, Wizard, Sorceress
Special Ability: None
Cost: 1050
Promote to use: No

Flail
Attack Value: 19
Equip: Vicar, Wizard, Sorceress
Special Ability: None
Cost: 1490
Promote to use: Yes

Guardian Staff
Attack Value: 22
Equip: Vicar, Wizard, Sorceress
Special Ability: +5 defense
Cost: 2380
Promote to use: Yes

Indra Staff
Attack Value: 25
Equip: Vicar, Wizard, Sorceress
Special Ability: Steals MP
Cost: 3200
Promote to use: Yes

Wish Staff
Attack Value: 26
Equip: Vicar
Special Ability: Boost when used
Cost: 5000 (Mithril)

Promote to use: Yes

Mage Staff

Attack Value: 27

Equip: Wizard, Sorceress

Special Ability: Blaze level 2 when used

Cost: 5000 (Mithril)

Promote to use: Yes

Great Rod

Attack Value: 28

Equip: Vicar, Wizard, Sorceress

Special Ability: None

Cost: 5000 (Mithril)

Promote to use: Yes

Holy Staff

Attack Value: 29

Equip: Vicar

Special Ability: Recovers 2 hp per turn

Cost: 5000 (Mithril)

Promote to use: Yes

Goddess Staff

Attack Value: 31

Equip: Vicar

Special Ability: Aura level 2 when used

Cost: 5000 (Mithril)

Promote to use: Yes

Supply Staff

Attack Value: 32

Equip: Wizard, Sorceress

Special Ability: Remove opponents MP when used

Cost: 5000 (Mithril)

Promote to use: Yes

Freeze Staff

Attack Value: 37

Equip: Wizard, Sorceress

Special Ability: Freeze level 3 when used

Cost: 5000 (Mithril)

Promote to use: Yes

Mystery Staff

Attack Value: 39

Equip: Vicar, Wizard, Sorceress

Special Ability: Recover 2 MP per turn

Cost: 5000 (Mithril)

Promote to use: Yes

Demon Rod

Attack Value: 50

Equip: Vicar, Wizard, Sorceress

Special Ability: -10 defense, cursed weapon, steals MP when used

Cost: Vase in the Dwarven Town and King Galam rarely drops this

Promote to use: Yes

Daggers/Knives

This class shouldn't really be listed, but since Slade does use them for quite a few battles I decided to put them in.

Short Knife

Attack Value: 5

Equip: Slade

Special Ability: None

Cost: 70

Promote to use: No

Dagger

Attack Value: 8

Equip: Slade

Special Ability: None

Cost: 320

Promote to use: No

Knife

Attack Value: 12

Equip: Slade

Special Ability: None

Cost: 500

Promote to use: No

Thieves Dagger

Attack Value: 18

Equip: Slade

Special Ability: +5 agility

Cost: 940

Promote to use: No

Character Equips

Instead of just listing all the weapons, I'll list a character and below them write the weapons they can equip. I think this will be more useful. For more information about the weapons personally like their attack power and such see above for the in-depth weapon data. This list will not be in alphabetical order, but in the order that I think is worst to best. Characters who can't equip weapons in the first place will be skipped.

Bowie

Swordman:

Wooden Sword

Short Sword

Middle Sword

Long Sword

Steel Long

Achilles Sword

Hero:

Broad Sword

Buster Sword

Great Sword

Critical Sword

Battle Sword

Counter Sword
Levantar Sword
Dark Sword
Force Sword-Best Weapon

Sarah

Priest:

Wooden Rod
Short Rod
Bronze Rod
Iron Rod
Power Stick

Master Monk:

Leather Glove
Power Glove
Brass Knuckle
Iron Knuckle
Misty Knuckle
Evil Knuckle
Giant Knuckle-Best Weapon

Vicar:

Flail
Guardian Staff
Indra Staff
Wish Staff
Great Rod
Holy Staff
Goddess Staff
Demon Rod
Mystery Staff-Best Weapon

Chester

Knight:

Wooden Stick
Short Spear
Bronze Lance
Spear
Steel Lance
Power Spear

Paladin/Pegasus Knight:

Heavy Lance
Javelin
Chrome Lance
Valkryie
Halberd
Holy Lance
Evil Lance
Mist Javelin-Best Weapon

Jaha

Warrior:

Short Axe
Hand Axe
Middle Axe
Power Axe

Gladiator/Baron:

Battle Axe
Large Axe
Great Axe
Heat Axe
Atlas Axe
Ground Axe
Evil Axe
Rune Axe-Best Weapon

Baron only:

Broad Sword
Buster Sword
Great Sword
Critical Sword
Battle Sword
Counter Sword
Dark Sword

Kazin

Mage:

Wooden Rod
Short Rod
Bronze Rod
Iron Rod
Power Stick

Wizard/Sorceress:

Flail
Guardian Staff
Indra Staff
Mage Staff
Great Rod
Supply Staff
Freeze Staff
Demon Rod
Mystery Staff-Best Weapon

Slade

Thief:

Short Knife
Dagger
Knife
Thieves Dagger

Ninja:

Broad Sword
Buster Sword
Great Sword
Critical Sword
Katana

Battle Sword
Ninja Katana
Dark Sword
Gisarme-Best Weapon

May

Ranger:

Wooden Arrow
Iron Arrow
Steel Arrow

Bow Knight:

Robin Arrow
Assault Shell
Great Shot
Nazca Cannon
Buster Shot
Hyper Cannon
Evil Shot
Grand Cannon-Best Weapon

Luke

Birdman:

Wooden Sword
Short Sword
Middle Sword
Long Sword
Steel Sword

Bird Battler:

Broad Sword
Buster Sword
Great Sword
Critical Sword
Battle Sword
Dark Sword
Counter Sword-Best Weapon

Rhode

Robin Arrow

Assault Shell

Great Shot

Nazca Cannon

Buster Shot

Hyper Cannon

Evil Shot

Grand Cannon-Best Weapon

Rick

Knight:

Wooden Stick
Short Spear

Bronze Lance
Spear
Steel Lance
Power Spear

Paladin/Pegasus Knight:

Heavy Lance
Javelin
Chrome Lance
Valkryie
Halberd
Holy Lance
Evil Lance
Mist Javelin-Best Weapon

Elric

Archer:

Wooden Arrow
Iron Arrow
Steel Arrow

Sniper:

Robin Arrow
Assault Shell
Great Shot
Nazca Cannon
Buster Shot
Hyper Cannon
Evil Shot
Grand Cannon-Best Weapon

Eric

Knight:

Wooden Stick
Short Spear
Bronze Lance
Spear
Steel Lance
Power Spear

Paladin/Pegasus Knight:

Heavy Lance
Javelin
Chrome Lance
Valkryie
Halberd
Holy Lance
Evil Lance
Mist Javelin-Best Weapon

Randolf

Warrior:

Short Axe
Hand Axe

Middle Axe
Power Axe

Gladiator/Baron:

Battle Axe
Large Axe
Great Axe
Heat Axe
Atlas Axe
Ground Axe
Evil Axe
Rune Axe-Best Weapon

Baron only:

Broad Sword
Buster Sword
Great Sword
Critical Sword
Battle Sword
Counter Sword
Dark Sword

Karna

Priest:

Wooden Rod
Short Rod
Bronze Rod
Iron Rod
Power Stick

Master Monk:

Leather Glove
Power Glove
Brass Knuckle
Iron Knuckle
Misty Knuckle
Evil Knuckle
Giant Knuckle-Best Weapon

Vicar:

Flail
Guardian Staff
Indra Staff
Wish Staff
Great Rod
Holy Staff
Goddess Staff
Demon Rod
Mystery Staff-Best Weapon

Tyrin

Mage:

Wooden Rod
Short Rod
Bronze Rod
Iron Rod

Power Stick

Wizard/Sorceress:

Flail

Guardian Staff

Indra Staff

Mage Staff

Great Rod

Supply Staff

Freeze Staff

Demon Rod

Mystery Staff-Best Weapon

Janet

Archer:

Wooden Arrow

Iron Arrow

Steel Arrow

Sniper:

Robin Arrow

Assault Shell

Great Shot

Nazca Cannon

Buster Shot

Hyper Cannon

Evil Shot

Grand Cannon-Best Weapon

Higgins

Paladin:

Heavy Lance

Javelin

Chrome Lance

Valkryie

Halberd

Holy Lance

Evil Lance

Mist Javelin-Best Weapon

Taya

Mage:

Wooden Rod

Short Rod

Bronze Rod

Iron Rod

Power Stick

Sorceress:

Flail

Guardian Staff

Indra Staff

Mage Staff

Great Rod

Supply Staff
Freeze Staff
Demon Rod
Mystery Staff-Best Weapon

Skreech

Birdman:

Wooden Sword
Short Sword
Middle Sword
Long Sword
Steel Sword

Bird Battler:

Broad Sword
Buster Sword
Great Sword
Critical Sword
Battle Sword
Dark Sword
Counter Sword-Best Weapon

Frayja

Vicar:

Flail
Guardian Staff
Indra Staff
Wish Staff
Great Rod
Holy Staff
Goddess Staff
Demon Rod
Mystery Staff-Best Weapon

Jaro

Pegasus Knight:

Heavy Lance
Javelin
Chrome Lance
Valkryie
Halberd
Holy Lance
Evil Lance
Mist Javelin-Best Weapon

Gyan

Gladiator:

Battle Axe
Large Axe
Great Axe
Heat Axe
Atlas Axe

Ground Axe
Evil Axe
Rune Axe-Best Weapon

Sheela

Master Monk:
Leather Glove
Power Glove
Brass Knuckle
Iron Knuckle
Misty Knuckle
Evil Knuckle
Giant Knuckle-Best Weapon

Chaz

Wizard:
Flail
Guardian Staff
Indra Staff
Mage Staff
Great Rod
Supply Staff
Freeze Staff
Demon Rod
Mystery Staff-Best Weapon

Lemon

Red Baron:
Baron only:
Broad Sword
Buster Sword
Great Sword
Critical Sword
Battle Sword
Dark Sword
Counter Sword
Battle Axe
Large Axe
Great Axe
Heat Axe
Atlas Axe
Ground Axe
Evil Axe
Rune Axe-Best Weapon

10. Spells

Mage/Wizard Spells

Name	MP	Cost	Level	Damage
Blaze	2		1	6-7

Blaze	6	2	9-10
Blaze	10	3	14-15
Blaze	10	4	35-40

Freeze	3	1	8-10
Freeze	7	2	11-12
Freeze	12	3	18-19
Freeze	12	4	45-50

Bolt	8	1	13-14
Bolt	15	2	16-17
Bolt	20	3	24-25
Bolt	20	4	55-60

Desoul	8	1	Chance to do 1 hit KO
Desoul	13	2	Chance to do 1 hit KO

Muddle	6	1	Confuse enemy
Muddle	11	2	Confuse enemy

Dispel	5	1	Enemy can not use magic
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Sleep	4	1	Puts enemy to sleep
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Priest/Master Monk/Vicar Spells

Name	MP Cost	Level	Heal amount/Damage
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Heal	3	1	15 HP/18 HP
Heal	5	2	15 HP/18 HP
Heal	10	3	30 HP/37 HP
Heal	20	4	Full HP

Aura	7	1	15 HP
Aura	11	2	15 HP
Aura	15	3	37 HP
Aura	20	4	Full HP

Detox	3	1	Cures Poison
Detox	6	2	Cures Poison/Stun
Detox	10	3	Cures Poison/Stun/Curse
Detox	16	4	Cures Poison/Stun/Curse

Boost	2	1	35-40% boosted speed/defense
Boost	5	2	35-40% boosted speed/defense

Attack	7	1	35-40% attack bonus
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Egress	8	1	Teleport out of battle (Special only hero can use)
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Sorcerer/Sorceress Spells

Name	MP Cost	Level	Damage
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Dao	8	1	19-20
Dao	15	2	40-42

Apollo	10	1	23-25
Apollo	17	2	48-50

Neptune	12	1	30-33
Neptune	19	2	65-70

Atlas	14	1	35-37
Atlas	23	2	70-75

 11. Promotion List

This section will cover all the promotions available and a basic description about them. Hmmmmm I'll also add in a little rating and give my own personal opinion about each job class. My own opinions so if you don't agree then don't send me emails.

 Hero

Only one character in Shining Force 2 can have can be promoted to this class. Obviously it is the main character Bowie. This class doesn't have much weaknesses physically. Massive defense bonuses and decent attack bonuses are great. HP grows rapidly and movement range is above average. Agility is normal and one of the best job classes available in this game.

Rating: 10/10

 Vicar

Vicar's are not worth the time in my opinion. The only vicar you might even consider is Frayja and that is only for his Aura level 4. The other 2 priests available you should turn to Master Monks. Vicars have terrible attack and defense. HP is not ever too high, but MP is obviously high. Vicar's movement range is average and so will not be able to get to critical places fast enough. This class is overrated and you should avoid it.

Rating: 5/10

 Master Monk

Master Monks are very good in this game. For healers they have an amazing attack and on top of that they can heal at critical times. It's like having a fighter and a healer in one. The only downside is the low defense and HP, so unless they have backup they fall relatively quickly in battle. However they are worth it, just because of their high attack. MP is obviously high, but movement range is only average so giving them a running pimento or running ring is advised.

Rating: 9/10

 Paladin

A basic fighting class. Decent attack and decent defense bonuses. Nice

movement range on anything but deserts and forests. In forests they literally crawl, because they are centaurs. However this class gets a very, very high HP bonus. They will more then likely have the highest HP in the game. However I prefer Pegasus Knights, but if you like Paladins they won't let you down.

Rating: 7/10

Pegasus Knights

This class is everything you want in a fighter. It has mobility, nice attack and defense bonuses, and to top it off high HP bonuses. Since they fly they have a very high movement range along with not having any movement losses. The only downside is that they suffer a little defensively, but it is worth it. This is definitely a good class.

Rating 8.5/10

Gladiator

Hmm gladiators are a very interesting class. They have very good defense and attack capabilities. HP is a bit lacking, but its high enough for them to stay alive in battle for a while under attack. The only downside is that bad movement range. Unless you give them a precious running pimento or a running ring they will fall behind. I suggest going with Barons, because the bad movement range is very unappealing for a fighter.

Rating: 6/10

Barons

Barons are one of the best classes in the game. Very good attack and insane defense capabilities. On top of that they have decent HP and their movement range is nice. Much better then gladiators and you definitely should have at least one baron in your party as they are hard to kill. The only downside I can think of is that they attack a little funny -_- but that can be cast aside.

Rating: 9.5/10

Sorceress

Sorceresses are one of the highest damaging classes in this game. Atlas 2 can deal tremendous amounts of damage to enemies. The only thing that is bad about this class is that whenever you are hitting more then 1 enemy the damage gets cut in half. So if you hit 4 then the damage becomes very, very low. However 1 on 1 they can deal huge amounts of damage. Like any magic class they have low defense, attack and HP. High MP and magic capabilities compensate for this. The spells are also somewhat expensive...

Rating: 8.5/10

Wizard

The other offensive magic type in this game, they have great magic capabilities. Wizards can do tremendous amounts of damage with their Level 4 spells. Bolt level 4 can deal over 70 damage to one enemy. Their costs are relatively cheap, but before you get to level 4 status their magic is quite weak on enemies at that time... They are well worth the time to train and once you see the power of their spells you won't regret it. Also some spells have the range of an upgraded bow user. That is huge. Like any magic class they have low defense, attack and HP. High MP and magic capabilities compensate for this.

Rating: 9/10

Ninja

One of the most unique class in this game. Is it worth to get. Of course it is. Only one character in this game can turn into a Ninja. That character is Slade. Ninja's have a very high attack and decent defense. For fighters their defense is kind of low though... They have great mobility and to top it off they learn magic. Ninja's can learn 2 types of magic spells similar to bolt and blaze, but they are much more damaging. This class is a must-get. The ability to wield one of the best swords in this game along with great attack and even great magic. The only flaw is the below average defense for a fighter.

Rating: 9.5/10

Monster

Another very unique class that utilizes great fighting capabilities. Only one character can turn into this class and it's Kiwi. This class has the best defense capabilities in the game. In some parts you might even double other characters defenses. They also have great attack and movement range is high. They can even fly. The big downside is that they also have the lowest HP in this game out of any other characters. They can withstand physical attacks very well, but magic attacks will devastate them. However, I usually use this class for the challenge. If you're a beginner I suggest not training this class.

Rating: 8.5/10

Phoenix

This class is one of the most elite available in this game. A very unique class that has one of the best attacks in this game. To top it off they have very good defense and very high HP. Movement range is insane and they can fly obviously. You should have in your party always. A very dominant class indeed.

Rating: 10/10

Bow Knight

A typical archer class, but a bit superior. Not bad mobility except in forests. Nice attack and range. However they suffer defense wise and HP isn't too high. Their range makes up for it, so I would always have one

in the party for sniping enemies from afar.

Rating: 8.5/10

Wolf Baron

Wolf Baron is a very unique class. Kind of a werewolf looking character that can tear down enemies swiftly and effectively. This class has very high attack capabilities and defense capabilities are also very good. Movement range is a bit low but a running pimento fixes that up. Later on in the game I noticed that they fall behind a little, but they are still worth it. Very nice HP and one of the stronger front fighters.

Rating: 8.5/10

Bird Battler

Very average class that I barely ever bothered with. Their ultimate weapons are weak and they can't match up to the power of the characters in terms of defense and attack. Their agility and mobility are quite good because they are flyers, but everything else is all average. I wouldn't bother with them, because there are much better front fighters.

Rating: 3/10

Brass Gunner

Brass gunner is the worst range unit in this game. In my opinion that is. They have very bad mobility and although they have good range it doesn't make up for it. To top it off they have terrible defense, but they do have a very high attack. HP is pretty bad so I suggest getting a different ranged unit.

Rating: 3/10

Sniper

Snipers are also another typical ranged unit. They have decent mobility and their attack is pretty good. Their defense is terrible as well as having average HP. They have very good range and can tear up enemies from far away. I would pick up one sniper for the range as they provide good backup. However they are very fragile so even a few hits can kill them.

Rating: 8.5/10

Robot

Robots are another type of front fighter. They have very good attack and defense capabilities as well as having a laser that ignores defense. HP is very nice, but their mobility is below average. A running pimento can easily fix this up, but they come so late in the game most people just don't bother training. However as a front fighter he is very powerful indeed.

Rating: 8/10

Golem

This is the worst class in the game. It's even worse than the brass gunner. They have a very high defense and an average attack and HP. Their mobility is terrible and their agility shouldn't even be talked about. I don't have much to say about this class as I never bothered much with them.

Rating: 2/10

12. Character Promotions

This is just a mini section covering what characters can promote into what.

Bowie: Hero

Sarah: Master Monk/Vicar

Chester: Paladin/Pegasus Knight

Jaha: Baron/Gladiator

Kazin: Sorceress/Wizard

Slade: Ninja

Kiwi: Monster

Peter: Phoenix

May: Bow Knight

Gerhalt: Wolf Baron

Luke: Bird Battler

Rohde: Brass Gunner

Rick: Paldin/Pegaus Knight

Elric: Sniper

Eric: Paladin/Pegasus Knight

Karna: Master Monk/Vicar

Tyrin: Sorceress/Wizard

Randolf: Baron/Gladiator

Janet: Sniper

Higgins: Paladin (already promoted)

Taya: Sorceress (already promoted)

Skreech: Bird Battler (already promoted)

Frayja: Vicar (already promoted)

Jaro: Pegasus Knight (already promoted)

Gyan: Gladiator (already promoted)

Sheela: Master Monk (already promoted)

Zynk: Robot (already promoted)

Claude: Golem (already promoted)

Chaz: Wizard (already promoted)

Lemon: Red Baron (already promoted)

13. Character Spells

This section will cover what spells characters will learn at what level.

Bowie

Egress: Starts with

Bolt 1: 22
Bolt 2: 31
Bolt 3: 42
Bolt 4: 51

Slade

Katon 1: 4
Katon 2: 9
Katon 3: 25

Raijin 1: 14
Raijin 2: 19
Raijin 3: 32

Tyrim

Wizard only:

Blaze 1: Starts with

Blaze 2: 11

Blaze 3: 51

Blaze 4: 56

Freeze 1: Starts with

Freeze 2: 22

Freeze 3: 31

Freeze 4: 38

Bolt 1: 28

Bolt 2: 35

Bolt 3: 54

Bolt 4: 60

Sleep: 25

Sorceress only:

Dao 1: Starts with

Dao 2: 12

Apollo 1: 3

Apollo 2: 16

Neptune 1: 8

Neptune 2: 25

Atlas 1: 20

Atlas 2: 29

Kazin

Wizard only:

Blaze 1: Starts with

Blaze 2: 5

Blaze 3: 22

Blaze 4: 35

Muddle 1: 9

Muddle 2: 25

Dispel: 13

Desoul 1: 18

Desoul 2: 29

Sorceress only:

Dao 1: Starts with

Dao 2: 12

Apollo 1: 4

Apollo 2: 17

Neptune 1: 7

Neptune 2: 26

Atlas 1: 21

Atlas 2: 32

Chaz

Freeze 1: Starts with

Freeze 2: Starts with

Freeze 3: 25

Freeze 4: 46

Bolt 1: 40

Bolt 2: 44

Bolt 3: 49

Bolt 4: 53

Dispel 1: 41

Taya

Dao 1: Starts with

Dao 2: 15

Apollo 1: 12

Apollo 2: 19

Neptune 1: 22

Neptune 2: 29

Atlas 1: 25

Atlas 2: 34

Sarah

Heal 1: Starts with

Heal 2: 7

Heal 3: 22

Heal 4: 40

Detox 1: 4

Detox 2: 13

Detox 3: 33
Detox 4: 45

Blast 1: 10
Blast 2: 16
Blast 3: 25
Blast 4: 36

Slow 1: 19
Slow 2: 29

Karna

Heal 1: Starts with
Heal 2: Starts with
Heal 3: 22

Boost: Starts with
Boost 2: 30

Aura 1: 33
Aura 2: 41
Aura 3: 55
Aura 4: 60

Blast 1: 8
Blast 2: 16
Blast 3: 26
Blast 4: 37

Frayja

Heal 1: Starts with
Heal 2: Starts with
Heal 3: 56
Heal 4: 60

Aura 1: 34
Aura 2: 40
Aura 3: 46
Aura 4: 52

Detox 1: Starts with
Detox 2: 17
Detox 3: 37
Detox 4: 43

Attack 1: 49

Sheela

Heal 1: Starts with
Heal 2: Starts with
Heal 3: 41
Heal 4: 51

Muddle 1: Starts with

Muddle 2: 36

Boost 1: 20

Boost 2: 44

Blast 1: Starts with

Blast 2: 18

Blast 3: 38

Blast 4: 47

14. Credits

1. I credit myself for making this guide.
2. I credit Sega for making such a great game.
3. I credit gamefaqs for hosting this guide
4. I credit neoseekers for hosting this guide

15. E-mail Policy

If you want to e-mail me and give me feedback or a tip about my site then please free to go ahead. People that are rude while criticizing me will have their e-mail address blocked. If you have questions about the game then feel free to go ahead and e-mail as long as this guide doesn't cover it.

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