

Soul Calibur II Weapons Guide

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Soul Calibur II (GCN)
Weapons Guide
By Insanity Prevails

Version History & Other Info

Version 1.0 - Guide created.

Version 1.1 - Switched to formatted version.

If you want to contact me then you can just send a Private Message to me on Neo. Alternatively email me at fataledgezero [at] googlegmail.co.uk. Do bear in mind though that I check my Neo PM box far more than my email.

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About The Extra Weapons

In Soul Caliber 2 there is a game mode called Weapon Master. In this mode you can obtain various extra weapons for all the standard characters. All the extra weapons have special attributes such as high attack or health recovery. This guide details what these weapons are, where to buy them and what they do.

Guide To The Weapon Attributes

All the extra weapons have special attributes. Here is what they all mean.

Weapon Trait	Literal Effect
High Attack (xx%)	Weapon causes more damage to enemy. The brackets represents the percentage increase in attack.
Low Attack (xx%)	Weapon causes less damage to enemy. The brackets represents the percentage decrease in attack.
High Defense (xx%)	Your character takes less damage from attacks. The brackets represent the percentage increase in defense.
Low Defense (xx%)	Your character takes more damage from attacks. The brackets represent the percentage decrease in defense.
Attacks become counters (xx%)	The first hit of every combo you use is classed as a counter. The bracket represents the percentage increase in attack power of this first hit.
Damage become counters (xx%)	The first hit of every combo the enemy uses is classed as a counter. The bracket represents the percentage increase in attack power of this first hit.
Longer Reach	Your weapon can hit the enemy from further away than usual.
Shorter Reach	You must be closer than usual to hit the enemy with your weapon.
Damages enemy through guard (xx%)	Enemy receives some damage even when guarding. The bracket represents the percentage damage inflicted.
Damages you through guard (xx%)	You receive some damage even when guarding. The bracket represents the percentage damage inflicted.
Can't Guard	All enemy attacks will still hit the same even if you guard.

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Easier to break enemy's horizontal attacks	When a horizontal attack and a vertical attack connect the vertical attack normally wins. With this attribute it is even easier to break an enemy's horizontal attack with your vertical attacks.
Harder to break enemy's horizontal attacks	It is harder to break an enemy's horizontal attack with your vertical attacks.
Harder to break your horizontal attacks	The enemy finds it harder to break your horizontal attack with their vertical attacks.
Easier to break your horizontal attacks	The enemy finds it easier to break your horizontal attack with their vertical attacks.
Recovers Health (condition)	Your health recovers. How it is recovered is displayed in brackets (either constantly, successful strikes, all attacks or soul charge).
Drains Health (condition)	Your health drains away. How it is drained is displayed in brackets (either constantly, successful strikes, all attacks or soul charge).
Damage reflects back (xx%)	A portion of the damage you take will reflect back at the enemy. The brackets represents the percentage of the damage that will reflect back.
Unblockable Upgrade at SC level x	Any attacks that upgrade to unblockable at level 3 soul charge upgrade at the shown level soul charge.
Lasting SC	SOul charge effects don't disappear when you attack. They vanish after a short time or when you are hit only.
High SC attack (xx%)	Weapon attack increases more than usual when you soul charge. The bracket represents the percentage increase in attack power.
Low SC attack (xx%)	Weapon attack increases less than usual when you soul charge. The bracket represents the percentage increase in attack power. Note that if there is a plus (+) with the bracket number then the attack power will still be higher than normal attack power and the number represents the percentage increase over normal attack power.
High SC defense (xx%)	Your character takes less damage from attacks during a soul charge. The bracket represents the percentage increase in defense.
Low SC defense (xx%)	Your character takes more damage from attacks during a soul charge. The bracket represents the percentage decrease in defense. Note that if there is a plus (+) with the bracket number then the defense power will still be higher than normal defense power and the number represents the percentage increase over normal defense power.
High SC speed	Your movement speed increases during a soul charge.
Low SC speed	Your movement speed decreases during a soul charge.
Fast SC	Character performs a level 3 soul charge very quickly.

Weapons Guide - Standard Characters

Cost Note

The cost of a weapon (noted in brackets) may be higher if you use that character often.

Astaroth

Weapon name	Location	Attributes
Kulutues	Begin with it	No special attributes
War Hammer	Chapter 1 (600)	Shorter Reach, Low SC Speed, Lasting SC, Unblockable Upgrade at SC level 1
Terror Moon	Chapter 2 (900)	Low Defense (30%), Damage enemy through guard (20%)
Battle Ax	Chapter 3 (1200)	Low Attack (30%), High Defense (30%), Harder to break your horizontal attacks

Great Maul	Chapters 4 and 5 (1600)	Shorter Reach, High Attack (20%), Harder to break your horizontal attacks
Tabar	Chapters 4,6,7,9 and Subchapter 3 (2200)	Damages you through guard (20%), Attacks become counters (20%)
Nanbanfu	Chapters 6,8,9 and Subchapter 3 (3000)	Damages you through guard (20%), High Attack (30%), Easier to break enemy horizontal attacks
Bulova	Chapter 10 and Subchapter 3 (4000)	Drains Health (All Attacks), Longer Reach, Recovers Health (Soul Charge)
Soul Edge (Complete)	Extra Chapter 1 (7800)	Low SC Defense (20%), Drains Health (Constantly), High Attack (20%)
Thanatos	Extra Chapter 2 (9800)	Can't Guard, Low SC Defense (28%), High Defense (40%), Recovers Health (Successful Hits)
Rock	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Cassandra

Weapon name	Location	Attributes
Omega Sword and Nemea Shield	Begin with it	No special attributes
Spiked Shield	Chapters 1 and 2 (600)	Easier to break your horizontal attacks, High Attack (30%)
Dark Blade	Chapter 2 (900)	Low Defense (40%), Longer Reach, Damage enemy through guard (20%)
Metesashi	Chapters 3 and 4 (1200)	Harder to break enemy horizontal attacks, Low Attack (25%), High Defense (30%)
Spine Blade	Chapters 3,4,5 and 6 (1600)	Shorter Reach, High Attack (30%), Damage enemy through guard (40%)
Katzbalger	Chapters 5,6,7,8 and Subchapter 4 (2200)	Low Defense (30%), Drains Health (Soul Charge), Low SC Speed, Longer Reach, Lasting SC
Red Crystal Rod	Chapters 7,8,9,10 and Subchapter 4 (3000)	Easier to break your horizontal attacks, Recovers Health (constantly)
Ivan The Terrible	Chapters 9,10 and Subchapter 4 (4000)	Drains Health (Successful Hits), Longer Reach, Lasting SC
Soul Edge (Complete)	Extra Chapter 1 (7800)	Low SC Defense (20%), Drains Health (All Attacks), Attacks become counters (62%), High Attack (35%)
Valkyrie	Extra Chapter 2 (9800)	Low SC Defense (16%), Damage you through guard (40%), High Attack (35%), High Defense (30%)
Keepsake	Subchapter 2 (12500)	Low Attack (50%), Low SC Defense (20%)

Cervantes

Weapon name	Location	Attributes
Soul Edge and Nirvana	Begin with it	No special attributes
Falchion	Chapter 1 (600)	Shorter Reach, High Attack (20%), High Defense (30%)
Firangi	Chapter 2 (900)	Easier to break your horizontal attacks, Recovers Health (Constantly)
Erlang's Blade	Chapter 3 (1200)	Easier to break your horizontal attacks, Longer Reach
Acheron	Chapters 4 and 5 (1600)	Damage you through guard (20%), High SC Defense (12%), Lasting SC
Phlegethon	Chapters 4,6,7 and Subchapter 3 (2200)	Shorter Reach, Damage enemy through guard (20%), Unblockable upgrade at SC level 1
Cocytus	Chapters 8,9 and Subchapter 3 (3000)	Drains Health (Successful Hits), High Attack (30%), Unblockable upgrade at SC level 1
Styx	Chapter 10 and Subchapter 3 (4000)	Harder to break enemy horizontal attacks, High SC Speed, Lasting SC
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (20%), High Attack (40%), Recovers Health (Successful Hits)
Lethe	Extra Chapter 2 (9800)	Drains Health (All Attacks), Low SC Defense (4%), Longer Reach, High Attack (50%), High Defense (20%)
Imitation Sword	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Charade

Weapon name	Location	Attributes
Charade	Begin with it	Mimics random weapon style and attributes

Ivy

Weapon name	Location	Attributes
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Valentine	Begin with it	No special attributes
Mirage Blade	Chapters 1 and 2 (600)	Low Attack (40%), Unblockable upgrade at SC level 2
Wiseman Mace	Chapter 2 (900)	Low Defense (45%), Recovers Health (All Attacks)
Dream Blade	Chapters 3 and 4 (1200)	Easier to break your horizontal attacks, Damage enemy through guard (20%)
Chained Flail	Chapters 3,4,5 and 6 (1600)	Drains Health (All Attacks), Easier to break enemy horizontal attacks, High Attack (35%)
Viper Edge	Chapters 5,6,7,8 and Subchapter 4 (2200)	Easier to break your horizontal attacks, High Attack (30%)
Alraune	Chapters 7,8,9,10 and Subchapter 4 (3000)	Damage you through guard (30%), High Attack (20%), High Defense (25%)
Demon Tail	Chapters 9,10 and Subchapter 4 (4000)	Harder to break enemy horizontal attacks, Lasting SC
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), High Attack (20%), High SC Defense (10%), Lasting SC
Kaleidoscope	Extra Chapter 2 (9800)	Drains Health (All Attacks), Low SC Defense (20%), High Attack (30%), Damage enemy through guard (60%), Unblockable upgrade at SC level 1
Prototype Ivy Blade	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Kilik

Weapon name	Location	Attributes
Kali-Yuga	Begin with it	No special attributes
Quarter Staff	Chapter 1 (600)	Shorter Reach, High Defense (30%)
Ling-Sheng Su Bo	Chapters 2 and 3 (900)	Easier to break your horizontal attacks, Easier to break enemy horizontal attacks
Iron Staff	Chapters 2,3 and 5 (1200)	Drains Health (All Attacks), High Attack (30%)
Kunlun Bamboo	Chapters 4,5 and 7 (1600)	Harder to break enemy horizontal attacks, Recovers Health (All Attacks)
Rokushakuboh	Chapters 6,7 and Subchapter 3 (2200)	Damage become counters (20%), Longer Reach
Amud	Chapters 8,9 and Subchapter 3 (3000)	Drains Health (All Attacks), High Attack (35%), Damage enemy through guard (20%)
Duel Rod	Chapters 8,10 and Subchapter 3 (4000)	Low Defense (30%), Low SC Speed, Longer Reach, Lasting SC
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (20%), High Attack (40%)
Jingu Staff	Extra Chapter 2 (9800)	Damage you through guard (10%), Low SC Defense (20%), Longer Reach
Bamboo Staff	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Link

Weapon name	Location	Attributes
Master Sword and Hylian Shield	Begin with it	No special attributes
Razor Sword and Hylian Shield	Chapter 1 (600)	Shorter Reach, Damages you through guard (15%), High Attack (25%)
Armos Series	Chapter 2 (900)	Low Defense (30%), Lasting SC
Megaton Hammer and Hylian Shield	Chapters 3 and 5 (1200)	Shorter Reach, High Attack (35%), Easier to break enemy's horizontal attacks
Cane of Byrna and Hylian Shield	Chapters 3, 4 and 5 (1600)	Harder to break enemy's horizontal attacks, High SC Defense (10%), Recover Health (Soul Charge), Lasting SC
Master Sword and Mirror Shield	Chapters 6,7 and Subchapter 3 (2200)	Damage become counters (20%), Damage reflects back (33%)
Magic Sword and Magic Shield	Chapters 6,7,8 and Subchapter 3 (3000)	Easier to break your horizontal attacks, Damages enemy through guard (40%)
Biggoran Sword and Hylian Shield	Chapters 8 and 10 (4000)	Drains Health (Constantly), Longer Reach, High Attack (30%)
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (22%), High Attack (40%), High Defense (35%)
Great Fairy Sword and Hylian Shield	Extra Chapter 2 (9800)	Low SC Defense (20%), Damages you through guard (20%), High Attack (20%), Recovers Health (Constantly)
Bug-Catching Net and Hylian Shield	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Maxi

Weapon name	Location	Attributes
Soryuju	Begin with it	No special attributes
Tetsuryu	Chapter 1 (600)	Low Attack (15%), Easier to break enemy horizontal attacks
Chained Kozuka	Chapters 2 and 3 (900)	Low Defense (30%), Longer Reach
Fatibal	Chapters 3 and 5 (1200)	Low Defense (30%), High Attack (30%)
Raimei	Chapters 4,5 and 7 (1600)	Drains Health (Successful Hits), Lasting SC
Fuzoroi	Chapters 6,7 and Subchapter 3 (2200)	Easier to break your horizontal attacks, Longer Reach, High Attack (20%)
Modified Flail	Chapters 8,9 and Subchapter 3 (3000)	Damage you through guard (20%), Longer Reach
Falcon	Chapters 8,10 and Subchapter 3 (4000)	Drains Health (All Attacks), Low SC Defense (20%), High SC Speed, Longer Reach
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (20%), High Attack (30%), Damage enemy through guard (40%)
Vajra	Extra Chapter 2 (9800)	Can't Guard, Low SC Defense (20%), Attacks become counters (80%), High Attack (50%)
Termite Snack	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Mitsurugi

Weapon name	Location	Attributes
Shishi-Oh	Begin with it	No special attributes
Korefuji	Chapter 1 (600)	Shorter Reach, High Attack (30%)
Two-handed Sword	Chapters 2 and 3 (900)	Easier to break your horizontal attacks, Lasting SC
Shamshir	Chapters 2 and 3 (1200)	Damage become counters (20%), Longer Reach
Basilard	Chapters 4,5 and 7 (1600)	Shorter Reach, High Defense (30%), Easier to break enemy horizontal attacks
Gassan	Chapter 6 and Subchapter 3 (2200)	Drains Health (All Attacks), Attacks become counters (20%)
Tulwar	Chapters 8,9 and Subchapter 3 (3000)	Low Defense (35%), Longer Reach, Damage enemy through guard (20%)
Masamune	Chapters 8 and 10 (4000)	Low SC Defense (+4%), High Attack (30%), High Defense (20%), High SC Speed
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (20%), High Attack (50%)
Damascus Sword	Extra Chapter 2 (9800)	Can't Guard, Low SC Defense (+40%), High Attack (75%), High Defense (50%)
Souveiner Gift	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Necrid

Weapon name	Location	Attributes
Maleficus	Begin with it	No special attributes
Lemures	Chapter 1 (600)	Low Attack (30%), Easier to break your horizontal attacks, Unblockable upgrade at SC level 2
Morphos	Chapter 2 (900)	Damage become counters (20%), High Attack (20%), Harder to break your horizontal attacks
Orcus Claw	Chapter 3 (1200)	Low Defense (30%), Damage you through guard (20%), Easier to break enemy horizontal attacks, Lasting SC
Ignis Fatuus	Chapters 3,4 and 5 (1600)	Low Attack (30%), High Defense (15%), Recovers Health (All Attacks)
Lambent Viper	Chapters 4,6,7,9 and Subchapter 3 (2200)	Low Defense (30%), Attacks become counters (20%)
Hex Luminae	Chapters 6,8,9 and Subchapter 3 (3000)	Low Attack (90%), Low Defense (50%), Damage becomes counters (80%), Weak Throws, Damage enemy through guard (100%)
Infernal Edge	Chapter 10 and Subchapter 3 (4000)	Drains Health (All Attacks), Low SC Defense (20%), High Attack (20%), High SC Speed
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (20%), Recovers Health (Successful Hits), High Attack (30%)
Chaos	Extra Chapter 2 (9800)	Low SC Defense (20%), Mimics opponent's weapon attributes
Ethereal Edge	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

---Nightmare---

Soul Edge	Begin with it	No special attributes
Flamberge	Chapter 1 (600)	Damage you through guard (30%), Damage enemy through guard (30%)
Great Blade	Chapter 2 (900)	Drains Health (All Attacks), Low SC Defense (20%), Easier to break enemy horizontal attacks, Unblockable upgrade at SC level 2

Steel Paddle	Chapter 3 (1200)	Drains Health (Successful Hits), High Defense (30%), Damage enemy through guard (20%), Unblockable upgrade at SC level 1
Glam	Chapters 4 and 5 (1600)	Damage become counters (20%), High Attack (30%), Damage enemy through guard (15%)
Requiem	Chapters 4,6,7,9 and Subchapter 3 (2200)	Harder to break enemy horizontal attacks, Harder to break your horizontal attacks, High Defense (30%)
Faust	Chapters 6,8,9 and Subchapter 3 (3000)	Drains Health (All Attacks), Lasting SC, High Defense (30%)
Soul Edge (Growth)	Chapter 10 and Subchapter 3 (4000)	Damage you through guard (20%), High Attack (20%), Recovers Health (Constantly)
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (+28%), High Attack (40%), High Defense (40%), Lasting SC
Soul Caliber	Extra Chapter 2 (9800)	Low SC Defense (+10%), Easier to break your horizontal attacks, High Defense (25%), Recovers Health (Constantly)
Galley Oar	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Raphael

Weapon name	Location	Attributes
Flambert	Begin with it	No special attributes
Epee	Chapter 1 (600)	Harder to break enemy horizontal attacks, High Defense (30%)
Stiletto	Chapters 2 and 3 (900)	Shorter Reach, Damage enemy through guard (50%)
Reiterpallasch	Chapters 2,3 and 5 (1200)	Damage become counters (20%), High Attack (30%), Easier to break enemy horizontal attacks
Wo Dao	Chapters 4,5 and 7 (1600)	Shorter Reach, High Attack (35%), Unblockable upgrade at SC level 2
Schweizer	Chapters 6,7,9 and Subchapter 3 (2200)	Easier to break your horizontal attacks, Lasting SC
Holy Antler	Chapters 8,9 and Subchapter 3 (3000)	Low Defense (30%), Attacks become counters (20%)
Estoc	Chapters 8,10 and Subchapter 3 (4000)	Low Defense (50%), Low SC Speed, Lasting SC, Longer Reach
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (Constantly), Low SC Defense (+16%), High Attack (40%), High Defense (30%)
Queen's Guard	Extra Chapter 2 (9800)	Drains Health (Successful Hits), Low SC Defense (+28%), Longer Reach, High Attack (30%), High Defense (40%)
Cane	Subchapter 2 (12500)	Low Attack (30%), Low Defense (40%), Low SC Defense (68%)

Seung Mina

Weapon name	Location	Attributes
Scarlet Thunder	Begin with it	No special attributes
Defender	Chapter 1 (600)	Low Attack (40%), Harder to break enemy horizontal attacks, High Defense (45%)
Hyup Do	Chapter 2 (900)	Damage become counters (20%), High Attack (20%), High SC Defense (10%), Lasting SC
Naginata	Chapters 3 and 4 (1200)	Low Attack (30%), Unblockable upgrade at SC level 2
Couse	Chapters 4 and 5 (1600)	Easier to break your horizontal attacks, Damage enemy through guard (30%)
Bardiche	Chapters 6,7 and Subchapter 4 (2200)	Damage you through guard (20%), High Attack (30%)
Halberd	Chapters 8,9 and Subchapter 4 (3000)	Low Defense (35%), High Attack (10%), Recovers Health (Constantly)
Ambassador	Chapter 10 and Subchapter 4 (4000)	Drains Health (All Attacks), Recovers Health (Soul Charge), Lasting SC
Soul Edge (Complete)	Extra Chapter 1 (7800)	Damage become counters (20%), High Attack (25%), Recovers Health (Successful Hits)
Hraesvelgr	Extra Chapter 2 (9800)	Drains Health (Constantly), Low SC Defense (20%), Recovers Health (All Attacks), High Attack (10%)
Feather Broom	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Sophitia

Weapon name	Location	Attributes
Omega Sword and Elk Shield	Begin with it	No special attributes

Swordbreaker	Chapter 1 (600)	Shorter Reach, Low Attack (30%), Low SC Defense (20%), Easier to break enemy horizontal attacks
Xi Sword	Chapter 2 (900)	Easier to break your horizontal attacks, Easier to break enemy horizontal attacks
Owl Shield	Chapters 3 and 4 (1200)	Low Attack (40%), High Defense (25%), Harder to break your horizontal
Blue Crystal Rod	Chapters 4 and 5 (1600)	Low Attack (30%), High SC Defense (6%), Lasting SC, Recovers Health (All Attacks)
Fire Blade	Chapters 6,7 and Subchapter 4 (2200)	Drains Health (Successful Hits), Longer Reach High Attack (20%)
Gladius	Chapters 8,9 and Subchapter 4 (3000)	Harder to break enemy horizontal attacks, High SC Speed, Lasting SC
Synval	Chapters 9,10 and Subchapter 4 (4000)	Low Defense (35%), Attacks become counters (20%), Longer Reach
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (All Attacks), Low SC Defense (20%), High Attack (35%), Recovers Health (Successful Hits)
Orichalcum	Extra Chapter 2 (9800)	Low SC Defense (20%), High Attack (20%), Fast SC
Memento	Subchapter 2 (12500)	Low Defense (50%), Low SC Defense (80%)

Taki

Weapon name	Location	Attributes
Rekki-Maru and Mekki-Maru	Begin with it	No special attributes
Kunai	Chapters 1 and 2 (600)	Shorter Reach, High Attack (20%), High Defense (30%)
Slicer	Chapter 2 (900)	Damage become counters (20%), Easier to break enemy horizontal attacks
Kagekiri	Chapters 3 and 4 (1200)	Low Defense (35%), Damage enemy through guard (20%)
Yoroitoshi	Chapters 3,4 and 5 (1600)	Low Defense (30%), Unblockable upgrade at SC level 1
Fumakugi	Chapters 5,6,7,8 and Subchapter 4 (2200)	Shorter Reach, Damage you through guard (20%), Recovers Health (All Attacks)
Silent Edge	Chapters 7,8,9,10 and Subchapter 4 (3000)	Low Attack (20%), Longer Reach
Kamizoroe	Chapters 9,10 and Subchapter 4 (4000)	Low Attack (20%), High SC Speed, Lasting SC
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (All Attacks), Low SC Defense (+28%), High Attack (40%), High Defense (40%)
Kris Naga	Extra Chapter 2 (9800)	Low SC Defense (20%), Recovers Health (Soul Charge), High Attack (40%), Longer Reach, Lasting SC
Tobacco Pipes	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Talim

Weapon name	Location	Attributes
Syi Sarika and Loka Luha	Begin with it	No special attributes
Wind Guide	Chapters 1 and 2 (600)	Damage become counters (+16%), High Defense (30%), Damage enemy through guard (40%)
Tonfa	Chapter 2 (900)	Low Attack (15%), High Defense (20%), Easier to break enemy horizontal attacks, Harder to break your horizontal attacks
Side Harpe	Chapters 3 and 4 (1200)	Low Attack (40%), Unblockable Upgrade at Sc level 2
Double Crescent Blade	Chapters 3,4,5, and 6 (1600)	Shorter Reach, Low SC Speed, High Attack (30%), High Defense (30%), Lasting SC
Chaqu	Chapters 5,6,7,8 and Subchapter 4 (2200)	Damage you through guard (20%), High Attack (30%)
Cao Ankana	Chapters 7,8,9,10 and Subchapter 4 (3000)	Drains Health (Constantly), Longer Reach, Damage enemy through guard (30%)
Maila Kari	Chapter 9,10 and Subchapter 4 (4000)	Drains Health (Successful Hits), Longer Reach
Soul Edge (Complete)	Extra Chapter 1 (7800)	Low Defense (30%), Low Sc Defense (56%), High Attack (40%), Recovers Health (Successful Hits)
Soul Caliber	Extra Chapter 2 (9800)	Damage become counters (20%), Recovers Health (All Attacks)
Weight	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Voldo

Weapon name	Location	Attributes
Manas and Ayus	Begin with it	No special attributes
Cat Claws	Chapter 1 (600)	Damage become counters (20%), High Attack (30%)
Tofana Scissors	Chapter 2 (900)	Drains Health (Constantly), High Attack (30%)
Shame and Blame	Chapters 2 and 3 (1200)	Low Attack (20%), High Defense (20%)
Iron Ram	Chapters 4 and 5 (1600)	Low SC Defense (20%), Lasting SC
Heavy Jur	Chapters 4,6,7,9 and Subchapter 3 (2200)	Easier to break your horizontal attacks, Longer Reach
Karma and Mara	Chapters 6,8,9 and Subchapter 3 (3000)	Harder to break enemy horizontal attacks, High Defense (30%)
Full Moon	Chapter 10 and Subchapter 3 (4000)	Low Attack (30%), Longer Reach, Harder to break your horizontal attacks
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (All Attacks), Low SC Defense (20%), High Attack (35%), Damage enemy through guard (30%)
Guillotine	Extra Chapter 2 (9800)	Drains Health (Successful Hits), Low Sc Defense (20%), Lasting SC, Fast SC
Tambourines	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Xianghua

Weapon name	Location	Attributes
No Name	Begin with it	No Special Attributes
Kard	Chapters 1 and 2 (600)	Shorter Reach, Low Attack (30%), Unblockable Upgrade at SC level 2
Northern Star	Chapter 2 (900)	Damage become counters (20%), Attacks become counters (20%)
Soul Caliber (Evil)	Chapter 5 Stage 2 (Free)	Low Defense (30%), Drains Health (Soul Charge), Lasting SC, Attacks become counters (20%)
Kopis	Chapters 3,4,5 and 6 (1600)	Shorter Reach, Damage enemy through guard (30%)
Qi Xing Sword	Chapters 5,6,7,8 and Subchapter 4 (2200)	Low Attack (20%), Low Defense (20%), Longer Reach, Easier to break enemy horizontal attacks
Krita-Yuga	Chapters 7,8,9,10 and Subchapter 4 (3000)	Easier to break your horizontal attacks, Harder to break enemy horizontal attacks, Recovers Health (Soul Charge)
Blue Storm	Chapters 9,10 and Subchapter 4 (4000)	Easier to break your horizontal attacks, Low Defense (20%), High Attack (20%), Longer Reach
Soul Edge (Complete)	Extra Chapter 1 (7800)	Drains Health (All Attacks), Low Sc Defense (20%), High Attack (20%)
Soul Calibur	Extra Chapter 2 (9800)	Damage become counters (20%), High Attack (20%), Recovers Health (All Attacks)
Calligraphy Brush	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Yoshimitsu

Weapon name	Location	Attributes
Yoshimitsu	Begin with it	No Special Attributes
Shiranui	Chapter 1 (600)	Low Defense (35%), High Attack (20%), Unblockable Upgrade at SC level 2
Kastane	Chapter 2 (900)	Damage become counters (20%), High Attack (30%), Easier to break enemy horizontal attacks
Zantetsuken	Chapter 3 (1200)	Easier to break your horizontal attacks, High Attack (30%), Damage enemy through guard (30%)
Dha	Chapters 4 and 5 (1600)	Low Attack (30%), Attacks become counters (-16%)
Kagekiyo	Chapters 6,7 and Subchapter 3 (2200)	Drains Health (Constantly), Low Defense (30%), Longer Reach, Unblockable Upgrade at SC level 2
Pakayun	Chapters 6,8,9 and Subchapter 3 (3000)	Low Defense (30%), High SC Speed, Lasting SC
Monohoshizao	Chapter 10 and Subchapter 3 (4000)	Drains Health (All Attacks), Longer Reach
Soul Edge (Complete)	Extra Chapter 1 (7800)	Can't Guard, Low SC Defense (20%), Recovers Health (Successful Hits), High Attack (40%)
Hihirokane	Extra Chapter 2 (9800)	Drains Health (Spinning Evade), Shorter Reach, High Attack (30%), High SC Defense (20%), Lasting SC
Shepherd's Crook	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Yunsung

Weapon name	Location	Attributes
White Storm	Begin with it	No Special Attributes

Machete	Chapter 1 (600)	Low Defense (40%), Damage enemy through guard (20%)
Khanjar	Chapters 2 and 3 (900)	Shorter Reach, High Defense (20%), Easier to break enemy horizontal attacks
Xiao Lian	Chapters 2,3 and 5 (1200)	Drains Health (Successful Hits), Longer Reach
Giant Butcher Knife	Chapters 4,5 and 7 (1600)	Shorter Reach, High Attack (30%)
Cheng Ying	Chapters 6,7 and Subchapter 3 (2200)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%), Easier to break your horizontal attacks
Ramdao	Chapters 8,9 and Subchapter 3 (3000)	Damage become counters (20%), Damage you through guard (20%), Recovers Health (Successful Hits), Longer Reach
Blue Thunder	Chapters 8,10 and Subchapter 3 (4000)	Low Attack (15%), Attacks become counters (2%)
Soul Edge (Complete)	Extra Chapter 1 (7800)	Damage you through guard (50%), Low Sc Defense (20%), High Attack (35%), Recovers Health (Successful Hits)
Han Guang	Extra Chapter 2 (9800)	Low SC Defense (6%), High Defense (12%), Longer Reach, Damage enemy through guard (10%), Lasting SC
Child's Sword	Subchapter 2 (12500)	Low Attack (20%), Low Defense (20%), Low SC Defense (44%)

Weapon Guide - Special Characters

Assassin

Weapon name	Location	Attributes
Assassin Blade	Begin with it	No Special Attributes

Berserker

Weapon name	Location	Attributes
Great Ax	Begin with it	No Special Attributes

Lizardman

Weapon name	Location	Attributes
Gyulkus Sword	Begin with it	No Special Attributes

FAQ

Q) What are the extra weapons?

A) They are weapons that boast special attributes like high attack or health recovery.

Q) Where can I get them?

A) All weapons are obtained from the Weapon Master mode. You must either buy them with the gold you earn or some weapons can be won from certain missions in Weapon Master.

Q) Where can I use these weapons?

A) You can use them in Weapon Master, Extra Arcade, Extra Versus, Extra Time Attack, Extra Survival, Extra Team Attack and Extra Practice. You can also choose the extra weapons in the Battle Theater, Exhibition mode and when viewing a character profile.

Q) How can I unlock the extra missions in Weapon Master?

A) Complete stage 3 in Chapter 10.

Q) Where are the Soul Edge (Complete) weapons?

A) Unlock all the extra missions first. Now clear Chapter 9 extra stage 2 and then extra stage 4.

Q) Where are the legendary weapons?

A) Unlock the extra missions. Now clear Chapter 8 Stage 2. Then clear Chapter 9 stage 1, extra stage 2 and extra stage 3. Now at Subchapter 4 clear stages 1, 3 and 4.

Q) Where are the joke weapons?

A) First you must gain enough experience points to earn the ranking of "Iron Edgemaster". Then you must complete Chapter 4 Stage 3 with this ranking.

Outro

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