

Suikoden II Sheena & Killey FAQ

by DeathKnight

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Suikoden II Sheena + Killey FAQ

Platform: PSX

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Author : DeathKnight

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1.10 - Introduction

This FAQ took a fair amount of time as I tried to be extremely thorough. I believe I am a very knowledgeable source on the Suikoden series, and I was able to give a bit of my advice in this guide. Hope it helps.

1.20 - Legal Information

This FAQ is written exclusively for Neoseeker.com and must not be reproduced on any other website in any fashion. If it is published by another website or for profit or gain, I will simply request it removed.

1.30 - Updates

December 19, 2004 - began FAQ
January 23, 2005 - submitted FAQ

2.00 - Why I wrote this FAQ

Essentially, this FAQ should be an enlightening experience for those who play Suikoden II. When selecting one's final party, obvious choices include people like Pesmerga, or maybe Georg Prime - Viktor and Flik are included without a doubt. And even those who loaded data from the original Suikoden would jump up immediately and excitedly to proclaim how good Hero McDohl is in this game. Others might stand up and talk about how good Luc is, how he can cast 3 Level 4 spells if you get him up to level 60. And while Viktor, Flik, McDohl, Luc, and a few others are good, none of them compares to Killey or Sheena.

I know right now for many of you this may be a moment of surprise, but it is completely and honestly, 100% the truth. The question of course is then: how? Well, the key to having a good character in Suikoden II is customization. Did you notice how Pesmerga's equipment slots are all taken up except for one? Some of his equipment may seem pretty good (Horned Helmet, Knight Armor, Iron Boots), but in reality it's all holding him back. He also can only hold one rune, and his weapon rune (the Rage rune) is also unchangeable.

These facts are what separate Killey and Sheena from the rest. Barring Sheena's Star Earrings, these characters are completely customizable. All of their equipment is open (except the one accessory on Sheena), they have all 3 rune slots open, and their weapon rune slots are open. In the next few sections, I will show you how to make Killey and Sheena offensive tanks that leave the rest of your 108 stars in the dust.

3.00 - Killey

-Overview-

Killey is the best character in the game, hands down. Naturally he has better strength than Sheena, his weapon gets more ATTK, and he doesn't have the one accessory spot taken up by a worthless item like the Star Earrings. Given the appropriate equipment, and having leveled him up thoroughly, Killey will consistently do more damage than anyone each time he attacks (and with the Double Beat Rune, he'll be attack twice). Forget magic runes, or unite spells like Blazing Camp that seem so great when you first get them - Killey will do at least 2000 damage per round, and this ignoring the fact that often he will attack more than one enemy at a time, and ignoring his occasional critical hit.

These next couple sections will explain how to make Killey into this physical monster which I have described.

-Equipment-

Killey's Equipment should look like this:

Hat: Wind Hat (DEF + 24, SPD + 7)
Armor: Master Garb (DEF + 45, STR + 15, TECH + 15)
Shield: N/A
Accessory 1: Power Gloves (DEF + 16, STR + 15)
Accessory 2: Power Gloves (DEF + 16, STR + 15)
Accessory 3: Fire Emblem (DEF + 7, STR + 15)

So, in total Killey will get 108 DEF, 7 SPD, 15 TECH, and 60 STR from this setup. This gives him incredible strength, putting Killey's attack around 360 or so. 360 ATTK doesn't seem too impressive to begin with, but after you add in Killey's Runes, that's when the damage stars flying.

-Runes-

Runes

Forehead: Double Strike
Right Hand: Fury
Left Hand: Double Beat
Weapon: Friendship

With this setup, Killey gets 54 more ATTK added (Friendship Rune), thus bringing him up to around 410 ATTK. Also, with the Double Strike and Fury Runes, he will do 2.25 dmg every time he hits. And lastly, he will be attacked 2 times a battle due to the Double Beat. Thus, all in all, he will be doing 4.5 dmg per round because of these runes.

4.00 - Sheena

-Overview-

It is true; Killey is better than Sheena. This fact is true mostly because Killey has naturally better attack, his weapon category of "other" has 15 more attk than the category of "one-handed sword," which is what Sheena uses, and also Sheena has one equipment spot that is not customizable. That being said, however, Sheena does boast better technique and defense. What defense does is obvious, but better technique means that he will strike more accurately and dodge more often.

He does not quite do the damage that Killey does, but set up correctly and Sheena will be the second best character in the game hands down.

-Equipment-

Sheena's Equipment should look like this:

Hat: Wind Hat (DEF + 24, SPD + 7)
Armor: Master Garb (DEF + 45, STR + 15, TECH + 15)
Shield: N/A
Accessory 1: Power Ring (DEF + 9, STR + 20)
Accessory 2: Power Gloves (DEF + 16, STR + 15)
Accessory 3: Star Earrings (DEF + 8, Heals 5 HP per round)

So, in total Sheena will get 102 DEF, 7 SPD, 15 TECH, and 50 STR from this setup. This gives him incredible strength, putting Sheena's attack around 350 or so. 350 ATTK doesn't seem too impressive to begin with, but after you add in Sheena's Runes, that's when the damage stars flying. The only differences between Sheena's and Killey's equips are first the Star Earrings, because they are not removeable from Sheena. Secondly, you can give him a Power Ring instead of Power Gloves, which gives him less DEF but more strength to compensate for the lack of a third good accessory.

-Runes-

Runes

Forehead: Double Strike
Right Hand: Fury
Left Hand: Double Beat
Weapon: Exertion

WWith the Double Strike and Fury Runes, he will do 2.25 dmg every time

he hits. And lastly, he will be attacked 2 times a battle due to the Double Beat. Thus, all in all, he will be doing 4.5 dmg per round because of these runes. Also, unlike Killey, Sheena will get stronger each round due to the Exertion Rune. Every round, Sheena will tack on 0.2 to his attack % total. If somehow you go ten rounds without killing your opponent (which will never happen with Sheena and Killey in your party), Sheena will get up the maximum of the Exertion Rune which is 2.0 multiplied by your regular attack. Thus, added up, Sheena will do 900% of his regular damage per round.

5.00 - Where to get these Items & Runes

Wind Hat	- Various armorers
Master Garb	- Rare win off Neclordia in Tinto Mines; treasure chests
Fire Emblem	- Purchase at Highway Village
Power Gloves	- Rare win off of Zombie 7 in Tinto Mines; treasure chest in Tinto Mines
Power Ring	- Investigate the coal box in front of the smithery in Tinto City; remove from Gijimu's equipment
Friendship Rune	- Investigate the second bonsai from the right on on the east side of South Window City; Guardian Deity Event
Exertion Rune	- Investigate the vase in front of the Chief Kobold's house in the Kobold Village
Double Strike Rune	- Treasure chest in mountain pass to Tinto, etc.
Double Beat Rune	- Rare win off Cut Bunny 2; rare win off of White Tigers around Muse (only available on spy mission with Miklotov); remove from Gijimu
Fury Rune	- Treasure chest in L'Renouille; Rare Find in Muse Rune Shop (15,000 p)

6.00 - Other Characters

There are a few other characters that also work pretty well under the same setup. These characters include: Sid, Chaco, Kahn, Hai Yo. Each of them has a problem, however, that makes them not as effective as Sheena and Killey.

In addition, both the Hero from Suikoden II (Riou), and Hero McDohl can be huge physical threats. Obviously they lose out on a rune spot due to their true runes, but with the Bright Shield's Battle Oath and a little luck, they can be beserked, thus giving them the same benefits as having a Fury Rune. Also, Forgiver Sign (final spell of Bright Shield Rune) and Judgment (final spell of Soul Eater Rune) both do around 2000-2200 dmg to a single enemy, and thus are not bad as alternatives to physically attacking.

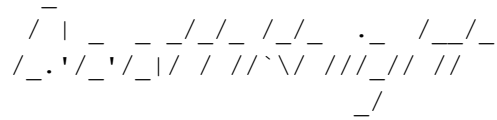
Sid and Chaco both cannot equip the Master Garb, and thus lose out on 15 STR and 15 TECH. Also, their natural strength stats are lower and spears are amongst the worst weapons in terms of ATTK with only 140. They do make nice additions if you want to round out your party with the full six members (although, you really do not need more than just your Hero and Killey and Sheena).

Next is Kahn. Kahn's main weakness is his weapon rune (Magic Drain), which is unremoveable, is horribly weak. Also, his natural ATTK is nothing to brag about, however, with a set up like the ones listed above, his ATTK easily reaches into the 350 range, which would put him right up there with Sheena and Killey if it were not for his weapon rune. Kahn also can be a great magic caster, so it is all a matter of preference, but he does make a nice addition either way. In fact, you could even combine jobs by giving Kahn something like the Double Strike and Double Beat Runes for physically attacking, and then something like the Mother Earth Rune for defense or the Flowing Rune for healing.

Lastly Hai Yo. Hai Yo is just a pretty weak character, however, do not completely underestimate him. With Killey's set up above, he does more damage than Pesmerga. He still is nothing compared to Killey or Sheena.

7.00 - Credits & Thanks

Thanks to Konami for coming out with such a good game. Thanks to Entity and Jeevan for their Tutorials on writing FAQs. And thanks to Neoseeker for continuing to be the best site around.



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