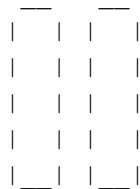
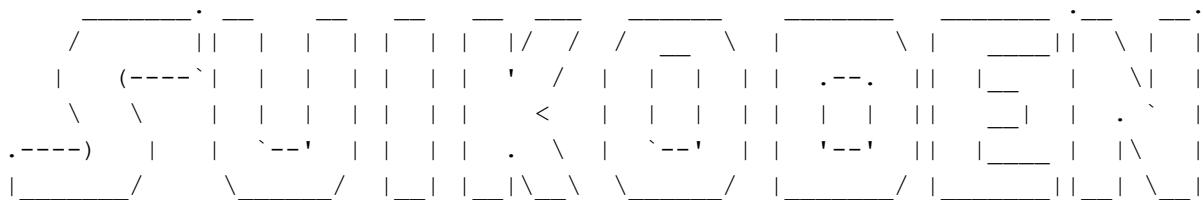


Suikoden II Rune System FAQ

by DeathKnight

Updated to v2.00 on Jan 8, 2005

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Suikoden II Rune System FAQ

Platform: PSX

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1.10 - Introduction

This FAQ took a fair amount of time as I tried to be extremely through. I believe I am a very knowledgeable source on the Suikoden series, and I was able to give a bit of my advice in this guide. Hope it helps.

1.20 - Legal Information

This FAQ is written exclusively for Neoseeker.com and must not be reproduced on any other website in any fashion. If it is published by another website or for profit or gain, I will simply request it removed.

1.30 - Updates

November 27, 2004 - began FAQ
December 07, 2004 - submitted FAQ
December 19, 2004 - touch-up, added section 3.21 (MP Chart)
January 08, 2005 - added info for Wind, Darkness, and Cyclone Runes; fixed Black Sword rune info; added section 3.22 (Rune Unite Attacks); reorganized by adding section 3.40 (Speical Attack Runes); added info for Alert, Balance, Barrier, Counter, Draining, Firefly, Fury, Phero, Skunk, Sunbeam, Violence, Waking, and Wall Runes; added info for Fire Lizard, Magic Drain, Poison, and Silence Runes; added info for Blue Drops and Shrike Runes; fixed info for Fire Breath, Rabid Fang, Shining Wind, Swallow, Trick, Twin Ring, White Tiger Runes; added section 3.50 "Runes that have special effects"

2.00 - Background on Runes

The rune system is a unique system of enhancing characters utilized only in the Suikoden series. Essentially characters can hold up to three rune slots: left hand, right hand, and forehead. Only a handful of characters can hold up to three runes, however. Most characters can hold up to two runes, and a few (mostly characters who favor weapons rather than magic) can only hold one. Also, certain characters have unique runes that only they possess.

Runes are either obtained by defeating enemies and bosses, purchased at a Rune Shop, obtained from a treasure chest, or already attached to a character when he/she joins.

Runes allow characters to either be enhanced, or to add different attacks versus just the straight regular weapon attack. They are essential for success in Suikoden II.

2.10 - Rune Types

There are three types of runes: weapon, magical, and physical.

Weapon runes can be embedded into the weapon of a character thus giving the weapon a different effect, adding stats to the character, or giving the character himself an enhanced status.

Magical runes give the character the ability to attack with spells. Each magic rune has 4 levels of spells, and as one becomes more adept with magic, i.e., as his/her magic stat is increased, that character can cast more advanced spells with a greater volume of spells.

Lastly, there are physical runes. Physical runes affect character's status. Examples would include the Gale rune, which multiplies the character's speed by 1.5, or the Double Beat Rune, which allows characters to attack twice.

3.00 - The Rune System

This is how one uses his/her runes. After obtaining a rune, one must then go to a Rune Shop. There, the Runemaster will attach the rune. Certain runes can only be attached to certain places, i.e. the Blue Gate Rune is only able to be embedded into the forehead of a character.

The Rune Shop is also the only place one can detach a Rune that he/she has attached. Certain runes cannot be detached from a character. These runes include special runes unique to the character, or random runes that the particular character must possess.

* * *

* * *

* ! NOTE ! *

* The only place to attach a weapon rune is at the
* blacksmith's. You CANNOT attach weapon runes at
* the Rune Shop. Only PHYSICAL and MAGICAL runes
* can be attached/detached at a Rune Shop.

*
*
*

After having attached a rune, the effects will be different depending on the type of rune. If physical, once in battle the effects will take place. If magical, then the character will have MP based on their magic stat (see spell number chart in section 2.1). Offensive and support magic can only be used in battle; however, healing spells (non-drain spells) CAN be used outside of battle in order to heal characters inbetween conflict. These spells are a cost-efficient way of healing characters.

When in battle, if equipped with a magical rune, the battle command "Rune" will come up. It will then highlight one of the three slots: right hand, left hand, or forehead. Obviously if one of these slots is vacant, or if one of them is filled with a physical rune, you cannot select it as a battle command.

Once selected, a menu of spells pops up. If a certain level of spell is not selectable as an option that means either the magic stat of the character is not high enough, or that the rune's MP is all out. Highlighting a spell will give a description of its effects. And then after having selected a spell, one must choose his target. Spells can affect up to 4 different things: individual target, row of targets, column of targets, or all targets. This is the same for both supportive/healing spells and offensive spells.

3.10 - Weapon Runes

Cyclone - adds 15% chance of repelling magic

Down - knock down opponent (30%)

Earth - adds 3 to DEF stat

Exertion - adds .2 every round to physical attack damage (i.e. 1.0, 1.2, ..., 2.0)

Fire - adds 1/4 damage (fire) to physical attack *

Fire Lizard - damage increases 1.5 times; damage you take from fire-based attacks is halved

Flowing - heals 15 hp per round

Friendship - number of stars obtained / 2 added to **
ATTK

Hunter - makes monsters drop rare items, does 1 damage
with 3% accuracy

Kindness - adds random amount to ATTK ***

Lightning - adds 1/4 damage (lightning) to physical attack *

Magic Drain - when you complete one attack your ability to cast
Level 1 magic increases by one with a 20% probability;
hit ratio decreases by 15%

Mother Earth - adds 15 to DEF stat

Poison - poisons opponent (40%)

Rage - adds 1/2 damage (fire) to physical attack *

Silence - silences opponent (20%)

Sleep - puts opponent to sleep (20%)

Technique - steal money with 40% probability

Thunder - adds 1/2 damage (lightning) to physical attack *

Water - heals 3 hp per round

Wind - adds 3% chance of repelling magic

*These four runes (fire, rage, lightning and thunder)
while they do add 1/4 or 1/2 damage (as noted),
there is a high likelihood while utilizing these
weapon runes that your physical attack will miss
and only the fire/lightning damage will prevail.
Thus, these runes should be used with caution,
and most likely only used with characters who
possess a very high skill stat.

**To clarify further, if you possess 72 stars,
36 will be added to the ATTk of the character.
Thus, given that there are only 108 stars to
recruit, 54 is the maximum amount of ATTk the
Friendship Rune can add.

***Some people have theories about the Kindness
Rune. Some think that talking to random
people will increase the value of ATTk it
yields; however, no true method has been found
for the seeming random amount of ATTk the

Kindness Rune adds. It seems to work best for Riou (the Hero), although, once, only for a short time, I gave Bolgan the Kindness Rune and suddenly his ATTk jumped to 999. I was not sure if this was a glitch or not because it was only temporary, but interesting that the Kindness Rune had that kind of an effect.

```
*****  
*          *  
*          *  
*          ! NOTE !  
*          *  
*          *  
*          The elemental runes (fire, wind, earth, lightning,  
*          and water), and their advanced forms are the ONLY  
*          runes that can both be embedded into a weapon and  
*          attached to a character.  
*          *  
*          *  
*****
```

3.20 - Magical Runes

Black Sword *

 Flash Judgment (120 dmg to 1E)
 Twinkling Blade (100 dmg to all Es, 30% chance of Instant Death)
 Piercing One (700 dmg to 1E)
 Hungry Friend (1200 dmg to all Es)

Blinking

 Ready! (teleports 1E away)
 Set! (150 dmg to all Es)
 Go! (teleports all Es away)

Blue Gate

 Open Gate (50 dmg to 1E)
 Kings Road (150 dmg to all Es)
 Pale Palce (500 dmg to all Es)
 Empty World (900 dmg to al Es, 90 dmg to all As)

Bright Shield *

Great Blessing (heals 70 HP for all As)
Shining Light (130 dmg to all Es)
Battle Oath (heals 300 HP for all As,
 50% chance of berserk)
Forgiver Sign (restores all lost HP of party
 up to 2000, uses remainder
 to attack 1E)

Cyclone

Healing Wind (completely heals 1A)
The Shredding (450 dmg to all Es)
Storm Warning (counteracts the damage from the next
 magic spell)
Shining Wind (500 dmg to all Es; heals 500 HP for all As)

Darkness

Finger of Death (kills one monster)
Stealer of Souls (300 dmg to 1E; part of the damage
 given becomes HP recovered)
Final Bell (kills one row of monsters; 500 dmg to
 all Es unaffected)
Black Shadow (500 dmg to all Es)

Earth

Clay Guardian (raise DEF of 1A by 50%)
Revenge Earth (100% counterattack for 1A on next turn)
Canopy Defense (repel magic for one round, 100%)
Earthquake (800 dmg to all earth-based Es)

Fire

Flaming Arrows (60 dmg to all Es)
Fire Wall (150 dmg to 1E row)
Dancing Flames (300 dmg to all Es)
Explosion (700 dmg to all Es)

Flowing

Protect Mist (repel magic for all As)
Kindness Rain (heals 300 HP for all As)
Silent Lake (no magic use for anyone for 3 turns)
Mother Ocean (restores 1A to life wih full HP)

Lightning

Angry Blow (100 dmg to 1E)
Thunder Runner (120 dmg to 1E column)
Bolt of Wrath (600 dmg to 1E)
Thor Shot (1000 dmg to 1E)

Mother Earth

Revenge Earth (100% counterattack for 1A on next turn)
Canopy Defense (repel magic for one round, 100%)
Earthquake (800 dmg to all earth-based Es)
Guardian Earth (DEF & MDEF up for all As, 5 turns)

Rage

Fire Wall (150 dmg to 1E row)
Dancing Flames (300 dmg to all Es)
Explosion (700 dmg to all Es)
Final Flame (900 dmg to all Es)

Resurrection

Scolding (30 dmg to 1E, strong vs. undead)
Yell (revives one fallen character)
Charm Arrow (400 dmg to all Es, strong vs. undead)
Scream (heals 300 hp for all As)

Thunder

Thunder Runner (120 dmg to 1E column)
Bolt of Wrath (600 dmg to 1E)
Thor Shot (1000 dmg to 1E)
Thunder Storm (1200 dmg to 1E)

Wind

Wind of Sleep (puts a row of monsters to sleep)
Healing Wind (completely heals 1A)
The Shredding (450 dmg to all Es)
Storm Warning (counteracts the damage from the next
magic spell)

White Saint *

Shining Pupil (120 dmg to 1E)
Moonlit Forest (200 dmg to 1E column)
White Priestess (400 dmg to all Es)

*Although these runes are magical, they are only available
to Riou (Hero), Jowy, and Sigfried respectively

3.21 - Rune MP Chart

The amount of rune attacks one can cast is based on how much MP
(magic points) a character has for that particular attack. For instance,
if a character has MP of 6/3/1/0 that means that character can cast
6 Level 1 spells, 3 Level 2 spells, 1 Level 3 spells, and 0 Level 4
spells. MP is proportional to the magic stat of a character.

=====**NOTE**=====

The Wizard Rune has no affect on MP

Magic Stat: L1/L2/L3/L4

| | |
|------------|----------|
| 0-24: | 1/0/0/0 |
| 25-49: | 3/1/0/0 |
| 50-59: | 4/2/0/0 |
| 60-74: | 5/2/1/0 |
| 75-89: | 6/3/1/0 |
| 90-99: | 7/3/1/0 |
| 100-109: | 7/4/2/1 |
| 110-119: | 8/4/2/1 |
| 120-129: | 8/5/2/1 |
| 130-149: | 9/5/3/1 |
| 150-159: | 9/6/3/1 |
| 160-169: | 10/7/4/2 |
| 170-189: | 11/8/5/2 |
| MAG > 200: | 12/9/6/3 |

3.22 - Rune Unite Attacks

There are special Rune Unite Attacks that are performed in either of two situations. The first is that two separate characters cast the Level 4 spell of two harmonious runes in the same turn. The second is that a character who has the ability to cast 2 or more level 4 spells (magic stat of 160 and over) has two harmonious runes engraved at the same time. When a character single-handedly casts a rune unite attack, that character is charged two level 4 spells.

What are 'harmonious runes'? Harmonious runes are two runes of elements that work well together. The harmonious rune combinations are: fire + lightning, lightning + water, water + wind, wind + earth, earth + fire.

Here are the rune unite attacks:

Blazing Camp [Fire/Rage + Lightning/Thunder]: 2000 dmg to 1E and 1,200 dmg to remaining Es

Thor [Lightning/Thunder + Water/Flowing]: 2000 dmg to 1E and heals all HP for As

Water Dragon [Water/Flowing + Wind/Cyclone]: 800 dmg to all Es and heals all HP for As

Storm Fang [Wind/Cyclone + Earth/Mother Earth]: 1000 dmg to all Es

Scorched Earth [Earth/Mother Earth + Fire/Rage]: 1300 dmg to all Es

3.30 - Physical Runes

Alert - For four turns the character wearing this rune becomes hyper

Balance - Wearer cannot become unbalanced

Barrier - Repels the magic attacks of the enemy by a probability of the character's magic stat divided by 10

Counter - Increases counterattack ratio 1.5 times

Double Beat - Gives character 2 attacks

Double Strike - Multiplies damage taken and received by 1.5

Draining - Right hand only rune; recover HP from 1/3 damage inflicted when Critical

Fire Sealing - Nullifies all fire damage, water damage x 2)

Firefly - Enemies preferentially attack the wearer of this rune.

Fury - Wearer is always beserk

Fury - Wearer is always beserk

Gale - multiplies speed stat by 1.5

Hazy - adds chance of dodging physi

Killer - adds 50% to chance of critical attack

Knight = protects wounded allies

Medicine - uses medicine on characters when injured

Rhero = Opposite gendered characters protect you

Skunk - Wearer does not become the object of an enemy's elemental attack until he/she is the last person left.

Spark - Gives the party the same speed as the holder

Sunbeam - Auto-recover 1HP for every three steps you take on the World Map and 15HP per turn in battle

Violence - Become berserk when you receive damage equal to half of HP; triples your attack strength on next turn only

Waking - When you enter into battle the wearer goes to sleep and when he/she wakes up he/she is in berserk status

Wall - Doubles your defense but you can only use defend command

Warrior - Half of PROT stat is added to the STR stat

Wizard - Half of MAG DEF stat is added to MAG stat (does not affect how much MP the user gets)

3.40 - Special Attack Runes

Banshee - Absorbs enemy's HP and recovers your own

Chimera - Transfers your status anomalies onto other characters

Dryad - Increases the number of times you can cast Level 2 Magic by one and increases the number of times you can cast Level 1 spells by two

Gozz - regular physical attack damage to 1 row (axe only)

Great Hawk - 1/2 damage to all (bow only)

Kite - 1/2 damage to all (shuriken only)

Lion - 1.5 dmg, MAG - 50 (claws only)

Nymph - Changes effect based on your Luck stat *

Pixie - Makes staff attacks long range (staff only)

Sylph - Decreases your HP up to 1/3 and inflicts 1/3 of that on your whole party

Titan - 1.3 x regular attack, user goes last (only for 2-hand swords)

Unicorn - Regular physical attack damage to 1 column, DEF = 0 (for spear only)

Viper - Adds sudden death to attack (1-handed swords only)

*Nymph Rune Attacks:

The Nymph Rune assigns an attack randomly depending upon the character's Luck stat. The best characters to embed this in are (in order): Viki, Riou (Hero), Meg, Millie, Hoi.

Probability of Attack Based on Luck Stat

| Effect | 0 | 25 | 50 | 75 | 100 | 150 | 200 | 255 |
|-----------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Attack against all As | 40% | 36% | 33% | 29% | 26% | 19% | 12% | 5% |
| Attack against 1A | 35% | 33% | 31% | 29% | 27% | 23% | 19% | 15% |
| Recover 1A | 15% | 16% | 16% | 17% | 17% | 18% | 19% | 20% |
| Attack against 1E | 10% | 12% | 13% | 15% | 16% | 19% | 22% | 25% |
| Attack against All Es | 0% | 3% | 7% | 10% | 14% | 21% | 28% | 35% |

3.40 - Special Attack Runes

Champion's Rune - Weak enemies stop appearing

Fortune Rune - Doubles the amount of Experience you acquire from enemies

Prosperity Rune - Doubles the amount of Potch (money) you acquire from enemies

True Holy Rune - Speeds up rate on World Map and allows you to escape random battles with 100% probability [also found in unique character's runes section]

3.60 - Unique Character Runes

Angry Dragon (Oulan) - 2x dmg, once per battle (if berserk, unlimited use)

Blue Drops Rune (Abizboah) - Water elemental Rune that changes depending upon the level: Level 1 - single person attack (1.5 x dmg, unbalanced); Level 2 - attack against one row of Es
(normal damage, unbalanced); Level 3 - attack against all Es (normal damage, unbalanced)

Falcon (Valeria, Anita) - 2x dmg, unbalanced

Fire Breath (Bolgan) - 2x dmg (fire elemental), unbalanced

Fire Dragon (Zamza) - 2x dmg, take half damage (fire)

Groundhog (Millie) - 2x dmg, once per battle

Howling (Badeaux) - Berserks all animals in party

Mayfly (Mondo) - dmg to a row, unbalanced

Rabid Fang (Bob) - changes into Werewolf, only once per battle; as a werewolf he recovers 50 HP every turn and receives the following stat increases: Strength x 2, Def x 2, Mag. Def x 1.5, Speed x 1.5; he cannot use items, runes, or guard during this time; he can attack up to three turns before he changes back at which time his HP is halved

Shining Wind (Feather) - Wind elemental Rune that changes depending upon the level: Level 1 - single person attack (normal damage, 1.5 x damage against flyers); Level 2 - attacks against one row of Es (2/3 damage, normal damage against flyers); Level 3 - attack against all Es (1/2 damage, normal damage against flyers)

Shrike (Kasumi) - 2x dmg (hit ratio -5%)

Spider Slay (Shin) - 3x dmg (one use per battle)

Swallow (Genshu) - regular attack with 30% chance of sudden death

Trick (Meg) - 3x dmg, once per battle

True Holy (Stallion) - makes chance of successful flee from battle = 100%

Twin Ring (Karen) - 2x dmg, 30% chance of unbalanced

White Tiger (L.C. Chan, Wakaba) - 2x dmg, 20% chance of unbalanced for
L.C. Chan,

50% chance of unbalanced for Wakaba

3.70 - Characters' Rune Slots

Riou

FH: open
RH: Bright Shield
LH: open
We: open

Jowy

FH: open
RH: Black Sword
LH: open
We: open

Nanami

FH: --
RH: open
LH: open
We: open

Hero McDohl

FH: open
RH: Soul Eater
LH: open
We: open

Abizboah

FH: --
RH: Blue Drops
LH: open
We: --

Amada

FH: --
RH: open
LH: --
We: open

Anita

FH: --

RH: Falcon
LH: open
We: open

Ayda

FH: --
RH: open
LH: open
We: open

Badeaux

FH: --
RH: open
LH: Howling
We: open

Bob

FH: Rabid Fang
RH: open
LH: --
We: open

Bolgan

FH: --
RH: Fire Breath
LH: --
We: open

Camus

FH: --
RH: Rage
LH: open
We: open

Chaco

FH: open
RH: open
LH: open
We: open

Clive

FH: --
RH: open
LH: --
We: open

Eilie

FH: --
RH: open
LH: open
We: open

Feather

FH: Shining Wind
RH: open
LH: --
We: --

Flik

FH: --

RH: open
LH: open
We: open

Freed Y
FH: --
RH: open
LH: open
We: Lightning

Futch
FH: --
RH: open
LH: open
We: open

Gabocha
FH: --
RH: open
LH: --
We: open

Gadget
FH: --
RH: --
LH: --
We: --

Gantetsu
FH: --
RH: open
LH: open
We: open

Georg Prime
FH: --
RH: open
LH: --
We: open

Gengen
FH: --
RH: open
LH: --
We: open

Genshu
FH: --
RH: Swallow
LH: --
We: open

Gijimu
FH: --
RH: open
LH: --
We: open

Hai Yo
FH: open

RH: open
LH: open
We: open

Hanna

FH: --
RH: open
LH: --
We: open

Hauser

FH: --
RH: --
LH: open
We: open

Hix

FH: --
RH: open
LH: --
We: Exertion

Hoi

FH: --
RH: open
LH: --
We: open

Humphrey

FH: --
RH: --
LH: open
We: open

Kahn

FH: open
RH: open
LH: open
We: Magic Drain

Karen

FH: --
RH: Twin Ring
LH: open
We: Sleep

Kasumi

FH: open
RH: Shrike
LH: --
We: open

Killey

FH: open
RH: open
LH: open
We: open

Kinnison

FH: --

RH: open
LH: open
We: open

Koyu

FH: --
RH: open
LH: --
We: open

L.C. Chan

FH: --
RH: White Tiger
LH: open
We: open

Lo Wen

FH: --
RH: open
LH: --
We: open

Lorelai

FH: open
RH: open
LH: --
We: open

Luc

FH: open
RH: open
LH: open
We: open

Mazus

FH: Blue Gate
RH: Thunder
LH: open
We: open

Meg

FH: --
RH: open
LH: Trick
We: open

Miklotov

FH: --
RH: Knight
LH: open
We: open

Millie

FH: open
RH: Groundhog
LH: open
We: open

Mondo

FH: Mayfly

RH: open
LH: --
We: open

Mukumuku

FH: --
RH: --
LH: open
We: --

Nina

FH: --
RH: open
LH: open
We: open

Oulan

FH: --
RH: open
LH: Angry Dragon
We: open

Pesmerga

FH: --
RH: open
LH: --
We: Rage

Rikimaru

FH: --
RH: open
LH: --
We: open

Rina

FH: open
RH: open
LH: open
We: open

Sasuke

FH: --
RH: open
LH: --
We: open

Sheena

FH: open
RH: open
LH: open
We: open

Shilo

FH: --
RH: open
LH: --
We: open

Shiro

FH: --

RH: open
LH: --
We: --

Sid

FH: open
RH: open
LH: open
We: open

Sierra

FH: open
RH: open
LH: --
We: Thunder

Sigfried

FH: --
RH: open
LH: White Saint
We: --

Simone

FH: --
RH: open
LH: --
We: open

Stallion

FH: True Holy
RH: open
LH: --
We: open

Tai Ho

FH: --
RH: open
LH: --
We: open

Tengaar

FH: --
RH: open
LH: open
We: open

Tomo

FH: --
RH: open
LH: open
We: open

Tsai

FH: --
RH: open
LH: open
We: open

Tuta

FH: open

RH: Medicine
LH: --
We: open

Valeria

FH: --
RH: Falcon
LH: open
We: open

Viktor

FH: --
RH: open
LH: open
We: open

Viki

FH: open
RH: Blinking
LH: --
We: open

Wakaba

FH: --
RH: White Tiger
LH: open
We: open

Yoshino

FH: --
RH: open
LH: open
We: open

Zamza

FH: --
RH: Fire Dragon
LH: open
We: open

KEY:

FH = forehead
RH = right hand
LH = left hand
We = weapon
-- = cannot embed a rune here
open = this spot is free for embedding runes

*If a rune is listed on the character, that rune
CANNOT be detached!

4.00 - Credits & Thanks

Thanks to Konami for coming out with such a good game. Thanks to Entity and Jeevan for their Tutorials on writing FAQs. And thanks to Neo.

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