

# Golden Sun: The Lost Age Class Setup Guide

by aku chi

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GOLDEN SUN: THE LOST AGE CLASS SETUP GUIDE v1.60

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You may e-mail me asking questions about Golden Sun that directly relate to class structure at [Chreebeast@aol.com](mailto:Chreebeast@aol.com). I don't check my mail very often, and you may find your answers quicker by looking at other Golden Sun websites.

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== VERSION HISTORY ==  
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v1.0 : 7/5/03 : Original Release  
v1.01 : 7/7/03 : Fixed format problem  
v1.11 : 7/10/03 : Added class stats to the link battle sections and fixed other small errors  
v1.50 : 4/03/05 : Rewrote most of the guide to reflect my changed opinions  
Split the guide in two: GS and TLA  
v1.60 : 4/10/05 : Fixed small errors

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== FOREWORD ==  
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I've owned Golden Sun and Golden Sun: The Lost Age for a long time now, and I have, for the most part, done everything that I want to do with these games. I've found the class system to be the most intriguing part of the Golden Sun games. I've been experimenting and studying the class system of Golden Sun and Golden Sun: The Lost Age for many years, and I may finally have become the MASTA CLASSA! I have since decided to document some of my findings in this guide.

This guide is not meant to teach the basics of class architecture or to give a list of all the classes in the game. If you want that information, I suggest that you read one of the many other guides at GameFAQs.com that reveals that knowledge. This guide is meant to help you choose a class setup that is both unique and powerful.

These abbreviations will be used throughout the guide:

HP: Hit Points  
PP: Psynergy Points  
Att: Attack  
Def: Defense  
Agi: Agility  
Luc: Luck  
ACR: Aku chi's Combat efficiency Rank (out of ten)

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== THE CLASS SYSTEM ==  
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The class system in Golden Sun follows a few simple rules that can yield an almost endless number of class setups. Changing a character's class will completely change that character's stats as well as the psynergy techniques that are available to him/her. Classes also affect the elemental levels of each character. The number of set djinn can determine elemental levels. Each character starts out with 5 elemental levels of one particular element:

Isaac: Earth  
Felix: Earth  
Garet: Fire

Jenna: Fire  
Ivan: Wind  
Sheba: Wind  
Mia: Water  
Peirs: Water

Each djinn you set adds 1 level of that particular type. What do elemental levels do, you might ask? Each level adds 5 elemental power and elemental resistance of that type. Elemental levels make an adept's psynergy attacks stronger and helps that adept resist others' psynergy attacks. Let me explain the relationships between the elements in detail here. I stole this concept from TFGussen because it makes my class descriptions much simpler. All elements have an affinity, an opposite, and a neutral element. Here's a handy list to explain:

__Base__	__Affinity__	__Opposite__	__Neutral__
__Earth__	Fire	Wind	Water
__Fire__	Earth	Water	Wind
__Wind__	Water	Earth	Fire
__Water__	Wind	Fire	Earth

Let's look at how classes affect character stats. Each character has a set of base stats, which are adjusted each time he/she gains a level. You may also equip stat changing items such as weapons to add to that character's stats. Furthermore, each djinn gives him/her a set amount of stat bonuses that differs between each djinn. The class he/she's in then further adjusts all of these stats together. The stats you actually see are worked out like this:

$(\text{Base Stats} + \text{Djinn Bonuses} + \text{Equip Bonuses}) * \text{Class Bonuses}$

The Class Bonuses are multiplied to all the other Bonuses combined, which is why you will rarely see a weapon that says Attack +158 actually giving an adept 158 attack points. Knowing this, you should try to equip the highest offensive weapons to your characters with the highest class attack bonuses, and likewise with defensive armor. I suggest that you choose your adepts' classes before assigning equipment to make the most use out of the particular classes' strengths. Djinn can also be manipulated to give the best results. It makes more sense to give a djinni with an attack bonus to an adept with a warrior class like Ronin. You should be able to find djinn stat bonuses in most Golden Sun websites, so I won't bother to mention them here.

Now let's look at how classes affect a character's psynergy. Every adept can control one, two, three, or four elements. For every element that an adept controls, he/she will learn psynergy of that element. The particular psynergy that is available for a character is determined solely by the class he/she is in. Classes can be arranged into sets that share the same base psynergy. As more elemental levels are added to an adept, that adept can advance up through different tiers of a class set. In addition to gaining elemental levels, this adept will gain stat increases and may learn additional psynergy. At this time, I'm going to explain what types of top tier classes are available to you with a maximum of seven djinn per character. I'm going to group these classes according to how many elements they can control.

**Single Elemental Classes:** Adepts with eight set djinn of their base type will be in a single elemental class. An example of this is Isaac as a Slayer (8 earth). The single elemental classes generally have low stats. They also tend to have a low variety of powerful psynergy.

**Double Elemental Classes:** Adepts with seven set djinn of a non-base type and

two djinn set of their base type will be in a double elemental class. An example of this is Isaac as a War Adept (2 earth, 7 wind). The double elemental classes generally have high stats. They tend to have a nice balance of available psynergy.

Triple Elemental Classes: Adepts with four set djinn of their affinity type and five set djinn of either their neutral or weakness type will be in a triple elemental class. Also, if the said neutral or weakness djinn are earth or wind, having five of the affinity type djinn and four of the neutral or weakness type djinn will yield another triple elemental class. An example is Isaac as a Master (4 fire, 5 wind). Triple elemental classes also have high stats. They tend to have a great variety of weaker psynergy.

Quadruple Elemental Classes: Adepts equipped with a class changing item with three set djinn of their affinity type, neutral type, and weakness type will be in a quadruple elemental class. An example is Isaac as a Necromage (3 fire, 3 wind, 3 water, Tomegathericon). Quadruple elemental classes have low stats. They do, however, have a bunch of exotic psynergy.

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== GENERAL STRATEGY ==  
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An important decision in arranging your class setup is determining how many elements each adept should control. The more elements an adept controls, the weaker that adept's psynergy will be. The fewer elements an adept controls, the less psynergy that adept will have available to him/her. But perhaps even more importantly, several of the top tier classes in Golden Sun: The Lost Age have significantly higher stat bonuses and are therefore preferable. You must balance both power and versatility, and psynergy techniques and stat benefits to truly have a great class setup.

The class system in Golden Sun: The Lost Age is one of the most complicated character classification systems in any RPG, let alone a handheld game. It isn't a stretch to say that it would be a lifetime's long work to document all of the top tier class setups in Golden Sun: The Lost Age. I have attempted such a feat. From my efforts, I have learned that there are no fewer than 300 unique class setups that keep all eight adepts in top tier classes. It would be fruitless, and impossible, to list all of the class setups here. Furthermore, it would be pointless to list all of the djinn combinations that would achieve these classes (of which there are 156). Instead, I am going to take this space to talk about the worst class setup and six of the best class setups.

This section is arranged as a class setup countdown. The ranks are entirely my opinion. First, I will discuss the class setup as a whole. Then, I will provide sample classes and discuss their pros and cons. Note that these classes work best at level 54. After each class, I will list its stat bonuses. At the end of the class stats, I will provide an additional rank (out of ten) that reflects my general opinion of how well that particular character and that particular class perform in combat. I will provide the average rank for the sample class setup as a whole when each class setup is introduced. At the end of the end of the class setup countdown, there is a

table that compares the available psynergy of all the sample class setups.

==( #7 ) SINGLE ELEMENTAL CLASSES (ACR: 7.9) ==

In this class setup, all the djinn of each character's base type is set to that character. This causes each character to focus on one element. The obvious advantage is the absurdly high elemental power and resistance in each character's element. Each adept will have +70 in both elemental power and resistance, yielding the strongest elemental psynergy attacks in the game. Another advantage is the specialization of stat bonuses. All of the class bonuses will lead up to their character's strengths. The greatest advantage is the ability to place djinn on standby for summoning without much of an elongated stat drop. However, there are several profound cons of being in this setup. Each character is restricted to only one element. This means that there will be only two adepts with group healing psynergy. It also means that each character has a relatively low number of psynergy techniques available to him/her. Additionally, the stats are the lowest you can achieve using top tier classes.

		HP	PP	Att	Def	Agi	Lck	ACR
Sheba - Sorcerer	(8 wind)	150%	180%	120%	130%	170%	110%	8.5
Isaac - Slayer	(8 earth)	190%	120%	150%	140%	150%	100%	8.5
Peirs - Admiral	(8 water)	190%	130%	140%	140%	130%	120%	7.5
Jenna - Justice	(8 fire)	170%	160%	140%	140%	160%	90%	8
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Ivan - Sorcerer	(8 wind)	150%	180%	120%	130%	170%	110%	8.5
Garet - Champion	(8 fire)	190%	120%	140%	150%	110%	100%	6.5
Felix - Slayer	(8 earth)	190%	120%	150%	140%	150%	100%	8
Mia - Angel	(8 water)	160%	170%	130%	140%	120%	130%	7.5

There is only one set of classes that can be created by using all single elemental classes (shown above). In the first party, Sorcerer Sheba is a capable spell caster with the powerful Spark Plasma and some stat and status altering psynergy. Sheba is weak, but powerful when alive. Slayer Isaac is a reasonably powerful attacker with decent attack and high earth power for the Sol Blade's unleash Megiddo. Isaac can also use Grand Gaia and Potent Cure but low psynergy points limit his ability to do so. Admiral Piers is an interesting adept who can use the powerful Megacool psynergy, and heal with Pure Ply and the Restore series. Unfortunately, he isn't particularly good at any of these things. Justice Jenna is limited to using her weak Cool Aura to heal the party and Searing Beam to attack but she does have decent stats.

In the second party, Ivan is a quicker, more fragile equivalent of Sheba. Garet is a durable adept with some stat altering psynergy but he doesn't have any effective way to deal damage. Mia is a great healer with great luck, but she also doesn't have any effective attack psynergy and she is rather weak. Felix is similar to Isaac, but he can't use Grand Gaia as often because he has less psynergy points. This setup is very fragile, it has poor status infliction, and it can't deal single adept damage well. It can be easily surpassed by changing classes.

==( #6 ) INTERMEDIARY MADNESS (ACR: 8.8) ==

There are numerous great class setups that use two item classes. So, I've decided to display the two most interesting of the bunch. This first setup is unique in that it can produce eight unique adepts who do not share a class. Additionally, this setup can produce a large number of intermediary adepts who can use both physical attacks and psynergy effectively. In addition to the two quadruple elemental classes, this setup places two adepts in double elemental classes and four adepts in triple elemental classes. This setup

tends to have a nice variety of psynergy and characters who can perform multiple tasks. Using summons can be rather difficult and the elemental distribution limits the power of ranged elemental attack psynergy.

			HP	PP	Att	Def	Agi	Lck	ACR
Mia	- Guru	(2 water, 7 fire)	170%	170%	140%	150%	170%	120%	9
Isaac	- War Adept	(2 earth, 7 wind)	190%	170%	150%	140%	170%	90%	9
Garet	- Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	9.5
Sheba	- Pure Mage	(5 water, 4 earth)	170%	190%	140%	140%	160%	130%	9.5
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Ivan	- Necromage	(*)	160%	190%	130%	130%	170%	90%	9
Felix	- Beast Lord	(**)	190%	110%	150%	150%	120%	80%	8.5
Jenna	- Paladin	(4 earth, 5 water)	200%	150%	160%	160%	130%	130%	8.5
Peirs	- Warlock	(4 wind, 5 fire)	170%	180%	140%	140%	180%	120%	7.5

\* - 3 earth, 3 fire, 3 water, Tomegathericon

\*\* - 3 fire, 3 wind, 3 water, Trainer's Whip

Guru Mia is an incredibly durable healer and spell caster with Freeze Prism and Pure Wish. War Adept Isaac has great, well-rounded stats, and good status inflicting psynergy. Also, Isaac can deal decent damage with the Sol Blade's Megiddo and Grand Gaia. Ronin Garet is a great warrior with the Quick Strike EPA and all the stat upping psynergy. Pure Mage Sheba is another great healer with Pure Wish, Revive, and the Restore series. She also has plenty of psynergy points for Freeze Prism and her stat altering psynergy.

The second party is pretty good too. Necromage Ivan's attack is too low to use Call Dullahan effectively but he has plenty of psynergy points to use Dire Inferno, Revive, and Poison Flow. He's also fragile. Felix is a great Beast Lord with plenty of attack for Ghost Soldier but low psynergy points makes all that great healing psynergy underused. Paladin Jenna is great because she has plenty of psynergy points to use Pure Wish, and the Restore series and she also has decent attack to use the Tisiphone Edge's unleash Vengeance. She's also very durable with high HP, defense, and luck. Warlock Piers is slightly less useful than the other adepts but he can attack with the Excalibur's unleash Legend and use Pyroclasm, Resist, Bind, and Break. Overall, these are very unique and adaptive teams.

==(#5) TRIPLE QUADRUPLE (ACR: 8.9) ==

There are three items in Golden Sun: The Lost Age that can change an adept's class. This setup uses all three of these items to produce three quadruple elemental classes. In addition to those three adepts, there is one adept in a double elemental class and four adepts in triple elemental classes. This setup can yield a wide variety of exotic psynergy. Unfortunately, it is very difficult to utilize ranged elemental attack psynergy because of the elemental djinn spread. Of course, using summons with item classes is very difficult. This setup uses all three item classes, which means an Acrobat will be in play. Acrobat is not a great class and it's more of a hindrance than a help to your class setup.

			HP	PP	Att	Def	Agi	Lck	ACR
Sheba	- Pure Mage	(5 water, 4 earth)	170%	190%	140%	140%	160%	130%	9.5
Felix	- Ronin	(5 fire, 4 wind)	210%	140%	160%	150%	150%	90%	9.5
Isaac	- Necromage	(*)	160%	190%	130%	130%	170%	90%	9.5
Mia	- Guru	(2 water, 7 fire)	170%	170%	140%	150%	170%	120%	9
-----									
Peirs	- Acrobat	(**)	190%	120%	140%	140%	160%	120%	7
Jenna	- Master	(4 earth, 5 wind)	200%	160%	170%	140%	190%	80%	9
Garet	- Beast Lord	(***)	190%	110%	150%	150%	120%	80%	8.5

Ivan - Pure Mage (5 water, 4 earth) 170% 190% 140% 140% 160% 130% 9.5

\* - 3 fire, 3 wind, 3 water, Tomegathericon

\*\* - 3 earth, 3 fire, 3 wind, Mystery Card

\*\*\* - 3 earth, 3 wind, 3 water, Trainer's Whip

This first party is fantastic. Pure Mage Sheba is a great healer with Revive, Pure Wish, and the Restore series. She is also a nice spell caster with Freeze Prism and some stat altering psynergy. Felix is a great Ronin with all the stat boosters and the Sol Blade's Megiddo. He also can inflict some negative statuses. Isaac is a Necromage that can deal fantastic damage with Call Dullahan, and still have enough psynergy points to use Dire Inferno, Poison Flow, and Revive. Mia is another great, durable healer with Pure Wish, the Restore series, and Freeze Prism. This first party has tons of healing and can deal great damage too.

Acrobat Piers is the weakest link of the party. He has poor stats and no good way to deal damage. Acrobat Piers is skilled at inflicting negative statuses though. Jenna is a very capable Master. She can use Thunderhead and inflict negative statuses when she isn't unleashing with the Tisiphone Edge. Beast Lord Gareth has abysmal stats to make use of the healing psynergy he possesses, but it will be enough to deal good damage with the Ghost Soldier elemental physical attack some of the time. Ivan is very similar to Sheba, but he isn't quite as durable. He will still be the skilled healer this party needs. This party also will have a lot of healing, but it isn't as durable or skilled at damage dealing and it doesn't have Break.

==(#4) PURE RONINS (ACR: 8.9) ==

This setup puts two adepts of the same elemental type in quadruple elemental classes. Additionally, there is one adept in a double elemental class and five adepts in triple elemental classes. This setup is a sort of combination between the previous two setups in terms of psynergy. Like them, you'll most likely be using healing spells and elemental physical attacks. This class setup will always produce two Pure Mages and two Ronins. These are two of the best classes in the game so that's a good thing. But people looking for class variety will be disappointed. Similar to the above two class setups, it will be difficult to use summons.

		HP	PP	Att	Def	Agi	Lck	ACR
Sheba - Pure Mage	(5 water, 4 earth)	170%	190%	140%	140%	160%	130%	9.5
Garet - Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	9.5
Isaac - Necromage	(*)	160%	190%	130%	130%	170%	90%	9.5
Mia - Guru	(2 water, 7 fire)	170%	170%	140%	150%	170%	120%	9
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Peirs - Warlock	(4 wind, 5 fire)	170%	180%	140%	140%	180%	120%	7.5
Felix - Beast Lord	(**)	190%	110%	150%	150%	120%	80%	8.5
Jenna - Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	8.5
Ivan - Pure Mage	(5 water, 4 earth)	170%	190%	140%	140%	160%	130%	9.5

\* - 3 fire, 3 wind, 3 water, Tomegathericon

\*\* - 3 fire, 3 wind, 3 water, Trainer's Whip

The first party in this setup is very good. Again, Sheba is a Pure Mage with healing psynergy and Freeze Prism. Ronin Gareth is a great warrior with Quick Strike and the stat upping spells. Isaac is a great Necromage. He has plenty of attack to deal great damage with Call Dullahan and enough psynergy points to use Dire Inferno and Poison Flow when the time is right. Guru Mia is a phenomenal durable healer with Pure Wish and Freeze Prism. This party has plenty of healing psynergy.

Warlock Piers is the weak link again but he can deal a moderate amount of damage with either the Excalibur's Legend or Pyroclasm. He can also use Break, Bind, and Resist. Beast Lord Felix is very nice and he can use the Sol Blade's Megiddo this time instead of Ghost Soldier. This will free up more psynergy points to heal with. Ronin Jenna can't make use of the stat distribution as well as Gareth but she has plenty of psynergy points for Quick Strike and the stat upping psynergy. Pure Mage Ivan is a less durable equivalent of Sheba but is nonetheless skilled at healing and spell casting.

==(#3) DOUBLE ELEMENTAL CLASSES (ACR: 9.1) ==

In this class setup, all the adepts are in double elemental classes. Double elemental classes reigned supreme in the first Golden Sun game and they are still a great choice. This setup will yield some very powerful ranged elemental attack psynergy. Also, it is easier to use summons in this class setup than in many of the others. However you arrange the djinn, it's likely that you'll end up with classes that fit the characters' strengths. You'll have a good number of healers too. Also, these classes have very good stats. There is a great variety of class setups that can be created using this djinn arrangement but there's also a high possibility of duplicate classes. Unfortunately, there won't be any useful elemental physical attacks in this setup so you'll have to rely on weapon unleashes for physical attacks.

		HP	PP	Att	Def	Agi	Lck	ACR
Ivan - Wizard	(2 wind, 7 water)	170%	190%	130%	140%	180%	120%	9.5
Felix - Chaos Lord	(2 earth, 7 fire)	200%	120%	170%	140%	160%	70%	9.5
Isaac - War Adept	(2 earth, 7 wind)	190%	170%	150%	140%	170%	90%	9
Sheba - Wizard	(2 wind, 7 water)	170%	190%	130%	140%	180%	120%	9.5
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Mia - Wizard	(2 water, 7 wind)	170%	190%	130%	140%	180%	120%	9
Garet - Chaos Lord	(2 fire, 7 earth)	200%	120%	170%	140%	160%	70%	9
Jenna - Chaos Lord	(2 fire, 7 earth)	200%	120%	170%	140%	160%	70%	8.5
Peirs - Guru	(2 water, 7 fire)	170%	170%	140%	150%	170%	120%	8.5

The Wizard is a phenomenal spell casting class. It has decent durability, great agility, psynergy points, and luck. It has Pure Wish, Break, Impact, and Freeze Prism. Therefore, I chose to have two of my adepts in this great class. Sheba and Ivan are both great in this class; Ivan is quicker and Sheba is more durable. Chaos Lord Felix is a warrior; he can deal the most damage by using the Sol Blade's Megiddo with his great attack. He also has good durability and agility and the Revive psynergy. Unfortunately, he has poor luck. War Adept Isaac is a great adept who can unleash with the Tisiphone Edge and use Grand Gaia and the Haunt series. This party doesn't have the Restore series so it will struggle with status infliction.

The second party has two Chaos Lords. Chaos Lords are great physical attackers with the Tisiphone Edge's Vengeance. They also have Revive, Debilitate, and some status inflicting psynergy. Gareth is a good Chaos Lord because he gets a good durability bonus. Jenna isn't quite as good but she'll be better able to make use of the agility bonus. Wizard Mia is similar to Ivan and Sheba but her extra durability doesn't quite make up for her lower psynergy points and agility. Guru Piers is a very durable healer with Pure Wish, the Restore series, and Break. He can't use physical attacks well but Freeze Prism makes up for that. This party is considerably better at healing but not as good at dealing damage.

==(#2) SINGLE QUADRUPLE (ACR: 9.1) ==

Although making class setups with two item classes is far easier, class setups



with one item class can be better. This class setup has one adept in a single elemental class, one in a double elemental class, five in a triple elemental class, and one in a quadruple elemental class. This class has a good variety of classes. The single elemental class allows some summons to come into play. This setup is still full of versatile psynergy and may be weak at ranged elemental attack psynergy.

		HP	PP	Att	Def	Agi	Lck	ACR
Sheba - Necromage (*)		160%	190%	130%	130%	170%	90%	9
Garet - Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	9.5
Isaac - Master	(4 fire, 5 wind)	200%	160%	170%	140%	190%	80%	10
Mia - Guru	(2 water, 7 fire)	170%	170%	140%	150%	170%	120%	9
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Ivan - Pure Mage	(5 water, 4 earth)	170%	190%	140%	140%	160%	130%	9.5
Felix - Master	(4 fire, 5 wind)	200%	160%	170%	140%	190%	80%	9.5
Jenna - Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	8.5
Peirs - Admiral	(8 water)	190%	130%	140%	140%	130%	120%	7.5

\* - 3 earth, 3 fire, 3 water, Tomegathericon

This first party has serious damage potential. Necromage Sheba is a great spell caster. She won't be able to use Call Dullahan effectively but she can torch people with Dire Inferno. Garet is the perfect warrior in the Ronin class with Quick Strike and all the stat upping psynergy. Master Isaac has no equal. He can deal great damage with the Excalibur's Legend and Thunderhead. Guru Mia is a great healer with Pure Wish, the Restore series, and Freeze Prism.

The second party is almost as good. Pure Mage Ivan is a great healer and he also has Freeze Prism and some stat altering psynergy. Master Felix can deal fantastic damage with the Sol Blade's Megiddo and he's pretty durable. Ronin isn't the best class for Jenna but she can make use of the three stat upping spells when she isn't using Quick Strike and Thorny Grave. Admiral Peirs is an interesting adept with decent stats. Pure Ply, Megacool, and the Restore series make Piers a well rounded adept. This setup has good stat and status manipulation and great damage dealing potential. The largest flaw in this setup is the poor spread of healing psynergy.

==( #1) QUINTUPLE DOUBLE (ACR: 9.2) ==

In this class setup, five adepts are in double elemental classes and three adepts are in triple elemental classes. This class setup has the perfect balance between psynergy power and versatility. Summons can be used here with only minor difficulty. You can get classes with some of the best stats using this djinn arrangement. A bunch of fantastic setups can be created with this djinn combination. The biggest con is the inability to use the exciting item classes.

		HP	PP	Att	Def	Agi	Lck	ACR
Sheba - Wizard	(2 wind, 7 water)	170%	190%	130%	140%	180%	120%	9.5
Felix - Chaos Lord	(2 earth, 7 fire)	200%	120%	170%	140%	160%	70%	9.5
Isaac - Master	(4 fire, 5 wind)	200%	160%	170%	140%	190%	80%	10
Mia - Guru	(2 water, 7 fire)	170%	170%	140%	150%	170%	120%	9
-----								
Ivan - Wizard	(2 wind, 7 water)	170%	190%	130%	140%	180%	120%	9.5
Garet - Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	9.5
Jenna - Master	(4 earth, 5 wind)	200%	160%	170%	140%	190%	80%	9
Piers - Oracle	(2 water, 7 earth)	170%	180%	140%	140%	160%	100%	7.5

This first party would be hard to improve upon even if there wasn't a second

party to worry about. Wizard Sheba is the best healing and spell casting adept with Freeze Prism, Pure Wish, Break, and Impact. Chaos Lord Felix is similarly the best warrior when he attacks with the Sol Blade's unleash Megiddo. He also has Revive and the Haunt series. Master Isaac is a great intermediary who can both unleash Legend with the Excalibur and use Thunderhead or Shuriken against multiple foes. Guru Mia is a durable healer with Pure Wish, Restore, and Break. She also can attack with Freeze Prism.

The second party is very strong. Wizard Ivan is just as talented as Sheba. Ronin Gareth was hard to keep out of the first party with his fantastic durability, the three stat upping psynergy, and Quick Strike. Jenna makes a fine Master who can use the Tisiphone Edge's Vengeance along with Thunderhead and Mist. Oracle Piers possesses many healing psynergy including Pure Wish, Revive, and Restore. When he isn't healing he can attack with Tisiphone Edge's Vengeance but it doesn't deal too much damage. This second party can handle itself well too.

==COMPARATIVE PSYNERGY BOARD==

- 1H1 - Single adept healing psynergy (one point per adept)
- AH1 - Whole party healing psynergy (one point per adept)
- Rst - Restore (and Cure Poison)
- Rvv - Revive
- Brk - Break
- St^ - Statistic boosting psynergy
- Stv - Statistic dropping psynergy
- Inf - Status inflicting psynergy
- EPA - Shuriken, Quick Strike, Ghost Soldier, or Call Dullahan
- 180 - Powerful Ranged Elemental Attack Psynergy (one point per adept) #
- 200 - Very powerful Ranged Elemental Attack Psynergy (one point per adept) #

# (base damage)\*((elemental level - 5)/40 + 1) \* (range (max 2.33)/2) - PP  
 If # is greater than 180 it's a 180, if # is greater than 200 it's also a 200

	1H1	AH1	Rst	Rvv	Brk	St^	Stv	Inf	EPA	180	200
Single elemental classes	2	1	1	1	1	4	2	2	0	4	4
(2nd)	2	1	1	1	1	6	2	2	0	3	3
Intermediary madness	0	2	2	1	1	12	4	6	1	3	2
(2nd)	2	2	2	2	1	4	0	4	2	2	0
Triple quadruple	0	2	2	2	1	8	2	5	2	3	1
(2nd)	1	2	2	2	0	4	3	6	2	2	0
Pure Ronins	0	2	1	2	1	8	2	5	2	3	1
(2nd)	1	2	1	2	2	12	2	3	2	2	0
Double elemental classes	0	2	0	1	2	8	4	9	0	3	3
(2nd)	0	2	1	2	2	2	4	7	0	2	2
Single quadruple	0	1	1	1	1	6	0	8	3	3	1
(2nd)	1	1	2	1	1	8	2	5	2	3	1
Quintuple double	0	2	1	1	2	2	2	7	1	3	2
(2nd)	1	2	1	1	2	8	0	6	2	2	1

==FINAL COMMENTS==

With your party at eight people, you will have to divide your adepts into two parties. Both parties should be self-sufficient and capable of dealing damage, healing, reviving, restoring, stat altering, and status inflicting. However, the first party should be stronger than the second party because it receives the most action. You don't have to keep one adept of each element in both parties and there are definite advantages to keeping multiple adepts of the same type in one party.

The earth adepts are very strong; you should never place both earth adepts in your second party. Felix is a little better warrior than Isaac and usually a better choice in classes like Paladin, Ronin, and Chaos Lord. Isaac is a better Slayer, War Adept, Protector, Acrobat, and Necromage. The wind adepts are almost as good as the earth adepts so you should always have one of them in your first party. Sheba is more durable than Ivan and better in the Acrobat and Beast Lord classes. Ivan is better in the abysmal Oracle and Dark Mage classes due to his ability to wield the Tisiphone Edge. Ideally, one fire adept should be on each team. Gareth is a better warrior than Jenna and is better in the Chaos Lord, Ronin, and Paladin classes. Jenna is better in the Justice, War Adept, Radiant, Acrobat, and Necromage classes. The water adepts are the least useful due to low base stats. Don't feel guilty about placing both of these adepts in your second party. Mia is a better spell caster in the Guru, Wizard, and Pure Mage classes. Piers is a better warrior in the Dark Mage, Acrobat, Beast Lord, and Necromage classes.

It is very important to arrange the characters in your party properly. Avoid putting your least durable characters in the middle of your parties or next to each other. Make it as hard as possible for your two most fragile characters to be downed at one time. Place your weakest character on the outside next to your most durable character. Have your second most durable character in the other middle position next to your second most fragile character on the outside.

Don't have your characters try to do too many things or do things that they can't execute effectively. Don't have an adept try to heal, stat alter, inflict negative statuses, attack, and use ranged elemental attack synergy. Let each adept focus on one or two of these things and have their equipment compliment their purpose. Additionally, don't try to make Ronin Gareth use ranged elemental attack synergy or have Wizard Ivan attack. Let each character stick to their strengths. Felix and Gareth are natural warriors. Ivan, Sheba, and Mia are fit for spell casting. Let them do what they do best.

Finally, class setups aren't all you need to perform well in combat. You need good equipment choices and you need a battle strategy. Furthermore, you need to combine classes, equipment, and strategy to perform optimally.

=====  
== LINK BATTLE STRATEGY ==  
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This whole section is approached from the viewpoint of playing with all characters at or near level 54. If you are playing with characters at lower levels, some of the mentioned synergy won't be currently accessible. If you are playing at higher levels, certain synergy won't be as effective as others and combat strategy will differ. Additionally, I prefer playing link battles without using djinn or summons so I won't mention in detail how to either use djinn and summons or defend against the using of djinn and summons. Suffice it to say, allowing the use of either Flash without summons, or summons without Flash, will result in surprisingly long or short battles respectively. Furthermore, I tend to prohibit the use of items in my link battles because they needlessly elongate the game and they devalue healing, reviving, and restoring synergy.

All of the classes in Golden Sun can be divided into three categories determined by the type of attacks the adept in that class can optimally perform. Warrior classes are those that deal damage using physical attacks. Spell casting classes are those that deal damage using ranged elemental attack

psynergy. Intermediary classes have the ability to use both of these attacks effectively. I have compiled the best classes in the game and categorized them below. Combinations of these classes form the best link battle teams.

#### ==WARRIOR CLASSES==

The warrior classes are categorized by high durability and high attack. Their psynergy points needn't be high as elemental physical attacks don't use too many psynergy points. Garet's high durability and decent attack make him an excellent warrior and Felix's decent durability and high attack make him an even better warrior. There are three exceptional warrior classes with their pros and cons.

		HP	PP	Att	Def	Agi	Lck	ACR
Felix - Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	9.5
Garet - Ronin	(5 earth, 4 wind)	210%	140%	160%	150%	150%	90%	9.5

Adepts in the Ronin class are great at soaking up damage. They also have a high attack bonus and acceptable luck. The psynergy Thorny Grave and Skull Splitter can inflict foes with negative statuses. Furthermore, adepts in the Ronin class have psynergy to increase the party's attack, defense, and resistance. They also have a decent amount of psynergy points. Felix unleashing with the Sol Blade's Megiddo will deal the most consistent damage. Otherwise, equipping Felix or Garet with the Darksword and using the EPA Quick Strike is probably the best thing to do, although unleashing with the Tisiphone Edge isn't a bad idea either. Felix will be able to deal more damage and use more psynergy as a Ronin but Garet will be more durable.

		HP	PP	Att	Def	Agi	Lck	ACR
Felix - Chaos Lord	(2 earth, 7 fire)	200%	120%	170%	140%	160%	70%	9.5

Chaos Lord Felix has great stat bonuses in all the appropriate areas. He has great attack and can deal the most single-adept damage in the whole game by using the Sol Blade's Megiddo. He can also deal good damage with the Tisiphone Edge's unleash Vengeance. He can withstand serious damage but he does have very low luck so you may have to restore him often. He also has an unusually high agility rating, which is always good. He has the Impair and Haunt series to help weaken enemies. Chaos Lord Felix's greatest asset is the Revive psynergy. He is hands down the most durable Reviver.

		HP	PP	Att	Def	Agi	Lck	ACR
Felix - Paladin	(4 earth, 5 water)	200%	150%	160%	160%	130%	130%	9
Garet - Paladin	(4 earth, 5 water)	200%	150%	160%	160%	130%	130%	9

Adepts in the Paladin class are also great at soaking up damage, with the highest defense in the game. They also have a high attack bonus and fantastic luck. Adepts in the Paladin class have plenty of psynergy points to make use of the healing psynergy at their disposal like Pure Wish, Pure Ply, Cure Poison, and Restore. Felix unleashing with the Sol Blade's Megiddo will deal the most consistent damage. Otherwise, letting Felix or Garet unleash the Tisiphone Edge's Vengeance is the best choice. Felix will be able to deal more damage and use more psynergy as a Paladin but Garet will be more durable.

#### ==INTERMEDIARY CLASSES==

The intermediary classes should have a great variety of psynergy and well balanced stats to go with it. An adept in an intermediary class should be able to deliver strong ranged elemental attack psynergy and elemental physical attacks. The intermediary classes should be flexible and able to adapt to change. Isaac is perfect for the three great intermediary classes and Jenna can be used in the Necromage class too. Piers also benefits most from the intermediary classes but he doesn't have the base stats to be useful in link battles.

		HP	PP	Att	Def	Agi	Lck	ACR
Isaac - Master	(4 fire, 5 wind)	200%	160%	170%	140%	190%	80%	10

Master Isaac is exotic and powerful. He has a great attack with the Sol Blade's Megiddo or the Tisiphone Edge's Vengeance. He can also use Shuriken, an EPA that targets all three adepts. He has good durability and psynergy points to use the powerful Thunderhead ranged elemental attack psynergy. He has low luck but exceptional agility. Master Isaac can also inflict negative statuses with the Annihilation, Death Leap, and Mist synergies. Master Isaac is a fantastic adept.

		HP	PP	Att	Def	Agi	Lck	ACR
Isaac - Necromage	(3 fire, *)	160%	190%	130%	130%	170%	90%	9.5
Jenna - Necromage	(3 earth, *)	160%	190%	130%	130%	170%	90%	9.5

\* - 3 wind, 3 water, Tomegathericon

Adepts in the Necromage class have fantastic psynergy points and agility. They have a low attack but they also have the most powerful EPA in the game. Isaac equipped with the Darksword can deal great damage with Call Dullahan. Jenna with the Tisiphone Edge can also deal good damage. She can deal even more damage using the Necromage's Dire Inferno ranged elemental attack psynergy. Isaac can also use it but it isn't as powerful and he doesn't have as many psynergy points as Jenna. Adepts in the Necromage class are very frail because of their low hit points, defense and sub par luck. Isaac will be a little more durable than Jenna. They can inflict negative statuses by using Call Demon, Poison Flow, and Fire Puppet. They can also use Revive.

		HP	PP	Att	Def	Agi	Lck	ACR
Isaac - War Adept	(2 earth, 7 wind)	190%	170%	150%	140%	170%	90%	9

War Adept Isaac has very good stats. He has good durability and lots of psynergy points. He is a little low on attack but he has good agility and decent luck. He can attack decently with the Sol Blade's Megiddo or the Tisiphone Edge's Vengeance. He possesses the powerful Grand Gaia ranged elemental attack psynergy. He also has the Impact and Ward series to increase attack and resistance. He can use the Weaken series to lower the opponents' resistance. He can also inflict negative statuses with Delude, Sleep, Haunt, and Curse.

#### ==SPELL CASTING CLASSES==

The spell casting classes must have loads of psynergy points to enable them to use ranged elemental attack psynergy as much as possible. Good spell casting classes also have a lot of the healing psynergy. Therefore, high agility is useful because you'll be able to heal your party at the start of each turn. Ideally, good durability is preferred but the attack stat is unused. Ivan, Sheba, and Mia are all capable spell casters with varying levels of agility and durability. Ivan and Sheba have two great spell casting classes and Mia has one.

		HP	PP	Att	Def	Agi	Lck	ACR
Ivan - Wizard	(2 wind, 7 water)	170%	190%	130%	140%	180%	120%	9.5
Sheba - Wizard	(2 wind, 7 water)	170%	190%	130%	140%	180%	120%	9.5

Adepts in the Wizard class have great psynergy points and agility. They have high elemental power and great ranged elemental attack psynergy in the form of Freeze Prism. They also have the Impact series, Break, and Bind. They function as healers with the Pure Wish psynergy. Unfortunately, they don't have Cure Poison and Restore. Adepts in the Wizard class are offensive powerhouses and capable healers, with enough durability to get the job done. Ivan will be more agile and have more psynergy points and Sheba will be more durable.

	HP	PP	Att	Def	Agi	Lck	ACR
Ivan - Pure Mage (5 water, 4 earth)	170%	190%	140%	140%	160%	130%	9.5
Sheba - Pure Mage (5 water, 4 earth)	170%	190%	140%	140%	160%	130%	9.5

Adepts in the Pure Mage class are very similar to adepts in the Wizard class. They're stats are almost as good, trading agility for a little more luck. They have the same ranged elemental attack psynergy as adepts in the Wizard class but they're elemental levels aren't quite as high. On the upside, they function as complete healers with Pure Wish, Revive, Cure Poison, and Restore. Additionally, they have both a stat upping and a stat dropping psynergy series. Again, Ivan will be more agile and have more psynergy points whereas Sheba will be more durable.

	HP	PP	Att	Def	Agi	Lck	ACR
Mia - Guru (2 water, 7 fire)	170%	170%	140%	150%	170%	120%	9

Guru Mia has great stats where it counts. She is the most durable spell caster with decent hit points, and great defense and luck. Her ranged elemental attack psynergy Freeze Prism is great and she also has Break. She functions as a healer with Pure Wish, Restore and Cure Poison. Guru Mia also has good elemental power. She's the perfect adept to bring your party back to being fighting fit.

==TOGETHER NOW==

In link battles it is also very important to arrange the characters in your party properly. The same logic applies in link battles; place your weakest characters on the flanks. In most link battle setups this simply means putting your warrior in the middle.

If you are playing without items, it is absolutely essential that you have an adept with Revive and an adept with Pure Wish. It is also wise to have at least one adept with Cure Poison and Restore and one adept with Break. No single adept has all of these abilities so it's necessary to combine adepts with these healing psynergies together. An easy and effective way to do so is to use one warrior, one intermediary, and one spell caster in your link battles. However, it's definitely possible to have a great group of adepts if you don't abide by this rule. There are so many arrangements of adepts you can make with these classes that it would be unwise to list them all. There are plenty of viable options to choose from when you're playing in link battles. So pick the setup that's best for you and start playing.

=====  
 == IMPORTANT BATTLES ==  
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Classes aren't only good for maxing out your stats and psynergy at the end of the game. Changing your classes earlier in the game can prove beneficial if you know what you're doing. There are a few difficult battles where you might want to rearrange your classes to help you win. If a boss battle isn't mentioned this means that using base classes will probably be the best way to defeat that particular boss. I understand that the people who need the most help with boss battles may not have all the djinn or be at very high levels. Therefore, I list the required levels lower than what an average player would be at, and I don't require all the possible djinn at that particular point.

==BRIGGS==

\*Requirements:  
 1 earth djinn. Trainer's Whip and Mystery Card.  
 Felix and Jenna at level 11. Sheba at level 12.

\*Classes:

Sheba: Pilgrim (1 earth)  
Strategy: Heal with Cure Well or use Mad Growth.  
Felix: Tamer (Trainer's Whip)  
Strategy: Use Whiplash on Briggs.  
Jenna: Pierrot (Mystery Card)  
Strategy: Use Sabre Dance on Briggs.

==SERPENT==

\*Requirements:

4 of each djinn.  
All characters at level 24.

\*Classes:

Sheba: Shaman (4 earth)  
Strategy: Use Resist, Bind, and Blue Bolt and heal with Cure Well and Revive.  
Felix: Cavalier (4 water)  
Strategy: Use Cutting Edge and Heal with Wish Well.  
Jenna: Enchanter (4 wind)  
Strategy: Use Weaken, High Impact, Protect, and Astral Blast.  
Peirs: Ascetic (4 fire)  
Strategy: Heal with Wish Well and use Hail Prism.

==AVIMANDER==

\*Requirements:

4 of each djinn.  
All characters at level 27.

\*Classes:

Sheba: Shaman (4 earth)  
Strategy: Use Resist, Bind, and Blue Bolt and heal with Potent Cure and Revive.  
Felix: Enchanter (4 wind)  
Strategy: Use High Impact, Weaken, and Astral Blast.  
Jenna: Cavalier (4 water)  
Strategy: Use Protect and Cutting Edge and heal with Wish Well.  
Peirs: Ascetic (4 fire)  
Strategy: Use Hail Prism and heal with Wish Well.

==POSEIDON==

\*Requirements:

4 of each djinn.  
All characters at level 28.

\*Classes:

Sheba: Scholar (4 water)  
Strategy: Heal with Wish Well, use High Impact and Shine Plasma.  
Felix: Savage (4 fire)  
Strategy: Use Planet Diver and Revive when necessary.  
Jenna: Savage (4 earth)  
Strategy: Use Impair, Planet Diver and Revive when necessary.  
Peirs: Scholar (4 wind)  
Strategy: Heal with Wish Well, use Bind and Shine Plasma.

==MOAPA==

\*Requirements:

6 earth, fire, and water djinn. 7 wind djinn.  
Jenna, Sheba and Peirs at level 30. Felix at level 31.

\*Classes:

Sheba: Ranger (3 water, 3 fire)  
Strategy: Use Resist, Bind, and Sonic Slash.  
Felix: Ninja (3 fire, 3 wind)  
Strategy: Use Death Leap or Annihilation on Moapa.  
Jenna: Dragoon (3 earth, 3 water)  
Strategy: Heal with Wish Well and use Fiery Blast.  
Peirs: White Mage (4 wind, 3 earth)  
Strategy: Use Dull and Shine Plasma and heal with Wish Well and Revive.

==AGATIO AND KARST (optional win)==

\*Requirements:

6 earth and water djinn. 7 fire and wind djinn.

All characters at level 32.

\*Classes:

Jenna: Luminier (1 fire, 6 water)

Strategy: Heal with Ply Well or Wish Well and use Protector or Plume Edge.

Peirs: Ranger (3 wind, 3 fire)

Strategy: Use Deluge.

Felix: Ninja (3 fire, 3 wind)

Strategy: Use Thunderbolt or Annihilation.

Sheba: Druid (1 wind, 6 earth)

Strategy: Use Resist, Bind, and Wild Growth and heal with Revive.

==FLAME DRAGONS==

\*Requirements:

15 of each djinn.

All characters at level 38.

\*Classes:

Sheba: (1 wind, 6 earth)

Strategy: Use Resist, Bind, and Wild Growth and heal with Revive.

Felix: Templar (4 fire, 4 water)

Strategy: Heal with Pure Ply or Wish Well and use Plume Edge.

Jenna: Conjurer (1 fire, wind)

Strategy: Use Enfeeble, High Impact, Protect, and Thunder Mine.

Peirs: Bard (4 wind, 4 fire)

Strategy: Use Deluge.

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Ivan: Conjurer (4 water, 4 earth)

Strategy: Use Haunt, Blue Bolt and Revive when necessary.

Garet: Disciple (4 earth, 4 wind)

Strategy: Use Death Plunge or Annihilation.

Isaac: Guardian (1 earth, 6 water)

Strategy: Heal with Pure Ply, Wish Well, and Revive and use Plume Edge.

Mia: Water Monk (1 water, 6 fire)

Strategy: Use Deluge.

==SENTINEL==

\*Requirements:

16 wind djinn. 17 earth, fire, and water djinn. Tomegathericon.

All characters at level 40.

\*Classes:

Sheba: Necromage (3 earth, 3 fire, 3 water, Tomegathericon)

Strategy: Heal with Revive and attack.

Jenna: Ronin (5 earth, 4 wind)

Strategy: Use Angel Spear, Protector, Magic Shield, and attack.

Felix: Disciple (4 fire, 4 wind)

Strategy: Attack.



Peirs: Water Monk (1 water, 6 fire)  
Strategy: Heal with Wish Well and attack.

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Ivan: Pure Mage (5 water, 4 earth)  
Strategy: Heal with Wish Well and Revive and use Resist and attack.  
Garet: Ronin (5 earth, 4 wind)  
Strategy: Use Angel Spear, Protector, Magic Shield, and attack.  
Isaac: Disciple (4 fire, 4 wind)  
Strategy: Attack.  
Mia: Angel (8 water)  
Strategy: Heal with Pure Ply and Wish Well and attack.

==VALUKAR==

\*Requirements:

17 of each djinn.

All characters at level 42.

\*Classes:

Sheba: Dark Mage (4 water, 5 earth)  
Strategy: Heal with Revive and Potent Cure and use Froth Spiral.  
Felix: Paladin (4 fire, 5 water)  
Strategy: Heal with Pure Ply or Wish Well and use Plume Edge.  
Jenna: Master (4 earth, 5 wind)  
Strategy: Use Death Leap and Annihilation.  
Peirs: Warlock (4 wind, 5 fire)  
Strategy: Use Resist, Bind, and Deluge.

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Ivan: Conjuror (4 water, 4 earth)  
Strategy: Heal with Revive and Potent Cure and use Froth Spiral.  
Garet: Templar (4 earth, 4 water)  
Strategy: Heal with Pure Ply or Wish Well and use Plume Edge.  
Isaac: Disciple (4 fire, 4 wind)  
Strategy: Use Death Leap and Annihilation.  
Mia: Bard (4 wind, 4 fire)  
Strategy: Use Resist, Bind, and Deluge.

==STAR MAGICIAN==

\*Requirements:

All of the djinn.

All characters at level 46.

\*Classes:

Sheba: Wizard (2 wind, 7 water)  
Strategy: Heal with Pure Wish and use High Impact and Shine Plasma.  
Felix: War Adept (2 earth, 7 wind)  
Strategy: Use Enfeeble, Protect, and Thunder Mine.  
Jenna: Ronin (5 earth, 4 wind)  
Strategy: Use Magic Shield and Quick Strike.  
Peirs: Guru (2 water, 7 fire)  
Strategy: Attack and heal with Wish Well.

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Ivan: Warlock (4 water, 5 fire)  
Strategy: Use Resist, Bind, and Sonic Slash.  
Garet: Chaos Lord (2 fire, 7 earth)  
Strategy: Use Debilitate, Planetary or Supernova, and Revive if necessary.  
Isaac: Paladin (4 fire, 5 water)  
Strategy: Use Nettle and heal with Pure Ply and Pure Wish.  
Mia: Pure Mage (5 wind, 4 earth)  
Strategy: Heal with Pure Wish and Revive and use Blunt and Shine Plasma.

==DULLAHAN==

\*Requirements:

All of the djinn.

All characters at level 54.

\*Classes:

Sheba: Wizard (2 wind, 7 water)

Strategy: Heal with Pure Wish and use High Impact and Freeze Prism.

Felix: Chaos Lord (2 earth, 7 fire)

Strategy: Unleash with the Sol Blade's Megiddo.

Isaac: Master (4 fire, 5 wind)

Strategy: Unleash with the Excalibur's Legend.

Mia: Guru (2 water, 7 fire)

Strategy: Heal with Pure Wish and use Freeze Prism.

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Ivan: Wizard (2 wind, 7 water)

Strategy: Heal with Pure Wish and use High Impact and Freeze Prism.

Garet: Master (4 earth, 5 wind)

Strategy: Unleash with the Excalibur's Legend.

Jenna: Ronin (5 earth, 4 wind)

Strategy: Use Angel Spear, Protector, Magic Shield, and Quick Strike.

Peirs: Oracle (2 water, 7 earth)

Strategy: Heal with Pure Wish and Revive and unleash with the Excalibur's Legend.

==DOOM DRAGON==

\*Requirements:

All of the djinn.

All characters at level 41.

\*Classes:

Sheba: Warlock (4 water, 5 fire)

Strategy: Use Resist, Bind, and Sonic Slash.

Felix: Master (4 fire, 5 wind)

Strategy: Use Death Leap.

Jenna: Ronin (5 earth, 4 wind)

Strategy: Use Angel Spear, Protector, and Quick Strike.

Peirs: Pure Mage (5 wind, 4 earth)

Strategy: Heal with Wish Well and Revive and attack.

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Ivan: Dark Mage (4 water, 5 earth)

Strategy: Heal with Revive and Potent Cure and use Froth Spiral.

Garet: Paladin (4 earth, 5 water)

Strategy: Use Plume Edge and heal with Wish Well and Pure Ply.

Isaac: Paladin (4 fire, 5 water)

Strategy: Heal with Pure Ply or Wish Well and use Plume Edge.

Mia: Warlock (4 wind, 5 fire)

Strategy: Use Resist, Bind, and Sonic Slash.