

# Shining Force: The Sword of Hajya Character Guide

by tskisoccer

Updated to v1.0 on May 25, 2016

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SSSSSS      H   H
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Game: Shining Force: The Sword of Hajya

System: Sega Game Gear

FAQ: Character Guide

Written by: NoWorries

Allowed Websites: [www.gamefaqs.com](http://www.gamefaqs.com)

[www.neoseeker.com](http://www.neoseeker.com)

\*If you have a website you would like to post this at just shoot me an email\*

\*\*As always, the most up-to-date guide will always be found at gamefaqs\*\*

Version History: 1.0 Submitted 25 of May of 2016

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## A Forward

As I may use symbols one may be unfamiliar with, I hope this short list makes sense of what I mean to say in the guide.

**\*\*...\*\*** is used to bold something

**...-** is likewise used to bold

**<>...<>** is used to bold (and all such symbols to grab your attention)

37> means a number less than 37

37>= means a number less than or equal to 37

37< means a number greater than 37

37=< means a number greater than or equal to 37

== means equal to

= also means equal to (the above is a computer programming difference)

AoE means Area of Effect, it means hitting more than 1 target at a time

SFI means Shining Force One

SFII means Shining Force Two

SoH means Shining Force Sword of Hajya

[X] symbolizes a Halmus Bar. What's that exactly? When proving something, it is customary to put a Halmus Bar when you are finished with the proof

That's about it. If something is confusing you, don't hesitate to ask me by shooting me an email (located at the end of the guide)

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-Disclaimer-

I am not responsible for any emotional, physical, etc etc damage caused by the misuse of this guide under any circumstances

Also, when I use the term 'newb' it makes reference to a NEW PLAYer. A newb is someone who is unfamiliar with the game. A Noob is someone who sucks and ruins games. Know the difference.

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-Hit [ctrl]+F then the number to skip quickly-

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Introduction

[1000]

It's been defeated. This is a project I started a loooong time ago as a "finisher" for my detailed character guides for the SF games that I grew up with. While there are more than just the 3 I remember, SF1, SF2, and SoH were the 3 that I actually owned and played growing up. Other games such as SFCD, SF3, and even later installments like Neo or Shining Tears are perfectly valid SF games; but not what I had. In some cases like SF Gaiden, Final Conflict, that was never even released to the USA so naturally I wouldn't play it. The Internet is a brave new time allowing all kinds of new material to be discussed and one of those things is translations for these old games such as Final Conflict and even the missing SF3 scenarios. But I digress...

SoH is an interesting title in the SF Series. It takes place directly after SF Gaiden which takes place roughly 20 years following SF1. The new hero of the game is Deanna, a swordsman of mysterious origin who is taken care of by Cypress, one of two kingdoms in this game. Being a mobile game, it is possible that they never intended for it to be a serious title, but no matter, the game features 18 playable characters, 2 secret characters, a delightful soundtrack, and familiar gameplay.

The game follows SF2 much moreso than SF1 in nearly every way. The level ups, the way spells are learned, and even the names as many of the names are recycled from SF2. What does this mean for us?

Because of how spells are learned, in a casual run, taking Mages up higher doesn't provide that much benefit outside of some extra stats due to the gap in learning new spells. Speaking of which, you can promote at 10 and level up to 20 unpromoted. Statistically speaking, the growths are not great post level 10 and the data below reflects that. Due to the nature of this game, I've done a different approach in terms of how I'm providing analysis. With only 18 characters to choose from, that means 66% or 2/3 of the pool will be in our party at the end of the game. Considering also that our first secret character is in the last battle of chapter 3 (in a 4 chapter game) our party won't be too large until around chapter 3 to begin with. This means that there is not nearly as much diversity to be had amongst the characters.

This is not a bad thing, as it allows for a consistent playthrough; which is why I will be doing a two-fold analysis for the most part on all the characters. I'll be looking at the "casual" side of the hero; how strong will they be and will you as a casual player enjoy using this hero? I'll always be evaluating them on a "speedrun" side; how effective are they at beating the game quickly? This is interesting not just because I do speedrun the game, but because it's almost how the game was intended to be played. It's short, only about 24 battles with roughly 25 levels available to your starting heroes unless serious grinding is done. Some of your strongest characters are picked up at the very end of the game when grinding for levels is almost a non-issue.

Right, you have to have Nick in your party in order to beat Iom thanks to the Sword of Hajya. So that aside, let's go ahead and get into this.

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Detailed Stats

[2000]

So before we get into this, a few things to note...

- \*There are no alternate promotions
- \*I took people to level 20 unpromoted, I separated their growths accordingly
- \*This section is factual information only, opinions are the next section
- \*Variance is largely not an issue here, and I've noted in those spots for you
- \*Most often it seems that past level 10 promoted there was little to no change

Swordman SDMN --> Hero HERO

Deanna is the main hero of the story. He starts off with the classic spell Egress, that all heroes of SF know. Later on, he will learn the powerful Bolt spell as well at levels 16, 20, and 25, though Bolt 3 can only be learned at level 15 promoted. He does learn Bolt 4 at level 30 (20) though you will likely NEVER learn it even in a casual playthrough. Regardless, Deanna is a solid hero, known for gaining tons of defense early and dealing a reasonable amount of damage later on.

Starting Stats

12-8-7+5-6-4 6 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples

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02 | 0.3 | 0.8 | 1.3 | 1.4 | 0.8 | 10  
03 | 1.0 | 1.0 | 2.0 | 1.0 | 0.0 | 10  
04 | 1.0 | 1.0 | 2.0 | 2.0 | 1.0 | 10  
05 | 0.0 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
06 | 2.0 | 1.0 | 1.0 | 1.0 | 1.0 | 10  
07 | 2.0 | 1.0 | 1.8 | 1.7 | 1.0 | 10  
08 | 2.0 | 1.0 | 2.0 | 2.0 | 1.0 | 10  
09 | 2.0 | 1.0 | 1.2 | 2.0 | 1.0 | 10  
10 | 2.0 | 0.0 | 2.0 | 1.0 | 1.0 | 10

Avg 1.367 | 0.756 | 1.7 | 1.567 | 0.867

Level 10 Stats 25-15-36-20-12

11 | 1.7 | 0.3 | 1.0 | 0.7 | 1.0 | 10  
12 | 2.0 | 0.6 | 1.0 | 0.7 | 0.0 | 10  
13 | 1.7 | 0.9 | 0.9 | 1.0 | 0.7 | 10  
14 | 2.0 | 1.0 | 0.8 | 1.0 | 0.2 | 10  
15 | 1.4 | 0.4 | 0.8 | 1.0 | 0.0 | 10  
16 | 0.2 | 0.6 | 1.0 | 1.1 | 0.2 | 10  
17 | 0.1 | 0.9 | 1.0 | 1.0 | 0.1 | 10  
18 | 0.9 | 0.0 | 1.0 | 1.0 | 0.9 | 10  
19 | 0.1 | 0.0 | 1.0 | 1.0 | 0.9 | 10  
20 | 0.0 | 0.5 | 0.5 | 1.0 | 0.5 | 10

Avg (11+) 1.01 | 0.42 | 0.9 | 0.95 | 0.45

Level 20 Stats 38-20-60-29-18

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Promoted Stats

Lv | H/P | M/P | Atk | Def | Agi | Samples

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02 | 2.6 | 1.0 | 1.0 | 2.1 | 1.0 | 10  
03 | 2.0 | 1.0 | 1.1 | 2.9 | 1.0 | 10  
04 | 2.0 | 1.0 | 1.1 | 3.0 | 0.9 | 10  
05 | 2.0 | 1.0 | 2.0 | 2.1 | 1.0 | 10  
06 | 2.0 | 1.0 | 1.1 | 2.9 | 1.0 | 10  
07 | 2.0 | 0.0 | 2.0 | 2.0 | 0.0 | 10  
08 | 2.0 | 1.0 | 2.0 | 2.0 | 1.0 | 10  
09 | 2.0 | 0.0 | 1.0 | 2.0 | 0.0 | 10  
10 | 2.0 | 1.0 | 1.1 | 2.0 | 1.0 | 10  
11 | 1.1 | 0.1 | 1.0 | 1.0 | 0.0 | 10  
12 | 2.0 | 1.0 | 1.0 | 1.0 | 0.0 | 10

13		1.0		0.0		1.0		1.0		1.0		1.0		10
14		1.9		1.0		1.0		1.0		0.0		10		
15		1.0		1.0		1.0		1.0		0.0		10		

Avg 1.828 | 0.721 | 1.242 | 1.714 | 0.564

Level 15 Stats 64-31-54+33-56-31

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### Natasha

Mage MAGE --> Wizard WIZD

Natasha is an immediate friend to Deanna and our initial caster. She also knows Egress as she will be our leader for a few battles later on in the game. She starts with Blaze and will gain a full four levels of it as well as learning three levels of Freeze. Unfortunately, she'll likely never learn Blaze 4, or her last spell, Boost, as those spells come so late in her leveling career. Getting her to level 12 promoted is absolutely essential as she learns Freeze 3, an interesting spell that is broken beyond belief. This is a good time to note the magic is a bit different in this game, with rank 3 having the area of effect similar to bolt 2. However, in Freeze's case, the spell is bugged and does Freeze 4 damage at Freeze 3. This is an obvious exploit that needs to be taken advantage of as several enemies in the game also use Freeze 3 which makes the game quite a bit harder.

Egress {starts}

Blaze {starts, 8, 17, 30}

Freeze {4, 13, 22}

Boost {26}

\*Freeze 3 at 12 only, Boost at 16 only, and Blaze 4 at 20 promoted only

Starting Stats

9-8-6+3-6-6 5 Move

Lv		H/P		M/P		Atk		Def		Agi		Samples
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02		1.7		2.0		1.0		0.4		1.0		10
03		1.1		2.0		0.9		1.0		0.3		10
04		1.1		2.0		0.9		0.9		0.9		10
05		1.5		3.0		1.0		1.0		1.0		10
06		1.5		2.0		0.5		0.5		1.0		10
07		2.0		2.0		1.0		1.0		1.0		10
08		1.0		2.0		1.0		1.0		1.0		10
09		1.2		2.7		1.0		0.9		0.9		10
10		1.3		2.4		1.0		1.0		1.0		10

Avg 1.378 | 2.233 | 0.922 | 0.856 | 0.9

Level 10 Stats 24-29-23-16-13

11		1.0		1.2		0.5		0.2		0.4		10
12		0.7		1.0		0.3		0.4		0.0		10
13		1.0		1.5		0.3		0.5		0.2		10
14		1.5		1.0		0.5		0.1		0.5		10
15		1.0		1.0		0.1		0.0		0.0		10
16		1.0		1.0		0.3		0.5		0.0		10

17	0.6	1.7	0.0	0.8	0.3	10
18	1.0	1.0	1.0	0.0	0.0	10
19	1.0	1.5	0.5	0.6	0.6	10
20	0.4	1.1	0.4	0.0	0.0	10

Avg 0.92 | 1.1 | 0.39 | 0.31 | 0.20

Level 20 Stats 34-44-29-27-22

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#### Promoted Stats

Lv	H/P	M/P	Atk	Def	Agi	Samples
02	1.7	1.5	1.0	0.2	1.0	10
03	1.5	1.5	0.5	0.5	1.0	10
04	1.4	1.5	1.0	0.5	1.0	10
05	1.0	1.1	0.9	0.0	1.9	10
06	1.0	1.5	1.0	1.7	0.7	10
07	1.1	1.7	1.0	1.9	1.0	10
08	1.1	1.0	1.0	1.0	1.0	10
09	1.9	1.9	1.0	1.0	1.0	10
10	1.4	1.4	0.8	1.6	1.0	10
11	1.0	1.0	1.0	2.0	0.0	10
12	1.0	1.0	0.0	2.0	0.0	10
13	0.1	1.0	0.1	2.0	0.0	10
14	1.0	1.0	0.0	3.0	0.0	10
15	0.7	1.0	0.3	2.0	0.4	10

Avg 1.136 | 1.292 | 0.686 | 1.386 | 0.714

Level 15 Stats 54-64-30+20-42-28

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### Jaha

Warrior WARR --> Gladiator GLDR

Jaha is an absolute tank, no questions asked. He starts with an insane 9 defense as well as a hefty attack to boot. He suffers from 5 movement which is something I'll go ahead and note now: the major difference between a casual and speedrun character is this distinction: If they don't have more than 5 move, then they need to have something special about them to make it worth using them. Which brings us to Jaha... he's an absolute BEAST in casual, though he would really enjoy having a movement boosting item (either the Ring or the Pepper). One last thing to consider is that his final weapon, the Atlas grants Blaze 3 which retains it's Bolt 2 area of effect. For a speedrun though Jaha is a bit too slow to be useful.

#### Starting Stats

9-0-8+6-9-4 5 Move

Lv	H/P	M/P	Atk	Def	Agi	Samples
02	1.1	0.0	1.1	0.1	0.9	10
03	1.0	0.0	1.0	0.0	1.0	10
04	2.0	0.0	2.0	1.0	0.0	10

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02 | 1.1 | 0.0 | 1.1 | 0.1 | 0.9 | 10

03 | 1.0 | 0.0 | 1.0 | 0.0 | 1.0 | 10

04 | 2.0 | 0.0 | 2.0 | 1.0 | 0.0 | 10

05		2.0		0.0		2.0		1.0		1.0		10
06		2.0		0.0		2.0		2.0		1.0		10
07		2.0		0.0		1.0		3.0		1.0		10
08		2.0		0.0		1.9		2.0		0.9		10
09		1.1		0.0		1.1		2.0		1.0		10
10		1.9		0.0		1.9		2.0		1.0		10

Avg 1.678 | 0.0 | 1.556 | 1.456 | 0.867

Level 10 Stats 25-0-38-22-12

11		1.0		0.0		1.0		2.0		0.0		10
12		1.0		0.0		1.0		1.7		0.7		10
13		1.0		0.0		1.0		1.0		0.1		10
14		1.0		0.0		1.0		1.3		0.7		10
15		1.0		0.0		1.0		1.7		0.1		10
16		1.4		0.0		0.7		0.9		0.3		10
17		0.0		0.0		1.0		0.0		0.0		10
18		1.0		0.0		1.3		0.0		0.7		10
19		1.0		0.0		1.0		0.5		0.5		10
20		1.0		0.0		1.0		0.0		0.0		10

Avg 0.94 | 0.0 | 1.0 | 0.91 | 0.31

Level 20 Stats 35-0-55-33-14

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Promoted Stats

Lv		H/P		M/P		Atk		Def		Agi		Samples
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02		3.0		0.0		1.1		2.0		0.9		10
03		2.1		0.0		1.1		2.0		1.0		10
04		3.0		0.0		1.1		2.0		1.0		10
05		2.1		0.0		1.1		2.0		1.0		10
06		2.0		0.0		1.0		2.0		0.0		10
07		2.0		0.0		1.0		2.9		1.0		10
08		2.0		0.0		1.5		2.0		0.8		10
09		2.0		0.0		1.9		2.0		1.0		10
10		2.0		0.0		2.0		2.0		1.0		10
11		1.0		0.0		1.0		1.1		0.1		10
12		1.0		0.0		1.0		2.0		1.0		10
13		2.0		0.0		1.0		1.0		0.0		10
14		1.0		0.0		1.0		1.0		0.0		10
15		1.0		0.0		1.0		1.0		0.0		10

Avg 1.871 | 0.0 | 1.2 | 1.786 | 0.628

Level 15 Stats 63-0-55+30-59-23

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Dawn

Knight KNTE --> Paladin PLDN

Dawn is the first of three Knights that we'll be looking at today. With just one Valkyrie and one Halberd to go around, we really cannot afford to

bring all three Knights with us due to a lack of powerful weapons in the end game, so it'll be up to you to decide which one(s) are stronger. Dawn is very much like Mae from SF1 in her ability to absorb damage through most of the game. She will likely have the most defense of all the Knights through most of the game. For a speedrun, Dawn is essential at least into the final chapter thanks to her 7 movement (a trend we'll be seeing quite a bit).

#### Starting Stats

12-0-6+6-6-5 7 Move

Lv	H/P	M/P	Atk	Def	Agi	Samples
02	1.2	0.0	1.3	1.2	1.0	10
03	1.9	0.0	1.9	1.1	0.2	10
04	1.0	0.0	1.0	1.0	1.0	10
05	1.0	0.0	1.0	1.0	1.0	10
06	2.0	0.0	1.0	1.0	1.0	10
07	1.0	0.0	2.0	2.0	1.0	10
08	2.0	0.0	2.0	1.0	1.0	10
09	1.9	0.0	1.1	1.9	1.0	10
10	1.6	0.0	1.3	1.4	1.0	10
Avg 1.511   0.0   1.4   1.289   0.911						
Level 10 Stats 26-0-33-18-13						
11	1.0	0.0	1.0	1.0	0.0	10
12	1.0	0.0	0.3	1.0	0.3	10
13	1.0	0.0	0.9	1.0	0.1	10
14	1.0	0.0	1.0	0.8	0.0	10
15	1.0	0.0	0.1	1.0	0.9	10
16	1.0	0.0	1.0	1.0	0.0	10
17	1.1	0.0	0.1	1.0	1.0	10
18	1.0	0.0	1.0	1.0	0.0	10
19	0.8	0.0	1.0	1.0	0.9	10
20	1.0	0.0	1.0	1.0	0.2	10
Avg 0.99   0.0   0.74   0.98   0.34						
Level 20 Stats 37-0-48-28-18						
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Promoted Stats						
Lv	H/P	M/P	Atk	Def	Agi	Samples
02	1.1	0.0	0.1	3.0	1.0	10
03	1.5	0.0	0.5	3.0	0.5	10
04	1.9	0.0	1.0	3.0	0.1	10
05	2.0	0.0	1.0	2.0	0.0	10
06	2.0	0.0	2.0	2.0	1.0	10
07	1.0	0.0	2.0	3.0	1.0	10
08	2.0	0.0	2.0	2.0	0.9	10
09	2.0	0.0	2.0	2.0	1.0	10
10	2.0	0.0	3.0	2.0	1.0	10
11	1.0	0.0	1.0	1.0	1.0	10
12	1.0	0.0	2.0	1.0	1.0	10
13	1.0	0.0	1.0	1.0	0.0	10
14	1.0	0.0	1.0	1.0	0.0	10
15	1.0	0.0	1.9	0.1	0.9	10



Avg 1.464 | 0.0 | 1.464 | 1.864 | 0.671

Level 15 Stats 58-0-50+28-54-27

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Eric

Knight KNTE --> Paladin PLDN

There's not much to be said about Eric that is different from Dawn. He's the second Knight that we get (and start with) and he's pretty strong to start off: he'll definitely be one of the primary damage dealers in the beginning. Whereas Dawn gains a bit more Def early, Eric will gain more more attack. While for a casual run, it's up to the runner to determine whom they enjoy more, for a speedrun, Eric nearly always is the better lategame option due to having more attack which is very important.

Starting Stats

13-0-7+6-6-5 7 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples  
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02	1.0	0.0	1.3	0.5	0.7	10
03	1.2	0.0	1.3	0.5	0.9	10
04	1.0	0.0	1.2	0.2	0.8	10
05	1.0	0.0	2.0	1.0	1.0	10
06	1.0	0.0	1.0	2.0	1.0	10
07	1.9	0.0	2.0	2.0	0.0	10
08	1.2	0.0	1.7	2.1	1.0	10
09	1.1	0.0	1.1	2.0	0.9	10
10	1.3	0.0	1.4	2.0	1.0	10

Avg 1.189 | 0.0 | 1.444 | 1.478 | 0.811

Level 10 Stats 26-0-36-20-13

11	1.0	0.0	1.0	2.0	1.0	10
12	1.4	0.0	1.4	1.5	0.1	10
13	1.0	0.0	0.2	1.0	0.2	10
14	1.0	0.0	1.0	1.0	0.0	10
15	1.0	0.0	0.5	1.2	0.3	10
16	1.0	0.0	0.4	0.0	0.1	10
17	0.5	0.0	1.2	0.0	0.7	10
18	1.0	0.0	1.0	0.0	0.0	10
19	1.0	0.0	1.0	0.0	0.1	10
20	1.0	0.0	1.0	0.9	1.0	10

Avg 0.99 | 0.0 | 0.87 | 0.77 | 0.35

Level 20 Stats 36-0-47-29-20

-----  
Promoted Stats

Lv | H/P | M/P | Atk | Def | Agi | Samples  
-----

02		2.0		0.0		1.9		1.1		1.0		10
03		2.0		0.0		1.1		1.0		1.0		10
04		2.0		0.0		1.1		1.9		0.9		10
05		3.0		0.0		1.9		1.1		0.1		10
06		2.0		0.0		2.0		1.1		1.0		10
07		2.0		0.0		1.5		2.0		1.0		10
08		2.0		0.0		1.9		2.0		0.9		10
09		2.0		0.0		2.0		1.0		1.0		10
10		2.0		0.0		2.0		2.0		1.0		10
11		2.0		0.0		1.0		1.0		0.0		10
12		2.0		0.0		1.0		1.0		1.0		10
13		2.0		0.0		0.0		1.0		1.0		10
14		1.0		0.0		1.0		1.0		0.0		10
15		1.0		0.0		1.0		0.0		1.0		10

Avg 1.928 | 0.0 | 1.386 | 1.228 | 0.778

Level 15 Stats 63-0-55+28-47-31

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### Luke

Monk MONK --> Master Monk MSMK

Luke is our first and only healer for a few battles which is unforunate, as Luke is very much like Gong from SF1, meaning that he will gain quite a bit of attack but lack the magic points (my endgame Luke has only 30 MP). As such, Luke is not the best full time healer. Really, unless you want him around to fight (his best endgame gloves only provides +18 attack) Luke will probably not cut it for an endgame casual run. He'll be replaced by the much better Slade who will be replaced by the superb Sarah later on. No Worries though, as Luke could be a fighter if you want. In a speedrun, Luke has no place being a part of it.

Heal {starts, 3, 17, 25}  
 Detox {6, 22}  
 Sleep {10}  
 Dispel {13}  
 \*Detox 2 at 12 and Heal 4 at 15 promoted only

While there is no Fairy Forest battle, there is a nice spot to easily level up Luke if you want. Battle 15 has no visible enemies at the start, meaning that if you can manage a near-party wipe at 14 (retaining just Luke and Natasha) you can Heal with Luke to gain EXP and repeat as much as you like.

Starting Stats  
 13-6-5+5-4-5 5 Move

Lv		H/P		M/P		Atk		Def		Agi		Samples
02		1.2		1.0		2.7		1.6		0.8		10
03		1.9		1.0		3.0		1.9		1.0		10
04		1.0		1.0		3.0		1.0		1.0		10
05		1.0		1.0		2.0		1.0		1.0		10
06		1.0		1.0		2.1		2.0		1.0		10
07		1.0		1.0		2.0		1.0		1.0		10
08		2.0		2.0		2.0		1.0		1.0		10

09 | 1.5 | 0.8 | 2.0 | 1.9 | 0.9 | 10  
10 | 2.0 | 1.0 | 2.0 | 1.0 | 1.0 | 10

Avg 1.4 | 1.089 | 2.311 | 1.378 | 0.967

Level 10 Stats 27-16-37-17-14

11 | 1.0 | 0.5 | 1.0 | 1.0 | 0.0 | 10  
12 | 1.0 | 0.3 | 0.5 | 0.7 | 0.2 | 10  
13 | 1.0 | 0.0 | 1.0 | 0.7 | 1.0 | 10  
14 | 0.6 | 0.4 | 1.0 | 0.5 | 1.0 | 10  
15 | 1.0 | 0.0 | 1.0 | 0.5 | 0.5 | 10  
16 | 1.0 | 0.1 | 0.0 | 1.0 | 0.0 | 10  
17 | 0.1 | 0.0 | 0.0 | 1.0 | 1.0 | 10  
18 | 1.0 | 1.0 | 0.0 | 1.0 | 1.0 | 10  
19 | 0.1 | 0.0 | 0.0 | 1.0 | 0.0 | 10  
20 | 1.0 | 0.0 | 0.0 | 1.0 | 1.0 | 10

Avg (11+) 0.78 | 0.23 | 0.45 | 0.84 | 0.57

Level 20 Stats 37-21-41-26-20

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Promoted Stats

Lv | H/P | M/P | Atk | Def | Agi | Samples

-----  
02 | 1.0 | 1.0 | 3.0 | 3.0 | 0.8 | 10  
03 | 1.0 | 1.0 | 3.0 | 3.0 | 1.0 | 10  
04 | 2.0 | 1.1 | 2.9 | 2.9 | 1.0 | 10  
05 | 1.1 | 1.0 | 3.0 | 3.0 | 0.1 | 10  
06 | 1.0 | 1.0 | 2.0 | 2.0 | 0.0 | 10  
07 | 1.0 | 1.0 | 3.0 | 2.0 | 0.0 | 10  
08 | 2.0 | 1.0 | 2.0 | 2.0 | 1.0 | 10  
09 | 2.0 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
10 | 1.0 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
11 | 1.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10  
12 | 1.0 | 1.0 | 1.0 | 1.0 | 0.0 | 10  
13 | 1.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10  
14 | 1.0 | 0.9 | 0.1 | 0.9 | 0.0 | 10  
15 | 1.0 | 0.0 | 1.0 | 1.0 | 1.0 | 10

Avg 1.221 | 0.642 | 1.928 | 1.914 | 0.492

Level 15 Stats 56-31-58+18-53-29

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Slade

Healer HEAL --> SRBN (we don't know what that is)

Ah much better! Slade will be our first full time healer and for a casual run, he is definitely needed until Sarah joins our party later on. He gains a full range of supporting spells as well, making him a reasonable healer in general. He doesn't learn Aura, which stinks, though I've found that isn't as big of a deal as you might think. That being said, Slade will still likely not be in your final 12, as Sarah simply does everything you might need anyway.

For a speedrun, Slade pretty much exists until Sarah shows up anyway.

Heal {starts, starts, 18, 27}

Muddle {7, 15}

Quick {10, 21}

Blast {12, 24, 30}

\*Quick 2 at 11, Blast 3 at 14, Heal 4 at 17, and Blast 3 at 20 promoted only

Similar to Luke, here is another trick for leveling Slade. Battle 12 is a great spot to level in general with your team. However, Slade can easily get to level 20 promoted in about 20-30 minutes as he can cast Quick on your entire team for huge EXP, and Deanna can promptly Egress back to town. If playing casually, I would strongly suggest doing this as it will pump Slade up to at least 40 MP which allows four 4 Heal 3's which will come in handy as the enemy begins to deal quite a bit of damage in the coming battles.

#### Starting Stats

12-12-7+6-7-8 5 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples

-----  
04 | 1.0 | 2.0 | 1.0 | 0.0 | 1.0 | 10  
05 | 1.0 | 2.0 | 0.1 | 1.0 | 1.0 | 10  
06 | 0.1 | 2.0 | 2.0 | 1.0 | 1.0 | 10  
07 | 0.0 | 2.0 | 2.0 | 0.0 | 1.0 | 10  
08 | 1.0 | 2.2 | 2.0 | 1.0 | 0.5 | 10  
09 | 1.0 | 2.0 | 2.0 | 1.0 | 1.0 | 10  
10 | 1.0 | 2.0 | 1.9 | 0.9 | 1.0 | 10

Avg 0.728 | 2.028 | 1.571 | 0.7 | 0.928

Level 10 Stats 18-27-19+9-12-15

11 | 0.6 | 1.0 | 1.1 | 0.3 | 0.7 | 10  
12 | 0.0 | 1.5 | 1.0 | 0.4 | 0.9 | 10  
13 | 0.9 | 1.0 | 1.6 | 0.9 | 0.4 | 10  
14 | 0.0 | 1.0 | 1.0 | 0.5 | 0.5 | 10  
15 | 0.0 | 1.4 | 1.0 | 0.9 | 0.4 | 10  
16 | 0.5 | 1.0 | 0.0 | 0.5 | 0.0 | 10  
17 | 0.0 | 1.5 | 0.5 | 0.0 | 1.0 | 10  
18 | 0.0 | 1.0 | 1.0 | 1.0 | 0.0 | 10  
19 | 1.0 | 1.0 | 0.0 | 0.0 | 0.0 | 10  
20 | 0.0 | 2.0 | 0.0 | 0.0 | 0.0 | 10

Avg (11+) 0.3 | 1.24 | 0.72 | 0.45 | 0.39

Level 20 Stats 22-41-27+16-18-20

#### Promoted Stats

Lv | H/P | M/P | Atk | Def | Agi | Samples

-----  
02 | 1.0 | 2.0 | 1.0 | 0.0 | 1.0 | 10  
03 | 1.0 | 1.0 | 1.0 | 0.0 | 1.0 | 10  
04 | 1.0 | 2.0 | 1.0 | 0.0 | 1.0 | 10  
05 | 1.0 | 2.0 | 1.0 | 1.0 | 0.0 | 1\*  
06 | 1.0 | 2.0 | 1.0 | 1.0 | 1.0 | 1  
07 | 1.0 | 2.0 | 1.0 | 2.0 | 1.0 | 1  
08 | 1.0 | 1.0 | 1.0 | 2.0 | 1.0 | 1

09		1.0		1.0		1.0		1.0		2.0		1
10		1.0		1.0		1.0		2.0		1.0		1
11		1.0		1.0		0.0		1.0		0.0		1
12		0.0		1.0		1.0		2.0		1.0		1
13		1.0		1.0		0.0		2.0		0.0		1
14		1.0		1.0		0.0		2.0		1.0		1
15		1.0		1.0		0.0		2.0		0.0		1

Avg 0.928 | 1.357 | 0.714 | 1.286 | 0.786

Level 15 Stats 35-59-37-36-30

16		0.0		1.0		1.0		2.0		0.0		1
17		0.0		1.0		0.0		2.0		0.0		1
18		0.0		1.0		1.0		2.0		1.0		1
19		0.0		0.0		0.0		2.0		0.0		1
20		0.0		0.0		0.0		0.0		0.0		1

\*Since his unpromoted level 18, Slade has had 0 variance in level ups so I've stopped taking multiple samples to save myself time. As such there is always a possibility that I've missed obscure level ups though his stats are pretty set in stone and seem to not vary much at all

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### Graham

Ranger RANG --> Bow Knight BWKN

Graham is our first archer to get and he's a pretty good one. You might find him to be a little weak when he first joins, but I assure you that his damage grows quickly and he will likely be in your final party, regardless of a casual run or not. He has good movement which allows for even better reach due to him being an archer. Later on, he can attack stationary enemies that are unable to fight back as he outranges them, very cool! While other people struggle to gain stats 11+ unpromoted, Graham consistently gains ATT so I'd try to delay his promotion at least until 15 or so.

Starting Stats

18-0-16+8-12-9 7 Move

Lv		H/P		M/P		Atk		Def		Agi		Samples
-----												
07		1.7		0.0		1.0		1.0		0.8		10
08		1.9		0.0		1.9		1.0		0.3		10
09		1.0		0.0		1.0		1.0		0.1		10
10		2.0		0.0		2.0		1.0		1.0		10

Avg 1.65 | 0.0 | 1.475 | 1.0 | 0.55

Level 10 Stats 25-0-33-16-13

11		2.0		0.0		1.0		0.0		0.0		10
12		0.8		0.0		1.3		0.4		0.8		10
13		1.0		0.0		1.0		0.3		0.3		10
14		1.0		0.0		1.0		0.0		0.9		10
15		0.8		0.0		1.0		0.0		0.0		10
16		1.0		0.0		1.0		0.9		0.9		10

17		0.3		0.0		1.0		0.0		1.0		10
18		1.1		0.0		1.0		0.0		0.1		10
19		0.1		0.0		1.0		0.1		1.0		10
20		1.0		0.0		1.0		0.8		0.8		10

Avg (11+) 0.91 | 0.0 | 1.03 | 0.24 | 0.58

Level 20 Stats 38-0-48-25-20

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Promoted Stats

Lv		H/P		M/P		Atk		Def		Agi		Samples
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02		1.9		0.0		0.1		0.1		0.9		10
03		1.0		0.0		1.0		1.0		1.0		10
04		1.2		0.0		0.0		0.8		1.0		10
05		2.0		0.0		1.0		1.0		1.0		10
06		1.7		0.0		1.0		1.7		1.0		10
07		1.0		0.0		2.0		1.0		1.0		10
08		1.9		0.0		1.1		1.1		1.0		10
09		2.0		0.0		1.0		1.0		1.0		10
10		1.0		0.0		2.0		1.0		1.0		10
11		1.0		0.0		2.0		1.0		0.9		10
12		1.0		0.0		2.0		1.0		1.0		10
13		1.0		0.0		2.0		2.0		0.0		10
14		1.0		0.0		2.0		2.0		0.1		10
15		1.0		0.0		2.1		2.0		1.0		10

Avg 1.336 | 0.0 | 1.378 | 1.192 | 0.85

Level 15 Stats 55-0-55+26-40-32

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### Chester

Archer ACHR --> Sniper SNIP

You might think how we just got Graham, that getting another Archer is pointless. You'd be mistaken. Chester joins with a hefty 15 DEF which is very appreciated at this time; he also gains DEF like a Warrior might (look at his promoted growth!) Similar to Graham, Chester is a very powerful ally regardless of a casual run or a speedrun and I'd think you'd be very happy keeping him around. Unfortunately there is only one best Archer weapon at the end of the game, but both of them are strong enough who cares.

Starting Stats

20-0-18+11-15-10 6 Move

Lv		H/P		M/P		Atk		Def		Agi		Samples
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08		1.9		0.0		1.1		2.0		0.1		10
09		1.8		0.0		1.2		1.2		1.0		10
10		1.0		0.0		1.0		1.0		1.0		10

Avg 1.567 | 0.0 | 1.1 | 1.4 | 0.7

Level 10 Stats 23-0-34-20-13

11		1.0		0.0		1.8		1.0		0.1		10
12		1.0		0.0		1.0		1.0		0.1		10
13		1.0		0.0		1.0		1.0		1.0		1
14		1.0		0.0		1.0		0.3		0.1		10
15		1.0		0.0		0.4		1.0		0.9		10
16		0.4		0.0		1.0		0.4		0.3		10
17		0.9		0.0		0.8		1.0		0.6		10
18		0.9		0.0		1.0		1.0		0.1		10
19		1.0		0.0		1.1		0.9		1.0		10
20		1.0		0.0		1.0		1.0		0.1		10

Avg 0.92 | 0.0 | 1.01 | 0.86 | 0.47

Level 20 Stats 33-0-52-30-18

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Promoted Stats

Lv		H/P		M/P		Atk		Def		Agi		Samples
----	--	-----	--	-----	--	-----	--	-----	--	-----	--	---------

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02		2.0		0.0		0.0		3.0		1.0		10
03		2.0		0.0		0.0		3.0		1.0		10
04		2.0		0.0		0.0		3.0		1.0		10
05		2.0		0.0		0.0		2.8		1.0		10
06		2.0		0.0		2.0		2.0		1.0		10
07		2.0		0.0		2.0		2.0		1.0		10
08		2.0		0.0		2.0		2.0		1.0		10
09		2.0		0.0		2.0		2.0		1.0		10
10		2.0		0.0		2.0		2.0		0.0		10
11		1.0		0.0		1.0		2.0		0.0		10
12		1.0		0.0		1.0		1.0		0.0		10
13		1.0		0.0		2.0		1.0		0.0		10
14		1.0		0.0		1.0		1.0		0.0		10
15		2.0		0.0		1.0		1.0		1.0		10

Avg 1.714 | 0.0 | 1.857 | 1.986 | 0.642

Level 15 Stats 57-0-53+26-58-27

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May

Mage MAGE --> Wizard WIZD

May is a contender for best character in the game. Why you may ask? She learns Freeze 3 at level 12 (2)! Yes, the same spell that does 40-50 damage in a GIGANTIC AOE, she learns just 4 levels after she joins your party. Yes, May makes the game much easier thanks to this spell, I would suggest you do just that. She does learn some other spells (a crappy Slow and Desoul) as well as Bolt which you'll likely never use but either way. While she does learn Bolt 4 at a stupidly high level, you'll likely never USE it even if you did learn it as Freeze 3 does similar damage in a huge range. Yes, May is very strong. She IS very vulnerable early on though with her low DEF, making her a good candidate for the Protect Ring or a Protect Milk.

Freeze {starts, starts, 12}

Slow {starts, 9}

Bolt {15, 20, 25, 30}

Desoul {18, 23}

\*Desoul 2 at 13, Bolt 3 at 15, and Bolt 4 at 20 promoted only

#### Starting Stats

18-23-11+9-13-13 5 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples

09 | 2.0 | 1.0 | 1.0 | 1.0 | 1.0 | 10

10 | 1.0 | 2.0 | 1.0 | 1.9 | 1.0 | 10

Avg 1.5 | 1.5 | 1.0 | 1.45 | 1.0

#### Level 10 Stats 21-26-22-16-15

11 | 1.0 | 1.0 | 0.1 | 1.0 | 0.9 | 10

12 | 1.5 | 1.0 | 0.8 | 0.8 | 0.3 | 10

13 | 1.0 | 1.0 | 0.3 | 0.9 | 0.5 | 10

14 | 1.0 | 1.0 | 0.1 | 0.9 | 0.0 | 10

15 | 1.0 | 1.0 | 1.0 | 1.0 | 0.2 | 10

16 | 0.8 | 0.6 | 0.5 | 1.0 | 0.2 | 10

17 | 0.9 | 1.0 | 0.6 | 1.0 | 0.7 | 10

18 | 1.0 | 0.4 | 1.0 | 1.3 | 0.0 | 10

19 | 1.0 | 0.1 | 0.1 | 1.0 | 0.1 | 10

20 | 1.0 | 1.0 | 1.0 | 1.0 | 0.0 | 10

Avg (11+) 1.2 | 0.81 | 0.55 | 0.99 | 0.29

#### Level 20 Stats 30-36-33-27-21

#### Promoted Stats

Lv | H/P | M/P | Atk | Def | Agi | Samples

02 | 1.0 | 2.0 | 0.0 | 0.0 | 1.0 | 10

03 | 1.0 | 1.4 | 0.0 | 0.4 | 1.0 | 10

04 | 1.0 | 1.5 | 0.5 | 0.0 | 0.5 | 10

05 | 0.9 | 1.6 | 1.0 | 0.6 | 0.8 | 10

06 | 0.2 | 1.2 | 2.0 | 1.0 | 0.2 | 10

07 | 1.0 | 2.0 | 2.0 | 1.0 | 1.0 | 10

08 | 1.0 | 1.0 | 2.0 | 1.0 | 1.0 | 10

09 | 1.0 | 1.0 | 2.0 | 1.0 | 1.0 | 10

10 | 1.0 | 2.0 | 2.0 | 1.0 | 0.0 | 10

11 | 0.5 | 0.5 | 1.5 | 2.0 | 0.5 | 10

12 | 0.0 | 1.0 | 1.9 | 2.8 | 0.9 | 10

13 | 1.0 | 1.0 | 1.0 | 2.0 | 0.0 | 10

14 | 0.0 | 1.0 | 2.0 | 2.0 | 1.0 | 10

15 | 0.0 | 0.0 | 1.0 | 3.0 | 1.0 | 10

Avg 0.686 | 1.228 | 1.35 | 1.271 | 0.707

#### Level 15 Stats 40-56-40+20-46-32



## Claude

Sky Warrior SKYW ---> Already Promoted

Claude is another contender for best character in SoH. He's out only flyer, but unlike other birdmen of the SF Series, Claude is an absolute beast, gaining loads of attack and even a substantial DEF making him pretty tanky. He does have only 6 move, and I find myself giving him the Running Ring to elevate that up some as I tend not to use Warriors (my choice though). He can grab hard to reach treasure for you, he can always be where you need him... Simply put, there isn't a playthrough in which you wouldn't want this monster on your side. Did I mention enemies love to attack him as well? This makes raising up his DEF even better as they'll hit from for only a few points of damage. The only downside to this truck is that his HP, while good, will only BARELY get high enough to survive a Freeze 3 from a Master Mage, meaning you must tread carefully around them with Claude.

Starting Stats

31-0-22+21-23-14 6 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples

```
-----  
03 | 1.5 | 0.0 | 2.6 | 1.4 | 0.9 | 10  
04 | 1.8 | 0.0 | 3.0 | 2.0 | 1.0 | 10  
05 | 1.0 | 0.0 | 3.0 | 1.1 | 1.0 | 10  
06 | 1.4 | 0.0 | 2.0 | 1.2 | 0.8 | 10  
07 | 1.1 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
08 | 2.0 | 0.0 | 2.0 | 1.0 | 1.0 | 10  
09 | 1.7 | 0.0 | 2.0 | 1.7 | 1.0 | 10  
10 | 2.0 | 0.0 | 2.1 | 1.9 | 0.0 | 10  
11 | 1.0 | 0.0 | 1.0 | 2.0 | 1.0 | 10  
12 | 2.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10  
13 | 1.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10  
14 | 1.0 | 0.0 | 0.0 | 1.0 | 0.0 | 10  
15 | 1.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10
```

Avg 1.423 | 0.0 | 1.746 | 1.408 | 0.592

Level 15 Stats 52-0-46+26-42-21

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## Randolf

Paladin PLDN ---> Already Promoted

Randolf is our last Knight to join our party, so when he joins you'll have a good idea of how Eric and Dawn are shaping up for you. Randolf joins rather weak to be honest, but he starts gaining stats pretty quickly, nearly doubling his defense after 4-5 levels. In my speedrun, I find Randolf to be the most useful Knight due to his explosive growth, but for a casual, there might be a better choice. Like I said, when he joins, just see how well your others are stacking up. As Randolf joins promoted, he cannot double dip on levels like others, meaning that he might miss the boat for the final party.

Starting Stats

28-0-25+18-22-13 7 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples

-----  
03 | 2.0 | 0.0 | 0.1 | 3.0 | 1.0 | 10  
04 | 2.0 | 0.0 | 1.0 | 3.0 | 1.0 | 10  
05 | 2.0 | 0.0 | 0.1 | 2.9 | 1.0 | 10  
06 | 3.0 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
07 | 2.2 | 0.0 | 2.0 | 2.0 | 0.7 | 10  
08 | 2.9 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
09 | 2.0 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
10 | 2.0 | 0.0 | 2.0 | 2.0 | 1.0 | 10  
11 | 2.0 | 0.0 | 1.0 | 0.0 | 1.0 | 10  
12 | 1.5 | 0.0 | 1.5 | 1.0 | 1.0 | 10  
13 | 1.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10  
14 | 1.1 | 0.0 | 1.0 | 1.0 | 0.0 | 10  
15 | 2.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10

Avg 1.977 | 0.0 | 1.284 | 1.762 | 0.746

Level 15 Stats 56-0-44+28-44-23

-----  
Rohde

Gladiator GLDR ---> Already Promoted

Another pre-promoted hero, Rohde offers virtually nothing to a team that is already starting to get fairly full. His stats are not as good as Jaha's potential, his movement is only 5, and he is pretty gosh darn slow. With only one Atlas to go around, I'd let Jaha wield that beast unless for some reason you have forgotten to level Jaha at all in which case Rohde can become a reasonable ally, pending you let him catch up to your party.

Starting Stats

29-0-25+20-25-13 5 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples

-----  
04 | 0.2 | 0.0 | 1.0 | 2.0 | 0.4 | 10  
05 | 0.0 | 0.0 | 1.1 | 2.0 | 1.0 | 10  
06 | 1.1 | 0.0 | 1.1 | 2.0 | 1.0 | 10  
07 | 1.7 | 0.0 | 1.8 | 2.0 | 1.0 | 10  
08 | 1.2 | 0.0 | 1.8 | 2.0 | 1.0 | 10  
09 | 1.9 | 0.0 | 1.0 | 2.0 | 1.0 | 10  
10 | 1.0 | 0.0 | 2.0 | 2.0 | 0.0 | 10  
11 | 2.0 | 0.0 | 1.0 | 1.0 | 0.0 | 10  
12 | 2.1 | 0.0 | 1.0 | 1.9 | 0.9 | 10  
13 | 2.0 | 0.0 | 1.0 | 1.1 | 1.0 | 10  
14 | 2.0 | 0.0 | 0.1 | 1.0 | 1.0 | 10  
15 | 2.0 | 0.0 | 0.5 | 1.5 | 1.0 | 10

Avg 1.43 | 0.0 | 1.12 | 1.72 | 0.775

Level 15 Stats 49-0-41+30-46-23  
-----

## Sarah

SBRN (Unknown Translation) ---> Already Promoted

Sarah is the best Healer in the game. She'll learn four ranks of Heal and Aura (learning Aura one level after she joins). She even gets Blast up to 4 which can deal some decent damage. Casting Aura 1 on 3 people will also net 25 EXP for you, allowing her to level up as she must hit level 20 promoted to learn the almighty Aura 4, which for a casual run, I HEAVILY suggest you do that. Her only downside is her low HP and DEF, but who cares, she's a HEALER! Don't expose her to the front line and you'll be fine.

Heal {starts, starts, starts, 12}

Blast {starts, starts, 14, 18}

Muddle {starts, 8}

Aura {6, 10, 16, 20}

\*As Sarah is promoted, all these spells reflect "promoted only"

Starting Stats

24-34-14+20-19-17 5 Move

Lv | H/P | M/P | Atk | Def | Agi | Samples

---

06	1.0	2.0	1.0	1.0	1.0	10
07	1.0	2.0	1.0	1.0	1.0	10
08	1.0	2.0	1.0	1.0	1.0	10
09	1.0	2.0	1.0	2.0	1.0	10
10	1.0	2.0	1.0	1.1	1.0	10
11	0.0	1.0	0.0	2.5	0.5	10
12	0.6	1.0	0.1	2.0	0.0	10
13	0.0	1.0	0.0	2.0	0.0	10
14	0.0	2.0	1.0	2.0	0.0	10
15	0.0	2.0	0.0	2.0	1.0	10

Avg 0.56 | 1.9 | 0.61 | 1.66 | 0.65

Level 15 Stats 30-51-20+20-37-24

---

## Higgins

Ninja NINJ ---> Already Promoted

Higgins is our first of 2 secret characters. In the battle of the fort (where you engage Solo) search the center of the wall from where you start (basically directly up from Deanna) and you'll find Higgins. He's a Ninja, and a pretty powerful one at that. He learns "Sarah" or Katon or "Blaze 2" after one level as well as "Randolf" 1 and 2 or Raijin or "Bolt 2 and 3" a few levels later. He also has some magic resistance, which is pretty essential to tank up the Master Mage and the dangerous Freeze 3. That being said, he has only 5 movement. While I think Higgins is very cool and very useful for a speedrun (that resistance... and the Critical Sword...) he isn't always the best for a casual run. We only get 2 movement items in the game, and there are generally better choices for them (Jaha, Claude, Rush...) and Higgins ends up a bit shafted. That being said, you might really enjoy the Ninja, so

give him a go and see what you think.

Sarah {7}

Randolf {11, 15}

\*Again, Higin is promoted so his levels reflect "promoted only"

Starting Stats

36-21-25+26-29-17 5 move

Lv | H/P | M/P | Atk | Def | Agi | Samples

---

07	1.1	0.1	2.1	2.0	1.0	10
08	1.0	1.0	2.0	2.0	1.0	10
09	1.0	1.0	2.0	2.0	1.0	10
10	1.1	1.0	2.0	2.0	0.8	10
11	1.0	0.0	1.0	1.0	0.1	10
12	1.0	0.0	1.0	1.0	1.0	10
13	1.2	0.4	1.0	1.5	0.1	10
14	1.0	0.0	1.0	1.0	0.0	10
15	1.0	1.0	1.0	0.4	1.0	10

Avg 1.04 | 0.45 | 1.46 | 1.43 | 0.67

Level 15 Stats 47-27-39+26-43-24

---

### Gyan

Berserker BSKR ---> Already Promoted

The last of Nick's army to join us, there are few words to describe Gyan. This worthless piece of garbage joins at a very bad time for leveling and he lacks damage or hit points to be of any value to ANY kind of playthrough. His small 55 attack will likely be outshined by any of your major damage dealers (literally, most of my fighters have about 55 attack with no weapon) and Gyan gets no weapon to use, reserved to only gaining a level or two, and going into the final battle with maybe 60 attack. Being melee and only 5 move, Gyan is too slow to make it anywhere and even if he could, wouldn't do any damage. He also cannot equip ANY rings, meaning that his low speed and defense will always be a liability and unless you Turbo Pepper him, he's stuck at 5 Move. I don't usually make this strong of a stance, but seriously, Gyan isn't worth your time casually or for a speedrun.

Starting Stats

38-0-55-35-17 5 move

Lv | H/P | M/P | Atk | Def | Agi | Samples

---

09	2.0	0.0	2.0	2.0	1.0	10
10	2.0	0.0	2.0	2.0	1.0	10
11	1.0	0.0	2.0	1.0	1.0	10
12	1.0	0.0	1.0	1.0	0.0	10
13	1.0	0.0	1.0	1.0	0.0	10
14	1.0	0.0	1.0	1.0	1.0	10
15	2.0	0.0	2.0	0.0	1.0	10

Avg 1.428 | 0.0 | 1.571 | 1.142 | 0.714

Rush

Samurai SMRI ---> Already Promoted

Rush is our last secret character to join and he joins in the fight against Barbara (he's hiding in the immediate center pillar). Like Higin, he has some magic resistance as well. Unlike Higin, Rush is quite powerful and he has arguably the best growth of all the characters in the game. He is restricted to 5 movement, so it is at this point that I hand him the Mobility Ring usually as Claude doesn't need 8 movement anymore. One huge upside about Rush compared to Higin is in the starting stats. He just has more life and DEF, and Higin isn't catching that after just a few levels. Regardless of your playstyle, Rush will likely be involved.

Starting Stats

45-0-32+28-37-19 5 move

Lv | H/P | M/P | Atk | Def | Agi | Samples

---

10	2.0	0.0	2.0	2.0	1.0	10
11	1.0	0.0	2.0	2.0	0.0	10
12	2.0	0.0	2.0	2.0	1.0	10
13	1.0	0.0	2.0	2.0	0.0	10
14	2.0	0.0	2.0	2.0	1.0	10
15	1.0	0.0	2.0	3.0	0.0	10

Avg 1.5 | 0.0 | 2.0 | 2.167 | 0.5

Level 15 Stats 53-0-44+26-50-22

---

Nick

Prince PRNC ---> Already Promoted

The only one able to use the Sword of Hajya, yeah, that weapon you've dragged around for about 20 battles now, Nick forces himself into your party just like Frayja, by kicking out your lowest level member. That might upset you, but luckily, Nick is very strong (maybe not as strong as a 20/15 character), but definitely enough to hold his own. He joins at a modest level 12 with only 5 movement, but as you get him for just one battle (the last one) there is little point in even trying to level him. His growth is minimal, and it's the end of the game. He does learn Bolt 3 after a few levels, but frankly my dear, I'd just beat the game already.

Bolt {starts, starts, 15}

Starting Stats

47-20-31+33-41-20 5 move

Lv | H/P | M/P | Atk | Def | Agi | Samples

-----  
13 | 1.0 | 0.0 | 1.0 | 1.0 | 1.0 | 10

14 | 1.0 | 0.0 | 1.0 | 0.0 | 0.0 | 10

15 | 1.0 | 0.0 | 1.0 | 0.0 | 0.0 | 10

Avg 1.0 | 0.0 | 1.0 | 0.33 | 0.33

Level 15 Stats 50-20-34+33-42-21

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Some Extra Analysis

[3000]

So let's look at what we just learned and see what we can draw from it. First though, here are some simple and easy to read charts, comparing some of the numbers that we just looked at.

Average Unpromoted Growth (1-10)  
(grouped by role)

-----  
Character | H/P | M/P | Atk | Def | Spd |

-----  
Deanna | 1.367 | 0.756 | 1.700 | 1.567 | 0.867 |

Jaha | 1.678 | 0.000 | 1.556 | 1.456 | 0.867 |

Eric | 1.189 | 0.000 | 1.444 | 1.478 | 0.811 |

Dawn | 1.511 | 0.000 | 1.400 | 1.289 | 0.911 |

-----  
Graham | 1.650 | 0.000 | 1.475 | 1.000 | 0.550 |

Chester | 1.567 | 0.000 | 1.100 | 1.400 | 0.700 |

-----  
Natasha | 1.378 | 2.233 | 0.922 | 0.856 | 0.900 |

May | 1.500 | 1.500 | 1.000 | 1.450 | 1.000 |

-----  
Luke | 1.400 | 1.089 | 2.311 | 1.378 | 0.967 |

Slade | 0.728 | 2.028 | 1.571 | 0.700 | 0.928 |  
-----

Average Unpromoted Growth (11-20)  
(grouped by role)

-----  
Character | H/P | M/P | Atk | Def | Spd |

-----  
Deanna | 1.010 | 0.420 | 0.900 | 0.950 | 0.450 |

Jaha	0.940	0.000	1.000	0.910	0.310
Eric	0.990	0.000	0.870	0.770	0.350
Dawn	0.990	0.000	0.740	0.980	0.340
-----					
Graham	0.910	0.000	1.030	0.240	0.580
Chester	0.920	0.000	1.010	0.860	0.470
-----					
Natasha	0.920	1.100	0.390	0.310	0.200
May	1.200	0.810	0.550	0.990	0.290
-----					
Luke	0.780	0.230	0.450	0.840	0.570
Slade	0.300	1.240	0.720	0.450	0.390
-----					

Difference from (1-10) and (11-20)  
(grouped by role)

Character	H/P	M/P	Atk	Def	Spd
-----					
Deanna	+0.3	+0.3	+0.8	+0.6	+0.4
Jaha	+0.7	0.00	+0.5	+0.5	+0.5
Eric	+0.2	0.00	+0.6	+0.7	+0.5
Dawn	+0.6	0.00	+0.7	+0.3	+0.6
-----					
Graham	+0.7	0.00	+0.4	+0.8	0.00
Chester	+0.6	0.00	+0.1	+0.6	+0.2
-----					
Natasha	+0.4	+1.1	+0.6	+0.5	+0.7
May	+0.3	+0.5	+0.5	+0.5	+0.7
-----					
Luke	+0.7	+0.8	+1.9	+0.5	+0.4
Slade	+0.4	+0.8	+0.8	+0.3	+0.6
-----					

This last table is interesting, as it reflects the difference between ones normal stat growth (1-10) and their "double dipped" levels (11+). As you can see, no character gains more stats 11+ than they would from (1-10), though Graham has no real decrease in Speed. The way to use this chart is simple, see where your hero has the SMALLEST number and focus on that stat. For instance, a box marked +0.8 means that the growth was on average, 0.8 less attack per level. Using Deanna as an example, we can see how he average 1.7 Atk/level until (11+) in which is slowed dramatically to 0.9 Atk/level. In some cases like Natasha, despite the difference being +1.1 (a literal loss of MP each level) she still gains on average +1 MP each level (11+) so that can be helpful as well. Other people, such as the Archer's rather low differences, show that they benefit rather largely from the double dips, whereas someone like Luke has no real benefit to the double dip, losing a ton of stats as he goes into the (11+) level ups. Basically, combined this table with the previous (11+) chart to see who benefits from the double dipping. Generally, you want to go to level 15 or so, but I will say that of all the characters, Natasha probably benefits the least from double dipping, though this is largely because she cannot learn Freeze 3 until level 12 promoted so we basically want that.

Average Promoted Growth  
(grouped by role)

-----

Character	H/P	M/P	Atk	Def	Spd
Deanna	1.828	0.721	1.242	1.714	0.564
Jaha	1.871	0.000	1.200	1.786	0.628
Rohde	1.430	0.000	1.120	1.720	0.775
Eric	1.928	0.000	1.386	1.228	0.778
Dawn	1.464	0.000	1.464	1.864	0.671
Randolf	1.977	0.000	1.284	1.762	0.746
Claude	1.423	0.000	1.746	1.408	0.592
Higgins	1.040	0.450	1.460	1.430	0.670
Rush	1.500	0.000	2.000	2.167	0.500
Gyan	1.428	0.000	1.571	1.142	0.714
Nick	1.000	0.000	1.000	0.333	0.333
Graham	1.336	0.000	1.378	1.192	0.850
Chester	1.714	0.000	1.857	1.986	0.642
Natasha	1.136	1.292	0.686	1.386	0.714
May	0.686	1.228	1.350	1.271	0.707
Luke	1.221	0.642	1.928	1.914	0.492
Slade	0.928	1.357	0.714	1.286	0.786
Sarah	0.560	1.900	0.610	1.660	0.650

Level 15 Promoted Stats  
(leveled to 20 first, best weapon equipped)

Character	HP	MP	At	De	Sp
Deanna	64	31	87	56	31
Jaha	63	00	85	59	23
Rohde	49	00	71	46	23
Eric	63	00	83	47	31
Dawn	58	00	78	54	27
Randolf	56	00	72	44	23
Claude	52	00	72	42	21
Higgins	47	27	65	43	24
Rush	53	00	72	50	22
Gyan	48	00	66	43	22
Nick	50	20	67	42	21
Graham	55	00	81	40	32
Chester	57	00	79	58	27
Luke	56	31	76	53	29
Slade	35	59	57	36	30
Sarah	30	51	40	37	24
Natasha	54	64	50	42	28
May	40	56	60	46	32

Top 3 Promoted Growths



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Character	H/P
Randolf	1.977
Eric	1.928
Jaha	1.871

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Character	M/P
Sarah	1.9
Slade	1.357
Natasha	1.292

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---

Character	Atk
Rush	2.0
Luke	1.928
Chester	1.857

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---

Character	Def
Rush	2.167
Chester	1.986
Luke	1.928

---

---

Character	Spd
Graham	0.85
Slade	0.786
Eric	0.778

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### Top 3 Stat

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Character	HP
Deanna	64
Eric	63
Jaha	63

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Character	MP
Natasha	64
Slade	59
May	56

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Character	AT
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Deanna	87
Eric	83
Graham	81

Character	DE
Jaha	59
Chester	58
Deanna	56

Character	SP
May	32
Graham	32
Deanna	31
Eric	31

Obviously those who come pre-promoted will suffer in the final stats. These chosen "top 3" are to see who is the best of the best. Now, I'm going to have an unusual list. The following tables will be "elimination" style tables; you'll see what I mean.

#### Able to survive Freeze 3?

Character	HP
Deanna	64
Jaha	63
Eric	63
Dawn	58
Randolf	56
Claude*	52
Higgins	47
Rush	53
Graham	55
Chester	57
Luke	56

\*Claude only just barely by level 15, in other words, not really

Nick is left off because he never has to face Freeze 3. This list is important as it is clear that some people are rather weak/not valid due to their inability to tank a Freeze 3 hit. Granted, this is full health and at max level, but you do see what people are "tending" to be able to tank a hit; Higgins and Rush obviously surpassing expectations. Randolf, Dawn, Graham, Luke and Chester will likely fall into the "Claude" category of not quite having enough HP at the time, though there is still Freeze 3 in the second to last battle so don't fret it.

#### The Final Verdict

Rush (1/18)

Rush is the best character in the game. His ability to withstand damage

both magical and physical whilst dealing good damage (70+ attack at the end) means that there really isn't a time in which Rush doesn't belong in your party. His only downside is his low movement, which is easily fixed especially when you compare against the other slower characters.

May (2/18)

May is the second best character in the game. She loses to Rush because of her low HP and inability to cope with physical damage until much later (she does get very tanky, averaging 40 DEF or so). She's better than Natasha purely thanks to learning Freeze 3 so much earlier. May will be a wrecking ball from moment one until you beat Iom. Her low movement is offset by her great range.

Natasha (3/18)

Natasha is easily top tier, filling in the top three seeds, thanks to her magic. Freeze 3 comes a little late, and you might not ever get Boost (which is awesome by the way) but nevertheless, she packs a huge punch. Freeze 3 does HUGE damage against bosses (and full against Iom, handy eh?) meaning that despite resistances, your mages will likely dish more damage than your best fighters. Natasha even is able to tank a Freeze 3 towards the end of the game, which is handy.

The next batch, cannot be evenly ranked in a simple order, due to the complexity involving different roles. As such, here are the next few heroes.

Deanna (4/18)

Deanna isn't the top tier, but he's definitely mid-top tier. He is knocked one because his damage suffers a bit until he gets his end-game weapon, and two because if he dies the battle is over. He does gain enough HP to survive Freeze 3 but not until later in the game. His MP never gets high enough to take full advantage of his Bolt either.

Sarah (4/18)

Sarah will likely never throw a punch the entire run, but that doesn't mean she isn't doing something. Her healing magic is an absolute godsend, but what prevents her from being top tier as opposed to this position, is that there are two Healing Rains in this game and for my speedrun, I don't need Sarah but to provide some supportive heals.

Graham|Chester (4/18)

There isn't a best archer in the game. Graham and Chester are simply two sides of the same coin. They both hit hard, move well, and can always hit bosses thanks to their range. One has 7 move, the other has 6. One gains an obscene amount of DEF, the other gains enough DEF. Yes, Graham and Chester are excellent heroes that pair even better together.

Eric (4/18)

When it comes to a casual run, Eric will likely be your best Knight, no doubt. His damage is just unmatched compared to the other Knights and it's very high when compared to your other heroes. He also gains a ton of health and despite his DEF not being the toppest of tiers, it's more than enough to not worry about him perishing after a few good whacks. In a speedrun, he may be outclassed for a run due to lack of EXP, but that doesn't change the fact that Eric is a substantial ally.

Claude (4/18)

Rounding out our mid-top tiers is Claude. Much of what I said in his bio still holds true here. He's just very powerful and the sheer fact he flies puts him very high in our priority list (only one melee person can hit Iom, but Chester can fly behind the head). He's not the toppest of tiers due to his lower health, defense, and not best of damage, but he's definitely going to help out any run that you may do of this game.

Jaha (10/18)

As we get into our mid tiered heroes, we see that our party is looking pretty full (bear in mind that Nick MUST occupy a spot in the final battle, but regardless) we now have Jaha. As I said earlier, he is an absolute beast that tears up enemies and tanks with little fear. But Jaha is slow, and the lack of the Heat Axe or Atlas until the end of the game mean that Jaha will struggle to keep up. Compared against Rush, there really isn't a contest, as Rush deals similar damage, receives similar damage, but resists magic at a much higher caliber. Rush also joins at a higher level, meaning that he doesn't need the focus and care that someone like Jaha requires to become great. That being said, if you take the time to level Jaha, he'll be as strong if not stronger than Rush. Just remember that key phrase "take the time"

Higgins (11/18)

Higgins is a decent ally and he definitely deserves a spot in the mid tier of our list. It's towards the bottom of the mid tier, but nevertheless, Higgins is an interesting hero, who unfortunately gets outclassed by the others around him that are too similar. His damage won't be as good as others, his DEF won't be as good as others, his HP despite resistance won't be as good as others, and his MP suffers just like Deanna, not really getting to take advantage of Randolph 2 (or Bolt 3) but maybe for a single cast. That being said, Higgins can be a powerful ally, certainly being high enough on this list to survive being booted by Nick, as that gets reserved for Dawn/Randolf.

Dawn|Randolf (12/18)

The reason that these two are paired together is due to the nature of how you might casually play the game. In a speedrun, Dawn will likely last through chapter 2 before falling off towards the end of chapter 3 and being axed. Randolf on the other hand, excels and is a welcome addition. In a casual play through, Dawn will likely be better than Randolf, the stats don't lie, but even casually, a level 10-12 promoted Dawn will probably be outclassed by Randolf in each stat (their final level 15 stats from my playthrough yield a rather close call between them, Dawn only really being better in DEF). As such, it is your call. It doesn't matter much though, as Nick is the breaker here towards the bottom tier and will boot out one of these horses most likely for the final battle.

Nick (14/18)

Nick himself doesn't have a spot, he's the barrier separating the mid from the bottom tier. He almost doesn't deserve a ranking as you must have him but regardless, he is a nice addition to have. As Eric gets the Valkyrie, and Nick must hit Iom first before anyone else can, it makes sense to have a strong ally attacking and Nick does qualify. His damage will be 60+ and he can survive a good Demon Breath, but that's about it. Like I said in his bio, he joins for the final battle only, so don't fret about trying to level him as it's pretty pointless, though Bolt 3 is cool, I will give you that.

#### Slade (15/18)

There are 4 heroes in the bottom tier of this game and our first one is Slade. First though, I have to say, I'm glad that over 60% of the characters of this game fall into what I call "mid to top tier" as that shows each character is mostly viable. So let's review these 4 whom I would call not so viable regardless of how you play the game. Slade doesn't have Aura, a clear cut disadvantage from Sarah. But his spells are also lame. He never learns Blast 4 unlike Sarah which deals much better damage over Blast 3, and Quick in this game sucks pretty hard as it lasts just a single turn. That rounds out with Muddle, again, a spell that just sucks hardcore. All those things add up to a hero who dies to magic, physical attacks, and can't attack himself. He can heal 4 twice though, but c'mon, that's pretty bad, and that's really only if you take time to level him like I described earlier. At the end of the day, Slade will be helpful until you get Sarah, but then you can send him packing.

#### Luke (16/18)

Luke has insane growth! Just look at the top 3 charts! That being said though, Luke falls into the same hole that all Monks do: good at everything but a Master of nothing. His MP just kills it; he cannot be your only healer. He does learn Heal 4, but he'll never be able to cast it twice. His other spells hardly matter, as what little MP he does have needs to go towards the Healing mantra. His attack levels like mad, but his final weapon is a measly +18 attack while most others are at least 10 higher than that, meaning he must gain 10 more attack through levels at a minimum to be able to compete. He's also melee, meaning that Nick will win the day against Iom while Luke stands back with no MP unable to heal. Through much of the game, despite Luke leveling like mad, you'll find that it's just never enough, and you'll be begging for more stats only in the next battle for it not to be enough. Really at the end of the day, Luke is an awkward hero in this game that should be replaced just as soon as you can. Slade isn't great, but you'll welcome that stubby little waste of space with open arms since he can at least HEAL, hence the class he has. Really, don't waste your time with Luke.

#### Rohde (17/18)

We are nearly at the end, and we find Rohde. While other SF2 names are redeemed somewhat here (like Higin's the Ninja as opposed to the Paladin) Rohde seems to suck regardless of what game he's in. Here, he's just a slower, weaker version of the far superior Jaha. Maxed out, Rohde dies to magic way too quickly and he doesn't do enough damage to compensate. His movement is a small 5, and his defense, despite being a Gladiator, isn't all that impressive. I really don't know why Rohde exists in this game, as he does nothing better than anyone! Except Gyan I guess, but c'mon, Gyan is trash-tier.

#### Gyan (18/18)

Which brings us to Gyan, so might as wrap up this list with the worst character in this game, Gyan. Where should we even start? I guess at the beginning. Gyan joins our party before battle 20, one battle before Rush joins (that's not a good omen). Gyan's battle of joining is the Statue of Iom battle which besides being a long treacherous path of difficult movement, also features our very first Demon Master. So right away, why would we want to use Gyan? His small 55 attack doesn't really hurt any of these enemies, whose DEF values range from 27 (on Cerberos) to 36 on the Brass Gunner, with most averaging around 30. The enemies have 40+ life, meaning that ideally, Gyan can almost deal half of an enemy's life total if he hits Cerberos, and that's about it. It's not a good start.

His defense isn't great either. With 35 DEF, he resists some, but not all

of the enemies. Like if he had enough DEF to tank all the damage except maybe one or two enemies, THAT's a reason to use him. But he only resists the Evil Cleric, who doesn't even fight, so what's the point? His HP is also pathetic, and besides the obvious nightmare of Freeze 3, there's also Fire Breath, Bolt, and the Statue's piercing attack. Basically, Gyan goes down very quickly to nearly everything.

Gyan can't even keep up with your party. His low movement of 5 renders him unable to move anywhere, and he has no ability to attack from a distance. Literally, he cannot equip rings, meaning to make him useful, you have to pepper him, and that only gives him a marginal chance. The next two battles feature Barbara and Death Walldol, battles that have even more Freeze 3 but also, even more strong magic damage. Gyan's low 38 HP starting amount and no resistance to magic is looking very fragile now.

Maybe Gyan has nice growth though (like Zynk from SF2!) No, Gyan has some of the worst level ups compared to his fellow force members. Not using a weapon (the only one in SoH to do so) you'd think he averages AT LEAST 2 attack per level, to try and compensate for never receiving a damage boost from a weapon. The answer is a resounding NO. Gyan's mediocre 1.57 attack per level ranks him fifth on the overall list of attack growth. The problem with being fifth on this list (besides not being first for being a non-weapon user) is that fifth isn't that much higher than say, tenth, is like 0.3 attack per level, or in other words, no difference. There are only 3 characters I tracked with growths less than 1 per level, that's 1 Mage and 2 Healers. So when you compare Gyan versus say Deanna who sits at ~1.2, Gyan does gain 0.3 more attack per level, but Gyan also joins at level 8, meaning that in the best case scenario, he will level 7 times and gain 10 attack, putting him at about 65 attack by level 15. Deanna on the other hand, leveling some 14 times with his 1.2 attack per level will have gained 17 attack by level 15. Even if promoted at level 10, Deanna would still average about 40 attack by level 15. Mind you, that's 40 attack WITH NO WEAPON. Deanna would actually have over 70 attack in this situation; and that's promoted at level 10 which frankly, is not the best to do unless we're talking Natasha.

I could go on, focusing on his health pool being lower than most, or his Def being lower than most, or his speed being pretty bad, but I think you get the point. I don't mean to go on, but Gyan just really upset me, because I wanted him to be good. I saw him for my speedrun and went "wow garbage, maybe he's better in a casual" and well no. Gyan isn't good for a speedrun nor is he good for a casual run. He's slow and can't reach anything. Even if he could reach something, he won't hurt it. He'll likely die to Freeze 3 before reaching anything anyway. Considering a Demon Master has reach 9 and could potentially hit Gyan from 11 spaces away (6 move, 3 range spell, 2 spaces due to huge AOE), Gyan could literally be 3 turns from attacking the Demon Master and just die in a single fell swoop. Save yourself the trouble, don't use Gyan!

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Speedrunning

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I've mentioned this a couple of times, so I figure I'll bring it up here rather than write an entirely separate guide for a game that isn't wildly well known the way SF1 is. I've speedrun this game a couple of times. It's rather

enjoyable; a little slow due to Game Gear processing instead of the better Genesis, but still, the music is nice, the gameplay is simple, and people like May are so strong, that despite being way underleveled you can beat bosses without too much difficulty.

So let's jump right into it. I want to keep this brief, because like I said, this is a character guide and not a walkthrough for speedrunning, but here are the brief notes for the "how to".

## Chapter 1

-Natasha is the main focus here. She learns Blaze 2 at 8 and it is essential that she gets there just as soon as possible. I'd also strongly suggest promoting her very early, if not at 10, then at least by 13 for Freeze 2, though 10 is probably best, because she needs to tap into Blaze 3 and Freeze 3 as soon as she can.

-Both Dawn and Eric are important. Eric will likely be the best Knight unless he suffers some bad level ups, but that doesn't mean disregard Dawn, as the enemies rapidly gain HP and we don't rapidly gain Atk to match that.

-Deanna, unlike Max or Bowie, has no "special" battle that requires him to be strong. That being said, Deanna is a decent member and can deal good damage as well.

-Jaha and Luke need to die as soon as possible, they're going to just take time away from beating the game quickly.

## Chapter 2

-We're picking up some very essential heroes here. Graham, Chester, and May are all joining within a few battles of each other, and they're all going to be in the final party. May in particular just STEAM rolls the enemy the moment she hits Freeze 3 which is at 12 (I'd promote her once she knows it by the way). Graham will be your stronger Archer most likely, but don't forget about Chester, as both can hit Iom from a distance and rather safely.

-I should note that Slade is garbage but we need a little healing until we get Sarah, so keep him around. By having someone fragile as well, the enemy will focus him meaning you an abuse that.

-At the end of this chapter, we gain Randolph and Claude, both of which are very handy. I'd also promote everyone at the end here (or at the beginning of Chapter 3). We shouldn't have had to redo any battles yet, but will likely do a little farming for EXP here soon

## Chapter 3

-We start with Deanna's group, which is looking a bit sparse I'd say. Needless to say, Eric and Claude are the more important people, though May and Chester will probably steal everything anyway. I find Claude to be very useful for both grabbing items, but also for being anywhere you need him. Deanna will likely start to teeter off here just because of his allies being so much better. Try to save Freeze 3 for formidable enemies, meaning that May shouldn't just run down her MP by turn 2

-Natasha's group is pretty scary. She likely won't know Freeze 3 until Chapter 4, so hopefully she has Blaze 3, which deals great damage to Wight, a boss coming up. The first battle is rough, just try to get through it. This next battle (where Rohde joins) is ideal to grind once, maybe even a second time, to get EXP onto Natasha and Randolph. Natasha NEEDS Blaze 3 before Wight and Randolph grows exponentially in the first few levels so take the time to feed em. Graham will likely be doing fine, and Dawn can hang in there. Rohde is trash and don't worry about him.

-I'll note that these battles are where things start to feel rather difficult because of our speeding through the game. Don't worry, it gets

easier.

-Once our parties join up, I'd make sure we have everyone that we want. Deanna, Natasha, Dawn, Eric, Graham, Chester, May, Claude, Randolph, and Sarah are going to be our actives. That leaves Luke, Jaha, Slade, and Rohde as the potentials. Kick Rohde and Jaha, leave Slade and Luke dead in our party.

-We get Higin's at the end here with Solo, I'd recruit him, but not put him in until later mostly because he won't do much now. Solo can be beaten by casting Freeze 3 over the wall at him be going left instead of right. One or two Freeze 3's supported by Claude's damage is enough.

#### Chapter 4

-And already we're at the end. Ignore Gyan cause, well, he's Gyan. Higin's is going to be useful here, I'd go ahead and swap him in after 4-1. You could replace Luke/Slade, but frankly, I'd replace your weakest Knight, it'll likely be Dawn but if Eric or Randolph are doing poorly, get rid of them instead. Of our current party, Deanna, Natasha, Graham, Chester, May, Claude, and Sarah will all be in the final party, alongside Rush and Nick (that's 9) meaning that our last 3 spots will likely be Higin's, Eric, and Randolph. Even if Higin's never levels (which one level does wonders as he learns Blaze 2) he is still super useful for soaking up magic damage

-In each battle with a Demon Master, make sure that you minimize casualties by using expendable people to get hit. Higin's is great for this and will even survive. You need to be able to swoop in, so make sure your people are spaced properly but not too far away.

-When you get Rush, I'd likely Egress (revive from the previous battle) and put him in your party. Leave either Slade or Luke dead in your party, as Nick will replace them when he joins. Barbara's battle is honestly pretty easy as the Demon Master is right in the front, so you can defeat it right away or reset because you lost half your party to Freeze 3

-The battle with Death Walldoll is the hardest in the game as there are two sources of Freeze 3. Luckily the treasure doesn't matter. This is where you will LOVE having Higin's and Rush. Death Walldoll is tough, but he'll go down. Freeze 3 does a ton of damage to him.

-Warderer's battle is a total sham, but that's because of the Freeze bug. Enemies here hit pretty hard during a speedrun.

-You'll likely need to Egress before Iom, that's OK. Make sure your stuff is set up properly.

-For the actual Iom fight, use Chester and Graham to blow the right Iom figure (it can hurt us while attacking the main Iom) so we can ignore the left one. The dolls respawn just like Armed Skeletons, so we have to address them mostly. Actually, we don't. Higin's can easily distract the one on the left and should survive most of, if not, all the battle, as two Healing Rains should come out basically after each Demon Breath from Iom. The healer on the right drops a Healing Rain, that we need to go after (put em both on Deanna I think) and let Deanna block the Doll (so kill this one). One or two Freeze 3's make short work of it. Iom has a ton of health, but Nick can get up there and stab (for this reason, leave the Sword of Hajya on someone like Sarah who won't be needing to do anything her first turn) (also, Sarah learns Aura one level from when she joins, so try to get it). Regardless, Rush, Claude, and Deanna can go right and deal with that while Higin's stalls left. Your Archers clear the way, while your Mages and Nick set up to go after Iom. Claude can attack from behind, and once you can get in there, do so. Don't go in until the right Iom is down though, as double Demon Breath makes short work of our party. Freeze 3 does a TON of damage, so drop it from afar with May and hopefully Natasha has it as well. Her having it or not makes this battle about 200% easier. And whambam, that's speedrunning SoH. My current best is 5 hours, 45 minutes, but I've only ran it a few times, so I'm sure it can go lower.



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Contact Info

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Acknowledgements

- Gamefaqs - For inspiring me to write guides as well as publishing them
- Frolki - For getting me addicted to the SF Series
- Myself - For doing all the testing, recording, writing, and analysis for no monetary gain
- You - For reading this. To date, my guides have been viewed over 100,000 times on Gamefaqs alone, which simply blows my mind, and you are the reason that I do this, because I know that out there, people greatly appreciate the time and effort that goes into this

Alright, that's it for now. Have a nice day now!

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END TEXT

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