

Soul Blade Weapon FAQ

by Raijinili

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Soul Blade (PSX) Weapon Stats

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This is the data for all the weapons in the game. If it's not here, it's not real. This is for the US version, though I don't think that makes any difference.

Everything defaults at 1.00, besides Piercing stats and effects.

Explanations:

Atk(Attack): Damage multiplier. 1.5 here means you do 1.5 times normal damage.

Def(Defense): Defense multiplier. 0.7 means you take 1.3 times normal damage.

Multiplicative with enemy's Attack.

PrA(Pierce Attack): Pierce attack. Default 0 (do no block damage). 0.7 means you do 70% of your damage even if blocked.

PrD(Pierce Defense): Pierce weakness. Default 0 (take no block damage). 0.7 means you take 70% of damage from enemy attacks when blocking. This is ADDITIVE with PrcA: if your weapon has 0.7PrA, and your opponent's weapon has 0.7PrD, your attacks will do $1.4=0.7+0.7$ times normal damage when blocked. So if you're using Rock's Stone Club (.7PrD) against Mitsurugi's Murasame (.7PrA), blocking will make you take 40% more damage than not blocking.

Str(Strength): Multiplier for weapon break. 1.5 means do 1.5 normal weapon breaking damage.

Dur(Durability): Multiplier for weapon break defense. 1.4 means take 0.6 times as much from break damage.

Multiplicative with enemy's Strength.

Lng(Length): Weapon's length multiplier. 1.5 means this is 1.5 times as long as the default weapon.

Spd(Speed): Speed multiplier. 0 speed means you don't even move. 2.0 means you move twice as fast as normal.

Eff(Effect): There are only three types of effects:

- Heal: How much it heals over time (per second?)

- Hurt: How much it hurts each time you attack.

This is a fraction over 256 of your own damage. So if your weapon does Hurt 128 (half of 256), you take half your attacks' damage (whether or not your opponent takes damage).

- Weap(Weapon heal): How much your weapon heals over time (per second?)

Name	Atk	Def	PrA	PrD	Str	Dur	Lng	Spd	Eff
---Mitsurugi-----									
KOREFUJI	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
ONIMARU	1.20	0.70	0.30	0.15	1.00	0.75	1.20	0.98	Hurt 20
IRON SLASHER	1.05	1.20	0.10	0.00	1.30	1.40	1.00	1.05	
KOJIRO'S SWORD	1.05	1.10	0.00	0.00	1.10	1.20	1.55	1.00	
WATER MOON	0.95	1.40	0.00	0.00	0.30	0.85	0.94	1.03	Heal 4
TWO HANDED SWORD	1.35	1.10	0.00	0.00	1.10	1.00	1.10	1.02	
FALX	1.10	0.80	0.00	0.00	1.00	1.20	1.40	1.12	
MURASAME	1.35	1.35	0.70	0.45	1.15	0.45	1.35	1.05	Hurt 45
---Seung Mina-----									
ZANBATO	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
TIGER FANG	1.23	0.80	0.30	0.15	1.00	1.05	1.05	0.90	Hurt 20
LONG HANDLED SWORD	0.70	0.85	0.00	0.00	0.30	0.80	1.00	1.09	

NAGAMAKI	1.14	1.20	0.00	0.00	1.10	0.93	1.02	1.06	
HALBARD	1.35	1.15	0.00	0.05	1.15	1.10	1.05	0.92	Heal 4
MORNING STAR	1.10	1.40	0.10	0.00	1.25	1.20	0.93	0.98	
SICKLED SPEAR	0.90	1.20	0.00	0.10	0.70	0.80	1.00	1.13	
SPIKED MACE	1.40	1.30	0.05	0.00	1.20	0.80	1.00	1.02	Weap 5
---Taki-----									
REKKIMARU	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
IRON FAN	0.73	1.25	0.00	0.00	0.10	0.90	0.69	1.09	
MEKKIMARU	1.25	0.85	0.10	0.20	1.10	1.20	1.03	0.97	Hurt 20
JUTTE	0.87	1.30	0.00	0.00	1.40	1.50	0.81	1.05	
GAEA SWORD	1.20	1.16	0.00	0.00	1.00	1.30	1.35	0.98	Heal 4
KUNAI	0.55	0.80	0.00	0.20	0.60	0.70	0.69	1.20	
TANTO	1.30	1.20	0.05	0.00	0.30	0.60	0.69	1.02	
SPIRIT BLADE	1.35	1.45	0.10	0.00	1.35	1.40	1.85	1.06	Hurt 0
---Li Long-----									
FALCON	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
SNAKE WIND	1.25	0.70	0.35	0.20	0.80	0.85	1.00	1.03	Hurt 15
TITAN	1.10	1.30	0.00	0.00	1.10	1.20	0.95	1.06	
PHOENIX	0.85	1.25	0.00	0.00	0.70	1.00	0.90	1.09	
STEEL DRAGON	1.10	1.15	0.05	0.00	1.40	1.40	0.90	1.00	
WHITE TIGER	1.45	1.00	0.30	0.30	1.15	1.30	0.90	0.95	
ASURA	1.25	1.20	0.00	0.00	0.70	1.10	1.00	1.06	
TWIN THUNDER	1.40	1.40	0.10	0.00	1.20	1.40	1.00	1.13	
---Voldo-----									
KATAR	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
FULL MOON	0.85	1.25	0.05	0.00	0.75	1.20	1.10	1.07	
IRON CLAW	0.50	0.80	0.00	0.15	0.40	0.80	0.84	1.25	
GUILLOTINE	1.27	1.05	0.15	0.00	1.40	1.40	1.40	0.94	
POISON ARROW	0.85	1.00	0.70	0.10	0.85	0.80	1.20	1.04	Hurt 20
BUFFALO HORN	1.25	1.10	0.00	0.00	0.90	1.00	1.95	1.09	Heal 3
PATA	1.10	1.45	0.00	0.00	1.10	1.10	1.55	1.02	
SOULEDGE	1.35	1.40	0.25	0.10	1.00	1.30	2.55	1.10	Hurt 10
---Sophitia-----									
OMEGA SWORD	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
GAEA SWORD	1.20	1.16	0.00	0.00	1.00	1.30	1.00	0.98	Heal 4
SWORD BREAKER	0.70	0.70	0.00	0.00	1.40	1.50	0.80	1.06	
FIRE BLADE	1.25	1.25	0.15	0.15	1.10	1.10	1.23	1.04	Hurt 20
BLUE CRYSTAL ROD	0.65	1.45	0.00	0.00	0.30	0.90	1.13	0.99	Heal 8
RAPIER	1.10	0.80	0.10	0.00	0.80	0.80	1.35	1.08	
APOLLO SWORD	1.35	1.00	0.00	0.00	1.00	1.35	1.10	1.04	Heal 6
VALKYRIE	1.35	1.45	0.00	0.00	1.20	1.00	1.12	1.05	Weap 8
---Siegfried-----									
FAUST	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
GRIMBLADE	1.25	0.80	0.20	0.15	0.90	1.20	0.98	1.04	Hurt 35
ATLAS SWORD	0.90	1.35	0.00	0.00	0.80	1.00	1.00	0.93	Heal 3
FLAMBERGE	1.10	0.85	0.10	0.05	1.10	1.40	0.96	1.07	
7 BRANCH BLADE	0.50	0.70	0.25	0.40	1.00	0.60	0.98	1.03	Weap 64
HARD STEEL BLADE	1.31	1.15	0.10	0.00	1.25	1.30	1.00	0.99	
CLAYMORE	1.00	0.70	0.00	0.05	0.90	1.00	1.00	1.13	
SOULEDGE	1.55	1.30	0.10	0.10	1.25	1.80	1.15	1.08	Hurt 25
---Rock-----									
BATTLE AX	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
STONE CLUB	1.25	0.90	0.05	0.70	1.20	0.70	1.15	0.85	
CRESCENT AX	0.90	0.80	0.20	0.10	0.70	0.65	1.10	1.07	Hurt 25
WAR HAMMER	1.90	0.25	0.20	0.05	1.50	1.80	1.00	0.78	
TWIN AX	1.05	1.30	0.03	0.00	0.80	0.80	1.00	1.02	
CROSS AX	1.35	1.15	0.10	0.00	1.10	1.30	0.98	0.98	
DOUBLE TOMAHAWK	1.15	1.30	0.00	0.00	1.10	1.10	1.10	1.05	
GREAT AX	1.40	0.90	0.05	0.00	1.25	1.90	1.00	1.01	Heal 18
---Hwang-----									

BLUE STORM	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
NIPPON BLADE	1.00	1.20	0.00	0.00	1.20	1.20	1.12	0.98	
MOUNTAIN BREAKER	1.10	0.75	0.00	0.05	0.70	1.25	1.12	1.08	
THUNDEROUS FIRE	1.15	1.20	0.00	0.00	1.05	1.05	1.08	1.03	
FALCHION	1.25	1.40	0.20	0.00	1.40	1.40	1.19	0.93	
SWORD OF DAWN	1.20	1.35	0.10	0.00	0.60	0.95	1.12	1.05	Heal 3
MIDAS BLADE	1.40	1.00	0.05	0.10	1.15	1.40	1.16	1.00	
PHANTOM	1.20	0.90	0.08	0.50	0.40	2.00	2.55	1.03	Hurt 5

---Cervantes-----

SOULEDGE	1.00	1.00	0.00	0.00	1.00	1.00	1.00	1.00	
MAIN GAUCHE	0.80	0.80	0.00	0.00	0.60	0.80	1.02	1.08	
DEFENDER	0.85	1.30	0.02	0.00	1.10	1.20	0.85	1.05	
JIROTOH	1.20	0.80	0.00	0.00	1.25	1.40	0.70	1.04	
KATANA	0.90	1.00	0.30	0.45	1.10	0.90	0.95	0.97	
3 BLADED EDGE	1.45	1.05	0.00	0.00	0.71	0.74	0.65	1.05	
HEAVY LANCE	1.10	1.35	0.00	0.00	1.30	1.20	0.90	1.02	
SERPENT'S TONGUE	1.35	1.30	0.05	0.00	0.70	2.00	0.87	1.13	

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I believe this is the first time that the raw weapon data's been put online. Correct me if I'm wrong.

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==Thanks==

AnotherGamer, the writer of the original Weapons FAQ, which I referred to as I was decoding the game data.

Thundergod, writer of the original Save State Hacking Guide for Shining Force, without which I would never have started on game data ripping.

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