

# Star Ocean: The Second Story Best Weapons Guide

by BCD

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Star Ocean: The Second Story (US version)  
Best Weapons Guide  
Playstation  
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## II. Intro

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I decided to make this FAQ because this game has such a complex system for

creating you own weapons. Since there are so many of them to use, it can sometimes be difficult to find out how to get some of the better ones. So many people ask about what are the best weapons for each character and how to get them. I thought I would help out by stating some of the most powerful weapons, and how to get them. I also have some hints to get useful weapons for earlier parts of the game to help people survive until they can get the best. I know there is a powerful weapons guide by Monkey Fetus. However, his guide is far from accurate and because he has not updated in almost four years, I now doubt that he will ever update or finish it. I intend on this guide to be more comprehensive and have more flexible options than his.

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### III. Terminology

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There are several terms used throughout this FAQ that someone who is playing this game for the first time may not understand. Here is a small list of terms used throughout this guide. For more information about these terms, check out the other Star Ocean 2 FAQs.

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Customize:

This skill is very important for getting most of the best weapons before you can enter the Cave of Trials. To learn Customize, put skill points into the skills Craft, Metal casting, and Functionality. You can also improve your chances of success by having an item called the Magical Rasp in your inventory.

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Cave of Trials (CoT for short):

A bonus dungeon you can visit after reaching the save point right before you face the final boss. Some of the best weapons and armor can only be found here.

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### IV. Best Weapons

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This is what this FAQ is all about. Here are my suggestions for some of the best weapons in the game for each character. I would first like to address that the best weapons for some characters have been under debate since this game first came out. I tried to mention the one worth mentioning, but I focused on the best ones overall.

Now let's begin.

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1. Claude C. Kenni

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Claude's best weapon is under debate, but most people agree that his two best weapons overall are the Holy Sword Farwell and the Demon Sword Levantine. Many

people prefer the raw power of the Levantine Sword and how it increases in attack power as you lose HP. Others prefer the Farwell Sword for its defensive boosts and because it increases in attack power as you attack in battle. It is more or less a matter of personal preference.

The only problem with the Farwell and Levantine Swords are that you cannot get them until you have almost completed the Cave of Trials. You will still need something to last you until then. The best weapon besides those two swords is the Eternal Sphere. The Eternal Sphere is also the best weapon that Claude can make, and is the best weapon he can have for most of the game. It has the best attack power of all his weapons, except for the Farwell and Levantine swords, and has the ability to shoot stars for extra damage.

If you missed your chance to get the Eternal Sphere, there is always the Sacred Tear until you go through the Cave of Trials.

Because the Eternal Sphere is so easy to miss and so many people ask how to get it, I made a section below on how to get the Eternal Sphere.

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To get the Eternal Sphere you must do the following. First you must acquire the Sharp Edge. You get this from Gangee after visiting him at his house right after the Tournament of Arms in Lacour. However, Claude must have made it to the tournament's final round for him to give it to you. This is the only way to get the Sharp Edge. If you missed it or sold it, then you are out of luck and cannot get the Eternal Sphere.

Now, find a piece of Mithril. You can get a piece by leveling up the skill Radar. (Every time you level up Radar, you get a random item including Mithril) If you do not get a piece of Mithril, reset and try again. Do this until you have two pieces of Mithril. Now have Claude Customize the Sharp Edge with a piece of Mithril. If you are successful, you will end up with a Minus Sword.

If you get the Minus Sword, save your game, but if you end up with the Dull Sword instead, reset your game. Finally Customize the Minus Sword with the other piece of Mithril. If you succeed, then you now will have the Eternal Sphere. If not, then reset and try again until you do.

You may want to level up your Customize skill to at least level 8 for this. Congratulations, you now have the best weapon Claude can get for a long time.

Here are the Stats for Claude's best weapons.

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Holy Sword Farwell

ATK 1900, DEF 70, HIT 70, AVD 70, MAG 70, CRT 15  
Hidden bonus: Power rises every time the user attacks.  
One found from defeating the Phoenix the first time. (CoT floor 12)  
One found after defeating Gabriel-Celesta (CoT floor 13)  
Can be won by defeating the Iselia Queen  
Can be randomly found by wearing the Santa Boots at an inn.

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Demon Sword Levantine (Levantine Sword)

ATK 3000, HIT 50, GUTS 50, STM 50, CRT 35  
Hidden bonus: Power raises as HP goes down.  
One found from defeating the Wise-Sorcerer (CoT floor 9)

Can be won by defeating the Iselia Queen

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Eternal Sphere

ATK 1600, HIT 70, GUTS 40, CRT 25, Def+: Star/Vacuum/Light/Dark  
Hidden bonus: Shoots stars out for extra damage with every attack.  
Customize: Minus Sword + Mithril  
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Sacred Tear

ATK 1250, DEF 20, HIT 50, CRT 30  
Hidden bonus: Halves MP consumption  
Given to you by Dr. Mirage  
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2. Rena Lanford

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Rena is the game's dedicated healer, for this reason you will want to give her a weapon that strengthens her healing abilities. Her best weapon overall is the Fallen Hope.

Although it is not the strongest in attack power, it raises her magic power the most, making it tied with the Empresia for magic power. It also halves her MP consumption, and raises her defense. This makes it the most useful weapon in the game for her.

The Empresia is an honorable mention. It is the best weapon Rena can make, and her strongest weapon in attack power. It also ties with the Fallen Hope for the best magic power boost. For this reason, most people use the Empresia until they get the Fallen Hope.

Here are the stats for the Empresia and Fallen Hope.

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Fallen Hope

ATK 1000, DEF 50, HIT 50, MAG 300, CRT 20  
Hidden bonus: Halves MP consumption  
Given to you by Dr. Mirage  
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Empresia

ATK 1220, HIT 70, MAG 300, CRT 30  
Customize: Kaiser Knuckles + Moonite  
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3. Celine Jules

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Celine is a mage, so she needs a weapon that boosts her magic power. No weapon is better at this than the Million Staff. It boosts her magic power by 800, an insane amount. If that is not enough, it also converts 1/5 of all the damage she

takes to restore her MP.

Like many of the other best weapons, the Million Staff is found inside the CoT. Until then, the best alternatives are the Dragon's Tusk and the Silvermoon. The Silvermoon has more attack power, and it regenerates her MP over the course of a battle, however it does not boost her magic power as much as the Dragon's Tusk.

Personally I use the Silvermoon because of the MP regeneration and because it only has 60 less magic power than the Dragon's Tusk.

Here are the Stats for Celine's best weapons.

=====

Million Staff

ATK 800, HIT 80, MAG 800, STM 30, LUC 30, CRT 40  
Hidden bonus: 1/5 of all damage dealt to its wearer is gained as MP.  
One received for completing the seventh floor of the CoT. One can also be found on the eight and tenth floors of the CoT.

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Silvermoon

ATK 1000, MAG 300  
Recovers 3% of maximum MP every 5 seconds during battle  
Customize: Silver Rod + Moonite

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Dragon's Tusk

ATK 990, HIT 80, MAG 360, CRT 6  
Customize: Holy Rod + Star Ruby

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4. Bowman Jean

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Bowman's best weapon is questionable. While his strongest is the Flare Burst, many people do not like it because it has no stat bonuses and it has an elemental damage attached to it.

The second strongest, but possibly more useful weapon for Bowman is the Moon Fists. Most people use the Moon Fists for it's high attack power and defensive boosts. However, some prefer the Titan's Fist because of its high stamina bonus and its 30% MP bonus. This is very useful for Bowman because his normal attack is useless, and he is very reliant on his Killer Moves, which some of them have high MP costs.

Another popular choice (and my personal favorite of the bunch) is the Weird Slayer. The Weird Slayer attack power is not as good as Moon Fists, but it has the ability to absorb half of the damage from your attacks as HP. This means every time you attack the enemy, some of his HP is restored. This is great for people who use Bloody Armor because he will not need to be healed as much.

Here are the stats for Bowman's best weapons.

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Flare Burst

ATK 1300, Atk+: Fire

Win the Fun City Duel Battle Rank A with Bowman.

Moon Fists

ATK 1200, DEF 10, HIT 60, AVD 30, CRT 8

Customize: Rune Full Moon + Diamond

Titan's Fist

ATK 1000, HIT 30, STM 50, CRT 5

Hidden bonus: +30% MP to the user

Customize Giant Fists + Rainbow Diamond or Hecatoncheire + Iron

Weird Slayer

ATK 1000, HIT 40, GUTS 10, STM 10

Hidden bonuses: Kills any monster with "Weird" in its name, except a Weird devil, with one hit.

50% of damage dealt to enemies is absorbed as HP to the wearer.

One is found in CoT Level 5, and another is found in CoT Level 7.

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5. Dias Flac

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Dias, like Claude, can use the Holy Sword Farwell and Demon Sword Levantine and are his best two weapons overall. Since I have already mentioned them and the differences between the two. I will mention the best he can use until then.

The strongest weapon he can use beside the Farwell and Levantine swords is the Cromlea Sword. However it has no stat boosts, and by the time you can get it, he can easily do 9999 damage with each hit using weaker weapons.

The most popular weapon he can use is the Crimson Diablos. Besides the various stat boosts and elemental defenses, they make him berserked whenever he has them equipped. This doubles his strength making his attacks do double damage, so it actually has an attack power of 2200 instead of the 1100 it displays on the screen.

Here are the stats for Dias' best weapons.

Holy Sword Farwell/Demon Sword Levantine

(See Claude's best weapon list.)

Cromlea Sword

ATK 1399

Win the Fun City Duel Battle Rank A with Dias.

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Crimson Diablos

ATK 1100, HIT 80, STM 50, CRT 24, Def+: Light/Dark/Void  
Hidden bonuses: Always berserk, which doubles strength; protects from fatal attacks.  
Customize: Soul Slayer + Sage's Stone, or Hard Cleaver + Damascus  
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6. Precis F. Neumann  
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Precis uses giant mechanical punching hands as her weapons of choice. Her best weapon also has a rather long name, the Super Delicious Ultra Great Atomic Punching Hand (SDUGA Punch for short). Although it is the fourth most powerful weapon in the game, there isn't much to it besides the attack power and name. To get this weapon you will have to do plenty of Customizing though.

First you will need to make a SD Punch, there are several combinations for this. Once you have one, customize it with a Damascus. This will turn it into a UGA Punch. Now Customize the UGA Punch with a Meteorite and if it works, you will then have a SDUGA Punch.

Here are the Stats for the SDUGA Punch.

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SDUGA Punch

ATK 1600, GUTS 65, CRT 30  
Customize: UGA Punch + Meteorite  
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7. Ashton Anchors  
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Ashton's best weapon overall would have to be the Holy Sword Farwell because he can make the most of its bonuses (more so than Claude or Dias). Because his attacks are so fast along with his better moves like Hurricane Slash, the Holy Sword Farwell will achieve its maximum attack power very quickly with him using it.

The most popular weapon he can use until then is the Melufa. Along with being the strongest weapon he can make, it gives him a 30% HP boost and raises his luck by 100, an attribute he seriously lacks. The only problem with it is that it makes him vulnerable to water elemental attacks, such as Noah.

Another excellent weapon is the Gemini, because it hits twice when you attack with it. But just like how the Melufa is weak against water, the Gemini is weak against fire elemental attacks and has a star elemental attack. If you do not want to worry about elemental weaknesses and such, then the Holy Cross is probably the best choice for you then.

Here are the Stats for Ashton's best weapons.

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Holy Sword Farwell/Demon Sword Levantine

(See Claude's best weapon list.)

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Melufa

ATK 1320, DEF 25, HIT 80, AVD 75, LUC 100, CRT 40, Def+: Light/Dark

Def-: Water

Hidden bonus: +30% HP to the user

Customize: Scyther + Damascus  
-----

Gemini

ATK 1200, DEF 10, HIT 80, AVD 60, LUC 50, CRT 21, Def+: Light/Dark

Def-: Fire Atk+: Star

Hidden bonus: Attacks the enemy twice.

Customize: Lotus Eater or Pair Nuts + Meteorite  
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Holy Cross

ATK 1240, DEF 20, HIT 60, AVD 70, LUC 80, CRT 18

Customize: Various Combinations  
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8. Leon D. S. Geeste

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Leon needs a weapon that will boost his magic power, and just like Celine, he can use the Million Staff, the best magic boosting weapon in the game. Since I already described the Million Staff in Celine's section, here is some info on some of his other great weapons until you reach to Cave of Trials.

The best two books Leon can get are Ancient Wisdom and the Book of Chaos. The book of Chaos has more attack and magic power, as well as protection from Dark and Void elemental attacks, but it also makes Leon weak against light elemental attacks, drops his stamina to zero, and less importantly it does Dark and Void elemental damage.

Ancient Wisdom on the other hand, has less attack and magic power, as well as no elemental protection, but many people prefer it to both the Million Staff and the Book of Chaos because of how much MP it will save for Leon. Ancient Wisdom halves his MP consumption and regenerates his MP. With these two bonuses, Leon will rarely be short on MP, so he can keep casting his attack spells when you need them.

Here are the Stats for Leon's best weapons.  
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Million Staff

(See Celine's best weapon list.)  
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Book of Chaos



ATK 950, HIT 80, MAG 400, STM drops to 0, Def+: Dark/Void Def-: Light  
Atk+: Dark/Void  
Customize: Book of Darkness + Damascus

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Ancient Wisdom

ATK 800, HIT 50, MAG 380, LUC 20  
Hidden bonuses: Halves MP consumption, recovers 3% of max MP every 5 seconds  
in battle  
Customize: Book of Chaos + Damascus

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9. Opera Vectra  
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Opera rivals Chisato for having the weakest selection of weapons out of all the fighters. Her two strongest weapons hardly break 1000 attack power. They are the Pulse Box and the Psycho Box. The Psycho Box has 50 more attack power than the Pulse Box, but it has no other features. The Pulse Box has a few other bonuses for its less attack power, but not many. There is also a short delay before she attacks with it, making it less useful at times than the Psycho Box.

Here are the stats for the Pulse Box and Psycho Box.

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Psycho Box

ATK 1050  
Win the Fun City Duel Battle Rank A with Opera.

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Pulse Box

ATK 1000, HIT 60, AVD 40, CRT 20, short delay before attacks  
Customize: Beta or Gamma Box + Orichalcum

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10. Ernest Raviede  
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There isn't much to say about Ernest's best weapon, except that it is called the Cat o'9 Tails and it can hit the enemy 3 times. You win it at the Fun City Arena in the A Rank Duel Battle with Ernest.

Until then, there are three other good weapons of choice for him to use. The most powerful alternative is the Dark Whip, however, it does dark elemental damage, which may turn some people away from it. There is also the Spark Whip, which is almost a powerful and you can buy them, although it has lightning elemental damage. Many people also like the Invisible Whip. Although it is the weakest of the weapons here, it does not have any elemental attachments to it. Plus it is has a hit rating of 150, the highest in the game. Making it a worthy choice as well

Here are the stats for Ernest's best weapons.

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Cat o'9 Tails

ATK 1280

Hidden bonus: Attacks the enemy three times.  
Win the Fun City Duel Battle Rank A with Ernest.

Dark Whip

ATK 1100, HIT 50, CRT, 30, Atk+: Dark  
Customize: Molecule Wire + Damascus

Spark Whip

ATK 1080, HIT 50, Atk+ Thunder  
Purchase in Armlock  
Customize: Various Whips + Rainbow Diamond

Invisible Whip

ATK 950, HIT 150, CRT 31  
Customize: Various Combinations

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11. Noel Chandler

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Noel, like Rena, is a mage and can use healing spells. However, unlike Rena, Noel focuses more on attack spells more than healing, he also does not learn "Raise Dead", a valuable healing spell to have inside the Cave of Trials. The main problem with a lot of Noel's weapons is that some of them are more suited for fighters, or weak for anybody. However many people use Noel for when they do not need healing as much, but still want somebody for emergency healing.

Most of these people also like how he can use the Million Staff, which boosts his magic power enough so his healing spells have the potential to heal more HP than Rena's.

Besides the Million Staff, there is not much else for him to use. The best weapon for Noel besides the Million Staff is the Kaiser Knuckles. They are nice, and Rena and Bowman can use them too, and they both have much better weapons than this.

Here are the Stats for Noel's best weapons.

Million Staff

(See Celine's best weapon list.)

Kaiser Knuckles

ATK 1100, HIT 60, MAG 200, CRT 4  
Customize: Various Combinations with Rena, Bowman, and Noel



## V. Thanks and Credits

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This FAQ would not be possible without the following people whom I would now like to thank:

Jeff "CJayC" Veasey, for creating and operating GameFAQs.  
<http://www.gamefaqs.com>

Tri-Ace for developing this game.  
(<http://www.tri-ace.co.jp> or <http://www.tri-ace.com> for the English site)

Enix (now part of Square-Enix) for publishing this game.  
(<http://www.square-enix-usa.com>)

Cidolfas and everyone responsible for RPGClassics'  
(<http://www.rpgclassics.com>) Star Ocean: The Second Story shrine. Many of the weapon's stats here were found at their shrine. I strongly suggest you visit their site for more Star Ocean 2 info.  
(<http://www.rpgclassics.com/shrines/psx/so2>)

Vercingetorix for his weapons guide. For a list of almost every weapon in the game, check out his FAQ. I found some of the weapon's stats listed here, from his FAQ.

Monkey Fetus for his powerful weapons guide and inspiring me to write this one. For if he updated (much less completed) his FAQ, this FAQ would have never happened. I still think you should read his FAQ.

Finally, I would like to thank myself for writing this FAQ.

## ----- VI. Version History

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Version 2.1 (4/7/2004)- I have been updating all of my FAQs today. I improved the formatting and added more info to Ernest's Section.

Version 2.01 (1/28/2004)- Fixed the horizontal scroll problem this FAQ had on most browsers. IGN can now host my FAQs.

Version 2.0 (11/30/2003)- Almost completely rewrote the entire FAQ to make it easier to read, and removed parts that were unnecessary.

Version 1.0 (6/19/2003)- First Version

## ----- VII. Legal Info

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GameFAQs (http://www.gamefaqs.com)  
Neoseeker (https://www.neoseeker.com)  
IGN (http://www.faqs.ign.com)

There are some other sites that I have given permission to host some of my FAQs. You will know exactly who you are. The sites above however, will always have the most recent versions my FAQs, along with the latest and most accurate information.

Cheat Code Central (http://www.cheatcc.com) is not allowed to host any of my FAQs. If you find anything by me there, contact me please.

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VIII. Contact Info and Closing  
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If you have any questions or comments, or if there is any information that is incorrect or missing in is FAQ that I may not be aware about, let me know. You may e-mail me at the address at the top of this FAQ. The address again is bcd851@yahoo.com for those who do not want to go back to the top. I can also be contacted on AIM by request. However, I am almost never on AIM so you may be better off to just e-mail me. Please do not send spam, or anything obscene. Also, I will not respond to anything asking about something that is already answered in this FAQ.

Thanks for reading. Be sure to check out my other works at the links below.

<http://www.gamefaqs.com/features/recognition/40378.html>  
<https://www.neoseeker.com/members/submissions/BCD/>

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