

# Suikoden II Weapon System FAQ

by DeathKnight

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Suikoden II Weapon System FAQ

Platform: PSX

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Author : DeathKnight

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### 1.10 - Introduction

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This FAQ took a fair amount of time as I tried to be extremely thorough. 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.

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### 1.20 - Legal Information

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### 1.30 - Updates

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December 12, 2004 - began FAQ

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## 2.00 - Background on Weapon System

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The Suikoden weapon system is unique and, in my opinion, superior to most RPGs out there. Essentially every character is bestowed a weapon, and that character keep that weapon throughout the game. There is no finding new weapons, or purchasing new weapons like most RPGs. Instead, characters must take their weapons to Blacksmiths (found in certain towns, similar to Inns, Item Shops, etc.) and these Blacksmiths upgrade the weapons.

The way a weapon helps someone attack in battle is by its ATTK stat. Essentially, a character's physical damage is determined by adding his/her actual strength stat and his/her weapon. Thus, constant upgrading of weapons is most advantageous to keep your characters up to snuff in terms of battling opponents.

As weapons level up, many levels barely increase the ATTK of the weapon; however, there are certain "key" level ups that make a character jump. If one is low on money, he should aim to just get to these key weapon level ups, and then hold off on leveling up until more funds are obtained.

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## 2.01 - Weapon Types

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There are several weapon types, and each type has its own specific benefits including type of attack (S [front row], M [front or back row], or L [back row]), how high the weapon can make the ATTK (for instance, weapons belonging to the 'other' category have an ATTK

of up to 165 whereas one-handed swords only reach 160), and different types of runes associated with the weapons.

Also, certain weapon types have affiliations with different types of characters. For instance, staff users tend to be magic casters; those who use 2-handed swords tend to be heavy hitters; etc. What is most important is finding the best combination of all the weapons, and finding the best way to maximize a weapon's performance.

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## 2.10 - Weapon Runes

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Weapon runes are specific types of runes that can be embedded into a weapon. They have a variety of effects from adding different status anomalies to attacks or from just adding damage. Weapon runes are extremely effectual in terms of boosting a character's performance, and thus should always be used. To find out more about weapon runes, you can check my "Rune System" FAQ here at Neoseeker.

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## 3.00 - Blacksmith System

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As mentioned before, the Suikoden series utilizes a unique system for bettering characters' weapons. This system, of course, works by virtue of the various blacksmiths scattered about the world of Suikoden II. A smithery is easily identified by its "hammer" sign on the outside (an inn, for instance, has a bed). Blacksmiths can do any of three things:

1. They can increase the level of your character's weapon. Although, it is important to note that certain blacksmiths are not talented enough to sharpen your weapon beyond a certain point. Section 3.10 explains this in greater detail.

2. They can embed weapon runes into your weapon. Obviously if the character in question possesses a weapon rune that cannot be removed, the blacksmith cannot embed a new weapon rune (i.e. Sierra cannot remove the Thunder Rune embedded into her weapon).
  
3. They can remove weapon runes from your weapon. Embedding a new rune has the same effect as removing a previous weapon rune, but if you just want no weapon rune on your weapon, blacksmiths can just straight out remove your rune.

Embedding/removing weapon runes comes with a cost. Every time you either embed or remove, it costs 100 potch. Sharpening weapon prices goes up exponentially with the level one is sharpening his weapon to. These prices are:

Level	1-2:	300
Level	2-3:	600
Level	3-4:	1500
Level	4-5:	2700
Level	5-6:	3500
Level	6-7:	4500
Level	7-8:	7000
Level	8-9:	11000
Level	9-10:	18000
Level	10-11:	27000
Level	11-12:	35000
Level	12-13:	43000
Level	13-14:	52000
Level	14-15:	60000
Level	15-16:	70000

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### 3.10 - Blacksmith Town Locations

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Not every town has a blacksmith, in fact, only a handful of towns do, and each town's blacksmith has a different level of talent, which allows him to only sharpen to a certain level of proficiency. Here are the locations of all the blacksmiths in Suikoden II:

Coronet Town - Level  
Tinto City - Level 13

Level meaning what level the blacksmith can raise your character's weapon to. Note that the only blacksmith in the game that can go beyond Level 13 is Tessei, a recruitable star. His role is explained in the next section.

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### 3.20 - Tessei, The Local Blacksmith

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Tessei is the \* Star, and you can recruit him by going to visit him in & Town. He asks to see a rare sword like the Star Dragon Sword, so what do you do? You bring him the sword of course! Have Viktor be in your party, and your castle must be at Level 3 for Tessei to be available. If you bring Viktor, the Star Dragon Sword will reveal himself (in true fashion), and Tessei will be so amazed and astonished that he'll beg to join your cause.

Tessei is your local blacksmith that opens up shop in your castle. Much like Jeanne's Runeshop or Raura magic scroll shop, Tessei has a location on the right side of your castle, and runs his shop like any other blacksmith. Tessei's proficiency as a blacksmith is the only one that can be changed throughout the game all depending on the level of the hammer you have given him. The hammer uses and locations are described in the next section.

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### 3.21 - Hammer Locations/Uses

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There are four hammers that can exalt Tessei's standing as a blacksmith. First, there is the Iron Hammer found ^ . It allows Tessei to raise your weapons to level 9, not very good obviously. Next is the Bronze Hammer, which can be obtained in the Toran Republic. This hammer allows Tessei to raise your weapons to level 12, which may seem pretty nice, but Tinto City is just one step away, and thus, you will be able to raise your weapons to level 13 soon enough. After the Greenhill Liberation, go to the blacksmith

class and talk to the teacher there. He will give you the Silver Hammer, which allows Tessei to raise your weapons to level 15 (!!). This silver hammer can only be outdone by the final hammer, the golden hammer. This hammer only becomes available after the final major battle. You must travel to the Northwest corner of the area where L'Renouille is, and there you will find Sajah Village. In this village, amongst other things, as a rare find in the item shop you can obtain a Golden Hammer. This Golden Hammer allows Tessei to raise your weapons to an unbelievable level 16, the highest possible.

To recap:

Iron - / Level 9  
Bronze - Toran Republic / Level 12  
Silver - Greenhill City / Level 15  
Golen - Sajah Village / Level 16

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### 3.30 - Characters' Weapons

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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

Gabocho

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: --  
LH: open  
We: open

Hauser

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

Hix

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

Hoi

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

LH: open  
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: Angry Dragon  
LH: open  
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: open  
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: open  
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

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## 4.00 - Credits & Thanks

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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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