

Seiken Densetsu 3 (Import) Class and Class Combinations Guide Final

by GoodLuckDie

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Classes and Class Combinations in
Seiken Densetsu 3 / Secret of Mana 2

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First of all, the Credits:

- First and foremost credit goes to Squaresoft, for creating among others Secret Of Mana, Seiken Densetsu 3, Legend of Mana, Chrono Trigger, Chrono Cross, Secret Of Evermore and last but not exactly least the legendary Final Fantasy series. However, why they decided not to release one of the greatest RPGs in gaming history outside of Japan is something I'll truly never understand.
- Second credit is for Mr. Nobuo Uematsu (www.nobuoematsu.com), the musical genius behind the majority of Square's soundtracks. The man's music is truly unique and magnificent and seems to have a living spirit all of its own, something everyone who played through FF VII discovered one way or another. Don't ever retire, Mr. Uematsu. Final Fantasy can never be Final Fantasy without your musical work in it.
- A third credit belongs to the author of the Duran FAQ (Seiken Densetsu 3 FAQ page at www.gamefaqs.com), Twilight. During my correspondence with this fellow I learned about some new things which greatly helped me to bring my own guide another step closer to completion. You have my thanks for this, pal.
- My final credit MUST go to Neill Corlett, Lina`chan, Nuku-nuku and SoM2-Freak. These people actually translated this entire game in their free time, and made their patch freely available for public use. Now one of the greatest RPGs ever made is at long last available to every single fan of the gametype out there. You have seriously earned my respect and admiration because of it guys. My thanks to each one of you, I mean it. Visit their SD3 translation homepage at <http://www.neillcorlett.com/sd3/> or check out <http://www.neillcorlett.com/translations/> to see some of their other translation projects.

Secondly, some Legal Stuff:

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yed at www.gamefaqs.com, www.squareuniverse.net and www.neoseeker.com for the sole purpose of sharing the content of this guide with all other Seiken Densetsu 3 players out there. However, if you are so utterly impressed with the magnificent work that I've done here that you would give or kill anything to have just 3 lines of my text on your site, then give me a mail and I'll think about it.

Lastly, info on the Versions:

Version 1.00 - The original version of the guide, written in early 2001.

Version 1.01 - Fixed that damn typo in the URL to Mr. Uematsu's fan site and added the other info about the Classes which I forgot to mention last time (damnit).

Version 1.02 - Only had to make a few last changes, so this version is very probably the final one.

Version 1.03 - Yeah, yeah I know what it says above, but I got bored again so I started to rewrite this thing.

Version 1.04 - Just had to make a few last changes here and there, so this version is very probably the final one. ;-)

Version 2.00 - Updated a number of things here and there, mainly the description of Duran's Lord Class. I definitely owe Twilight a favor for that one.

Version 3.00 - The gold version. Everything my experience and my fellow gamers have taught me about Classes and Class Changing in Seiken Densetsu 3 is written down in this final version of the Class and Class Combinations guide. Hope I was able to boost the fun for you guys with it all. It's been great doing this!

Version 4.00 - The final version. It's been just about a year since I've last updated the Class and Class Combinations guide, a time during which I learned and realized a number of last things which are interesting enough to still be added. So is this really the true and final version of the guide? You oughta know me by now.

Version 5.00 - The final version mark II. Basically it's a medium-level rewrite of the entire guide, plus I added some things here and there. I'm dangerous when I get bored...

Version 6.00 - Spelling error corrections, the updates of URLs, the granting of formal permission to neoseeker and squareuniverse to use my guide on their pages, and more importantly I have begun to add more detailed Class information where I felt it was still required and/or desirable. Added the Team Formation Guide of APolaris82 to the recommended further readings alongside the character FAQs of my contemporaries.

Version 7.00 - Further expanded a bit on the new content added in version 6.00, and fixed a number of formatting errors. This oughta be it.

About Seiken Densetsu 3:

Seiken Densetsu 3 is a prequel to a title known as Secret Of Mana, a game with a story so deeply sincere and emotional it almost turned me religious. (Well I was 15 when me and my best friend played through its unbelievable plot together.) As a result of this, the events which happen in Seiken Densetsu 3 take place almost a thousand years before the birth of the Mana Knight, and thus also a thousand years before the catastrophes happening in Secret Of Mana are set into motion by Thanatos.

Both games were released on the SNES console back in the 1990s, and their size, playability and image quality were pretty amazing for the time. In fact, they still pretty much are. For some unimaginable reason however Squaresoft never released Seiken Densetsu 3 outside of Japan, despite the amounts of Secret Of Mana cartridges which were sold worldwide. It wasn't until the determined work of Neill Corlett, Lina`chan, Nuku-nuku and SoM2Freak to translate this gigantic game that SD3 finally became available to the European, the Asian and the American gaming communities.

The differences between the two games can mainly be found in the quality of both story and playability. Because of Seiken Densetsu 3 its character Class system (the very one this guide is dedicated to), SD3 has one of the highest levels in (re)playability you'll have ever encountered in the RPG gametype, but its storyline is a joke in comparison to that of Secret Of Mana. If you in other words are of the opinion that the story of Seiken Densetsu 3 was good, Secret Of Mana will make your world crumble beneath your feet where you stand.

Some Basic Things About SD3 Gameplay:

Like in Secret of Mana but unlike the majority of the other Squaresoft games, the fighting in SD3 is not turn-based as it is for example in the Final Fantasy series. The battles of SD3 actually happen in real-time, meaning there is no such thing as a timebar or stationary character positions. You can freely move around with your character, both when just out in the field or when in combat with enemies. Whenever a character attacks an enemy however, it will need to recover its strength for a while before it can attack again so keep your distance from enemies in the meantime.

There are a total of 6 available characters in SD3, out of which you will be choosing 3 to form a party with. Once you've made your choice, you'll then use these 3 characters to play through the game. However, think it through before actually making that choice, because once you've begun the journey there will be no way to change characters anymore. Also, depending on which of the characters you choose, there might be some major changes in the plot as the story of SD3 has

3 possible outcomes. Think of it as 3 games in one with the same heroes. Not only that, but each of the 6 heroes in the game represents a completely different playing style compared to the 5 others, and will thus learn and use very different skills and abilities to survive what's ahead. Because of these aspects inherent to SD3 gameplay, this game can be a very different experience each time depending on which character(s) you have chosen to play with.

However, the most unique aspects of Seiken Densetsu 3 are definitely the Classes and the Class Changing. Class Changing is such a vital part of both the plot as well as the gameplay of SD3, that the rest of this guide will be about how it works and also to give you detailed info on the Classes themselves. This way, you'll be better informed about what you can expect from each Class and what to watch out for, so you can easier choose a Class you'll have loads of fun with, and above all loads of ass-kicking.

I. What Is A Class?

A Class is basically a trade or a job the character has dedicated himself/herself to. Based on the nature of this job, the character will have a variety of weapons, armor and skills that are typical to this Class. As the 6 main characters of SD3 unwillingly get involved in the conflicts that begin to consume their world and thus each for their own reasons begin their journey, they will all have what you could call a "neutral" Class, meaning a Class that is in no way directly involved in the Cosmic struggle between Creation and Destruction, Death and Life, Light and Darkness.

As the plot unfolds however, the three young heroes you have chosen will slowly but surely evolve into the fiercest warriors on the face of the Earth, meaning everything will eventually fall upon their burdened shoulders and upon their actions.

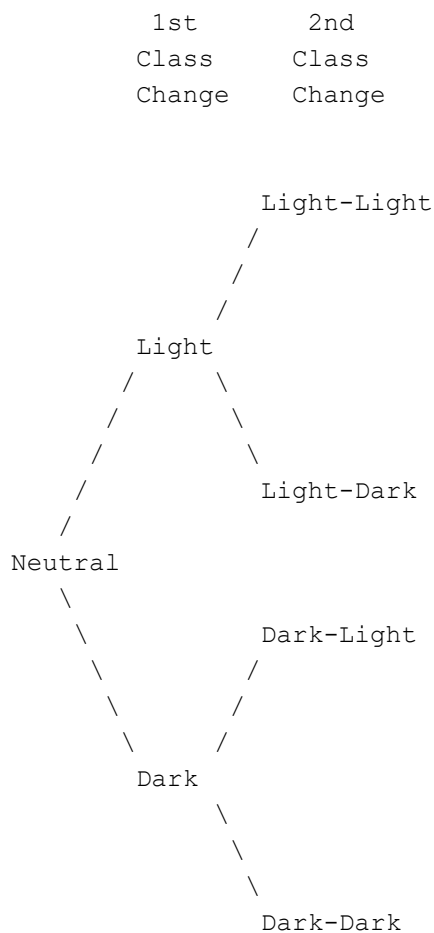
II. Class Changing!

As your characters gain experience throughout the game, they will eventually reach a level when they have enough strength and skill to evolve into a higher Class. Depending on the neutral Class with which the character started, the Classes from which you can choose from there on can be very, very different from one another. Each is just about completely unique in its abilities, advantages and disadvantages. You'll be able of having your characters undergo 2 Class Changes in the game, one at level 18 and another at level 38.

An important thing to know is that from the moment a character has his or her first Class Change, he or she will no longer be neutral. This

means you'll have to choose a Path or a Side from which the character will gain its powers. Once you have chosen a Class, there will be no way to change it back, and you will be forced to follow its Path further down as you eventually reach the second and final Class Change. Because of this, the first Class Change is an important one as it will determine the Path of the character for the rest of the game.

Here's how it works:



As you can see above, each character will have to make a choice between the Light Side or the Dark Side at their first Class Change. Under the power of Mana, the Light Side generally stands for Creation and Life, which means you'll be learning abilities and even pure magic to heal or better defend yourself. If you go Dark, it means you are choosing for Destruction and Death, which will learn you abilities and magic to weaken and/or attack your enemies with.

There is no point in asking which Side is better, cause they both seem to have their own advantages and disadvantages, and all final Classes are extremely powerful either way. The choice will be all yours.

III. How It's Done.

* The first Class Change:

Once a character reaches level 18, it means it has matured enough to evolve into a higher Class and is thus ready to undergo its first Class Change. In order to perform this Class Change, you will need the powers of one of the world's Mana Stones. Once you've reached level 18 travel to the nearest one you can already reach and simply speak to it/touch it to begin the Class Changing.

Remember, once you've made your choice you will never be able to change it back. The deal is pretty obvious from here. If you go for the Light Side, you will not be able of choosing one of the 2 final Dark Classes, and if you take the Dark Path your character cannot turn into one of the 2 final Light Classes. The choice you make at your first Class Change will determine the character its skills and abilities for the rest of the game, so make damn sure that you choose something you feel is inspiring to you and which you enjoy playing with.

* The second/final Class Change:

The final Classes your characters will eventually evolve into are so immensely powerful, it will turn them into the greatest warriors in the world of Seiken Densetsu 3. On the other hand, considering what they will be up against it will be more than necessary, you can count on it.

What makes the final Class Change as powerful as it is are the following features:

- Extreme limits: after their final Class Change, your characters will be able of raising their statistics to a near inhuman level, making them incredibly skilled and powerful fighters.
- Unique equipment: the final Class Change will take a character's spirit so deep into the Light or Dark Side, he/she will become able of obtaining and using weaponry and armor which was never crafted by mortal hands in the first place.
- Divine abilities: characters who have reached the final Class Change will begin learning what are almost half-god-like abilities, skills and magic.

So as you can see, the final Class Change is what it will eventually be all about. Without it, you have little hope of standing against your true enemies at the end of the game.

That's the good news. There is however, as you probably expected, a catch or two in actually reaching the final Class Change. First of all, your characters won't be able of performing their final Class Change until they have reached level 38(!), meaning you will already be pretty late into the game by then. Because of this, you're advised to stock up on some extra levels every now and then. Secondly, the final Classes are sealed. That's right, sealed. Following the storyline, whenever the flow of Mana in the world gets thrown into imbalance by great conflict the Goddess automatically seals the power of the final Classes, trying to prevent their enormous power of being turned against the world this way. The only way to break this sacred seal is to find an extremely rare item which can prove that the character is both mature and worthy enough of reaching the final Classes, thus ensuring that the immense powers becoming part of him/her are used to fight for the future of the living. For every of the final Classes, you will need a different one

of those items as proof in order to break the seal.

You can find these items by defeating certain enemies. If you get lucky, you will find something called a " ??? Seed " when you open a treasure chest. When you plant these seeds in one of the magic boxes you can find in any inn, you will receive one of the items that can break the sacred seal of the Goddess. All you need to do now is reach level 38 and head over to the Holyland, but be sure to have the proof items you obtained in your item ring and not in storage, because you'll need to select the proof items from the item ring during the Class Change. You will be able of evolving into one of the final Classes at the silver Goddess statue that stands in the middle of the Holyland. However, this whole seed thing has one catch to it as well.

The item you will receive after planting the " ??? Seed " is random. This basically means that the item you will get can be for any one of your 3 characters and for any of their final Classes. That pretty much leaves you with 2 options. Either you let fate decide for you and you have your characters evolve into those final Classes you already received the items for, or you can go back defeating enemies to obtain more " ??? Seeds " and keep it up till you receive the item you need to get that specific final Class which you want to play with. As always with Class Changing, it'll be your choice.

The enemies from which you can get " ??? Seeds " are mostly the following:

- Mama Potos
- Guardians
- Ruster Bugs
- Dark Lords
- Lesser/Greater Demons
- Dragons (All types)
- Boulders/Power Boulders

By the way, one thing I've noticed is that the higher your level gets the more easily you seem to receive " ??? Seeds ".

Now, about the weaponry and armor unique to the final Classes that I mentioned earlier -- getting those is not exactly something you'll end up regretting. A final Class can obtain items which only that Class can equip and use, items which essentially are the ultimate weaponry and armor in the world of Seiken Densetsu 3. The equipping of a final Class with its true weapon and armor is thus one of the things you need to do if you want your characters to reach their absolute potential.

In order to get this ultimate equipment, you'll need to do the same thing you did to get the " ??? Seeds ". By defeating certain enemies, you'll sometimes receive something called a " Weapon/Armor Seed ". By planting these seeds in a magic box and with a little luck, you'll get the weapons and/or armor for your final Classes.

One important tip though -- if you already found a " Weapon/Armor Seed " before your characters reached their final Classes, then don't plant those. If you plant that seed while your characters are still in their first Class, you will receive a weapon or an armor for that first Class. So in-

stead, save up your " Weapon/Armor Seeds " till you've reached the final Classes, and then plant them.

One last thing. Remember that the weapon or the armor you receive from the seed will be put among the equipment of the person who opened the magic box. If the item you received can't be equipped on that person, open the menu screen and go exchange the item between your characters till you find the one who can equip it.

The enemies from which you can get " Weapon/Armor Seeds " are mostly the following:

- Kerberos
- Nightblades
- Wolf Devils
- Death Machines
- Great Rabites(!)

IV. The Characters And Their Classes.

Duran -- Sword-wielding Knight of Forcena

Duran is the swordsman hero of Seiken Densetsu 3. Being a natural born swordfighter and a pretty big and athletic guy, he can hit real hard. Duran's wide horizontal slashes also have the greatest attackrange of all characters, meaning you can easily keep your distance from enemies at all times if you don't stop moving. Best of all however, these wide slashes also enable you of swiftly hitting multiple enemies with one attack, meaning Duran can build up his tech gauge damn fast if you time your attacks a little. Though Duran doesn't have much for variety he's a very powerful fighter, having the highest strength stat of all characters along with a great vitality and a decent agility. This lucky dog also gets Angela at the end of his scenario. ;-)

If you go Light with him Duran will become a Knight, capable of equipping shields. These shields will double his evade rate(!), as well as offer him additional protection against some elemental magic attacks depending on which of those shields you have equipped. The Knight's ability to equip shields combined with Duran's already high vitality will quickly result in a truly fantastic endurance, meaning that as a Knight Duran will be able to outlast enemies in a fight which otherwise are more powerful than he is. Another great thing about the Knight Class is that it will learn Heal Light, which increases the Knight's endurance as well as that of his entire team even further, and by no small amount at that. Duran's Knighthood will thus make him a very tough and a resourceful fighter, but the downside about it all is that he won't nearly reach the attackstrength he can develop as a Gladiator. He also doesn't have a fullscreen level 2 technique. By the way, the majority of Duran's shields can be bought at the armor shop in Forcena, but keep in mind that they aren't cheap things.

Taken towards the Dark Path Duran will become a Gladiator, meaning he will fully benefit from his strength and gain an attackpower much higher than that of the Knight, developing a powerful fullscreen level 2 technique as well. On top of that, this Class will learn elemental sa-

ber magic, meaning Duran will be able to combine his impressive attack-strength with the 4 basic elements(!). If this saber magic is used at the right place and at the right time, the Gladiator has the potential of causing heavy damage to any enemy with an elemental weakness. The downside is that as a Dark Class, the Gladiator won't be able to equip any shields, making him far more dependent on his raw vitality and intelligence stats for his defenses. By the way, if you choose the Gladiator, you will need to raise Duran's spirit once after he has learned his first two elemental sabers in order to learn the last two ones, don't forget this.

Duran's final Classes:

* Paladin * : The Paladin is a highly dedicated Class, as it will turn Duran into a Champion of the Light whose sole purpose seems to be slaying the most powerful Dark and undead monsters there are. Developing the most powerful Heal Light of all of Duran's Classes which he on top of that casts in under 2 seconds, this Class will also get a pretty powerful fullscreen level 3 technique. The Paladin's greatest aspects however are his ability to learn Saint saber and being able of obtaining and equipping the Sacred Shield. Saint saber, one of the mightiest spells in the game, will cast the element of Light on Duran's weapon or that of an ally, giving them a tremendous advantage over Dark and undead enemies. The Sacred Shield, a shield only a Paladin can wield, will give Duran a truly fantastic endurance, as it not only brings the usual high evade rate but also offers him great additional protection against just about any type of magic. Though the Paladin is physical-wise the weakest of all of Duran's final Classes, he is a fighter capable of outlasting any enemy(!) through the highly impressive endurance the Sacred Shield and his fast strong Heal Light give him, while Saint saber will grant him and indeed his entire team a fantastic advantage against the powerful Dark and undead enemies of the late game. Excellent Class.

Proof item: " Paladin's Proof "

Equipment of a Paladin:

Brave Blade
Hero's Crown
Hero's Armor
War King's Crest
Sacred Shield

* Lord * : The Lord can be considered the most reliable Class in Seiken Densetsu 3, something that is not apparent at first glance however. Focussing his abilities completely on endurance and stamina, this Class will make Duran develop a defense which is beyond anything any of the other Classes in the game can reach. The main greatness of the Lord is that this Class can actually obtain and equip two separate ultimate shields, namely the Oath Shield and the Adamant Shield. The Oath Shield to begin with will actually turn Duran almost completely immune to status affects(!). With the exception of silence, snowman and petrify, not a single status ailment will be able to affect him anymore. The Adamant Shield on the other hand will raise Duran's evade rate to a level which is by far the highest in the game. Combined with Duran's already high vitality, this basically means the Lord becomes nearly impossible to

knock down through physical attacks(!) once the Adamant Shield has been equipped on him. The versatility and defensive powers of these two shields are a huge backbone for Duran in just about any situation, with the Oath Shield guarding him from many of the status ailments in the game, while the Adamant Shield will give Duran unmatched protection in combat against even the physically most powerful of enemies. The Lord also has the highest attackpower of all of Duran's Light Classes, and to top it off, he will learn how to multitarget his Heal Light as well(!) along with getting the Tinkle Rain spell. However, all of this potential comes with a price. Of all of Duran's final Classes, the Lord is the only one who doesn't develop a fullscreen level 3 tech, and he also is the only one who won't learn any saber magic either. The result is that the Lord relies completely on basic swordfighting in the exact same way as the Fighter and the Knight originally did, which does count as a downside for a final Class. Nevertheless, with both the Oath Shield and the Adamant Shield readily available and with his very powerful healing abilities, the Lord quickly becomes the most resourceful and reliable Class in this game, and is despite his low(er) attacking skills a great choice for Duran both for main character as well as support. Outstanding Class.

Proof item: " Lord's Proof "

Equipment of a Lord:

Sigmund
Protection Helm
Protect Armor
War King's Crest
Adamant Shield, Oath Shield

* Swordmaster * : As a Swordmaster, Duran will by far reach his most versatile incarnation. Having excellent attackstrength, a great vitality and agility and a powerful fullscreen level 3 technique, the Swordmaster is an already highly accomplished warrior and a fully evolved version of the Gladiator who will on top of all that soon develop a true mastery in saber magic(!). Duran will initially begin learning how to multitarget all of his basic elemental sabers, meaning the entire party can instantly be empowered by the four elementals, a great advantage in many situations. But best of all, the Swordmaster will eventually also learn to cast both Moon as well as Leaf saber(!). With Leaf saber giving not only Duran but the entire party a virtually unlimited supply of Mp and Moon saber greatly enhancing physical endurance in hard and long battles, the value of the Swordmaster becomes very obvious. Because the Swordmaster combines his very powerful fighting skill so effectively with saber support of nearly every kind, Duran will be able to handle just about any situation he can end up in simply by going on the offensive, and this while being able to support the team in many different ways as well. However, this does come with a downside. Because the Swordmaster builds out his skills in such a way that he and his team can handle virtually any situation, Duran ironically won't really excel as an individual fighter anymore in the same way as he does as one of his other three final Classes. Because of this, the Swordmaster's power and versatility is definitely best used for support, both for actual battle against enemies as in ways of spellcasting. A great choice for Duran if he isn't your main character. A master fighter Class which features a plethora of uses, all of which are geared towards confronting and defeating each of your opponents.

Proof item: " Master's Proof "

Equipment of a Swordmaster:

Ragnarok
Rising Moon Helm
Master's Armor
Master's Armband

* Duelist * : The Duelist. The single most powerful fighting Class you can imagine. Although it won't be very obvious at first, as a Duelist Duran will begin to develop both an attackpower as well as an overall physical condition that is so immensely strong nothing in this game will eventually be able to match it anymore. The way of the Duelist is thus pretty obvious -- brutal and single close combat until they break and fall dead on the ground before you. This Class is physical-wise so strong, it can easily stand against the most powerful enemies of the game on its own, and its raw magic defense is frightfully enough the highest of all of Duran's Classes as well(!). As if all that wasn't worse enough, the Duelist's fullscreen level 3 Eruption Sword technique is one of the most devastating attacks there are, capable of killing nearly any regular enemy in a single blow. Another thing this Class has is Dark saber, but that will only be of use against enemies like the Potos, the God-Beast Lightgazer, the second Metal Hugger and Heath. Finally, the Duelist also retains the four basic elemental sabers he learned as a Gladiator. The Duelist has no true downsides as his undeniable physical strengths make him nearly unstoppable once he is equipped with his final weaponry and armor, but besides his saber magic he has no versatility. Though you might start to think that non-stop physical fighting will get boring because of this, the ability to kill the strongest enemies in the game with 4 or 3 attacks or the ability to wipe everything from the screen with one Eruption Sword is something you can get seriously addicted to, believe me. Awesome Class.

Proof item: " Duelist's Proof "

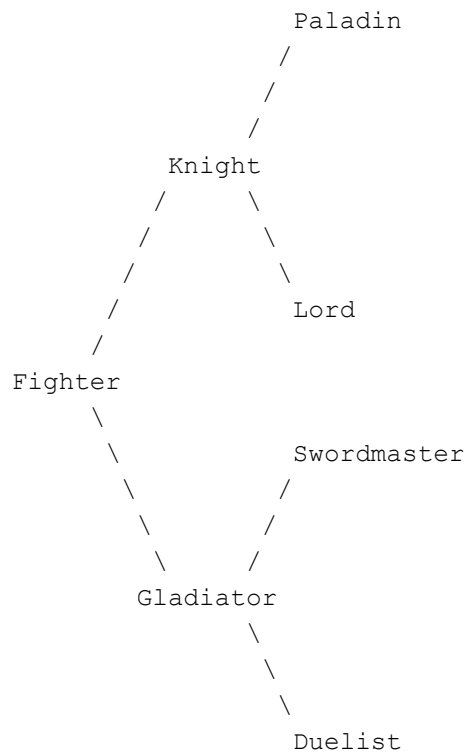
Equipment of a Duelist:

Deathbringer
Skull Head
Skeleton Mail
Master's Armband

* Note: If Duran is a character you frequently use in your team formations, I strongly recommend you read the Duran FAQ written by Twilight, which can be found on the same Seiken Densetsu 3 FAQ page of Gamefaqs from where this document can be downloaded.

Schematic of Duran's Classes:

1st	2nd
Class	Class
Change	Change



Angela -- Magic-using Princess of Altena

This sexy thing is simply put the most powerful magic user in Seiken Densetsu 3, but all of her magical abilities are of the offensive type. In other words, no support or recovery magic. A great thing about Angela is that she is the only character who will already learn a powerful collection of magic spells actually before her first Class Change! Angela has very high intelligence and spirit stats, meaning her Mp amounts will eventually hit the roof of 99, and she'll also develop the highest level in magic resistance of all characters because of it. Bad things are that physically she is very weak both in attack as well as in defense, meaning she has low Hp amounts and is thus pretty vulnerable. If you want Angela's magical power on your team, it's probably best to choose her as your main character so you can control her yourself. By the way, Angela has a crush on Duran so it's not a bad idea to put those two together. When it starts happening you'll know what I mean. ;-)

If you go Light with her, Angela will turn into a Sorceress, meaning she will begin learning every single level 2 elemental spell in the book(!), the Dark Force spell being the only exception. The Sorceress has a great variety of powerful elemental magic because of this, and she also has higher physical strength than the Delvar, the first of Angela's Dark Classes. However, due to those higher level magic spells the Sorceress tends to consume her available Mp quicker than the Delvar does, and she also has lesser raw magic resistance and magical attackpower than the Delvar has.

If Angela is taken towards the Dark Side however, she will become something named a Delvar. The Delvar will only learn a fraction of the spells the Sorceress can learn, but in turn she develops a higher intelligence and thus a higher magical attackpower and magic defense

than the Sorceress. Instead of learning new magic spells, the Delvar makes her original spells more powerful, meaning she can cause more damage than the Sorceress for the exact same amount of used Mp. Another thing about the Delvar -- and indeed, Angela's Dark Classes in general -- is that because she tends to neglect her Light-based spells you often will be able to afford placing a point in Angela's vitality stat during level-ups, rather than in her spirit stat, which can quickly begin to go a long way in terms of Angela's overall endurance on the battlefield. Finally, the Delvar will also learn Dark Force, which is a brute magical force spell that works equally well on all types of enemies except the Dark ones, and which can even penetrate various magical defense spells such as Counter Magic(!). However, in return for this raw and more powerful style of offensive spellcasting, the Delvar will sacrifice the ability of learning the new magic spells which the Sorceress learns.

* Note: The choice between Angela's Light and Dark Sides is essentially a choice between giving her either a larger variety of spells to cast or giving her a higher magical attackpower and thus more powerful base spells. Which of these two things is the best for a magic user is for you to decide.

Angela's final Classes:

* Grand Divina * : The Grand Divina is the absolute mistress in the elemental magics, as this Class will begin learning how to multitarget every single one of the elemental spells she learned as a Sorceress(!), while at the same time developing the highest intelligence of all of Angela's Light Classes(!). Because of this, the Grand Divina is capable of causing great amounts of damage in a single cast to the various enemies of the game once you have learned their elemental weaknesses, and all at a relatively low Mp cost per spellcasting as well. Eventually, the Grand Divina will also learn Double Spell. Double Spell will easily show you just to what an extent the Grand Divina has control over the elements, as this spell unleashes a pretty powerful triple elemental attack on all enemies. This Class thus has a fantastic variety of powerful elemental spells with Double Spell as icing on the cake, and on top of all that she will also develop the highest magic defense of Angela's Light Classes as well as the highest physical strength Angela is capable of reaching as a character(!). Pure elemental mastery, and a great all-rounder. Excellent Class.

Proof item: " Arcane Book "

Equipment of a Grand Divina:

Ganvantein
Myein Crown
Myein Dress
Blizzard Hairpin

* Archmage * : The Archmage shares a number of similarities with the Grand Divina Class, as she too will learn to multitarget each of the elemental spells she learned as a Sorceress(!) in the same way as the

Grand Divina did. In other words, this Class too is capable of causing severe amounts of damage to the various enemies of the game once you know of their elemental weaknesses. However, the difference between the Archmage and the Grand Divina is that the Archmage will develop a higher spirit stat than the Divina will, meaning this Class will become capable of causing heavier damage with its Light-based spells, and particularly with the already mighty multitargeted Saint Beam spell(!). The downside about it is that the Archmage has a lower intelligence than the Divina and thus also a lower raw magic defense. Eventually, as an Archmage Angela will learn Rainbow Dust, which is a pretty powerful non-elemental attack (funny considering Rainbow Dust uses the powers of 4 of the spirits in combination with each other). The Archmage is not the all-rounder that the Grand Divina is, but this Class holds the key to obtaining the most powerful Light-based spells of all of Angela's Classes, as well as the single highest luck stat that she is capable of reaching as a character(!). Pretty damn powerful and mystical magician mistress, and especially so against the many Dark-type enemies of the late game. Very intriguing and efficient spellcaster Class.

Proof item: " Book of Secrets "

Equipment of an Archmage:

Spirit Cane
Eremos Crown
Eremos Coat
Blizzard Hairpin

* Rune Master * : If Angela becomes a Rune Master, she will steadily begin to build out a collection of extremely powerful brute force spells in a similar way to how the Delvar originally did with the Dark Force spell, a spell equally effective against all types of enemies except the Dark ones. The Rune Master begins with learning how to multitarget this Dark Force, meaning this Class becomes capable of throwing out a pretty powerful punch to all enemies on the screen without having to really know what their elemental weakness is. From there on, the Rune Master will begin learning Stun Wind (silences an enemy meaning it can't use any magic or techs anymore), Cold Blaze (snowmans and thus paralyzes an enemy making it a sitting duck), Stone Cloud (petrifies an enemy meaning an instant kill), Blaze Wall and finally DeathSpell. Stun Wind, Cold Blaze, Stone Cloud and Blaze Wall are the game's ultimate elemental spells(!), while DeathSpell causes the maximum amount of 999 damage(!) killing virtually anything it hits instantly, on the condition that the victim has a level lower or equal to that of Angela. This Class thus wields some pretty damn serious power through these spells, but the problem is that this power comes with important downsides. The Rune Master's ultimate elemental spells as well as DeathSpell itself first of all consume Mp at a very fast pace, and this while non of these spells can actually be multitargeted. The powerful multitargeted Dark Force spell compensates for this in an acceptable way on the other hand, but the problem is that multitargeted Dark Force too consumes quite some Mp per cast each time. Combine these two things and you have the most Mp consuming Class in the game(!). The Rune Master is a Class which wields tremendous magical power, but she does this at the cost of tremendous Mp amounts at the same time. Immensely potent yet costly spellcaster.

Proof item: " Book of Rune "

Equipment of a Rune Master:

Rune Staff
Rune Veil
Rune Coat
Magma Hairpin

* Magus * : The Magus. The magic user which develops the highest intelligence possible, not just of Angela's Classes but in fact of all the characters as well. Because of this uniquely high intelligence, the Magus develops the highest magical attackpower which even Angela is capable of reaching, as well as the single best magic defense in the entire game(!). Under this sheer magical power, the spells which Angela originally learned as a Magician will reach their most powerful form throughout Angela's Classes, turning these once humble and simple spells into an absolute menace. As the Magus eventually reaches her higher intelligence levels these spells actually turn so powerful they become capable of wiping all regular enemies with an elemental weakness from the screen in two fast consecutive casts, while they surrender neither their very low Mp cost nor their very quick casting time for this(!). On top of that, the power of the new spells which the Magus learns becomes boosted by this same principle as well, turning the spells of the Magus into the most powerful of their kind throughout all of Angela's Classes. The Magus wields an immense cost-efficiency because of this, as her spells cause the heaviest damage of all of Angela's Classes for the exact same Mp cost(!). On top of that, this Class also learns what is the strongest magical attack in the game -- Ancient. Ancient, the ultimate multitargeted spell, has one purpose. To instantly annihilate all enemies which are somehow capable of standing against the powered standard magic attacks of the Magus. However, though this Class can definitely be considered to be the game's most potent spellcaster, there is one major catch to it. In order to be able of using this principle of empowered standard magic attacks the Magus specializes herself in, you require an extensive knowledge of the elemental weaknesses of the various enemies and bosses of the game, otherwise you'll soon find yourself relying completely on the overwhelming power of Ancient even for regular battles. In other words, this Class requires the hand of a seasoned player, so you're well advised not to choose her if you're new to Seiken Densetsu 3 -- unless you already want to have Ancient and the single highest magic defense of the game with you. Overtly powerful spellcaster Class.

Proof item: " Forbidden Book "

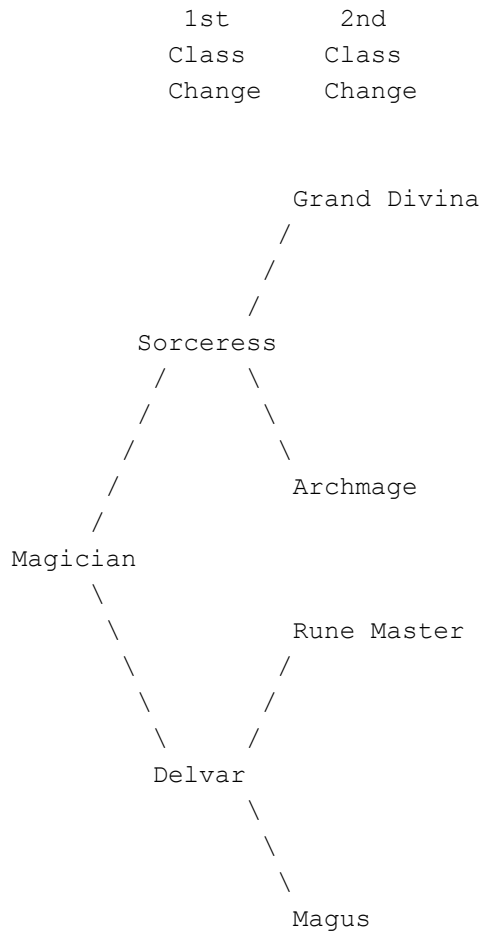
Equipment of a Magus:

Dragon Rod
Ancient Tiara
Ancient Robe
Magma Hairpin

* Note: If Angela is a character you frequently use in your team formations, I strongly recommend you read the Angela FAQ written by ThundaSnake, which can be found on the same Seiken Densetsu 3 FAQ page of Gamefaqs from where this document can be download-

ed.

Schematic of Angela's Classes:



Kevin -- Son of the Beast King. Heir to the Throne of the Beast Kingdom.

Kevin is really something, and can to my experience definitely be considered to be one of the best characters in SD3, so it all comes down to whether he fits into your playingstyle or not. Half-human, half-beastman, he has the highest vitality stat of any of the characters and thus quickly builds out high Hp amounts. Not only that, but Kevin's strength is not very far behind that of Duran himself either, plus he has a double-attack meaning 2 hits for some heavy damage provided you manage to land both those attacks on the enemy each time. But the very best thing about Kevin is that during the nighttime, his beastman blood will start boiling and he'll turn into a Werewolf(!). Being granted inhuman strength and endurance by the powers of the Moon because of his beastman heritage, Kevin has the amazing advantage of becoming even stronger than Duran when the night falls. Physically immensely powerful in all ways, Kevin will be a great addition to your party. The only problem with him is that he tends to have a lack of versatility, though that too can depend on which Classes you choose for him.

Taken towards the Light Path, Kevin will focus more on his human side and become a (Shaolin?) Monk. This basically means that he will start

to combine his fighting skills with some very effective magic spells like Heal Light and Pressure Point, the latter of which will help him to gain the attackpower of a beastman during the daytime(!). The Monk also has both a fullscreen level 2 technique as well as the Tornado throw tech. Result of all this is that the Monk is a skilled and a very balanced fighter which makes Kevin no longer dependent on his Werewolf abilities. But, this also has one big downside. If you take Light, Kevin will neglect his beastman blood meaning his Werewolf form won't evolve into anything more dangerous as it does with his Dark Classes. As a Monk, he'll turn into an " ordinary " Werewolf at night, just like he did when he was still a Grappler, his starting Class. By the way, Pressure Point boosts the attackpower of the Monk's Werewolf form as well(!), so don't hesitate to use it during the nighttime too. The same goes for the Werewolf forms of Kevin's final Light Classes.

If Kevin goes Dark however, he will fully embrace the fierce passions of his beastman blood and turn into a Bashkar, a powerful fighter. This first Dark Class won't let Kevin learn any spells at all, but his attackpowers will soon rival even that of Duran's Gladiator Class with a double-attack(!). The other good thing is that Kevin's Werewolf form will grow in power as well if you choose Dark, and will evolve itself from an " ordinary " Werewolf into something called a Black Fang. Like I said, pretty powerful stuff. The downside about the Bashkar is that Kevin will begin to rely on pure attackstrength to see him through as he will have no support spells whatsoever. Because of it, he will be much more dependent on his stronger Werewolf abilities as a Black Fang and thus also on the night. The Bashkar also has the powerful Bastard Slam throw, but he doesn't have a fullscreen level 2 technique.

Kevin's final Classes:

* God Hand * : As the name subtly is implying already, this Class will begin to shape Kevin into a perfectly balanced and a supremely skilled martial artist, who is something greater than the mere sum of his own parts. The God Hand develops the highest attackpower of Kevin's Light Classes, a very powerful fullscreen level 3 tech, the Stardust Bomb throw and a fast, strong Heal Light. He'll also retain the Pressure Point spell he learned as a Monk. Above all else however, the God Hand's greatest power is his ability to learn Aura Wave(!). This truly mighty spell will give you the ability to instantly fill its target's tech gauge up to its max(!), meaning you will actually have an unlimited access to the level 3 techniques of all the partymembers(!). With the almost supernatural attack prowess as well as the great support spells of the God Hand in your party few things will be able to stand in your way, meaning this Class is worth choosing regardless if Kevin is your main character or not. At night, the God Hand will become the Golden Wolf, a sacred beast. Magnificent fighter Class.

Proof item: " Gold Wolf Soul "

Equipment of a God Hand:

Spiral Claw
Ivory Band
Byakko Uniform
Tohsei Armband

* Warrior Monk * : The Warrior Monk is a damn impressive Class, as it will learn Kevin to use both Heal Light multitarget as well as Leaf saber(!). This spell combination, placed together with Kevin's inherent double-attack, is obscenely powerful(!), giving not only Kevin but in effect his entire party a virtually unlimited endurance both in terms of Hp as well as Mp(!). He will also retain his Pressure Point spell and learn the cool Blow Impact throw. The Warrior Monk is a truly fantastic addition to your party, however as an individual fighting Class he definitely also has a few downsides to himself. Having the lowest attackpower of all of Kevin's final Classes and being the only one that doesn't develop a fullscreen level 3 technique, this Class will make Kevin somewhat weak as a single fighter in comparison to his other 3 final Classes. Outstanding choice for Kevin if he isn't your main character. At night, Kevin will turn into a Silver Wolf as the Warrior Monk Class.

Proof item: " Silver Wolf Soul "

Equipment of a Warrior Monk:

Holy Glove
Darkshine Band
Genbu Suit
Toshei Armband

* Death Hand * : The Death Hand is physical-wise Kevin's most powerful Class, having such serious attackpower it almost rivals that of Duran's Duelist Class. However, and this you really must keep in mind, although by definition the Death Hand is not as powerful as the Duelist remember that Kevin has the advantage of turning into a Werewolf at night, considerably increasing his attackstrength this way. As a Death Hand, Kevin will be able of turning into a Wolf Devil(!) during the nighttime, which is beyond the shadow of a doubt the most powerful physical thing that comes under your control in this game. The Wolf Devil its attackpower, matching even that of the Duelist but with a double-attack(!), is completely off the scales, and will rip anything that stands in its way to pieces in the blink of an eye. The Wolf Devil has what is one of the most devastating fullscreen level 3 techniques in the game, and will also learn the Dead Crush throw and the Energy Ball spell. Energy Ball will increase the amount of Kevin's critical hits, but it will cancel itself after only a few attacks. However, despite all these awesome advantages this Class is not without its downsides. Because the idea behind the Death Hand Class is to physically overpower any and all enemies, Kevin will become totally dependent on his strength as a Wolf Devil as his human form will only have half its strength. This Class has in other words no versatility whatsoever and relies completely on the night to maximize its powers, meaning it will need support from other partymembers when faced with an enemy it can't swiftly overpower. Nevertheless, make no mistake about it -- when the night falls it's all over for your enemies. An immensely fierce Class.

Proof item: " Death Wolf Soul "

Equipment of a Death Hand:

Skull Disect
Sapphire Band

Seiryuu Uniform
Demon Neckband

* Dervish * : The Dervish. Kevin's Darkest Class, and it will show to say the very least. As a Dervish Kevin will gain 2 main abilities -- he will learn to use the Moon saber spell and become able of turning into something called the Bloody Wolf at night. And you'd better believe that this thing carries this name for a pretty justified reason. Although the Bloody Wolf won't reach the same extreme attackpower the Wolf Devil of the Death Hand Class can, it will swiftly become capable of casting Moon saber on itself, making the Bloody Wolf a by far greater menace to your enemies than the Wolf Devil will ever be. Because the Dervish Class very effectively combines the Bloody Wolf its heavy attackpower with the ability to cast Moon saber AND Kevin's double-attack, the end result placed in your hands is absolutely frightening(!). Literally feeding himself on the grave injuries he is causing to his enemies, the Bloody Wolf will turn into a raging beast of the Dark the moment he casts Moon saber on himself. The rate at which Moon saber lets the Bloody Wolf rasp Hp from its unfortunate victims is based on the power of the attack -- the harder you hit, the more Hp that you will drain (making Ashura Dream Fist a fantastic tech to use again). Kevin will constantly restore his Hp at a real fast rate as he literally rips it out of his victims(!) by tearing them to pieces with his amazing attackstrength. This basically means that the Bloody Wolf just does not stop until everything around him is dead and torn to complete shreds. Being the most dangerous and menacing thing that comes under your control, there will be almost no way to stop the Dervish once night has fallen and he has learned the Moon saber spell. Extremely fearsome Class.

Proof item: " Demon Wolf Soul "

Equipment of a Dervish:

Gigas Glove
Ruby Band
Suzaku Suit
Demon Neckband

* Note: If Kevin is a character you frequently use in your team formations, I strongly recommend you read the Kevin FAQ written by Veib, which can be found on the same Seiken Densetsu 3 FAQ page of Gamefaqs from where this document can be downloaded.

Schematic of Kevin's Classes:

1st	2nd
Class	Class
Change	Change

God Hand

/

Carlie's final Classes:

* Bishop * : The Bishop is Carlie's Light-Light Class, and it definitely shows. As a Bishop, Carlie will develop a great collection of high-end and Light-based support spells such as Turn Undead (causes massive damage to all undead enemies if they are at a level lower or equal to that of Carlie's), Magic Shield (reduces the damage caused by all magic attacks by half) and even the mighty Saint saber spell. The Bishop is indeed the only Class besides the Paladin himself who can learn this mighty saber magic, and on top of learning all these abilities she will also develop the single highest spirit stat of the entire game(!). In other words, the Bishop has the most powerful Heal Light there is, and being one of Carlie's final Classes she is capable of casting it the very second that you started the spell-casting(!). Also, because of that ultimate spirit stat the Bishop develops the strongest Holy Ball spell there is too, and is thus capable of causing some pretty damn impressive damage to any Dark and undead enemies for just 2 Mp per cast this way. Lastly, the Bishop will also learn to multitarget her Tinkle Rain spell. One of the most magnificent support Classes there are, the value of this Class can be tremendously high for almost any team.

Proof item: " Holy Water Vial "

Equipment of a Bishop:

Judgmentes
Bishop's Ribbon
Bishop's Robe
Moon Flower

* Sage * : The Sage will learn to multitarget all the saber magics that she learned as a Priestess, meaning this Class can empower the entire team by the elementals with a single spell just like Duran's Swordmaster Class can(!). Other things she'll learn are the multitargeted Tinkle Rain spell, and she will actually also learn Saint Beam(!), an already very powerful Light-based attackingspell which becomes even more interesting and useful because of the Sage her very high spirit stat(!). The Sage is above all an excellent choice when your other two characters are fighting Classes, as she can empower the entire team with the basic elementals in one cast, and with actually having Saint Beam in her arsenal she's capable of independently causing serious damage to any Dark-type and undead enemy as well. And of course, as one of Carlie her final Classes, she's also capable of casting her Heal Light the very second that you have started the spellcasting. A nearly perfect support Class for any team which consists out of fighter Classes that are in need of either saber magic, powerful healing abilities, or both.

Proof item: " Bottle of Salt "

Equipment of a Sage:

Giant's Flail
Sage's Ribbon
Sage's Robe
Moon Flower

* Necromancer * : As the name whispers, this Class will teach Carlie to summon undead monsters such as ghosts, and ghouls. These summons can cause very decent damage, and she will also get the Dark saber spell. Dark saber will only be useful against such enemies as the Potos, the God-Beast Lightgazer, the second Metal Hugger and Heath though. Much more importantly, however, the Necromancer Class will also learn a spell which is known as Black Curse, and this thing is absolutely menacing. What Black Curse does is lower all the four basic stats of an enemy at the same time(!), and there is no way it can be countered or blocked(!). Though it can't be multitargeted, this ultimate stat-down spell is so powerful and effective it definitely is worth choosing the Necromancer for on its own already(!). The Necromancer will also learn to multitarget her Tinkle Rain spell, and in being one of Carlie her final Classes, she can cast Heal Light the very second that you started the spellcasting. A powerful support Class, which has a surprisingly potent offensive streak to herself at the same time.

Proof item: " Bottle of Ashes "

Equipment of a Necromancer:

Maul of the Dead
Undead Ribbon
Undead Suit
Black Onyx

* Evil Shaman * : The Evil Shaman gives Carlie her most powerful summonings, something which the gremlin and great demon summons will prove to you very nicely. On top of that, she will also learn the Antimagic and Demon Breath spells, both very powerful abilities. Antimagic from its part will cancel any magic affect an enemy can cast on itself(!), such as stat-up spells, saber magic and even their ability to absorb the very elemental they belong to(!), meaning you can deny them gaining any advantage over you whatsoever with this spell. Demon Breath is a spell which causes heavy damage to all enemies, alongside lowering their magical attackpower and magic defenses. This should make Demon Breath a truly fantastic spell, however the problem is that it's a Fire-type magic attack which will thus heal Fire-based enemies, meaning the stat-down affect won't work on them either. Using Antimagic first will solve this problem though, definitely something to remember in boss battles. And of course, being one of Carlie's final Classes, the Evil Shaman gets to cast her Heal Light the very second you started the spellcasting. The downsides about this Class however are that she has the lowest spirit stat of all of Carlie's final Classes and thus her weakest Heal Light, and she's also the only one that won't develop a multitargeted Tinkle Rain. Still, with her mighty summons and her very powerful offensive spells the Evil Shaman is a very independent Class for Carlie's standards, and an excellent choice if she is your main character. Outstanding Class.

Proof item: " Bottle of Blood "

Equipment of an Evil Shaman:

Juggernaut
Bitium Ribbon

fellow, Hawk is a man who will come through for himself and his others no matter the odds, and has a tendency to become an invaluable part of the team before you've truly realized it.

If you go Light with him, he will become a Ranger. The Ranger is actually the Class out of which the better part of the Navarre army was formed long ago, when the desert was still a lush, green forest. By learning the ancient skills of his people, Hawk will be able to set traps causing decent damage to distant enemies, and he'll also learn pretty powerful magic directly from nature itself, namely the potent Sleep Flower and Body Change spells. Best of all, his Flying Swallow Toss technique is fullscreen and does despite Hawk's low(er) strength stat a good amount of damage. However, keep in mind that Body Change will also have the effect that the targeted enemy won't give you any experience when you kill it afterwards, which is a true downside to the Ranger's otherwise powerful magical abilities. Very resourceful Class nevertheless. By the way, if you choose Light for Hawk you will need to raise his intelligence twice after he has learned his initial trap spells for him to begin learning all his magic abilities, something which will also boost the damage of Hawk's trap spells at the same time, don't forget about this. The same holds true for the Wanderer, one of Hawk's final Light Classes, though with him you will need to raise the spirit stat a few times as well.

If you take the Dark Path for Hawk, he will become a Ninja. As the great forest in which the Navarre people lived turned into a dry desert over time, they had no choice but to adapt to survive as they could no longer rely on nature as they had done for centuries. Out of the ancient skills of the Navarre Rangers, the art of the Ninja was born. If you thus take Dark for Hawk, he will begin to learn the Ninjitsu abilities of the Navarre warriors of today. This basically means Hawk will learn Jitsu magic, which uses the 4 basic elementals to lower enemy stats, as well as how to use Ninja Stars, which can be powerful long range weapons. The Ninja also has a higher attackpower than the Ranger does, but he doesn't have a fullscreen tech. Also, remember that the stat-down affect of the Jitsu magic won't work if the enemy absorbs the element the Jitsu spell uses. Very effective Class nonetheless. By the way, the higher Hawk's agility the more powerful his Ninja abilities will become, so if you take Dark for Hawk always put a priority on raising agility at his level-ups. The same goes for his final Dark Classes.

Hawk's final Classes:

* Wanderer * : The power and mystery of the spark of life in all of its glory. The Wanderer is the Class which will learn every Dryad and Luna spell there is, with the exception of the Moon and Leaf sabers. As a Wanderer, Hawk will develop a large collection of elusive as well as extremely powerful spells such as Trans Shape, multitargeted Sleep Flower, Half Vanish, Counter Magic, Aura Wave, and Lunatic, to name but a few. Best of all, although the Wanderer is an intensive Mp user he will early on learn the Poison Bubble spell, which rasps large amounts of Mp from an enemy alongside causing heavy Tree-type damage to it. What follows is that the Wanderer has the means to use his hallowed abilities as much as he feels is called for, as Poison Bubble gives him besides a powerful attackspell an unlimited source of Mp(!). The Wanderer is so incredibly powerful and versatile because of all these spells Hawk

will virtually begin incarnating good luck for everything and anyone who is on his side as one(!), however that doesn't take away that the Class also comes with a few downsides to itself. Along with a low defense across the board, the Wanderer has the lowest attackpower of all of Hawk's final Classes, and his lovely Dance Of Roses technique isn't a fullscreen one either. Nevertheless, make no mistake -- this Class is near to invincible if used in the right way(!), and can easily provide some of the most fantastic support of the entire game to all its allies at the same time. The greatest - and the most mysterious - hero that the living can hope for.

Proof item: " Good Luck Die "

Equipment of a Wanderer:

Orihalcon
Wind Spirit Hat
Phantom Cuirass
Lucky Card

* Rogue * : The Rogue is a final Class of Hawk which develops an entire new collection of attacking skills in the same way the Ranger originally did with his trap spells. What is so impressive about this is that the Rogue actually begins to combine most of these advanced new skills with the elemental properties(!). As a result, this Class builds out a large variety of elemental-based attacking skills such as Silver Dart (Light damage), Crescent (Dark damage), Rocket Launcher (Fire damage) as well as a few powerful non-elemental skills like Rock Fall, Cutter Missile and Axe Bomber. These skills can often prove seriously damaging to any of your opponents, and especially so if you know how to work with the elementals, as well as show themselves to be extremely effective due to their very short casting times(!). On top of that, the Rogue will eventually also learn an ability called Grenade Bomb, which besides causing heavy Tree-type damage rasps Mp from its target in a similar way to the Wanderer's Poison Bubble spell. In other words, the Rogue too has the impressive advantage of being able to use his potent attackskills as much as you need him to, and on top of all that he's got not only the highest attackpower of all of Hawk his Light Classes, but also their best overall stats along with the single highest luck stat in the entire game(!). A cunning and a very powerful fighting/spellcaster combination Class, the Rogue's only real disadvantage is that he has no fullscreen level 3 tech.

Proof item: " Bad Luck Die "

Equipment of a Rogue:

Manslaughter
Silverwolf Garea
Silverwolf Pelt
Lucky Card

* Ninja Master * : The Ninja Master is exactly that -- a master in the abilities of the Ninja. As a Ninja Master, Hawk will begin learning to multitarget both his Jitsu spells as well as his Ninja Stars. Both of these abilities are a frightfully effective skill, but above all else it will be Hawk's mastery over the Ninja Stars

that makes this Class as lethal as it truly is. Being able of hitting every enemy on the screen within 2 seconds of you starting the spellcasting, Hawk will not only cause powerful damage to them but also decrease their accuracy and evade rate all at the same time(!). Being softened up for the kill in every thinkable way, Hawk's double-attack will be as useful as ever as he will hardly miss, plus with his incredible agility as a Ninja Master he will be able of dodging nearly every enemy attack as well. And to top it off, all this beauty is given to you for 1 Mp per battle(!). Immediately hitting the enemies with Ninja Stars at the beginning of each battle will thus give Hawk such an advantage he can literally start killing them one at a time, as their decreased accuracy and evade rate will make them near defenseless to the Ninja Master his double-attack and ultimate agility. And finally, any other problems the more powerful enemies might cause will be swiftly countered with the multitargeted Jitsu spells. Extremely effective as well as surprisingly endurant Class, with not having a full-screen level 3 technique being its only true downside.

Proof item: " Bullseye Die "

Equipment of a Ninja Master:

Kongo Rakan
Stealth Hood
Wind Demon Mail
Stealth Guard

* Nightblade * : An expert in the with blood drenched art of killing, this Class will turn Hawk into a genuine shadow warrior, specialized in the assassination of any enemy through stonecold efficiency. The Nightblade has the highest attackpower of all of Hawk's Classes, and combines this attackpower with abilities through which he can nullify the core advantage of virtually any type of enemy(!). Nice examples of these abilities are Blow Needles (silences the target, meaning you instantly neutralize any enemy that uses spells or powerful techniques), Poison Breath (poisons the enemy, meaning you can soften up enemies with high vitality and/or high Hp making them easier to kill) and Deadly Weapon (decreases an enemy's maximum Hp, Hp which they will never be able to recover). When these abilities are used in combination with the Jitsu spells Hawk learned as a Ninja, they can show themselves to be so effective they can almost be called cruel, as they render the Nightblades's victims either defenseless or completely harmless to him. Best of all, the Nightblade is the only one of Hawk's final Classes that has a fullscreen level 3 tech, and it's quite a vicious one too. If the Nightblade's ability to neutralize is thus used in combination with his vicious attacking skills, this Class turns seriously deadly real, real quick. However, that doesn't take away that the Nightblade has one definite downside -- with the exception of Black Rain, not a single one of his abilities can be multitargeted.

Proof item: " Nighteye Die "

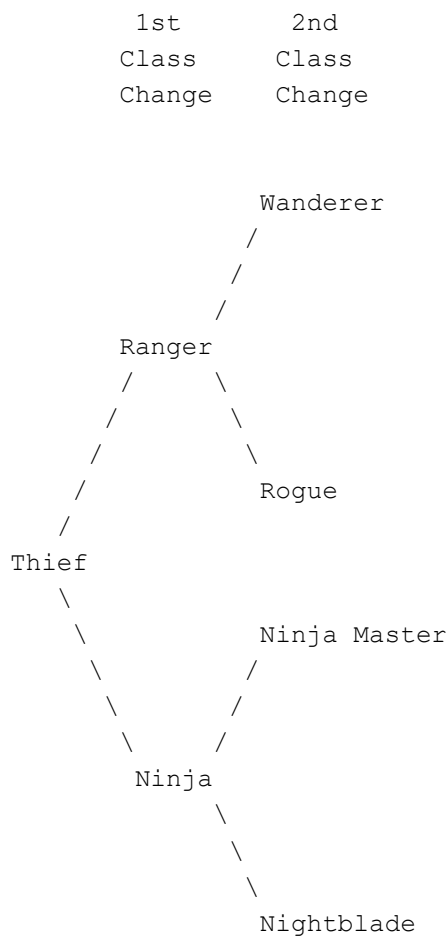
Equipment of a Nightblade:

Deathstroke
Bloody Mask
Black Garb

Stealth Guard

* Note: If Hawk is a character you frequently use in your team formations, I strongly recommend you read the Hawkeye FAQ written by Meeple Lard (how's that for a nick, eh?), which can be found on the same Seiken Densetsu 3 FAQ page of Gamefaqs from where this document can be downloaded.

Schematic of Hawk's Classes:



Lise -- Rolante's Princess, Leader of the Amazon army.

Lise is a great and valuable character, something she proved to me more than once as I chose her as a member of the team several times. In being both an Amazoness and a lance expert she definitely understands how to fight, having a surprisingly high strength and agility to speak for her. Lise is a pretty powerful fighter, with her true greatness lying in the fact that she will eventually become an outstanding support character as well, learning spells that can really save your neck at times. The only problem she seems to have is that in being a girl, she has a somewhat low vitality and is thus not very good in taking punishment. Nevertheless, with that surprisingly good attack strength as well as her high agility stat Lise can hold her own in any battle,

and once the first Class Change is done awesome support spells will come to this warrior Princess as well.

If you take Lise to the Light Side she'll become a Valkyrie, a powerful female warrior. But besides being a strong fighting Class with a mighty fullscreen level 2 tech, the Valkyrie will also begin to learn spells which can actually boost a character its 4 basic stats(!). Because of these spells, the Valkyrie is capable of empowering herself as well as her allies through pure magic, making them able to stand against enemies which are actually much more powerful than they are. All this makes the Valkyrie a great Class in many ways, and thus a fantastic addition to nearly any team.

If you have Lise walk the Dark Path however, she will become something called a Rune Maiden. Doing the complete opposite of what the Valkyrie does, the Rune Maiden will begin learning spells that can lower the stats of an enemy. Being able to weaken any enemy in any way, the Rune Maiden is capable of breaking the strategic advantage the enemies have of being made out of the typical 2 attackers - 1 support or 2 support - 1 attacker combinations, meaning she can be a much better support character than the Valkyrie provided that you know which enemy to weaken in which way. The Rune Maiden doesn't have the attackstrength which the Valkyrie has, but she too has a fullscreen level 2 tech. Not an as powerful fighter as the Valkyrie, but if used in the right way this Class can become much more interesting.

Lise her final Classes:

* Vanadis * : The Vanadis can pretty much be described as the ultimate female warrior. Having the highest attackpower of all of Lise her final Classes, she's on top of that also the only one which will develop a powerful fullscreen level 3 tech. The Vanadis also becomes capable of casting her stat-up spells faster than she could as a Valkyrie, and finally she'll also learn to summon Freya. This summon will besides damaging all enemies invoke the Chibikko status on them meaning they'll all turn into the size of a Corobokkle, making them totally harmless(!). This will however have the side-effect that those enemies won't give you any experience when you finish them off afterwards, though that becomes an increasingly arguable downside so late into the game. Because of the Vanadis her fantastic potentials as an individual fighting Class she is an excellent choice for Lise either way, especially if she is your main character. Great Class.

Proof item: " Briesingamen "

Equipment of a Vanadis:

True Spear
Vanir Helmet
Goddess Armor
Draupnir

* Star Lancer * : The Star Lancer is the Class which will learn Lise to multitarget all the stat-up spells she learned as a Valkyrie(!). With the Star Lancer in your party you'll thus be able to raise the abilities of your entire team in one single spell, and on top of that

she'll also learn to summon Marduke. This summon doesn't only cause good damage, but it will also silence all enemies meaning they won't be able to use any magic or techs anymore(!). The Star Lancer is a damn good support Class because of all this, but the downsides are that she has much lesser attackpower than the Vanadis while lacking a fullscreen level 3 technique as well. Nevertheless, a fantastic Class to choose for Lise, especially if she isn't your main character. Excellent support Class.

Proof item: " Morningstar Chain "

Equipment of a Star Lancer:

Stargazer
Stardust Helmet
Polaris Armor
Draupnir

* Dragon Master * : The Dragon Master gets the greatest of Lise her summonings -- Jormungand. Jormungand doesn't only cause heavy damage to all enemies, but it will also poison them all meaning they'll keep losing their Hp at a rapid pace afterwards(!). The advantage this gives you in a fight is considerable and oftentimes decisive, as it seriously softens up all types of enemies making them far easier and faster to kill. The Dragon Master can also cast the stat-down spells she learned as a Rune Maiden faster, and in being the best summoner she also develops one of the highest spirit stats of all of Lise her Classes. The downsides about the Dragon Master however are that she is physically pretty weak, having the lowest attackpower of Lise her final Classes as well as the lowest defense, and she also doesn't have a fullscreen level 3 tech. Nonetheless, with her quickly casted stat-down spells and above all with her ability to learn a summon as mighty as Jormungand so very early on already, the Dragon Master becomes a much more powerful Class than she may appear to be at a first glance. An already good choice for support, but if you love using summoning magic you'll find yourself liking this Class for Lise as your main character just as easily. The greatest of all the summoner Classes.

Proof item: " Knightdragon Chain "

Equipment of a Dragon Master:

Dragon Lance
Rising Dragon
Dragonknight Armor
Giant's Ring

* Fenrir Knight * : The Fenrir Knight is one of the most fearsome Classes within Seiken Densetsu 3, there is simply no doubt. Actually learning how to multitarget all spells of the Rune Maiden(!), this Class will totally own its enemies in every way you can think of. Capable of weakening anything in any way she so desires, the Fenrir Knight has on top of that the highest attackpower of all of Lise her Dark Classes, as well as a pretty darn high agility and vitality stat. As if this wasn't enough, she will also learn to summon Lamian Naga. This summon causes good damage, but it won't cause any status affects like the other summons do. The Fenrir Knight

is a dreadful and frightening Class as she will easily render any and all enemies nearly completely harmless and/or defenseless to your party, while with her own powerful fighting skills and the Lamian Naga summon she's capable of causing great amounts of damage as well, rivaling even the Vanadis herself(!). The Fenrir Knight's only true downside is that her brutal Hundred Flower Dance technique isn't a fullscreen one. Fearsome and dangerous, this Class is a genuine menace to anything that is unlucky enough to get caught in its path.

Proof item: " Gleipnir "

Equipment of a Fenrir Knight:

Giant's Spear

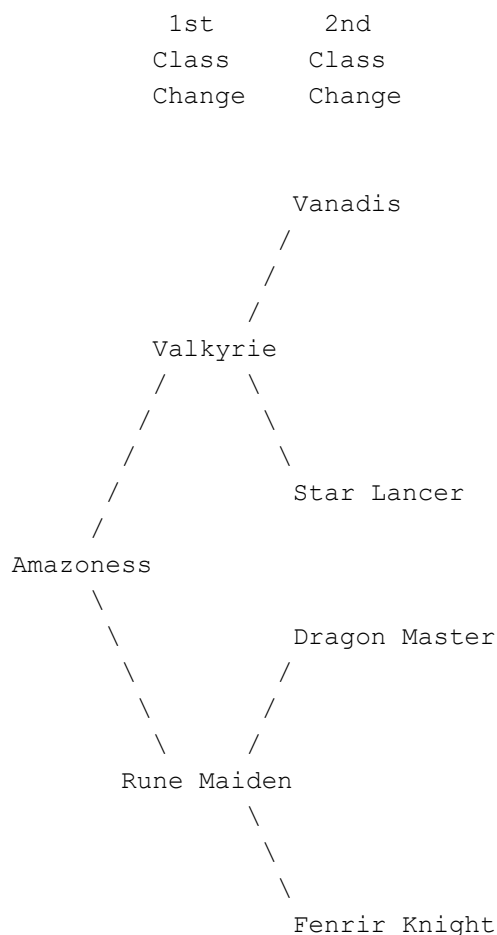
Wolf Helmet

Wulfhezein

Giant's Ring

* Note: If Lise is a character you frequently use in your team formations, I strongly recommend you read the Riese Walkthrough written by Lord Zero, which can be found on the same Seiken Densetsu 3 FAQ page of Gamefaqs from where this document can be downloaded.

Schematic of Lise her Classes:



V. Class Combinations

Class Combination means that you select Classes which are capable of covering each other's weaknesses or which can make the most out of each other's strongest abilities. The examples I will describe below are based on my own experiences. By using these Class Combinations I pretty much owned my enemies, so you might want to give 'em a try.

Just remember, Seiken Densetsu 3 has a total of 42 Classes(!) spread over 6 characters, so there are a lot of possible combinations. The ones below are just to give you an idea of what's possible. It all comes down to being creative, so begin by taking those characters and Classes which you think are the coolest and the best.

Some examples of Class Combinations which seriously worked for me:

- * The Rogue and the Archmage: Combine these two Classes their powerful elemental skills, and their Light-based attacks in particular, and you will be able of causing extreme amounts of damage in a very short timeframe to a lot of different types of enemies. But, you'll need to know how to work with the elementals. Outstanding combo to try if you're a more advanced player.
- * The Duelist and the Bishop: Cast Saint saber and Magic Shield on the Duelist and see what happens.
- * The Magus and the Evil Shaman: If you're into spellcasters, this truly is one of the most beautiful Class Combinations you can dream of. The nullifying power of Antimagic and the magic defense lowering Demon Breath of the Evil Shaman, combined with the ultimate magical attack-power of the Magus. Play these cards right and you'll bring about an Armageddon in regular battles and boss fights alike.
- * The Dervish and the Nightblade: Since both Kevin and Hawk have a double-attack but more importantly also a level 1 tech that uses two attacks, they are the best characters to use Moon saber with. Also, how effective Moon saber really is depends on the character's attackpower. If you thus combine the Dervish and the Nightblade, Kevin's second strongest and Hawk's strongest Class physical-wise, you'll get two very powerful fighters that won't even really require a Heal Light anymore.
- * The Swordmaster and the Star Lancer: Both multitarget strength-up and multitarget elemental sabers is one of those Combinations you just have to have tried once. ;-)
- * The Rune Master and the Warrior Monk: The magical powers of the Rune Master are very powerful and useful, but they cost heavy amounts of Mp and can't be multitargeted. Angela is also vulnerable against physically strong enemies, no matter which Class you've given her. The Warrior Monk will solve both these problems easily, as his spells give virtually unlimited Hp and Mp for both Angela as well as himself.
- * The Star Lancer and the Ninja Master: Multitargeted stat-up spells and multitargeted stat-down spells in the same team can be serious fun,

believe me.

- * The Death Hand and the Fenrir Knight: One of the most fearsome Class Combinations there are. Nothing will stand against you with these two placed in the same party, and I do mean nothing.

- * The Paladin and the God Hand: Bringing together many of the best features of the Light Side (the Sacred Shield, the great Aura Wave spell, two powerful and fast Heal Light spells, the Golden Wolf and of course the mighty Saint saber), these two Classes were truly destined to be fighting side by side.

- * Etc, etc, ... Go get 'em!

- * Note: If Class Combinations are something you frequently find yourself scratching your head over, I strongly recommend you read the Team Formation Guide written by APolaris82, which can be found on the same Seiken Densetsu 3 FAQ page of Gamefaqs from where this document can be downloaded.

