# Shining Force Character Guide Final

by tskisoccer                                                        Updated on Jan 20, 2017

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                 S   S    F           I
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                   S      F           I
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Game: Shining Force I
System: Sega Genesis
FAQ: Advanced Character FAQ
Written By: NoWorries
Allowed Website: www.gamefaqs.com
                 www.neoseeker.com
                 www.supercheats.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 04 of January of 2012
                 1.5 Submitted 06 of January of 2012
                 2.0 Submitted 12 of January of 2012
                 2.2 Submitted 31 of January of 2012
                 3.0 Submitted 23 of May of 2016
               Final Submitted 19 of January of 2017
Version Updates:
    1.5
      -fixed some mild appearance problems with initial upload to gamefaqs
      -added another [ctrl]+F command to find the character descriptions
      -added some extra detail to character descriptions
      -added some spaces to seperate and break of walls of text
    2.0
      -fixed the details on recruiting Gort {thanks ehow22}
      -fixed the details on recruiting Arthur {thanks again ehow22}
      -fixed the details on recruiting Diane {once again, thanks ehow22}
      -added some random details that were emailed to me
      -completely re-made III.F Promotion Debate (analysis of loss of stats)
       as it was brought to my attention someone had done it in much greater
       detail than I. A huge thanks and shout out goes to Trent at
       shiningforcecentral.com  All credit in III.F goes to him. The link is
       of course:
       http://forums.shiningforcecentral.com/viewtopic.php?f=3&t=4179
      -similarly, completely redid III.G Promotion Debate on when to or not
       to. It is incredibly more in-depth and I hope it to be more accurate
       than before
    2.2
      -added some minor detail about 99 in a stat
      -added some extra detail about using the stat section
    3.0
      -many general tweaks and updates
      -added a section about stat-increasing items
      -revised several sections
      -likely the final version though I'll leave it open for updates
    Final
      -Gave it a complete read-through and updated a number of spots,
       especially concerning stats and level ups
      -Expanded on the promotion loss section to compare stats of level 10
       versus level 20 promotions

I say "Final" not because I'll never update it; but in terms of major game
mechanics, this game has been thoroughly run through. We have a complete
examination of characters; we understand better the spells and how the two
interact, causing some to be better earlier versus later, and most importantly
we really understand the differences between promoting early versus later.

It's a huge scope for what I've done, and I can't think of anything else I
would realistically need to add; but that being said, due to how knowledge
works, there may be a time when things need to be improved and/or spellchecked
so there you go.


I'm streaming live on twitch! Give me a follow and catch me playing Shining
Force related games (feel free to ask me questions, I get loads of em already)

               twitch.tv/tskisoccer



-------------------------------------------------------------------------
                        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.
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**...** 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)

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.

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


***It has been brought to my attention that most people using this will want
the character descriptions, which is section III.H. If you want descriptions
and numerical analysis of characters, hit [ctrl]+F then [9999] to be zoomed
instantly to that section***


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                    | Introduction |
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[1000]

-Who should be reading this FAQ?- #The NoWorries Contract to Greatness

    I put this in every faq I've ever written, and it goes something along the
lines like this. By writing this, I commit to you the reader that I will bring
to you not only my vastness of knowledge but with a sense of humour. I
understand it's easy to get bogged down in detail as well as a mush of opinion
but I strive to bring you something more than just a guide to greatness.
    So who should be reading this? This guide is meant for new players and old
men as well. As titled, it is an advanced character guide; going far more in
depth than Ganalon's character faq which (nothing against him) is just a
skating of opinion over the characters; which will hopefully now be done and
completed in its entirety. Many people have said something along the lines of,
"I hope to update this with more samples soon" but then the guide sits
untouched since. I have completed everyone else's work. Also, you are
probably reading the most comprehensive SFI character guide available, in the
world.


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NoWorries back, reliving a classic game with a -hopeful- attempt at best to
try and settle decade old debates on the <>Best<> characters in the game. For
anyone who has taken a statistics class; what I'm going to do an empirical
study, where I hope to find trends in the characters stat gain to settle this

discussion. Hopefully this example will show what I mean exactly:

Dude A:
What do you mean you don't use Bleu? He's seriously like the best character in the game?

Person B:
I've played a couple times and he just never gets any attack for me. Plus he takes far too long to level up and catch my other teammates. I prefer Arthur.

Guy C:
Arthur? God I don't even recruit him. First of all, he is the worst character on your team for 20 of the battles. Second, I've heard stories about his so called 'stat spiking' but in all honesty my Pelle generally stays better than him literally the entire time.

Dude A:
Pelle always starts good, that's a given. But mine never gets any better. You know who's really good? Adam.

Everyone:
-Laughter-


The fact of the matter is; we still have those debates today. I've been speedrunning this game now for over 2 years and have handled NUMEROUS questions from people regarding different characters and levelups and the likes. When I set out nearly 5 years ago (this is December of 2016) on this mission of mine, I had no idea the path it would lead me down. For one thing, I have learned even more about this game and how it deals with stats. It is for that reason, that I am doing another update to this guide to then leave it in the final version, outside of minor corrections and updates of course.

For you see, I initially began with a sampling effort to take averages. Those work, to some extent as you can see when people level. However, it is not exactly accurate. This game has random level ups, but they aren't as random as it might seem. What is happening, is the game has "goals" for where your character should be at by certain levels, with goals at 10/20 each. Your character at 10/20 should look pretty similar each playthrough; what is different and what is random is their journey to it.

The basic premise (comparing to SF2) is rubberband levels versus linear levels and I'll try to explain the difference before then using some actual examples.

In SF2, the game revolves around a linear leveling process. That is, each level matters less than the previous due to the percent increase being less each time. For instance, when Bowie has 12-6(3)-4-4 starting stats, his initial level of 1(2)-1-1-1 is a much larger increase in stats compared to later levels as going from 4 to 5 is a 20% increase in stats but later levels like going from 63 defense to 65 defense is a miniscule amount. The game cares less about your current level of stats and instead gives you a linear amount with some randomness in there.

In SF1, the individual stats matter significantly less as we generally look at within the scope of 3 or 4 levels. Max growing from level 1 to 2 and gaining (0,1,2,3)-1-1-1 stats (up to 16 HP) doesn't matter that much (as the game can and often will round those odd numbers down reducing damage) as compared to his next level at 3, gaining again (0,1,2,3)-(1,2,3)-2-1 in stats. In two levels, we've had significant growth (+3 Defense, up to +4 attack, and of course up to +4 health as well) which is more significant. Similarly, you may have Luke not gain stats for several levels before he then gains 3 or 4 HP and defense and whatnot. Perhaps the best example is Hans who outside of gaining speed; he doesn't gain much in the way of stats as an archer outside of a few points of attack thrown in (we'll talk about that later).

Anyway, the "rubberbanding" as I've come to call it, revolves around this idea of your character not being where the game thinks they should be. I have two classic examples below for you, but this is something that can work against you in a way. For instance, I just said Max at level 3 gains 2 defense: this happens basically everytime. I say basically, because if you use a DEF potion on Max before he levels to 3, he may not gain that defense, meaning you've hurt his overall growth by using the potion too early since the game sees his higher defense value and thinks he's fair off. I'll try to pinpoint to these as well, but that may end up being for an entirely different section. Anyway, moving onto rubberbanding.

A perfect example is Tao, who at level 4 could have between 14 and 22 MP. She may have higher someday, I don't know for a fact, but what I do is that in my experience playing the game, this is the best and worst Tao I've seen, with the average being around 17 MP at that point. Now, at level 10, she tends to have around 25 MP give or take. So if you have a 14 MP Tao by level 4, and she gains only 2 or 3 at level 5, it is not uncommon to see her gain 5 or 6 MP at levels 6 or 7 to boost her up. This is representative of both forms, good and bad rubberbanding, as an 18 or 19 MP Tao may go another 2-3 levels without gaining magic (seemingly bad) but in reality that's OK because she's above the curve. On the flipside, if your Tao has 17 or less MP by level 5 or 6, you'll see her gain 7 or 8 MP by level 7 or 8 to get her to that 20+ MP value. While that seems "awesome" it's actually bad because it means your character (in this case Tao) was quite bad beforehand until she was rubberbanded.

Another great example is Pelle, who traditionally joins with the strength of
a brick shithouse. In a live race in May of 2016, my Pelle was so weak, that
Lizardmen were hitting him for 4 damage, a number I've never seen before. The
game recognized this and at level 9, Pelle then gained 7 Defense. Well now he
takes no damage. This is another example of bad rubberbanding, since Pelle
should take no damage from anything.

The point I'm trying to illustrate, is that the stats below are relevant, but
I'm going to try and go through and explain more so that you can more fully
understand how these characters level and what to expect.

There is also an expansion of the promotion section as well. I receive many
questions during my streaming, and recently I was asked, "What is the
difference between promoting at 10 and 20 in terms of the rubberband?"

I didn't have an answer. I knew how characters grew, and I knew what stats you
had upon promoting (which level) but I did not know the difference between
a 10/20 and a 20/20 character outside of 20/20 is going to be better. So I
sat back down and played through leveling up to do a 10/20 promotion for
everyone (15/16 for Alef and Torasu) so we can have a frame of reference to
better describe what happens. In some cases, my opinion changed very little;
but in others, I may have softened or reversed my opinion entirely on when to
promote because I can see that those extra stats kept by going to 20 before
promoting aren't always necessary. Regardless, it was a fun project to take
on, and probably a really good one to go out on as that wraps up this guide
in its final form. Have a good read and hopefully we all learned something

-NoWorries


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                        | Detailed Stats |
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[2000]

Section I
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| Character Stats |
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   In this section, expect to find literally bare-boned stats. While there may
be random snid bits about the character, the vast majority of the more
'detailed' analysis of stats comes in the next section.

             A few things to know before we begin

- Characters in this section are grouped by order of appearance
- Location of characters are included
- Spells learned (with level) are included
- Starting stats (without weapons) are included
- TP stands for 'total points' so for each level you get the highest (not
necessarily best) amount of stats gained
- Noticable stat gains (like more than +5 in a category) will <>NOT<> be
included in the average level up (as it is a massive outlier) but will be
included for stat keeping purposes. They are truncuated (rounded down) to 5.
So a level up of +7 would factor into the average by +5.
- Everything in this section is <>factual<> no opinions yet. If you're looking
for a generalized categorical analysis, go to the next section
- It seems that a trend here is when casters learn a new spell, their level up
is sensationally bad
- For a few characters, there are extra levels past 20 to show just how little
the stat gains are past 20. I have discovered that you can pretty much save
state to gain at least 3 stats each level. However know that 0 stat gain far
dominates the number of trials.

***You have to take my word on what is the 'best' total points level up.
Generally, it is geared towards the stat of which they use to benefit them
as well as the team. For example, a fighter, Luke for example, may have a TP
of 5 (1 HP, 1 AT, 3 AG) but the TP I save and continue on with (for a run of
what their 'ideal' stats could look like) may be only 4 TP (1 HP, 2 AT, 1 AG)
with even some extreme cases being taking 1 HP and 2 AT over 1 HP and 4 AG.
Agility is a somewhat useless stat; which often will outlier ones' TP stat.
Another example would be a caster having a TP of 7 (3 AT, 3 DE, 1 MP). The
attack and Defense, for practical purposes, are wasted, so they're only
gaining 1 point that time. A better/picked level up may be 1 HP, 1 MP, 2 AG,
which is only 4 stats. However, 4 stats the caster -will- use.***


   I saved the best for last
        Characters in this game join "at level 0" but then are assigned level
        ups to their assigned level. This is why certain characters can have

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                a rather large variance in their actual joining stats. I have tried to
                make note of these where I can




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                                        Max

            Found at?
        Max is your starting character, you must get him
            Spells?
        Egress {starts}
            Interesting Tidbit?
        1. Any magic points Max gets are a complete waste; he has no use for anything
        more than 8. At least Bowie from SFII gets Bolt to use those magic points.
        2. Max can start with 14 HP and 9 MP thanks to variance
        3. Using a Defense Potion on Max before he levels to 3 may result in less
        defense, as the game thinks he has higher defense. Instead, level him and then
        use the potion

        Starting Stats:
        HP - MP - AT - DE - AG - MV
        12 - 08 - 06 - 04 - 04 - 06
        Stats Gained:
        Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
        02 - 1.4 - 0.0 - 1.0 - 1.0 - 1.0 - 06 - 10
        03 - 1.4 - 0.0 - 2.3 - 2.0 - 1.0 - 08 - 10
        04 - 0.9 - 0.1 - 1.1 - 1.3 - 1.9 - 08 - 10
        05 - 1.9 - 0.5 - 0.0 - 1.3 - 0.0 - 07 - 10
        06 - 0.0 - 0.0 - 0.1 - 1.1 - 0.2 - 02 - 10
        07 - 0.6 - 0.0 - 0.3 - 0.1 - 0.3 - 04 - 10
        08 - 0.9 - 0.0 - 0.0 - 1.1 - 0.2 - 05 - 10
        09 - 0.0 - 0.0 - 0.0 - 0.2 - 0.2 - 01 - 10
        10 - 0.2 - 0.3 - 0.1 - 0.5 - 1.1 - 04 - 10
        11 - 0.4 - 0.0 - 0.1 - 0.0 - 0.0 - 02 - 10
        12 - 0.5 - 0.0 - 0.4 - 0.0 - 0.3 - 03 - 10
        13 - 1.9 - 0.0 - 0.0 - 0.2 - 0.0 - 04 - 10
        14 - 0.3 - 0.0 - 0.6 - 0.0 - 0.3 - 03 - 10
        15 - 1.1 - 0.0 - 0.0 - 0.1 - 0.9 - 05 - 10
        16 - 0.0 - 0.0 - 0.0 - 0.1 - 1.0 - 03 - 10
        17 - 1.2 - 0.4 - 0.5 - 0.1 - 1.2 - 06 - 10
        18 - 0.3 - 0.1 - 0.0 - 0.4 - 0.9 - 04 - 10
        19 - 0.6 - 0.0 - 0.6 - 0.0 - 1.6 - 07 - 10
        20 - 1.7 - 1.5 - 0.5 - 0.9 - 1.1 - 10 - 10 TP = 5-3-0-0-2 #+4,5,5 HP
        Avg- 0.8 - 0.15- 0.4 - 0.6 - 0.69- 4.84

        Avg Lvl 20 Stats w/o Wpn  : 27   - 11   - 14   - 15   - 17
        Level 20 Stats w/o Weapon : 38   - 11   - 25   - 22   - 17

        Stats Gained:
        Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
        02 - 0.0 - 0.1 - 0.1 - 0.0 - 3.1 - 07 - 10 #+5,7 AG
        03 - 0.3 - 0.0 - 0.2 - 0.0 - 6.7 - 10 - 10
        04 - 0.8 - 0.0 - 0.1 - 0.0 - 8.0 - 12 - 10 TP = 1-0-0-0-11
        05 - 4.0 - 0.0 - 0.0 - 2.3 - 3.2 - 13 - 10 TP = 6-0-0-5-2 #+6,7 HP +6 AG
        06 - 0.0 - 0.0 - 0.1 - 0.2 - 5.0 - 09 - 10
        07 - 2.0 - 0.0 - 0.7 - 1.8 - 0.1 - 09 - 10
        08 - 0.4 - 0.0 - 0.2 - 1.6 - 1.0 - 07 - 10
        09 - 1.0 - 0.0 - 0.4 - 0.3 - 1.9 - 07 - 10
        10 - 2.1 - 0.0 - 0.0 - 1.4 - 0.4 - 07 - 10
        11 - 2.4 - 0.0 - 0.2 - 0.3 - 0.4 - 07 - 10
        12 - 3.1 - 0.3 - 0.5 - 0.5 - 0.0 - 08 - 10
        13 - 3.0 - 0.0 - 0.6 - 0.8 - 0.1 - 11 - 10 TP = 6-0-1-3-1
        14 - 0.7 - 0.0 - 0.7 - 0.1 - 0.0 - 03 - 10
        15 - 0.0 - 0.0 - 0.2 - 1.4 - 0.1 - 04 - 10
        16 - 0.7 - 0.0 - 0.2 - 0.2 - 0.0 - 04 - 10
        17 - 0.0 - 0.0 - 1.6 - 2.3 - 0.0 - 06 - 10 #+6 DE
        18 - 0.6 - 0.0 - 0.2 - 2.4 - 0.0 - 06 - 10
        19 - 3.2 - 0.0 - 0.2 - 1.1 - 0.0 - 10 - 10 TP = 4-0-0-6-0 #+6,6 HP +6 DE
        20 - 1.4 - 0.3 - 0.7 - 0.3 - 0.1 - 06 - 10
        Avg- 1.35- 0.04- 0.36- 0.89- 1.58- 7.52

        Level 20 Promoted Stats: (With Best Weapon +40)
        71 - 12 - 78 - 60 - 49
         6 -  0 -  6 -  6 -  2 <--Stat Increases from Items
        77 - 12 - 84 - 66 - 51
        Level 20 Average Stats : (With/Without Best Weapon)
        46 - 09 - 17/47 - 28 - 43

        21 - 0.0 - 0.2 - 0.2 - 0.2 - 0.3 - 03 - 10
        22 - 0.2 - 0.2 - 0.2 - 0.3 - 0.3 - 03 - 10
        23 - 0.2 - 0.3 - 0.1 - 0.3 - 0.1 - 03 - 10
        24 - 0.2 - 0.3 - 0.2 - 0.1 - 0.1 - 03 - 10
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25 - 0.2 - 0.2 - 0.2 - 0.2 - 0.2 - 03 - 10
26 - 0.4 - 0.3 - 0.4 - 0.2 - 0.4 - 03 - 10
27 - 0.4 - 0.1 - 0.3 - 0.6 - 0.1 - 03 - 10
28 - 0.2 - 0.2 - 0.0 - 0.1 - 0.1 - 02 - 10
29 - 0.3 - 0.1 - 0.2 - 0.1 - 0.3 - 02 - 10
30 - 0.1 - 0.3 - 0.3 - 0.5 - 0.3 - 02 - 10


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                                  Lowe

     Found at?
Lowe will join you after talking to the king.
     Spells?
Heal (4)  {starts, 7, 16, 22}
Detox     {4}
Slow (2)  {10, 19}
Quick (2) {13, 25}
     Interesting Tidbit?
1. If you can trigger a glitch at the beginning of the game, you do not have
to get any of the starting crew.
2. Notice how difficult and boring it becomes to level Lowe, due to him not
learning Aura. Though Lowe can equip the White Ring, granting him access to
Aura 2, something Gong cannot do
3. Lowe can have 12 HP and 11 MP thanks to variance. He may get 12, I'm not
100% sure on that though

Starting Stats:
HP - MP - AT - DE - AG - MV
11 - 10 - 04 - 05 - 05 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 0.2 - 1.3 - 0.0 - 0.0 - 0.0 - 04 - 10
03 - 0.1 - 4.0 - 1.0 - 1.0 - 1.0 - 07 - 10
04 - 0.5 - 0.8 - 0.0 - 0.0 - 0.0 - 04 - 10
05 - 1.1 - 0.1 - 0.7 - 1.0 - 1.0 - 06 - 10
06 - 0.0 - 0.2 - 0.2 - 0.0 - 0.9 - 02 - 10
07 - 0.2 - 0.5 - 1.0 - 1.4 - 0.9 - 06 - 10
08 - 000 - 000 - 000 - 000 - 000 - 00 - 10 # A level of zero gain in 10 trials
09 - 0.9 - 0.0 - 1.6 - 0.2 - 0.0 - 06 - 10
10 - 0.0 - 0.4 - 0.3 - 0.2 - 0.7 - 04 - 10
11 - 0.0 - 0.3 - 0.7 - 0.0 - 0.2 - 04 - 10
12 - 0.3 - 0.0 - 0.0 - 0.5 - 1.2 - 05 - 10
13 - 0.0 - 0.0 - 0.3 - 0.1 - 0.1 - 01 - 10
14 - 0.9 - 0.4 - 0.2 - 0.0 - 0.2 - 04 - 10
15 - 0.0 - 0.0 - 0.9 - 0.4 - 0.1 - 03 - 10
16 - 0.0 - 0.3 - 0.3 - 0.0 - 1.0 - 03 - 10
17 - 0.3 - 0.9 - 1.0 - 0.2 - 0.5 - 07 - 10
18 - 0.8 - 0.4 - 0.0 - 0.0 - 0.5 - 04 - 10
19 - 0.7 - 0.0 - 0.1 - 0.0 - 1.6 - 05 - 10
20 - 0.2 - 1.7 - 0.6 - 0.0 - 0.3 - 08 - 10 #+5,5 MP
Avg- 0.37- 0.59- 0.47- 0.26- 0.54- 4.37

Avg lvl 20 Stats w/o Wpn  : 18   - 21   - 13   - 10  - 15
Level 20 Stats w/o Weapon : 28   - 39   - 19   - 15  - 19

Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 2.8 - 0.8 - 0.4 - 1.4 - 5.6 - 16 - 10 TP = 6-0-1-1-8
03 - 0.5 - 2.9 - 0.3 - 2.5 - 4.4 - 16 - 10 TP = 0-6-1-4-5 #+6,6 AG #+6,6,6 MP
04 - 0.9 - 0.0 - 0.1 - 0.2 - 6.9 - 12 - 10 TP = 2-0-0-0-10
05 - 0.1 - 0.6 - 0.1 - 0.0 - 4.3 - 10 - 10 TP = 0-4-0-0-6 #+6,6,6 AG
06 - 0.8 - 0.4 - 1.8 - 1.5 - 3.7 - 11 - 10 TP = 3-0-1-4-3 #+6,6,7 AG
07 - 3.0 - 0.0 - 0.3 - 2.8 - 0.1 - 10 - 10 TP = 5-0-2-3
08 - 0.5 - 0.7 - 0.0 - 2.5 - 1.4 - 11 - 10 TP = 1-3-0-3-4
09 - 0.4 - 0.7 - 0.3 - 1.0 - 0.4 - 08 - 10
10 - 2.0 - 0.2 - 0.6 - 0.0 - 0.2 - 05 - 10
11 - 3.5 - 0.1 - 0.1 - 0.4 - 0.2 - 07 - 10 #+6,7 HP
12 - 0.1 - 0.9 - 0.2 - 2.0 - 0.1 - 07 - 10
13 - 2.8 - 1.0 - 0.1 - 0.2 - 0.9 - 09 - 10
14 - 1.1 - 0.3 - 0.0 - 0.6 - 1.6 - 08 - 10
15 - 0.4 - 2.2 - 0.2 - 0.4 - 0.1 - 10 - 10 TP = 3-4-2-1-0
16 - 0.6 - 0.6 - 0.1 - 0.8 - 0.1 - 06 - 10
17 - 0.2 - 0.0 - 0.1 - 1.6 - 0.0 - 07 - 10 #+6 DE
18 - 1.0 - 0.6 - 0.8 - 0.0 - 0.2 - 05 - 10
19 - 0.7 - 0.6 - 0.2 - 0.1 - 0.0 - 04 - 10
20 - 0.4 - 2.5 - 0.1 - 0.9 - 0.3 - 09 - 10 #+7 MP
Avg- 1.15- 0.79- 0.30- 0.99- 1.61- 9.00

Level 20 Promoted Stats: (With Best Weapon +25)
66 - 66 - 53 - 45 - 56
Level 20 Average Stats : (With/Without Best Weapon)
35 - 31 - 16/41 - 26 - 42

21 - 0.2 - 0.6 - 0.3 - 0.3 - 0.4 - 03 - 10
22 - 0.4 - 0.2 - 0.3 - 0.2 - 0.1 - 04 - 10
23 - 0.3 - 0.1 - 0.0 - 0.3 - 0.2 - 03 - 10
24 - 0.3 - 0.1 - 0.1 - 0.2 - 0.2 - 02 - 10
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                                    Tao

    Found at?
Tao is part of the crew that joins after you talk to the king.
    Spells?
Blaze (4) {starts, 4, 12, 20}
Sleep     {8}
Boost     {27}
Dispell   {16}
    Interesting Tidbit?
1. See Lowe
2. Tao has red hair and masters Blaze; coincidence?
3. A critical hit from Blaze 4 once did 74 damage. NICE
4. I personally sell of my mages weapons upon promotion, as they're not
attacking anyway, and I think its cooler they wave their arms instead of
waving a stick.
5. Tao can join with 11 HP. Fret not though as she'll gain it at 2 or 3
more often than not. Her MP situation can be sticky though, as explained
above. She can gain 2, 3, or 4 MP at level 2, but should have around 20 MP
by level 7
6. Interestingly, Tao is given a weapon at the start but she is so weak she
cannot hurt any enemy until Snipers and enemy Mages appear in battle 4

Starting Stats:
HP - MP - AT - DE - AG - MV
10 - 07 - 04 - 04 - 06 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 0.9 - 4.0 - 0.0 - 0.0 - 0.0 - 05 - 10
03 - 0.2 - 3.2 - 0.0 - 1.0 - 1.0 - 07 - 10
04 - 0.0 - 3.0 - 1.0 - 0.0 - 1.0 - 07 - 10
05 - 1.2 - 0.0 - 0.0 - 1.0 - 1.0 - 05 - 10
06 - 0.7 - 0.7 - 0.0 - 0.0 - 0.1 - 05 - 10
07 - 0.1 - 0.0 - 1.0 - 1.0 - 1.2 - 04 - 10
08 - 0.1 - 0.0 - 0.0 - 0.0 - 0.8 - 02 - 10
09 - 0.0 - 0.1 - 0.0 - 0.9 - 1.0 - 04 - 10
10 - 0.1 - 1.1 - 0.8 - 0.7 - 0.1 - 06 - 10
11 - 0.5 - 0.0 - 0.0 - 0.2 - 0.1 - 02 - 10
12 - 0.1 - 0.1 - 0.0 - 0.2 - 0.1 - 03 - 10
13 - 0.2 - 0.7 - 1.3 - 0.0 - 0.8 - 05 - 10
14 - 0.0 - 0.1 - 0.2 - 0.1 - 1.5 - 03 - 10
15 - 0.1 - 0.2 - 0.8 - 1.4 - 0.4 - 06 - 10
16 - 0.3 - 0.0 - 0.0 - 0.5 - 0.6 - 05 - 10
17 - 0.7 - 1.9 - 0.0 - 0.1 - 0.1 - 06 - 10 #+4,5 MP
18 - 0.0 - 1.6 - 0.2 - 0.1 - 0.3 - 04 - 10
19 - 0.0 - 1.8 - 0.1 - 0.2 - 0.0 - 05 - 10 #+5 MP
20 - 0.4 - 0.8 - 0.9 - 0.0 - 1.2 - 08 - 10
Avg- 0.29- 1.02- 0.33- 0.39- 0.59- 4.58


Avg lvl 20 Stats w/o Wpn  : 16   - 26   - 10    - 11   - 17
Level 20 Stats w/o Weapon : 23   - 44   - 12    - 16   - 26


Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 0.6 - 2.7 - 0.4 - 1.0 - 6.3 - 17 - 10 TP = 2-4-1-1-9
03 - 0.0 - 1.0 - 0.4 - 0.9 - 6.2 - 14 - 10 TP = 0-3-0-1-10
04 - 0.9 - 1.0 - 0.2 - 2.1 - 3.1 - 14 - 10 TP = 3-1-1-5-4 #+7,7 AG
05 - 0.1 - 1.9 - 0.2 - 0.4 - 3.3 - 10 - 10 TP = 0-3-1-1-5
06 - 0.7 - 2.6 - 1.0 - 0.1 - 5.8 - 13 - 10 TP = 2-2-1-0-8
07 - 0.1 - 1.6 - 0.4 - 0.1 - 0.8 - 06 - 10
08 - 0.4 - 0.3 - 0.2 - 2.3 - 1.5 - 08 - 10
09 - 0.0 - 2.6 - 0.2 - 0.6 - 1.2 - 07 - 10
10 - 0.1 - 0.6 - 0.0 - 0.0 - 3.5 - 08 - 10 #+6,7 AG
11 - 1.1 - 0.6 - 0.3 - 1.0 - 0.3 - 08 - 10
12 - 0.5 - 1.2 - 0.1 - 0.8 - 0.0 - 07 - 10
13 - 0.4 - 2.2 - 0.6 - 0.1 - 0.1 - 08 - 10 #+6 MP
14 - 1.4 - 0.0 - 0.2 - 1.1 - 0.1 - 06 - 10
15 - 3.2 - 2.1 - 0.1 - 0.6 - 0.3 - 10 - 10 TP = 3-3-0-2-2 #+7 HP +6 MP
16 - 2.7 - 0.6 - 0.1 - 0.0 - 0.0 - 06 - 10 #+6 HP
17 - 5.4 - 0.9 - 0.7 - 0.4 - 0.0 - 11 - 10 TP = 7-3-1-0-0
18 - 2.1 - 0.2 - 0.2 - 1.1 - 0.0 - 07 - 10
19 - 1.3 - 2.7 - 1.5 - 0.7 - 0.3 - 11 - 10 TP = 2-5-1-3-0 #+6 MP
20 - 5.0 - 0.5 - 0.9 - 0.3 - 0.4 - 13 - 10 TP = 8-1-4-0-0
Avg- 1.37- 1.33- 0.19- 0.72- 1.75- 9.68


Level 20 Promoted Stats: (With No Weapon)
60 - 82 - 24 - 42 - 67
Level 20 Average Stats : (With No Weapon)
38 - 45 - 15 - 22 - 46


21 - 0.1 - 0.3 - 0.3 - 0.3 - 0.6 - 03 - 10
22 - 0.2 - 0.0 - 0.3 - 0.3 - 0.1 - 03 - 10
23 - 0.2 - 0.3 - 0.2 - 0.2 - 0.3 - 03 - 10
```

```
-------------------------------------------------------------------------------


                              Luke

    Found at?
Luke is another character received after talking to the king initially
    Spells?
Luke is a fighter, no spells
    Interesting Tidbit?
1. See Lowe
2. Luke, like Gort, unlike the Knights, gets 2 of his best weapon, so there
is no weapon disadvantage to having both gladiators in your team
3. Luke can start with 10 HP and an extra attack
4. Unlike SF2 warriors, Luke and Gort each have 6 move which makes them
very useful

Starting Stats:
HP - MP - AT - DE - AG - MV
09 - 00 - 09 - 07 - 04 - 06
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 0.9 - 00 - 0.1 - 0.0 - 0.0 - 02 - 10
03 - 1.6 - 00 - 0.2 - 1.2 - 1.0 - 07 - 10
04 - 1.4 - 00 - 0.3 - 0.1 - 0.1 - 04 - 10
05 - 1.2 - 00 - 0.0 - 0.2 - 1.0 - 04 - 10
06 - 0.2 - 00 - 0.5 - 1.1 - 1.0 - 05 - 10
07 - 0.1 - 00 - 0.1 - 0.1 - 0.0 - 01 - 10
08 - 0.8 - 00 - 0.1 - 1.2 - 1.0 - 06 - 10
09 - 0.3 - 00 - 0.0 - 0.2 - 2.0 - 05 - 10
10 - 0.2 - 00 - 0.0 - 0.1 - 0.0 - 02 - 10
11 - 0.0 - 00 - 0.6 - 0.6 - 0.4 - 04 - 10
12 - 0.0 - 00 - 0.0 - 0.4 - 0.4 - 03 - 10
13 - 0.0 - 00 - 0.4 - 0.5 - 0.1 - 02 - 10
14 - 0.0 - 00 - 0.1 - 0.2 - 0.9 - 03 - 10
15 - 0.2 - 00 - 0.1 - 1.4 - 0.3 - 05 - 10
16 - 0.0 - 00 - 0.0 - 0.0 - 0.1 - 01 - 10
17 - 1.4 - 00 - 0.2 - 0.5 - 0.0 - 04 - 10
18 - 2.4 - 00 - 0.3 - 0.2 - 0.1 - 07 - 10 +5,5,6 HP
19 - 0.4 - 00 - 0.3 - 0.0 - 0.4 - 02 - 10
20 - 0.6 - 00 - 0.3 - 0.5 - 1.6 - 07 - 10
Avg- 0.62- 00 - 0.19- 0.45- 0.55- 3.89


Avg lvl 20 Stats w/o Wpn  : 20   - 00 - 12    - 16   - 14
Level 20 Stats w/o Weapon : 25   - 00 - 26    - 25   - 19


Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 1.9 - 00 - 1.3 - 2.3 - 2.5 - 13 - 10 TP = 1-0-4-3-5 +5 HP +6 DE +5 AG
03 - 2.6 - 00 - 0.1 - 0.7 - 6.6 - 15 - 10 TP = 6-0-0-2-7
04 - 0.0 - 00 - 0.1 - 0.2 - 3.4 - 06 - 10 #+6 AG
05 - 1.1 - 00 - 1.5 - 2.4 - 1.3 - 08 - 10
06 - 0.5 - 00 - 0.0 - 0.7 - 3.0 - 10 - 10 TP = 3-0-1-1-5
07 - 1.1 - 00 - 0.0 - 1.1 - 0.1 - 09 - 10
08 - 0.2 - 00 - 0.4 - 1.6 - 0.4 - 06 - 10
09 - 0.2 - 00 - 0.4 - 1.9 - 0.6 - 06 - 10
10 - 0.1 - 00 - 1.8 - 1.3 - 1.8 - 11 - 10 TP = 1-0-3-4-3
11 - 1.0 - 00 - 0.5 - 0.3 - 0.1 - 04 - 10
12 - 0.4 - 00 - 0.0 - 2.3 - 1.2 - 09 - 10
13 - 1.3 - 00 - 0.4 - 1.1 - 0.0 - 05 - 10
14 - 3.3 - 00 - 0.0 - 3.4 - 0.0 - 10 - 10 TP = 4-0-0-6-0 #+6,6 HP +6,6 DE
15 - 0.6 - 00 - 0.5 - 2.4 - 0.9 - 08 - 10
16 - 1.7 - 00 - 0.2 - 2.3 - 2.1 - 16 - 10 TP = 4-0-0-6-6 #+6 DE +6 AG
17 - 0.4 - 00 - 0.2 - 0.6 - 0.1 - 03 - 10
18 - 1.9 - 00 - 0.1 - 1.3 - 0.8 - 07 - 10
19 - 1.5 - 00 - 1.8 - 1.9 - 2.2 - 13 - 10 TP = 2-0-3-3-5 #+6 AG
20 - 1.8 - 00 - 1.0 - 2.3 - 1.6 - 15 - 10 TP = 4-0-3-4-4 #+6 DE
Avg- 1.14- 00 - 0.54- 1.58- 1.51- 9.16


Level 20 Promoted Stats: (With Best Weapon +33)
63 - 00 - 81 - 77 - 52
Level 20 Average Stats : (Without/With Best Weapon)
37 - 00 - 19/43 - 42 - 39



-------------------------------------------------------------------------------


                              Ken


    Found at?
Ken is the first of 9000 knights you get, found after talking to the king
    Spells?
You may be confused with Arthur
    Interesting Tidbit?
1. See Lowe
2. I'm trying to find a trend amongst the color of the horses and their faces.
I believe their hair color matches the horse.
3. Having multiple knights in the endgame -may- be a disadvantage due to there
only being 1 valkyrie and 2 halberds.
```

```
4. Ken can start with some extra HP, and at level 2, his best is 12 HP
depending on the level

Starting Stats:
HP - MP - AT - DE - AG - MV
08 - 00 - 07 - 08 - 05 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 2.9 - 00 - 0.0 - 0.0 - 0.0 - 04 - 10
03 - 3.6 - 00 - 0.8 - 0.0 - 1.0 - 08 - 10 #+6,6 HP
04 - 2.8 - 00 - 1.3 - 0.0 - 1.0 - 08 - 10
05 - 0.4 - 00 - 0.0 - 1.0 - 0.0 - 03 - 10
06 - 0.6 - 00 - 0.2 - 0.0 - 0.6 - 04 - 10
07 - 0.4 - 00 - 0.9 - 0.0 - 0.0 - 02 - 10
08 - 1.1 - 00 - 0.3 - 0.9 - 1.3 - 05 - 10
09 - 0.1 - 00 - 0.0 - 1.2 - 0.0 - 02 - 10
10 - 0.6 - 00 - 0.3 - 0.1 - 1.2 - 04 - 10
11 - 0.2 - 00 - 0.3 - 0.1 - 1.6 - 06 - 10
12 - 0.3 - 00 - 0.0 - 0.7 - 0.0 - 03 - 10
13 - 0.0 - 00 - 0.2 - 1.1 - 0.3 - 03 - 10
14 - 0.0 - 00 - 0.1 - 1.2 - 0.8 - 05 - 10
15 - 0.0 - 00 - 0.6 - 0.9 - 0.2 - 05 - 10
16 - 0.1 - 00 - 0.0 - 2.2 - 0.4 - 06 - 10
17 - 0.0 - 00 - 0.0 - 0.4 - 0.4 - 02 - 10
18 - 0.0 - 00 - 0.3 - 1.2 - 0.5 - 06 - 10
19 - 0.0 - 00 - 0.2 - 0.0 - 0.2 - 02 - 10
20 - 0.1 - 00 - 0.3 - 0.5 - 0.3 - 04 - 10
Avg- 0.69- 00 - 0.31- 0.61- 0.52- 4.32


Avg lvl 20 Stats w/o Wpn  : 21   - 00 - 13    - 20   - 15
Level 20 Stats w/o Weapon : 33   - 00 - 25    - 22   - 20


Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 2.6 - 00 - 0.1 - 0.5 - 1.6 - 08 - 10 #+5 AG
03 - 1.2 - 00 - 0.3 - 1.1 - 1.5 - 08 - 10
04 - 0.4 - 00 - 0.0 - 0.4 - 0.5 - 04 - 10
05 - 1.2 - 00 - 0.0 - 0.1 - 1.2 - 06 - 10
06 - 0.7 - 00 - 0.3 - 0.3 - 2.3 - 07 - 10
07 - 0.8 - 00 - 0.0 - 0.2 - 0.9 - 04 - 10
08 - 0.4 - 00 - 0.3 - 1.0 - 2.5 - 08 - 10
09 - 1.8 - 00 - 0.0 - 0.0 - 1.0 - 07 - 10
10 - 0.7 - 00 - 0.5 - 0.1 - 0.2 - 03 - 10
11 - 2.7 - 00 - 0.0 - 0.8 - 0.8 - 09 - 10
12 - 0.8 - 00 - 0.3 - 1.3 - 0.5 - 06 - 10
13 - 2.7 - 00 - 0.0 - 0.2 - 2.7 - 09 - 10
14 - 0.9 - 00 - 0.3 - 0.4 - 0.2 - 07 - 10
15 - 0.1 - 00 - 2.3 - 2.0 - 1.3 - 10 - 10 TP = 0-0-4-4-2
16 - 1.4 - 00 - 0.2 - 2.1 - 0.9 - 10 - 10 TP = 1-0-0-5-4
17 - 0.8 - 00 - 0.5 - 0.7 - 1.5 - 09 - 10
18 - 0.0 - 00 - 0.2 - 3.9 - 2.2 - 09 - 10 #+7,7,8 DE
19 - 1.0 - 00 - 0.2 - 4.1 - 1.4 - 09 - 10 #+6,6,6 DE
20 - 1.6 - 00 - 1.0 - 2.3 - 4.6 - 15 - 10 TP = 3-0-0-6-6 #+6 DE
Avg- 1.15- 00 - 0.34- 1.13- 1.46- 7.789


Level 20 Promoted Stats: (With Best Weapon +35)
69 - 00 - 75 - 54 - 59
Level 20 Average Stats : (Without/With Best Weapon)
38 - 00 - 16/51 - 36 - 39



-------------------------------------------------------------------------------


                                    Hans


    Found at?
Hans is also found in the beginning after talking to the king
    Spells?
While most Elves in mythology learn magic, Hans does not
    Interesting Tidbit?
1. See Lowe
2. Hans will only gain 1 agility for the first few levels no matter what you
do. However, sometimes you are lucky enough to gain something else around
levels 3-4.
3. Arrows are expensive as hell; luckily you never run out and you generally
find the good ones before you can buy them
4. Look at Hans level 3 level; see his best TP was 2, yet his average agility
gain was 0.6. Yeah; once he got 2 agility, then averaged 1 or nothing.
5. I've seen Hans start with 14 HP before, I don't know if he can manage 15
or not
6. Hans unfortunately will gain about 2 attack by the time he's level 10,
meaning his damage boosts will come from getting a new Arrow in the Circus
Battle. Unlike SF2 archers who have a better chance of hitting flying enemies,
and unlike Gaiden archers who gain substantial attack, Hans and Diane are
somewhat weaker and it's disappointing. They're not unplayable though

Starting Stats:
HP - MP - AT - DE - AG - MV
12 - 00 - 06 - 05 - 06 - 05
```

```
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 0.3 - 00 - 0.0 - 0.0 - 1.0 - 03 - 10
03 - 0.0 - 00 - 0.0 - 0.0 - 0.6 - 02 - 10
04 - 0.1 - 00 - 0.0 - 0.0 - 0.4 - 01 - 10
05 - 0.0 - 00 - 0.0 - 1.0 - 0.8 - 03 - 10
06 - 0.0 - 00 - 1.0 - 0.0 - 0.0 - 01 - 10
07 - 0.0 - 00 - 0.0 - 0.0 - 0.3 - 01 - 10
08 - 000 - 00 - 000 - 000 - 000 - 00 - 10 # A level of zero gain in 10 trials
09 - 0.4 - 00 - 1.2 - 1.0 - 0.0 - 05 - 10
10 - 0.0 - 00 - 0.0 - 0.0 - 0.5 - 02 - 10
11 - 0.0 - 00 - 0.0 - 0.1 - 0.0 - 01 - 10
12 - 0.7 - 00 - 0.3 - 0.4 - 0.0 - 03 - 10
13 - 0.9 - 00 - 0.3 - 1.1 - 0.0 - 05 - 10
14 - 0.0 - 00 - 0.0 - 0.0 - 0.1 - 01 - 10
15 - 2.0 - 00 - 1.3 - 0.7 - 0.0 - 07 - 10
16 - 0.0 - 00 - 0.1 - 2.4 - 0.2 - 04 - 10
17 - 1.0 - 00 - 0.0 - 2.4 - 0.1 - 06 - 10
18 - 0.8 - 00 - 0.7 - 1.0 - 0.6 - 07 - 10
19 - 0.7 - 00 - 0.4 - 0.0 - 0.3 - 05 - 10
20 - 0.3 - 00 - 0.2 - 0.7 - 0.6 - 05 - 10
Avg- 0.38- 00 - 0.29- 0.57- 0.29- 3.26


Avg lvl 20 Stats w/o Wpn  : 19   - 00 - 12    - 16   - 12
Level 20 Stats w/o Weapon : 33   - 00 - 19    - 17   - 19

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 0.9 - 00 - 0.6 - 1.1 - 3.6 - 07 - 10
03 - 1.7 - 00 - 0.5 - 2.0 - 3.2 - 11 - 10 TP = 2-0-1-4-4
04 - 0.6 - 00 - 0.0 - 0.2 - 1.7 - 05 - 10
05 - 1.1 - 00 - 0.0 - 1.1 - 0.5 - 05 - 10
06 - 0.0 - 00 - 0.5 - 3.2 - 0.4 - 06 - 10
07 - 0.1 - 00 - 0.1 - 1.0 - 2.0 - 08 - 10
08 - 0.3 - 00 - 0.0 - 0.4 - 1.2 - 04 - 10
09 - 0.0 - 00 - 0.0 - 0.2 - 2.5 - 06 - 10 #+6 AG
10 - 0.0 - 00 - 0.2 - 0.1 - 2.5 - 06 - 10
11 - 1.4 - 00 - 0.0 - 1.9 - 0.3 - 08 - 10 #+6 DE
12 - 0.7 - 00 - 0.0 - 0.0 - 2.1 - 06 - 10
13 - 2.4 - 00 - 0.0 - 0.7 - 0.0 - 06 - 10
14 - 1.6 - 00 - 0.6 - 0.3 - 0.4 - 06 - 10
15 - 1.8 - 00 - 0.2 - 0.2 - 1.4 - 08 - 10
16 - 0.4 - 00 - 0.3 - 0.5 - 2.5 - 08 - 10
17 - 5.4 - 00 - 0.3 - 1.6 - 0.0 - 10 - 10 TP = 7-0-0-3-0
18 - 6.1 - 00 - 0.0 - 2.2 - 0.9 - 17 - 10 TP = 6-0-0-6-5 #+6 DE
19 - 3.2 - 00 - 0.3 - 0.0 - 0.0 - 07 - 10 #+6,7,7 HP
20 - 4.0 - 00 - 0.1 - 0.9 - 1.4 - 12 - 10 TP = 7-0-0-2-3 #+6,7,7 HP
Avg- 1.67- 00 - 0.19- 0.93- 1.41- 7.68


Level 20 Promoted Stats: (With Best Weapon +35)
65 - 00 - 68 - 46 - 57
Level 20 Average Stats : (Without/With Best Weapon)
46 - 00 - 13/48 - 30 - 36



-----------------------------------------------------------------------------


                                    Gong


    Found at?
Gong is found in the small cabin next to the first battle. He's chopping wood.
You can elect to recruit him anytime in chapter I; although it is generally
good to get him before completing the first battle.
    Spells?
Heal (4) {starts, 8, 16, 24}
Aura (1) {30}
    Interesting Tidbit?
1. Once promoted, Gong disregards his fists of fury to somehow make fire
appear. One wonders
2. Gong is your first character who -suffers- from not getting a weapon. For
more analysis on this -possible disadvantage- see the next section.
3. Maxing Gong stats are difficult; as you must choose to take levels of magic
points over attack, or vice versa. Do you want him to attack stronger or have
more points for healing?

Starting Stats:
HP - MP - AT - DE - AG - MV
11 - 08 - 11 - 04 - 06 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 0.2 - 0.1 - 1.5 - 1.0 - 1.0 - 05 - 10
03 - 0.8 - 1.0 - 0.2 - 2.0 - 0.5 - 06 - 10
04 - 1.3 - 1.9 - 0.3 - 1.2 - 0.2 - 06 - 10
05 - 2.1 - 1.7 - 0.4 - 0.0 - 0.5 - 09 - 10
06 - 0.1 - 0.8 - 0.0 - 0.6 - 0.2 - 04 - 10
07 - 0.6 - 0.0 - 0.6 - 1.1 - 0.0 - 05 - 10
08 - 0.0 - 0.2 - 2.5 - 0.1 - 0.0 - 06 - 10 #+5 AT
09 - 0.2 - 0.2 - 0.1 - 0.0 - 0.0 - 02 - 10
10 - 0.1 - 1.3 - 0.8 - 0.7 - 0.2 - 05 - 10
```

```
11 - 0.5 - 1.2 - 2.3 - 0.0 - 0.0 - 07 - 10 #+4,5,5,6 AT
12 - 0.3 - 0.0 - 1.2 - 0.0 - 0.3 - 05 - 10
13 - 0.5 - 0.3 - 0.1 - 0.0 - 0.4 - 04 - 10
14 - 0.3 - 0.4 - 0.6 - 0.2 - 0.0 - 05 - 10
15 - 0.0 - 0.7 - 0.2 - 0.9 - 0.3 - 04 - 10
16 - 0.0 - 0.1 - 0.2 - 0.1 - 0.5 - 03 - 10
17 - 0.2 - 0.2 - 0.4 - 0.8 - 0.0 - 04 - 10
18 - 0.1 - 0.2 - 1.5 - 1.8 - 0.9 - 09 - 10 #+4,5 AT +4,5 DE
19 - 0.3 - 0.3 - 0.5 - 0.2 - 1.0 - 05 - 10
20 - 0.4 - 0.6 - 0.1 - 2.6 - 1.8 - 10 - 10 #TP = 0-1-0-4-5 +5,5,5 AG +5 DE
Avg- 0.44- 0.59- 0.71- 0.7 - 0.4 - 5.47

Avg lvl 20 Stats w/o Wpn  : 19   - 19   - 24   - 17   - 14
Level 20 Stats w/o Weapon : 33   - 27   - 42   - 22   - 15

Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 3.1 - 2.9 - 1.1 - 1.1 - 1.6 - 12 - 10 TP = 6-2-0-3-1 #+6 HP
03 - 2.8 - 1.8 - 0.0 - 2.3 - 2.2 - 13 - 10 TP = 3-4-0-5-1 #+6 HP
04 - 0.9 - 1.7 - 0.2 - 0.1 - 2.0 - 08 - 10
05 - 3.2 - 0.2 - 0.8 - 1.3 - 1.9 - 12 - 10 TP = 7-0-1-2-2 #+7 HP
06 - 0.8 - 0.1 - 0.2 - 1.2 - 2.9 - 09 - 10 #+6,7 AG
07 - 3.5 - 0.0 - 0.7 - 1.5 - 0.2 - 10 - 10 TP = 6-0-1-3-0 #+6,6,6 HP
08 - 0.2 - 0.5 - 0.9 - 0.5 - 0.7 - 05 - 10
09 - 0.5 - 0.4 - 0.4 - 2.2 - 2.1 - 11 - 10 TP = 0-3-0-5-3
10 - 1.8 - 0.0 - 1.1 - 0.1 - 0.4 - 09 - 10 #+6 HP
11 - 1.0 - 0.0 - 0.1 - 1.0 - 1.8 - 09 - 10
12 - 0.2 - 0.1 - 1.4 - 0.3 - 0.4 - 05 - 10
13 - 3.4 - 0.1 - 0.0 - 0.2 - 2.3 - 09 - 10 #+6,6 HP
14 - 2.0 - 0.1 - 0.8 - 0.0 - 2.0 - 08 - 10
15 - 2.8 - 0.2 - 0.0 - 0.7 - 2.1 - 09 - 10
16 - 3.6 - 0.2 - 0.1 - 0.5 - 0.7 - 12 - 10 TP = 8-0-0-1-0-3 #+6,6,7,8 HP
17 - 0.0 - 2.1 - 0.8 - 1.5 - 0.1 - 07 - 10
18 - 1.1 - 0.4 - 0.2 - 1.7 - 1.5 - 08 - 10
19 - 0.2 - 1.0 - 0.5 - 3.6 - 0.3 - 10 - 10 TP = 2-3-1-4-0 #+6,6,7 DE
20 - 1.3 - 1.5 - 1.5 - 0.4 - 3.1 - 13 - 10 TP = 1-4-2-0-6 #+6 AG
Avg- 1.71- 0.70- 0.57- 1.06- 1.49- 9.42

Level 20 Promoted Stats:
67 - 51 - 61 - 47 - 57
Level 20 Average Stats :
46 - 27 - 29 - 33 - 39

21 - 0.2 - 0.2 - 0.3 - 0.2 - 0.4 - 03 - 10
22 - 0.5 - 0.2 - 0.2 - 0.2 - 0.2 - 03 - 10
23 - 0.2 - 0.3 - 0.4 - 0.1 - 0.1 - 03 - 10
24 - 0.4 - 0.5 - 0.3 - 0.4 - 0.1 - 03 - 10
25 - 0.5 - 0.1 - 0.4 - 0.4 - 0.2 - 03 - 10
26 - 0.1 - 0.1 - 0.2 - 0.1 - 0.4 - 02 - 10


----------------------------------------------------------------------------


                             Gort


    Found at?
To recruit Gort, you simply have to talk to him after completing Battle II.
Even if you don't talk to him before Battle I, his dialogue will still be
the same, which is interesting enough. {Thanks to ehow22 for letting me know
about that}
    Spells?
Lolwut?
    Interesting Tidbit?
1. Like Luke, warriors can move 3 spaces in the bad walking areas as opposed
to almost everyone elses 2.
2. Not everybody gets to play with a 'Gord' instead of Gort
3. Gort can start with as much as +2 HP, +1 AT, and +3 DE (having 14 HP,
dealing 7 damage consistently to Dark Dwarves, and taking 1 damage from them
as well). Again fret not as his level 3 or 4 will balance out otherwise
usually if he starts weaker

Starting Stats:
HP - MP - AT - DE - AG - MV
12 - 00 - 09 - 07 - 04 - 06
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
03 - 0.7 - 00 - 0.4 - 2.6 - 1.0 - 07 - 10
04 - 1.1 - 00 - 0.2 - 2.3 - 0.0 - 06 - 10
05 - 0.6 - 00 - 1.1 - 0.1 - 1.0 - 05 - 10
06 - 0.3 - 00 - 0.4 - 0.5 - 1.0 - 04 - 10
07 - 0.4 - 00 - 0.3 - 0.0 - 1.1 - 04 - 10
08 - 0.0 - 00 - 0.3 - 0.2 - 0.2 - 03 - 10
09 - 0.1 - 00 - 0.5 - 0.1 - 1.0 - 03 - 10
10 - 0.0 - 00 - 0.0 - 0.1 - 1.1 - 02 - 10
11 - 1.8 - 00 - 0.4 - 0.2 - 0.0 - 05 - 10
12 - 0.7 - 00 - 0.2 - 0.0 - 0.8 - 04 - 10
13 - 0.4 - 00 - 0.1 - 0.1 - 1.4 - 04 - 10
14 - 0.3 - 00 - 0.1 - 0.0 - 0.2 - 02 - 10
15 - 0.5 - 00 - 0.0 - 0.1 - 0.7 - 02 - 10
```

```
16 - 0.8 - 00 - 0.7 - 0.0 - 1.6 - 05 - 10
17 - 1.5 - 00 - 0.2 - 0.5 - 0.1 - 05 - 10
18 - 0.9 - 00 - 0.0 - 1.1 - 0.1 - 05 - 10
19 - 0.0 - 00 - 0.1 - 0.4 - 0.1 - 02 - 10
20 - 0.8 - 00 - 0.0 - 1.0 - 0.4 - 05 - 10
Avg- 0.61- 00 - 0.28- 0.52- 0.66- 4.05


Avg lvl 20 Stats w/o Wpn  : 23   - 00 - 14   - 16   - 16
Level 20 Stats w/o Weapon : 29   - 00 - 27   - 28   - 17


Stats Gained:
Lv - HP  - MP - AT - DE  - AG  - TP - Samples
02 - 1.5 - 00 - 0.4 - 2.0 - 3.3 - 13 - 10 TP = 3-0-0-4-6 +5 DE +6 AG
03 - 4.0 - 00 - 0.3 - 3.1 - 2.1 - 13 - 10 TP = 7-0-0-6-0 +6,6 HP +6,7 DE +5 AG
04 - 1.1 - 00 - 0.0 - 2.9 - 5.8 - 16 - 10 TP = 3-0-0-5-8 (twice)
05 - 0.1 - 00 - 0.3 - 1.1 - 0.4 - 05 - 10
06 - 0.2 - 00 - 0.3 - 0.1 - 1.0 - 05 - 10
07 - 3.2 - 00 - 0.1 - 0.1 - 0.9 - 08 - 10
08 - 1.0 - 00 - 0.0 - 3.0 - 1.1 - 09 - 10
09 - 1.9 - 00 - 0.3 - 1.8 - 0.4 - 09 - 10 #+6 HP
10 - 1.7 - 00 - 0.3 - 0.2 - 0.2 - 05 - 10
11 - 1.1 - 00 - 0.1 - 0.8 - 0.4 - 05 - 10
12 - 2.5 - 00 - 0.4 - 0.9 - 0.6 - 09 - 10 #+6 HP
13 - 1.4 - 00 - 1.0 - 0.9 - 0.1 - 05 - 10
14 - 2.8 - 00 - 0.1 - 2.0 - 0.1 - 07 - 10
15 - 1.5 - 00 - 0.3 - 1.7 - 0.5 - 07 - 10
16 - 0.2 - 00 - 0.1 - 1.3 - 3.5 - 10 - 10 TP = 0-0-0-6-4 #+6 DE +6 AG
17 - 1.5 - 00 - 0.2 - 0.2 - 2.1 - 07 - 10
18 - 2.2 - 00 - 0.2 - 2.6 - 3.5 - 13 - 10 TP = 6-0-0-3-4 #+6 HP +6,6 DE +7 AG
19 - 2.8 - 00 - 0.1 - 1.5 - 0.8 - 09 - 10
20 - 2.4 - 00 - 0.2 - 3.5 - 2.7 - 14 - 10 TP = 2-0-0-6-6 #+6,7 DE +6 AG
Avg- 1.74- 00 - 0.25- 1.56- 1.50- 8.95


Level 20 Promoted Stats: (With Best Weapon +33)
65 - 00 - 77 - 69 - 48
Level 20 Average Stats : (Without/With Best Weapon)
50 - 00 - 16/49 - 42 - 40



-------------------------------------------------------------------------------



                                 Mae


    Found at?
Mae joins after Kane/Cain kills the King and Varios
    Spells?
See Ken
    Interesting Tidbit?
1. Mae is the first actual required character to join (excluding Max)
2. Mae joins with a better weapon than Ken but attacks for less than him :(
3. Mae can start with 12 HP


Starting Stats:
HP - MP - AT - DE - AG - MV
11 - 00 - 05 - 07 - 07 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
03 - 0.0 - 00 - 1.0 - 2.0 - 1.5 - 06 - 10
04 - 0.2 - 00 - 1.0 - 2.3 - 0.1 - 06 - 10
05 - 0.1 - 00 - 0.9 - 1.5 - 0.0 - 04 - 10
06 - 0.2 - 00 - 0.2 - 0.6 - 0.3 - 03 - 10
07 - 0.1 - 00 - 0.4 - 1.2 - 1.2 - 06 - 10
08 - 0.2 - 00 - 0.1 - 0.1 - 0.2 - 01 - 10
09 - 0.1 - 00 - 0.2 - 0.0 - 0.6 - 03 - 10
10 - 0.2 - 00 - 0.4 - 0.0 - 0.0 - 03 - 10
11 - 1.2 - 00 - 0.0 - 0.4 - 0.5 - 04 - 10
12 - 1.4 - 00 - 0.3 - 0.0 - 0.1 - 04 - 10
13 - 0.2 - 00 - 0.1 - 0.0 - 0.3 - 02 - 10
14 - 1.1 - 00 - 0.2 - 0.1 - 1.1 - 07 - 10 #+5 HP
15 - 0.8 - 00 - 0.0 - 0.0 - 1.9 - 06 - 10 #+5 AG
16 - 1.6 - 00 - 0.1 - 0.0 - 0.0 - 05 - 10
17 - 0.2 - 00 - 0.1 - 0.0 - 0.1 - 03 - 10
18 - 0.5 - 00 - 0.7 - 0.0 - 0.2 - 04 - 10
19 - 2.4 - 00 - 0.1 - 0.0 - 0.7 - 05 - 10 #+5 HP
20 - 1.7 - 00 - 0.2 - 0.2 - 0.1 - 04 - 10
Avg- 0.62- 00 - 0.33- 0.46- 0.49- 4.22


Avg lvl 20 Stats w/o Wpn  : 23   - 00 - 11    - 15   - 16
Level 20 Stats w/o Weapon : 35   - 00 - 24    - 22   - 22


Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 5.3 - 00 - 0.3 - 1.2 - 1.9 - 12 - 10 TP = 6-0-2-1-3 +5 AG
03 - 8.3 - 00 - 0.4 - 1.1 - 1.6 - 20 - 10 TP = 8-0-2-6-4 +6 DE, +5 AG
04 - 7.6 - 00 - 0.2 - 0.2 - 0.3 - 11 - 10 TP = 10-0-0-1-0
05 - 3.1 - 00 - 0.1 - 0.4 - 2.2 - 11 - 10 TP = 7-0-0-0-4
06 - 3.6 - 00 - 0.6 - 1.0 - 1.6 - 14 - 10 TP = 7-0-2-3-2 #+6,6,7 HP
07 - 0.3 - 00 - 0.0 - 0.2 - 1.8 - 05 - 10
08 - 0.1 - 00 - 0.4 - 1.9 - 0.5 - 06 - 10
```

```
09 - 1.7 - 00 - 0.1 - 0.8 - 1.8 - 09 - 10
10 - 1.8 - 00 - 0.3 - 0.0 - 2.0 - 07 - 10
11 - 2.1 - 00 - 0.3 - 1.7 - 0.4 - 08 - 10
12 - 0.9 - 00 - 0.0 - 0.1 - 1.3 - 05 - 10
13 - 0.0 - 00 - 0.5 - 1.4 - 2.1 - 07 - 10
14 - 0.1 - 00 - 0.2 - 0.2 - 3.2 - 08 - 10 #+7,7 AG
15 - 0.1 - 00 - 0.0 - 0.5 - 2.4 - 05 - 10
16 - 0.0 - 00 - 0.9 - 0.8 - 1.3 - 06 - 10
17 - 0.1 - 00 - 0.1 - 0.2 - 2.4 - 04 - 10
18 - 0.1 - 00 - 0.0 - 1.3 - 5.2 - 08 - 10
19 - 0.2 - 00 - 0.0 - 1.5 - 1.7 - 07 - 10
20 - 0.0 - 00 - 0.4 - 3.0 - 0.2 - 07 - 10 #+6,7 DE
Avg- 1.86- 00 - 0.25- 0.92- 1.78- 8.42

Level 20 Promoted Stats: (With Best Weapon +35)
74 - 00 - 74 - 52 - 62
Level 20 Average Stats : (Without/With Best Weapon)
53 - 00 - 13/48 - 29 - 48


----------------------------------------------------------------------------


                             Khris

    Found at?
Khris joins after freeing you from jail
    Spells?
Heal (4) {starts, 5, 16, 21}
Aura (2) {20, 28}
Slow    {8}
Quick   {12}
    Interesting Tidbit?
1. The version ROM I'm playing on has Khris named 'Chip' for some reason.
Apparently there is some translation error.
2. Khris is the second required character to join
3. An interesting but helpful tidbit; Aura 1 can replace Heal 3 as a long
ranged but cheaper alternative if you're healing 15> life
4. Khris defaults to 8 MP but can start with as much as 10 from what I've
seen as well has 11 HP

Starting Stats:
HP - MP - AT - DE - AG - MV
10 - 08 - 06 - 05 - 04 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
03 - 0.3 - 2.2 - 1.0 - 1.0 - 1.0 - 07 - 10
04 - 0.9 - 0.3 - 0.0 - 0.0 - 0.0 - 03 - 10
05 - 1.8 - 0.1 - 0.5 - 1.0 - 1.0 - 07 - 10
06 - 0.0 - 1.8 - 0.4 - 0.0 - 1.0 - 05 - 10
07 - 0.0 - 0.0 - 1.1 - 1.2 - 1.0 - 06 - 10
08 - 0.3 - 0.0 - 0.0 - 0.0 - 0.0 - 01 - 10
09 - 0.5 - 0.1 - 0.1 - 0.4 - 0.4 - 04 - 10
10 - 0.2 - 0.4 - 0.3 - 0.3 - 0.4 - 03 - 10
11 - 0.0 - 0.2 - 0.0 - 0.0 - 0.0 - 02 - 10
12 - 0.8 - 0.0 - 0.3 - 0.8 - 0.2 - 03 - 10
13 - 0.4 - 0.5 - 0.7 - 0.4 - 1.4 - 06 - 10
14 - 0.4 - 0.0 - 0.4 - 0.9 - 0.0 - 04 - 10
15 - 0.0 - 0.2 - 0.8 - 0.7 - 0.3 - 05 - 10
16 - 0.0 - 0.0 - 0.0 - 0.5 - 0.2 - 03 - 10
17 - 0.2 - 0.0 - 0.3 - 0.7 - 0.0 - 02 - 10
18 - 0.2 - 1.3 - 0.4 - 0.0 - 0.0 - 04 - 10
19 - 1.7 - 0.1 - 1.6 - 0.1 - 0.3 - 07 - 10
20 - 0.1 - 1.2 - 0.2 - 0.6 - 0.8 - 06 - 10 +5 MP
Avg- 0.43- 0.46- 0.45- 0.47- 0.44- 4.3

Avg lvl 20 Stats w/o Wpn  : 19   - 18   - 14   - 13   - 12
Level 20 Stats w/o Weapon : 27   - 36   - 17   - 16   - 17

Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 1.1 - 1.2 - 0.6 - 3.2 - 0.9 - 11 - 10 TP = 3-4-0-4-0 #+5,6,7 DE
03 - 1.1 - 0.4 - 0.8 - 5.4 - 2.2 - 15 - 10 TP = 2-1-2-7-3
04 - 0.4 - 1.5 - 2.0 - 6.4 - 1.6 - 19 - 10 TP = 0-5-3-8-3
05 - 1.3 - 0.1 - 0.1 - 1.0 - 1.6 - 09 - 10 #+5 AG
06 - 3.8 - 0.8 - 1.1 - 0.7 - 0.3 - 09 - 10 #+5,6 HP
07 - 2.8 - 1.6 - 0.5 - 0.8 - 0.0 - 11 - 10 TP = 4-5-2-0-0 #+5 HP/MP
08 - 0.8 - 0.0 - 0.1 - 2.2 - 0.7 - 06 - 10
09 - 0.4 - 1.4 - 0.0 - 0.3 - 0.4 - 05 - 10
10 - 0.1 - 0.6 - 0.5 - 1.0 - 3.0 - 09 - 10 #+5,5,6 AG
11 - 1.6 - 1.5 - 0.7 - 0.5 - 0.3 - 10 - 10 TP = 3-3-2-2-0
12 - 0.2 - 1.0 - 0.1 - 0.0 - 1.9 - 06 - 10
13 - 1.9 - 0.5 - 0.4 - 0.3 - 1.2 - 12 - 10 TP = 4-3-1-0-4
14 - 0.2 - 0.1 - 0.3 - 0.0 - 0.2 - 02 - 10
15 - 0.9 - 1.0 - 0.1 - 0.3 - 1.9 - 09 - 10
16 - 0.1 - 0.3 - 0.3 - 0.0 - 2.1 - 08 - 10 #+8 AG
17 - 1.7 - 0.4 - 0.0 - 0.3 - 1.7 - 05 - 10
18 - 0.0 - 0.2 - 0.1 - 0.1 - 2.2 - 06 - 10
19 - 0.8 - 3.0 - 0.1 - 0.1 - 0.5 - 08 - 10
20 - 1.6 - 1.6 - 1.2 - 0.4 - 1.4 - 11 - 10 TP = 0-3-4-2-2 #+6 MP
```

```
Avg- 1.09- 0.91- 0.47- 1.21- 1.27- 9.00


Level 20 Promoted Stats: (With Best Weapon +25)
57 - 66 - 57 - 48 - 55
Level 20 Average Stats : (With/Without Best Weapon)
35 - 30 - 19/45 - 33 - 33


21 - 0.2 - 0.0 - 0.4 - 0.2 - 0.5 - 03 - 10
22 - 0.1 - 0.0 - 0.2 - 0.1 - 0.1 - 03 - 10
23 - 0.2 - 0.1 - 0.3 - 0.4 - 0.4 - 03 - 10
24 - 0.1 - 0.1 - 0.3 - 0.0 - 0.5 - 02 - 10
25 - 0.1 - 0.1 - 0.2 - 0.0 - 0.4 - 03 - 10
26 - 0.2 - 0.3 - 0.2 - 0.2 - 0.2 - 02 - 10
27 - 0.4 - 0.3 - 0.2 - 0.2 - 0.2 - 03 - 10
28 - 0.5 - 0.3 - 0.3 - 0.3 - 0.1 - 03 - 10
29 - 0.1 - 0.1 - 0.2 - 0.0 - 0.2 - 02 - 10
30 - 0.2 - 0.1 - 0.2 - 0.6 - 0.5 - 04 - 10



------------------------------------------------------------------------------



                                Anri


    Found at?
After telling Anri the bad news, go find her in the tower and she joins
    Spells?
Blaze (2)    {starts, 8}
Freeze (4)   {5, 13, 16, 23}
Bolt (2)     {19, 26}
Muddle       {10}
    Interesting Tidbit?
1. Although it seems like she's required, you can continue fighting and
advance to the next chapter without getting her. *shrug*
2. White hair? Master of Freeze?
3. A critical from Freeze IV once did 88 damage. That's substantial
4. Anri can start with up to 10 HP from what I can tell, as well as 14 MP
5. Try to get Anri to level 5 before leaving the Cave of Darkness; as Freeze
is way more useful in the Circus Tent (duh) but allows for Freeze+Blaze 2 to
defeat the purple dolls which have 16 HP

Starting Stats:
HP - MP - AT - DE - AG - MV
08 - 12 - 04 - 04 - 09 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
04 - 0.2 - 4.0 - 1.0 - 0.0 - 0.0 - 07 - 10
05 - 0.2 - 1.1 - 0.0 - 1.0 - 0.0 - 04 - 10
06 - 0.1 - 0.6 - 1.0 - 1.0 - 0.7 - 05 - 10
07 - 1.0 - 0.1 - 0.0 - 0.0 - 0.7 - 03 - 10
08 - 0.0 - 0.5 - 1.0 - 1.0 - 0.2 - 05 - 10
09 - 0.2 - 0.0 - 0.0 - 0.8 - 1.2 - 04 - 10
10 - 0.6 - 0.0 - 1.0 - 0.0 - 0.7 - 04 - 10
11 - 0.2 - 0.0 - 0.3 - 0.2 - 0.1 - 03 - 10
12 - 0.2 - 0.1 - 0.2 - 0.0 - 0.0 - 01 - 10
13 - 0.5 - 0.2 - 0.3 - 0.4 - 0.3 - 06 - 10
14 - 0.0 - 1.4 - 0.3 - 0.2 - 0.0 - 04 - 10
15 - 0.1 - 0.7 - 0.4 - 0.0 - 0.3 - 06 - 10
16 - 0.0 - 0.2 - 0.3 - 0.3 - 0.1 - 03 - 10
17 - 0.3 - 0.6 - 0.3 - 0.3 - 0.0 - 03 - 10
18 - 0.0 - 1.5 - 1.1 - 0.1 - 0.2 - 05 - 10
19 - 0.1 - 1.1 - 0.6 - 0.0 - 0.5 - 04 - 10
20 - 0.3 - 0.3 - 0.9 - 0.5 - 1.9 - 10 - 10 TP = 1-3-1-1-4
Avg- 0.24- 0.73- 0.49- 0.34- 0.41- 4.53


Avg lvl 20 Stats w/o Wpn  : 12   - 24   - 12   - 10   - 16
Level 20 Stats w/o Weapon : 20   - 44   - 13   - 15   - 23


Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 0.7 - 1.9 - 0.7 - 3.9 - 3.7 - 16 - 10 TP = 2-2-0-5-7
03 - 1.0 - 2.1 - 1.7 - 3.7 - 2.6 - 15 - 10 TP = 0-5-4-4-2 #+5,6,6 DE +5 AG
04 - 1.4 - 1.3 - 3.1 - 2.7 - 2.9 - 18 - 10 TP = 2-2-4-6-4 #+6,6 DE +5 AG
05 - 2.3 - 2.1 - 0.3 - 0.4 - 1.5 - 11 - 10 TP = 4-4-0-0-3 #+6 HP
06 - 1.1 - 0.1 - 0.3 - 2.2 - 0.8 - 11 - 10 TP = 3-1-0-6-1
07 - 0.0 - 1.1 - 0.5 - 0.2 - 1.2 - 07 - 10
08 - 0.8 - 1.2 - 0.0 - 1.0 - 0.0 - 07 - 10
09 - 0.9 - 0.2 - 0.3 - 0.4 - 0.7 - 05 - 10
10 - 1.0 - 0.7 - 0.3 - 1.0 - 0.6 - 08 - 10
11 - 3.2 - 0.1 - 0.1 - 0.7 - 0.1 - 07 - 10 #+6 HP
12 - 0.4 - 1.4 - 0.3 - 0.0 - 0.1 - 05 - 10
13 - 0.3 - 1.0 - 0.3 - 0.0 - 0.9 - 06 - 10
14 - 1.2 - 0.6 - 0.5 - 0.1 - 0.0 - 05 - 10
15 - 0.3 - 1.9 - 1.6 - 0.0 - 0.7 - 07 - 10
16 - 0.2 - 0.3 - 1.5 - 0.0 - 2.8 - 08 - 10
17 - 1.3 - 0.4 - 1.6 - 0.4 - 1.5 - 12 - 10 TP = 5-2-2-0-3
18 - 0.0 - 0.5 - 2.1 - 0.2 - 0.9 - 08 - 10
19 - 1.1 - 0.4 - 0.8 - 0.6 - 3.0 - 09 - 10
20 - 0.4 - 2.5 - 1.3 - 0.1 - 2.8 - 14 - 10 TP = 3-5-2-0-4 #+6 MP
Avg- 0.93- 1.04- 0.91- 0.93- 1.41- 9.47
```

```
Level 20 Promoted Stats:
53 - 81 - 23 - 42 - 61
Level 20 Average Stats :
27 - 38 - 26 - 26 - 39


21 - 0.4 - 0.1 - 0.4 - 0.3 - 0.1 - 03 - 10
22 - 0.1 - 0.2 - 0.2 - 0.3 - 0.1 - 02 - 10
23 - 0.2 - 0.4 - 0.3 - 0.2 - 0.2 - 02 - 10
24 - 0.2 - 0.6 - 0.3 - 0.2 - 0.0 - 03 - 10



------------------------------------------------------------------------------


                                Arthur

    Found at?
To find Arthur, talk to him after completing the cave battle in chapter II
    Spells?
Blaze  {15}
Freeze {20}
Bolt   {25}
    Interesting Tidbit?
1. Arthur will join your party and be worse than your healers
2. Level 1 Ken has a little less Defense and agility, otherwise, level 1 Ken
is the same as level 4 Arthur. -Sigh-
3. Arthur, like some other characters, are defined as "late bloomers" which
is one who has substantial growth later in their career. This is extremely
obvious when you look at their stats below

Starting Stats:
HP - MP - AT - DE - AG - MV
08 - 00 - 06 - 06 - 07 - 07
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
05 - 1.9 - 0.0 - 0.0 - 1.0 - 0.0 - 04 - 10
06 - 0.6 - 1.0 - 1.0 - 0.0 - 1.3 - 05 - 10
07 - 0.0 - 0.0 - 0.0 - 1.4 - 0.0 - 02 - 10
08 - 0.0 - 0.0 - 1.0 - 0.0 - 0.0 - 01 - 10
09 - 0.6 - 0.0 - 0.1 - 0.0 - 0.2 - 02 - 10
10 - 1.2 - 0.9 - 0.2 - 0.3 - 0.1 - 04 - 10
11 - 2.2 - 0.0 - 0.3 - 0.7 - 0.0 - 04 - 10
12 - 2.1 - 1.0 - 0.1 - 0.1 - 0.7 - 07 - 10
13 - 0.8 - 0.0 - 0.2 - 0.7 - 0.5 - 04 - 10
14 - 0.2 - 1.0 - 0.3 - 1.1 - 1.1 - 06 - 10
15 - 1.5 - 1.0 - 0.5 - 2.1 - 2.2 - 10 - 10 TP = 3-1-2-2-2
16 - 1.5 - 1.0 - 1.2 - 2.4 - 2.5 - 14 - 10 TP = 5-1-3-2-3
17 - 0.9 - 1.0 - 0.5 - 2.1 - 1.5 - 10 - 10 TP = 4-1-0-3-2
18 - 0.2 - 1.3 - 2.3 - 1.2 - 1.5 - 11 - 10 TP = 0-2-4-3-2
19 - 2.1 - 0.3 - 0.4 - 0.2 - 1.0 - 07 - 10
20 - 4.5 - 0.8 - 0.3 - 0.3 - 3.2 - 13 - 10 TP = 5-0-0-1-7 #+5,6,7 AG
Avg- 1.25- 0.58- 0.49- 0.85- 0.99- 6.5

Avg lvl 20 Stats w/o Wpn  : 28   - 09  - 14   - 20   - 23
Level 20 Stats w/o Weapon : 41   - 10  - 26   - 24   - 25

Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 0.2 - 1.0 - 0.4 - 0.7 - 1.0 - 08 - 10
03 - 0.5 - 0.2 - 1.7 - 0.0 - 0.5 - 05 - 10
04 - 0.6 - 0.8 - 0.1 - 0.2 - 0.9 - 06 - 10
05 - 0.0 - 0.3 - 0.4 - 0.4 - 1.2 - 06 - 10
06 - 0.4 - 0.3 - 0.0 - 0.4 - 2.7 - 09 - 10 #+6 AG
07 - 0.4 - 0.5 - 0.0 - 0.8 - 0.3 - 05 - 10
08 - 0.3 - 0.3 - 0.0 - 0.1 - 1.4 - 04 - 10
09 - 0.4 - 1.0 - 0.0 - 0.3 - 0.0 - 05 - 10
10 - 0.5 - 0.3 - 0.0 - 0.4 - 0.7 - 06 - 10
11 - 0.6 - 0.5 - 1.0 - 0.1 - 0.6 - 07 - 10
12 - 2.2 - 0.5 - 0.1 - 1.0 - 3.4 - 14 - 10 TP = 3-2-0-3-6 #+6,6,7 AG
13 - 1.3 - 0.0 - 0.3 - 1.8 - 0.1 - 08 - 10
14 - 2.0 - 0.2 - 0.0 - 0.2 - 1.1 - 09 - 10
15 - 1.8 - 0.0 - 0.1 - 2.7 - 3.9 - 13 - 10 TP = 4-0-1-3-5 #+6 AG
16 - 1.9 - 0.5 - 0.5 - 3.4 - 3.4 - 16 - 10 TP = 2-3-1-5-5 #+7,8 DE +6 AG
17 - 3.7 - 0.1 - 1.2 - 3.6 - 3.0 - 16 - 10 TP = 3-1-3-3-6 #+6,6,7,8 HP +6,7 AG
18 - 5.0 - 0.0 - 0.5 - 3.7 - 2.1 - 15 - 10 TP = 7-0-1-4-3 #+6,8 DE
19 - 7.5 - 0.3 - 0.3 - 3.6 - 3.5 - 21 - 10 TP = 7-0-2-6-6 #+6,6 DE +7,7,7 AG
20 - 6.4 - 1.2 - 0.4 - 3.7 - 3.0 - 20 - 10 TP = 8-2-0-5-5 #+7 DE
Avg- 1.88- 0.42- 0.37- 1.42- 1.72- 10.16

Level 20 Promoted Stats: (With Best Weapon +35)
78 - 32 - 78 - 64 - 67
Level 20 Average Stats : (With/Without Best Weapon)
57 - 15 - 17/52 - 42 - 50

21 - 0.4 - 0.2 - 0.1 - 0.5 - 0.3 - 03 - 10
22 - 0.1 - 0.2 - 0.1 - 0.4 - 0.1 - 02 - 10
23 - 0.1 - 0.0 - 0.3 - 0.4 - 0.1 - 02 - 10
24 - 0.3 - 0.1 - 0.6 - 0.2 - 0.1 - 03 - 10
25 - 0.3 - 0.1 - 0.2 - 0.1 - 0.2 - 03 - 10
```

```
26 - 0.1 - 0.1 - 0.3 - 0.3 - 0.1 - 02 - 10
27 - 0.2 - 0.3 - 0.3 - 0.3 - 0.3 - 03 - 10


--------------------------------------------------------------------------------


                               Balbaroy

    Found at?
Balbs will join at the conclusion of chapter II.
    Spells?
A flying caster would be cool...
    Interesting Tidbit?
1. Balbs can use the unique swords (not the Sword of Light) if you feel like
not giving them to Max. Amon shares this as well
2. How do you pronounce his name? Bahl-ba-roy or bahl-ba-ree

Starting Stats:
HP - MP - AT - DE - AG - MV
11 - 00 - 10 - 10 - 10 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
06 - 1.4 - 00 - 0.3 - 1.8 - 1.7 - 08 - 10
07 - 0.3 - 00 - 0.5 - 0.0 - 1.4 - 04 - 10
08 - 0.4 - 00 - 0.0 - 0.0 - 0.0 - 03 - 10
09 - 0.0 - 00 - 0.1 - 0.0 - 0.0 - 01 - 10
10 - 0.0 - 00 - 0.8 - 0.1 - 0.1 - 02 - 10
11 - 0.1 - 00 - 0.0 - 0.2 - 0.5 - 03 - 10
12 - 0.1 - 00 - 0.0 - 0.2 - 0.0 - 02 - 10
13 - 0.0 - 00 - 0.0 - 0.0 - 0.2 - 01 - 10
14 - 0.1 - 00 - 0.1 - 0.0 - 0.1 - 03 - 10
15 - 0.1 - 00 - 0.0 - 0.0 - 0.2 - 02 - 10
16 - 0.2 - 00 - 0.0 - 0.5 - 0.0 - 03 - 10
17 - 0.0 - 00 - 0.5 - 0.5 - 0.0 - 04 - 10
18 - 0.3 - 00 - 0.4 - 0.1 - 0.3 - 03 - 10
19 - 0.1 - 00 - 0.6 - 0.0 - 0.6 - 03 - 10
20 - 1.4 - 00 - 0.3 - 0.5 - 2.3 - 08 - 10 #+5 HP +5 AG
Avg- 0.3 - 00 - 0.24- 0.26- 0.49- 3.33

Avg lvl 20 Stats w/o Wpn  : 16   - 00 - 14   - 14   - 17
Level 20 Stats w/o Weapon : 29   - 00 - 19   - 21   - 22

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 1.7 - 00 - 1.3 - 1.5 - 2.1 - 11 - 10 TP = 4-0-1-4-2
03 - 1.9 - 00 - 0.0 - 1.5 - 1.6 - 11 - 10 TP = 2-0-0-4-5
04 - 2.3 - 00 - 0.2 - 0.1 - 0.6 - 07 - 10 #+5 HP
05 - 0.8 - 00 - 0.1 - 2.2 - 2.0 - 12 - 10 TP = 2-0-0-5-5
06 - 0.8 - 00 - 0.6 - 0.3 - 0.1 - 04 - 10
07 - 0.8 - 00 - 0.1 - 0.5 - 0.9 - 07 - 10
08 - 0.9 - 00 - 0.6 - 1.0 - 0.1 - 07 - 10
09 - 0.4 - 00 - 0.0 - 1.4 - 1.7 - 06 - 10
10 - 0.3 - 00 - 0.3 - 0.3 - 0.7 - 06 - 10
11 - 0.6 - 00 - 0.0 - 0.7 - 1.9 - 07 - 10
12 - 3.2 - 00 - 0.3 - 0.4 - 0.2 - 08 - 10
13 - 0.6 - 00 - 0.0 - 0.3 - 3.0 - 08 - 10 #+6 AG
14 - 0.2 - 00 - 0.2 - 0.7 - 0.6 - 04 - 10
15 - 1.5 - 00 - 0.3 - 3.2 - 0.7 - 10 - 10 TP = 5-0-0-5-0
16 - 0.9 - 00 - 0.0 - 1.6 - 1.3 - 08 - 10
17 - 1.5 - 00 - 0.2 - 0.9 - 1.3 - 09 - 10 #+6 HP
18 - 0.0 - 00 - 0.5 - 2.3 - 2.1 - 08 - 10
19 - 0.4 - 00 - 0.2 - 0.5 - 4.1 - 10 - 10 TP = 2-0-0-2-6 #+6,6,7,8 AG
20 - 0.7 - 00 - 1.0 - 0.4 - 2.1 - 09 - 10
Avg- 1.03- 00 - 0.31- 1.04- 1.43- 8.00

Level 20 Promoted Stats: (With Best Weapon +30)
63 - 00 - 68 - 51 - 60
Level 20 Average Stats : (Without/With Best Weapon)
31 - 00 - 16/46 - 30 - 40


--------------------------------------------------------------------------------


                                 Amon

    Found at?
Amon also joins at the end of chapter II
    Spells?
Huh?
    Interesting Tidbit?
1. As one might guess, Balbs is Amon's husband
2. If you've gotten all the characters up to this point, Amon and Balbs
will start at headquarters
3. Is it Ay-mon or Ay-men or Ah-mon or Ah-men?
4. Amon can start with several more HP

Starting Stats:
HP - MP - AT - DE - AG - MV
```

```
11 - 00 - 07 - 08 - 11 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
06 - 2.2 - 00 - 1.0 - 0.8 - 0.4 - 07 - 10
07 - 0.0 - 00 - 1.1 - 0.0 - 0.9 - 05 - 10
08 - 0.4 - 00 - 0.2 - 0.2 - 0.0 - 03 - 10
09 - 0.8 - 00 - 0.3 - 1.1 - 0.8 - 05 - 10
10 - 2.3 - 00 - 1.0 - 0.0 - 0.0 - 07 - 10
11 - 0.3 - 00 - 0.0 - 0.4 - 0.1 - 02 - 10
12 - 0.3 - 00 - 0.2 - 0.0 - 0.5 - 04 - 10
13 - 0.0 - 00 - 0.2 - 0.0 - 0.2 - 02 - 10
14 - 0.2 - 00 - 0.7 - 0.2 - 0.2 - 02 - 10
15 - 0.8 - 00 - 0.0 - 0.1 - 0.6 - 05 - 10
16 - 0.2 - 00 - 0.4 - 0.8 - 0.8 - 05 - 10
17 - 0.2 - 00 - 0.0 - 1.0 - 0.4 - 03 - 10
18 - 1.3 - 00 - 0.0 - 0.0 - 0.8 - 07 - 10
19 - 0.0 - 00 - 0.4 - 0.0 - 0.0 - 01 - 10
20 - 0.4 - 00 - 0.6 - 0.0 - 0.4 - 05 - 10
Avg- 0.63- 00 - 0.41- 0.31- 0.41- 4.2


Avg lvl 20 Stats w/o Wpn  : 20   - 00 - 13   - 13   - 17
Level 20 Stats w/o Weapon : 33   - 00 - 22   - 19   - 27


Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 1.3 - 00 - 0.5 - 1.1 - 2.9 - 09 - 10 #+5,5,5,6 AG
03 - 0.1 - 00 - 1.0 - 2.4 - 2.1 - 08 - 10 #+5 DE
04 - 1.0 - 00 - 0.0 - 0.8 - 3.6 - 09 - 10 #+5,6 AG
05 - 0.1 - 00 - 0.6 - 1.2 - 1.4 - 07 - 10 #+5 AG
06 - 0.2 - 00 - 0.1 - 1.3 - 0.9 - 06 - 10
07 - 0.2 - 00 - 0.9 - 0.2 - 1.9 - 08 - 10
08 - 0.6 - 00 - 0.0 - 0.2 - 0.6 - 04 - 10
09 - 0.0 - 00 - 0.4 - 1.3 - 1.0 - 06 - 10
10 - 0.2 - 00 - 0.1 - 0.3 - 3.5 - 07 - 10 #+6 AG
11 - 0.7 - 00 - 0.0 - 2.2 - 1.1 - 08 - 10
12 - 2.0 - 00 - 0.2 - 0.2 - 3.0 - 09 - 10 #+7 AG
13 - 1.0 - 00 - 0.1 - 0.8 - 1.8 - 07 - 10
14 - 1.3 - 00 - 0.3 - 0.8 - 0.6 - 08 - 10
15 - 0.3 - 00 - 0.0 - 0.0 - 2.5 - 06 - 10 #+6 AG
16 - 0.8 - 00 - 0.7 - 0.6 - 2.8 - 14 - 10 TP = 5-0-1-2-6 #+6,7,7 AG
17 - 1.3 - 00 - 0.6 - 1.1 - 0.2 - 06 - 10
18 - 4.0 - 00 - 0.4 - 2.2 - 1.8 - 12 - 10 TP = 8-0-0-2-2 #+7,8 HP +6 DE
19 - 5.1 - 00 - 0.0 - 3.3 - 1.3 - 15 - 10 TP = 6-0-0-5-4 #+6 DE
20 - 3.7 - 00 - 0.4 - 0.7 - 0.9 - 10 - 10 TP = 6-0-2-2-0 #+6,6,7 HP
Avg- 1.26- 00 - 0.33- 1.09- 1.78- 8.37


Level 20 Promoted Stats: (With Best Weapon +30)
68 - 00 - 66 - 50 - 64
Level 20 Average Stats : (With/Without Best Weapon)
39 - 00 - 16/46 - 31 - 47



---------------------------------------------------------------------------


                                    Diane


     Found at?
Talk to her mother then Diane
     Spells?
Another fail Elf in my opinion as she doesn't get magic
     Interesting Tidbit?
1. Diane is actually not required, you must talk to her to get her
2. Even though we know where the quarry is, we 'must' have Diane to lead us
there. Wait, what?
3. Where are all the men in this quarry?
4. Many people see Diane and assume she's better than Hans. Like many trends
in SF, Diane is better than Hans initially but if leveled equally, Hans tends
to be slightly better in the end

Starting Stats:
HP - MP - AT - DE - AG - MV
11 - 00 - 08 - 07 - 11 - 05
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
07 - 0.3 - 00 - 1.1 - 0.6 - 0.2 - 04 - 10
08 - 1.1 - 00 - 0.0 - 0.2 - 0.1 - 03 - 10
09 - 0.2 - 00 - 0.3 - 0.4 - 0.8 - 04 - 10
10 - 0.1 - 00 - 0.2 - 1.8 - 0.0 - 04 - 10
11 - 1.7 - 00 - 0.0 - 0.0 - 0.0 - 04 - 10
12 - 0.0 - 00 - 0.6 - 0.2 - 0.2 - 02 - 10
13 - 0.5 - 00 - 0.0 - 0.9 - 0.2 - 06 - 10
14 - 0.0 - 00 - 0.2 - 0.1 - 0.0 - 01 - 10
15 - 0.0 - 00 - 0.2 - 0.3 - 0.2 - 02 - 10
16 - 0.2 - 00 - 0.0 - 0.9 - 0.2 - 03 - 10
17 - 0.1 - 00 - 0.0 - 0.6 - 0.6 - 03 - 10
18 - 0.1 - 00 - 0.1 - 0.8 - 0.1 - 04 - 10
19 - 0.0 - 00 - 0.0 - 1.7 - 0.6 - 04 - 10
20 - 0.6 - 00 - 0.5 - 0.0 - 1.4 - 08 - 10
Avg- 0.35- 00 - 0.22- 0.61- 0.33- 3.71
```

```
Avg lvl 20 Stats w/o Wpn  : 16   - 00 - 11    - 15   - 16
Level 20 Stats w/o Weapon : 29   - 00 - 20    - 19   - 20

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 1.1 - 00 - 0.8 - 0.8 - 2.0 - 08 - 10
03 - 0.4 - 00 - 0.1 - 2.2 - 2.7 - 09 - 10 #+5,6 DE
04 - 2.2 - 00 - 0.0 - 2.3 - 2.0 - 08 - 10 #+5 AG
05 - 1.2 - 00 - 0.1 - 0.2 - 2.0 - 07 - 10 #+5,6 AG
06 - 0.5 - 00 - 0.9 - 0.8 - 0.1 - 06 - 10
07 - 2.2 - 00 - 0.0 - 0.2 - 1.7 - 07 - 10
08 - 1.8 - 00 - 0.1 - 1.7 - 0.6 - 09 - 10
09 - 0.0 - 00 - 0.3 - 3.0 - 0.2 - 06 - 10 #+6,6 DE
10 - 1.8 - 00 - 0.0 - 1.4 - 1.3 - 09 - 10 #+6 DE
11 - 0.2 - 00 - 0.0 - 0.0 - 3.4 - 08 - 10 #+6,7 AG
12 - 0.9 - 00 - 0.2 - 0.4 - 0.1 - 05 - 10
13 - 1.1 - 00 - 0.4 - 0.5 - 0.8 - 07 - 10
14 - 0.1 - 00 - 0.1 - 2.5 - 0.5 - 07 - 10
15 - 0.2 - 00 - 0.2 - 0.1 - 1.9 - 05 - 10
16 - 0.3 - 00 - 0.4 - 1.5 - 0.6 - 08 - 10
17 - 1.7 - 00 - 0.0 - 1.0 - 3.6 - 11 - 10 TP = 4-0-0-3-4 #+6 HP +7 AG
18 - 0.1 - 00 - 0.0 - 0.6 - 1.6 - 05 - 10
19 - 1.4 - 00 - 0.1 - 0.5 - 0.8 - 05 - 10
20 - 0.3 - 00 - 0.0 - 2.8 - 3.3 - 10 - 10 TP = 0-0-0-3-7 #+6,6,7 AG
Avg- 0.92- 00 - 0.19- 1.18- 1.54- 7.37

Level 20 Promoted Stats: (With Best Weapon +35)
61 - 00 - 63 - 44 - 58
Level 20 Average Stats : (Without/With Best Weapon)
30 - 00 - 12/47 - 34 - 41


-----------------------------------------------------------------------------


                                Zylo

    Found at?
After getting the Moonstone, go to the nearby house to make Lunar Dew, then go
feed it to Zylo. You only must stand in front of him and pour it in his mouth
    Spells?
A spell-wielding wolfman, sounds cool
    Interesting Tidbit?
1. Zylo is actually not required
2. Zylo is your second character who may suffer from lack of a weapon
3. Zylo's promoted form throws wolfheads. I don't understand. But from a speed
run perspective, it's actually bad since it is such a long animation
4. Be jealous, I have 'Zappa' instead of Zylo

Starting Stats:
HP - MP - AT - DE - AG - MV
24 - 00 - 26 - 16 - 13 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
10 - 0.1 - 00 - 1.1 - 0.0 - 1.0 - 06 - 10
11 - 0.1 - 00 - 0.1 - 0.2 - 0.4 - 02 - 10
12 - 0.3 - 00 - 0.1 - 0.6 - 0.9 - 04 - 10
13 - 0.5 - 00 - 0.0 - 0.2 - 1.3 - 05 - 10
14 - 0.3 - 00 - 0.0 - 0.0 - 0.3 - 03 - 10
15 - 0.0 - 00 - 0.2 - 0.4 - 0.3 - 02 - 10
16 - 0.0 - 00 - 0.1 - 0.1 - 0.5 - 02 - 10
17 - 0.3 - 00 - 0.7 - 0.1 - 0.8 - 04 - 10
18 - 0.0 - 00 - 0.5 - 0.2 - 0.5 - 03 - 10
19 - 0.1 - 00 - 0.5 - 1.9 - 1.2 - 08 - 10 #+5 AG
20 - 0.1 - 00 - 0.3 - 0.1 - 0.3 - 02 - 10
Avg- 0.16- 00 - 0.33- 0.35- 0.68- 3.72

Avg lvl 20 Stats w/o Wpn  : 26   - 00 - 30    - 20   - 20
Level 20 Stats w/o Weapon : 27   - 00 - 43    - 25   - 24

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 2.5 - 00 - 3.0 - 0.7 - 2.9 - 14 - 10 TP = 3-0-5-1-5
03 - 1.8 - 00 - 0.3 - 0.8 - 3.5 - 10 - 10 TP = 0-0-0-3-7 #+5,5,7 AG
04 - 0.3 - 00 - 0.8 - 0.3 - 2.8 - 10 - 10 TP = 1-0-2-0-7 #+5,7,7 AG
05 - 2.1 - 00 - 2.3 - 2.3 - 0.5 - 11 - 10 TP = 3-0-5-3-0
06 - 0.7 - 00 - 0.1 - 0.8 - 1.4 - 06 - 10
07 - 2.7 - 00 - 1.5 - 1.0 - 3.4 - 14 - 10 TP = 4-0-4-1-5
08 - 0.7 - 00 - 0.0 - 1.9 - 0.2 - 07 - 10 #+6 DE
09 - 2.8 - 00 - 1.4 - 0.1 - 0.9 - 10 - 10 TP = 6-0-4-0-0 #+6 AT
10 - 0.3 - 00 - 0.6 - 1.0 - 2.8 - 09 - 10
11 - 0.1 - 00 - 0.2 - 1.4 - 4.0 - 09 - 10 #+7,8,8 AG
12 - 0.7 - 00 - 2.4 - 0.5 - 0.9 - 10 - 10 TP = 1-0-4-1-4
13 - 2.2 - 00 - 0.6 - 0.6 - 0.5 - 09 - 10
14 - 4.2 - 00 - 0.4 - 1.1 - 2.1 - 15 - 10 TP = 6-0-1-4-4 #+6,7,7,8 HP
15 - 0.4 - 00 - 0.8 - 0.1 - 0.8 - 05 - 10
16 - 2.0 - 00 - 0.3 - 1.0 - 2.1 - 11 - 10 TP = 4-0-0-3-4
17 - 1.5 - 00 - 1.6 - 0.6 - 1.8 - 09 - 10
18 - 3.0 - 00 - 0.1 - 1.1 - 0.4 - 09 - 10 #+6,6,7 HP
```

```
19 - 0.1 - 00 - 1.9 - 1.3 - 1.9 - 11 - 10 TP = 0-0-4-2-5
20 - 1.3 - 00 - 1.0 - 1.3 - 0.3 - 09 - 10
Avg- 1.55- 00 - 1.02- 0.94- 1.75- 9.89

Level 20 Promoted Stats:
68 - 00 - 82 - 59 - 61
Level 20 Average Stats :
49 - 00 - 42 - 33 - 48


-------------------------------------------------------------------------------


                                    Pelle

    Found at?
The merc Pelle crawls back from a certain death to join your team
    Spells?
See previous knights not named Arthur
    Interesting Tidbit?
1. Pelle joins even if you don't want him
2. Is it Pay-lay or Pel-lee?
3. The centaur manages to crawl up a cliff? WTF?
4. Even though Pelle is better than silver knights, one still manages to
push him over the edge. WTF?
5. Pelle can have some crazy variance. The lowest attack with Power Spear that
I've seen is 29 (highest is 34) and Defense from taking 1 point of damage from
Lizardmen to taking 4 points of damage (these are starting stats of course).
That one particular run, Pelle gained +7 Defense at level 9. I pooped myself
a bit when I saw that
6. Compared to Arthur, Pelle is the best example of an "early bloomer" that is
to say he starts out strong and grows very little as compared to someone who
is garbage but grows heavily later on

Starting Stats:
HP - MP - AT - DE - AG - MV
17 - 00 - 17 - 21 - 15 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
09 - 1.0 - 00 - 0.2 - 0.9 - 0.0 - 05 - 10
10 - 0.3 - 00 - 0.1 - 1.2 - 0.7 - 05 - 10
11 - 0.0 - 00 - 0.1 - 0.0 - 0.4 - 02 - 10
12 - 0.1 - 00 - 0.0 - 0.0 - 0.4 - 02 - 10
13 - 0.8 - 00 - 0.2 - 0.0 - 0.2 - 04 - 10
14 - 0.1 - 00 - 0.0 - 0.1 - 0.0 - 01 - 10
15 - 0.3 - 00 - 0.0 - 0.0 - 0.4 - 02 - 10
16 - 0.0 - 00 - 0.0 - 0.0 - 0.5 - 02 - 10
17 - 0.1 - 00 - 0.0 - 0.0 - 0.8 - 03 - 10
18 - 0.8 - 00 - 0.0 - 0.0 - 0.0 - 03 - 10
19 - 0.1 - 00 - 0.0 - 0.0 - 0.7 - 03 - 10
20 - 0.3 - 00 - 0.0 - 0.0 - 0.2 - 01 - 10
Avg- 0.32- 00 - 0.05- 0.18- 0.36- 2.583

Avg lvl 20 Stats w/o Wpn  : 21   - 00 - 17    - 22   - 19
Level 20 Stats w/o Weapon : 30   - 00 - 21    - 26   - 23

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 3.3 - 00 - 1.7 - 1.6 - 0.5 - 11 - 10 TP = 2-0-3-3-3 #+6,7 to HP
03 - 5.5 - 00 - 0.5 - 0.7 - 0.3 - 10 - 10 TP = 8-0-1-1-0
04 - 1.4 - 00 - 0.9 - 1.5 - 0.5 - 07 - 10
05 - 1.8 - 00 - 0.2 - 1.7 - 0.3 - 08 - 10
06 - 0.7 - 00 - 0.4 - 1.2 - 0.8 - 07 - 10
07 - 1.0 - 00 - 0.1 - 0.2 - 1.0 - 05 - 10
08 - 0.0 - 00 - 0.6 - 1.4 - 0.5 - 06 - 10
09 - 0.3 - 00 - 0.0 - 1.5 - 0.3 - 04 - 10
10 - 0.4 - 00 - 0.0 - 0.6 - 1.9 - 05 - 10
11 - 0.0 - 00 - 0.0 - 1.8 - 3.4 - 11 - 10 TP = 0-0-0-5-6 #+6,7,7,8 AG
12 - 0.2 - 00 - 0.0 - 0.1 - 1.3 - 04 - 10
13 - 0.0 - 00 - 0.5 - 0.4 - 1.1 - 05 - 10
14 - 1.3 - 00 - 0.0 - 0.6 - 2.2 - 07 - 10
15 - 0.2 - 00 - 0.0 - 0.3 - 6.7 - 09 - 10
16 - 0.9 - 00 - 0.3 - 0.1 - 2.8 - 09 - 10 #+6,7 AG
17 - 3.9 - 00 - 0.2 - 1.2 - 6.4 - 15 - 10 TP = 5-0-0-3-7 #+6,6 HP
18 - 1.0 - 00 - 0.3 - 0.2 - 2.3 - 09 - 10
19 - 1.8 - 00 - 0.3 - 1.0 - 3.2 - 12 - 10 TP = 3-0-0-4-5 #+7,7 AG
20 - 2.4 - 00 - 0.6 - 0.0 - 3.2 - 10 - 10 TP = 6-0-4-0-0 #+6 HP +6 AG
Avg- 1.37- 00 - 0.35- 0.79- 2.04- 8.11

Level 20 Promoted Stats: (With Best Weapon +35)
69 - 00 - 72 - 57 - 62
Level 20 Average Stats : (Without/With Best Weapon)
42 - 00 - 20/55 - 31 - 53


-------------------------------------------------------------------------------


                                    Jogurt
```

```
     Found at?
In chapter IV now BEFORE Pao leaves, you must walk around near the Priest
in the top left. He will then join without any kind of notice. It's quite
annoying, as he is
     Spells?
Please give him something to make him useful
     Interesting Tidbit?
1. The worst character in any game goes to Jogurt. He's seriously weaker than
the Silver Surfer from NES
2. As everyone knows, finishing off a monster earns you a Yogurt ring, to turn
someone into a Gerbil as well
3. I didn't bother to level him. It's a waste of time as he can't increase
past level 1
4. Another name typo, now it's Joghurt
5. You can promote Jogurt as much as you would like. Nothing changes

Starting Stats:
HP - MP - AT - DE - AG - MV
01 - 00 - 01 - 01 - 01 - 07
Stats Gained:
Lv - HP - MP - AT - DE - AG - TP - Samples
Lolwut?


-------------------------------------------------------------------------------


                               Kokichi

     Found at?
After beating 3-1, go search his machine and then talk to him. Follow the
story and then he'll join at the beginning of Chapter 4 once Pao leaves
     Spells?
He can build a flying machine but can't cast spells
     Interesting Tidbit?
1. It's a  bird, it's a plane, it's an old spear wielding geezer!
2. Kokichi is the 3rd of 4 characters that all join your party before you
fight your next battle
3. Kokichi is what some would call a Pegasus Knight; but instead he's a Sky
Lord. Because of that, he is more closely aligned with your birds than with
your traditional knights

Starting Stats:
HP - MP - AT - DE - AG - MV
14 - 00 - 11 - 10 - 11 - 06
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
08 - 2.3 - 00 - 1.1 - 0.3 - 0.3 - 07 - 10
09 - 0.1 - 00 - 0.2 - 0.0 - 1.1 - 03 - 10
10 - 0.1 - 00 - 0.1 - 0.4 - 0.3 - 03 - 10
11 - 0.4 - 00 - 0.0 - 0.1 - 0.4 - 06 - 10
12 - 0.3 - 00 - 0.0 - 0.0 - 0.1 - 02 - 10
13 - 0.0 - 00 - 0.0 - 0.0 - 0.1 - 01 - 10 #A level where he gained 1 AG once
14 - 0.4 - 00 - 0.1 - 0.4 - 0.0 - 02 - 10
15 - 0.7 - 00 - 0.0 - 0.5 - 0.1 - 03 - 10
16 - 0.0 - 00 - 0.0 - 1.0 - 0.3 - 03 - 10
17 - 0.1 - 00 - 0.4 - 0.2 - 1.6 - 04 - 10
18 - 0.2 - 00 - 0.2 - 0.4 - 0.9 - 05 - 10
19 - 0.2 - 00 - 0.0 - 1.2 - 0.9 - 07 - 10
20 - 0.3 - 00 - 0.4 - 0.5 - 0.4 - 04 - 10
Avg- 0.39- 00 - 0.19- 0.38- 0.50- 3.486

Avg lvl 20 Stats w/o Wpn  : 19   - 00 - 14    - 15   - 17
Level 20 Stats w/o Weapon : 29   - 00 - 22    - 17   - 21

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 2.5 - 00 - 0.7 - 1.3 - 1.4 - 10 - 10 TP = 4-0-1-2-3
03 - 2.5 - 00 - 0.5 - 1.0 - 1.3 - 14 - 10 TP = 5-0-2-3-4 #+5,5,5 HP
04 - 0.5 - 00 - 0.0 - 0.3 - 0.8 - 04 - 10
05 - 0.8 - 00 - 0.3 - 1.0 - 0.6 - 05 - 10
06 - 0.3 - 00 - 0.2 - 2.5 - 1.0 - 07 - 10 #+5 DE
07 - 1.3 - 00 - 0.0 - 2.0 - 1.6 - 10 - 10 TP = 3-0-0-4-3
08 - 0.9 - 00 - 0.0 - 0.2 - 0.9 - 09 - 10
09 - 0.0 - 00 - 0.2 - 0.3 - 0.5 - 06 - 10
10 - 0.4 - 00 - 0.5 - 0.2 - 0.0 - 03 - 10
11 - 2.7 - 00 - 0.4 - 1.6 - 1.1 - 09 - 10
12 - 2.6 - 00 - 0.1 - 0.2 - 2.1 - 08 - 10 #+6 AG
13 - 0.9 - 00 - 0.0 - 0.2 - 1.8 - 07 - 10 #+5 AG
14 - 0.1 - 00 - 0.2 - 3.0 - 0.3 - 07 - 10 #+6 DE
15 - 0.9 - 00 - 0.2 - 0.4 - 1.3 - 07 - 10
16 - 1.9 - 00 - 0.0 - 0.1 - 3.8 - 09 - 10 #+6 AG
17 - 0.0 - 00 - 0.0 - 0.3 - 3.4 - 08 - 10 #+6,7 AG
18 - 1.5 - 00 - 0.2 - 0.2 - 0.5 - 04 - 10
19 - 2.9 - 00 - 0.0 - 2.5 - 1.0 - 12 - 10 TP = 5-0-0-2-5 #+6 HP
20 - 0.4 - 00 - 0.3 - 0.0 - 2.0 - 06 - 10
Avg- 1.20- 00 - 0.20- 0.91- 1.34- 7.63

Level 20 Promoted Stats: (With Best Weapon +35)
63 - 00 - 72 - 49 - 58
```

```
Level 20 Average Stats : (Without/With Best Weapon)
37 - 00 - 14/49 - 28 - 38


--------------------------------------------------------------------------------


                                  Vankar

     Found at?
Once Pao leaves, walk around the middle and he's standing there bored
     Spells?
See Pelle
     Interesting Tidbit?
1. Vankar's named sounds suspiciously dirty if you swap the V for a W
2. Does he have cancer? Look at his nose
3. My game calls him 'Vann'

Starting Stats:
HP - MP - AT - DE - AG - MV
30 - 00 - 12 - 11 - 11 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
09 - 0.7 - 00 - 0.8 - 0.2 - 0.3 - 05 - 10
10 - 0.2 - 00 - 0.3 - 0.2 - 0.2 - 02 - 10
11 - 0.5 - 00 - 0.0 - 0.9 - 1.5 - 07 - 10
12 - 0.0 - 00 - 0.1 - 0.0 - 0.3 - 02 - 10
13 - 0.2 - 00 - 0.0 - 0.0 - 0.2 - 01 - 10
14 - 0.1 - 00 - 0.0 - 0.5 - 0.6 - 04 - 10
15 - 0.0 - 00 - 0.0 - 0.0 - 0.2 - 01 - 10
16 - 0.2 - 00 - 0.2 - 0.5 - 0.0 - 03 - 10
17 - 0.0 - 00 - 0.3 - 0.0 - 0.4 - 02 - 10
18 - 0.0 - 00 - 0.3 - 0.2 - 0.3 - 02 - 10
19 - 0.5 - 00 - 0.1 - 0.9 - 1.1 - 05 - 10
20 - 0.3 - 00 - 0.1 - 0.2 - 0.6 - 05 - 10
Avg- 0.22- 00 - 0.18- 0.30- 0.48- 3.25


Avg lvl 20 Stats w/o Wpn  : 33   - 00 - 14     - 15   - 17
Level 20 Stats w/o Weapon : 35   - 00 - 24     - 24   - 23

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 1.7 - 00 - 0.5 - 3.5 - 2.0 - 12 - 10 TP = 6-0-0-5-1
03 - 4.0 - 00 - 1.1 - 2.4 - 1.8 - 18 - 10 TP = 7-0-3-4-4 #+6 DE
04 - 0.3 - 00 - 1.0 - 2.4 - 0.5 - 07 - 10
05 - 1.0 - 00 - 0.0 - 0.7 - 3.1 - 07 - 10 #+6 AG
06 - 2.6 - 00 - 0.0 - 0.4 - 2.6 - 10 - 10 TP = 4-0-0-3-3 #+6,6 HP
07 - 1.9 - 00 - 0.1 - 0.0 - 1.6 - 07 - 10
08 - 1.3 - 00 - 0.0 - 0.1 - 0.8 - 05 - 10
09 - 0.3 - 00 - 0.0 - 0.0 - 1.8 - 05 - 10
10 - 0.2 - 00 - 0.2 - 0.9 - 3.7 - 07 - 10 #+7 AG
11 - 0.6 - 00 - 0.0 - 0.2 - 2.1 - 05 - 10
12 - 0.5 - 00 - 0.0 - 0.0 - 1.4 - 05 - 10
13 - 1.1 - 00 - 0.1 - 0.8 - 3.4 - 09 - 10 #+6 AG
14 - 0.3 - 00 - 0.3 - 0.2 - 0.2 - 02 - 10
15 - 0.9 - 00 - 0.0 - 2.7 - 1.8 - 09 - 10
16 - 1.8 - 00 - 0.1 - 0.0 - 1.0 - 05 - 10
17 - 0.7 - 00 - 0.6 - 1.2 - 1.9 - 10 - 10 TP = 4-0-1-0-5
18 - 1.6 - 00 - 0.0 - 2.1 - 0.9 - 12 - 10 TP = 4-0-0-3-5
19 - 1.0 - 00 - 0.7 - 2.9 - 0.0 - 07 - 10
20 - 3.1 - 00 - 0.1 - 1.7 - 1.5 - 10 - 10 TP = 5-0-0-3-2
Avg- 1.31- 00 - 0.25- 1.17- 1.69- 8.00


Level 20 Promoted Stats: (With Best Weapon +35)
71 - 00 - 70 - 50 - 61
Level 20 Average Stats : (With/Without Best Weapon)
50 - 00 - 15/50 - 33 - 45



--------------------------------------------------------------------------------



                                  Domingo

     Found at?
In chapter II get the Domingo Egg from the monster thing in the magic city.
Now in Pao II, there's a man who will 'cook' the egg and Domingo joins.
     Spells?
Freeze (4) {starts, 4, 13, 26}
Muddle     {7}
Boost      {20}
Desoul     {17}
     Interesting Tidbit?
1. Domingo is your first character to come promoted already
1a. There has been some questions raised about Domingo, since he gains
experience like an unpromoted character. My answer is this: since he cannot be
promoted, he is obviously then promoted already
2. White shell? Freeze Master?
3. When Domingo attacks, I feel like it should do no damage as he's like
farting on his opponent
```

```
4. Domingo is the second highest priority target for enemies. No really. I
feel as if this is unintentional as the enemies likely classify him as both
a "Mage" and a "Flying Unit" which trumps traditional classifications in terms
of how the enemy aggro towards you
5. Domingo can start with as much as +3 HP I've noticed. Simiarly his DE
can be higher as well
6. Domingo is great, but will likely never learn Freeze 4 unless you
excessively grind him out

Starting Stats:
HP - MP - AT - DE - AG - MV
15 - 15 - 10 - 16 - 18 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 1.7 - 1.5 - 1.2 - 1.4 - 1.2 - 13 - 10 TP = 3-3-2-2-3 #+5 HP
03 - 1.7 - 0.8 - 0.7 - 1.0 - 0.2 - 10 - 10 TP = 4-3-0-1-2
04 - 0.4 - 0.1 - 0.9 - 0.5 - 0.2 - 04 - 10
05 - 0.7 - 1.9 - 0.4 - 1.8 - 0.1 - 08 - 10 #+5,5 DE
06 - 2.0 - 1.2 - 1.5 - 0.1 - 0.2 - 09 - 10 #+5,6 HP
07 - 0.0 - 0.2 - 2.5 - 0.8 - 1.3 - 06 - 10 #+5 AG
08 - 0.7 - 0.1 - 2.1 - 0.1 - 2.0 - 09 - 10 #+5 AG
09 - 0.2 - 2.7 - 0.3 - 0.6 - 0.2 - 07 - 10 #+5,5,5,5 MP
10 - 0.5 - 0.4 - 1.9 - 0.5 - 0.8 - 08 - 10
11 - 3.5 - 1.6 - 0.0 - 1.4 - 0.2 - 13 - 10 TP = 5-4-0-3-1 #+5,5,5 HP
12 - 0.6 - 0.1 - 0.9 - 0.0 - 0.2 - 04 - 10
13 - 0.8 - 0.9 - 0.8 - 0.2 - 0.4 - 08 - 10 #+5 MP
14 - 0.5 - 1.9 - 0.7 - 0.5 - 0.3 - 09 - 10
15 - 0.9 - 2.1 - 0.4 - 0.1 - 0.6 - 08 - 10 #+6 MP
16 - 0.5 - 0.3 - 1.4 - 0.8 - 0.5 - 08 - 10
17 - 2.1 - 1.0 - 1.1 - 0.9 - 0.8 - 09 - 10
18 - 1.5 - 2.3 - 0.2 - 0.6 - 0.1 - 09 - 10 #+6 MP
19 - 0.3 - 1.2 - 0.6 - 1.0 - 1.3 - 08 - 10 #+5 AG
20 - 0.3 - 0.4 - 2.8 - 0.3 - 3.3 - 15 - 10 TP = 2-3-7-0-3 #+5,7,7 AT +5,6 AG
Avg- 0.99- 1.08- 1.07- 0.66- 0.73- 8.68


Level 20 Promoted Stats:
56 - 54 - 34 - 49 - 40
Level 20 Average  Stats:
34 - 36 - 30 - 28 - 32


21 - 0.3 - 0.4 - 0.0 - 0.1 - 0.3 - 03 - 10
22 - 0.3 - 0.4 - 0.2 - 0.1 - 0.1 - 03 - 10
23 - 0.2 - 0.2 - 0.4 - 0.2 - 0.2 - 02 - 10
24 - 0.5 - 0.2 - 0.2 - 0.0 - 0.4 - 03 - 10
25 - 0.4 - 0.3 - 0.2 - 0.3 - 0.2 - 03 - 10
26 - 0.2 - 0.2 - 0.3 - 0.3 - 0.1 - 02 - 10



----------------------------------------------------------------------------


                                Guntz

    Found at?
In Chapter 4 in Pao 2, go to the Sheep Pen, Guntz is there waiting for you
    Spells?
Hmmm
    Interesting Tidbit?
1. What does his face look like?
2. How does he go pee?
3. Despite having a spear, promoted or unpromoted, he will attack the target
at melee range in the animation
4. Ha, I have a 'Gantz'
5. Guntz, despite using Knight weapons, is classified as a Misc. Warrior
character as he is more similar to them in nearly every way

Starting Stats:
HP - MP - AT - DE - AG - MV
16 - 00 - 17 - 17 - 14 - 04
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
09 - 0.0 - 00 - 0.1 - 1.1 - 1.0 - 05 - 10
10 - 0.9 - 00 - 0.2 - 0.4 - 0.3 - 04 - 10
11 - 0.0 - 00 - 0.1 - 0.5 - 0.0 - 02 - 10
12 - 0.2 - 00 - 0.2 - 0.7 - 0.1 - 03 - 10
13 - 0.2 - 00 - 0.7 - 0.7 - 0.2 - 06 - 10
14 - 0.3 - 00 - 0.2 - 0.0 - 0.0 - 02 - 10
15 - 0.0 - 00 - 0.2 - 0.0 - 0.0 - 02 - 10
16 - 0.3 - 00 - 0.0 - 0.4 - 0.0 - 03 - 10
17 - 0.3 - 00 - 0.0 - 0.0 - 0.2 - 02 - 10
18 - 0.7 - 00 - 0.6 - 0.1 - 0.0 - 03 - 10
19 - 0.4 - 00 - 0.1 - 0.1 - 0.1 - 02 - 10
20 - 0.7 - 00 - 0.2 - 1.9 - 0.4 - 07 - 10
Avg- 0.33- 00 - 0.22- 0.49- 0.19- 3.42

Avg lvl 20 Stats w/o Wpn  : 20   - 00 - 19    - 23   - 16
Level 20 Stats w/o Weapon : 27   - 00 - 26    - 33   - 15

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
```

```
02 - 4.0 - 00 - 0.4 - 3.4 - 3.6 - 16 - 10 TP = 7-0-1-3-5
03 - 1.1 - 00 - 0.2 - 5.6 - 2.2 - 14 - 10 TP = 2-0-0-9-3
04 - 3.1 - 00 - 0.4 - 0.1 - 3.2 - 11 - 10 TP = 6-0-0-0-5
05 - 2.7 - 00 - 0.1 - 2.4 - 2.6 - 12 - 10 TP = 5-0-0-2-5
06 - 0.5 - 00 - 0.5 - 2.4 - 0.1 - 07 - 10
07 - 0.5 - 00 - 0.2 - 2.3 - 0.7 - 08 - 10
08 - 1.5 - 00 - 0.0 - 0.9 - 0.0 - 05 - 10
09 - 0.1 - 00 - 0.8 - 2.3 - 0.2 - 07 - 10
10 - 1.3 - 00 - 0.0 - 1.2 - 0.1 - 07 - 10
11 - 0.1 - 00 - 0.6 - 0.7 - 0.3 - 04 - 10
12 - 0.0 - 00 - 0.0 - 1.1 - 1.1 - 07 - 10
13 - 0.7 - 00 - 0.3 - 1.3 - 0.3 - 06 - 10
14 - 1.3 - 00 - 0.0 - 0.5 - 0.7 - 07 - 10
15 - 0.7 - 00 - 0.0 - 1.9 - 0.7 - 07 - 10
16 - 0.1 - 00 - 0.1 - 1.7 - 1.4 - 07 - 10
17 - 1.6 - 00 - 0.7 - 1.8 - 0.8 - 13 - 10 TP = 4-0-2-6-1 #+6 DE
18 - 1.1 - 00 - 0.0 - 0.3 - 1.3 - 10 - 10 TP = 4-0-0-2-4
19 - 0.2 - 00 - 0.6 - 0.6 - 0.2 - 03 - 10
20 - 2.6 - 00 - 0.1 - 5.6 - 1.3 - 14 - 10 TP = 5-0-1-6-2 #+1 DE
Avg- 1.22- 00 - 0.26- 1.90- 1.11- 8.68

Level 20 Promoted Stats: (With Best Weapon +35)
61 - 00 - 77 - 87 - 45
Level 20 Average Stats : (With/Without Best Weapon)
38 - 00 - 20/55 - 53 - 33


-----------------------------------------------------------------------------


                                  Earnest

     Found at?
The -legendary- Ernst joins after slaying a dog to assist in the battle
against Balbazak
     Spells?
See Ken
     Interesting Tidbit?
1. I call him Ernst. Don't ask
2. After all these optional characters, Ernst must join you. Damn

Starting Stats:
HP - MP - AT - DE - AG - MV
22 - 00 - 12 - 11 - 13 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
09 - 0.0 - 00 - 0.2 - 0.4 - 0.3 - 04 - 10
10 - 0.2 - 00 - 0.1 - 0.4 - 0.5 - 04 - 10
11 - 0.0 - 00 - 0.0 - 0.4 - 0.1 - 02 - 10
12 - 0.0 - 00 - 0.0 - 0.2 - 0.5 - 02 - 10
13 - 0.0 - 00 - 0.0 - 0.0 - 0.4 - 02 - 10
14 - 0.1 - 00 - 0.0 - 0.0 - 0.5 - 02 - 10
15 - 0.0 - 00 - 0.1 - 0.1 - 0.3 - 02 - 10
16 - 0.1 - 00 - 0.2 - 0.1 - 0.0 - 02 - 10
17 - 0.5 - 00 - 0.1 - 0.0 - 0.4 - 03 - 10
18 - 0.9 - 00 - 0.5 - 0.4 - 1.1 - 06 - 10
19 - 0.3 - 00 - 0.0 - 0.8 - 0.9 - 04 - 10
20 - 0.3 - 00 - 0.1 - 1.0 - 1.6 - 06 - 10
Avg- 0.2 - 00 - 0.11- 0.33- 0.55- 3.25

Avg lvl 20 Stats w/o Wpn  : 24   - 00 - 13   - 15   - 20
Level 20 Stats w/o Weapon : 31   - 00 - 20   - 19   - 25

Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 1.1 - 00 - 1.7 - 2.9 - 3.7 - 14 - 10 TP = 3-0-2-3-6 #+5 AT +6 AG
03 - 4.2 - 00 - 0.2 - 4.1 - 2.2 - 16 - 10 TP = 5-0-0-5-6 #+5,5,5,8HP 5,5,5,6DE
04 - 0.0 - 00 - 1.1 - 2.4 - 2.0 - 08 - 10
05 - 0.8 - 00 - 0.1 - 3.4 - 2.2 - 12 - 10 TP = 3-0-1-6-2 #+6,6 DE
06 - 0.3 - 00 - 0.0 - 0.1 - 3.0 - 05 - 10
07 - 0.1 - 00 - 0.2 - 0.5 - 5.1 - 07 - 10
08 - 1.1 - 00 - 0.0 - 0.7 - 0.7 - 05 - 10
09 - 1.4 - 00 - 0.0 - 0.5 - 4.0 - 11 - 10 TP = 4-0-0-0-7
10 - 0.6 - 00 - 0.2 - 0.6 - 2.2 - 07 - 10
11 - 0.8 - 00 - 0.0 - 0.1 - 4.0 - 10 - 10 TP = 2-0-0-0-8 #+6,7,8 AG
12 - 1.4 - 00 - 0.0 - 0.3 - 0.1 - 05 - 10
13 - 0.6 - 00 - 0.1 - 0.1 - 0.4 - 02 - 10
14 - 2.8 - 00 - 0.0 - 0.6 - 3.7 - 13 - 10 TP = 6-0-0-0-7 #+6 HP +6,7 AG
15 - 1.2 - 00 - 0.1 - 0.0 - 1.8 - 09 - 10
16 - 0.3 - 00 - 0.4 - 0.5 - 0.3 - 04 - 10
17 - 0.5 - 00 - 0.1 - 0.9 - 1.2 - 09 - 10
18 - 0.8 - 00 - 1.0 - 0.0 - 0.6 - 05 - 10
19 - 3.6 - 00 - 0.9 - 1.7 - 1.9 - 14 - 10 TP = 5-0-3-2-4
20 - 1.8 - 00 - 0.1 - 2.2 - 0.7 - 08 - 10
Avg- 1.23- 00 - 0.33- 1.14- 1.98- 8.63

Level 20 Promoted Stats: (With Best Weapon +35)
68 - 00 - 74 - 50 - 64
Level 20 Average Stats : (With/Without Best Weapon)
41 - 00 - 16/51 - 33 - 53
```

```
--------------------------------------------------------------------------------


                              Lyle

     Found at?
After this long break, Lyle join in chapter VI when you find him hidden in
the Bell Tower of Notre Dame
     Spells?
I think the gun (bow?) is cool enough
     Interesting Tidbit?
1. Unlike most other archers, Lyle is equipped with some sort of cannon
2. A misnomer, that he is found in the 'village of kids, Rudo' but he is an
adult as well as there are a few other adults (the shopkeepers for example)
3. Lyle is a well-welcomed member of the force as he can hurt the tougher
enemies at this point, especially after a few levels

Starting Stats:
HP - MP - AT - DE - AG - MV
15 - 00 - 14 - 09 - 10 - 07
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
09 - 0.1 - 00 - 0.6 - 0.2 - 0.2 - 03 - 10
10 - 0.8 - 00 - 0.3 - 0.2 - 0.1 - 03 - 10
11 - 0.7 - 00 - 0.0 - 0.8 - 1.1 - 04 - 10
12 - 0.7 - 00 - 0.3 - 0.0 - 0.2 - 04 - 10
13 - 0.0 - 00 - 0.1 - 0.5 - 1.1 - 03 - 10
14 - 0.0 - 00 - 0.1 - 1.6 - 1.8 - 05 - 10
15 - 0.4 - 00 - 0.0 - 0.9 - 0.4 - 04 - 10
16 - 0.1 - 00 - 0.0 - 0.8 - 0.8 - 03 - 10
17 - 0.3 - 00 - 0.1 - 1.2 - 0.2 - 03 - 10
18 - 0.1 - 00 - 0.3 - 0.6 - 0.0 - 02 - 10
19 - 2.5 - 00 - 0.2 - 1.4 - 0.0 - 07 - 10
20 - 1.0 - 00 - 0.1 - 0.9 - 0.8 - 07 - 10
Avg- 0.56- 00 - 0.18- 0.76- 0.56- 4.00


Avg lvl 20 Stats w/o Wpn  : 22   - 00 - 16    - 18   - 17
Level 20 Stats w/o Weapon : 28   - 00 - 25    - 18   - 18

Stats Gained:
Lv - HP  - MP - AT  - DE   - AG  - TP - Samples
02 - 1.5 - 00 - 0.9 - 1.2 - 1.9 - 07 - 10
03 - 0.8 - 00 - 0.1 - 1.0 - 2.4 - 07 - 10
04 - 2.2 - 00 - 0.9 - 1.6 - 2.2 - 11 - 10 TP = 4-0-2-2-3
05 - 1.3 - 00 - 0.0 - 1.8 - 0.1 - 08 - 10
06 - 0.0 - 00 - 0.4 - 0.8 - 2.9 - 09 - 10
07 - 0.1 - 00 - 0.0 - 0.3 - 2.6 - 07 - 10 #+6,6 AG
08 - 1.2 - 00 - 0.2 - 0.9 - 1.4 - 08 - 10
09 - 0.8 - 00 - 0.1 - 1.8 - 0.2 - 05 - 10
10 - 2.0 - 00 - 0.3 - 0.2 - 0.2 - 08 - 10
11 - 0.8 - 00 - 0.1 - 0.5 - 2.9 - 11 - 10 TP = 0-0-1-3-6 #+6 AG
12 - 2.2 - 00 - 0.1 - 0.0 - 0.0 - 05 - 10
13 - 0.3 - 00 - 0.0 - 0.1 - 2.1 - 07 - 10
14 - 0.4 - 00 - 0.1 - 1.0 - 0.3 - 07 - 10
15 - 0.4 - 00 - 0.0 - 0.6 - 0.0 - 03 - 10
16 - 0.4 - 00 - 0.1 - 0.0 - 0.9 - 05 - 10
17 - 2.3 - 00 - 0.6 - 1.6 - 0.2 - 08 - 10 #+5,5 DE
18 - 0.1 - 00 - 0.1 - 1.8 - 1.0 - 07 - 10
19 - 0.6 - 00 - 0.3 - 0.8 - 1.8 - 06 - 10
20 - 4.6 - 00 - 0.0 - 1.8 - 3.2 - 15 - 10 TP = 8-0-0-2-5 #+6 AG
Avg- 1.16- 00 - 0.22- 0.94- 1.38- 7.58

Level 20 Promoted Stats: (With Best Weapon +35)
61 - 00 - 73 - 41 - 56
Level 20 Average Stats : (With/Without Best Weapon)
38 - 00 - 16/51 - 31 - 39



--------------------------------------------------------------------------------



                              Bleu

     Found at?
Bleu, the Dragon, is found at (spoiler!) in Dragonia in chapter VI. You can't
miss him.
     Spells?
Breathe fire does not count
     Interesting Tidbit?
1. Bleu is required despite your best efforts to evade him
2. Isn't it spelled, B-L-U-E? or is it pronounced BL-EE-YOU
2a. "Bleu is french for blue and is pronounced accordingly" {ehow22}
3. When promoted, Bleu has two different attacks, his breath of fire, or is
it lightning? But if he crits he like Zylo throws stuff. I do not understand
4. My ROM data is 'Bariou'    wat?
5. Despite flying, Bleu has just 5 movement and that can prove quite
hindersome to his ability to participate. Consider a movement item if you want
to use him
```

```
Starting Stats:
HP – MP – AT – DE – AG – MV
18 – 00 – 26 – 17 – 10 – 05
Stats Gained:
Lv – HP  – MP – AT  – DE  – AG  – TP – Samples
10 – 2.0 – 00 – 0.6 – 1.3 – 0.1 – 09 – 10
11 – 0.4 – 00 – 0.2 – 0.0 – 0.3 – 05 – 10
12 – 0.0 – 00 – 0.3 – 0.7 – 0.3 – 03 – 10
13 – 0.1 – 00 – 0.2 – 0.4 – 1.2 – 04 – 10
14 – 1.5 – 00 – 1.0 – 1.2 – 0.0 – 06 – 10
15 – 1.3 – 00 – 0.1 – 0.4 – 0.3 – 05 – 10
16 – 0.3 – 00 – 1.7 – 0.1 – 0.8 – 06 – 10 #+5 AT
17 – 0.9 – 00 – 0.0 – 0.0 – 0.4 – 04 – 10
18 – 0.2 – 00 – 0.8 – 0.6 – 1.2 – 07 – 10
19 – 0.0 – 00 – 1.0 – 0.0 – 0.2 – 04 – 10
20 – 0.0 – 00 – 0.6 – 0.3 – 1.9 – 06 – 10
Avg- 0.61- 00 – 0.59- 0.45- 0.61- 5.36


Avg lvl 20 Stats w/o Wpn  : 25   - 00 – 33    - 22   - 17
Level 20 Stats w/o Weapon : 32   - 00 – 47    - 30   - 20


Stats Gained:
Lv – HP  – MP – AT  – DE  – AG  – TP – Samples
02 – 1.4 – 00 – 1.6 – 2.0 – 1.4 – 12 – 10 TP = 1-0-5-5-1
03 – 2.7 – 00 – 0.4 – 0.5 – 1.9 – 11 – 10 TP = 5-0-0-3-3 +5,5,6 HP +5 AG
04 – 2.3 – 00 – 1.1 – 1.0 – 0.8 – 09 – 10
05 – 2.2 – 00 – 0.3 – 3.0 – 1.8 – 11 – 10 TP = 4-0-0-5-2 +5 HP +5,6 DE +5 AG
06 – 1.1 – 00 – 0.1 – 0.2 – 1.3 – 05 – 10
07 – 4.0 – 00 – 0.9 – 4.2 – 1.3 – 16 – 10 TP = 5-0-4-7-0
08 – 2.2 – 00 – 0.1 – 1.0 – 2.0 – 07 – 10
09 – 2.5 – 00 – 1.6 – 1.5 – 2.8 – 12 – 10 TP = 4-0-4-4-0
10 – 1.4 – 00 – 0.1 – 2.5 – 1.7 – 10 – 10 TP = 4-0-0-4-2 #+6,6 DE
11 – 1.2 – 00 – 0.1 – 2.1 – 2.3 – 09 – 10
12 – 3.3 – 00 – 1.3 – 4.0 – 0.9 – 17 – 10 TP = 6-0-2-6-3 #+6,7,7 HP +6,6,7 DE
13 – 0.5 – 00 – 1.1 – 1.3 – 0.6 – 06 – 10
14 – 1.8 – 00 – 1.2 – 2.8 – 0.3 – 09 – 10 #+6 DE
15 – 0.0 – 00 – 1.9 – 1.9 – 3.0 – 09 – 10
16 – 2.7 – 00 – 0.9 – 0.0 – 2.8 – 11 – 10 TP = 5-0-0-0-6 #+6,7 AG
17 – 2.6 – 00 – 0.5 – 2.8 – 3.1 – 13 – 10 TP = 0-0-1-7-5 #+7 DE +6,6 AG
18 – 4.1 – 00 – 0.6 – 0.0 – 0.5 – 07 – 10 #+6 HP
19 – 2.1 – 00 – 0.4 – 1.6 – 2.3 – 11 – 10 TP = 0-0-0-5-6 #+6 HP +6,6 AG
20 – 6.6 – 00 – 0.5 – 4.1 – 0.4 – 15 – 10 TP = 9-0-0-5-1 #+6,7,7 DE
Avg- 2.35- 00 – 0.77- 1.92- 1.64- 10.42


Level 20 Promoted Stats:
83 – 00 – 78 – 78 – 53
Level 20 Average Stats :
63 – 00 – 39 – 53 – 44


----------------------------------------------------------------------------


                                  Musashi


      Found at?
In chapter VII, there's a white sign on a building you read after being
thrown in jail
      Spells?
The attack is cool but no magic
      Interesting Tidbit?
1. He uses a sword but blue firey stuff attacks the enemies
2. He will probably have the most attack of any character unless you power
level. He's strong
3. He comes promoted too
4. Musashi brings your only copy of the Katana. Too bad it's multiple people's
best weapon of choice instead of the Doom Blade >.>
5. Musashi has some variance with his starting attack. We want it close to 60
though sometimes it will be closer 55. Similarly, his HP can be higher and his
DE can be pretty swingy

Starting Stats:
HP – MP – AT – DE – AG – MV
56 – 00 – 26 – 40 – 27 – 05
Stats Gained:
Lv – HP  – MP – AT  – DE  – AG  – TP – Samples
11 – 0.5 – 00 – 2.9 – 3.0 – 1.1 – 12 – 10 TP = 1-0-7-2-2 #+6,7,7 AT, +6,7 DE
12 – 0.6 – 00 – 0.0 – 3.7 – 0.8 – 10 – 10 TP = 0-0-0-6-4 #+6,6,7,8 DE
13 – 1.0 – 00 – 0.2 – 2.4 – 1.0 – 10 – 10 TP = 2-0-0-5-3
14 – 2.4 – 00 – 0.5 – 1.0 – 0.1 – 08 – 10
15 – 0.1 – 00 – 1.0 – 0.7 – 0.7 – 09 – 10
16 – 1.9 – 00 – 0.4 – 0.9 – 0.0 – 06 – 10
17 – 3.3 – 00 – 0.0 – 2.5 – 0.5 – 11 – 10 TP = 4-0-0-6-1 #+6,6 HP +6 DE
18 – 2.2 – 00 – 0.1 – 1.0 – 0.1 – 06 – 10
19 – 2.8 – 00 – 0.0 – 0.1 – 2.6 – 10 – 10 TP = 4-0-0-1-5
20 – 3.2 – 00 – 1.2 – 1.8 – 0.8 – 12 – 10 TP = 6-0-3-3-0 #+6 HP
Avg- 1.80- 00 – 0.63- 1.71- 0.77- 9.40


Level 20 Promoted Stats: (With Best Weapon +30)
```

```
83 - 00 - 73 - 71 - 41
Level 20 Average Stats : (With/Without Best Weapon)
74 - 00 - 32/62 - 57 - 35



-------------------------------------------------------------------------------


                                     Alef

    Found at?
This chick is found with a dude (hmm) in the Tower of Ancients
    Spells?
Blaze  (2) {starts}
Freeze (2) {starts}
Bolt   (4) {starts, 19, 22, 30}
Desoul    {26}
    Interesting Tidbit?
1. Amazing, she's required too!
2. Green dress? Stormy weather? Bolt master?
3. My ROM calls her Aleffe
4. She can start with well over 30 MP

Starting Stats:
HP - MP - AT - DE - AG - MV
16 - 28 - 09 - 11 - 17 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
16 - 1.0 - 2.1 - 0.8 - 0.3 - 0.7 - 09 - 10
17 - 1.1 - 1.8 - 0.4 - 0.3 - 1.4 - 08 - 10
18 - 0.7 - 0.0 - 0.2 - 0.1 - 0.7 - 04 - 10
19 - 0.5 - 1.9 - 0.2 - 0.4 - 0.3 - 07 - 10
20 - 1.4 - 0.8 - 1.2 - 0.0 - 1.1 - 12 - 10 TP = 2-4-3-0-3
Avg- 0.94- 1.32- 0.56- 0.22- 0.84- 8.00

Avg lvl 20 Stats w/o Wpn  : 21   - 35   - 11    - 12   - 21
Level 20 Stats w/o Weapon : 21   - 46   - 14    - 15   - 25

Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 1.1 - 1.9 - 0.2 - 1.0 - 1.4 - 07 - 10
03 - 1.8 - 1.0 - 0.8 - 0.0 - 3.5 - 12 - 10 TP = 3-1-1-0-7 #+7 AG
04 - 1.4 - 2.8 - 0.6 - 0.5 - 0.2 - 10 - 10 TP = 1-7-0-2-0 #+6,6,7 MP
05 - 2.0 - 0.7 - 1.0 - 0.5 - 1.6 - 13 - 10 TP = 5-3-2-0-3
06 - 0.0 - 0.3 - 0.0 - 1.7 - 1.0 - 05 - 10
07 - 1.7 - 0.5 - 0.4 - 0.1 - 0.3 - 09 - 10
08 - 0.4 - 0.0 - 0.8 - 2.1 - 1.5 - 10 - 10 TP = 0-0-2-5-3
09 - 1.6 - 0.5 - 0.0 - 0.0 - 1.8 - 12 - 10 TP = 5-2-0-0-5
10 - 0.0 - 1.9 - 0.1 - 0.3 - 0.7 - 06 - 10
11 - 1.2 - 0.7 - 0.6 - 1.2 - 0.1 - 06 - 10
12 - 0.4 - 0.7 - 0.6 - 0.7 - 2.0 - 11 - 10 TP = 0-2-1-3-5
13 - 1.0 - 0.5 - 0.5 - 0.5 - 1.4 - 08 - 10
14 - 3.5 - 1.6 - 0.0 - 0.7 - 0.0 - 12 - 10 TP = 7-4-0-1-0 #+6,7 HP
15 - 0.0 - 0.9 - 1.1 - 0.7 - 1.4 - 09 - 10
16 - 1.4 - 0.3 - 0.6 - 0.5 - 0.5 - 08 - 10
17 - 0.1 - 2.2 - 1.4 - 0.2 - 1.6 - 09 - 10
18 - 0.2 - 0.9 - 1.2 - 0.8 - 0.3 - 07 - 10
19 - 0.2 - 0.5 - 1.5 - 0.2 - 1.0 - 06 - 10
20 - 2.7 - 2.7 - 1.0 - 0.5 - 1.2 - 13 - 10 TP = 3-5-0-3-2 #+7 HP
Avg- 1.09- 1.08- 0.65- 0.64- 1.31- 9.11

Level 20 Promoted Stats: (With No Weapon)
57 - 84 - 19 - 40 - 62
Level 20 Average Stats : (With No Weapon)
37 - 47 - 21 - 21 - 37

21 - 0.3 - 0.0 - 0.3 - 0.2 - 0.2 - 03 - 10
22 - 0.3 - 0.6 - 0.1 - 0.3 - 0.2 - 04 - 10
23 - 0.5 - 0.2 - 0.2 - 0.3 - 0.5 - 03 - 10
24 - 0.4 - 0.2 - 0.3 - 0.4 - 0.6 - 03 - 10
25 - 0.2 - 0.2 - 0.4 - 0.4 - 0.2 - 03 - 10



-------------------------------------------------------------------------------


                                    Torasu

    Found at?
See Alef
    Spells?
Heal (2) {starts}
Aura (4) {starts, 20, 24, 28}
Shield   {starts}
Detox    {starts}
    Interesting Tidbit?
1. Can't just get Alef, he joins too
2. Is it just coincidence that he masters Aura (the best heal spell) and Alef
masters bolt (the strongest element) and they are both found in this 'magic'
tower?
```

```
3. Another translation error, I have Torre
4. Torasu is one of the easiest characters to level in the game as Aura 1 can
net you 48 EXP by healing people for just a few health points. Consider taking
advantage of this
5. Unfortunately, Torasu knows the Detox spell which is quite useless at this
stage as the last enemy that can poison you existed 2 chapters ago. Oh well


Starting Stats:
HP - MP - AT - DE - AG - MV
24 - 22 - 12 - 14 - 14 - 05
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
17 - 0.5 - 5.1 - 0.7 - 0.4 - 1.1 - 10 - 10 TP = 2-8-1-1-1
18 - 0.0 - 0.5 - 0.5 - 0.1 - 0.4 - 03 - 10
19 - 0.1 - 0.0 - 0.5 - 0.3 - 0.4 - 03 - 10
20 - 1.0 - 0.9 - 1.8 - 0.4 - 0.6 - 10 - 10 TP = 3-4-3-0-0
Avg- 0.4 - 1.63- 0.88- 0.26- 0.62- 6.5


Avg lvl 20 Stats w/o Wpn  : 26   - 28   - 16    - 15   - 16
Level 20 Stats w/o Weapon : 30   - 36   - 14    - 19   - 18


Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
02 - 1.4 - 1.5 - 0.6 - 0.9 - 2.0 - 11 - 10 TP = 1-3-1-2-4
03 - 1.7 - 1.5 - 0.8 - 0.1 - 0.3 - 06 - 10
04 - 2.5 - 0.5 - 0.2 - 0.0 - 1.9 - 09 - 10 #+6 HP
05 - 2.5 - 0.5 - 0.6 - 0.3 - 0.4 - 06 - 10 #+6 HP
06 - 1.6 - 1.2 - 1.7 - 0.4 - 0.5 - 09 - 10
07 - 1.0 - 0.3 - 0.0 - 0.8 - 2.1 - 07 - 10
08 - 1.0 - 1.1 - 0.5 - 0.0 - 2.6 - 10 - 10 TP = 2-2-2-0-4 #+7 AG
09 - 1.1 - 1.1 - 0.1 - 0.4 - 1.5 - 09 - 10
10 - 0.0 - 4.0 - 0.0 - 1.6 - 0.3 - 09 - 10 #+6,6,6 MP
11 - 1.0 - 2.4 - 0.3 - 0.2 - 0.0 - 07 - 10 #+6 MP
12 - 1.0 - 0.8 - 0.1 - 0.7 - 1.8 - 07 - 10
13 - 3.1 - 0.2 - 0.8 - 1.6 - 0.5 - 11 - 10 TP = 6-2-1-0-2
14 - 0.8 - 0.1 - 1.0 - 3.6 - 0.2 - 09 - 10 #+6,7 DE
15 - 0.2 - 0.7 - 1.4 - 0.6 - 1.0 - 07 - 10
16 - 1.6 - 0.5 - 0.3 - 1.4 - 1.9 - 08 - 10
17 - 3.2 - 0.8 - 0.9 - 3.3 - 0.0 - 15 - 10 TP = 6-3-3-3-0 #+6,6,7 HP +6,6 DE
18 - 1.0 - 0.9 - 0.1 - 2.6 - 0.6 - 07 - 10
19 - 0.4 - 0.7 - 0.2 - 5.4 - 3.5 - 16 - 10 TP = 0-2-0-8-6 #+6 AG
20 - 1.4 - 0.6 - 0.3 - 1.1 - 0.8 - 07 - 10
Avg- 1.39- 1.02- 0.52- 1.32- 1.15- 8.95


Level 20 Promoted Stats: (With Best Weapon +26)
59 - 72 - 51 - 47 - 56
Level 20 Average Stats : (With/Without Best Weapon)
46 - 40 - 22/48 - 36 - 34


21 - 0.5 - 0.2 - 0.3 - 0.1 - 0.2 - 03 - 10
22 - 0.3 - 0.1 - 0.3 - 0.4 - 0.1 - 03 - 10
23 - 0.5 - 0.1 - 0.2 - 0.2 - 0.2 - 04 - 10
24 - 0.4 - 0.3 - 0.1 - 0.5 - 0.4 - 04 - 10
25 - 0.3 - 0.3 - 0.3 - 0.2 - 0.0 - 02 - 10
26 - 0.2 - 0.3 - 0.3 - 0.1 - 0.1 - 02 - 10
27 - 0.3 - 0.5 - 0.1 - 0.2 - 0.0 - 03 - 10



------------------------------------------------------------------------------



                                 Adam


    Found at?
Adam is found before and after the battle with Chaos and joins at level 10.
    Spells?
He needs something to not suck for the next 15 levels
    Interesting Tidbit?
1. Despite what others say, Adam is a required character. You just don't get
any fanfare, that's all
2. You probably want to try and level Adam in the robot battle before Ramladu
if you want to use him. He will be doing 1 damage for a long time otherwise
and will probably not find home in your party otherwise


Starting Stats:
HP - MP - AT - DE - AG - MV
31 - 00 - 20 - 24 - 12 - 04
Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
11 - 1.9 - 00 - 3.6 - 0.7 - 0.6 - 11 - 10 TP = 1-0-7-1-2 #+6,6,7,7 AT
12 - 0.2 - 00 - 0.0 - 0.7 - 0.1 - 03 - 10
13 - 0.4 - 00 - 0.2 - 0.2 - 0.2 - 03 - 10
14 - 0.5 - 00 - 0.2 - 1.6 - 0.8 - 06 - 10
15 - 0.0 - 00 - 0.1 - 0.3 - 0.5 - 03 - 10
16 - 0.1 - 00 - 0.1 - 1.9 - 0.7 - 06 - 10
17 - 0.0 - 00 - 0.1 - 0.9 - 0.8 - 05 - 10
18 - 0.0 - 00 - 0.2 - 2.0 - 1.3 - 06 - 10
19 - 0.0 - 00 - 0.1 - 1.5 - 1.1 - 05 - 10
20 - 0.0 - 00 - 0.5 - 2.0 - 0.2 - 10 - 10 TP = 0-0-3-5-2
Avg- 0.31- 00 - 0.51- 1.18- 0.63- 5.8
```

```
Avg lvl 20 Stats w/o Wpn  : 34   - 00  - 25    - 36   - 18
Level 20 Stats w/o Weapon : 35   - 00  - 39    - 39   - 23


Stats Gained:
Lv - HP  - MP - AT  - DE  - AG  - TP - Samples
02 - 1.4 - 00 - 2.2 - 2.0 - 1.4 - 12 - 10 TP = 2-0-2-6-2 #+6 DE
03 - 1.2 - 00 - 1.6 - 0.4 - 1.5 - 07 - 10
04 - 4.6 - 00 - 1.3 - 0.5 - 1.3 - 13 - 10 TP = 4-0-3-0-5
05 - 0.6 - 00 - 0.9 - 1.6 - 3.0 - 11 - 10 TP = 2-0-3-1-5 #+6 AG
06 - 0.1 - 00 - 0.3 - 2.7 - 1.2 - 10 - 10 TP = 0-0-0-6-4 #+6 DE
07 - 2.8 - 00 - 2.3 - 1.3 - 0.1 - 12 - 10 TP = 5-0-3-4-0
08 - 0.8 - 00 - 1.2 - 0.2 - 1.0 - 04 - 10
09 - 2.3 - 00 - 0.7 - 4.2 - 2.1 - 14 - 10 TP = 7-0-1-5-1 #+7 HP +6,6 DE
10 - 1.3 - 00 - 1.1 - 0.2 - 1.6 - 07 - 10
11 - 3.5 - 00 - 0.4 - 4.3 - 0.6 - 13 - 10 TP = 6-0-0-6-1 #+6,6 HP +6,6,7 DE
12 - 2.1 - 00 - 0.1 - 2.2 - 0.7 - 10 - 10 TP = 4-0-0-4-2 #+6 HP
13 - 1.7 - 00 - 1.2 - 1.4 - 1.4 - 10 - 10 TP = 3-0-1-4-2
14 - 3.3 - 00 - 1.1 - 1.2 - 0.7 - 11 - 10 TP = 3-0-4-3-1 #+6 HP
15 - 2.6 - 00 - 0.0 - 0.4 - 1.9 - 10 - 10 TP = 6-0-0-0-4 #+6,6,6 HP
16 - 0.6 - 00 - 0.4 - 1.6 - 0.0 - 06 - 10 #+6 DE
17 - 1.1 - 00 - 0.8 - 2.5 - 2.3 - 11 - 10 TP = 3-0-0-5-3
18 - 0.8 - 00 - 2.2 - 0.6 - 0.4 - 07 - 10
19 - 2.7 - 00 - 0.6 - 2.7 - 2.2 - 13 - 10 TP = 6-0-0-4-3 #+6 HP
20 - 1.2 - 00 - 0.1 - 2.7 - 1.9 - 10 - 10 TP = 0-0-1-4-5 #+6 DE
Avg- 1.82- 00 0.97- 1.72- 1.33- 10.05


Level 20 Promoted Stats:
70 - 00 - 72 - 83 - 58
Level 20 Average Stats :
60 - 00 - 37 - 60 - 39



-------------------------------------------------------------------------------


                                 Hanzou


      Found at?
In chapter 8, search the nearby bush at the entrance with a ninja star to
find him
      Spells?
Sleep   {starts}
Shield  {15}
Desoul  {starts}
Dispell {starts}
      Interesting Tidbit?
1. I like Ninjas. Too bad Slade from Shining Force II gets far better magic
in my opinion, and more damage. That being said, Hanzou could reasonably make
a nice support hero with Shield against Dark Dragon as well as having the
Power Ring and boosting your allies
2. He is cool nonetheless
3. Hanzou can have 39 (lowest I've seen) and 44 HP when he joins

Starting Stats:
HP - MP - AT - DE - AG - MV
41 - 21 - 26 - 38 - 37 - 07
Stats Gained:
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
11 - 3.2 - 2.5 - 0.3 - 0.4 - 2.9 - 20 - 10 TP = 5-5-3-2-5 #+7 MP +6 AG
12 - 0.2 - 1.4 - 0.0 - 1.0 - 0.6 - 06 - 10
13 - 2.7 - 0.0 - 0.0 - 2.1 - 1.4 - 09 - 10 #+6 HP
14 - 1.5 - 0.2 - 1.0 - 1.2 - 2.0 - 12 - 10 TP = 3-0-3-2-4
15 - 0.9 - 0.9 - 0.0 - 1.2 - 0.8 - 07 - 10
16 - 0.1 - 1.9 - 0.2 - 1.7 - 2.5 - 11 - 10 TP = 0-5-0-1-5 #+6,6 AG
17 - 1.4 - 3.5 - 0.0 - 2.7 - 0.2 - 13 - 10 TP = 2-6-0-5-0 #+6,6 MP +6 DE
18 - 1.3 - 0.1 - 0.6 - 0.7 - 0.6 - 06 - 10
19 - 1.3 - 1.1 - 0.0 - 1.1 - 3.2 - 11 - 10 TP = 3-5-0-0-3 #+7 AG
20 - 1.8 - 3.0 - 0.4 - 2.2 - 0.6 - 15 - 10 TP = 4-6-0-4-1 #+6 MP
Avg- 1.41- 1.46- 0.25- 1.43- 1.48- 8.00


Level 20 Promoted Stats: (With Best Weapon +30)
64 - 38 - 69 - 60 - 59
Level 20 Average Stats : (With/Without Best Weapon)
55 - 36 - 29/59 - 52 - 52


21 - 0.2 - 0.3 - 0.3 - 0.2 - 0.4 - 03 - 10
22 - 0.5 - 0.3 - 0.2 - 0.1 - 0.3 - 04 - 10
23 - 0.2 - 0.2 - 0.2 - 0.2 - 0.3 - 03 - 10
24 - 0.2 - 0.1 - 0.2 - 0.4 - 0.3 - 03 - 10



-------------------------------------------------------------------------------


Section II
------------------
| Curative Magic |
------------------
```

The purpose of this section is to provide descriptions of the different
spells whose primary purpose is 'defensive' or 'restorative' magic


--------
| Heal |
--------
Heal I   : heals at 1 range approximately 13 health             [03 mp]
Heal II  : heals at 2 range approximately 13 health             [05 mp]
Heal III : heals at 3 range approximately 30 health             [10 mp]
Heal IV  : heals at 1 range to full health                      [20 mp]


--------
| Aura |
--------
Aura I   : heals at 3 range to  5 targets approximately 13 health    [07 mp]
Aura II  : heals at 3 range to 13 targets approximately 13 health    [11 mp]
Aura III : heals at 3 range to 13 targets approximately 25 health    [15 mp]
Aura IV  : heals your team approximately 40 health                   [18 mp]


---------
| Detox |
---------
Detox : cures poison at 1 range to 1 target                     [3 mp]


----------
| Egress |
----------
Egress : exits the battle and brings you to the nearest Priest      [8 mp]
*Unlike SF2, you can only cast Egress in battle to return to the Priest


---------
| Quick |
---------
Quick I  : raises defense and agility at 1 range to 1 target by 10     [05 mp]
Quick II : raises defense and agility at 2 range to 5 targets by 10    [16 mp]
*Unlike SF2, Quick doesn't net you EXP the way Boost does in SF2


----------
| Shield |
----------
Shield : negates all magic to an ally for 2-3 turns             [5 mp]
*This doesn't work against piercing attacks that seem magical, such as fire,
ice, or demon breath


--------
| Slow |
--------
Slow I  : lowers 1 targets defense and agility at 2 range by 10     [05 mp]
Slow II : lowers 5 targets defense and agility at 2 range by 10     [20 mp]


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Section III
-------------------
| Offensive Magic |
-------------------

    The purpose of this section is to provide description of the different
spells which damage or provide 'offensive' advantage. In general, offensive
magic does approximately 1/2 to 3/4 against bosses.

---------
| Blaze |
---------
Blaze does approximately 1.5x extra against 'undead' targets and approximately
0.5x against those that are 'absorbant' to fire
Blaze I   : damages 1 target  at 2 range by 5-7  damage  (2-4 for bosses)
                                                                    [2 mp]
Blaze II  : damages 5 targets at 2 range by 8-10 damage  (4-8 for bosses)
                                                                    [5 mp]
Blaze III : damages 5 targets at 2 range by 12-14 damage (8-10 for bosses)
                                                                    [8 mp]
Blaze IV  : damages 1 target  at 2 range by 30-36 damage (20-30 for bosses)
                                                                    [8 mp]
As a minor reference point, Blaze 4 is capable of one shotting nearly every
enemy (nonboss) in the game. The small list of nots include 2 chapter 8 and
2 chapter 7 enemies, Chimaera, Dragons, Jets, and Wyvern. Chimaera take about
25 damage (roughly half) due to their resistance (similar to both Jets and
Wyvern though she can take those down with a good roll). Dragons are nearly
defeated but simply have too much health as they survive at just a few HP


----------
| Freeze |
----------
Freeze does approximately 1.5 against fire elements and does a little less
against the Undead
Freeze I   : damages 1 target  at 2 range by 7-10  damage (4-7 for bosses)
                                                                    [03 mp]

```
Freeze II  : damages 5 targets at 2 range by 10-13 damage (7-10 for bosses)
                                                            [07 mp]
Freeze III : damages 5 targets at 3 range by 13-18 damage (11-14 for bosses)
                                                            [10 mp]
Freeze IV  : damages 1 target  at 3 range by 40-50 damage (30-36 for bosses)
                                                            [10 mp]
Freeze 4 is an extremely potent spell that one shots every enemy except for
Dragons (as a reference)


--------
| Bolt |
--------
Bolt is somewhat a piercing spell and does not seem to be affected by the
element of the opponent
Bolt I   : damages 5 targets  at 2 range by 12-15 damage (9 for bosses)
                                                            [08 mp]
Bolt II  : damages 13 targets at 3 range by 12-15 damage (9 for bosses)
                                                            [15 mp]
Bolt III : damages 13 targets at 3 range by 19-25 damage (15-16 for bosses)
                                                            [20 mp]
Bolt IV  : damages 1 target   at 3 range by 48-52 damage (36-43 for bosses)
                                                            [20 mp]
Bolt 4 is the most potent spell as it destroys everything


---------
| Boost |
---------
Boost : raises the attack of an ally at 3 range by 15        [15 mp]
*There is an interesting Boost glitch. The message box for "boost has ended"
can appear from 1 to 3 turns after casting it. However, the spell only truly
ends once that message appears and one of the following has been done:
1) Level up
2) Taken enemy damage
3) Re-equipped
Meaning that someone could be boosted for 4 or 5 turns if they don't level or
take any enemy damage


----------
| Desoul |
----------
Desoul : automatically defeats the opponent                 [15 mp]
(100% failure against bosses)


----------
| Dispel |
----------
Dispel : inflicts silence upon a caster, rendering them unable to cast spells
(100% failure against bosses)                                [5 mp]


----------
| Muddle |
----------
Muddle : inflicts a fog upon the target
(100% failure against bosses)                                [6 mp]


---------
| Sleep |
---------
Sleep : inflicts sleep upon a enemy, rendering them unable to act for a few
turns (100% failure against bosses)                          [6 mp]


**When I say 100% failure, I mean it has never happened for me**


-----------------------------------------------------------------------------


                     --------------------------
                     | Detailed Stats part Two |
                     --------------------------

[3000]
```

```
Section I
-------------------------
| Weapon verse Non-Weapon |
```

--------------------------

    The history behind this was spawned due to the range of potential level
ups. See, with weapon users, they at least get decent weapon boosts
occasionly to offset bad levels. Non-weapon users do not get this advantage,
which is something to consider. What we hope to discover is if it is truly in
one's best interest to use non-weapon users due to the fact some bad levels
can leave them desiring desperately for some attack power. Below is a table
comparing all fighters, by grouping, so we can see some actual hard data.

**Note, I'm only comparing them against Melee weapon users and Knight weapon
users for a more balanced comparison. Birdmen and Ranged attackers have a
noticable hit on their stats due to them either flying or being ranged. As
such, it is only fair to compare them against those who are most similar in
attack style, being up close in the dirt.**

| Categorical Grouping | Avg Lvl U | Avg Lvl P | Avg Final Stat | Final Stat |
|----------------------|-----------|-----------|----------------|------------|
| Non Weapon Users     |           |           |                |            |
|        Zylo          |   0.33    |   1.02    |      42        |     82     |
|        Adam          |   0.51    |   0.97    |      37        |     72     |
|        Bleu          |   0.59    |   0.77    |      39        |     78     |
|        Gong          |   0.59    |   0.57    |      29        |     61     |
|       Averages       |   0.505   |  0.8325   |     36.75      |    73.25   |
| Knight Weapon Users  |           |           |                |            |
|        Ken           |   0.31    |   0.34    |      51        |     75     |
|        Mae           |   0.33    |   0.25    |      48        |     74     |
|        Arthur        |   0.49    |   0.37    |      52        |     78     |
|        Pelle         |   0.05    |   0.35    |      55        |     72     |
|        Vankar        |   0.18    |   0.25    |      50        |     70     |
|        Ernest        |   0.11    |   0.33    |      51        |     74     |
|        Guntz         |   0.22    |   0.26    |      55        |     77     |
|       Averages       |   0.24    |   0.31    |      52        |     74     |
| Melee Weapon Users   |           |           |                |            |
|        Max           |   0.40    |   0.36    |      47        |     78     |
|        Luke          |   0.19    |   0.54    |      43        |     81     |
|        Gort          |   0.28    |   0.25    |      49        |     77     |
|       Musashi        |   N/A     |   0.63    |      62        |     73     |
|       Hanzou         |   N/A     |   0.25    |      59        |     69     |
|       Averages       |   0.29    |   0.406   |      52        |    75.6    |
|    Total Average     |   0.265   |   0.358   |      52        |    74.8    |

The data is clear. Weapon users are better than non-weapon users. One may
argue that using Gong's data skew their statistics. However, we see that only
increases their final stats to 39 / 77. Which is only slightly better in the
latter case of chosen stats. While they gain a significant amount more attack,
this does not offset the difference getting a new weapon makes. Does this mean
we completely disregard the non-weapon users? Absolutely not. One thing this
chart favors is that the Knight Users cannot all use the Valkyrie (the Halberd
and the Chrome Lance are significantly weaker).

No, what this chart shows is that the non-weapon users bring something unique
to your party which is why you should consider them. Gong is a healer in
addition to fighting, being a Monk. Zylo is unaffected by woods and joins at
literally his most favorable time/battle in the entire game. Bleu is a flying
tank as opposed to your squishier flying units. Adam is mostly just bad and
takes too long to be viable in any real run so we ignore him.

It is interesting though, that non-weapon users on average gain almost 3x more
attack power than weapon users. This however, is moot as the weapon plus is
more significant. Another way to really describe it is thinking in terms of
getting new weapons. For instance, Pelle at 10 promotes to 14 attack. With the
Power Spear, he has 29. Later, he'll get some nice boosts, +25 from the
Halberd and the beasts being +35 towards the end. That means Pelle will at a
minimum, level 1 promoted hero, deal 49, which is enough to at least inflict
harm on most enemies. If you promote Pelle right away, he's capable at 29
attack to hurt everything you might fight except Golems and Dullahans, but
those aren't for a few levels/chapters at which point Pelle is likely your
only knight capable of hurting them with the Power Spear.

Compare that to Zylo, who promotes at 10 to 22 attack. Already, Zylo is 7
attack short of what Pelle just has. Pelle has to gain just a few points of
attack and he's capable of hurting everything in the game (he's actually
capable of hurting the strongest enemies but let's not cross hairs here).
Zylo has to gain at a minimum, 7 attack to catch Pelle, another 5 attack to
inflict any damage onto Golems or Dullahans, another 5 more to hurt Robots
and Jets (really, 10 more to actually hurt them) and at that point he's at
43 attack which deals 1-2 damage to Dark Dragon, meaning Zylo has to gain
yet another 6 attack just to catch what Pelle has naturally.

This is a HUGE obstacle for your non-weapon users to overcome, but they often
do and like I said, they bring unique properties to your team. It's just
really interesting to look at and examine


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Section II
-----------------
| Spell Casters |
-----------------


    How does one rank spell casters effectively? For the most part, since they
do not attack physically as well as they should not be absorbing any amount of
damage; it is difficult then to figure out which are the better casters. The
obvious thing then is to examine the 3 things that matter to them, agility,
enough magic points, and their selection of spells. Let us then, examine the
four different offensive mages

    Tao

Tao is the first mage you get; an incredible advantage, as she will often have
better stats than your other mages as she will be over-leveled (with little
effort). Tao also learns all of her spells much quicker than most; as in, by
level 20 unpromoted, she already has her best spell blaze 4. Which means, she
has peaked in her spell selection but continues to expand as she gains
significant stats as well as Boost in the near future.
        Blaze (4)
Blaze is sadly the weakest of the 3 elemental spells. That being said though,
she masters her spell very quickly (by 20 which is 3 levels faster than Anri)
as well she upgrades into that necessary Blaze 3 just when enemies are
starting to get a bit tougher. The point being, she's capable of OHKOing
every enemy in the game except for 4 once she gets Blaze 4 so not a huge
knock
        Sleep
Sleep, is essentially a trash spell. While not as useless as muddle; the
circumstances in which trying to use Sleep will be few and far between (as
blazing would be sufficient enough). This also does not consider the overall
problem that our Sleep spell sucks and will miss more often than not.
        Boost
Boost is the ace in the hole; as Blaze 4 is still quite strong, her advantage
to pre-emptively boost heroes before enemies approach and then still have MP
to cast Blaze 4 (remember, at 8 MP it is the cheapest rank 4 spell) is a huge
advantage
        Dispel
The number of spell casters in the game that are not bosses can be counted on
one hand. This spell blows


    Anri

Anri is the second mage you get, and you will find her frustrating for a few
levels. However, once she gains some important levels and gains some important
magic points, she will grow very nicely, (maybe better than Tao!) She, like
Tao will gain all her spells much more quickly than the other two, as in by
level 6 promoted she's done learning spells. Her lack of support spells could
prove problematic, but Freeze 4 with the great AOE of Bolt 2 will find her
appealing in most parties.
        Blaze (2)
Blaze is the weaker elements, but Anri does get to a second level meaning she
can deal decent damage to undead. The biggest strike against Anri and Blaze is
that it takes her 5 levels to learn it while Tao takes 3 levels. In general,
Tao just learns her upgrades faster than Anri.
        Freeze (4)
Freeze is the second best single target damage spell hitting for some serious
damage. It even hits for decent damage against bosses despite their immense
reductions. It also has a serious advantage over Blaze due to its 3 range as
opposed to Blaze's 2. She also learns this much faster than Domingo.
        Bolt (2)
A very large aoe spell hitting for minor damage to all enemies, very helpful
for the majority of the game. The fact she is the only other person than Alef
to learn it and she will learn it several battles before you get Alef means
you will enjoy close encounters.
        Muddle
In other games, Muddle actually does something. Here however, it is
essentially worthless


    Domingo

Domingo is your only mage to come promoted, a slight disadvantage in stats,
but quite the disadvantage in that he cannot be leveled to 20 to reduce when
he learns his spells. When it says he learns a spell at 26, that means you
must level him 6 levels past when you actually gain stats to get him to his
best spell. Something to consider as it proves to be a MASSIVE disadvantage.
        Freeze (4)
Domingo shares this masterful spell with Anri. The only problem is it takes

him quite a while to learn the stronger levels of freeze, leaving him somewhat
weak for a few levels having only freeze two. On that note, he learns freeze 3
at level 13. It takes 12 levels for him to become a 'terror'. It also takes
FOREVER to learn Freeze 4, so to be completely honest, you will probably hit
Dark Sol way before Domingo knows his best spell. Even in a power game, you
must spend several battles re-doing them to get Domingo 6 unnecessary levels
past growth to master his best spell.
        Muddle
See Anri
        Boost
He shares this with Tao, and will often be using it more than Freeze for
bosses as he will probably never learn Freeze 4.
        Desoul
Desoul is arguably worse than Muddle due to its ability to miss everything


    Alef

Unless you are willing to go the extra mile with her, you won't want her. In
a speedy run-through, she will never make it. She, arguably is one of the best
characters in the game due to having Bolt 3/4 which is simply massive damage.
The only issue being it takes her some tedious leveling to get her there.
        Blaze (2)
Alef starts with blaze 2, which at this point in the game, is worthless
        Freeze (2)
Alef starts with freeze 2, which at this point in the game, is very 'meh'
        Bolt (4)
Alef is the only master of Bolt, which is truly amazing. Bolt 3 covers 9
squares and hits for some serious damage. Bolt 4 is the best single target
spell hitting for 50+ damage. Seriously, that's better than some fighters
output, some, -boosted- fighters output. With a critical!! The slight downside
is that Bolt requires twice as many magic points as Freeze and can be somewhat
magic demanding.
        Desoul
See Domingo's description


                          ------------
                          | Analysis |
                          ------------

There's not much to be said for analysis; the mages in this game are fantastic
and that's that. The enemy never gain that much health (only breaking above
that 30 barrier into chapter 7, and really breaking over that into chapter 8.
Magic never misses, and the enemy naturally clump up in this game way more
than in other SF titles. If you are doing a power run, you should bring all
four mages with you because they are hitting for more damage than your best
attackers, even Tao with just Blaze 4. Imagine that an 80 attack Arthur (about
as good as it gets) deals about 30 damage to bosses towards the end of the
game, and even with reductions, Tao still hits bosses for that much.

Long story short, the mages are one of the BEST reason to play Shining Force.

That being said...

Anri is easily the best Mage. The reason is simple, her MP to damage ratio is
the best. Alef has the best spell, but at 20 MP a cast, she is limited to just
four uses of Bolt 4 at best whereas Anri can cast 8 or even 9 times. In a
casual playthrough, that matters as Alef will undoubtedly run out of magic.

That being said, Alef is the second best Mage. While Domingo would seemingly
be better, he does not gain a vastly larger mana pool over Alef, meaning he
might cast 1 or 2 times more than Alef. Not the most impressive. Combined then
with how LONG it takes for Domingo to gain Freeze 4 and...

You have Tao as the third best Mage. She can cast Blaze 4 until the cows come
home and she knows Boost (though, +15 to your attackers really isn't as good
as just casting your rank 4 magic. Although you can *prepare* with Boost at
the very least).

Domingo is fourth best. You might say, "Don't you mean worst?" and the answer
is "No." Fourth best. Mages in this game are simply incredible. Their damage
is insane, they can't miss, and they have AOE. The only reason not to use
them is for a challenge (oh and a challenge it is).


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Section III
-----------
| Healers |
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    Comparing healers is not like that of Mages. Their strengths are entirely
in their spells which vary very little between healer to healer. Also, their
stats mean almost less than that of mages as mages demand many magic points
to constantly use their best spells, whereas healers for the most part can get
away with a heal 1 for the most part, only opting for stronger spells in
desperate times.

Lowe

Lowe... is the worst healer in the game. Ok I said it, but some positive notes
about this guy. He is a great friend to Max... just kidding. Seriously, his
lack of Aura just makes him so unappealing. He does learn Slow/Quick 2, but
comparing that to the lack of Aura still just is frustrating.
        Heal (4)
Lowe does master Heal, which is essential for any guy calling themselves a
healer. It's growth is nothing special, range, more power, than a full heal.
In fact, the only real description detail of any notice is Torasu's LACK of
mastering Heal. Lowe does learn this rather quickly (22)
        Detox
In SFII, Detox actually serves a purpose as there a various cripple effects
more than just poison. In SFI, Detox is replaced with an antidote. Also know
that there is like 3 enemies than 'might' poison you. Detox is on the level
of Sleep. Very situational and will hardly be used. Actually, the last
enemies that poison are in chapter 5, so really quite useless. Oh, and an
absolute strike against Torasu who literally has not a single thing he could
ever Detox. What a joke
        Slow (2)
Lowe gets a full 2 levels of Slow. It's not terrible, if it hits it can be
similar to a group power plus for your team as the monsters are weakened and
slowed. The problem there in lies its ability to hit the monsters.
        Quick (2)
Quick is pretty worthless; bonus agility matters for nothing as characters can
often go twice for no apparent reason. Defense is helpful, but the trend we
see is the monsters will either use magic, hit for 1 damage, or do so much
that we would need +35 Defense to be noticeable. Quick can be handy in a few
parts during the mid-game however.


    Gong

Gong is an improvement over Lowe (see Aura) but has some major disadvantages
to the other 2 healers. Gong learns Aura very slowly compared to the other 2,
level 30, which puts him in a category with Lowe for some time. He will power
level more quickly than Lowe though bare in mind. The last thing to note is
he lacks learning support spells. This in of itself doesn't matter a whole lot
to me as I'm not a big support spell guy, but it can make a difference to some
        Heal (4)
See Lowe's description, save it comes somewhat slowly as he doesn't learn
other spells to compensate for how long it seems to take. He still maxes it
out by 24.
        Aura (1)
Gong gets a single level of aura. A clear advantage from Lowe that the other
healers have, is their ability to restore health to several targets at once;
which we will find very helpful in the end. The problem with Gong is he what I
mentioned earlier, it takes a bit long to learn it. Another problem I have
realized is that Gong cannot equip the White Ring (Lowe can). So while you
cannot objetively grade Lowe against Gong because of that, it is something
subjetively to consider that Lowe technically could have access to Aura 2


    Khris

Khris I find can be quite the challenge. She simply starts awful, grows slowly
and proves annoying. However, she becomes very very good at healing as by
level 20 she gets Aura. Which means, getting through her promoted levels comes
incredibly easy as she can level very quickly every time regardless of enemy
level.
        Heal (4)
See previous healers
        Aura (2)
Halla! Her only disadvantage here is she doesn't learn Aura 4 like Torasu.
        Slow
See Lowe, minus second level
        Quick
See Lowe, minus second level


    Torasu

Torasu, unlike Alef, is not at a massive disadvantage as he comes knowing Aura
already which means he can catch up on levels pretty well.
        Heal (2)
Torasu is a massive disadvantage here, heal 2 is complete trash here. Sure it
works for small healing, but there is no single life-saving spell here; again
a clear-cut disadvantage since Aura 4 does not heal to full and it is not
uncommon to see people like Max, Arthur, Bleu, or Musashi missing 60+ HP and
desperately wanting that Heal 4
        Aura (4)
Aura 3 is nice, the ideal spell. Aura 4 is kinda overkill; but finds a home in
certain situations
        Shield
Shield is largely the reason to use Torasu as it completely negates magic for
a few turns. As the Dark Dragon heads can use Bolt 4 or Desoul, this spell is
your only real Defense against that outside of trying to have 60+ HP which is
hard for some characters to do
        Detox

Literally the worst spell, there isn't even an enemy that can poison at this
point!


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                            | Analysis |
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Unlike the Mages, there is no real reason to use all the Healers. They are
not nearly as powerful, and unlike other SF games, they don't learn Blast so
their damage is quite limited. That being said, I evaluate them based on two
criteria: Supporting and Healing, with Offense as a distant third.

The best healer in the game is Torasu. While Heal 4 is a clear cut
disadvantage from the others, what he offers in Aura 4 and Shield is unmatched
by the other healers. Aura 4, while not as good against bosses, is way more
useful in "clear all" type battles where damage can be spread over several
targets. As stated earlier, Shield is godlike against Dark Dragon and even
useful against Colossus.

The second best healer is Khris; and that's not knocking her. If Torasu is
the best healer at say, 90 points, Khris is probably sitting at 85, her
disadvantage being no Aura 4 and weaker support spells. That being said
though, she does learn Aura, and 2 ranks of it! That puts her above the others
since it is super handy to have. Wrap all that together, and you have Khris
who can fully heal someone, restore health to a large group of allies, or
potentially help out weaker units with Quick (I must admit that I find Quick
2 to be somewhat overkill as it doesn't feel nearly as good as SF 2's Boost
effect).

The third best healer has to go to Lowe. While Gong does learn Aura, it is
stuck at rank 1 and takes a loooong time for him to learn it. Lowe also
learns rank 2 of Quick which again, can serve some use in the midgame. Gong
cannot be used as your only healer due to limited MP and only Aura 1, so
don't bother. That being said, Lowe doesn't make a great solo healer either
since he can heal but one target at a time


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Section IV
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| Building a Balanced Team (variance) |
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    Remember the statistical analysis I mentioned that I would do earlier back
at the beginning? This is where this happens. One thing to notice about the
level ups is the level of variance. What is variance? Variance is the amount
of discrepency or change from level up to level up. By taking many many
samples, we can lower the variance. However, as the number of samples
approaches infinity, (limit as n --> infinity) we can see where the number
converges upon. Obviously, I am not taking such a number of samples; but am
working with a large enough sample that we can see clearly where numbers
converge to an agreeable level up or diverge to a decimal that suggests one
cannot depend to gain that stat per a level up.
    That is quite a mouthful; but what does it mean? Let's examine 2 different
level ups from the same hero.

Max
02 - 1.4 - 0.0 - 1.0 - 1.0 - 1.0 - 06 - 10
05 - 1.9 - 0.5 - 0.0 - 1.3 - 0.0 - 07 - 10

It is obvious, that his best TP gained for each of these levels is very close;
but what's statistically significant is the variance in the numbers. Observe
that for his level 2 level up, the number that varied the most was his HP gain
where he average 1.4 per level. This indicates that he most likely averaged at
least 1 per level, but had some times where he gained 2. All his other stats
though, indicate that it is statistically probable that he should gain on
level 2, 1 in each attack, Defense, and agility. His TP of 6 though, however
indicates that his best level up was probably 3 HP, 1 of each AT, DE, and AG.

Now examine his level 5 up. For starters, notice that his best TP is 7, yet
the sum of the averages of his stats gained is nearly less than half of that.
This is an example of a level up with so much variance it is hard to
confidently include these numbers for his level up. See we can safely say that
on average, Max should gain 1 in each life and Defense; however the TP of 7
says that Max probably on a level up, earned 1 MP, 2 Defense, and 4 HP. But
for the averages to be so low there had to of been several levels where he
failed to gain a stat -at all- for that level.

Let's take a look at another level of variance
Mae
04 - 0.2 - 00 - 1.0 - 2.3 - 0.1 - 06 - 10

This is a great example of 'good' and 'bad'. She has two very consistent stat
levels, 1 to attack and 2 to Defense. However, look at some of these other
numbers. An average of 0.2 to HP?! It is safe to assume she probably managed
to gain 1 HP twice amongst 10 levels. If you're trying to max out your heros'

level ups, that is good information to have; but if you're trying to build a
consistent team, as in, you're teaching someone new how to play and want them
to have a very 'safe' team, this is terrible. Mae, on average, will gain 1
attack and 2 Defense. The other numbers just are statistically insignificant
due to their variance. She managed to gain 1 agility 1 time; betting to gain
that stat again is a losing scenario. The upside to having a variance like
2.3 means that she has decent potential to gain upwards of 3 or 4 Defense,
but on average in the long run should get about 2; which is good again for
someone who is trying to build a consistent team.


   But what does this all mean? What's the difference between average stats,
level 20 stats, and 'typical' stats (see section VIII)? My friend, the reason
for calculating average stats so that one can calculate the typical stats,
which is exactly what it sounds like. Typical stats are what one can expect on
any given run. Average stats are, the average stat gain; while enlightening
absolutely, they must be taken with a grain of salt as they do not include any
of the games random massive boosts in stat gain, but rather, the average. I
think the best example of this would be to look at Anri.

                   Level 20 Promoted Stats:
                   53 - 81 - 23 - 42 - 61
                   Level 20 Average Stats :
                   27 - 38 - 26 - 26 - 39
                   Level 20 "Typical"     :
                   40 - 60 - 25 - 34 - 50

Her level 20 stats are not shabby. A good amount of health for soaking up a
spell or two, and more than enough magic to cast her powerful freeze spells.
Note also she has satisfactory Defense. Now look at her average stats. Has
anybody ever had an Anri with only 27 life and 26 Defense? I sure haven't. No,
rather the average stats is a basis for ground zero, as in the absolute worst
you can do. That's then what the typical stats are, something along the lines
of what you can generally expect in a 20/20 game without save stating for
perfect stats.

   In conclusion, the game level ups have quite a bit of variance in the
numbers. Unfortunately for you the reader, I will not review the some 1000+
trials of level ups I did to explain in great detail the variance of each
level. However, for the character reviews, there is a stat called Consistency
where the hero will receive a score from 0-10 based essentially on their stat
variance. It's not precise, but it is the only reasonable means to do achieve.


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Section V
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| Building a Balanced Team (team building) |
-------------------------------------------

   Let's assume the most basic team. Max, is a given spot in the 12, another
goes to our absolute necessary healer. Two more spots to our casters to help
balance our miss efforts against the high evasion monsters in the endgame.
That leaves just 8 spots to fill with the remaining ~20 characters (exlude Max
Jogurt and the 8 casters). Who to pick? Well it seems as though picking those
with the best attack would be ideal right? Generally, it would. There are a
number of factors though to consider before just throwing the flashiest heroes
out there and hope for the best, such as

-Am I bringing more knights than I have best weapons for them?
-Are my heroes going to all be able to contribute effectively?
-Are my heroes glass cannons? ie they won't live to be healed?
-Can my heroes move effectively without getting in each others way?
-Am I picking too many characters that require too much leveling?
-Does my team come together to late?

As you can see, simply bringing the 8 beastiest characters may not be the best
team afterall. No, rather this section will delve into multiple sub-sections
involving discussion ranging from the 'strongest team' to the 'easiest team'
with everything in between. Note this section will not include walkthrough
data (for example, in covering a speed run), but will cover speciality teams
which will be discussed more below. Without further ado...

                   Table of Contents
                   A. Strongest Team
                   B. Easiest Team
                   C. Speed Team
                   D. Required Team
                   E. Hidden Team
                   F. Unique Team
                   G. Casters
                   H. Knights of Rohan


-------------------
A. Strongest Team
-------------------

The strongest team is of course the team with the most damage potential. This
involves a balance of Knights, with the other strongest damage dealers on your
team.

    1.  Max
    2.  Arthur
    3.  Gort
    4.  Luke
    5.  Anri
    6.  Alef
    7.  Tao
    8.  Domingo
    9.  Torasu
    10. Lyle
    11. Kokichi
    12. Zylo


Justification: When I want to just "have fun" and load up my super farmed team
and beat the last 4 battles, this is my line up I grab. Allow me to explain.
Max, we have to have. This leaves 11 other spots; well, 7 other spots, as I'm
using ALL the Mages. Their damage is unmatched and they destroy the
battlefield with the greatest of ease. While my strongest characters hit Dark
Dragon for roughly 30-35 damage, even Tao hits for that amount while Freeze 4
is doing 45+ and Bolt 4 is doing 55+
Arthur is the single best late-game hero who gains a monster amount of stats.
Gort and Luke, while slower and less HP than others, don't suffer the knight
problem, and can each wield an Atlas. Their 6 movement is also a plus over
folks like Bleu or Musashi. Hanzou, while strong, isn't THE strongest either.
I want an Archer so that I can boost easily, and Lyle is the best option.
While Hans and Diane do alright for themselves, Lyle is the best. That leaves
just a few more spots: I enjoy Kokichi. While he's weaker than some other
options, I slap him with the Valkyrie and now I have a second Archer that
flies. Ken or Earnest, or even Guntz would be viable options (we have the
Valkyrie and Devil Lance for that +35 attack) I can't have too many melee
on my team. That being said, Zylo is a hefty attacker, hands down. He's not
as tanky as say Musashi, Adam, or as mobile as Balbaroy or Amon, but he hits
very hard and he compliments the team well. That leaves the healer, whom I
have selected as Torasu. I personally enjoy Khris more; but Torasu is simply
put: the best healer in Shining Force 1

And that's my powerhouse team. That's not to say other characters don't work,
but this is what I enjoy the most. It has a nice balance of damage, ranged
attacks, and movement. I have tanky heroes to get in front, and of course,
a full range of supportive skills.

Close considerations:
Hans and Diane, while not the best damage dealers, do hit fairly hard with
around 65 attack at range
The other knights, essentially outclassed by all the Mages and the sheer
fact we have limited best weapons for them
Adam, Bleu, and Musashi have limited movement. While they become truly
powerful, their movement is a concern, and rather than fix it, I can just
bolster my line up for greater success
Balbaroy and Amon are super helpful; but in a strictly power run, they are
not going to match up against other people

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B. Easiest Team
-----------------

The easiest team of course a team that any new player would be able to do
rather well with. The team involves a balance of damage, magic, ranged, and
healing. There are only 2 true 'hidden' characters, which is also a factor.

    1.  Max
    2.  Hans
    3.  Pelle
    4.  Ken
    5.  Khris
    6.  Tao
    7.  Diane
    8.  Luke
    9.  Anri
    10. Zylo
    11. Balbaroy {Replace with Musashi}
    12. Gort

Justification: For a newb to play the game, they need characters that come
strong and able to hold their own. Characters that are easy to find are also
a huge plus. Consistent stats don't hurt either. The above team I feel fits
the mold of a newb friendly team, possibly bringing in Hanzou in place of
Luke, Gort, or Zylo if they get bad level ups or the player is really behind
in level.

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C. Speed Team
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As I've done this, please defer to my other guide on gamefaqs where I detail
an entire guide dedicated to speedrunning SF1


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D. Required Team
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This is a team where you only use required heroes. However, bare in mind that
there are 2 ways one can do this: either picking 12 from the list of 16, or
follow KenpoCoyote's "Minimum Party" challenge which requires you skip Lowe
through Hans. For practical purposes, both are included.

            Kenpo's Team               Required Team
            1.  Max                     1.  Max
            2.  Khris                   2.  Khris/Torasu
            3.  Mae                      3.  Tao
            4.  Pelle                    4.  Pelle/Mae
            5.  Ernest                   5.  Ken
            6.  Alef                     6.  Alef
            7.  Bleu                     7.  Bleu/Mae/Ernst
            8.  Diane*                   8.  Hans
            9.  Balbaroy                 9.  Mae/Ernst
            10. Amon                     10. Luke
            11. Torasu                   11. Balbaroy/Amon
            12. Adam*                    12. Ernest/Adam


            *He still doesn't use Adam
            *Diane is actually not required

Justification: As far as Khris/Torasu is concerned, it's entirely up to your
preference. However, both are not needed. The remaining picks 3-10 are easily
justified when looking at are pool to choose from, which is quite limited. I
feel that Ken/Pelle are stronger choices than Mae/Ernest due to their
consistent stats. Ernst grows slowly and comes rather late in the game and
Mae suffers that awkward no-attack stage. While Mae ends up stronger later,
Pelle finishes the game sooner. Alef, Tao, Luke, Hans are all strong in
their right. Bleu requires some leveling, in some cases Ernst may prove
better than Bleu since both require some time. Balbaroy/Amon is entirely up to
the player. If one feels up to it, Adam makes a strong late game, however he
requires so much effort to get there. As such, my team would consist of all
first choices. Sidenote, if a hero is not listed here (Lowe for example) it's
because he's terrible.

----------------
E. Hidden Team
----------------


The hidden team involves any characters traditionally not required to advance
the story. There is very little to choose from here as there are only 12 of
them excluding Jogurt. This team actually is quite a challenge as your only
healer is Gong and about half your team joins chapter IV or later.

                    1.  Max
                    2.  Gong
                    3.  Gort
                    4.  Anri
                    5.  Arthur/Diane
                    6.  Zylo
                    7.  Vankar
                    8.  Kokichi {replace with Hanzou}
                    9.  Domingo
                    10. Guntz
                    11. Lyle
                    12. Musashi


Justification: We actually will use most hidden characters. The strongest
team however will be the one that replaces Kokichi with Hanzou. If Kokichi
somehow is sensationally stronger than one of your other Knight-Weapon users,
by all means replace them instead (we only want 3 Knight-Weapon users). Just
be prepared to see your winged knight bite the dust. Diane can be used as well
it pretty much depends on your playstyle (as in are you planning on maxing out
characters or playing through more quickly)

----------------
F. Unique Team
----------------


This is a team designed around uniqueness in character classes. There is just
12 of them, so instead of justifeying anything, I simply explain what makes the
character unique. This team might be harder than the Hidden team due to your
lack of numbers for some time.

1. Max     - The only Swordman/Hero in the game
2. Gong    - The only Monk/Master Monk, seperates him from his Vicar friends
3. Arthur  - The only magic using Knight/Paladin in the game
4. Zylo    - The only Werewolf/Wolf Baron in the game
5. Kokichi - The only Winged Knight/Sky Lord in the game*
6. Domingo - The only Magic Creature in the game (SFII also!)**
7. Guntz   - The only Steam Knight/Baron in the game (SFII also!)
8. Lyle    - The only Assault/Strike Knight in the game (SFII also!)***
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9.  Bleu    - The only Dragon/Great Dragon in the game (SFII also!)
10. Adam    - The only Robot/Cyborg in the game
11. Musashi - The only Samurai in the game (SFII also!)
12. Hanzou  - The only Ninja in the game


*While SFII has Jaro a Pegasus Knight, Kokichi's wings are unique
**Kiwi from SFII is indeed a creature of sorts, but he is a Tortoise/Monster
***May from SFII is a centaur archer, however she is a Ranger/Bow Knight

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G. Casters
------------


This is a team based around all the magic users. A rather fun but somewhat
challenging due to the fact bosses have magic resistance as well as magic is
very limited early.

                        1.  Max
                        2.  Lowe
                        3.  Tao
                        4.  Gong
                        5.  Khris
                        6.  Anri
                        7.  Arthur
                        8.  Domingo
                        9.  Alef
                        10. Torasu
                        11. Hanzou
                        12. Bleu (Optional)


Justification: Since there are only 11 casters in the game, I elect to use
Bleu, the most 'ancient' of all creatures, the sacred Dragonia. That's about
it.

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H. Knights of Rohan
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The Knights are very difficult. The limited number of better Paladin weapons
means the vast majority of your team will be wielding Chrome Lance/Power Spear
against enemies that are very much tougher than your current situation. If you
are to do the extreme only Centaur route, be prepared to reset alot.

                        1.  Max
                        2.  Ken
                        3.  Mae
                        4.  Arthur
                        5.  Pelle
                        6.  Vankar
                        7.  Ernest
                        8.  Lyle
                        9.  Kokichi {optional}
                        10. Guntz   {optional}
                        11. Gong    {optional}
                        12. Domingo {optional}


Justification of optionals: Guntz is a steam knight, no brainer there on
letting him ride with the riders. Gong seems like a traveler of sorts, which
fits in the theme of the riders. Kokichi likewise uses knight weapons and can
be thought of as a messenger (similarly with Domingo).


-------------------------------------------------------------------------------


Section VI
-----------------------------------------------
| Promotion debate (analysis of loss of stats) |
-----------------------------------------------


   So this section has had quite a make-over. I recently acquired a link in
which someone has done just what I was hoping to do, except in much greater
detail. So, a big, incredible shout out and huge thank you, to Trent at
shiningforcecentral.com, this entire section is credit to him. If, you are
uninterested in the long boring detail of this section (it literally is just
numbers), then hit [ctrl]+F and type "Section VII" to see the analysis of
this section. His original work is available at the following link:
http://forums.shiningforcecentral.com/viewtopic.php?f=3&t=4179

What you see below is his work; transformed to be more gentle on the eyes and
a little more reader friendly. Thanks again Trent

Oh, and just a side-note before we get to this, what I understand, and I think
is the case, is that when you promote (anytime from 10-20) each heroes stats
are then set to the following. So "Lv" means the level at which you promote,
and the following stats then are your level 1 promoted stats


-----
Max -
-----
```

```
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  18  -  08  -  11  -  10  -  09
11 -  19  -  08  -  11  -  10  -  09
12 -  21  -  08  -  12  -  10  -  09
13 -  22  -  08  -  12  -  11  -  09
14 -  22  -  08  -  13  -  11  -  10
15 -  23  -  08  -  14  -  11  -  11
16 -  24  -  08  -  14  -  12  -  11
17 -  26  -  09  -  16  -  13  -  11
18 -  27  -  09  -  17  -  14  -  12
19 -  28  -  09  -  17  -  15  -  13
20 -  29  -  10  -  19  -  17  -  15


-------------------------------------------------------------------------------
                              Knights/Paladins
-------------------------------------------------------------------------------


-----
Mae -
-----
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  12  -  00  -  10  -  15  -  11
11 -  14  -  00  -  10  -  15  -  11
12 -  15  -  00  -  11  -  15  -  11
13 -  16  -  00  -  11  -  15  -  12
14 -  17  -  00  -  12  -  16  -  13
15 -  19  -  00  -  12  -  16  -  14
16 -  21  -  00  -  13  -  16  -  14
17 -  22  -  00  -  14  -  16  -  15
18 -  25  -  00  -  15  -  16  -  16
19 -  27  -  00  -  16  -  16  -  17
20 -  29  -  00  -  17  -  17  -  17


-------------------------------------------------------------------------------


-------
Pelle -
-------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  16  -  00  -  14  -  17  -  12
11 -  16  -  00  -  14  -  17  -  12
12 -  16  -  00  -  14  -  17  -  12
13 -  17  -  00  -  15  -  17  -  13
14 -  17  -  00  -  15  -  18  -  13
15 -  17  -  00  -  15  -  18  -  14
16 -  18  -  00  -  15  -  18  -  15
17 -  19  -  00  -  15  -  18  -  16
18 -  21  -  00  -  15  -  18  -  17
19 -  22  -  00  -  15  -  18  -  17
20 -  23  -  00  -  16  -  19  -  19


-------------------------------------------------------------------------------


--------
Vankar -
--------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  26  -  00  -  10  -  10  -  10
11 -  26  -  00  -  10  -  11  -  11
12 -  27  -  00  -  11  -  11  -  11
13 -  27  -  00  -  11  -  11  -  11
14 -  27  -  00  -  11  -  12  -  12
15 -  27  -  00  -  11  -  13  -  13
16 -  28  -  00  -  11  -  13  -  13
17 -  28  -  00  -  12  -  14  -  14
18 -  28  -  00  -  13  -  15  -  15
19 -  28  -  00  -  14  -  16  -  16
20 -  28  -  00  -  15  -  17  -  17


-------------------------------------------------------------------------------


--------
Ernest -
--------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  17  -  00  -  11  -  10  -  11
11 -  17  -  00  -  11  -  10  -  11
12 -  17  -  00  -  11  -  11  -  12
13 -  17  -  00  -  11  -  11  -  13
14 -  18  -  00  -  11  -  11  -  14
15 -  19  -  00  -  11  -  11  -  14
16 -  20  -  00  -  12  -  11  -  15
17 -  21  -  00  -  13  -  12  -  16
18 -  22  -  00  -  14  -  13  -  17
19 -  23  -  00  -  15  -  14  -  17
```

```
20  -  25  -  00  -  16  -  15  -  18


-------------------------------------------------------------------------------


--------
Arthur -
--------
Lv  -  HP  -  MP  -  AT  -  DE  -  AG
------------------------------------
10  -  11  -  01  -  07  -  07  -  07
11  -  12  -  01  -  08  -  08  -  08
12  -  13  -  02  -  09  -  08  -  09
13  -  15  -  02  -  10  -  09  -  10
14  -  16  -  03  -  11  -  10  -  11
15  -  18  -  04  -  12  -  11  -  12
16  -  21  -  05  -  14  -  12  -  14
16  -  21  -  05  -  14  -  12  -  14
17  -  23  -  05  -  16  -  14  -  16
18  -  26  -  06  -  17  -  15  -  17
19  -  28  -  07  -  19  -  17  -  19
20  -  31  -  07  -  21  -  18  -  21


-------------------------------------------------------------------------------


-----
Ken -
-----
Lv  -  HP  -  MP  -  AT  -  DE  -  AG
------------------------------------
10  -  23  -  00  -  11  -  07  -  09
11  -  23  -  00  -  11  -  07  -  10
12  -  24  -  00  -  11  -  08  -  10
13  -  24  -  00  -  12  -  09  -  11
14  -  24  -  00  -  13  -  10  -  11
15  -  24  -  00  -  14  -  11  -  12
16  -  25  -  00  -  14  -  12  -  12
17  -  25  -  00  -  15  -  13  -  13
18  -  25  -  00  -  16  -  15  -  14
19  -  25  -  00  -  17  -  16  -  14
20  -  26  -  00  -  17  -  17  -  16


-------------------------------------------------------------------------------
                        Steam Knight/Steam Baron
-------------------------------------------------------------------------------


-------
Guntz -
-------
Lv  -  HP  -  MP  -  AT  -  DE  -  AG
------------------------------------
10  -  13  -  00  -  14  -  16  -  11
11  -  13  -  00  -  14  -  17  -  11
12  -  14  -  00  -  15  -  17  -  11
13  -  15  -  00  -  16  -  18  -  11
14  -  16  -  00  -  17  -  19  -  11
15  -  16  -  00  -  17  -  20  -  11
16  -  17  -  00  -  17  -  21  -  11
17  -  17  -  00  -  18  -  22  -  11
18  -  18  -  00  -  19  -  22  -  11
19  -  19  -  00  -  20  -  23  -  11
20  -  20  -  00  -  21  -  25  -  12


-------------------------------------------------------------------------------
                        Warriors/Gladiators
-------------------------------------------------------------------------------


------
Gort -
------
Lv  -  HP  -  MP  -  AT  -  DE  -  AG
------------------------------------
10  -  16  -  00  -  12  -  13  -  08
11  -  17  -  00  -  13  -  13  -  08
12  -  17  -  00  -  14  -  13  -  09
13  -  18  -  00  -  15  -  14  -  10
14  -  18  -  00  -  16  -  14  -  10
15  -  19  -  00  -  17  -  15  -  11
16  -  20  -  00  -  17  -  16  -  11
17  -  21  -  00  -  18  -  17  -  11
18  -  22  -  00  -  19  -  18  -  12
19  -  22  -  00  -  19  -  19  -  13
20  -  23  -  00  -  21  -  21  -  14


-------------------------------------------------------------------------------


------
Luke -
------
Lv  -  HP  -  MP  -  AT  -  DE  -  AG
------------------------------------
```

```
10 -  14  -  00  -  12  -  12  -  07
11 -  14  -  00  -  13  -  13  -  08
12 -  14  -  00  -  13  -  14  -  08
13 -  15  -  00  -  14  -  15  -  09
14 -  15  -  00  -  15  -  16  -  10
15 -  16  -  00  -  16  -  17  -  10
16 -  17  -  00  -  16  -  17  -  11
17 -  17  -  00  -  17  -  18  -  11
18 -  18  -  00  -  17  -  19  -  11
19 -  19  -  00  -  18  -  20  -  12
20 -  21  -  00  -  19  -  22  -  13


-------------------------------------------------------------------------------
                          Magicians/Wizards
-------------------------------------------------------------------------------


------
Anri -
------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  10  -  19  -  06  -  06  -  11
11 -  11  -  19  -  06  -  07  -  11
12 -  11  -  20  -  07  -  07  -  11
13 -  11  -  21  -  07  -  08  -  12
14 -  11  -  22  -  08  -  09  -  12
15 -  12  -  23  -  08  -  09  -  13
16 -  12  -  24  -  09  -  10  -  14
17 -  13  -  27  -  09  -  11  -  14
18 -  13  -  28  -  10  -  11  -  15
19 -  14  -  31  -  10  -  11  -  16
20 -  15  -  34  -  11  -  11  -  17


-------------------------------------------------------------------------------


------
Alef -
------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  11  -  20  -  05  -  06  -  11
11 -  11  -  20  -  06  -  07  -  11
12 -  11  -  21  -  06  -  07  -  12
13 -  12  -  22  -  07  -  08  -  13
14 -  13  -  22  -  07  -  08  -  14
15 -  13  -  24  -  07  -  09  -  14
16 -  14  -  26  -  08  -  09  -  14
17 -  15  -  28  -  08  -  10  -  16
18 -  15  -  30  -  09  -  10  -  17
19 -  16  -  33  -  09  -  11  -  17
20 -  17  -  35  -  10  -  11  -  18
```
**How does one promote Alef at 10? Or 11? Using a hack of course. For the
purpose of keeping Trent's data whole, I'll leave this information in tack**
```
-------------------------------------------------------------------------------


-----
Tao -
-----
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  12  -  20  -  05  -  07  -  11
11 -  13  -  20  -  05  -  07  -  12
12 -  13  -  21  -  05  -  08  -  13
13 -  14  -  22  -  06  -  08  -  14
14 -  15  -  22  -  06  -  09  -  15
15 -  15  -  24  -  07  -  10  -  16
16 -  16  -  25  -  07  -  10  -  17
17 -  17  -  28  -  07  -  11  -  17
18 -  17  -  29  -  08  -  11  -  18
19 -  17  -  32  -  08  -  11  -  18
20 -  18  -  34  -  09  -  12  -  20


-------------------------------------------------------------------------------
                           Priests/Vicars
-------------------------------------------------------------------------------


------
Lowe -
------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  15  -  18  -  08  -  07  -  09
11 -  15  -  19  -  09  -  08  -  09
12 -  16  -  19  -  09  -  08  -  10
13 -  17  -  20  -  10  -  09  -  11
14 -  17  -  21  -  10  -  09  -  11
15 -  17  -  22  -  11  -  10  -  11
16 -  18  -  22  -  11  -  10  -  12
17 -  19  -  24  -  11  -  11  -  12
```

```
18 -  20  -  26  -  11  -  11  -  13
19 -  21  -  28  -  12  -  11  -  14
20 -  22  -  29  -  13  -  12  -  15


-------------------------------------------------------------------------------

-------
Khris -
-------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  14  -  16  -  08  -  08  -  08
11 -  14  -  17  -  09  -  08  -  08
12 -  15  -  17  -  09  -  09  -  09
13 -  16  -  17  -  10  -  09  -  10
14 -  17  -  18  -  10  -  10  -  10
15 -  17  -  19  -  11  -  11  -  11
16 -  17  -  20  -  11  -  11  -  11
17 -  18  -  22  -  11  -  11  -  11
18 -  19  -  23  -  11  -  11  -  12
19 -  20  -  25  -  12  -  12  -  13
20 -  21  -  27  -  13  -  13  -  14


-------------------------------------------------------------------------------

--------
Torasu -
--------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  14  -  17  -  08  -  08  -  08
11 -  14  -  17  -  08  -  08  -  09
12 -  16  -  17  -  09  -  09  -  09
13 -  17  -  17  -  09  -  09  -  10
14 -  17  -  17  -  10  -  10  -  11
15 -  17  -  19  -  10  -  11  -  11
16 -  18  -  21  -  11  -  11  -  11
17 -  19  -  22  -  11  -  11  -  12
18 -  20  -  24  -  11  -  11  -  13
19 -  21  -  25  -  11  -  12  -  14
20 -  22  -  28  -  12  -  13  -  15
```
**How does one promote Torasu at 10? Or 11? Using a hack of course. For the
purpose of keeping Trent's data whole, I'll leave this information in tack**

```
-------------------------------------------------------------------------------
                              Monk/Master Monk
-------------------------------------------------------------------------------

------
Gong -
------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  16  -  12  -  20  -  10  -  09
11 -  17  -  13  -  22  -  10  -  09
12 -  17  -  14  -  22  -  10  -  10
13 -  18  -  15  -  24  -  11  -  10
14 -  19  -  15  -  25  -  11  -  10
15 -  20  -  16  -  27  -  11  -  11
16 -  21  -  17  -  27  -  11  -  11
17 -  22  -  17  -  29  -  13  -  11
18 -  22  -  18  -  30  -  14  -  12
19 -  23  -  19  -  32  -  15  -  13
20 -  25  -  20  -  34  -  17  -  14


-------------------------------------------------------------------------------
                              Archer/Bow Master
-------------------------------------------------------------------------------

-------
Diane -
-------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10 -  14  -  00  -  09  -  08  -  10
11 -  15  -  00  -  09  -  08  -  10
12 -  16  -  00  -  10  -  09  -  11
13 -  17  -  00  -  10  -  10  -  11
14 -  17  -  00  -  11  -  10  -  11
15 -  17  -  00  -  11  -  11  -  11
16 -  18  -  00  -  11  -  11  -  12
17 -  19  -  00  -  12  -  11  -  13
18 -  20  -  00  -  12  -  12  -  14
19 -  21  -  00  -  13  -  13  -  14
20 -  22  -  00  -  14  -  14  -  16


-------------------------------------------------------------------------------

------
Hans -
```

```
------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10  -  12  -  00  -  06  -  05  -  10
11  -  13  -  00  -  07  -  06  -  10
12  -  14  -  00  -  07  -  06  -  10
13  -  15  -  00  -  08  -  07  -  10
14  -  16  -  00  -  08  -  08  -  11
15  -  17  -  00  -  10  -  09  -  11
16  -  18  -  00  -  11  -  10  -  11
17  -  20  -  00  -  11  -  11  -  12
18  -  22  -  00  -  12  -  12  -  13
19  -  23  -  00  -  13  -  13  -  14
20  -  25  -  00  -  15  -  15  -  15


-------------------------------------------------------------------------------
                       Assault Knight/Strike Knight
-------------------------------------------------------------------------------


------
Lyle -
------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10  -  13  -  00  -  12  -  07  -  08
11  -  13  -  00  -  12  -  08  -  09
12  -  14  -  00  -  13  -  08  -  09
13  -  15  -  00  -  14  -  09  -  10
14  -  16  -  00  -  15  -  10  -  11
15  -  16  -  00  -  15  -  10  -  11
16  -  17  -  00  -  16  -  11  -  11
17  -  17  -  00  -  17  -  11  -  12
18  -  18  -  00  -  17  -  11  -  12
19  -  19  -  00  -  18  -  12  -  13
20  -  20  -  00  -  19  -  13  -  14


-------------------------------------------------------------------------------
                          Birdmen/Sky Warriors
-------------------------------------------------------------------------------


------
Amon -
------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10  -  17  -  00  -  10  -  09  -  11
11  -  17  -  00  -  10  -  10  -  12
12  -  18  -  00  -  11  -  10  -  13
13  -  19  -  00  -  11  -  11  -  14
14  -  20  -  00  -  12  -  11  -  15
15  -  21  -  00  -  12  -  11  -  16
16  -  22  -  00  -  13  -  12  -  17
17  -  22  -  00  -  14  -  13  -  17
18  -  23  -  00  -  15  -  13  -  18
19  -  23  -  00  -  16  -  14  -  18
20  -  25  -  00  -  17  -  15  -  20


-------------------------------------------------------------------------------


----------
Balbaroy -
----------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10  -  15  -  00  -  10  -  11  -  11
11  -  15  -  00  -  10  -  11  -  11
12  -  15  -  00  -  10  -  11  -  11
13  -  16  -  00  -  10  -  11  -  11
14  -  16  -  00  -  11  -  11  -  12
15  -  17  -  00  -  11  -  12  -  13
16  -  17  -  00  -  11  -  13  -  13
17  -  18  -  00  -  12  -  14  -  14
18  -  18  -  00  -  13  -  15  -  15
19  -  20  -  00  -  14  -  15  -  16
20  -  22  -  00  -  15  -  17  -  17


-------------------------------------------------------------------------------
                        Winged Knight/Sky Lord
-------------------------------------------------------------------------------


---------
Kokichi -
---------
Lv -  HP  -  MP  -  AT  -  DE  -  AG
-----------------------------------
10  -  15  -  00  -  11  -  09  -  10
11  -  16  -  00  -  11  -  09  -  10
12  -  17  -  00  -  11  -  09  -  11
13  -  17  -  00  -  11  -  09  -  11
14  -  18  -  00  -  11  -  10  -  11
```

```
15 - 19 - 00 - 11 - 10 - 11
16 - 20 - 00 - 12 - 10 - 12
17 - 21 - 00 - 13 - 11 - 13
18 - 21 - 00 - 13 - 11 - 13
19 - 22 - 00 - 15 - 13 - 14
20 - 23 - 00 - 16 - 14 - 16
```

-------------------------------------------------------------------------------
                          Dragon/Great Dragon
-------------------------------------------------------------------------------


```
------
Bleu -
------
Lv - HP  - MP  - AT  - DE  - AG
------------------------------------
10 - 17  - 00  - 22  - 15  - 08
11 - 17  - 00  - 23  - 16  - 08
12 - 18  - 00  - 24  - 17  - 09
13 - 19  - 00  - 27  - 17  - 10
14 - 20  - 00  - 28  - 18  - 10
15 - 21  - 00  - 29  - 20  - 11
16 - 22  - 00  - 31  - 21  - 11
17 - 22  - 00  - 33  - 22  - 11
18 - 23  - 00  - 34  - 22  - 12
19 - 23  - 00  - 35  - 23  - 13
20 - 25  - 00  - 38  - 25  - 14
```

-------------------------------------------------------------------------------
                          Robot/Cyborg
-------------------------------------------------------------------------------


```
------
Adam -
------
Lv - HP  - MP  - AT  - DE  - AG
------------------------------------
10 - 26  - 00  - 17  - 19  - 10
11 - 26  - 00  - 19  - 20  - 10
12 - 26  - 00  - 20  - 21  - 11
13 - 26  - 00  - 21  - 22  - 11
14 - 27  - 00  - 22  - 23  - 12
15 - 27  - 00  - 23  - 24  - 12
16 - 27  - 00  - 24  - 25  - 13
17 - 27  - 00  - 26  - 26  - 14
18 - 27  - 00  - 27  - 27  - 15
19 - 27  - 00  - 28  - 28  - 16
20 - 28  - 00  - 29  - 29  - 17
```

-------------------------------------------------------------------------------
                          Werewolf/Wolf Baron
-------------------------------------------------------------------------------


```
------
Zylo -
------
Lv - HP  - MP  - AT  - DE  - AG
------------------------------------
10 - 19  - 00  - 22  - 11  - 11
11 - 19  - 00  - 22  - 12  - 12
12 - 19  - 00  - 23  - 13  - 13
13 - 19  - 00  - 23  - 14  - 14
14 - 20  - 00  - 24  - 15  - 14
15 - 20  - 00  - 25  - 16  - 15
16 - 20  - 00  - 27  - 17  - 16
17 - 20  - 00  - 28  - 17  - 17
18 - 20  - 00  - 30  - 18  - 17
19 - 20  - 00  - 31  - 18  - 18
20 - 21  - 00  - 34  - 20  - 19
```


-------------------------------------------------------------------------------


Section VII
----------------------------------------
| Promotion debate (when to verse not) |
----------------------------------------

    With the new knowledge brought to me concerning Section VI, this section
likewise has had an incredible make-over. My previous section was based on
stat growth and the likes, with some general guidelines on what to do. However
with the new knowledge about how exactly the promotions in this game work,
what you will read below is a character by character description of what I
believe to be the right time to promote each character.

    That being said, with respect to what I said earlier, someone asked me
the difference in a level 20 hero if promoted at 10 versus 20. As I didn't
really know, having not done that for some heroes in some cases, I had to go
back and find out for myself. The result is, a relaxing of criticism on

certain heroes in this section. Those will be detailed below within each
individuals section.

**As per usual, hit [ctrl]+F then the number to skip to a specific character**


                        ----------------------
                        - General Guidelines -
                        ----------------------


-----------
- Casters -
-----------


    Generally speaking, casters are better if promoted at 20 since it doesn't
punish their learning curve and gives them better MP to work with later on
which only benefits them more. Some people though are fair candidates to
promote early and those I've detailed below


                        -----------------------------------
                        - Character - Suggested Promotion -
                        -----------------------------------
                        - Lowe     -  11 OR 20          -
                        - Khris    -  10 OR 20          -
                        - Torasu   -  16 OR 20 (lean)   -
                        - Gong     -  ONLY 20           -
                        - Tao      -  10 OR 20          -
                        - Anri     -  11 OR 20          -
                        - Alef     -  15 OR 20          -
                        -----------------------------------


-------------------
- Non-Weapon Users -
-------------------


    Across the board your non-weapon users need to be promoted at 20 less they
lack the power they need later in the game to reliably fight back. This has
been updated to reflect that Zylo no longer is a viable early candidate, and
too should be a 20/20 character for maximum impact. For in-depth explanations
that might surprise you, read about them below


-----------------------
- Little Attack Growth -
-----------------------


    These are archers and birdmen, folks who don't gain loads of attack. In
Balbs and Amon's case, they don't get a plethora of best weapons to use and
Kokichi may lose out on getting a substantial weapon due to other better
characters wanting those weapons. There wasn't much of a change, but the
explanations below are intriguing, especially since Hans swapped from 10/20
to only 20 due to reasons, and Diane was extended from 11 to whenever you get
the Elven Arrow or 20. Similarly, Amon was swapped to 10 instead of Steel
Sword again for reasons.


                        -----------------------------------
                        - Character - Suggested Promotion -
                        -----------------------------------
                        - Hans     -  20                 -
                        - Diane    -  Elven Arrow OR 20  -
                        - Lyle     -  10, 14, OR 20      -
                        - Balbaroy -  10 OR 20           -

```
                        - Amon      - 10 OR 20 (leaning) -
                        - Kokichi   - 10 OR 20           -
                        ----------------------------------
```

```
-----------------
- Everyone Else -
-----------------
```

The last category of warriors and knights. They are as unique as you
might suspect, no joke, but one trend that we then see often is that there
is a pairing of an early bloomer versus late. For instance, Ken is only 20,
but his similar hero, Vankar, is reasonable at 10. Gort, likewise, reasonable
at 10, but Luke strongly benefits from the 20. I should note, that ALL
characters benefit from leveling to 20; the ones I've called out as reasonable
early promotions are those who fall into 2 categories (their stats aren't
insanely better) or (uniquely better), such as Gort isn't insanely better
being 20/20 versus 10/20, or in Pelle's case, when you promote doesn't make
his start that much better or worse (as compared to Arthur or Zylo).

```
                  ----------------------------------
                  - Character - Suggested Promotion -
                  ----------------------------------
                  - Max       - 10, 12, 13, 20     -
                  - Gort      - 10 OR 20           -
                  - Luke      - 11 OR 20 (lean)    -
                  - Mae       - 14 OR 20           -
                  - Ken       - 20                 -
                  - Pelle     - 10 OR 20           -
                  - Arthur    - ONLY 20            -
                  - Vankar    - 10 OR 20           -
                  - Ernest    - 10 OR 20 (lean)    -
                  - Guntz     - 20                 -
                  ----------------------------------
```

```
-----------
Max [001] -
-----------
```

```
Stats at 10     62-10-74-57-46
Stats at 20     71-12-78-60-49
```

Remarks: A truly eye-opening experience, as Max really proved to be nearly
as strong despite being promoted at 10 (the only huge differing factor being
his hit points. Because of this, Max actually shoots to the top of our list to
potentially promote at 10 due to 2 reasons (1) he doesn't get that much
stronger and (2) he's our leader so he would prefer getting tankier and
staying that way. That being said, promoting him at 12 or 13 IS more favorable
since Max will have better stats than if promoted at 10.

Summary: 10, 12-13, 20

```
-----------
Mae [002] -
-----------
```

```
Stats at 10     56-62-54-58
Stats at 20     74-74-52-62
```

Remarks: I find it odd that my 20/20 Mae has less Defense than her 10/20
counterpart, but as this is just 1 sample, that is something I will have to
deal with on occasion. The point is, Mae is a great contrast to Max in that,
Mae is quite a bit better if you 20/20 her instead of 10/20 her as she gains
in the ballpark of 20 more health and 12 more attack, a rather hefty amount.
That being said, not much has changed regarding what I had said previously,
if you must promote Mae early for whatever reason, that promote her at 14 as
that is her most optimal growth point pre-20

Summary: 14 or 20

```
-------------
Pelle [003] -
-------------
```

```
Stats at 10     56-66-52-58
Stats at 20     69-72-57-62
```

Remarks: Unsurprisingly, Pelle is better at 20/20 but again, not that much
better. Because he is an "early bloomer" Pelle is a real candidate for
promoting early. For my speedrun, I promote him at 10, but in a casual, you
could promote him at 13 for that 1 extra attack point (or just at 10 for 14,
it's not a huge difference). So really, my opinion has changed, as you can
always take him to 20, but he can be promoted at 10 with little loss

Summary: 10 or 20

```
--------------
Vankar [004] -
--------------
```

```
Stats at 10     71-66-44-53
```

```
Stats at 20      71-70-50-61
```

    Remarks: My opinion on Vankar has completely switched, as evident above.
Vankar contrary to what I previously thought, isn't really a late bloomer: he
is more like Pelle, and as such, should probably be promoted at 10 right away
alongside Pelle. The benefit from struggling him to 20 is mediocre at best and
he grows very little from 10 to 20 as evident by some of the numbers I've
selected from above

```
            Lv -  HP  -  MP  -  AT  -  DE  -  AG
            10 -  26  -  00  -  10  -  10  -  10
            11 -  26  -  00  -  10  -  11  -  11
            12 -  27  -  00  -  11  -  11  -  11
            13 -  27  -  00  -  11  -  11  -  11
            14 -  27  -  00  -  11  -  12  -  12
            15 -  27  -  00  -  11  -  13  -  13
```

Summary: 10 or 20

--------------
Ernest [005] -
--------------

```
Stats at 10      60-70-45-58
Stats at 20      68-74-50-64
```

    Remarks: I'm torn on Ernst. His playthrough here showed him in a different
light, a much more favorable one to promote early. On the other hand, he does
still have some noticeable improvements up to 20 (unpromoted as well) so
because of that, I'm inclined to leave him in the "leaning towards 20"
category though he like some of the others, is OK at 10

Summary: 10 or 20 (leaning)

--------------
Arthur [006] -
--------------

```
Stats at 10      61-23-61-49-55
Stats at 20      78-32-78-64-67
```

    Remarks: Nothing changed with regards to Arthur. His stats spike late and
the data is clear: Arthur is absolute garbage if you promote him at 10, being
weaker across the board compared to his fellow knights; but what isn't tracked
is simply how AWFUL Arthur was prior to. Upon promotion at 10, Arthur has the
following: 11-1-7(15)-7-7

    Let's compare briefly. In chapter 1 at level 1, Max has 12 HP at a minimum
as well 14 attack. But by the end of chapter 1, Max generally has around 18
health, 20-22 attack, 8-12 Defense, and 8-10 speed. That's a CHAPTER ONE Max
with better stats that the freshly promoted Arthur, in other words, holy crap.
And furthermore, Arthur stayed this way long into his promoted career (not
leaving the dump until about level 12 promoted).

    In other words, if you're going to use Arthur (and yes, he's the best
knight in the game if you 20/20) take him to 20, otherwise leave him because
he's trash-tier

Summary: 20

-----------
Ken [007] -
-----------

```
Stats at 10      65-66-44-53
Stats at 20      69-75-54-59
```

    Remarks: Something I realized by about Ken's level 4 was that he sucked
quite a bit and I figured things wouldn't change much and lo behold, they
didn't. Ken really is better off promoting at 20 as he is substantially better
at fighting, gaining upwards of 10 more attack and Defense. Something else to
think about is Ken's growth in his early promoted levels is quite bad, meaning
that he could really benefit from that "maximum" growth offered by 20 instead

Summary: 20

-------------
Guntz [008] -
-------------

```
Stats at 10      53-68-76-43
Stats at 20      61-77-87-45
```

    Remarks: So really, I've decided to switch Gunt'z placement because I have
learned more about the game and I realize now that while Kokichi is more a
bird than a Knight, Guntz too is more a warrior than a Knight. Looking at the
stats is really the biggest factor, as Guntz is extremely tanky and deals tons
of damage, but with lower speed and HP; a trend we see in Luke and Gort.
Regardless! Guntz was tricky for me to evaluate but at the end of the day,

he should promote at 20 basically always. While the extra Defense is
completely pointless (only Ramladu hurts him anyway) the much better attack
and HP is the deciding factor as HP in the 50s is dangerous (dies to Bolt 4,
can't survive 2 Demon Breaths potentially) so the extra HP to push him up over
that amount is quite key to his success. In addition, his low movement which
cries for some boosting doesn't come until later anyway, so probably just do
that

Summary: 20

------------
Gort [009] -
------------

Stats at 10      59-64-64-43
Stats at 20      65-77-69-48

    Remarks: Gort can go really either way. You can see that 10/20 he is
quite strong, and the only real change is his attack which does get
substantially better. Is that worth taking that extra time? At the end of
the day, it is your call

Summary: 10, 20

------------
Luke [010] -
------------

Stats at 10      54-71-66-42
Stats at 20      63-81-77-52

    Remarks: Luke on the other hand (continuing the trend of early verse late
bloomers coming in pairs) is really better off being a 20/20 character. He too
is very powerful regardless of when you promote him (seriously, 71 attack is
a TON). On the flipside though, his stats do have noticeable growth compared
to how Gort's change from 10/20 to 20/20. Because of that, I'll leave Luke as
a 11/20 suggestion, but I'll lean him towards 20 because increasing nearly all
your stats by 10 across the board is pretty cool

Summary: 11, 20 (leaning)

------------
Anri [011] -
------------

Stats at 10      48-62-xx-37-52
Stats at 20      53-81-xx-42-61

    Remarks: Not much has changed, but I will further elaborate now on the
differences between promoting mages at 10 versus 20. The biggest factor, is
that SF1 remembers your level constantly, meaning you have no spell gap in
your learning (something that exists in all other SF games). Because of that,
you can continue leveling your mages as enemies give EXP without any real
punishment to them. They then explode in stats upon promotion (huge levels
in those first 3-5 levels) which further keeps them from suffering. Combined
then with their ease of leveling (gaining boosted EXP from AOE effects) it
really is nice then to take em to 20 before promoting.

    Now with all that being said, Anri is a reasonable candidate to promote
at 10 or 11 (emphasis 11 for bonus stats) due to 1 reason, she managed to get
to 62 MP. If she had not (and I wasn't saving for stats) then I would say Anri
MUST be taken to 20. The reason is simply this: Anri is granted that extra
Freeze 4 by getting to 60 MP. I'm not saying that 50 isn't enough, because it
is, but it can get tight on her MP otherwise.

Summary: 11, 20

------------
Alef [012] -
------------

Stats at 10      49-69-xx-37-61
Stats at 20      57-84-xx-40-62

    Remarks: Really, Alef can be promoted as soon as you get her. She gets
over 60 MP which allows for 3 casts of Bolt 3/4 and her stats actually look
better than Anri's (how about that people who say Anri is "godlike tanky").
Now with that being said, leveling her 5 times which at this point; isn't
hard, expands her initial magic pool by about 50% and then gets her up and
over that 80 MP total which gives her a fourth cast. As she comes so late in
the game, it is up to you to decide how much effort you want to put into her

Summary: 20

------------
Tao [013] -
------------

Stats at 10      49-67-xx-38-59
Stats at 20      60-82-xx-42-67

Remarks: I had already stated that Tao is reasonable to promote at 10 just
to explode into extra stats (basically making her the fastest unit for a long
while) but she does get better like most folks the later she goes. So not much
of a change then for her rating, as she should be 20 or 10. As Boost costs 15,
getting multiples of 15 (15,30,45,60) is nice to allow for more boosts, but
also overlapping with Blaze 4 can help as well. So really, more MP is better,
but again, it depends on your level of effort you want to put into it.

Summary: 10, 20

------------
Lowe [014] -
------------

Stats at 10     55-55-46-38-52
Stats at 20     66-66-53-45-56

    Remarks: Here's the deal. Lowe benefits a lot from 20/20 (just look at
the difference) but on the flipside, Lowe gets very fast very early so
promoting him sooner means he always can be going first. This is a rather
important feature in SF games that I should touch on; and that is you want
your healers to go first, or last. This way you can control damage and know
when your heals are coming. If your healers go in the middle, they can get
double turned meaning someone could get attacked twice before a healer gets a
go and whoops their dead. Because of that, and because Lowe isn't going to
be your only healer ever I hope, he's a reasonable candidate to promote early
despite keeping quite a bit more stats doing 20/20

Summary: 11, 20

-------------
Khris [015] -
-------------

Stats at 10     53-55-49-40-45
Stats at 20     57-66-57-48-55

    Remarks: Khris should a 20/20 character. If you must, then promote her at
10 to get into promoted levels, otherwise, just drag it out. The biggest
reason is you literally learn heal 4 for free (others, like Tao getting
promoted at 11, do not learn Blaze 3 until you level once) but Khris literally
just gets it. She also gets Aura which makes it easier to level and her
attack gets decent with the Power Staff which further makes it easier to
net her EXP. As Khris is my personal favorite, I would suggest you 20/20 her

Summary: 10, 20

--------------
Torasu [016] -
--------------

Stats at 10     54-63-50-40-48
Stats at 20     59-72-51-47-56

    Remarks: You can chooce to level him 4 times to 20 or just promote him.
It's up to you. He's one of the easiest characters to level in the game as
Aura just gets tons of free EXP for you and Torasu does need every last drop
of MP he can stomach. As Aura 4 costs 18 MP (18,36,54,72) you can see that by
20/20ing him, you can manage to get to that fourth Aura 4 which is helpful
but possible unnecessary. So really, it's up to you. I'd level him to 20, but
he's reasonable to promote right away to get going on his promoted levels

Summary: Asap or 20 (leaning)

------------
Gong [017] -
------------

Stats at 10     58-42-45-42-44
Stats at 20     67-51-61-47-57

    Remarks: Something that changed very little in my opinion, Gong's
experience here showed just how terrible he is if you promote early at 10.
First off, his attack suffers too hard and his MP is very low which really
makes it hard for him to catch up at all, but second, he'll never learn Aura
in a reasonable amount of time (he really won't anyway) but he'll crack it at
20 if you promote at 10 (instead of at 10 if you promote at 20). Lastly, just
look at the stat changes, with the exception of defense, his stats are CRAZY
better across the board so if anything changed, only promote him at 20

Summary: 20

-------------
Diane [018] -
-------------

Stats at 10     54-57-38-53
Stats at 20     61-63-44-58

```
    Remarks: Archers are noticeably better if you promote them at 20 instead
of 10. This isn't so much because their end stats are so different (they
aren't) but it's because their time starting off will be quite a bit better
for them. That being said, as they gain so little in the way of attack, an
argument could be made for promoting them at the Eleven Arrow acquiring
since it's both a nice damage boost and range boost.

Summary: Elven Arrow or 20

------------
Hans [019] -
------------

Stats at 10     48-56-35-49
Stats at 20     65-68-46-57

    Remarks: Hans on the otherhand really should only be taken to 20. He keeps
the trend of one early versus one late bloomer alive and it's clear that
Diane is better early but leveled equally Hans gets better. It is hard to
say though, should either be used over Lyle but that is for a different
section

Summary: 20

------------
Lyle [020] -
------------

Stats at 10     49-65-35-48
Stats at 20     61-73-41-56

    Remarks: Not much has changed from earlier with regards to Lyle. He was
the best before and is still the best after but what has changed is how much
better. You can see that if leveled equally, Lyle is only marginally better
than Hans or Diane by a few points as compared to if 10/20, you can see how
much stronger Lyle really is. That being said, it is better to wait to 14 if
you can manage because that maximizes his attack you'll be starting with upon
promotion but it's not a huge deal

Summary: 10, 14, 20

------------
Amon [021] -
------------

Stats at 10     61-25-44-52
Stats at 20     68-36-50-64

*Both Amon and Balbaroy can use the Chaos Breaker, meaning their best Sword is
technically +40. On the other hand, their likely best weapon is either Doom
Blade at +25, or the Katana at +30.

    Remarks: The data is clear and hasn't changed much; Amon is better if you
20/20 her than if you 10/20 her. Maybe not an insane amount, but seeing as her
best weapon is likely +25, she really benefits from every attack she can get
so getting to 20 is pretty helpful. That being said, you're likely better off
promoting her sooner rather than later. I originally said "Steel Sword" but
a quick glance of her stats shows she keeps an extra attack each even level
(10,11,12 at 10, 12, 14) and keeps 17 attack if promoted at 20 so keep that
in mind.

Summary: 10, 20 (strongly leaning)

----------------
Balbaroy [022] -
----------------

Stats at 10     51-29-44-53
Stats at 20     63-38-51-60

    Remarks: Balbaroy is an interesting character for levels so let me try to
go through this the best I can. For starters, either promote Balbs at 10 or at
20: and promoting between 10 and 12 makes literally no difference in his stats

                Lv -  HP  -  MP  -  AT  -  DE  -  AG
                10 -  15  -  00  -  10  -  11  -  11
                11 -  15  -  00  -  10  -  11  -  11
                12 -  15  -  00  -  10  -  11  -  11
                13 -  16  -  00  -  10  -  11  -  11
                14 -  16  -  00  -  11  -  11  -  12

    Like Amon, Balbs is better (by quite a bit) doing 20/20. But due to the
nature of how he keeps stats, he really needs to be a 10 or 20, not somewhere
in the middle. Balbs does ramp in attack rather quickly (for reference, by
level 7 or so, Balbs can with the Chaos Breaker, OHKO the Skeleton in 7-4 to
easily snipe that battle) but Amon could not. She did catch Balbs, but that is
for another section. At the end of the day, not much changed, but it did make
a stronger case for getting him to 20 I suppose

Summary: 10, 20
```

```
--------------
Kokichi [023] -
--------------


Stats at 10     56-65-42-51
Stats at 20     63-72-49-58

    Remarks: Kokichi fits right in the middle of this in the sense of, he's
better, but is he better enough to take him to 20. What can be said though,
is you do not want to promote him at any time in between, as his stats kept
are increasingly awful (I think worst in the game) so you want to do him
right at 10 or take him to 20. He's better at 20, not insanely better, but
better. Hard to say

Summary: 10, 20


------------
Bleu [024] -
------------


Stats at 10     72-59-73-42
Stats at 20     83-78-78-53

    Remarks: Bleu joins so late in the game, unpromoted of course, you'd
expect his stats to be insane but they really aren't that much better
compared to other similarly leveled characters. That being said though,
the data is clear. Bleu needs to be leveled 20/20 if he is to be relevant
otherwise his attack just won't get to where you need it. The best way to
summarize is a 10/20 Bleu is a stone wall, but a 20/20 Bleu is a tank. Like,
seriously, he gains nearly 20 more attack if 20/20'd so really, don't
promote him at 10

Summary: 20


------------
Adam [025] -
------------


Stats at 10     70-59-71-46
Stats at 20     70-72-83-58

    Remarks: Surprise surprise, if you 10/20 Adam, he still sucks. He
actually sucks harder than Bleu since he has less move and can't fly. As said
before, if you 20/20 Adam, yeah he's strong (damn strong actually) but it
just took forever to get there and he needs some movement item to benefit him.
So really, promote him at 20 and only if you're a fan of beast characters

Summary: 20


------------
Zylo [026] -
------------


Stats at 10     63-67-50-54
Stats at 20     68-82-59-61

     Remarks: Continuing this trend as we wrap up this section, Zylo as one
would suspect should be taken to 20 before promotion. The main difference
though might surprise you and it's not because he gets quite a bit more
attack. No, the biggest reason is what he starts with upon promotion. Allow
me to show the differences

Lv | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20
-------------------------------------------------------
Att| 22 | 22 | 23 | 23 | 24 | 25 | 27 | 28 | 30 | 31 | 34

    Do you see it? Zylo starts off promoted with 50% more attack (roughly the
same difference he ends up with if promoted at 20 versus 10). This is critical
not just because Zylo then hits harder later, but it really comes down to him
hitting harder earlier. At 22 attack, depending on when you promote him, Zylo
is simply CRIPPLED beyond belief in his ability to damage anything; and it
doesn't get much better until late late late and by that point, +3 attack by
getting to 20. Enemies such as Golems and Dullahans are so strong, that Zylo
can't hurt them until he has 30 attack, a value that he doesn't get until 20
promoted or has gained upwards of 10 attack upon promotion. So, why not just
delay his promotion and not worry about it? It really makes no sense otherwise
since you could force his promotion and then force 10 attack ups from levels
just to pinch against strong enemies, or you can just level him naturally and
easily and not worry about it. The answer, seems obvious.

Summary: 20


-------------------------------------------------------------------------------


Section VIII
--------------------------------
| Numeral Analysis of Characters |
```

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    --------------------------------


                    **********************************
        This is also the *Description of Character Section*
                    **********************************


[9999]


    This section is going to hold a description for each character. As much
detail as I can offer is going to go into the following section; in addition
to the dreaded 'numerical' analysis. Each character will receive individual
scores (up to 10) for 10 different categories with one broad score out of 100
[to be ranked against each other for no reason, well, maybe some reason :)   ]

    Also, at the conclusion of this section, you will see an explanation for
some suggestions of teams for the characters to be used in

Here is a quick table showing damage and defensive amounts across the chapters

             HP | Def Range | Phys Att | Magic Att
Chapter 1 | 12 |  6 - 8    | 11 - 16 | Blaze 2 (8-10)
Chapter 2 | 15 |  8 - 15   | 16 - 21 | Blaze 2 (8-10) Freeze 1 (8-9)
Chapter 3 | 18 | 11 - 16   | 21 - 26 | None really
Chapter 4 | 18 | 11 - 16   | 21 - 24 | Flame 1 (12-13)
Chapter 5 | 22 | 14 - 17   | 20 - 24 | None really
Chapter 6 | 22 | 13 - 28   | 26 - 40 | Bolt 1 (10ish) Freeze 2 (10-12)
Chapter 7 | 30 | 20 - 32*  | 38 - 46 | Low End 13-15 High End 18-22*
Chapter 8 | ** | 30 - 40   | 60 - 65 | Low End 15-18 High End 25-30**

*In Chapter 7, there is a stark difference in defense ratings due to the type
of unit (similar to 6) in that anything that isn't squishy like a Mage has
around 30 defense versus the lower units having 20ish. Similarly, the Magic is
getting extreme, with Ice from Worms, Flame from Wyvern, and the infamous
beams that are super balanced

**In Chapter 8, we have such a wide variance that it feels necessary to break
down certain aspects as this it the "late game" and what most people are
getting compared against when we look at those figures. Most enemies have
25-36 health (capping with Armed Skeletons) but the most dangerous enemies
have closer to 50 with Dragons and Chimaera. Similarly, we have some super
low Defense things in Horsemen, Priests, and even Cerberus for 1 battle, but
most things are sitting around the 30s, with Dark Dragon sitting at the hefty
40 amount that we focus in on in terms of finishing the game (Dark Sol has 35)
Similarly, we have Flame 2 and Ice 2 from Chimaera and Dragons, hitting for
upwards for 25 damage (all these piercing attacks can double or critical which
isn't factored in here) leaving Demon Breath 1 and 2 to hit for upwards for a
good 30ish damage roll from Dark Dragon. If you want to be technical, there is
also the chance for Bolt 4 from Dark Dragon but I've largely ignored boss
magic up to this point IE Freeze 3 and Bolt 2 from Marionette and Mishaela

This is to give a good reference point to things like "early" and "middle"
game with respect to each character, knowing how much damage they deal as well
how much abuse they can put up with before being slain. Magic/piercing is
factored as well since that hurts tankier but lower HP heroes more

    The 10 categories are as follow...
Attack
Defense
Hit Points
Agility
Movement
Early Game (as in, when you get the character)
Medium Game (as in, somewhere in between these two)
Late Game (as in, when fighting in Chapter 8 trying to win)
Leveling (as in, how difficult it is)
Consistency (how consistent are their stats as well as how newb friendly)
<>Casters will have a slightly different categories<>

------------------------------------------------------------------------------


    Max    (79.5)
{Swordsman --> Hero}

    Level 20 Promoted Stats: (With Best Weapon +40)
    71 - 12 - 78 - 60 - 49
     6 -  0 -  6 -  6 -  2 <--Stat Increases from Items
    77 - 12 - 84 - 66 - 51
    Level 20 Average Stats : (With/Without Best Weapon)
    46 - 09 - 17/47 - 28 - 43
    Level 20 "Typical"     :
    58 - 10 - 62 - 44 - 46
    10/20 Stats:
    62 - 10 - 74 - 57 - 46


Max is the hero of the story; no matter the challenge its rather required you
have him in your team. When the game begin, you will have to take care of him
as he can be defeated in a few blows from well-aimed enemy attacks. I find
often that Max is exceedingly powerful through chapter I, and then slacks off
```

more towards the end of chapter II as he then completely sucks until you get
him a new weapon in chapter IV. From then on, he will often be capable of
dealing quite a bit of damage. As he depends on your teams survival, you must
treat with him with care though.

Once you get the Sword of Light, Max will turn into quite the powerhouse, now
being able to use bolt 2. Again though, he may seem powerful but goes down
quickly as enemies tend to focus him over other characters. He is best
equipped with the Chaos Breaker and White Ring although there is an argument
to be made for giving him the Doom Blade and giving the Chaos Breaker over to
someone more expendable, like Balbaroy.

Attack        (8)
  Max scores very high for attack, losing points for 2 reasons. The first,
  being that he is not meant to be in the front-line as your battle is over
  (along with half your gold) when he dies. The second being that his lack of
  a new weapon for several battles (in fact, three chapters) means he will
  go from powerhouse to craphouse literally in a battle. Once promoted however
  and he is weilding promoted weapons, he will deal an incredible amount of
  damage (even with bad level ups)
Defense       (6)
  Max scores just above average for defense, losing points for similar reasons
  in the attack category. Early on (when leveling is very important) he is far
  too fragile, taking multiple points of damage from everything, resulting him
  in dying too quickly. It will not improve for much of the game either. Once
  promoted, he -tends to- gain a decent amount of Defense so that he can
  withstand physical onslaught. However, this is overshadowed again as most
  enemies use magical or Defense piercing attacks in the end
Hit Points    (8)
  Max scores high again for life; which for most of the game will help offset
  his lower Defense. On average, he will have in the ballpark of 50 HP or so,
  which can withstand at worst, 2 magical shots (or 3 torch eye lasers) which
  is pretty good. However, considering a Max with customed stats has well over
  70 HP, helps to raise his health rating up
Agility       (9)
  Not much to say here, there are only a few characters on your team that will
  be faster than Max in the end. He will not be the fastest for the entire
  game which is why he loses a point
Movement      (9)
  A score slightly better than Centaurs, Max's Movement of 6 is very nice. In
  regular battle scenarios he can move well, as you will experience 5 move is
  not enough and 6 will satisfy you. However, what is so nice about Max
  is he can move in harsh terrain (forest, sand, mountain, etc) 3 spaces at a
  time. Which is better than most other characters. The only reason he doesn't
  score a 10 is because his movement is 6 and not 7
Early Game    (8)
  A great score as most characters come to your team and require several
  levels to be a contender. Max comes to your team and really only needs about
  +2 defense to be a contender. The reason for his loss of points is due to
  his dilemma from Chapter 2 on until he gets the Long Sword, he will suck
Medium Game   (8)
  Another good solid score; Max, once he acquires his new weapon in Chapter 4
  (which is right at halfway) can once again resume doing damage. The reason
  for his lost points is due to his promotion. Regardless of when you promote
  him (unless you use all the stat items on him) things will feel reminiscent
  of Max dying in 1-3 attacks again
Late Game     (9.5)
  Max only loses a point here simply because his death results in a loss for
  you. His attack power with the Chaos Breaker is incredible, he's fast, and
  can tank a few hits before feeling panicky. As an added bonus, Freeze 3 can
  be used infinitely with the Chaos Breaker
Leveling      (4)
  Max ranks on the lower end of the scale here with a sad rating of 4. Why
  does he lose over half his points? Let's examine this.
  (1) He lacks an easy to use move to guarantee experience (any non caster
  will suffer this loss of point)
  (2) His speed will often make him go first and attack fresh monsters as
  opposed to weakened ones, causing him to attack 5-7 times before leveling as
  opposed to a good couple kill shots.
  (3) His vulnerability to death still makes an appearance, even here
  (4/5) Anyone who has played with him in Chapter 3 will feel the pain of
  whacking skeletons for 1, lizardmen for 2, and missing dark priests
  (6) Once promoted, most enemies use spells. As such, this combines with (2)
  to make you even more wary to venture him forth into territory where 2-3
  monsters can swoop down next turn and pummel him for 60 damage, ending the
  battle
Consistency (10)
  Max is one of the most consistent characters in the game. He has some
  variance in levels, but from game to game, will change very slightly.
  Despite 'having' to use him, he is very newby-friendly
Overall       (79.5)


-------------------------------------------------------------------------------

{Knights --> Paladins}

-Recall their best weapons gives +35 attack-

        Ken

```
Level 20 Promoted Stats:
69 - 00 - 75 - 54 - 59
Level 20 Average Stats :
38 - 00 - 51 - 36 - 39
        Mae
Level 20 Promoted Stats:
74 - 00 - 74 - 52 - 62
Level 20 Average Stats :
53 - 00 - 48 - 29 - 48
        Arthur
Level 20 Promoted Stats:
78 - 32 - 78 - 64 - 67
Level 20 Average Stats :
57 - 15 - 52 - 42 - 50
         Pelle
Level 20 Promoted Stats:
69 - 00 - 72 - 57 - 62
Level 20 Average Stats :
42 - 00 - 55 - 31 - 53
        Vankar
Level 20 Promoted Stats:
71 - 00 - 70 - 50 - 61
Level 20 Average Stats :
50 - 00 - 50 - 33 - 45
         Ernest
Level 20 Promoted Stats:
68 - 00 - 74 - 50 - 64
Level 20 Average Stats :
41 - 00 - 51 - 33 - 53


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      Ken     (77.5)


      Level 20 Promoted Stats:
      69 - 00 - 75 - 54 - 59
      Level 20 Average Stats :
      38 - 00 - 51 - 36 - 39
      Level 20 "Typical"     :
      53 - 00 - 63 - 45 - 49
      10/20 Stats:
      65 - 00 - 66 - 44 - 53
```

Ken is the first knight you get, and we will get a lot of them. With the
massive variance in level ups, it will often be hard to predict which knights
you should go with; as well as their ratings are going to be somewhat similar
to each others. One advantage of Ken over other Knights is that you have him
from the beginning (this is something commonly seen for all starting
characters) is that you will gain them and they won't be 2-5 levels under
yours (and the enemies) level. Ken is uniquely known as the super fragile
Knight who gains loads of health but not much defense, but as you can see, he
stacks up nicely in the end finishing with a healthy 40+ defense (another myth
busted!)

A nice trick, is to keep a spear on your knight, even when you have the better
lance, so that in the event they cannot reach the enemy, they can still attack
for some damage. Also, is very helpful when fighting bosses as you kinda have
to bumrush the enemy.

```
Attack       (7)
  All Knights, on principle, lose one point for they only have one of their
  best weapon. That being said, Ken will have great attack for most of the
  game, being able to dish damage similarly to Max.
Defense      (7)
  Once promoted, Ken will gain enough defense to make anyone happy. However,
  his unpromoted years will scare newbies forever. His defense starts low, and
  grows slow so that even when he does get Defense, the new enemies can now
  lay a hurting on him... which is why he loses 3 points.
Hit Points   (8.5)
  Ken is known for gaining loads of health (like on average, doubling from 8
  to 16 health in his first 3 level ups). As time goes on, his growth slows
  down which is why he loses a point. He will end the game with a fair amount
  of hit points consistently though.
Agility      (6)
  As Knights go, Ken is not amongst the faster ones. He gains a decent amount
  though so that he will be somewhere in the middle of your line-up with speed
Movement     (7)
  Knights move great! However, -1 for deserts, -1 for forests, and -1 for
  mountains. Nothing sets a mood like watching 7 spaces turn into 2
Early Game   (8)
  Early on, Ken is going to be a power-house. He gains new weapons at a steady
  rate and gains good damage so that when Chapter 2 rolls around and you fight
  your first boss, Ken will be in there doing dirty work. He loses a few
  points due to again his weak defense and the fact the Power Staff makes most
  casters do about the same as everyone else. Ken can avoid this tragic fate
  but not always
Medium Game  (8.5)
  Ken comes out better than most with promotions as he will acquire new better
  weapons again at a steady rate. Not to mention he levels very nicely with
  promoted levels, means he can hold his own against other members of your
```

```
   team. This is especially true if you delay his promotion, otherwise, he does
   hurt a bit worse in the "midgame"
Late Game   (8.5)
   Ken certainly isn't the best character in the game, nor is he probably going
   to make the cut for the best 12 attackers on your team. He however, fairs
   rather well with a solid score which is nice to see
Leveling    (8)
   Knights are just easier to level than most. Being able to switch between
   range and melee is a plus, as well as being to switch attack powers means
   you won't be frustrated with killing something when you just meant to attack
   it for that little bit of needed exp.
Consistency (9)
   Ken is consistent, just like Max. However, his stats can vary just enough
   for him to lose a point in my opinion. He is also a newb friendly hero
Overall     (77.5)


-------------------------------------------------------------------------------

    Mae    (71.5)


    Level 20 Promoted Stats:
    74 - 00 - 74 - 52 - 62
    Level 20 Average Stats :
    53 - 00 - 48 - 29 - 48
    Level 20 "Typical"     :
    63 - 00 - 61 - 40 - 55
    10/20 Stats:
    56 - 00 - 62 - 54 - 58


Mae is the second knight we acquire. She fits the mold of the 'terrible
joiner' which simply means she will come and be somewhat disappointing. This
however does not mean you should never use a terrible joiner, just let them
catch up in level and gain some stats then decide. We would expect the
daughter of Varios to be much better atuned at fighting than this wouldn't we?

She starts off some-what tanky, but as the game progresses you will find her
strong in both life/defense, with her attack somewhat lower than desired. It
is for those reasons I would not suggest having her in your final party nor
in your power team

Attack      (6)
   Mae, for the large part of the game, is going to be a lower-end attacker
   on your team. She ranks above average however as her late-game makes her
   a formidable ally
Defense     (7.5)
   If Mae kept her outstanding defense she joins with, she would have an easy
   10 stat. However, like Ken's health, her defense growth will slow that in
   the endgame, she will simply be average and not Guntz-like
Hit Points  (8)
   Mae starts with a pitiful amount of health (especially at a time when your
   first spell casters are introduced) which is quite scary. However, given
   some time, her health becomes quite high (obscene in some cases) making her
   quite useful to get in there
Agility     (8)
   Nothing truly outstanding, Mae's speed for the most part will be quite
   similar to most. She will be above-average for taking her turn (on paper)
   but nothing is guaranteed with the SFI engine
Movement    (7)
   See description for Ken
Early Game  (7)
   Mae's early game is not quite that of Ken's. She can tank quite well but
   her lower attack is going to prove to be a burden at times. Once she has
   the Power Spear, like most others, her problem is solved. But that Chapel
   Battle at the conclusion of Chapter II will leave frightening memories of
   her being rather useless
Medium Game (7)
   Again, around the middle of the game Mae is not exceedingly stellar but can
   prove useful, again. Her attack and health is coming around, it's at this
   point however we begin to notice her Defense growth is slowing
Late Game   (8)
   Mae has essentially the same description here that Ken does. She is not
   super, but can prove useful
Leveling    (7)
   Mae loses an extra point compared to Ken due to her early game dilemmas
   with a lack of attack power. Other than that, Knights will score about the
   same here
Consistency (6)
   Mae has an issue with consistency. Such variance in her levels could have
   her in the top 3 for knights, while she could like-wise round out the bottom
Overall     (71.5)


-------------------------------------------------------------------------------

    Arthur    (61.5)

    Level 20 Promoted Stats:
    78 - 32 - 78 - 64 - 67
    Level 20 Average Stats :
    57 - 15 - 52 - 42 - 50
    Level 20 "Typical"     :
```

```
      67 - 23 - 65 - 53 - 58
      10/20 Stats:
      61 - 23 - 61 - 49 - 55
```

There's not much to be said for Arthur. He epitomizes the grinding aspect of
these games and because of that, he should only be used in that case. You can
see just how terrible he is if promoted at 10 and it doesn't improve by much
unless you give him that dedicated time. If you do, he's the best knight by a
rather large margin, having better stats in just about every category. The
question ultimately comes down to if you want to grind him out (keeping in
mind that it is tough to grind him out). Again, it's worth it, but you do have
to put in the work. He also learns magic, but the only thing that's really
good for is potentially letting him deal damage when he otherwise might not
since he sucks pretty hard until the lategame.

```
Attack      (6)
  Arthur loses 4 points because it is extremely frustrating to get him to
  level 15 unpromoted of which he starts to become decent. His damage output
  when you find him is awful, and even with the power spear will stay crummy.
  He will often require the Power Ring to be able to contribute anything at
  all
Defense     (6)
  Likewise for defense, Arthur will die for a large amount of the game
  uncontested (as in very quickly). The fact you have to play him like Max so
  he won't need constant reviving is a massive deterrent
Hit Points  (7)
  Arthur does gain slightly better HP than his other 2 primary stats which is
  why it is a slightly better scoring
Agility     (7.5)
  Arthur becomes quite fast in the end, despite being exceedingly slow in the
  beginning
Movement    (7)
  See other Knights description
Early Game  (3)
  Arthur is simply atrocious for the vast majority of his unpromoted days. The
  only reason he gains 3 points as opposed to being a 0 is that levels 16-20
  are generally generous to him with good stats
Medium Game (6)
  Those memories of 16-20 are vanquished by not nearly as good level ups.
  While he is useful now, there are other characters who are still much better
  than he at this stage in the game. Oh sure, he can use magic at this point
  now, but his only really useful spell Bolt comes at level 30 which is 10
  promoted. Not very appealing. Sure Blaze and Freeze could have uses but even
  a bad Arthur can still attack for about 6 points
Late Game   (9)
  Late game, Arthur can be one of the best characters in the game. Easily a
  top 3 Knight when powering, Arthur can be awesome. WARNING, I have seen run
  throughs where Arthus literally leveled you know, 35 times and was still the
  worst Knight on my team. But this affects consistency, not late game
Leveling    (4)
  Arthur is one of the hardest heroes to level (see, no damage!!) He does
  learn magic eventually which can make it nice for doing precise damage for
  those needed points, and Bolt can score 48 points without having to kill
  anyone. It's just getting him up those 10 levels to where he becomes good
  that is a problem
Consistency (6)
  My hatred towards Arthur (despite having great runs with him) is his
  inconsistent stats. Who wants to invest so much time into someone that never
  gets good! Arthur is not a newby hero nor should he be used on a speed run
Overall     (61.5)
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    Pelle   (86)

    Level 20 Promoted Stats:
    69 - 00 - 72 - 57 - 62
    Level 20 Average Stats :
    42 - 00 - 55 - 31 - 53
    Level 20 "Typical"     :
    55 - 00 - 63 - 44 - 57
    10/20 Stats:
    56 - 00 - 66 - 52 - 58
```

Pelle is a mercenary who quit fighting for Runefaust at the wrong time (word
to the wise, don't insult your employer when standing near a cliff). Somehow
he survives and climbs back seeking revenge on the army that tried to rid him
when he decided he didn't want to fight for them anymore. Once he recovers
from that ordeal, he will become a true asset contributing to your team. It is
also fitting I review Pelle right after Arthur as you cannot have two more
constrasting characters in the game. While Arthur gains nearly 15 stats
across the board if 20/20'd, Pelle only modestly improves. That being said,
you can still see how Pelle stacks up in a 10/20 case compared against other
knights and other people on your team. In otherwords, we have the first real
example of what I've kept referring to as an "early bloomer" that is to say a
character who benefits from 20/20 (who doesn't) but their REAL power is doing
a promoted at 10 (or not grinding) playthrough since that's where they excel.
But don't let that scare you, as Pelle is still strong enough to potentially
slide into your final 12 if you don't want to worry about overly grinding yet
another Adam, Bleu, or Arthur

```
Attack      (9)
  Really, Pelle is like the ideal character. He joins and is obscenely strong,
  and even upon promotion he's still insanely strong (he's the only Knight who
  can actively hurt Golems upon promotion with just a level or two) and really
  that applies to nearly every character in the game, not just knights. He
  doesn't score a perfect 10 because there's only 2 best weapons (Valkyrie and
  Devil Lance) and his attack isn't the bestest at the very end. But dang,
  Pelle is a beast and that needs to be said
Defense     (9)
  Similarly, Pelle will likely take 1-2 damage for literally the entire game,
  only capping off at the literal strongest enemies in the game
Hit Points  (7)
  His HP takes a slight hit, mostly due to the fact Vankar joins with more of
  it and Pelle doesn't gain loads of it like Ken did or Mae does
Agility     (7)
  Pelle like most units will be somewhere in the middle of the road with speed
  and in taking his turns though he is much faster when he joins
Movement    (7)
  See other Knights description
Early Game  (10)
  Pelle is the second best character that joins your team good (see Musashi).
  His stats are simply incredible and despite the fact he will be underleveled
  he will probably still hit harder than almost everyone else on your team
Medium Game (9.5)
  Pelle receives a minor knock as his transition to the late game isn't as
  great as other characters, but he is an elite club of those who aren't
  destroyed upon promotion. How can you argue against that!?
Late Game   (9)
  I had to adjust his score, as continued playthroughs really reminded me of
  just how good Pelle is. Don't let people fool you with their comments of
  "He doesn't grow" or "starts strong but ends crappy" because Pelle is just
  good across all stages of the game. He only falls flat when compared against
  the grindiest of grinding heroes, and that's not even like falling flat
  (again, using the mages reference, not last, just fourth best, you get the
  idea I hope!)
Leveling    (8.5)
  As he starts so strong, it is very easy to catch him up on levels. His loss
  of a couple points is due to not being a caster and that he is somewhat slow
  in the beginning which can be frustrating
Consistency (10)
  Pelle is one of the most consistent characters in the game; he consistently
  grows slowly. However, even with slow growth he is still quite strong in the
  end and therefore is very newb friendly
Overall     (86)


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    Vankar   (69.5)

    Level 20 Promoted Stats:
    71 - 00 - 70 - 50 - 61
    Level 20 Average Stats :
    50 - 00 - 50 - 33 - 45
    Level 20 "Typical"     :
    65 - 00 - 60 - 41 - 53
    10/20 Stats:
    71 - 00 - 66 - 44 - 53

Just compare Vankar and Pelle with their 10/20 stats. What's the difference?
Vankar gains more health in the end? Is that what people actually gripe about
when it comes towards Pelle "falling off lategame"? Whichever, you're reading
my guide and I want you to get the best information possible. Again, just to
reiterate this information for the umpteenth time :P


Vankar is actually quite funny. If you tell him that you heard about him in
Pao, he tells you that he was fired for sleeping too much. If you say no that
you did not hear about him, he tells you that he was a bit of a hero to them.
Knowing that, it should concern you when it comes to his participation :D

Actually, Vankar is a great knight. He won't stun you with his stats and he
certainly won't make your final 12 for a power team, but he's a solid knight
and like Pelle, he shines when promoted at 10 and is used in a more casual
grindless playthrough.

Attack      (6.5)
  Why does Vankar score so low compared to others? He was the only Knight
  other than Ernst that consistently needed the Power Ring when doing the vast
  majority of leveling
Defense     (6.5)
  His defense in the end can and should get pretty good. However, it's the
  other 80% of the time you have him that knocks off some points
Hit Points  (8)
  Vankar joins with an incredible amount of hit points and you can see that in
  my recent 10/20 playthrough, he still broke 70 which is daaaang. It just
  took a minute to get there which is why his score isn't perfect
Agility     (8)
  Vankar does seem to grab quite a bit of speed and does alright for himself,
  going near the top of your team
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```
Movement    (7)
  See other Knights description
Early Game   (6.5)
  Seeing as how you get Pelle who's awesome, then Vankar who's kinda a two
  shot meat shield; we would hope before promotion to see some change. It
  doesn't. That being said, he's still decent to use at this point
Medium Game  (6.5)
  Not much changes here. He has some nice level ups (as do most) but then
  they slow again, kinda to a frustrating crawl
Late Game    (7)
  With handpicked stats, Vankar proves to be formidable. Despite this, as I
  said in his "bio" he's a great knight but he's not going to overwhelm you in
  really any way. He's no Arthur and he's certainly not Pelle. All that aside
  though, I did raise his scores a bit because of this most recent playthrough
  so consider that will ya?
Leveling     (7)
  Leveling Vankar is about the same as Mae. He probably could have an extra
  half point, but the lack of stats seen after leveling him as probably
  clouded my judgement   :P
Consistency  (6.5)
  Vankar is consistent when unpromoted, not much changes. However, his
  promoted levels tend to be scary, as in he could prove to be a great
  fighter, he could also not be able to hurt dark dragon much at all. I
  would not advice a newb to use Vankar
Overall      (69.5)


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    Earnest   (70.5)

    Level 20 Promoted Stats:
    68 - 00 - 74 - 50 - 64
    Level 20 Average Stats :
    41 - 00 - 51 - 33 - 53
    Level 20 "Typical"    :
    54 - 00 - 62 - 41 - 58
    10/20 Stats:
    60 - 00 - 70 - 45 - 58

I'm extremely torn on Ernst because he's growing on me! Ergh. Regardless, he's
another hero you pick up in Chapter 4 and the last of a half a million Knights
that join your team. Who's the best? Who's the worst? Depends on your
playstyle but one thing that can be said is this: Ernst is a much better hero
now that I realize how his stats stack up at 10/20 versus 20/20. Regardless,
let's talk about him. (Also, no bonus points for having one of the coolest
portraits in the game!)

Attack       (7)
  Ernst could rank much better here, as his 10/20 stats show that he is very
  strong, actually having the highest attack of all the knights, and that's
  saying something! That being said, he joins with a modest attack value and
  it does take some time to get there so he loses a few points
Defense      (6)
  Ernst never really gets all that tanky. Towards the end of the game, he gets
  into that 40s amount which is good, but he will basically take damage
  throughou the entire game, giving him a modest score
Hit Points   (7.5)
  Ernst gains with a decent amount of life and does pretty good for himself,
  for the most part. He's no Mae, but does alright
Agility      (8.5)
  Ernst gains a rather large amount of Speed and will often be top notch
  amongst Knights to go first
Movement     (7)
  See other Knights description
Early Game   (5)
  Ernst takes a massive hit on early game. You just don't want to use him. It
  proves hard to level him as he dies too quickly or can't land a decent hit
  for experience. With the Power Spear (which you must bring him) he starts
  with 27 damage which is barely respectable at this point, but again nothing
  outstanding. His unpromoted growth is likewise on par with Vankar/Pelle
  which makes him even more unappealing as Pelle is twice as good as him
Medium Game  (9)
  He begins (and really) peaks here in the midgame. The reason is simply this:
  he's not beating out your strongest characters, especially Arthur, but if
  you 10/20 him alongside Pelle, you'll have a rather strong duo that can
  knock on Dark Dragon's walls rather well. Like I said, he's got to 70 attack
  and was the only knight to do so in my 10/20 playthrough so that really
  stands out as something worth noting
Late Game    (8)
  His late game score suffers as he won't be the best late game knight. Much
  of what was said about his midgame stands true here. The sooner you beat the
  game, the better Ernst will be. The longer you delay and grind, you might
  want to pick up somebody else instead
Leveling     (6.5)
  A similar ranking with other knights except his weaker(ness) lowers him
  slightly
Consistency  (6)
  He is just about average with his stat consistency. Given his atrocity of
  joining your team, I would not suggest him for a newb learning the game.
Overall      (70.5)
```

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{Priest --> Vicar}

        Lowe
Level 20 Promoted Stats:
66 - 66 - 53 - 45 - 56
Level 20 Average Stats :
35 - 31 - 41 - 26 - 42
      Khris
Level 20 Promoted Stats:
57 - 66 - 57 - 48 - 55
Level 20 Average Stats :
35 - 30 - 45 - 33 - 33
       Torasu
Level 20 Promoted Stats:
59 - 72 - 51 - 47 - 56
Level 20 Average Stats :
46 - 40 - 48 - 36 - 34


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    Lowe   (54)

    Level 20 Promoted Stats:
    66 - 66 - 53 - 45 - 56
    Level 20 Average Stats :
    35 - 31 - 41 - 26 - 42
    Level 20 "Typical"    :
    51 - 48 - 47 - 35 - 49
    10/20 Stats:
    55 - 55 - 46 - 38 - 52

Lowe is your friend at the start and he makes an OK healer for a few battles,
but unlike SF2, you'll soon find yourself flooded with healers as options with
Gong being optional and Khris being forced onto your team AND THEN Torasu
being forced onto your team as well later in the game. That being said, you
often need just 1 healer and sadly that won't be Lowe. He lacks across the
board in nearly every category from spell selection to offering something
unique so TBH, I wouldn't bother with Lowe. I'll say this though: If you want
to do a quick casual grindless playthrough, then having Lowe and Khris can
work as Lowe gets good quickly upon promotion. He just never learns Aura and
isn't a substantial fighter either

Magic Points     (8)
  I removed points due to his 10/20 playthrough stranding him from 60 MP.
  Similarly to how Anri gains favor by hitting that 60 MP mark, Lowe missing
  on 60 by a fat 5 magic points is huge as the whole point in having Lowe is
  access to many Heal 3 and 4 quickly and you can see that he doesn't really
  outperform in that category
Spell Selection (3)
  So Lowe has a slightly better spell selection than Gong since he at least
  offers something besides Healing, but really, Lowe has a pretty terrible
  thing going on here. Detox is a worthless spell (less worthless than when
  Torasu gets it but either way) not to mention Slow while cool if it lands,
  doesn't seem to work that well for me not to mention you have to expose a
  fragile healer to cast Slow, kinda weird. That leaves Quick which he does
  gain 2 ranks of, but as mentioned earlier, I find it to be overkill as I
  generally only need to improve 1 character (whoever is in front). That
  being said, he learns Heal 4 which Torasu cannot claim so there's 3 points
HP/AT/DE       (5)
  As far as your healers go, these stats are virtually the same in all
  categories. None of them will have enough defense to tank a hit and their
  HP... well I mean their healers, they don't need life. Attack will vary
  amongst them, and for the most part, Lowe will have decent attack in the
  end, but for the rest of the game, not so much
Agility         (7)
  Lowe ranks pretty well amongst healers for his speed, as well as even
  amongst the team. It's his early game speed that leaves something to be
  desired
Movement       (6)
  His movement is subpar to everyone else (like all the healers, they all will
  receive a 6)
Early Game      (4.5)
  Early on, Lowe doesn't have enough MP to heal enough, and not enough attack
  to be worth anything. The power staff will help until Skeletons are
  introduced (sometimes even Zombies) so he like most healers sucks early
Medium Game     (6)
  A slight improvement for Lowe, as upon promotion is easily his best time to
  try and excel, as Khris doesn't have Aura yet (which basically craps Lowe
  out of the picture) and Torasu doesn't exist yet. Lowe also gains a ton of
  speed here which I mentioned above, is helpful. That being said, he falls
  off hard as the late game introduces more dangerous and AOE monsters and
  Lowe just doesn't really help then
Late Game      (3.5)
  While most characters get their best rating late-game, Lowe's lack of Aura
  is not too big to ignore. These battles are causing massive damage on all
  sides and Lowe cannot keep up the heals quick enough. His attack is getting
  better thanks to the Holy Staff, but he's not a fighter, so don't worry
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  yourself
Leveling      (2)
  The only reason he gains any points at all is because he's a healer and
  those are generally easier to level than most because you gain a consistent
  amount of exp. There in lies the problem that it takes 10 turns of 10 heals
  to go up a level. UGH it sucks; his last few levels can be helped by kill-
  stealing, but that's not how your healers should be leveling
Consistency   (9)
  His stats are consistent which is always a plus
Overall       (54)


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   Khris   (79.5)


   Level 20 Promoted Stats:
   57 - 66 - 57 - 48 - 55
   Level 20 Average Stats :
   35 - 30 - 45 - 33 - 33
   Level 20 "Typical"     :
   46 - 48 - 51 - 40 - 44
   10/20 Stats:
   53 - 55 - 49 - 40 - 45


Not much is known about Khris but again there isn't much to be said about her
either. She's going to be your best healer until you get Torasu, and then she
may keep that spot unless you want to put some time into Torasu to get him up
to that Aura 4 spell. She's weak and fragile early on, she gets rather tanky
upon promotion and keeps pretty good stats throughout the rest of the game as
well. Her biggest fault is not learning the Shield spell. Oh well


Magic Points     (8.5)
  Khris actually scores a bit better here over Lowe for 1 reason: Aura is
  efficient healing. And that's basically all that needs to be said.
  Fine, want an example? It takes Lowe 5 turns and 5 casts to restore 50
  hit points (10 to each) of 5 heroes, costing him 15 magic points. Khris
  spends 1 turn and 1 cast to restore 50 hit points (10 to each) of 5 heroes
  costing her 7 magic points. Do you see now? Lul
Spell Selection (8.75)
  Her lack of gaining Slow and Quick 2 is but a minor speed bump. Not
  mastering Aura is worthy of a point lost
HP/AT/DE         (8)
  While most of what was said for Lowe holds true here, her attack is often
  quite higher than Lowe's enabling her to do some damage. Tie in that she
  learns Aura rather quickly and can begin over-leveling like crazy, makes
  her stats that much better as well
Agility          (7.5)
  She has above average agility in the end, the problem here is she starts
  out quite slow (about as slow as Gort) and will be fighting for that Speed
  Ring for some time
Movement         (6)
  See Lowe's description
Early Game       (5)
  Her early game is nearly identical to Lowe's. Her slightly better attack
  makes her a little easier to level up though
Medium Game      (10)
  Upon promotion, she gets really good. Upon learning Aura (which btw is level
  20), she explodes into extra levels, making Gong and Lowe quite jealous. In
  fact, if you're doing a power level game, she can easily be level 10
  promoted by the end of Chapter VI falling off a log (which really makes her
  scary)
Late Game        (8.5)
  Not nearly as formidable as before, given everyone has had a chance to catch
  her in levels; but she still rocks. Heal III/IV is what every healer needs
  but her knowledge of Aura makes her very appealing. A very newb friendly
  hero, as well as good for a speed run (at least until you get Torasu) as
  well as for a power run
Leveling         (9)
  Her only fault here is that half the game she doesn't know Aura. That
  doesn't make it harder to level her, just not as awesome once she is
  promoted.
Consistency      (9)
  Her stats are very consistent and if for some reason they aren't over-
  leveling her is all too easy thanks to Aura
Overall          (79.5)


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   Torasu   (78.5)


   Level 20 Promoted Stats:
   59 - 72 - 51 - 47 - 56
   Level 20 Average Stats :
   46 - 40 - 48 - 36 - 34
   Level 20 "Typical"     :
   53 - 56 - 50 - 41 - 45
   10/20 Stats:
   54 - 63 - 50 - 40 - 48


Torasu is found near the end of the game just 7 battles from the end and in
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typical SF fashion he's pretty darn good if you put in the time and the energy
even though he doesn't take THAT much effort compared to Adam whom you pick
up at the same time. Yes, Torasu is the best healer in the game as he not
only knows the most MP efficient spell in the game with Aura 4 (40 health to
everyone for just 18 MP is pretty darn good) but he also gets the best support
spell in Shield, something that if you've never tried, I suggest you do,
because it makes the Colossus and Dark Dragon fight way easier when you can
protect your team from magic attacks. That being said, I've always favored
Khris because I'm not always looking to put a ton of time into grinding out
levels and even though Torasu is one of the easiest characters to level in the
game, he still requires that you put some time into him otherwise his MP won't
get to the levels you desire to be able to cast Aura 4 repeatedly.

Magic Points    (10)
  Torasu gets a perfect score for 2 reasons, (1) his growth is great, just
  compare his 10/20 towards Khris's and Lowe's 10/20 MP numbers as well as the
  20/20 numbers and (2) Aura is so efficient. While Heal 4 is a big heal,
  there aren't THAT many times when you need to heal someone for more than 40
  health. Yes, it happens, but while Khris gets a nice bonus over Lowe, Torasu
  does even better as he can restore a lot more health to a lot more targets
  for an even better rate
Spell Selection (8)
  I gave Khris an 8.75 here so why does Torasu receive an 8 if I just raved
  about how good Aura 4 and Shield are? Well, he's a 2 trick pony. He's stuck
  at heal 2 which is super worthless at this stage (like heal 1 would be less
  insulting since there's no real benefit when you know Aura) and he gets
  Detox which is a literally useless spell since nothing in chapter 7 or 8
  can poison you. So while Khris loses out over not mastering some spells that
  aren't a huge deal and she doesn't learn Shield, Torasu doesn't learn the
  biggest Heal 4 and Detox is pointless. It's a minor difference though. Did
  I mention Shield is good? Go try it!
HP/AT/DE        (7)
  His other stats rank somewhere in between Khris and Lowe. Given the random
  number generator here, it would not be uncommon to see them slightly
  different than how I have it here
Agility         (7)
  His agility (when you get him) is pretty bad like most everything else. He
  gains a good amount though once you promote him which puts him firmly
  average
Movement        (6)
  See other Healers description
Early Game      (7)
  His early game doesn't last long, but even so he's pretty good for being so
  far behind. He's slow, fragile, and cannot hurt anything, but he can rapidly
  start leveling thanks to Aura
Medium Game     (8.5)
  Similar to Khris (although not as explosive as he's so late in the game)
  makes him pretty powerful during this stage of the game
Late Game       (9.5)
  As I can continue to split hairs here, I'll award an extra point to Torasu
  just because a 20/20 Torasu is more valuable than a 20/20 Khris as my 20/20
  Torasu was able to tap into that extra Aura 4 which is super unnecessary but
  awesome all the same
Leveling        (10)
  Easiest character in the game to level. He comes to you knowing Aura
Consistency     (5.5)
  His stats are quite inconsistent (the levels are literally all over the
  place!) making it quite hard to predict where he'll be at when level 20
  promoted comes around
Overall         (78.5)


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Misc. Healer Character

    Gong    (62)
{Monk --> Master Monk}

    Level 20 Promoted Stats:
    67 - 51 - 61 - 47 - 57
    Level 20 Average Stats :
    46 - 27 - 29 - 33 - 39
    Level 20 "Typical"     :
    56 - 40 - 45 - 40 - 48
    10/20 Stats:
    58 - 42 - 45 - 43 - 44


The best way to summarize Gong is the way you normally summarize Monks in
games: good at most, great at nothing. And that sums up Gong. You find him
chopping wood at the start outside battle 1 and being a non-weapon user, he
becomes hard to level initially during his very low attack values though he
can become stronger later on. The only real thing to add here regarding Gong
is how utterly bad he is if you promote him at 10 (and really, that affects
his late game score negatively as well) as you really only want to use Gong
if you 20/20 him and if you're doing that, there are better options, like
Khris or Torasu. Oh well, he looks cool especially promoted.

Magic Points    (6)
  Like most Monks, his MP is lacking rather severely throughout the game. He
  did crack 40 MP in the 10/20 run (another huge landmark) which prevented

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  additional loss of points if he hadn't. That being said, Gong can't really
  be your only healer since he doesn't get that much MP and Aura comes very
  late in his career
Spell Selection (5)
  As I awarded Lowe a 3 for getting Heal 4, let's give that to Gong as well.
  I guess I could grant him 3 for learning Aura, but he gets just a single
  rank and it takes a long time compared to other healers. He also has no
  other spells, despite some of those spells being worthless, they're still
  better than nothing as they are at least options (except Torasu knowing
  Detox, but whichever)
HP/AT/DE       (8.5)
  As his other stats go, they are average-above average compared to his healer
  friends. His attack will for most of the game be much better than theirs.
  Just remember that he is a healer first and a fighter second...thirdish
Agility        (5.5)
  His speed is somewhat lacking for the large part of the game. He's not the
  slowest, but he will be moving near the rear
Movement       (6)
  See other healers description. I feel like marking off as he looks like a
  traveler but still moves slowly like them
Early Game     (7.5)
  Gong actually has quite the good early game. He often will get pretty good
  attack early, compensating for his lack of magic. Given he has magic as well
  to fall back on to help him level up, he scores quite well in the early game
Medium Game    (4)
  A reduction of 2 points from his prior score; this most recent 10/20 play
  gave me insight into just how bad Gong is if promoted at 10
Late Game      (7.5)
  He is no Khris or Torasu, but he still is pretty stellar in the end. He
  could just use some support spells. Remember that I'm keeping this rather
  strict in approach of a 20/20 Gong as opposed to a 10/20 Gong since a 10/20
  is pretty weaksauce
Leveling       (7)
  He ranks about average when it comes to leveling. Aura would put him at the
  top, but learning it so late doesn't really help as much as it should
Consistency    (5)
  Gong's stats are very inconsistent. Sometimes he gains loads of attack,
  others not at all. Very difficult to customize
Overall        (62)


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{Magician --> Wizard}

       Tao
Level 20 Promoted Stats:
60 - 82 - 24 - 42 - 67
Level 20 Average Stats :
38 - 45 - 15 - 22 - 46
       Anri
Level 20 Promoted Stats:
53 - 81 - 23 - 42 - 61
Level 20 Average Stats :
27 - 38 - 26 - 26 - 39
       Alef
Level 20 Promoted Stats:
57 - 84 - 19 - 40 - 62
Level 20 Average Stats :
37 - 47 - 21 - 21 - 37


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   Tao   (83.5)

   Level 20 Promoted Stats:
   60 - 82 - 24 - 42 - 67
   Level 20 Average Stats :
   38 - 45 - 15 - 22 - 46
   Level 20 "Typical"    :
   49 - 64 - 20 - 32 - 56
   10/20 Stats:
   49 - 67 - 17 - 38 - 59


Tao joins just as mysteriously as the other groupies who join you at the
beginning of the game. With no background, I can make up some, or just get
to the description.

Tao is clearly the daughter of the Otrant, the mysterious Man who we know
nothing about but is so important to the story. Otrant bore Tao out of
wed-lock, naming her Tao in honor of "fire" as Tao means in some languages.
She masters Fire (Otrants' preferred spell as he wears red robes) as well as
the best support spell in the game, Boost. Otrant wanted his daughter to be
used in the final fight of the game, which is another reason she learns Blaze
as Dark Dragon is undead.

There's not much else to be added really. Tao is an absolutely fantastic Mage
and a great addition to any party. Yes, I am a bit of a magic fanboy, but my
recent speedrunning efforts have only made me realize what I always suspected
all along, Mages dominate this game and you should take advantage of that
unless you are seeking some kind of challenge because they make the game loads
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easier.

Magic Points    (10)
  Her MP gets out of this world, with more than enough to Boost/Blaze IV
  literally every turn if need be. Note it does help that Blaze III/IV only
  cost 8 MP
Spell Selection (8)
  Tao has a great spell selection like 3/4 casters on this list. What Blaze
  lacks in damage, Tao makes up for by mastering it so quickly; so you never
  really feel the loss in damage from that. Combined then with her learning
  Boost, she transitions even better into the lategame as she can begin
  boosting your fighters a turn or two out before engaging bosses, making them
  even easier. Her only downside is that Sleep and Dispel are both worthless
  and I can't say I've ever cast them ever
HP/AT/DE       (2.5)
  Most mages have pretty poor stats, but Tao gets off worse than the others
  because her HP total really doesn't get into that "safe" 25+ zone until
  fairly late and her defense even leveled remains quite low
Agility        (10)
  Tao gains an incredible amount of speed and almost always will be going
  first
Movement       (6.5)
  Slightly better than Healers as they are ranged offensively, but Tao is
  stuck to 1 range as opposed to 2
Early Game     (9)
  Tao is essentially your best character early on. Magic never misses, magic
  does consistent damage, and magic has AOE. The only reason she loses a
  point is 1/2 a point for bosses, and 1/2 point for limited magic early on
Medium Game    (9)
  Tao is still peaking at this time. She's learned her best offensive move yet
  still needs to learn Boost. Her magic is rather high now she can safely cast
  every turn at this juncture
Late Game      (9)
  An update to her score, while Blaze 4 doesn't pack as large a punch, it
  still gets the job done all the way into the last battle and she knows Boost
  so yeah, Tao is still awesome!
Leveling       (9.5)
  Casters rank pretty well as even when they are way over-leveled, as even
  blaze II on 3 enemies will net 48 experience
Consistency    (10)
  Her only real fault of consistency is what she might have for MP around
  4 and that is but a minor bump and concerns more with speedrunning than
  casual players so full points
Overall        (83.5)


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   Anri   (81.5)

   Level 20 Promoted Stats:
   53 - 81 - 23 - 42 - 61
   Level 20 Average Stats :
   27 - 38 - 26 - 26 - 39
   Level 20 "Typical"     :
   40 - 60 - 25 - 34 - 50
   10/20 Stats:
   48 - 62 - 18 - 37 - 52


Anri has been up and down and all around and at the end of day Princess Anri
is easily a candidate for best character in the game because she is simply
a powerful addition to any team if you're willing to protect a fragile mage
for a few levels

Magic Points    (9.5)
  Same story for her as for Tao, except her spells cost a bit more and she
  does not get a proportionate amount more than Tao. That being said, and I've
  mentioned this a couple of times, the fact she managed 62 MP in my 10/20
  play keeps that number at 9.5 instead of dropping down since that extra
  Freeze 4 is basically 50 damage on an enemy, huge!
Spell Selection (8)
  Anri has a somewhat disappointing spell selection compared to Tao, but fear
  not, let's go through it. She only gets 2 ranks of Blaze, which while crappy
  isn't something that's a huge negative. I mean, Tao gets 2 worthless spells
  and Anri has basically 1 worthless spell in Muddle. Blaze 2 is worthless
  lategame but that's not really a fair evaluation. Regardless, Freeze 4 is
  a huge amount of damage and Bolt 2, while not Bolt 3, is a super handy spell
  in a number of battles, especially late in the game, so it's hard to mark
  that down. Since no mage in this game masters but 1 element, I have to
  award Anri more points from my previous rating since I was too harsh. I gave
  Tao an 8 since she has 2 worthless spells, it seems fair to give Anri an 8
  as well, since Anri has 1 worthless spell and it does take longer to learn
  the more powerful magic
HP/AT/DE       (6)
  While Anri is no front liner, her score of 6 is fair in my opinion. She's
  super fragile while a Mage, but once you promote her to a Wizard, she's
  near untouchable until about chapter 7 or 8 depending on when you promoted
  her. Granted her Def never really gets above 40, but if she's sitting
  around the 30 mark by chapter 7, there isn't much she has to fear so that's
  pretty awesome! She also gets more HP than Tao quicker, which is a huge deal
  since you don't have to fear magical related deaths to Anri whereas Tao does
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  until much later
Agility        (7.5)
  Similar to Tao but not quite as fast
Movement       (7)
  Like Tao but some 2 range spells as opposed to 1 gives her an edge
Early Game     (7.5)
  Anri starts just like Tao. Except you get her like 6 battles afterwards
  which makes bringing her up to speed a bit of a pain
Medium Game    (10)
  Anri's true shining, she is pretty much the ideal Caster at this point
Late Game      (10)
  A much needed update; Anri is one of the best characters in the lategame as
  she can score massive amounts of damage repeatedly throughout the battle.
  Sure, she has no support spell, but Boost for 15 damage isn't as good as
  Freezing for 45+ damage, for less MP!
Leveling       (8)
  Anri scores slightly lower as you get her at an awkward stage where her
  spell selection is minimal and she lacks the MP
Consistency    (8)
  She is not nearly as consistent with her stats as Tao is. She should get
  enough MP (but Freeze/Bolt cost way more than Blaze) also her defense stat
  is quite crazy
Overall        (81.5)


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    Alef   (70)


    Level 20 Promoted Stats:
    57 - 84 - 19 - 40 - 62
    Level 20 Average Stats :
    37 - 47 - 21 - 21 - 37
    Level 20 "Typical"     :
    47 - 66 - 20 - 30 - 50
    10/20 Stats:
    49 - 69 - 16 - 37 - 61


Alef is similar in nature to Torasu; except she's a wolf. Raised by Fenrir,
the Great Wolf of Legend, Alef learned quickly she was not like the other
wolves of her pack as she had an upward gait and could speak quite well the
human tongue. She was quickly cast off and left for dead. The people of Prompt
gave her prompt treatment and began testing to see what it is they discovered.
They soon learned that this wolf had human intelligence much greater than most
humans, and was learned in the magical arts, with her speciality being the
calling down of thunderbolts from the sky, somewhat similar to a moon beam
(see the relation?) and thus they called it 'Bolt' and she is the only master
of it. Their attempts to teach her stronger spells failed though as she
feared fire and cold due to her young days as a wolf. Her last spell came as
no surprise as a wolf could strike down an enemy with simply looking into
their soul...

Anyways, what else is there to say? Alef takes some work but she becomes one
of the best casters in the game as Bolt 3 is a huge area of effect spell that
does major damage even in chapter 8 and on the flipside you have Bolt 4 which
is like bonkers. There's not an enemy that isn't a boss in the game she can't
kill with Bolt 4. That's pretty unique and powerful to have on your side. But
she joins at level 15 without Bolt 2 even and just 7 battles from the end of
the game so yeah, it does take some work

Magic Points   (8)
  She gets great MP like the others, but the fact her spells will set you back
  8/15/20 MP means she needs a much larger proportion of MP that isn't
  available to her
Spell Selection (8)
  Another rather needed update to Alef's ranking that I gave to Anri as well.
  Alef has a single useless spell in Desoul, another spell that is pretty
  flunky in SF1 (works much better in SF2) not to mention, who cares about
  a chance of instant death when Bolt 4 is instant death? Makes no sense.
  Anyways, like Anri, Alef only really has 1 bread and butter skill, in Bolt
  3/4, she has no Boost like Tao or Domingo, but the biggest strike is that
  at Blaze and Freeze 2, she's somewhat limited and can often explode out of
  magic in a matter of turns. This isn't necessarily bad as 3 or 4 Bolt 3
  spells basically clear the battlefield or casting a couple Bolt 4's will
  bring down even Dark Sol. So really, I'm giving Alef back another point, up
  to 8, because Desoul is bad and her starting spells aren't great
HP/AT/DE       (4)
  I'm giving her a slight bump just because her stats are generally better
  Tao's at the end. It can't really be higher because her entire existence
  is warped around being insta-gibbed until she's level 10+ promoted
Agility        (9)
  Another point boost that is well deserved I feel. Alef is consistently very
  fast, it just takes a good grind to get her up there
Movement       (7)
  See Anri's description
Early Game     (3)
  Alef is AWFUL. Why would you ever use her!?
Medium Game    (6)
  Alef is still slow, spells are coming along but not nearly fast enough,
  if you had her when Tao/Anri were at this stage she would probably be a 10
Late Game      (9.5)
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    If there's a mage to be had for the end-game, it's Alef. Bolt III is your
    best friend against Blue Dragons and Chimaeras as they are hard to hit and
    Bolt II just doesn't quite do the damage. If she could somehow gain 100 or
    more MP, then she would be a 10 and surpass Anri. As it is, she's limited to
    at best 4 uses of her powerful magic compared to Anri potentially casting
    hers 9 times. That's tough to beat
Leveling        (7.5)
    She levels SO easily at the Robot battle. Other than that, it proves quite
    hard to catch her up due to her being so behind
Consistency     (8)
    Her stats are consistent (much more than Anri's) but not as good as Tao, as
    such she is in the middle
Overall         (70)

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Misc. Mage Character

    Domingo   (52)
{Magic Creature --> No Promotion}

    Level 20 Promoted Stats:
    56 - 54 - 34 - 49 - 40
    Level 20 Average  Stats:
    34 - 36 - 30 - 28 - 32
    Level 20 "Typical"     :
    45 - 45 - 32 - 39 - 36

It is safe to assume the Monster thing in Manarina is a sealed prehistoric
creature that gave birth to Domingo. That eventful day when you elected to
search it an unknowningly discovered this egg changes your life forever as
you wonder what on earth to do with this thing? Make an omelet? What is a
Domingo Egg look like exactly anyway? Anywho, enter this guy in Pao II with
this bizarre machine that hatches it for you and out crawls a floating squid.
My earth has just been shattered.

Magic Points    (5)
    The biggest problem with Domingo is that even leveled to 20, he has a hard
    time cracking over 50 MP. Anri managed to break 60 so yeah, plus Domingo's
    main saving grace is Boost which is even more expensive. He often will then
    have Freeze 2 but barely enough MP to cast it twice, much less a third or
    fourth time. Later on, as he approaches Freeze 3, he'll get up to around
    that mid to late 30s, maybe even crack 40, but like I said, it can drain
    his small pool quickly especially if you start boosting. So really, his
    score needs to be lowered slightly because of that
Spell Selection (7)
    Alright so Domingo learns 2 completely worthless spells like Tao. Again,
    a grinded out level 26 Domingo has a pretty nasty spell selection with Boost
    and Freeze 4, but that takes a loong time to get to which is why Domingo
    scores lower than the other mages with a 7
HP/AT/DE        (7)
    I'm torn on Domingo. The reason is that his HP and DEF are better than
    Anri's most of the time. However, that middle leveling portion leaves
    something to be desired, where Domingo seems to take about 15 damage from
    Jets but Anri is stuck taking about 10. Maybe Domingo needs to stay
    excessively overleveled, but again, that's a strike against him. That being
    said though, he quickly (and I do mean quickly) ramps up his stats to be
    tanky and ends the game often with the highest defense of your mages
Agility         (4.5)
    Domingo is slow! Agility is not his strong suit. I mean, early on he
    generally will be moving quickly, but as the game progresses into chapter 7
    and again into chapter 8, you find him going later and later in the turn
    order and frankly that's not good for someone who is supposed to be leading
    the way
Movement        (8)
    Ranged spells plus the fact he can fly would be a 10, but his low movement
    of 5 like the other casters is frustrating
Early Game      (2)
    Domingo is one of the most worthless early game characters. From the time
    you get him to about level 6-7 (which is now mid game) he only knows Freeze
    1 and can't attack anything. You get him at the end of chapter IV, and he is
    essentially a Tao level 1 (yes the Tao you start the game with)
Medium Game     (8.5)
    This is where Domingo shines. He now has up to Freeze III and is a flying
    freezing terror for the other team
Late Game       (8)
    A much better score for Domingo I feel, while he receives strikes due to
    how long it takes to get Freeze 4 and his somewhat limited statline, he does
    fly, cast Freeze 4, and learn Boost. He's a valuable asset to your team. I
    could potentially buff him up to a 9 contingent on leveling him to 26 but
    I already awarded more points on his HP/DEF score so let's leave this here
Leveling        (8)
    He does level very well, despite only knowing Freeze. This is due entirely
    to the fact he's promoted and the game registers that he is very
    underleveled when fighting a monster, so often Freeze I will net 20 exp at
    least, with kills being 48 until he is way over the top
Consistency     (4)
    His stats are some of the most inconsistent in the game. With his 10 trials
    for each level, I would sometimes forget I was leveling a caster, I mean
    really, which is a better level for a caster?
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  3-3-0-0-2 OR
  1-0-6-4-4
  Like wow, that 6 attack is really going to be helpful
Overall        (52)


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{Birdman --> Sky Warrior}

A forward about the next 3 heroes. There is a most definite pattern to be seen
amongst these 3, as well as the other 3 fliers from SFII. Giving up legs for
wings, most definitely has a negative effect on your stats. The 2 exceptions
are the legendary characters, Bleu the Dragon and Peter the Phoenix. But they
are legends; the other 6, Balbs, Amon, Luke, and Skreech the Birdmen, and
Kokichi and Jaro the pegasus knights, are amongst the worst characters in the
games save the one fact the exemplifies them from others; they can fly... That
being said, it is important to keep that in mind when you look at these stats
because when you compare Balbs or Amon to someone like Arthur or Zylo, there
is literally no contest, the latter are much better in terms of HP, Attack,
and Defense. However, the fliers are so mobile, that is why you use them, and
there are cases as to why we would want to use them, a speed run for example
would most definitely want as many fliers as possible to avoid the terrible
terrain of many of the maps in SFI. But I digress...

        Balbaroy
Level 20 Promoted Stats:
63 - 00 - 68 - 51 - 60
Level 20 Average Stats :
31 - 00 - 46 - 30 - 40
        Amon
Level 20 Promoted Stats:
68 - 00 - 66 - 50 - 64
Level 20 Average Stats :
39 - 00 - 46 - 31 - 47


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    Balbaroy   (65.5)

    Level 20 Promoted Stats:
    63 - 00 - 38*- 51 - 60
    Level 20 Average Stats :
    31 - 00 - 46 - 30 - 40
    Level 20 "Typical"     :
    47 - 00 - 57 - 40 - 50
    10/20 Stats:
    51 - 00 - 29*- 44 - 53
*Keep in mind, technically birds get the Chaos Breaker. But they usually get
the Doom Blade or Katana if you want, which is 25, 30, and 40 attack each

Ah... a true case of love lost. Clearly Balbs was the stronger one (look at
the starting stats) but his imprisonment by Dark Sol changed him. He grew
afraid to face people head on, and feeling compelled to give up his sword
forever... level by level, Max trained Balbs not seeing any growth, until
finally it was time and the Priest bestowed upon Balbs a new class, capable
of truly being known as a Sky Warrior. Balbs then gave up his peaceful
retirement to come back to the battlefield and become a decent fighter once
more...

Attack        (5.5)
  For most of the game, Balbs does an unimpressive amount of damage. For the
  longest time, his only means of doing damage/leveling up will be from
  attacking mages/archers/clerics from the enemies. But this makes sense
  doesn't it? Think about Lord of the Rings, when Sauron is attacking Minas
  Tirith. The Naz Gul go in and take out as many archers/catapaults as they
  can, so the melee fighters can close the gap and finish them off
Defense       (5)
  I had to give Balbs more points here. Yes, he's a squishy birdman, but he's
  not THAT squishy to get a 3. In fact, Balbs often is tankier than Max by
  chapter 4 so consider that
Hit Points    (5)
  He gains a decent amount but nothing spectacular
Agility       (7.5)
  The bird guys are genuinely quick(er) for the most part
Movement      (10)
  There is no one in the game more mobile than the Birdmen
Early Game    (7)
  Balbs is tricky to evaluate (as is Amon, and the Archers as well). If you
  run him into Skeletons and Pegasus Knights expecting results, then yeah, he
  will probably suck hard. But if use his advantage of flight and take down
  those squishier targets that are often protected, they can be quite useful.
  Balbs benefits from seeing him actually take some hits in Elliot's battle
  for Max after just a few levels
Medium Game   (8)
  From Chapter VI-VII, there are 4 horrible battles for terrain. Balbs will
  make this easier for you and really, that is the shining moment for him
Late Game     (7)
  Evaluating a birdman in the lategame is a bit unfair since the castle
  setting rather neutralizes his flying abilities since Knights now move
  without problem. He's also not the bruntiest of brunts and there aren't an
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    overabundance of squishy enemies. That being said, he's still strong, and
    getting an extra attacker in against something like Dark Dragon can't be
    overrated. The biggest factor though, is that Balbs (like Amon), can use the
    Chaos Breaker, which while hurting Max, isn't the biggest deal since you
    don't worry if Balbs dies, but Max does. That alone is a huge plus since
    the Chaos Breaker is the best weapon in the game, so might as well slap it
    on someone who can really use it, right!?
Leveling    (4)
    When you're forced to attack only low-armored units to go up levels, we
    usually define that has hard to level
Consistency (6.5)
    While his stats are rather consistent, but there is some variance
    (especially in his unpromoted days)
Overall     (65.5)


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    Amon    (61.5)


    Level 20 Promoted Stats:
    68 - 00 - 36*- 50 - 64
    Level 20 Average Stats :
    39 - 00 - 46 - 31 - 47
    Level 20 "Typical"     :
    54 - 00 - 56 - 40 - 55
    10/20 Stats:
    61 - 00 - 25*- 44 - 52
*See same footnote for Balbs


Amon, when you first get her, seems like a clingy ex-girlfriend and you just
don't want anything to do with her. She starts (at level 5) with 1 more attack
than Max does at level 1, and she has the same weapon. She just sucks. Clearly
though, watching her husband nearly die at the hands of Dark Sol had the exact
opposite reaction than Balbs portrayed; she wanted revenge. She wanted to be a
part of the team that kills the man who nearly killed off her hubby. As you
play with Amon, you will often find she becomes better than Balbs in almost
every caregory. However, as Balbs comes with 3 more attack than her, be
prepared if she goes up several levels and does not get the stats she needs,
to pull the plug. Because of this, she generally scores slightly worse across
the board over Balbs


Attack      (4.5)
    While her attack nearly matches Balbs in the end, she starts off worse
Defense     (4)
    Again, her defense gets about the same as Balbs in the end, but she starts
    off worse
Hit Points  (6.5)
    One thing Amon does do better is HP and she actually does pretty well even
    when compared to other units
Agility     (8)
    Amon usually becomes pretty quick, going somewhere near the top
Movement    (10)
    Birdmen!
Early Game  (5.5)
    I gave her an extra point, but much of what can be said about Balbs is true
    here. If you run Amon into Skeletons and Pegasus Knights, she's gonna suck
    hard and you won't want to use her. Try fighting smart though and see what
    she offers, she's not nearly as bad as you might expect
Medium Game (9)
    Her growth here in the middle part is much more spectacular, allowing her
    to be even more useful than Balbs
Late Game   (5.5)
    Unfortunately, despite her best efforts, Amon just isn't going to be as
    useful as Balbs. She neither does more damage or gains as much defense; yes
    her HP gets a little higher but that's not a real important thing since
    the difference is rather small. Because of that, she suffers even harder
    since Balbs is more deserving of the Chaos Breaker than she is, meaning her
    damage will be somewhere between 50 and 60 most of the time, which is fair,
    but even Archers hit harder than that, so yeah, Amon just ain't great, which
    is sad since she does grow nicely after promotion
Leveling    (4)
    See Balbs description
Consistency (4.5)
    She is so inconsistent in stats, it's hard to be generous with a 4.5
Overall     (61.5)


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Misc. Birdmen Characters

    Kokichi   (58.5)
{Winged Knight --> Skylord}

    Level 20 Promoted Stats:
    63 - 00 - 72 - 49 - 58
    Level 20 Average Stats :
    37 - 00 - 49 - 28 - 38
    Level 20 "Typical"     :
    50 - 00 - 60 - 38 - 48
    10/20 Stats:
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          56 - 00 - 65 - 42 - 51
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If you put Kokichi in with the same category as Knights, SHAME ON YOU! For
starters, the game places him below the Birdmen which should be a HUGE clue
that they don't view him as a knight, in fact, the only thing knight-like
about him is that he uses Knight weapons. He simply does not gain stats like
a Knight does, this is because he is a Winged Knight/Skylord, which is a SFI
version of a Pegasus Knight! I suppose Pegasus Knight would seem to be more
Knight-like than Birdman, but the lack of Knight-like growth seems to support
my belief he should be grouped with the Birdmen.

I can't keep copy-pasting my openings, so here's something different. It's
hard to describe Kokichi accurately to casual observers. He's neither a Knight
since he cannot tank nor is he a high DPS hero for most of the game. He's a
birdman, kinda, but lacks in both speed and that extra movement to really be a
bird. No, the best way to rationalize Kokichi is a flying Archer and instead
slap him with the Valkyrie. The Devil Lance also gives 35 attack, so pair him
with another strong Paladin (Pelle or Arthur) and let the good times roll

Attack      (7)
  I raised his score slightly, since he is stronger than birdmen, but weaker
  than most knights. He scores better than someone like Ernst but that's
  because of joining. When Kokichi joins, you slap him a Power Spear and are
  happy to let him destroy Lizardmen. Ernst has no such luxury
Defense     (4.5)
  It is often a race to the bottom to see who has worse defense, Kokichi or
  the birds. Regardless, Kokichi is always taking loads of damage from getting
  attacked
Hit Points  (5.5)
  His HP is about average for most of the game
Agility     (4.5)
  His speed leaves something to be desired for most of the game
Movement    (9.5)
  He can't score a perfect 10, because the true Birdmen can move 7 as opposed
  to 6
Early Game  (4.5)
  If Kokichi joined in chapter 3 instead of 4, he might receive a 9 score, no
  joke, since his flight would greatly aid that chapter. Instead he joins in
  chapter 4, where flying is minimally useful and he dies quickly. That being
  said, he does decent damage from a distance so it's not the worst early game
  score
Medium Game (5.5)
  Upon promotion (even around them) things improve but only slightly for
  Kokichi, his attack growth is just sub-par to Knights. His usefulness you
  will soon see is that he can be a ranged flier, something unique to him and
  Jaro from SFII.
Late Game   (8.5)
  He probably won't be your strongest damage dealer even with the Valkyrie,
  but since at that point he's basically a flying archer, it makes him rather
  valuable since you can only have so many people surrounding enemies and
  attacking them. Kokichi might make your final 12 because of this
Leveling    (4.5)
  His leveling is only slightly easier than Amon/Balbs
Consistency (4.5)
  Very inconsistent stats, with the biggest problem being that on the rare
  level he would gain attack power, that would be it, (as in, +1 to Attack!)
Overall     (58.5)

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   Bleu  (66)
{Dragon --> Great Dragon}

    Level 20 Promoted Stats:
    83 - 00 - 78 - 78 - 53
    Level 20 Average Stats :
    63 - 00 - 39 - 53 - 44
    Level 20 "Typical"     :
    73 - 00 - 58 - 66 - 49
    10/20 Stats:
    72 - 00 - 59 - 73 - 42

When you compare Bleu to Peter (the other Legend from SFII) there are for sure
some similarities and differences. For starters, both have a negative (Bleu
sucks for a while, Peter you don't get to control him for a while) but both
do become quite strong and are shoe-ins for almost any party. The difference
between them is Bleu is -not- a newby hero and Peter is. Why is this? Peter,
even if you don't grant him any levels, will still be strong once you can
finally control him. Bleu takes tedious leveling and attention for about 10
levels. Sucks doesn't it?

Really, Bleu could have the same description from Arthur, in that, only 20/20
him. His 10/20 stats show exactly what the problem is, in that he just doesn't
get that attack value to become a real threat unless you put the time in. That
being said, a 20/20 Bleu is an extremely powerful ally that easily fits onto
your team, pending a movement item because his small movement of 5 is pretty
bad for a melee hero.

Attack      (8)
  I want to lower his attack score, but I just can't. Yes, he sucks early, but
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  the fact of the matter is Bleu becomes an absolute beast later on if you're
  willing to grind him up
Defense    (9)
  Again, a loss of point due to his baby form
Hit Points  (10)
  Bleu never really suffers HP shortage. Even early, he has enough HP that it
  is not an issue as you bring him up to speed
Agility    (5.5)
  Bleu is slow, a minor downside for having a Dragon on your team
Movement   (7)
  The fact he can fly is greatly overshadowed by the face he is at 5 Move. If
  you are not using Adam/Musashi/Guntz (or even just one of them) I greatly
  suggest giving him a movement boost
Early Game  (1)
  The only reason it's not a zero is because Adam deserves that Honor
Medium Game  (7)
  Ah, much better now that he's caught up to the team. Still, his lack of
  mobility and speed is rather apparent
Late Game   (9.5)
  Once Bleu makes it to the front-lines, he is unstoppable. In fact, he
  fulfills Kokichi's role at attacking Dark Dragon from behind even better
  than Kokichi does
Leveling   (4)
  Bleu scores very low here, due to the crazy amount of baby-sitting he needs
  to be brought up to speed, not to mention he lacks a weapon to influence
  his damage needs, meaning you will often waste valuable experience having
  him one-shot somebody when he already has 96 experience
Consistency (5)
  He consistently will have life/defense. What's terrifying is his lack of
  weapon and sometimes lack of attack, making your dragon a great initiator
  that cannot command threat of the enemy
Overall     (66)


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{Archer --> Bowmaster}

       Hans
Level 20 Promoted Stats:
65 - 00 - 68 - 46 - 57
Level 20 Average Stats :
46 - 00 - 48 - 30 - 36
       Diane
Level 20 Promoted Stats:
61 - 00 - 63 - 44 - 58
Level 20 Average Stats :
30 - 00 - 47 - 34 - 41


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    Hans    (60)

    Level 20 Promoted Stats:
    65 - 00 - 68 - 46 - 57
    Level 20 Average Stats :
    46 - 00 - 48 - 30 - 36
    Level 20 "Typical"    :
    55 - 00 - 58 - 38 - 46
    10/20 Stats:
    48 - 00 - 56 - 35 - 49

Hans tells you at the beginning of the game, don't put me in the front-lines
ok? Listen to him! He's an archer, and like the birdmen, archers sacrifice
life/Defense for range of weapon. The good thing about Archers, is that their
best weapon, the Buster Shot, gives +35 attack, so even if someone like Hans
gains literally zero attack the entire game (which won't happen) he still can
whack on most enemies in the end; plus the Buster Shot can be purchased! Nice!

Attack     (7)
  Really, Hans is a double edge sword. His attack growth as an Archer is
  pretty empty, only gaining a few points the entire time, making is growth
  entirely reliant on new arrows of which there are 2 upgrades available along
  the way for him, so that helps. The downside is Hans likely needs a 20/20
  trip otherwise his damage just isn't going to make it there, as you can see,
  a difference of more than 10 attack is huge, since 68 is great! 56 not so...
  Anyway, he loses 2 points for being an Archer and 1 for needing to 20/20
Defense    (2)
  Hans, after Goblins and Dark Dwarves, will probably die in 1, maybe 2 hits
  for about the rest of the game. Yeah, he gets up to the upper 30s by the
  end, but that's level 20, and that's long past even the 40 damage dealers,
  and instead are up against the 50+ dealers. Problems
Hit Points  (4)
  Really, Hans struggles throughout the game with HP until the late late game
  much like Tao. Because of that, he gets a nice low score
Agility    (6)
  Hans is (notice how most of his early level ups are (+1 Agility!)) rather
  fast and usually will be going near the top of your team. However, his
  growth slows quite a bit and he will end just above average
Movement   (7)
  He has only 5 move, but he can move through woods (did you know that?) so
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  he and Diane will each receive a small boost since there are many woods that
  they can more easily romp around in
Early Game   (5)
  Hans seems great "in the beginning" but after the fourth or fifth battle and
  Hans maybe has gained an attack by level 6, you are starting to wonder what
  is the point? He sucks! Well, the new arrow at the end of chapter 2 helps
  out and then at that point, again, if you run him at Skeletons and Pegasus
  Knights, he's gonna suck. But let him move through the woods (see that
  transition?) and take out the annoying backliners. Works very well in 3-2,
  the same battle where Zylo first makes his appearance and does basically the
  same thing
Medium Game  (6)
  Things just don't change much, he is still helpful but until he gets the
  Elven Arrow, your Mages will honestly do more and be more helpful than
  Hans
Late Game    (8)
  Getting Hans to the late-game is where he shines. The Buster Shot,
  combined with some attack growth, will make him hit for about 55+ nearly
  every run, which is respectable. My game with perfected stats has him
  with 68 to give you a reference
Leveling     (5)
  Because a weak Hans can be protected by range, he gets a small bonus here
  but his lack of damage for several important battles becomes an obvious
  problem
Consistency (10)
  One of the most consistent characters in any game, he is probably the
  single most newb friendly hero out there as he can just shoot arrows from
  afar regardless of stats and still contribute (especially in the endgame)
  Since the only inconsistent stat I see in him is sometimes he will gain
  lots of attack (see 68 > 55) I fail to see that as a problem
Overall      (60)


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   Diane   (61.5)

   Level 20 Promoted Stats:
   61 - 00 - 63 - 44 - 58
   Level 20 Average Stats :
   30 - 00 - 47 - 34 - 41
   Level 20 "Typical"     :
   45 - 00 - 55 - 39 - 50
   10/20 Stats:
   53 - 00 - 57 - 38 - 53


Most people see Diane and just ditch Hans within a battle or two. Shame on you
for doing that. As the game progresses, they will literally have about the
same growth, with their final stats being just a few +/- off each other.

Diane is the daughter of the Queen of Bustoke (Queen or Maiden, don't matter)
as such she had only the best training offered by the small bustling cliff-
side town in the game. This is where Diane began to show her proficiency in
Archery, not the magical arts. Being Half-Human Half-Elf, her Mother assumed
she would pick up a wand and begin her magical training. Diane never showed
any interest with the wood unless she was firing at a target. There is a
local legend of how Diane killed several important leaders in the Runefaust
Army by firing a volley of arrows from the nearby forest from which they
could not find or capture her. Upon the arrival of the Shining Force, she
was all to eager to join up and slay many more warriors of evil.

Storytime aside, Diane is an interesting character as she joins and is
seemingly "teh archer!!!" you've been waiting for. But as I alluded to,
abandoning Hans for her isn't the best depending on your strategy. If you
are casually playing a non-grindless game, then yeah, abandon Hans for Diane.
But any amount of grinding will yield better results with Hans, so keep that
in mind will ya? She's a decent 10/20 hero (actually, really good) since her
20/20 stats aren't insanely better

Attack       (7.5)
  Diane gets an extra slight advantage over Hans as she does not have 2
  awkward suck stages fighting monsters
Defense      (3)
  Her defense is better than Hans, but that ain't saying much. It's like
  saying two layers of plastic will stop that sword better than one. You're
  still stabbed bro!
Hit Points   (4)
  Essentially the same when it comes to having hit points
Agility      (6)
  Unusual, but she is not the fastest person on the battlefield
Movement     (7)
  See Hans description
Early Game   (7)
  Much better than Hans initally, like I said, you would think to keep her
  over him
Medium Game  (7)
  Diane just doesn't grow very much, leaving her slightly above average for
  most of the game
Late Game    (8)
  Her late-game is about Hans' late-game. The buster shot turns everyone into
  monsters
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Leveling    (5)
  All archers level about the same, just shoot and pray
Consistency (8)
  Consistent, but not nearly as much as Hans. Sometimes the game wants to give
  her tons of useless Defense which doesn't help (having 25 Defense or 33
  Defense in the end is -not- saving anyones life)
Overall     (61.5)


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Misc. Archer Characters

    Lyle   (68)
{Assault Knight --> Strike Knight

    Level 20 Promoted Stats:
    61 - 00 - 73 - 41 - 56
    Level 20 Average Stats :
    38 - 00 - 51 - 31 - 39
    Level 20 "Typical"     :
    50 - 00 - 62 - 36 - 48
    10/20 Stats:
    49 - 00 - 65 - 35 - 48


When Lyle joins your team, you'll probably ditch Hans and Diane for him. To be
honest, I wouldn't blame you. Lyle's the best archer in the game by a wide
margin. That being said, Archers can buy Buster Shots which are great weapons
and Archers can always surround bosses while you have a limited number of
melee fighters in there.

Something else though that needs to be said: Lyle is the best archer, there's
no denying that. But his real power comes from the 10/20 (casual grindless
run) because that's his most growth. While a 20/20 Lyle is better (who isn't)
when stacked against a 20/20 Diane or Hans, Lyle is better, but only slightly,
as compared to 10/20 versions. Because of this, if you are grinding your team
out, then you could consider skipping Lyle unless Hans and Diane are both very
far behind because the difference in attack is going to be minimal towards the
lategame. Just, something to consider. Lyle's still awesome, don't let me
confuse you!

Attack      (9)
  It takes a few levels to OHKO things as a SKNT, but he joins your team at
  a meager level 8 and reminds you of Pelle with his damage
Defense     (2)
  Sadly, I'm deducting a point from Lyle because his defense is even worse
  than both Hans and Diane. But hey you know what? He's a glass cannon so
  whatever
Hit Points  (4)
  It would seem that he should gain more hit points but there's not a huge
  difference
Agility     (6)
  He is not an elf, and therefore suffers in the speed category
Movement    (8)
  He is a centaur and therefore moves much better. However he is still trashed
  by terrible terrain. The reason he scores an 8 instead of a 7 like other
  centaurs is due to his ranged attacks granting that extra mobility
Early Game  (9)
  Considering he joins and can hold his own being 5-7 levels below, I'd say he
  should fit in your team
Medium Game (8)
  Lyle slows as the game progresses, but still remains a solid ally for you,
  sending fear into the enemy from afar. His scores aren't 9-9-9 throughout
  just because chapter 7 is rough on Lyle, with 2 bad terrain battles and he
  probably dies instantly to most things here. He hits hard though
Late Game   (9)
  Lyle is a shoe-in for your late-game, being a destructive powerhouse
Leveling    (7)
  Lyle doesn't have that awkward suck stage like the others, making it far
  easier to level him up
Consistency (6)
  Of the ranged arrow users, his stats are the most inconsistent. While he
  will be consistently good (usually) his inconsistencies can actually allow
  him to be the best archer by only a point or two of attack
Overall     (68)


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Misc. Frontline Characters

With the exception of Gort and Luke, all these guys promote differently (save
a few). However the case may be, their goal is to be in the front, taking
and receiving the brunt of the force. Knights are similar to this, but have
their own category due to the large amount of them. Some use weapons, others
rely on raw power to do their damage. One thing is certain, if they cannot
take/deal damage well, their score will reflect that

        Luke
Level 20 Promoted Stats:
63 - 00 - 81 - 77 - 52
Level 20 Average Stats :
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37 - 00 - 43 - 42 - 39
        Gort
Level 20 Promoted Stats:
65 - 00 - 77 - 69 - 48
Level 20 Average Stats :
50 - 00 - 49 - 42 - 40
        Guntz
Level 20 Promoted Stats:
61 - 00 - 77 - 87 - 45
Level 20 Average Stats :
38 - 00 - 55 - 53 - 33
        Zylo
Level 20 Promoted Stats:
68 - 00 - 82 - 59 - 61
Level 20 Average Stats :
49 - 00 - 42 - 33 - 48
        Musashi
Level 20 Promoted Stats:
83 - 00 - 73 - 71 - 41
Level 20 Average Stats :
74 - 00 - 62 - 57 - 35
        Adam
Level 20 Promoted Stats:
70 - 00 - 72 - 83 - 58
Level 20 Average Stats :
60 - 00 - 37 - 60 - 39
        Hanzou
Level 20 Promoted Stats:
64 - 38 - 69 - 60 - 59
Level 20 Average Stats :
55 - 36 - 59 - 52 - 52


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    Luke   (80)
{Warrior --> Gladiator}

    Level 20 Promoted Stats:
    63 - 00 - 81 - 77 - 52
    Level 20 Average Stats :
    37 - 00 - 43 - 42 - 39
    Level 20 "Typical"    :
    50 - 00 - 62 - 60 - 45
    10/20 Stats:
    54 - 00 - 71 - 66 - 42
```

Not much is known about the small warrior. One thing is certain, the advantage
to being a warrior is three-fold. They can use axes or swords, meaning they
benefit from upgrades to their attack ALOT. Second, they receive 2 Atlases,
which is a very powerful +33 Axe that can Blaze III, making them even more
versatile. Lastly, their movement is only slightly impaired in terrible
terrain. They are newb friendly heroes and good to use in just about every
sort of run.

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Attack      (9.5)
  I'm awarding Luke an extra half point because his attack is incredible. It
  really is, even 10/20 Luke still breaks the 70 barrier and that's just a
  lot of damage and you have to respect that. He doesn't score a perfect 10
  because chapter 2, like for most fighters, is rough
Defense     (8)
  In the beginning, Luke will be able to cope with several attacks before
  requiring the healing sort. In the end, Luke will be able to sustain hits
  from just about any character. It is in the middle part of the game where
  he is vulnerable and as such, loses a few points
Hit Points  (7)
  In the end, Luke will have enough hip points to remain afloat for a few
  turns being bombarded by spells. However, in the earlier part of the game
  he will not have an outstanding amount
Agility     (4)
  Most fighters/heavy damage dealers are slightly slower. Luke is no exception
Movement    (8.5)
  Luke as previously stated is excellent at moving around the battlefield as
  well as a solid move of 6 can get from A to B quickly
Early Game  (8.5)
  Luke will be a solid hero for the majority of the game and the beginning is
  no exception
Medium Game (9)
  Luke doesn't slow down as he continues to be amongst the best characters on
  your team, hitting the frontline hard
Late Game   (9.5)
  Luke will be in the best of the best and is solid for almost any line-up
Leveling    (7)
  His damage output is constant meaning he has no trouble leveling. He just
  lacks constistent experience or free 48 aoe attacks
Consistency (9)
  His stats are rather consistent. While individual level ups may be somewhat
  random, his end result will have him being a force. For newbs, Luke starts
  on your team and will always be there to help out
Overall     (80)
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    Gort    (76.5)
{Warrior --> Gladiator}

    Level 20 Promoted Stats:
    65 - 00 - 77 - 69 - 48
    Level 20 Average Stats :
    50 - 00 - 49 - 42 - 40
    Level 20 "Typical"     :
    57 - 00 - 63 - 55 - 44
    10/20 Stats:
    59 - 00 - 64 - 64 - 43

Gort is a retired hero who breaks his retirement to rejoin the ranks as a
simple private because he is so angry at Runefaust nothing will stop him from
slaying as many enemies as he can. Gort shares all the similarities
previously stated for Luke, and there stats are essentially near images of
each other, although I find Luke to be just a smidgen better in the end.

The major difference between the two is something I alluded to earlier, in
that Luke is a super candidate for 20/20 whereas Gort doesn't benefit nearly
as much. Luke is a powerhouse even at 10/20, but grinding to 20/20 is like
wowzers; Gort on the other hand doesn't quite have that same explosion, and
the result is Gort tending better in a shorter run whereas Luke prefers the
longer one. Yeah, Luke looks better, but again, the journey there is a bit
different, as Luke takes a few more levels to vault whereas Gort stays
steady. In the end, they're both powerhouses that could easily be in your
final 12 but it is your call.

Attack      (9)
  Gort's attack, like Luke, will always be tip top of your line-up
Defense     (8)
  Gort generally has better defense for most of the game over Luke,
  although in my customing stats, Luke did end up slightly higher than Gort
Hit Points  (7)
  Gort essentially mirrors Luke here for hit points
Agility     (3.5)
  For most of the game, Gort will be going last in your line-up. He is an
  old retired man for god's sake! He will consistently end up in the 40s
  though
Movement    (8.5)
  See Luke's description
Early Game  (8)
  Gort, like Luke, will be an excellent addition when you pick him up after
  battle II; and I mean like Luke in the sense he's an excellent pick
Medium Game (8.5)
  As most enemies become stronger faster than your heroes defense picks up,
  Gort will still remain a top tier defensive turtle
Late Game   (9)
  As Luke is slightly better than Gort, he gets the edge, but Gort is still a
  fantastic choice for the showdown
Leveling    (7)
  See Luke's description
Consistency (8)
  Likewise with Luke, Gort is a solid choice for any team, with solid
  consistent stats, there's just much else to say
Overall     (76.5)


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Misc. Warrior Character

    Guntz   (76)
{Steam Knight --> Steam Baron}

    Level 20 Promoted Stats:
    61 - 00 - 77 - 87 - 45
    Level 20 Average Stats :
    38 - 00 - 55 - 53 - 33
    Level 20 "Typical"     :
    49 - 00 - 66 - 70 - 39
    10/20 Stats:
    53 - 00 - 68 - 76 - 43

Guntz is one of those characters just is good enough to have an adjective
named after him. Characters with a Guntz-like stat is what is described as
over the top. There is not much to say about him, as his story is nothing more
than a war machine built by Dr. Crock to wage against Runefaust. I have to
assume Dr. Crock lost a love one or something due to Runefaust, which is why
he hired Guntz as an assistant to become this war machine that does incredible
damage and is virtually impervious. He uses some of the best weapons (Knight
lances/spears) and rains chaos upon those who praise Dark Sol!

Regardless, I moved Guntz from Misc. Knights to Misc. Warrior because closer
evaluation reveals that Guntz really is more a warrior than a knight. Right
down to each stat puts him similar to a warrior, so he's been moved! Does
that change his ranking? Let's find out

Attack      (9)
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   Guntz is very much like Pelle as he provides sheer power. However, he lacks
   a bit after promotion which is why he gets a 9 instead of a 10
Defense      (9)
   Not everyone has their own term, Guntz-like, but even so, Guntz doesn't
   score a perfect 10 again because his freshly promoted form is weaker
Hit Points   (6.5)
   A slight reduction, and mostly because his fresh promoted self just lacks.
   Later on, he'll do fine though
Agility      (4.5)
   Dr. Crock forgot to install light-speed on this guy. He is slow! Despite
   this setback, he gains enough agility, just not more than most on your team
Movement     (6)
   So... Guntz can move unobstructedly through terrain which is great. The
   downside here is his starting movement of 4. Hmmm... So here's the thing, it
   is bad, but maybe not as bad as you might think. Here's why: from the moment
   you get him, there are only a few battles that are really "bad" for him in
   the sense that 4 movement is detrimental. They are: 4-2 (the first one),
   5-2 (right after mobility ring), 6-2 (Kane), and 6-4 (Mishaela).

   My reasoning here is that in 4-3, 5-1, 5-3, 6-1, 6-3, and 7-1, Guntz,
   despite moving 4, still can make it to enemies (because clustered battles)
   or still moves better than your other people (because of no reduction). By
   chapter 7, you've decided if you really want to use him so it becomes even
   less an issue. That leaves Guntz, Musashi, and Bleu as your real candidates
   for improving their move though, and someone is going to lose. Even at 4
   move though, Guntz isn't that impeded until chapter 8 and even then, it
   doesn't matter again Ramladu or Dark Dragon so really, I'm giving him back
   2 points because he moves better than Knights through many of those battles
   and that's with 4 movement. If you increase it, he gets real dumb then
Early Game   (7.5)
   That long explanation above justifies many of these newer scores. Movement
   aside, Guntz is an absolute powerhouse early, missing only because of his
   movement
Medium Game  (7.5)
   So movement increasing aside, Guntz doesn't improve a whole lot in the mid
   portion since he promotes pretty badly. Like I said, he benefits a lot from
   a 20/20 game and that would help his score
Late Game    (9.5)
   He is Guntz-like in the end assuming we used a movement enhancing item.
   Otherwise he can polish weapons/armor at headquarters, and no I'm not
   kidding. Four move means he will constantly be behind your team when he
   needs to be in front
Leveling     (8)
   Regardless of movement, Guntz levels fairly easily since he has a multitude
   of weapons to use and he hits hard
Consistency  (8.5)
   His stats are consistently Guntz-like. A newb friendly hero as well as
   a contender for top Knights as well as best character (movement boosting
   being a granted)
Overall      (76)

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    Zylo   (77.5)
{Werewolf --> Wolf Baron}

    Level 20 Promoted Stats:
    68 - 00 - 82 - 59 - 61
    Level 20 Average Stats :
    49 - 00 - 42 - 33 - 48
    Level 20 "Typical"     :
    58 - 00 - 62 - 45 - 55
    10/20 Stats:
    63 - 00 - 67 - 50 - 54

Zylo the wolf was raised by Diane from while she was still just a young girl.
As she became truer and truer the Archer she is, she adopted a teenage abandon
Zylo and began to humble him up and turn him more human than wolf. As Zylo
began his quest for understanding his power, he grew attached and protective
of Diane. When he was around her, he felt more human than ever before. Trouble
has a way of finding you though, and trouble found Zylo. The Runefaust army
invaded the small defenseless town of Bustoke in search of some ancient
weapon. Diane's mother, fearing too many deaths, gave into their demands and
allowed their men to become slaves. Diane was hidden from the Army and it
drove Zylo insane. He fought and clawed his way through the Runefaust Army,
but even his strength could not match the numbers of Runefaust and he was
subdued. Then, forced to drink a poison, Zylo went insane, at which point
Runefaust released Zylo back at the people of Bustoke in the hopes he would
slaughter the entire town. Diane rescued Zylo and inprisoned him hoping that
he may regain his sanity... which is the point the Shining Force shows up and
feeds him Lunar Dew and he joins up to be with Diane.

Hopefully you enjoyed that. Zylo is a great warrior and a great addition to
your team. His biggest bonus is that when he joins, your team is hampered by
bad terrain and he probably hits harder than most of your team as well. While
he has an awkward stage in the middle (we'll talk about it) that doesn't stop
Zylo from being a great addition to any party, new or experienced.

Attack       (8)
   Zylo will join your team and be extremely powerful. Even in an attempt to
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   be overleveled, you will find that Zylo will join and be very capable of
   keeping up with your team. Being without a weapon, Zylo suffers far worse
   upon promotion unlike weapon users which is why he loses a few points
   This is especially true if you try to casual play grindless, as promoting
   Zylo prior to about level 17 really cripples him, and as stated, he needs
   that 20 almost more than other heroes because of not what it gives him later
   but what it gives him right away
Defense     (8)
   For most of the game, Zylo will have enough defense. Nothing Guntz-like, but
   absolutely better than Archers
Hit Points  (6.5)
   For being a wolf and having to scavenge for himself, his hit points are
   surprisingly unimpressive
Agility     (7)
   Zylo shares similarities with other front-line type brutes as his speed
   takes a hit. However, he is generally faster than them
Movement    (9)
   Zylo has GREAT movement for not being able to fly. However, it's not birdmen
   movement since mountains mess him up and there are still plenty of those to
   worry about
Early Game  (9)
   Zylo, like Tao, will join your team and be one of the better characters on
   your team with little effort; in otherwords, he has a great early game
Medium Game (7.5)
   Zylo suffers slightly in the middle part of the game, as I've said before,
   due to him losing far more with promotional losses
Late Game   (9)
   After several nice promotion levels, Zylo will easily fit into just about
   line-up imagineable, hitting hard and moving well
Leveling    (6)
   Without a weapon, range, or easy reliable experience, Zylo takes a hit. The
   fact he stays generally strong means he lacks having that awkward not being
   able to hurt anybody stage
Consistency (7.5)
   Zylo's stats are relatively consistent when compared to most. However, as
   his attack can range from mediocre to superb (with no weapon to guarantee
   some power) he takes a hit. Overall though, a consistent newb friendly hero
Overall     (77.5)


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   Musashi    (87.5)
{Samurai --> No Promotion}


   Level 20 Promoted Stats:
   83 - 00 - 73 - 71 - 41
   Level 20 Average Stats :
   74 - 00 - 62 - 57 - 35
   Level 20 "Typical"     :
   78 - 00 - 67 - 64 - 38


Little is known about the man they call Musashi. He is a Samurai, evidently
from a town nearby Prompt called 'Kuryshatou'. When the Runefaust army
invaded the nearby Tower of Ancients, they came through the town of Kuryshatou
and leveled it, they missed one man. This man, is Musashi, the most powerful
Samurai in all the game. Enraged by their slaughter, Musashi sought revenge
and attempted an invasion upon Runefaust itself. Alas, the army of Runefaust
proved too powerful, forcing Musashi to retreat and bide his time for when he
could join forces with another, and avenge his friends and family. When he
sees the Shining Force get thrown in jail in Prompt, he realizes this is who
he has been waiting for. However, due to his previous failure, he is
restricted by the law of the Samurai to wait for them to find him. By finding
his note against the wall, it met his requirements for joining with someone
else and he will have his revenge on Runefaust.

Attack      (10)
   When it comes to hitting hard, you will be hard pressed to find a character
   in this game that does it better than Musashi. He joins your team hitting
   hard, and will nearly always end with the highest amount on your team.
   And yes, admittedly you'll probably have people that hit harder than Musashi
   at some point, but at no time will his attack every be an issue
Defense     (10)
   Again, his defense is simply outstanding. While he may not quite be at the
   60+ range in time when you are facing those dire threat enemies, he still
   greatly reduces that damage and (will soon) take no damage at all. Because
   of that, I've given him a half a point more
Hit Points  (10)
   Again, Musashi suffers absolutely no penalty here. Even a lower HP Musashi
   will join with 50ish HP and quickly get up over 60. That's better than most
   powered characters, and yet Musashi continues to grow into the high 70s and
   even cracking the 80s
Agility     (3)
   Musashi is pretty slow, there's no denying it. I've awarded him an extra
   point just because the other slower heroes didn't score a 2 here (3 is still
   the worst among them though I think)
Movement    (5)
   His movement of 5 and lack of range is a problem that requires fixing
Early Game  (9)
   It's hard to evaluate such a late joiner like this, but since Musashi has
   poor movement and is slower, he can't receive a perfect score here because
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  only Pelle is truly the 10 of the instant joiners
Medium Game  (9.5)
  I'm tempted to bump up his score to a flat 10, but I cannot because of the 9
  battles you get him for (if you break them down like that) he's less useful
  during battles 4 and 5 of that middle section due to terrain and the first
  battle in chapter 8 is somewhat dominated by range and specifically mages
Late Game    (10)
  I've gone ahead and given him a 10 for late game because re-evaluating all
  of these characters as I've gained more experience and knowledge over the
  past years playing this game more, do I now realize what a gift Musashi is
  to you. Even at 5 movement, he easily is one of the best characters in the
  game. If he's given a movement item, then there's nothing stopping him from
  getting to the front lines and destroying the enemy

  Story time: In my speedrunning, I've been pushing the game really hard. I
  finally (on December 31 of 2016) broke 5 hours in beating the game. Yes,
  that was a huge accomplishment, but it really spoke to how utterly strong
  Musashi is. My strategy (without too much detail) involves a final party of
  2 strong mages (Tao and Anri) paired with Balbaroy, Pelle, and Musashi as
  my core. The rest of my team is rounded out with Torasu and Shield, Domingo
  for support, and then Max. My team is only 8 people. In this particular run,
  I had the absolute worst Dark Dragon fight ever. Within 2 rounds, Dark
  Dragon had Bolt 4'd 2 different heroes, eliminating them instantly, and cast
  Desoul killing Tao before I could Shield her by sheer dumb luck. I literally
  was moments from losing the first ever sub 5 hour run of the game. One
  character stood in Dark Dragon's way though. That man was Musashi. No joke,
  Musashi solo'd about 150 damage or so of Dark Dragon since Anri was out of
  magic and everybody else was dead. I had barely any healing left and
  certainly not much left to offer. But he's so strong, so tanky... that he
  pulled it out and wham the game was beat in 4 hours 57 minutes.

  So maybe I'm slightly biased, but that wasn't even a grinded up Musashi
  doing that, so that speaks to how powerful this warrior is. Respect him,
  love him, and allow him to destroy Runefaust!!
Leveling     (8)
  Musashi levels rather easily, mowing down opponents and gaining loads of
  experience. He takes a small hit due to not having reliable experience gain
  as well as a lower movement/speed
Consistency  (10)
  Another of one of the most consistent characters and newb friendly heroes
  available in the game, Musashi easily fits onto every team. His only
  downfall is that you get him later in the game, but it's a small downside
  as he will fit onto your team regardless of your teams level
Overall      (87.5)


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    Adam    (35)
{Robot --> Cyborg}

    Level 20 Promoted Stats:
    70 - 00 - 72 - 83 - 58
    Level 20 Average Stats :
    60 - 00 - 37 - 60 - 39
    Level 20 "Typical"     :
    65 - 00 - 55 - 72 - 48
    10/20 Stats:
    70 - 00 - 59 - 71 - 46


Adam easily falls into the category of worst character in any RPG ever. Unlike
Zynk from SFII who joins and only suffers from small movement (literally, Zynk
is like the Musashi of SFII) Adam joins your team and you vomit slightly in
the back of your throat. He joins at level 10 unpromoted. Yes, the level
people were joining your team at 3 or 4 chapters ago in some cases. One might
think that despite him being such a low level, maybe he has great stats.
Actually, no, his stats are slightly above average for a level 10 unpromoted
character, but at this point the game it's awful. One still might think that
it will be easy to level him as monsters typically have low Defense ratings.
The answer would still sadly be no, he will be doing one single point of
damage for a long time. While he (when given 20 battles to redo) has gone up
about 20 levels, he can finally start to hold his own (possibly even better
than some others. But wait! There's still another massive downside to him, and
that's his super unreliable stat gain. Still not convinced? Seeing as you got
a far superior Musashi right before him and a far easier to level Guntz way
before that (both have small move) there's only 2 movement enhancing items in
the game which means of these three people, only 2 will be helped out (this is
of course assuming we're doing a power team and all three of these compete for
this elite team) Adam will still get the bone. That long convoluted sentence
essentially means that Adam should/can only be used if you are doing a power
team and are not using Guntz or Musashi. Yes, it's painful

Attack       (5)
  Adam scores a 5 because it takes about 10 levels before he can (even
  boosted) start hurting enemies (that's promoted at 10) otherwise it may take
  15 or 16 if promoted at 20. Since you can level him up to 30 times, makes
  sense. Also, if you're gonna use him, grind him out. Otherwise, you have a
  worse Bleu, sounds awful
Defense      (3)
  Adam scores a 3 because while he does get incredibly tanky, by the time he
  gets there (in terms of grinding and whatnot) nearly all threats of physical
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  damage have subsided making his impressive defense rather pointless
Hit Points   (6)
  I'll give credit to Adam for one thing, he starts strong enough to tank 2
  Torch Eyes to the face and most people can't say that
Agility      (2)
  Adam not only comes slow, but will stay slow for the entire game
Movement     (4)
  Adam suffers from small movement just like Guntz and Musashi
Early Game   (0)
  It is possible to score a 0 and the only 0 in the game goes to Adam for his
  early game. He is simply the WORST and things won't get much better any
  time soon
Medium Game  (3)
  If you were to have gotten Adam a chapter or two ago, Adam would score much
  better with his medium game (early promotion to a few levels) but as it is,
  his medium game is still very crappy compared to where you are at in the
  game
Late Game    (8)
  Once you've finally got him over level 10 promoted (and approaching 20) he
  finally is a force to be reckoned worth despite still having small movement
  and slower agility. Now you have to ask yourself was it worth it
Leveling     (0)
  Adam is the single hardest character to level in the game, requiring very
  special attention be put on him to weaken enemies down to 1 HP. For a few
  levels, boosting him won't matter as he will still only do 1-3 damage until
  he gains some attack (which he must gain because he doesn't use a weapon)
Consistency  (4)
  The only consistent stat about Adam is he will be slow(er). His defense
  generally gets very strong (the question is how strong) and if he can
  sustain multiple blows, his life generally gets high (but high enough?),
  but it's his attack that is the most concerning, that he may be literally a
  tank but be incapable of attacking for more than 10-15 points of damage,
  which is simply not enough
Overall      (35)


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   Hanzou    (86)
{Ninja --> No Promotion}

    Level 20 Promoted Stats:
    64 - 38 - 64 - 60 - 59
    Level 20 Average Stats :
    55 - 36 - 54 - 52 - 52
    Level 20 "Typical"     :
    60 - 37 - 59 - 56 - 55


The last 'real' character review, Hanzou does make an incredible appearance
despite it in the final chapter 5 battles from the end of the game. Like I've
said already, I prefer Slade from SFII as you get him longer (more chance for
growth) and his magic is superior (Katon/Raijon >>> Shield). Anyway, Hanzou
will join and be quite similar to Musashi, although not nearly as powerful.
Nevertheless, Hanzou moves fast and hits hard. He learns 4 spells (3 of which
are virtually worthless) but can still contribute more even if he has some bad
levels. He has very consistent levels though, just take a look.

Attack       (8.5)
  He hits hard, but not "as hard" as others nor will he top the chart, which
  is why he gets penalty'd a bit
Defense      (8.5)
  He's tanky when he joins, at least enough to facetank some damage, but it's
  nearly on Musashi's level which is why he loses a few points
Hit Points   (8.5)
  As the worst Hanzou's I've seen join with about 39 HP, that's not bad, and
  after a few levels (well, 10 in fact) you can see that he adds about another
  15-20 HP to that which is nice
Agility      (8.5)
  His agility his quite for being a front-liner, surprising and very nice
Movement     (10)
  We don't know how he fairs in rough terrain as he never sees it, but as such
  a movement of 7 is perfect. Should I mark him down because he can't fly over
  things? Naahhh...
Early Game   (7)
  Similar to Musashi, Hanzou has a very skewed early-middle-late game. However
  there is one clear cut difference between the two. Since you get Hanzou and
  promptly fight Chimaeras and Blue Dragons followed by Robots, his starting
  starts are high but not quite high enough to be a true 'front-liner'
Medium Game  (8)
  It is difficult to really justify, but with 7 as a starting point, and
  knowing that he will only get better from 10-20, he simply gets a little
  better...
Late Game    (9)
  ...and will be powerful in the end, although not the most powerful on your
  team
Leveling     (8)
  His leveling score is quite similar to Musashi, losing points for not
  having reliable experience gain as well as you gain him so late in the game
  that to 'level' him requires you to redo battles a few times
Consistency  (10)
  A very consistent character, never really lacking in any stat ever
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Overall    (86)


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    Jogurt
Jogurt, I feel compelled to put him in here for no other purpose than to share
some mythology I wrote about him.

Back in the days of knights and squires, these warriors would coat their
animals in armor, not only for protection, but for intimidation means. This is
how the legend of the Black Knight came to be; a fearless warrior and his
noble stead dressed as dark as the moon on a moonless knight would strike fear
into the uneducated opponent. People, for the most part, were not educated
very well in the 13th-18th centuries. Those with money could afford to be
educated in a simple liberal arts education, reading, writing and arithmatic,
but those who could were learned in the ways of fighting, as that was the law
of the land. Those who told the stories that we now repeat today, often did
not cross swords with those who did the fighting, only a whisper of the legend
would reach the knights ear. So now, the brave knight, sword and shield bore
in its entirity, gripping the reins of his horse tightly, feels the cold
silent whisper of the wind whip about him. He feels confident, his training
has prepared him for this moment. Suddenly, he feels dread. Nothing has
changed, but now his stomach is tightening with an unflinching fear and now,
he hesitates. His throat goes dry; his armor clanks noiselessly as though
it wants nothing more than to run. Then he hears it... a slow pitter patter
of hooves coming from the clearing. He looks up, only to see the grim outline
of his opponent. His opponent, dark as the nights shadows, stared down to him.
All the brave knight could see were the red eyes of his opponents horse; it
was as though his opponent had come riding Cerebrus straight from hell. As
the seconds tick, the knight sizes up his opponent... when his opponent
rears back on his horse and the horse lets out not just a whinney, but more
of a gargled cry; as though the horse was speaking through the fires of hell
to him. It's more than he can take, and the brave knight retreats and the
kingdom will eventually fall peacefully rather than fall repeatedly to duels
with the opposing kingdom.

With a bit of intelligent masking of black armor, and some debris in his
horses' mouth, the Black Knight was able to portray the worst fear of mankind,
and as result, win battles without a showdown of sword skills.

This is how Jogurt was meant to be. He is wearing armor and speaks with a
definite tone which is not pleasant to the ears. Jogurt, is the Black Knight.
History reveals to us that the Black Knight was not a skilled warrior, rather,
he was a master of the Art of War. Jogurt likewise, cannot fight at all, but
fights to intimidate the opponent in laying down their weapons.

Obviously, there was some sort of error the programmers made as he does not
have a taunt ability.


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And now, some comparisons with those numbers

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              | Chart I : Everyone Compared |
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    1.  Musashi  87.5
    2.  Hanzou   86
    2.  Pelle    86
    4.  Tao      83.5
    5.  Anri     81.5
    6.  Luke     80
    7.  Max      79.5
    7.  Khris    79.5
    9.  Torasu   78.5
   10.  Ken      77.5
   10.  Zylo     77.5
   12.  Gort     76.5
   13.  Guntz    76
   14.  Mae      71.5
   15.  Earnest  70.5
   16.  Alef     70
   17.  Vankar   69.5
   18.  Lyle     68
   19.  Bleu     66
   20.  Balbaroy 65.5
   21.  Gong     62
   22.  Arthur   61.5
   22.  Amon     61.5
   22.  Diane    61.5
   25.  Hans     60
   26.  Kokichi  58.5
   27.  Lowe     54
   28.  Domingo  52
   29.  Adam     35
   30.  Jogurt   00

Remarks: I've gone ahead and fixed the graph with the corresponding scores as
many people have jumped several places while a few (Lyle being the biggest)
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dropped in number. They feel much more accurate now, especially as the
descriptions have been updated and are much more thorough and I think you'll
agree. Now, as I've said before, these numbers do not reflect a "who's the
best" list nor do they suggest who you should or should not use. These are
simply a way to categorically list the heroes in some form or another. I've
said it once, and I'll say it again, nearly every hero in this game is viable
in one way or another. Some may take more time, some may be more challenging
for some reason (still can be fun though) but at the end of the day, these
numbers simply reflect the accumulative score of grading them on everything
that may matter to you, the player.

Often, people who score very poorly (75 or less) is due to them having some
huge issue that you are probably already aware of. For instance, Mae has
consistency and attack issues. Ernst is that last of many horses to join and
doesn't provide any real reason to put energy into him. Alef is awesome but
takes time and energy. Vankar, like Ernst, doesn't do anything outstanding to
outshine some of the people above him. Lyle scores great but is super fragile.
Bleu, like Arthur and Adam, require a ton of time to become great. Balbs, Amon
and the Archers don't stack up to other characters, they shouldn't! What sense
would it make to have an Archer be tankier than a Knight? Maybe more damage,
but that's the thing, they actually do towards the end! It's the other parts
where they score lower. Gong is a Monk, someone who is good at a lot, great
at nothing, so his score reflects that. Kokichi is an awkward character who
doesn't do anything great, but still finds his way onto teams because he
more or less switches classes into a flying archer and that's handy. Lowe
is just terrible. And that rounds out Domingo as we know, who is great, but
his overall score is low because of a number of strikes against him including
limited magic and taking a long time to get to Freeze 4.

Really, this list does more to show the strengths and weaknesses of not just
characters, but the classes themselves. The Mages all score very well! Most
Knights are the upper half. Nearly all the warrior types are in the top 10.
It's because their downsides are small to pointless arguments. But you can't
have 11 warriors on your team with Max, because you'll have no healing and
you may just miss until the cows come home. The point is, it's formal to have
a list, and I hope this helps you understand that.

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I've removed several charts mostly because they were redundant. If you want to
compare specific classes, then just focus on that one big singular list, it's
a lot easier, and de-clutters this guide a lot.

However, I do want to add something new that is different from the previous
updates, and that's who scores a 10 in each category so that you can see why
and what defines receiving a perfect score regarding some aspect of their
performance. That way, a 7 makes more sense compared against a 10.

     Attack - Musashi

It's straight forward: how much damage do you deal. I look at a few things
here: weapon availability (both upgrades and endgame), ability to damage at
each major point throughout the game, and consistency to perform that damage.

The reason there is only 1 perfect score is because there is only 1 hero who
fits that description, Musashi. He always hits hard, always has his weapon,
and doesn't have limited availability of it. While he may not hit hardest,
that isn't necessarily a requirement since doing 70 or 75 is still doing a
rather large amount of damage.

     Defense - Musashi

Defense is a simple stat: how much damage do you receive. However, this is a
bit harder to evaluate compared to attack due to the ranges of damage as well
as the proportion of damage that is feasibly dealt. While 8 seems like a weak
amount of defense, when Max has 8 defense in chapter 2, it serves its purpose
so no real punishment there. When a few chapters later and enemies deal 22 and
he still has, 8, or maybe 10 defense, the amount of damage receiving is far
higher than before. So it's not always about the straight number. Similarly,
Adam receives a lower score than expected because (well he gains a lot!) but
WHEN he gains it is a huge issue since those enemies have long since stopped
appearing.

Again, Musashi is the only person who fits the perfect score model here. He
takes damage, sure, most people do until the very end of their leveling, even
the almighty Guntz with his legendary 85+ defense in a 20/20 game. The problem
is timing and that's where Musashi succeeds. He joins with ample defense to
greatly reduce the damage from enemies like Jets and Minotaurs, and by the
time you've moved into Horsemen, Chimaera, Dragons, and Skeletons of the
machine variety, his defense has grown to resist the damage. Even the almighty
Pelle with great stats doesn't quite fit the perfection model.

     Hit Points - Musashi and Bleu

Hit points aren't tricky to evaluate but there is a lot to consider as defense
somewhat plays a role here but in general, we want more hit points. How many
though? The reason for the chart right before the evaluations was to really
pinpoint what damage is going to be thrown at us and because of that, we can
see the goals that we really want. People like Tao suffer on this score
DESPITE ending with basically the same HP as many others, like Anri, because

it takes her much longer to get to those amounts. How long does it take to get
to 20, 25, 30, 40, 50, 60? Those are important thresholds and that can really
impact decisions moving forward especially given the type of character we're
dealing with. Lyle scores low, sure, but he'd score a lot lower if he weren't
an Archer, that's for sure.

Because of this, Musashi and Bleu share this title as they have great health
pools. Musashi joins at the 50 barrier and can easily surpass 70 towards the
end of his career. It's pretty straight forward. Bleu, is more tricky, but you
can see that despite many of his shortcomings during his leveling and catching
up to the rest of your team, one thing is never an issue, health. Compare to
other people like Luke, Gort, or even Pelle. They get good amounts towards the
end, but dang don't they die quickly to lasers for a while? And that's the
point.

    Agility - Tao

Faster characters tend to go sooner rather than later. That's all we know
about agility. And when it comes to fitting that mold, Tao is the only
character who will always be at the top throughout the entire game. She's
easily not the faster character on your team, look at Arthur! But look at how
she stacks up through the entire game. Isn't it nice having a powerful magic
attack to start off each round to set up weaker people? Or use it to clear
dangerous enemies that survived or could become a problem? She starts fast,
and stays fast, and it really, really, helps.

    Movement - Balbaroy, Amon, Hanzou

Kinda silly but regardless: grading move is based on raw movement, reductions,
and your attack range. Knights have 8 range with spears, but only moving 2
spaces in roughly 40% of the game is pretty crappy. Birds can easily move
about and focus certain areas, something that's very technical and battlesmart
but Hanzou cannot fly, yeah but when he joins he can always move 7 spaces. As
I said, I could give him a 9.5 but for real, it's not a huge deal. Really what
it shows is what the Knights could score if their placement in the game was
better suited for them, and that's something else to consider regarding
specific grading IE Kokichi getting a better attack score over Ernst, and it's
because Kokichi joins with easier enemies to fight despite being weaker, but
Ernst does not. That changes everything, same with each other stat.

    MP - Tao and Torasu

A small pool for sure to evaluate, but it's rather straightforward. How
effective can you be as a caster throughout the game but as well, throughout
each battle regardless of length. Even though her MP growth isn't as good as
Alef, it's her cheaper spells that allow her to go the distance. That may
seem unfair to grade it that way, but it's the harsh truth. Tao with 80 MP
can do 10 Blaze 4's, basically dealing upwards of 400 damage. Anri with 80
MP can do 8 Freeze 4's, around 330-350 damage. Alef with 80 MP can only cast
4 times dealing a whopping 200+ damage, but there ya go. Tao has the distance
to go. And it's the same regarding healers, which is why Tao ultimately takes
the cake over all of them. And sure, it seems cliche to have one Healer and
one Mage chosen, but Torasu really does fit the mold as well. His MP gets
to a point to where you can cast Aura 4 multiple times, and that's as good as
it gets. Khris, despite her advantages, doesn't have the same super impact
for raw power, and Gong and Lowe just don't even begin to compare.

    Early Game - Pelle

Early changes pending on when someone joins but regardless, it's approximated
for each character and we see that Pelle easily has the best joining
experience in the entire game, even surpassing Musashi as proportionally, what
Pelle brings when he joins is simply, the best. There are many people who are
very very good, but sometimes lack just a little somewhere and that's why you
see many 9's awarded. But Pelle, he defines what you really want from someone
when they freshly join your team.

    Mid Game - Anri and Khris

It's hard to really be fair here since so many people could easily get 10s,
like Pelle and Musashi, maybe even Tao and perhaps Ernst. However, in order to
really categorically show what makes a perfect 10 for midgame, we turn to 2 of
my favorite ladies in this game, Anri and Khris. And keep in mind (and this is
probably the why behind just these 2) this description works ragardless of a
level 10 or 20 promotion.

Khris first. Her best spells come online right at this time. She's gotten
Heal 3, her stats are getting good, and then BAM Aura and then BAM Heal 4
right there after. Her transitional period is one of the easiest in the game
and this is where she shines more than most, as she does everything you would
hope, and more. Torasu does do the late game better, but Khris does what Gong
and Lowe together cannot, and that really shows why she is one of those best
mid game characters, and really shows what it takes to be critical to your
team at that period.

Similarly, though leaning more towards a 20 promotion, Anri's first couple
levels of a Wizard are so much better than as a Mage, it's night and day. Her
first few levels net her enough defense to overtake Domingo, Pelle, and even
Guntz! Sure it stops later on, but dang. She also accelerates her learning of
spells to a level that is really unmatched. Tao takes 3 levels for Blaze 2,

then 8 more for Blaze 3, and another 8 for Blaze 4 (and yes, these are totally
fine) but Anri (as a Mage) learns Freeze after 2 levels and Blaze 2 after
another 3. It's somewhat disappointing as her damage hasn't improved, just
the AOE has. However, after promotion, she gets Freeze 2 in just 2 levels, and
then Freeze 3 after just 3 levels, and that's a huge upgrade. If you promote
her later towards 20, then you just get all these spells that transition over
which makes it even better!

    Late Game - Anri and Musashi

It's hard to evaluate, again, since there are so many factors and bias that
need to be accounted for, but again, I'm forcing myself to just 2 perfect
scores. There are a lot of 9 and 9.5 characters, but the two "best" that
showcase a late game power, are Anri and Musashi. For Musashi, there isn't
much that needs to be repeated from my description above. For Anri, there
isn't much either. The only time you don't want Anri is if you are
challenging yourself. Like, straight up. She fits onto any team and it will
benefit a lot from it. That could be said for many characters, but Anri
provides this strange utility that other characters don't really grasp, and
that's her ability to destroy anything from 3 range, or severely weaken a
large group, or tank up for a weaker character, or... the list goes on. Anri
fulfills so many roles lategame, she absolutely deserves a 10

    Leveling - Torasu

Pretty easy and straightforward, how easy is it to level someone? I gave the
ratings above, but basically it revolves around consistently leveling and
general ease of leveling. It doesn't get much easier to level someone over
Torasu. The Holy Staff lets him ding enemies for kills, and Aura nets a bunch
of experience each cast (basically free EXP) and because of that, he ramps up
his EXP very quickly and can catch up despite being a meager level 16 when he
joins. Others come close, but no one is Torasu when it comes to leveling

    Consistency - Many

More than I can list. How consistent are they? This is more than just from
playthrough to playthrough, but also details during the playthrough. Most
people end up in similar areas at similar times from each playthrough to each
playthrough, but not everyone has that consistent approach that we see when
this group that gets their 10 score.

Anyway, I hope this helps to further explain what the scores mean and how they
stack up against one another.

---------------------------------------------------------------------------

                 ---------------------------------------
                 | Chart VII: Newby Characters Compared |
                 ---------------------------------------

Chart Description: Below is the easiest characters to play in the game for
someone (recall that a Newb is a new player). The scores are factored in
several ways. First, their consistency score (remember that is the
consistency of stats) is the base of their number. Next, is a +/- 1 depending
on location of character. For example required characters get +1 to their
score due to them being impossible to miss, hidden characters, no matter how
easy they might actually be, will receive -1. Lastly, the score of the
character will be adjusted for when you receive the character. For example,
a chapter 7 or 8 character, for the most part, will join too late and require
to much effort to be used in a newby team. On to the chart.

              1.  Max 10+1+1 = 12        14. Gort 8-1+1 = 8
              1.  Hans 10+1+1 = 12       14. Mae 6+1+1 = 8
              1.  Pelle 10+1+1 = 12      18. Guntz 8.5-1-1 = 6.5
              1.  Tao 10+1+1 = 12        18. Amon 4.5+1+1 = 6.5
              5.  Lowe 9+1+1 = 11        20. Vankar 6.5-1+1 = 6.5
              5.  Khris 9+1+1 = 11       20. Ernest 6+1-1 = 6
              5.  Ken 9+1+1 = 11         20. Arthur 6-1+1 = 6
              5.  Luke 9+1+1 = 11        23. Torasu 5.5+1-1 = 5.5
              9.  Diane 8+1+1 = 10       24. Gong 5-1+1 = 5
              10. Musashi 10-1+0 = 9     24. Bleu 5+1-1 = 5
              10. Anri 8+0+1 = 9         26. Kokichi 4.5-1+1 = 4.5
              12. Zylo 7.5+0+1 = 8.5     27. Lyle 6-1-1 = 4
              12. Balbaroy 6.5+1+1 = 8.5 27. Adam 4+1-1 = 4
              14. Hanzou 10-1-1 = 8      29. Domingo 4-1-1 = 2
              14. Alef 8+1-1 = 8         30. Jogurt 00

Remarks: Note that Musashi received a +0 bonus due to him being late in the
game but he is so insanely strong it does not matter. Anri and Zylo received
+0 on being hidden due to them being found almost on purpose as the story
dictates. Guntz received a -1 due to his low move and the lack of move
increasing items untill later in the game. Ernest, Lyle, Bleu, and Domingo all
received a -1 due to them joining rather late and being such a low level (as
described above in their review). Below however, is the suggested team for
any new player.

                         The Easy Dozen

                         1.  Max
                         2.  Hans

```
                        3.  Pelle
                        4.  Ken
                        5.  Khris
                        6.  Tao
                        7.  Diane
                        8.  Luke
                        9.  Anri
                        10. Zylo
                        11. Balbaroy {Replace with Musashi}
                        12. Gort
```

Remarks: The above team ranks very high in easiness to use, as well as all are
required characters except for Anri/Zylo (who are very easy to find) and Gort
and Musashi (who are more complex but barely so). There is balance in casting
and fighting.

--------------------------------------------------------------------------

The following section contains some charts comparing stats
Note, I'm leaving these in, but these are largely useless due a better
understanding of the game and how level up mechanics work

```
-----------------------------
A. Unpromoted Average Growth |
-----------------------------


----------------------------------------------------
Character  -  HP  -  MP  -  AT  -  DE  -  AG  -  TP
----------------------------------------------------
Max        - 0.8  - 0.15 - 0.4  - 0.6  - 0.69 - 4.84
Ken        - 0.69 - 00   - 0.31 - 0.61 - 0.52 - 4.32
Mae        - 0.62 - 00   - 0.33 - 0.46 - 0.49 - 4.22
Arthur     - 1.25 - 0.58 - 0.49 - 0.85 - 0.99 - 6.5
Pelle      - 0.32 - 00   - 0.05 - 0.18 - 0.36 - 2.583
Vankar     - 0.22 - 00   - 0.18 - 0.30 - 0.48 - 3.25
Ernest     - 0.2  - 00   - 0.11 - 0.33 - 0.55 - 3.25
Guntz      - 0.33 - 00   - 0.22 - 0.49 - 0.19 - 3.42
Luke       - 0.62 - 00   - 0.19 - 0.45 - 0.55 - 3.89
Gort       - 0.61 - 00   - 0.28 - 0.52 - 0.66 - 4.05
Tao        - 0.29 - 1.02 - 0.33 - 0.39 - 0.59 - 4.58
Anri       - 0.24 - 0.73 - 0.49 - 0.34 - 0.41 - 4.53
Alef       - 0.94 - 1.32 - 0.56 - 0.22 - 0.84 - 8.00
Lowe       - 0.37 - 0.59 - 0.47 - 0.26 - 0.54 - 4.37
Khris      - 0.43 - 0.46 - 0.45 - 0.47 - 0.44 - 4.3
Torasu     - 0.4  - 1.63 - 0.88 - 0.26 - 0.62 - 6.5
Gong       - 0.44 - 0.59 - 0.71 - 0.7  - 0.4  - 5.47
Hans       - 0.38 - 00   - 0.29 - 0.57 - 0.29 - 3.26
Diane      - 0.35 - 00   - 0.22 - 0.61 - 0.33 - 3.71
Lyle       - 0.56 - 00   - 0.18 - 0.76 - 0.56 - 4.00
Balbaroy   - 0.3  - 00   - 0.24 - 0.26 - 0.49 - 3.33
Amon       - 0.63 - 00   - 0.41 - 0.31 - 0.41 - 4.2
Kokichi    - 0.39 - 00   - 0.19 - 0.38 - 0.50 - 3.486
Bleu       - 0.61 - 00   - 0.59 - 0.45 - 0.61 - 5.36
Zylo       - 0.16 - 00   - 0.33 - 0.35 - 0.68 - 3.72
Adam       - 0.31 - 00   - 0.51 - 1.18 - 0.63 - 5.8
----------------------------------------------------


---------------------------
B. Average Promoted Growth |
---------------------------


----------------------------------------------------
Character  -  HP  -  MP  -  AT  -  DE  -  AG  -  TP
----------------------------------------------------
Max        - 1.35 - 0.04 - 0.36 - 0.89 - 1.58 - 7.52
Ken        - 1.15 - 00   - 0.34 - 1.13 - 1.46 - 7.789
Mae        - 1.86 - 00   - 0.25 - 0.92 - 1.78 - 8.42
Arthur     - 1.88 - 0.42 - 0.37 - 1.42 - 1.72 - 10.16
Pelle      - 1.37 - 00   - 0.35 - 0.79 - 2.04 - 8.11
Vankar     - 1.31 - 00   - 0.25 - 1.17 - 1.69 - 8.00
Ernest     - 1.23 - 00   - 0.33 - 1.14 - 1.98 - 8.63
Guntz      - 1.22 - 00   - 0.26 - 1.90 - 1.11 - 8.68
Luke       - 1.14 - 00   - 0.54 - 1.58 - 1.51 - 9.16
Gort       - 1.74 - 00   - 0.25 - 1.56 - 1.50 - 8.95
Tao        - 1.37 - 1.33 - 0.19 - 0.72 - 1.75 - 9.68
Anri       - 0.93 - 1.04 - 0.91 - 0.93 - 1.41 - 9.47
Alef       - 1.09 - 1.08 - 0.65 - 0.64 - 1.31 - 9.11
Domingo    - 0.99 - 1.08 - 1.07 - 0.66 - 0.73 - 8.68
Lowe       - 1.15 - 0.79 - 0.30 - 0.99 - 1.61 - 9.00
Khris      - 1.09 - 0.91 - 0.47 - 1.21 - 1.27 - 9.00
Torasu     - 1.39 - 1.02 - 0.52 - 1.32 - 1.15 - 8.95
Gong       - 1.71 - 0.70 - 0.57 - 1.06 - 1.49 - 9.42
Hans       - 1.67 - 00   - 0.19 - 0.93 - 1.41 - 7.68
Diane      - 0.92 - 00   - 0.19 - 1.18 - 1.54 - 7.37
Lyle       - 1.16 - 00   - 0.22 - 0.94 - 1.38 - 7.58
Balbaroy   - 1.03 - 00   - 0.31 - 1.04 - 1.43 - 8.00
Amon       - 1.26 - 00   - 0.33 - 1.09 - 1.78 - 8.37
Kokichi    - 1.20 - 00   - 0.20 - 0.91 - 1.34 - 7.63
Bleu       - 2.35 - 00   - 0.77 - 1.92 - 1.64 - 10.42
Zylo       - 1.55 - 00   - 1.02 - 0.94 - 1.75 - 9.89
```

```
Musashi    - 1.80 - 00   - 0.63 - 1.71 - 0.77 - 9.40
Adam       - 1.82 - 00   - 0.97 - 1.72 - 1.33 - 10.05
Hanzou     - 1.41 - 1.46 - 0.25 - 1.43 - 1.48 - 8.00
---------------------------------------------------
```

```
--------------------
C. Level 20+ Growth |
--------------------
```
Remarks: I was curious as to how the number generator worked for the beyond
level 20 levels ups (as well as get Domingo to 26). So I leveled up the
casters (to see if they learned more spells later) and recorded the stats
below. However, due to a virus and my computer crashing, I lost that Save
State. This document was thankfully backed up. Oh, and so far I can tell
nobody save Domingo learns anything that late.

```
Max
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.0 - 0.2 - 0.2 - 0.2 - 0.3 - 03 - 10
22 - 0.2 - 0.2 - 0.2 - 0.3 - 0.3 - 03 - 10
23 - 0.2 - 0.3 - 0.1 - 0.3 - 0.1 - 03 - 10
24 - 0.2 - 0.3 - 0.2 - 0.1 - 0.1 - 03 - 10
25 - 0.2 - 0.2 - 0.2 - 0.2 - 0.2 - 03 - 10
26 - 0.4 - 0.3 - 0.4 - 0.2 - 0.4 - 03 - 10
27 - 0.4 - 0.1 - 0.3 - 0.6 - 0.1 - 03 - 10
28 - 0.2 - 0.2 - 0.0 - 0.1 - 0.1 - 02 - 10
29 - 0.3 - 0.1 - 0.2 - 0.1 - 0.3 - 02 - 10
30 - 0.1 - 0.3 - 0.3 - 0.5 - 0.3 - 02 - 10
Avg- 0.22- 0.22- 0.21- 0.26- 0.22- 2.7
```

```
Lowe
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.2 - 0.6 - 0.3 - 0.3 - 0.4 - 03 - 10
22 - 0.4 - 0.2 - 0.3 - 0.2 - 0.1 - 04 - 10
23 - 0.3 - 0.1 - 0.0 - 0.3 - 0.2 - 03 - 10
24 - 0.3 - 0.1 - 0.1 - 0.2 - 0.2 - 02 - 10
Avg- 0.3 - 0.25- 0.18- 0.25- 0.22- 3.0
```

```
Tao
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.1 - 0.3 - 0.3 - 0.3 - 0.6 - 03 - 10
22 - 0.2 - 0.0 - 0.3 - 0.3 - 0.1 - 03 - 10
23 - 0.2 - 0.3 - 0.2 - 0.2 - 0.3 - 03 - 10
Avg- 0.16- 0.2 - 0.26- 0.26- 0.33- 3.0
```

```
Gong
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.2 - 0.2 - 0.3 - 0.2 - 0.4 - 03 - 10
22 - 0.5 - 0.2 - 0.2 - 0.2 - 0.2 - 03 - 10
23 - 0.2 - 0.3 - 0.4 - 0.1 - 0.1 - 03 - 10
24 - 0.4 - 0.5 - 0.3 - 0.4 - 0.1 - 03 - 10
25 - 0.5 - 0.1 - 0.4 - 0.4 - 0.2 - 03 - 10
26 - 0.1 - 0.1 - 0.2 - 0.1 - 0.4 - 02 - 10
Avg- 0.32- 0.23- 0.3 - 0.46- 0.46- 2.83
```

```
Khris
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.2 - 0.0 - 0.4 - 0.2 - 0.5 - 03 - 10
22 - 0.1 - 0.0 - 0.2 - 0.1 - 0.1 - 03 - 10
23 - 0.2 - 0.1 - 0.3 - 0.4 - 0.4 - 03 - 10
24 - 0.1 - 0.1 - 0.3 - 0.0 - 0.5 - 02 - 10
25 - 0.1 - 0.1 - 0.2 - 0.0 - 0.4 - 03 - 10
26 - 0.2 - 0.3 - 0.2 - 0.2 - 0.2 - 02 - 10
27 - 0.4 - 0.3 - 0.2 - 0.2 - 0.2 - 03 - 10
28 - 0.5 - 0.3 - 0.3 - 0.3 - 0.1 - 03 - 10
29 - 0.1 - 0.1 - 0.2 - 0.0 - 0.2 - 02 - 10
30 - 0.2 - 0.1 - 0.2 - 0.6 - 0.5 - 04 - 10
Avg- 0.21- 0.14- 0.25- 0.2 - 0.31- 2.8
```

```
Anri
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.4 - 0.1 - 0.4 - 0.3 - 0.1 - 03 - 10
22 - 0.1 - 0.2 - 0.2 - 0.3 - 0.1 - 02 - 10
23 - 0.2 - 0.4 - 0.3 - 0.2 - 0.2 - 02 - 10
24 - 0.2 - 0.6 - 0.3 - 0.2 - 0.0 - 03 - 10
Avg- 0.22- 0.32- 0.3 - 0.25- 0.1 - 2.5
```

```
Arthur
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.4 - 0.2 - 0.1 - 0.5 - 0.3 - 03 - 10
22 - 0.1 - 0.2 - 0.1 - 0.4 - 0.1 - 02 - 10
23 - 0.1 - 0.0 - 0.3 - 0.4 - 0.1 - 02 - 10
24 - 0.3 - 0.1 - 0.6 - 0.2 - 0.1 - 03 - 10
25 - 0.3 - 0.1 - 0.2 - 0.1 - 0.2 - 03 - 10
26 - 0.1 - 0.1 - 0.3 - 0.3 - 0.1 - 02 - 10
27 - 0.2 - 0.3 - 0.3 - 0.3 - 0.3 - 03 - 10
Avg- 0.21- 0.14- 0.28- 0.31- 0.17- 2.57
```

```
Domingo
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.3 - 0.4 - 0.0 - 0.1 - 0.3 - 03 - 10
```

```
22 - 0.3 - 0.4 - 0.2 - 0.1 - 0.1 - 03 - 10
23 - 0.2 - 0.2 - 0.4 - 0.2 - 0.2 - 02 - 10
24 - 0.5 - 0.2 - 0.2 - 0.0 - 0.4 - 03 - 10
25 - 0.4 - 0.3 - 0.2 - 0.3 - 0.2 - 03 - 10
26 - 0.2 - 0.2 - 0.3 - 0.3 - 0.1 - 02 - 10
Avg- 0.32- 0.28- 0.22- 0.16- 0.22- 2.67

Alef
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.3 - 0.0 - 0.3 - 0.2 - 0.2 - 03 - 10
22 - 0.3 - 0.6 - 0.1 - 0.3 - 0.2 - 04 - 10
23 - 0.5 - 0.2 - 0.2 - 0.3 - 0.5 - 03 - 10
24 - 0.4 - 0.2 - 0.3 - 0.4 - 0.6 - 03 - 10
25 - 0.2 - 0.2 - 0.4 - 0.4 - 0.2 - 03 - 10
Avg- 0.34- 0.24- 0.26- 0.32- 0.34- 3.2

Torasu
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.5 - 0.2 - 0.3 - 0.1 - 0.2 - 03 - 10
22 - 0.3 - 0.1 - 0.3 - 0.4 - 0.1 - 03 - 10
23 - 0.5 - 0.1 - 0.2 - 0.2 - 0.2 - 04 - 10
24 - 0.4 - 0.3 - 0.1 - 0.5 - 0.4 - 04 - 10
25 - 0.3 - 0.3 - 0.3 - 0.2 - 0.0 - 02 - 10
26 - 0.2 - 0.3 - 0.3 - 0.1 - 0.1 - 02 - 10
27 - 0.3 - 0.5 - 0.1 - 0.2 - 0.0 - 03 - 10
Avg- 0.36- 0.26- 0.22- 0.24- 0.14- 3.0

Hanzou
Lv - HP  - MP  - AT  - DE  - AG  - TP - Samples
21 - 0.2 - 0.3 - 0.3 - 0.2 - 0.4 - 03 - 10
22 - 0.5 - 0.3 - 0.2 - 0.1 - 0.3 - 04 - 10
23 - 0.2 - 0.2 - 0.2 - 0.2 - 0.3 - 03 - 10
24 - 0.2 - 0.1 - 0.2 - 0.4 - 0.3 - 03 - 10
Avg- 0.28- 0.22- 0.22- 0.22- 0.32- 3.2
```

Remarks: It is obvious that playing further than level 20 on a genesis is an
absolute waste of time, that the vast majority of level ups will be nothing
gained. However, using save stats, it is clear that more often than not, one
can still increase their stats marginally better. Let the record should show
I never managed to get +2 in a stat, all the stat gains were simply +1. It
would be (and was my goal) to see how the game would react once a particular
stat (attack for example) reached 100. Life we know is given as question marks
but no stat in the game other than that (besides the infinite magic of bosses)
is over 100. At the time, Max had about 92 attack before my computer (and save
stated file) crashed. Alas a dream lost.

UPDATE: Having played the solo Max challenge, I have 2 interesting updates.

  (1) The game doesn't know how to handle more than 99 of a stat. Max had
      about 102 attack with the Chaos Breaker but the game read 99 attack
      Notice then that there is no point in having over 99 of a stat, the
      game truncuates it down to 99. My boosted Max (99+15) hit for the same
      as just regular 99 Max
  (2) It seems (no way to prove it) that when one hits level 40 promoted,
      they have almost an obnoxious amount of crits and double attacks. I
      mean my Max 3 shot the center head of Dark Dragon having done some 200
      damage with a double attack and a critical hit


--------------------------------------------------------------------------------


                          ----------------
                          | A Few Moogles |
                          ----------------
[4000]

                    Table of Contents for <>This<> Section

                    I.   Where oh where to level up
                    II.  Where to find Secret Characters
                    III. Funny notes about the game
                    IV. Rings, Consumables, oh my!

Section I
----------------------------------------------------------------
| Elaborate discussion on the exuberance of leveling per battle |
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  This section can be used for nearly any run-through of the game minus a
speed run.

        Chapter I

    Battle I
Battle I is a good place to get everyone to around level 3, so that you can
speed through to Chapter III without having to redo the next battles as they
are much more a pain. Let it be known that there is little point to
"overleveling" here though since Goblins start to give poor experience right
away and Dark Dwarves cap pretty hard at 4.
    Battle II

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Thanks to the mountains, we will be not leveling here. Also Goblins give piss
poor exp now.
    Battle III
Could be a decent leveling battle, but as noted in Battle I; we get so many
characters in these first few battles that it was wiser to get further before
we 'choose' to redo a battle for exp.
    Battle IV
See description for Battle III.

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        Chapter II

    Battle V
Desert =/= friendly, avoid redoing this battle at all costs
    Battle VI
Half the monsters here are not netting us much exp; do this once
    Battle VII
The puppets give decent experience to anyone who is lower than 5 (not likely)
so it is wise to advance forth.
    Battle VIII
Most of our weapons are rather bad at this point, making skeletons a pain to
kill unless you are a mage. I suggest getting new weapons in the next chapter.

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        Chapter III

    Battle IX
This is a fairly good battle to level, but it has a longer set up and is a bit
tedious. If you can wait until the end of chapter IV, I'd suggest that because
that is one of the best battles to level
    Battle X
The forest makes for a rough transition; as well as the previous battle put
everyone to level 9 (at least). Plus we are getting 6 new characters literally
in three battles. Move along
    Battle XI
Silver Knights give good exp, too bad there's 2 of them and one is the boss.

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        Chapter IV

    Battle XII
This would seem to be a good battle for leveling, however; I dislike it as it
takes several minutes to march across the field to meet Elliot's troops. As it
is, we also get 2 more heroes after this and 1 more after the next battle, two
of whom are joining at level 8 and will absolutely need some leveling.
    Battle XIII
Again, this battle shares too many similarities with Battle XII to be 'worth'
redoing.
    Battle XIV
This is the ideal battle to redo until everyone is level 15. Close proximities
to monsters means quick combat and the newly introduced Seabat offers us much
exp; as well as Hellhounds/Silver Knights go down quickly yet give great exp
for some reason. Considering as well the poorness of the next few battles, I
suggest staying here. Consider that at level 13 they gain ~30 exp for killing
Artillery. At 13, send them to fight sea bats, as they still get 48 at level
14 for killing them. Once everyone is around 15 or you have everyone at 14 and
there aren't enough bats to go around anymore, move along. I got nearly
everyone to 16; leaving a few randoms (to be used in the next few battles) at
15. Note this is also a great spot to level up Domingo at least until he
learns Freeze II to make him more viable. Freeze III if you really feel like
sitting around longer. On that same coin, if you aren't looking to 20/20 your
team, this is a good spot to promote your team and get them up to around 3
(too high and the next chapter is a waste of space) but getting those few
early levels can really smooth things out

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        Chapter V

    Battle XV
Having maxed out our experience in the previous battle; and this battle having
less than desired in the amount of units available for slaughter, and the
length of time it takes them to come to us, don't repeat this
    Battle XVI
This battle is slightly better than XV, however given that we get no new
heroes this chapter and again; the maxing we just did, do this once
    Battle XVII
At least this is the last battle in this horrid chapter. Make a note of these
Gargoyles; as these will be what we promote off of. However, there's one now,
more coming up, as well as 2 very low level people will be joining. Make
quick work of this and move along

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        Chapter VI

    Battle XVIII
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See mountains and trees: what do? Like everything before, SKIP FORWARD
    Battle XIX
This is the perfect battle to bring Lyle/Bleu from their pathetic levels up
near yours. I find this is the best place to promote. Everyone is looking to
new weapons; and golems give good experience right up to about level 19; at
which point they need to kill 3 golems and they're level 20. Once promoted
everything gives gobs of experience. Once everyone is level 8 promoted, I was
good to go. Note that Durahans/Dullahans give 48 exp on death, however there
are only 2 of them, they have crazy Defense, and Kane/Cain will engage you if
you fight them.
    Battle XX
Holy hell. This is probably the single most annoying battle in the game; like
the desert on steroids. I would suggest using fliers for this battle
    Battle XXI
This is not a bad area to level. However, given the fact we recently promoted
and it takes a considerable amount of time to get back to this place, I would
do this only once.

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        Chapter VII

    Battle XXII
Another rough area, with terribad movement; note you pick up Musashi here,
although he will probably hardly need 'leveling'
    Battle XXIII
Not a bad place to level; however it takes a bit of time to manuever about as
well as Alef/Torasu join right after this so I would discourage doing it too
many times
    Battle XXIV
Not a bad place to try and level; except you will be bumrushed by Chaos who is
simply impossible to ignore.
    Battle XXV
A possible battle to redo; except in 2 battles we have the single best battle
to level ever. Also, Adam sucks balls at this point, don't try to do anything
with him until Battle XXVII

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        Chapter VIII

    Battle XXVI
Obviously don't forget to grab the treasure first; but then beat the enemies
with a vengeance. The next battle is the best place to level in nearly any
game.
    Battle XXVII
THIS is the best place to level in the entire game. You are face with rows of
Torch Eyes and Steel Claws. 'But but, these things can deal 20 unblockable
damage and kill us very quickly!!' Yes my son, but these Robots give 48
experience upon death until you hit ~level 40 promoted. This is the absolute
best place to level people up (Adam) until you are at your desired level; and
then you can battle the next 3 battles without having to redo them. For the
purpose of THIS faq; this is the ideal battle to get people to even levels for
comparison purposes.
    Battle XXVIII
This battle; if you somehow missed it's predecessor, you should focus on
winning the game as opposed to dingl-ing around trying to level up more
    Battle XXIX
This is the second to last battle in the game, not ideal for 'leveling'
    Battle XXX
This is against Dark Dragon and the last battle in the game. Why oh why

Section II
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| Finding all the Characters |
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    If you're here, then you have not played the game enough to know where all
the characters are in need of guidance. Never fear; this is a straight-forward
section to say when people should join and how many people you should have
before/after each battle. I know there is currently a guide on gamefaqs that
is a "hidden character guide" but in my opinion it hurts my eyes as well as
some of the information is flat-wrong. So hopefully this helps out
    Note that characters marked # you cannot miss

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Chapter I

-Game Starts : Battle I-
#Max - you gain automatically
#Lowe, Tao, Luke, Hans, Ken - all join after talking to the king (which the
story dicates so no worries about accidently triggering the glitch)
I call it a glitch, it's more of a sequence-break. There's a blonde-haired
guy near the gate to leave town who wanders. You can block him with Max and
try to get him to wander down and actually block the guards from blocking Max,
allowing you to leave town early

-Battle I : Battle II-
Gong - Egress, go to the small cabin on the side and talk to him -joins
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-Battle II : Battle III-
Gort - Talk to him after completing Battle II - joins
#Mae - Watch Kain/Cain kill Varios

-Battle III : Battle IV-
#Khris - Joins after you get thrown in jail

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Chapter II

-Battle V : Battle VI-
Anri - After talking to her, you must find her in the tower later otherwise
it is possible to miss her - joins
Domingo - There's a weird monster looking thing on the first floor, search it
to receive Domingo egg

-Battle VI : Battle VII-
Arthur - Talk to him before doing Battle VII - joins

-Battle VII : Battle VIII-
Nothing!

-Battle VIII : Battle IX-
#Amon and Balbaroy join at the conclusion of the chapter

*Note, many people think you have to talk to Guntz here. Similar to Gort, that
check was never put into place. Guntz is waiting for you in chapter 4
regardless if you went to see him or not! The only person you actively have to
do things for to recruit later is Kokichi (search his machine then talk) less
he doesn't show up. Technically, Zylo requires Lunar Dew and Domingo requires
the Egg, but those are easy enough

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Chapter III

-Battle VIII : Battle IX-
Diane - talk to her Mom, then her, she joins and leads you to Battle IX

-Battle IX : Battle X-
Zylo - stand in front of him and use Lunar Dew which you make from the Moon
Stone that you get in Battle VIII - joins
Kokichi - find him in his house (main level of Bustoke, most left house),
search his machine, then talk to him. He'll ask to show it off and you just
have to go outside and watch him crash it

-Battle XI : Battle XII-
#Pelle will join at the conclusion of Chapter III

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Chapter IV

-Battle XI : Battle XII-
Jogurt - Before Pao leaves, go to the Priest in the northwest corner; there's
a slight space betweeen the table and the wall, walk through and up to see
Jogurt sit up. Once he's done that you have acquired him - joins
Kokichi -  As soon as Pao leaves Kokichi flies to you - joins
Vankar - Walk around the area after Pao leaves and he's standing there - joins

-Battle XII : Battle XIII-
Domingo - There's a man near the weapon shop guy who will warm up 'weird' eggs
for you - joins
Guntz - Is in the sheeps pen - joins

-Battle XIII : Battle XIV-
#Ernest will join you as you walk forward to progress the story

-Battle XIV : Battle XV-
Nothing!

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From here on out, there's nothing 'huge' to do to find a character; they are
straight forward.

Chapter V

Nothing!

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Chapter VI

Lyle - find him in the tower in Rudo on the western side of town -joins
#Bleu will join before you fight Cain/Kane

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Chapter VII

Musashi - after getting thrown in jail, search/read the small card and he will
join with little notice
#Alef and Torasu cannot be missed
#Adam - prior to the battle with Chaos, talk to him, then talk to the fountain
and he will lead you to Chaos. At this point, you don't see him again but he
has joined.

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Chapter VIII

Hanzou - near the entrance of the town (east side) there is something sticking
in a bush; search it to find the ninja

Section III
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| Funny Notes about the game |
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    This section is meant entirely for comic relief before I get to the boring
stuff hardly anyone reads. It in fact, will have some funny tid bits about
characters, but other random things I found amusing that other guides may or
may not include here. But as this is an 'advanced' character guide, I feel the
need to include them as they pertain to the characters (be it alot or hardly).
    Frequently Asked Questions will also be included at the end

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| Funny Spell Effects |
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    Cast Quick on a character; however if you are seizure-prone I advise you
avoid doing this as the result not only gives the target bonus stats, but
causes their in-battle sprite to move at about 10x frames per second (assuming
that their battle sprite moves)

    Muddle is worthless

    Desoul, Dispell, Sleep, and Slow almost always miss

    Bats can sleep someone who's sleeping already

    Despite the fact it's called 'Agility' characters gain 'Speed'

    Spells can critical, but it seems to be a random number from 1.25 to 2
times in strength. There is also no seeming pattern.

    In SFII, casting status enhancing spells would net 10 exp per target for
the caster (allowing those with boost to reach obscenely high levels) but in
SFI, Shield/Boost/Quick only nets 1 exp

    For any challenge that lacks a good healer, the White Ring (with save
states) can be used almost indefinitely as Aura II

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| Funny Character Effects |
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    Max is the primary target of the enemy. As such, you can abuse this and
laugh in the face of the enemy by putting an overleveled full-health Max near
the enemy to have them attack him instead of the near-death target that would
have been destroyed.

    Domingo likewise shares this attribute with Max.

    Tao can be quite the scarlet-women. In Chapter III, in the cave in which
you find the moonstone, you can find a dress that will affect her map sprite

    Anri likewise has a swim-suit hidden in the game. In Chapter III against
the Laser Eye, it is hidden in the area near where the archers are held up.
Know that this is 100x harder to find due to the fact you must in-battle
search as the battle ends when you defeat the Silver Knight.

    Mae, at least for me, is the 'miss' champion. I doubt there is actually any
way to prove this, but I swear she missed at least 50% more than any other
character, -ever-

    Lowe, in general, is the 'zero' champion; meaning that in each of his 10
trials of levels per level, he wins as he had the most times where
"Lowe gains a level!" but does not actually gain any stats. It is a near tie
though with Ernest and Vankar.

    Cain/Kane has some sort of identity crisis. In battle he is Cain, but is
referred to everywhere else as Kain.

    Most bosses, save Darksol and Dark Dragon, have magic resistance (see the
spell section of this guide). For some reason, the end-game bosses are
completely vulnerable to spells.
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Again with bosses; they give reduced experience unless you kill them. A
normal hit against a normal unit may net 25 experience, but against a boss it
would net 7 experience. It's like an experience resistance although this is
likely due to bosses having elevated HP totals meaning you do proportionally
less damage and thus gain less EXP

   The boat you are on in chapter 5, doesn't it look awfully similar to the
one that is burned down in chapter 2?

   High Priests come with a holy staff. However, often times they will not
have it equipped. Similarly, Demon Masters don't have weapons in Chaos

   The shop keepers are incredibly odd. Whenever you sell something to them,
they say something along the lines of "it's mine, all mine" even though you
generally are selling them back worse items, or at least items they already
sell

   The dragon-head in Alterone; is unsearchable until you finish battle IV,
which suggests that while you're defeating Cain/Kane's army, the King had this
secret tunnel built

   What's the game's obsession with Barons? You have a Wolf Baron, Steam Baron
and then there's Bow Masters, Sky Lords, very odd

   Similarly, the game gives Dark Priests more magic points than they are
capable of using. Heal I costs 3 but they don't have a multiple of 3

   For a funny glitch, move someone with the move ring. Then, once at max
distance, unequip it and try to move more. You'll notice that not only can you
not move, but you can't access the selection screen again. It doesn't crash or
anything, but it does require you hit 'B' to reset your move as you cannot
re-equip it once you've cleared your selection screen.

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| Item Glitches |
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   I am not going to touch on any of the useless items thought to exist in the
game. As of June 1, 2011, there has been no use to date known for any of the
items ranging from a gun to a pistol to some sort of box known to exist in
code-breakers only found in the games data. As I have neither found nor desire
to waste my time experimenting with what on earth the creators were thinking
when they put them in here; they are excluded from here. Along those lines,
refrain from asking me about them.

------------------------------------------
Section IV, Rings and Stat increasing items
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   I've received a number of requests regarding this so here goes, an
addition of a new section to talk about these. First, let's do a quick rundown
of WHERE these things are.

  RINGS
    Quick Ring | In Chapter 2 at Ribble, the most right house in the second
                 row of houses in the chest
    Power Ring | In the lower right treasure chest in battle 6 (2-2), the cave
                 under Manarina
    Mobility   | In Chapter 5 in Waral, it's the most left chest of 5 behind
                 the shops
    White Ring | In Chapter 6 in Demon Castle, it's in the topright chest
    Black Ring | In Chapter 6 in Demon Castle, it's in the topleft chest
    Evil Ring  | In Chapter 6 in Demon Castle, it's in the most-left chest
    Yogurt Ring is found if Jogurt defeats an enemy

  STAT ITEMS
    Power Potion (3)
      After 1-2, it's the top chest on the left side in the treasury
      After 1-3, push the cart into the woman and get knocked in the water
      In Chapter 6 in Demon Castle, it's the lower right chest
    Defense Potion (4)
      After 1-2, it's the top chest on the right side in the treasury
      After 1-3, it's the bottom chest on the left side in the treasury
      In the Circus Tent, it's the top right chest
      In Chapter 5, it's in the chests on the right side by the King in Waral
    Bread of Life (3)
      After 1-3, it's the top chest on the left side in the treasury
      In Pao 1, it's in the chest near the weapon seller
      In Chapter 5, it's in the chests on the right side by the King in Waral
    Legs of Haste (1)
      In Pao 2, it's the rightmost chest near Queen Koron
    Turbo Pepper (1)
      After 7-1, it's in the chest right before 7-2

   WHAT do these things do?

  RINGS
    Quick Ring grants +4 speed when equipped and uses Egress as an item
    Power Ring grants +4 attack when equipped and casts Boost as an item

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      Mobility Ring grants +2 movement when equipped
      White Ring grants +6 Defense when equipped and casts Aura 2 as an item
      Black Ring grants +6 attack when equipped and casts Blaze 2 as an item
      Evil Ring grants +8 attack when equipped and casts Bolt 3 as an item
      Yogurt Ring turns the characters sprite into Jogurt
*Both the Black and Evil Rings are cursed. While cursed, the hero cannot
un-equip the Ring and may take damage after they've performed an action.
NOTE! The Black Ring has a chance to stun as well, meaning the hero misses
their action instead. The Evil Ring (and Lance) will not stun

   STAT ITEMS
      Power Potion grants 1-2 attack
      Defense Potion grants 1-2 defense
      Bread of Life grants 1-2 hit points
      Quick Chicken grants 1-2 speed
      Turbo Pepper grants 1-2 movement
*None of these upgrades stay once promoted. All characters promote to a set
stat amount, meaning that regardless of their stats before promotion, they
are now a set amount based on the level they were promoted at. This holds true
for movement as well, despite no class changing their movement after promotion
(like Peter gaining +1 movement with his promotion in SF2), they would lose
the benefits of the Turbo Pepper

      WHO should be using these?

   RINGS
      The QUICK Ring is an interesting Ring. Regarded by many as garbage, it's
actually very powerful and allows for some of the higher-level abuses in the
game, the double turn. Now, in its essence, the Quick Ring allows a slower
hero to take their turns more quickly by having +4 Speed. Often, people like
Khris, Gort, and Luke would require this item, whereas later people like Bleu,
Musashi, or Adam would need it. The double turn is something we see more
practical earlier in the game though it still holds up later on. The idea is
that by moving and EQUIPPING the Ring yields a higher location in the turn
order (which is determined by the last character to move) they can move again
before nearby enemies get to move, thus bypassing their effect completely.
At the end of the game, giving it to your fastest character means you can
almost always have access to Egress to escape sticky situations.

      The POWER Ring is the best Ring for most of the game. It's +4 attack can
elevate someone to dealing better damage, or now OHKOing the enemy. Early, it
allows weaker people like Arthur or Hans to deal extra damage, helping them
gain more EXP. However, its TRUE power comes from the active, casting Attack
on someone for +15 attack. This amount early often means for a OHKO and
netting tons of EXP. This lets you defeat strong enemies much more easily.
Be warned as it can crack and that would be bad if it was destroyed too early.
Later, it's outclassed by the Evil Ring and having Tao or Domingo cast Attack

      The MOBILITY Ring will become the most useful Ring once you have it. As
MOVE is a resource not easily modified; it's clear that there are only 2 items
in the game that do so. It can give a Birdman or Knight 9 movement which is
basically the entire television screen. It allows Guntz or Adam to not be
stuck at 4 movement. Other people like Musashi or Bleu can feel more useful.
It should go on whomever you think needs it most.

      The WHITE Ring is our first restricted Ring as only the HERO and VICARS
can equip it. The +6 Defense makes it unique as the only defense boosting
Ring in SF1. Generally people have it on Max but there is nothing wrong with
giving it to a Healer instead (the Healer gains EXP from using it whereas Max
does not). The active component is very nice as well. If given to Lowe, he
becomes a viable healer as he now has access to Aura 2. You get it before
Torasu knows Aura 2 as well, and you may not have Khris, meaning you now have
that increased healing range when you really start to need it as well: dealing
with BOLT 2 from Mishaela.

      The BLACK Ring like the EVIL Ring are restricted as well. You need to use
what I call "heavy duty" weapons in order to equip/use them. No bows or
staves here, these are for swords and knights, but not even Birdmen! Basically
these are for Max, Gladiators, Knights, Musashi, and Hanzou. I don't believe
I left anyone off that list. The Black Ring is not as good. The chance to be
stunned makes equipping it pointless. However, the active is nice as it can
provide a ranged attack option to someone like Musashi. AOE spells are also
handy. The Evil Ring is the best Ring in the game until Alef learns Bolt 3
basically. Bolt 3 is VERY powerful, hitting a HUGE AOE for 20+ damage. In SF1,
the enemy health totals never get that bad until Chimaera and Dragons,
meaning that 20+ damage more or less kills its targets. Combined then with
the HUGE +8 attack bonus, this is a great item to throw on a frontliner. A
Knight, Gladiator, or even Musashi can use this to very much success. I like
to put it on Kokichi myself as he can fly and use it, making another useful
flying caster.

   STAT ITEMS
      As is the case with all stat items in SF1, waiting until after promotion
is ideal. However, sometimes we need to use them early. Let's look at when we
might want to be using these.
      Chapter 1, we have access to two Def, one Pow, and one Bread. The Power
Water at this point is pointless to use, as even +2 attack isn't going to make
or break anybody. The defensive items though, could easily go to Max, who is
very vulnerable and prone to dying. Even worst case rolls for +2 Def and +1 HP
makes him significantly stronger. I do try to hand onto my Bread though to use
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on Anri in Chapter 2, as she may start with just 8 or 9 HP and die to a single
Blaze 2. We do pick up a second Power Potion here towards the end, again
though I would likely hang onto it unless you think using them would boost
someone into OHKOing Bats as there are a lot of Bats in Chapter 2.
    Chapter 2, we gain only one Def potion. If Max is feeling weak, use it
before Shade Abbey, otherwise wait.
    Chapter 3, we gain nothing new here. Some use their Power Potions on Balbs
though I would save Power Potions until after promotion.
    Chapter 4, we gain our only Legs of Haste as well another Bread of Life.
At this point, bonus speed is kinda pointless so I would save it until Chapter
7 to see whom you could boost above Torch Eyes speed. The extra Bread of Life,
just like in Chapter 5, I would save as well to push people into thresholds
more favorable for Torch Eyes (22, 44, 66, etc) as the Torch Eyes tend to do
between 18-20 damage, having above those thresholds means you will almost
always take 2 hits instead of 1
    Chapter 5, we gain the last Def and Bread. The Defense Potion is best to
go to Max or Domingo at this point, though again, after promotion. Ideally,
waiting until Chapter 7 is pretty good as well (Jets)
    Chapter 6, we get the last Power Potion at the end here. Along with our
other 2 now, these are best to use after promotion and around level 10 on
someone who needs it. The reason to wait to use them is that using them early
could affect their growth.
    Chapter 7, we get our only Turbo Pepper. This one above all others, you
must save for as we want the +2. I use it on Musashi, though, using it on
any person you want to move further (I listed some earlier) really helps.


I realize these aren't Characters, but they are things that involve them so
hopefully this answers any questions you may have


OTHER FREQUENTLY ASKED QUESTIONS THAT I'VE RANDOMLY ACCUMULATED

Q. Why are the Archers so bad in this game (and in SF2?)

A. It all depends on how you're using them. Admittedly, Archers are not as
strong nor are they able to receive as much punishment as other characters
such as Knights or Warriors, but that doesn't make them worthless. We often
overlook other features of characters such as movement and range, and that's
where Archers specialize in, specifically once you acquire Elven Arrows and
they gain that extra range for their attack. Their damage isn't meant to break
the toughest enemies (until later) but they can get in the back and hurt the
weak and annoying enemies that you otherwise can't reach until you defeat the
stronger enemies. In some cases, those enemies can be really bad news. Archers
also can move well through woods unlike other classes, and furthermore, there
is no real limit on how many Archers can attack an enemy, but at most 4 melee
people can. You just have to think a little more about battle strategy and
not always brute forcing things.

Q. Can you explain the level ups?

A. I already have, but this is a very common question so here's the short
version. In SF1, characters are reaching a mountain top that is rather
pre-determined by the programmers already. Their journey to the top will
differ most of the time though. That's why you may get no stats but then turn
around and get +5 or even +10 in a stat.

Q. Doesn't that make it a worse game than SF2?

A. Both games have different leveling systems and neither is better or worse.
As explained earlier, SF2 has an interesting dynamic of early levels versus
later levels as each additional level means so much less since those points
are adding very little to the bigger pool. On the flipside, 1 level in SF1
rarely means that much, but looking at 3 levels often provides huge results.
Even going off that idea, 3 levels later in SF2 still really aren't a huge
deal since again, that pool keeps getting bigger and even adding 10 to it
doesn't really provide a huge influx.

Q. Which game is better?

A. From a technical standpoint, SF2 is a better game. It has better and more
colorful graphics, alongside a richer and deeper storyline with overall better
mechanics across the board that "fit" how most adventure games work. Things
like Archers reducing evasion of flying enemies both make sense thematically
but also provide an additional use for them. However, I find that I prefer SF1
for repeated playthroughs. Here are some of my reasons:
-I find the music to be better, in general. SF2 has some great music and
themes but SF1 has some of the best battle music that never really gets old
-I enjoy that you get a large team quickly. It allows for better diversifying
as you can choose your team more easily. In SF2, your team slowly adds up and
it punishes later joiners as any repeating you've done has put them at a
disadvantage. Plus, your second healer is a long way after you start the game
(actually the same time you get another mage but you only get one) and that
to me is annoying
-I find SF1 to have memorable characters. Sure, SF2 has some interesting folks
but usually for the wrong reasons. Many people can't even name them all since
most are so forgettable. Who uses Janet, Higins, Rick, or Skreech? Who knows
who Taya is? Why bother with Claude? Is Zynk worth it? Is there any point to
grabbing Eric or Randolf over Karna or Tyrin? The game offers much less flex
in your gameplay since you have such a smaller pool until way later into the

game. SF1 on the otherhand, has characters that are easily and readily
identifiable. Maybe they aren't all good, but you know who Ken or Lowe is.
The birds are easy to recognize. Jogurt is a meme. Musashi is strong. Like,
it's hard to explain, but it just feels better.
-Lastly, and this is from a speedrunning perspective, SF1 is a lot easier
to play on repeat due to less story. I can play and reset 4 or 5 times in SF1
and only have wasted an hour. For SF2, it's a lot more tedious. The front half
of the game is loaded with cutscenes and story, and while it makes for a good
time, it gets tedious when you're watching Astral battle the Gizmo for the
700th time in a row. If I reset 4 or 5 times in SF2, I've either not gotten
past the Gizmo battle, or my day is pretty much drained since most resets
happen in 7 minutes, or 2 hours, versus SF1 having most resets within the
first 20 minutes (more often, the first 5 or 6).

Q. Can you explain turn order and speed?

A. I'll try. Faster characters get their turns sooner. But having a higher
speed doesn't guarantee anything unless you are noticeably faster. We don't
know the exact formula, but we know a 22 speed Max can outturn Mishaela if
you tweak the circumstances and she's super fast, so yeah. In SF2, your speed
can be modified by 12.5% positively or negatively, allowing for randomness in
turn order. In SF1, we don't know the number, but it's likely 25 or 30%, it's
pretty high. Anyway, the last character that goes is when the next turns
order is calculated. Everybody's speed is plugged into their formula and a
new "seed" is spit out and that's what the game uses to calculate the turn
order. For instance, in battle 1, who goes first more often? The Rune Knight,
Hans, and Tao, right? Who often goes last? Luke, Max, and Dark Dwarves. They
can go sooner, but again, faster people tend to go sooner. If you're ever in
a bad spot trying to "get good turn order" you have to save the game on your
last character's turn, then you can reset until you get what you want. It's
something we do in the speedrun at certain points.

Q. Why is it so hard to hit ____?

A. Really, I don't know. Flying units have about a 25% dodge rate I think,
again, in SF2 we know the number for fliers is 1 in 8, or 12.5% (Archers
lower that number to 1 in 32 when attacking, the base evasion for all units).
Some people have said 50%, I don't believe it's that high, but it seems more
than 1 in 8. At the same time, bosses have elevated evasion except Dark Dragon
who just has tons of life. This is likely due to how they programmed most
things in general. Since bosses regenerate and have high evasion, it's very
hard to "cheese" them with ranged attacks, and against Mishaela and her
puppet, it's impossible since they have magic. Colossus moves and chases you!
But in the end, it's a difficulty curve. Things don't get much life in this
game, so certain aspects were made harder to give you a harder time, is my
best guess

If you think of anything else, hit me up on here or on twitch. Even though
this is the "finaler" version, I'm not abandoning it ever. Too much time has
been put into this to not keep it looking nice.


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              | Boring Crap |
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[5000]

   This section is where I do acknowledgements/copyright/stuff everyone skips
over but if you do not have it Gamefaqs scowls at you *.*

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| Acknowledgements |
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GameFaqs       - for hosting this guide so that others may use it
                 unflinchingly
Myself         - for doing writing this as well as doing all the tests myself
My brother     - for listening to me on end talk about this guide for hours
                 upon end
ehow22         - for small corrections and sending me the link to Trent's work
Trent          - for his work at shiningforcecentral.com, I was able to make
                 this guide even better than before. I doubt he'll ever see

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                  this, but whoever you are, thank you
You the reader - For reading this guide and making it through this
Camelot Software Planning and Sega - obviously, for making the game

TTTTTTTTT   H   H    EEEEE        EEEEE   N   N   DD    !!  !!  !!
    T       H   H    E            E       NN  N   D D   !!  !!  !!
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    T       H   H    EEEEE        EEEEE   N   N   DD    oo  oo  oo

Thanks for reading, hope you learned something! If you've made it this far,
you've read 8212 lines and some 378740 characters!




End Text
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