

# Seiken Densetsu 3 (Import) Character Class Guide

by Koren

Updated to v1.1 on Oct 15, 2007

Seiken Densetsu 3: Character Class Guide by Koren

Contents:

- 1) Intro
- 2) Weapon/Armour Seeds
- 3) ??? Seeds
- 4) Stats
- 5) Class Changing
- 6) Duran
- 7) Kevin
- 8) Hawk/Hawkeye
- 9) Lise/Riesz
- 10) Angela
- 11) Carlie/Charlotte
- 12) The Black Rabite
- 13) Legal Stuff
- 14) Thanks

---

## 1. INTRO

---

Hello and welcome to my guide. My name is Koren and you will find me with the name "TheREALKoren" on the GameFAQs Seiken Densetsu 3 messageboard. I decided to make this guide after looking for one on the board and one was not available, so here it is. This is the alpha version of the guide, so feel free to email me at bdsnikolai@hotmail.com to suggest updates.

This is an overview of all characters in the game. For more detailed accounts, consult the specialist character FAQs. Also there is some Weapon/Armour/Helmet/Accessories info missing and if I could be filled in on that it would be much appreciated.

This guide has been a good five years in the making, gathering everything that the messageboard and myself believe, as well as gathering all my personal knowledge into one concise guide.

One quick point for all of you new to the game: THERE IS NO BEST CLASS!!!!!!!!!!!!

---

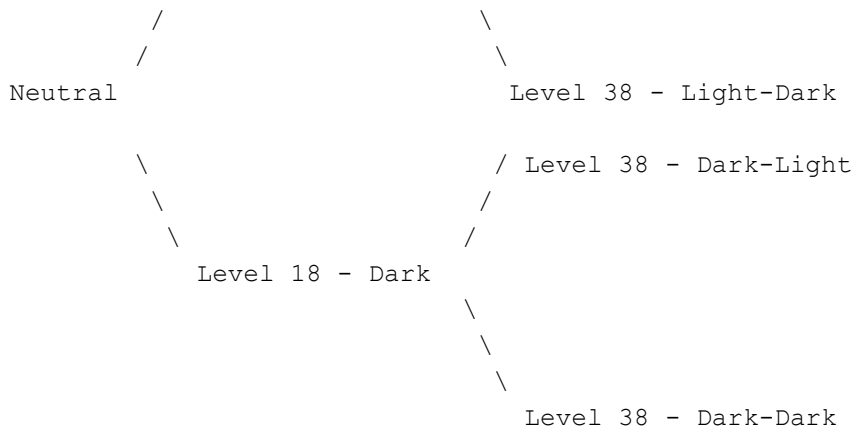
## 2. WEAPON/ARMOUR SEEDS

---

What are the Weapon/Armour Seeds?

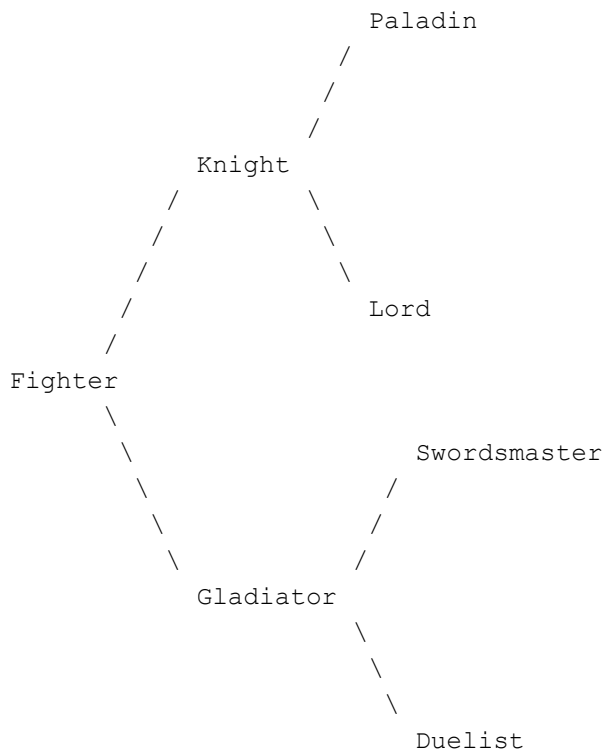
These are seeds that are won after killing enemies throughout the game, more specifically in the character's final areas, along with the ??? Seeds. Once these seeds are planted at the flowerpots in the Inns, they create the





EXAMPLE:

DURAN



Thanks to MeepleLard, this is a list of the classes in order of attack power.

- \*Duelist
- \*Wolf Devil
- Bloody Wolf
- Sword Master
- Lord
- \*\*Paladin
- \*\*Golden Wolf
- Silver Wolf
- Vanadis
- Fenrir Knight
- Death Hand
- Star Lancer
- Black Fang
- Night Blade
- Dervish
- Dragon Master
- God Hand
- \*\*\*Gladiator

\*\*\*Evil Shaman  
Were Wolf (Monk's Wolf Form doesn't have special name)  
\*\*\*\*Ninja Master  
\*\*\*\*Grand Divina  
Rogue  
Warrior Monk  
Valkyrie  
\*\*\*\*\*Knight  
\*\*\*\*\*Magus  
Necromancer  
Arch Mage  
Bishop  
Wanderer  
Bashkar  
Rune Maiden  
Rune Master  
Sage  
Ninja  
Monk  
Enchantress  
Sorcerress  
Ranger  
Delvar  
Priestess

\*= Wolf Devil has exact same ATK PWR as Duelist  
\*\*= Paladin and Golden Wolf have Same ATK PWR  
\*\*\*=Gladiator and Evil Shaman have Same exact ATK PWR  
\*\*\*\*=Ninja Master and Grand Divina have smae exact ATK PWR  
\*\*\*\*\*=Knight and Magus have Same exact ATK PWR

---

## 6. DURAN - SWORDSMAN

---

Duran is the cocky, hot-headed swordsman from the province of Forcena. After a partol one night, he was attacked by a mysterious Red-Cloaked Wizard. He later discovered that this wizard is Koren, the Wizard of the Red Lotus and the most powerful Wizard in the magical province of Altena. He leaves his home in Forcena to grow more powerful and defeat this adversary. Duran can be an all-out power hitter, can use every elemental sabre or can double as a healer and provide great versatility to a team. His dark classes focus more on power, wheras his light ones can be the difference between life and death in some cases. He will take a few blows, but is tough enough to survive.

---

STR: Physical damage you will do to an enemy in every physical hit and Tech. This is his greatest stat, and he is the only character in the game able to boost it to 22 (Duelist class, Dark/Dark). He is the hardest single hitter in the game, and only Kevin's Wolf Devil form is more powerful (Of course, Kevin DOES have to be in Wolf form).

Agility: This is the stat which helps you to dodge the attacks of enemies. His Dark classes have a slightly higher Agility, but it all evens out in the end because the Light classes get shields which raise their Agility anyway.

Vitality: The stat which determines how much physical damage you take - Basically your defense stat. Very important for Duran because with his slow

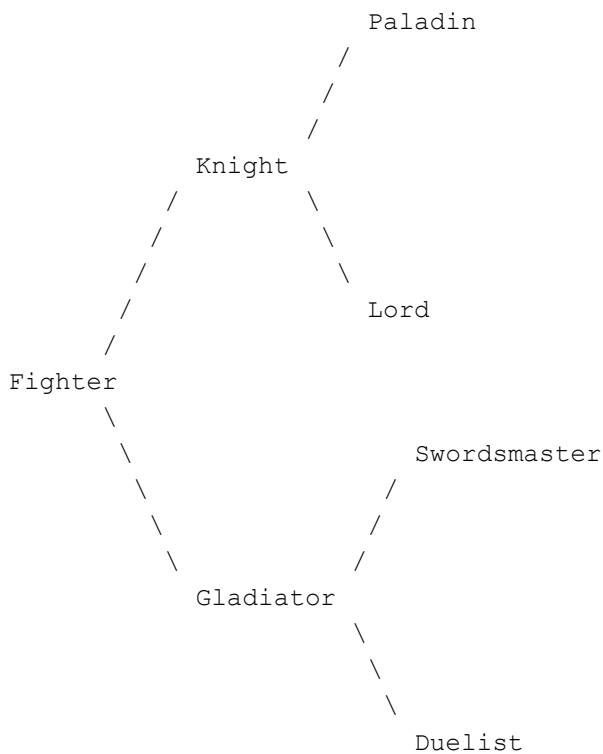
reaction time (As it would seem)\*, he -WILL- get hit. Don't worry though, his Vitality is quite high and his powerful armour only boosts this.

Intelligence: Intelligence has all to do with magic, so not much to do with Duran. However, you have to boost it still, because he won't learn his spells without it!

Spirit: Determines how effective Wisp spells are, so absolutely vital for his light classes. Yes, it also effects Saint Sabre. Also determines how much HP Heal Light will Heal for.

Luck: Has nothing to do with Duran. Only has to do with opening chests and so forth after the enemies are all dead. Leave that to someone else.

\* The reaction time is the exact same with each character, although it seems as if Duran is much slower because of his single swing.



Neutral - Fighter:

MAX STATS

-----  
Strength: 12 |||

Agility: 11 |||

Vitality: 10 |||

Intell.: 8 |||

Spirit: 8 |||

Luck: 8 |||  
-----

Duran is strongest character in the game. He's good at dealing a lot of damage and taking only a little in return. He's also halfway decent as a

support character, with the potential to learn either healing or saber magic, and his high attack power makes his techs devastating. He's one of the two fighter characters that only hits once per round, but he certainly makes those hits count. He's a pretty easy character to play as, too.

SPELLS: None

TECH: Cross Slash

Duran turns white, does a flip and slashes Horizontally to do damage to the enemy. It cannot hit more than once. But it is the basic level 1 tech.

Light - Knight:

MAX STATS

-----  
Strength: 17 |||

Agility: 15 |||

Vitality: 17 |||

Intell.: 13 |||

Spirit: 14 |||

Luck: 14 |||  
-----

Duran's Light classes have one notable ability: they are the only classes in the game that can use shields. This boosts their evade and defense and other advantages, depending on the shield itself. The Knight's level two tech is single target. He learns a Heal Light spell, also single-target; this probably won't be outrageously effective at the point you get it, since you're not likely to want to waste Duran's level ups on Spirit.

AVAILABLE SHIELDS:

Earth Shield: Reduces Earth Elemental Damage by 1/3, Evade +20

Thunder God Shield: Reduces Wind/Lightning Elemental Damage by 1/3, Evade +20

Red Heat Shield: Reduces Fire Elemental Damage by 1/3, Evade +20

Water Dragon Shield: Reduces Water/Ice Elemental Damage by 1/3, Evade +20

(All can be bought in Forcena) NOTE: All Elemental shields do not have Elemental properties, due to an in-game bug. They only boost evade, however, the boost in evade is a significant one.

SPELLS: Heal Light

TECH: 3 Step Cut

Duran charges at the enemy, turns, cuts upward, turns again and cuts vertically, with a yellow beam coming from his sword. He then goes back to his starting position. It takes 3 hits to damage the enemy, hence the name of the tech.

Light/Light - Paladin:

MAX STATS

-----  
Strength: 21 |||

Agility: 17 |||

Vitality: 21 |||

Intell.: 15 |||

Spirit: 17 |||

Luck: 16 |||  
-----

Item needed: Paladin's Proof

Effect of Item: Saint Sabre

Sword: Brave Blade

Helmet: Hero's Crown

Armour: Hero's Armour

Ring: WarKing's Crest

Shield: Sacred Shield

My personal favorite class out of anyone. A very high attack power an awesome FST Flashing Sword (Hurts a lot), and even though it has been so vocally established that they are not necessary, it is still a very nice luxury to have. Heal Light, even though its only single target it's still useful to have, can equip shields. Has what is in my opinion the most useful Saber for his scenario - Saint Saber. Although it has a tiny amount of attack power less than it's other Light counterpart, the Lord, it will get in more hits per capita due to the fact that you shouldn't have to be constantly healing the whole team. Use the Paladin's Heal Light as a secondary method of healing, and allow him to attack and build up his Tech Gauge and unleash the mongrel on the screen. An all-round great class - And my most frequently used class in the game.

#### AVAILABLE SHIELDS:

Earth Shield: Reduces Earth Elemental Damage by 1/3, Evade +20

Thunder God Shield: Reduces Wind/Lightning Elemental Damage by 1/3, Evade +20

Red Heat Shield: Reduces Fire Elemental Damage by 1/3, Evade +20

Water Dragon Shield: Reduces Water/Ice Elemental Damage by 1/3, Evade +20

(All can be bought in Forcena)

Oath Shield: Locks all Status Except Silence, Snowman, Evade +20

Sacred Shield: Reduces all Magical damage by 1/3, Evade +20

(NOTE: All Elemental properties of Shields do not work due to a game bug)

NOTE: See above about Shields.

SPELLS: Heal Light (ST) - Restores HP Based on Spirit.

Saint Saber (ST)- Adds Wisp Attribute to the Weapon.

TECH: Flashing Sword

Duran jumps into the center of the screen, spins his sword in a circle and holds it high in the air. The point sparkles and the blade turns white as a gold circle expands under Duran's feet and fills the screen. Explosions rage across the battlefield, damaging all enemies on screen.

Light/Dark - Lord:

MAX STATS

-----  
Strength: 21 |||  
Agility: 18 |||  
Vitality: 21 |||  
Intell.: 16 |||  
Spirit: 16 |||  
Luck: 17 |||  
-----

I used to hate this class, because it forced Duran to act as the party healer and takes away from his primary use of power in the team. Lately though, after some convincing from Paul Wolfstein, I have come to see that this is not a bad class at all. In fact, I quite like it now. Magic Circle is one cool looking Tech, and does decent damage, albeit it is Single Target. But seeing as the only battle that really matters is the Final Boss battle, there is only one target so it doesnt make much difference. Tinkle Rain is \*ALWAYS\* useful in battle.

Item needed: Lord's Proof  
Effect of Item: Multi-Target Heal Light

Sword: Sigmund  
Helmet: Protection Helm  
Armour: Guardian Armor  
Ring: War King's Crest  
Shield: Oath Shield

AVAILABLE SHIELDS:

Earth Shield: Reduces Earth Elemental Damage by 1/3, Evade +20  
Thunder God Shield: Reduces Wind/Lightning Elemental Damage by 1/3, Evade +20  
Red Heat Shield: Reduces Fire Elemental Damage by 1/3, Evade +20  
Water Dragon Shield: Reduces Water/Ice Elemental Damage by 1/3, Evade +20  
(All can be bought in Forcena)  
Oath Shield: Locks all Status Except Silence, Snowman, Evade +20  
Adamant Shield: Evade +25

SPELLS: Heal Light - Restores HP based on Spirit  
Tinkle Rain (ST)- Cures all negative status

TECH: Magic Circle

Duran runs at the enemy with multiple shadows of him trailing behind. As the multiple images continue to trail him, he jumps high into the air as a blue circle with the Star of David (Is Duran Jewish?) on it appears over the top of his adversary. He falls in a downward cut on his enemy with his maximum power, as his sword glows yellow and the magic circle fades into the background.

Dark - Gladiator:

MAX STATS

-----



Strength: 18 |||

Agility: 16 |||

Vitality: 17 |||

Intell.: 14 |||

Spirit: 13 |||

Luck: 13 |||

Unfortunately, Duran's Dark classes can't use shields, but they do have the edge in terms of attack power. The Gladiator learns four single-target elemental sabers; Diamond, Thunder, Ice and Flame, although these are rarely used against regular enemies, so I'd consider them less useful than the Knight's Heal Light. His tech is full-screen, and very effective at that, setting aside Duran's slow tech bar charge-up. This class isn't a bad one by any stretch.

- SPELLS: Ice Saber (ST)- Adds Undine Attribute to the Weapon.
- Diamond Saber (ST)- Adds Gnome Attribute to the Weapon.
- Flame Saber (ST)- Adds Salamando Attribute to the Weapon.
- Thunder Saber (ST)- Adds Jinn Attribute to the Weapon.

TECH: Whirlwind Sword

Duran jumps into the centre of the screen and spins in an anticlockwise circle. His sword gives off a circular blue aura as he hits all enemies on screen.

Dark/Light - Swordsman:

MAX STATS

Strength: 21 |||

Agility: 18 |||

Vitality: 21 |||

Intell.: 16 |||

Spirit: 16 |||

Luck: 16 |||

This is Duran's dark-light class and he gets all of the gladiator's sabers and is able to multi-target them as well as getting the Moon Saber and Leaf Saber, which means both an HP and MP rasp. With this class you can exploit almost any enemy's weakness. Its not as useful as it seems though. Good, but not great. Probably my least used class, but it is by no means bad. Works well in a team with Angela, Carlie, or anyone you plan to have as primarily as a magic user.

Item needed: Master's Proof
Effect of Item: Multi-Target Diamond Sabre

Sword: Ragnarok  
Helmet: Rising Moon Helm  
Armour: Mastery Armor  
Ring: Master's Armband  
Shield: None

SPELLS: Ice Saber - Adds Undine Attribute to the Weapon  
Diamond Saber - Adds Gnome Attribute to the Weapon  
Flame Saber - Adds Salamando Attribute to the Weapon  
Thunder Saber - Adds Jinn Attribute to the Weapon  
Moon Saber (ST)- Adds Luna Attribute to the Weapon and Rasps HP  
Leaf Saber (ST)- Adds Dryad Attribute to the Weapon and Rasps MP

TECH: Vacuum Sword

Duran dashes to the centre of the screen, performs the pose that he uses when being healed. A white circle appears over Duran, and he spins his sword. Blue discs fly at all enemies, just like Riesz's Vacuum Surge Spear.

Dark/Dark - Duelist:

MAX STATS

-----  
Strength: 22 |||  
Agility: 19 |||  
Vitality: 21 |||  
Intell.: 17 |||  
Spirit: 15 |||  
Luck: 15 |||  
-----

The Duelist is Duran's most physically powerful class, and he knows all of the Gladiator's Sabers as well as the Dark Saber he gets. I find that this class is more useful than the Swords Master, although Dark Saber is almost worthless by the time you class change. Brilliant FST though - it does the most Tech damage by far. If you go Dark at first class change, go with this class. I love it. Second best behind Paladin, although lately i've been using it more. With this class and its Eruption Sword you won't leave anything living for long.....

Item needed: Duelist's Proof  
Effect of Item: Multi-Target Dark Sabre

Sword: Death Bringer  
Helmet: Skull Head  
Armour: Skeleton Mail  
Ring: Master's Armband  
Shield: None

SPELLS: Ice Saber (ST)- Adds Undine Attribute to the Weapon  
Diamond Saber (ST)- Adds Gnome Attribute to the Weapon  
Flame Saber (ST)- Adds Salamando Attribute to the Weapon  
Thunder Saber (ST)- Adds Jinn Attribute to the Weapon  
Dark Saber (ST)- Adds Shade Attribute to the Weapon

TECH: Eruption Sword

Duran freezes and raises his sword into the air, just as he does in Flashing Sword and Whirwind Sword. His sword glows white just as yellow balls of energy charge up the sword by flying into it. He leaps a little way off the ground, wielding his sword held above his head, and cleaves the ground with it, just as he does whilest casting a spell. A reddish blast comes out from the ground as the dome expands under Duran. Lava then erupts over the enemies, causing a TON of damage.

WEAPONS:

Weapons

Name	Cost	Where to Get
Iron Sword	100	Wendel/Maia
Broadsword	276	Byzel/Jad
Gladius	210	Forcena
Bastard Sword	1690	Elrand/Sultan
Pale Storm	4535	Deen/Mintos
Mithril Sword	4830	Deen/Mintos (Light classes only)
Katzbalger	5070	Deen/Mintos (Dark classes only)
Flamberge	3410	Diorre
Colichemarde	3480	Diorre (Light classes only)
Shamshir	3440	Diorre (Dark classes only)
Balmunk	7735	Cats
Valor Sword	8430	Cats (Light classes only)
Kusanagi Blade	8440	Cats (Dark classes only)
Tyrving	17470	Cats
Defender	18800	Cats (Light classes only)
Muramase Blade	18670	Cats (Dark classes only)
Krausolas	21870	Pedan
Excalibur	34670	Pedan (Light classes only)
Levatein	34470	Pedan (Dark classes only)
Dragonbane	---	WEPN/ARMR Seed

Armour

Name	Cost	Where to Get
Hard Leather	65	Wendel/Maia
Lamelar Armor	220	Byzel
Half Plate	378	Forcena
Plate Mail	800	Elrand/Sultan/Diorre
Pegasus Armor	2600	Deen/Mintos
Reflex	1970	Diorre
Leonis Plate	3155	Cats
Knight's Armor	4830	Cats (Light classes only)
Swordsman's Armor	4935	Cats (Dark classes only)
Gold Armor	8400	Pedan (Light classes only)
Platinum Armor	8430	Pedan (Dark classes only)
Dragon Mail	---	WEPN/ARMR Seed

Helmet

Name	Cost	Where to Get
Leather Visor	58	Wendel/Maia

Headgear	215	Jad
Visored Helm	1750	Diorre
Horned Helm	2350	Cats
Dragon Helm	---	WEPN/ARMR Seed

#### Accessory

Name	Cost	Where to Get
Steel Gauntlet	154	Jad
Strength Armband	1690	Deen/Mintos
Knight's Crest	2260	Cats (Light classes only)
Swordsman Armband	2000	Cats (Dark classes only)
Beryl Armet	5070	Pedan
Magatama	---	WEPN/ARMR Seed

#### Shield

Name	Cost	Where to Get
Gold Shield	3380	Elrand/Sultan
Earth Shield	4000	Forcena
ThunderGod Shield	4000	Forcena
RedHeat Shield	4000	Forcena
WaterDragn Shield	4000	Forcena

#### 7. KEVIN - FISTFIGHTER

Kevin is the "Animal" of the group. With his preschool-ish english ability, to his best friend, Karl the wolf pup. However, Kevin is THE physical powerhouse. He has a double-hit swing, like Hawk, and can tear open regular enemies and bosses alike in a matter of seconds.

Kevin embarks on the quest after a mysterious Dark Magic user named Deathjester killed his best friend Karl. Burning for revenge, he sets out to Wendel to see the Priest of Light and to revive Karl.

STR: When choosing Kevin, this is the stat that you'll be looking to raise before any other. Death Hand is his class with the highest STR, 19, and Duran and Lise can go higher than this, but they both only have a single hit swing.

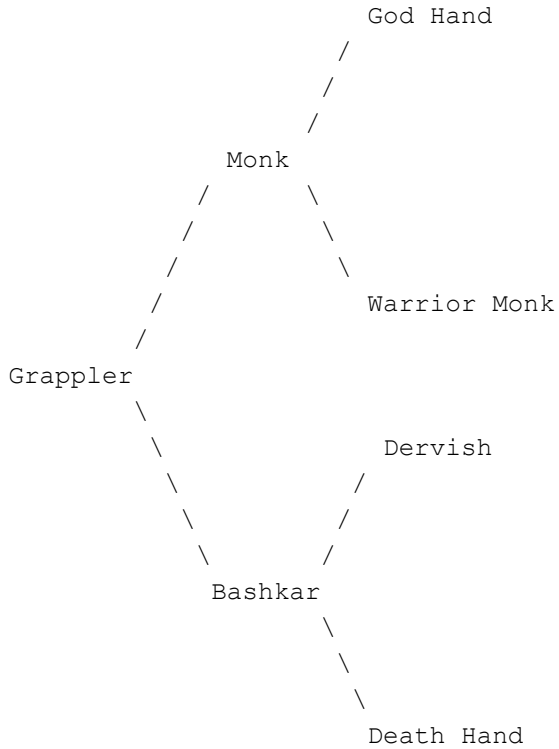
AGL: Dodging attacks isnt Kevins biggest asset, as he's not there to get out of an enemies hits, he's there to hit them himself. So Kevins Agility is lower than that of most characters.

VIT: Because it isnt Kevin's job to dodge attacks, he will get hit. Luckily, He has the highest VIT in the game, so he will not only gain alot of HP at level up, he'll be able to take a few hits before going down.

INT: Has little to do with Kevin because of his lack of spell usage. However, you will need to raise it otherwise he will be slaughtered by heavy magic using bosses, for example, Heath, in his scenario.

PIE: Only a real concern if you go light with Kev.....Raises the amount of HP restored by Heal Light. God Hand is higher than Warrior Monk.

LUC: Nothing to do with Kev, just like Duran - Let someone else open chests.



(NOTE: Dervish is listed in the game as Dark/Dark, and Death Hand as Dark/Light. However, it is common opinion that this is a mistranslation, and as such I list Dervish as Dark/Light, and visa versa)

Neutral - Grappler:

MAX STATS

-----  
Strength: 10 |||

Agility: 9 |||

Vitality: 10 |||

Intell.: 8 |||

Spirit: 8 |||

Luck: 8 |||  
-----

His neutral class. No matter what class you make him, he will still be the best attacker in the game. Since he has the ability to hit two times in a row or more, he is able to kick butt in attacks.

SPELLS: None

TECH: Ashura Dream Fist

Kevin turns white, does a flip kick and follows up with a two hit combo with his fists. Is a very good tech - Can hit up to three times.

Light - Monk:

MAX STATS

-----  
Strength: 15 |||  
Agility: 14 |||  
Vitality: 18 |||  
Intell.: 13 |||  
Spirit: 14 |||  
Luck: 14 |||  
-----

Should you go light with Kevin, then this is the class you will get. Personally, I find it much more effective than his other option, the Bashkar, for a few reasons. The first is that Monk learns Heal Light, allowing him to support healing. It is only Single Target at the moment, and as his Spirit isn't all that high yet, i suggest that he remain your secondary healer (Behind Poto Oils) for the time being. Pressure Point is great - Its a Kevin only Strength Up.

SPELLS: Heal Light (ST) - Restores HP Based on Spirit.  
Pressure Point - Gives Kevin the Strength of his wolf form during the day.

TECH: Whirlwind Kick/Tornado Throw

Kevin jumps into the centre of the screen and spins in an anticlockwise circle. His foot gives off a circular blue aura as he hits all enemies on screen.

Light/Light - God Hand:

MAX STATS

-----  
Strength: 18 |||  
Agility: 17 |||  
Vitality: 22 |||  
Intell.: 15 |||  
Spirit: 17 |||  
Luck: 16 |||  
-----

His light-light class. He is able to learn Aura Wave, which fills the tech bar instantly. He is very strong and his FST (Byakko Shockwave) rocks pretty hard. This is Kevin's second strongest class. With Pressure Point, he becomes even stronger. In my opinion, it is the most balanced of all of Kevins final classes, and it is quite self sufficient. Can heal decently too. Even though its only Single Target, his Spirit is now higher so he can heal for more HP than with the Monk. Much more effective.

Item needed: Gold Wolf Soul

Effect of Item: Aura Wave

Glove: Spiral Claw  
Helmet: Ivory Band  
Armour: Byakko Uniform  
Ring: Tohsei Armband  
Shield: None

SPELLS: Heal Light (ST) - Restores HP Based on Spirit.  
Pressure Point - Gives Kevin the Strength of his wolf form during the day.  
Aura Wave (ST)- Instantly fills the Tech Bar.

TECH: Byakko Shockwave/Stardust Bomb

Kevin jumps to the middle of the screen, loads up a big ball of lighting, and fires the balls at enemies. Same as Dangaard's Thunderball attack.

Light/Dark - Warrior Monk:

MAX STATS

-----  
Strength: 18 |||  
Agility: 17 |||  
Vitality: 22 |||  
Intell.: 15 |||  
Spirit: 17 |||  
Luck: 16 |||  
-----

Anyway, sure for New players who need the healing, the Warrior Monk is a great class, but later, when you don't need the MTHL as much, The Lack of STR and Leaf Saber just don't cut it compared to what the God Hand could get. He does have a Level 2 FST, but yet again, so does the God Hand, and he ALSO gets a Level 3 FST as well as Aura Wave to use it instantly. And Leaf Saber has ONE use in this entire game: Angela. If Angela's not in your team, Leaf Saber is near useless. Pressure Point is good, but of course, the God Hand yet again gets Pressure Point, so it kind of doesn't matter either. And lastly, the Warrior Monk has the LOWEST stats in the game of ANY FC, having a total of 104. (MeepleLard)

(NOTE: I put Meeple's comments in here other than mine, because he is subjective about the class. I would not be. I hate it.)

Item needed: Silver Wolf Soul  
Effect of Item: Leaf Sabre

Glove: Holy Glove  
Helmet: Darkshine Band  
Armour: Genbu's Suit  
Ring: Toshei Armband  
Shield: None

TECH: Genbu 100-Kick

Kevin starts to kick the enemy a lot. And I mean SO MUCH, that he splits in two and kicks some more. One thing that sucks through, is that it is only single-target.

SPELLS: Heal Light (ST) - Restores HP Based on Spirit.

Pressure Point - Gives Kevin the Strength of his wolf form during the day.

Leaf Saber (ST) - Adds Dryad Attribute to the Weapon and Rasps MP.

Dark - Bashkar:

MAX STATS

-----  
Strength: 16 |||  
Agility: 15 |||  
Vitality: 18 |||  
Intell.: 14 |||  
Spirit: 13 |||  
Luck: 13 |||  
-----

What can I really say? No spells, or FST that the Monk has. Stronger though. He really lacks variety in this class, but his powerhouse melee skills here make up for it. Not really much to comment on - Just a stronger version of the Grappler. But if you happen to like this class, wait till you see his next two.

SPELLS: None

Tech: Water Moon Slice/Bastard Slam

Kevin pummels the enemy with several punches, then ends with a backflip kick, leaving a short blue aura. It sort of reminds me of Guile's Jack Knife in the Street Fighter series.

Dark/Light - Dervish:

MAX STATS

-----  
Strength: 18 |||  
Agility: 17 |||  
Vitality: 22 |||  
Intell.: 15 |||  
Spirit: 17 |||  
Luck: 16 |||  
-----

This class rarely gets the praise it deserves. The only spell it gets is Moon Saber, but with Kevin's high attack power, and the ever useful double



swing, he tends to be able to restore his full HP very, very quickly. High attack, FST, Moon Saber - Makes for a real belter of a class.

Item needed: Demon Wolf Soul  
Effect of Item: Multi-Target Moon Sabre

Glove: Giant's Glove  
Helmet: Ruby Band  
Armour: Suzaku's Suit  
Ring: Demon Neckband  
Shield: None

SPELLS: Moon Saber (ST)- Adds Luna Attribute to the Weapon and Rasps HP

TECH: Suzaku Sky Dance/Veritubach

Kevin jumps into the screen and unleashes his power on all enemies onscreen. Screen turns black and splits into thirds.

Dark/Dark - Death Hand

MAX STATS

-----  
Strength: 19 |||  
Agility: 18 |||  
Vitality: 22 |||  
Intell.: 16 |||  
Spirit: 15 |||  
Luck: 15 |||  
-----

Basically, Canned Heat. He can belt around the enemy, and thats about it. Energy Ball can raise the chance of getting a critical hit, but with the insane attack power and the double swing, not really necessary. And anyway, critical hits are about as rare as Hen's Teeth. If you couple this class with a Saber user, (Like Duran, or more usefully, Carlie) it will make your game an easy one. Probably my favourite Kevin Class, but only JUST.

Item needed: Death Wolf Soul  
Effect of Item: Energy Ball

Glove: Skull Disect  
Helmet: Sapphire Band  
Armour: Seiryuu Uniform  
Ring: Demon Neckband  
Shield: None

SPELLS: Energy Ball (ST)- Raises chances of getting a critical hit.

TECH: Seiryuu Death Fist/Dead Crush

Kevin jumps into the screen and unleashes his power on all enemies onscreen. Screen turns white and splits into thirds.

WEAPONS:

Weapons

Name	Cost	Where to Get
Iron Knuckle	100	Wendel/Maia
Molebear Claw	276	Byzel/Jad
Needle Glove	210	Forcena
Fiends Claw	1690	Elrand/Sultan
Cyclone Claw	4535	Deen/Mintos
Mithril Knuckle	4830	Deen/Mintos (Light classes only)
Bone Knuckle	5070	Deen/Mintos (Dark classes only)
Power Glove	3410	Diorre
Kaiser Knuckle	3480	Diorre (Light classes only)
Acid Claw	3440	Diorre (Dark classes only)
Cerberus Claw	7735	Cats
Diamond Knuckle	8430	Cats (Light classes only)
Ghost Hand	8440	Cats (Dark classes only)
Rock Claw	17470	Cats
Gleam Glove	18800	Cats (Light classes only)
Jug Puncher	18670	Cats (Dark classes only)
Vampire Claw	21870	Pedan
Aura Glove	34670	Pedan (Light classes only)
Rotten Knuckle	34470	Pedan (Dark classes only)
Dragon Claw	---	WEPN/ARMR Seed

Armour

Name	Cost	Where to Get
Leather Belt	65	Wendel/Maia
Warrior Uniform	220	Byzel
Wolf Belt	378	Forcena
Protector	800	Elrand/Sultan/Diorre
Battlesuit	2600	Deen/Mintos
Lyshee Vest	1970	Diorre
Amber Uniform	3155	Cats
Red Uniform	4830	Cats (Light classes only)
Blue Uniform	4935	Cats (Dark classes only)
Genjuu Belt	8400	Pedan (Light classes only)
Majuu Belt	8430	Pedan (Dark classes only)
Scale Uniform	---	WEPN/ARMR Seed

Helmet

Name	Cost	Where to Get
Bandana	58	Wendel/Maia
Beastman Collar	215	Jad
Chakra Band	1750	Diorre
Majuu Mask	2350	Cats
Dragon Helm	---	WEPN/ARMR Seed

Accessory

Name	Cost	Where to Get
Beastman Collar	154	Jad
Red Moon Horn	1690	Deen/Mintos

Cardinal's Eye	2260	Cats (Light classes only)
Mad Beast Fang	2000	Cats (Dark classes only)
Genjuu Mask	5070	Pedan
Dragon Bone	---	WEPN/ARMR Seed

---

## 8. HAWK/HAWKEYE - THIEF

---

Hawk is a one of the Navarre Thieves guild, which is concealed in the desert, near the oasis village of Deen. He is quick, stealthy, and very good at what he does. He is the renowned "Pimp" of the game, making cracks on the ladies that join him, and so forth. He starts on the quest when Bigieu (Then known as Isabella) turns nasty, manipulating the King into sending the Guild to Rolante to invade the castle and set up the Navarre "Kingdom".

However, Hawk and his best friend Eagle discover that it is all a cover up for Bigieu to get at the Wind Mana stone near Rolante castle. She casts a spell on Eagle to make him evil, and in order to save himself, Hawk does battle with Eagle and knocks him out. However, Bigieu kills the KO'd Eagle, and frames Hawk. Hawk is thrown in jail, only to be busted out by his cat-like Buddy Nikita and flees to Wendel to consult the Priest of Light on what his next move is, leaving his old posse of thieves (Namely his partners Nikita, Bill, and Ben) under the spells of Bigieu.

Oh, and from what I hear, he's HOTT.

---

STR: Strength isnt Hawk's greatest attribute by any stretch, but still, he's up there with the best of em. Nightblade is THE class to choose if power is important to you, especially if you pair him in a team with Carlie and Angela. He can hold his own in a melee, but dont just pick him for his physical capabilities.

AGL: Hawk is a Ninja. Hence, he's agile, and his agility is the highest of Any character in the game. With this high agility, he wont get hit very often, or miss with his attacks. Very handy work. His Trap and Throwing spells will become more powerful the higher his agility is, too.

VIT: Not fantastic. Neither incredibly low, nor high. However, his agility will keep his HP from declining too rapidly.

INT: Hawk isnt bad in this part either. When facing a spellcasting boss like Koren, or Heath, Hawk will hold together better than that of both Kevin and Duran. According to MeepleLard, this will also raise the damage done by his Jutsus and spells (Like Poison Bubble)

PIE: Nothing really to do with Hawk, as he doesnt rely on any Wisp spells. High enough though, and will heal for a decent amount if you entrust him with Poto Oils.

LUC: Very useful is Hawk with his Luck. Rogue has the highest of any character in the game, and when he opens the chests, he will almost always get all "OK" symbols. Same goes for all of his classes.

---



Spirit: 15 |||

Luck: 18 |||

Not bad. I personally prefer to go down the Light path with Hawk, and thus this is my favourite first CC. Although weaker than the Ninja, he gets an FST early, which is always a plus in the early stages of the game. The Traps arent all that strong, but are good for the cheap 'Stand at the other end of the screen and hit while not letting the enemy get near you' type of attack. Can be a little cheap, but you gotta love the classes after it.

SPELLS: Arrow - Deals level 1 Trap Damage.
Spike - Deals Level 1 Trap Damage.
Sleep Flower - Puts enemies to sleep.
Change Form - Turns enemy to Chibikko.

TECH: Flying Swallow Toss

Hawk chucks little knives at all enemies onscreen, doing some decent damage.

Light/Light - Wanderer:

MAX STATS

Strength: 16 |||

Agility: 20 |||

Vitality: 19 |||

Intell.: 16 |||

Spirit: 18 |||

Luck: 21 |||

Ahhh, the Wanderer. One of my favourites. Gets TransShape, which can rock the house if needed, and some other nasty little tricks like Life Booster, Aura Wave, and Counter Magic. Doesnt get an FST, but if you really need one that badly, you can use your Level 2 Tech. Fantastic support class. It really comes into its own in the battle with Koren - Counter Magic tears him apart. It can work with just about any class around. Its the only class in the game to get Luna and Dryad spells (Other than their respective sabers)

Item needed: Good Luck Die
Effect of Item: Life Booster

Dagger: Orihalkon
Helmet: Wind Spirit Hat
Armour: Phantom Cuirass
Ring: Lucky Card
Shield: None

SPELLS: Arrow - Deals level 1 Trap Damage.
Spike - Deals Level 1 Trap Damage.

Sleep Flower - Puts enemies to sleep.  
Change Form - Turns enemy to Chibikko.  
Aura Wave - Instantly fills the tech bar.  
Energy Ball - Raises chances of getting a critical hit.  
Lunatic - Lowers the enemies Max HP by 1/5.  
Poison Bubble - Poisons and Rasps MP from enemy.  
Counter Magic - Makes characters immune to attack magic.  
Half Vanish - Does damage equal to 1/2 the enemies current HP.  
TransShape - Character becomes Invincible for a short time.  
Life Booster - Raises your characters Max HP by 1/5.

TECH: Dance of Roses

Hawk sniffs a rose, then throws it at the enemy. He then goes boonta and slices it many times, causing damage to the enemy. First time I saw it, it reminded me a bit of James from Pokemon's Team Rocket. Very cool to watch.

Light/Dark - Rogue:

MAX STATS

-----  
Strength: 19 |||  
Agility: 18 |||  
Vitality: 22 |||  
Intell.: 16 |||  
Spirit: 15 |||  
Luck: 15 |||  
-----

This class really gets the praise it deserves. Has some of the highest stats in the game, as well as a few nifty spells to boot. Silver Dart is a godsend in the final areas, and it's a fast casting, heavy hitting spell. He will never run out of MP either, due to the rasping effect of Grenade Bomb. With his high Luck, he is guaranteed never to be hit with a trap when opening a chest. Attack power isnt good, nor bad. He can help out physically if the situation calls for it.

Item needed: Bad Luck Die  
Effect of Item: Multi-Target Land Mine

Dagger: Man Slaughter  
Helmet: Silver Wolf Garea  
Armour: Silver Wolf Pelt  
Ring: Lucky Card  
Shield: None

SPELLS: Rock Fall - Deals level 2 Trap Damage.  
Land Mine - Deals Level 2 Trap Damage.  
Cutter Missile - Does Non-Elemental damage.  
Axe Bomber - Does Non-Elemental damage.  
Rocket Launcher - Does Salamando elemental damage.  
Crescent - Does Shade elemental damage.  
Grenade Bomb - Does Dryad elemental damage and rasps MP.  
Silver Dart - Does Wisp elemental damage.

TECH: Thousand Slice

Hawk latches onto the opponent and repeatedly slashes. Green claw marks are left on the opponent. Damages the opponent, as you'd expect.

Dark - Ninja:

MAX STATS

```
-----  
Strength: 15 |||  
  
Agility: 18 |||  
  
Vitality: 15 |||  
  
Intell.: 15 |||  
  
Spirit: 14 |||  
  
Luck: 17 |||  
-----
```

Good, good, good. You would have hoped for as much after having to use the Thief. You get Stat-Downs and elemental magic here, which are definitely useful in almost any situation, really. Shruikens isn't fantastic yet, because Hawk's Agility is lower than his next two classes, so it won't be pure magic yet. Not my favourite of Hawk's first class changes, but definitely the most useful.

SPELLS: Shruikens - Does Non-Elemental damage and Lowers Hit Rate.

Fire Jutsu - Does Salamander Elemental damage and Lowers Magic Power/Defense.

Water Jutsu - Does Undine Elemental damage and Lowers Attack Power.

Thunder Jutsu - Does Jinn Elemental damage and Lowers Defense.

Earth Jutsu - Does Gnome Elemental damage and Lowers Evade/Hit Rate.

TECH: Silhouette Slice

Hawk jumps away from the enemy, then jumps back toward them and slices them twice, doing damage to the target.

Dark/Light - Ninja Master:

MAX STATS

```
-----  
Strength: 17 |||  
  
Agility: 22 |||  
  
Vitality: 19 |||  
  
Intell.: 18 |||  
  
Spirit: 16 |||  
  
Luck: 21 |||  
-----
```

Although this class is not my personal favourite, it is a very deadly class when used in the right circumstances. Multi Target Jutsus are quite handy, and the Multi Target Shruikens can be used as a screen clearer spell, especially when Hawk's Agility is at its max. He can chuck those things faster than Roadrunner on ecstasy. Is absolutely deadly when paired with the Star Lancer. MT Thunder and Water Jutsus aren't bad in regular fights, either. Especially in the Gemstone Valley when those Slime Princes lower your attack so drastically.....

Item needed: Bullseye Die  
Effect of Item: Multi-Target Fire Jutsu

Dagger: Kongou Raken  
Helmet: Stealth Hood  
Armour: Wind Demon Mail  
Ring: Stealth Guard  
Shield: None

SPELLS: Shruikens - Does Non-Elemental damage and Lowers Hit Rate.  
Fire Jutsu - Does Salamander Elemental damage and Lowers Magic Power/Defense.  
Water Jutsu - Does Undine Elemental damage and Lowers Attack Power.  
Thunder Jutsu - Does Jinn Elemental damage and Lowers Defense.  
Earth Jutsu - Does Gnome Elemental damage and Lowers Evade/Hit Rate.

TECH: Shadow Dive

Hawk powers up and goes nuts, slashing the target many times whilst lifting them into the air a short way. Reminds me a bit of Dragonball Z fights. Quite fun, especially when fighting Bill and Ben and they do it back to you.

Dark/Dark - Nightblade:

MAX STATS

-----  
Strength: 18 |||  
Agility: 21 |||  
Vitality: 19 |||  
Intell.: 17 |||  
Spirit: 17 |||  
Luck: 20 |||  
-----

Definitely my favourite dark class. Although some say that his spells are quite useless, which is true for a couple, I find the Nightblade the way to go for the Dark Hawk. Blow Needles ROCKS, being able to silence and do Non-Elemental damage, making it perfect for some of the pesky enemies in the final areas (Especially those High Wizards in Dragon's Hole.....Grrr.....), and Deadly Weapon as a cheaper Lunatic. Flame Breath sucks, and Poison Breath is nothing compared to Poison Bubble, but don't worry about that too much - If you want a spell to damage to whole screen, go with Black Rain. Hawk also gets his highest attack power here, and an FST to boot. You can't really go wrong with either Dark class.



Item needed: Nighteye Die

Effect of Item: Multi-Target Thunder Jutsu

Dagger: Deathstroke

Helmet: Bloody Mask

Armour: Black Garb

Ring: Stealth Guard

Shield: None

SPELLS: Shruikens (ST)- Does Non-Elemental damage and Lowers Hit Rate.

Fire Jutsu (ST)- Does Salamando Elemental damage and Lowers Magic Power/Defense.

Water Jutsu (ST)- Does Undine Elemental damage and Lowers Attack Power.

Thunder Jutsu (ST)- Does Jinn Elemental damage and Lowers Defense.

Earth Jutsu (ST)- Does Gnome Elemental damage and Lowers Evade/Hit Rate.

Poison Breath - Does Dryad Elemental damage and Poisons.

Flame Breath - Does Non-Elemental damage.

Blow Needles - Does Non-Elemental damage and Silences.

Deadly Weapon - Does Non-Elemental damage and Lowers the enemies HP by 1/5.

Black Rain - Does Shade Elemental damage.

TECH: Split-Image Slice

Hawk splits into however many enemies are on the screen, and gets to stabbing them like Norman Bates on crack. It's nice, and (If I remember correctly) it's his hardest hitting Tech.

WEAPONS:

Weapons

Name	Cost	Where to Get
Dagger	100	Wendel/Maia
Rondel Dagger	276	Byzel/Jad
Bazeraad	210	Forcena
Misery Chord	1690	Elrand/Sultan
Bluegale	4535	Deen/Mintos
Mithril Knife	4830	Deen/Mintos (Light classes only)
Yasha	5070	Deen/Mintos (Dark classes only)
Crtystal Dagger	3410	Diorre
Elf Dagger	3480	Diorre (Light classes only)
Ashura	3440	Diorre (Dark classes only)
Bishamon	7735	Cats
Field Dagger	8430	Cats (Light classes only)
Dancing Dagger	8440	Cats (Dark classes only)
Merkiel Dagger	17470	Cats
Sylvan Knife	18800	Cats (Light classes only)
Tyshaku	18670	Cats (Dark classes only)
Sheol Dirk	21870	Pedan
Crescent Knife	34670	Pedan (Light classes only)
Acala	34470	Pedan (Dark classes only)
Crimson Glare	---	WEPN/ARMR Seed

## Armour

Name	Cost	Where to Get
Black Fatigue	65	Wendel/Maia
Thief's Cape	220	Byzel
Idaten Cloak	378	Forcena
Garravilla	800	Elrand/Sultan/Diorre
Chain Guard	2600	Deen/Mintos
Elf Breastplate	1970	Diorre
Fleetwind Cape	3155	Cats
Red Uniform	4830	Cats (Light classes only)
Blue Uniform	4935	Cats (Dark classes only)
Genjuu Belt	8400	Pedan (Light classes only)
Majuu Belt	8430	Pedan (Dark classes only)
Scale Uniform	---	WEPN/ARMR Seed

## Helmet

Name	Cost	Where to Get
Leather Hat	42	Wendel/Maia
Garravilla	215	Jad
Faerie Hat	1150	Diorre
Black Hood	2100	Cats
Fool's Crown	---	WEPN/ARMR Seed

## Accessory

Name	Cost	Where to Get
Thief's Armband	160	Jad
Cobra Earrings	1690	Deen/Mintos
Tree Spirit Ring	2260	Cats (Light classes only)
Mist Creen Charm	2000	Cats (Dark classes only)
Genjuu Mask	5070	Pedan
Lucky Card	---	WEPN/ARMR Seed

## 9. LISE/RIESZ - LANCER

Lise/Riesz (In my game it is Lise, so that is what I shall call her), in the sixteen year old Princess of the Amazon Warriors of Rolante Castle. She lives relatively happily in the Kingdom with her father, King Joster, and her younger brother, Prince Elliot. Her mother died whilst giving birth (To Elliot). Lise has pledged to be the mother figure to her brother, to give him the kind of support he needs.

However (As you may have already guessed), the nasty Bigieu sends two of her spellbound underlings (Bill and Ben, Hawk's old partners) to both remove the crystal which keeps the Wind Defense around Rolante, and kidnap the young Prince Elliot. Lise, as strong as she is, cannot stop either of these two events, and a sleep flower is spread throughout the castle. The Ninjas easily overtake the castle, and murder King Joster. Lise then flees to Wendel to find a way to retake her throne and free Elliot.

STR: Strength is a very useful stat that Lise possesses. Her Light/Light class, the Vanadis, has STR stat of 20, which is higher than ever Kevin's

Death Hand (Although he gets double swing, and his wolf form), as well as having the third most powerful tech around. All her other classes have lower STR than this, but are by no means slouches in the Physical hitting department.

AGL: For someone who carries a heavy spear, Lise is pretty agile. Not as agile as Hawk, mind you, but agile enough all the same.

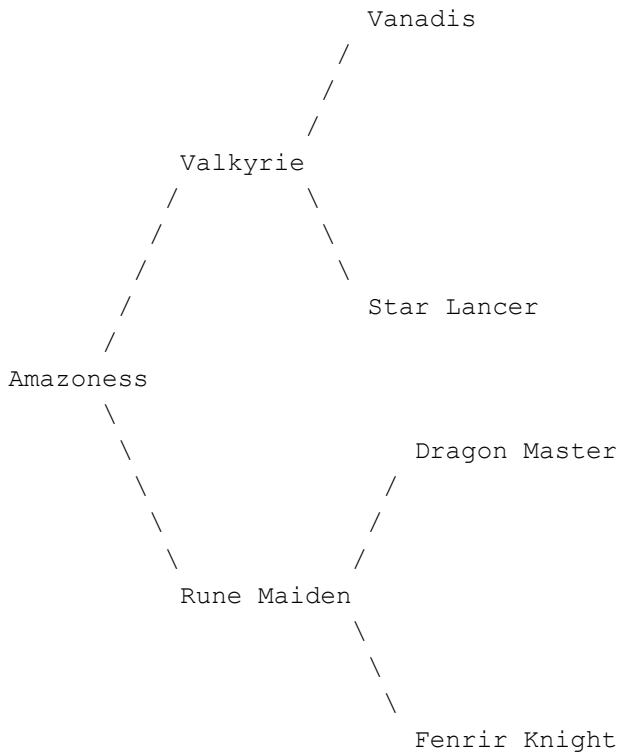
VIT: Quite good. Once again, up there, just behind Duran and Kevin. Is pretty tough, as all her final classes have a vitality of 20. So in that way She has what i like to call Very good "Sticking around power".

INT: Not too bad, but then again it doesnt really matter. Has a reasonable Magic Defense, and all of her spells that deal damage (Summons, basically) are based on her Spirit.

PIE: For her summons, its really quite ok. Nothing to write home about, really.

LUC: Means crap all to Lise. Lets move on.

-----



Neutral - Amazoness:

MAX STATS

-----  
Strength: 11 |||||  
Agility: 11 |||||  
Vitality: 10 |||||  
Intell.: 10 |||||  
Spirit: 10 |||||  
Luck: 9 |||||

-----  
Her neutral, starting class. Has a highish strength, but not alot more.  
Basically Fighter. In the neutral stage, Lise and Duran are very similar.

SPELLS: None

TECH: Whirlwind Lance

Lise turns white, spins her Spear, and clobbers the enemy. Thats it. Hits only once - Isnt it exciting stuff?

Light - Valkyrie:

MAX STATS

-----  
Strength: 17 |||

Agility: 16 |||

Vitality: 16 |||

Intell.: 15 |||

Spirit: 16 |||

Luck: 14 |||  
-----

Speaking from personal experience, this is the better of the first two class changes. Stat Ups are the ones i prefer better, and I just love the word "Valkyrie". Gets higher attack power than her dark counterpart, and leads to what are (In my opinion) her greater final classes. Gets an FST early on, which can be of use. Although some people will like to buy scales for Stat-ups, I always find the Valkyrie to be a good one.

SPELLS: Protect Up - Raises Defensive Stat.  
Mind Up - Raises Magic Stat.  
Speed Up - Raises Evade/Hit Rate Stat.  
Power Up - Raises Strength Stat.

TECH: Vacuum Surge Spear

Lise holds her lance above her head, and spins. Little Buzz-Disks fly out, Hitting all the enemies on screen. Basically the same as the Swordmaster's tech, but with a spear.

Light/Light - Vanadis:

MAX STATS

-----  
Strength: 20 |||

Agility: 19 |||

Vitality: 20 |||

Intell.: 17 |||

Spirit: 19 |||

Luck: 16       |

-----

There are alot of critics on this class. I personally like it the best for Lise, as it gives her an opportunity to fight like there's no tomorrow (I've never really been a spellcaster). Gets the third most powerful tech in the game, Light Shot Spear, and a summon that can have its uses, Freya. The summon is often frowned upon by others due to the fact that it turns the enemies into ShellHunters, and does not give you any EXP or Gold. However, it makes those godforsaken Nightblades and Dark Lords easy work. Basically, if you need a fighter or like plenty of power, go with Vanadis. Gets her Stat Ups as well, which doesn't hurt.

Item needed: Briesingamen  
Effect of Item: Multi-Target Power Up

Spear: True Spear  
Helmet: Vanir Helmet  
Armour: Goddess Armour  
Ring: Draupnir  
Shield: None

SPELLS: Protect Up (ST)- Raises Defensive Stat.  
Mind Up (ST)- Raises Magic Stat.  
Speed Up (ST)- Raises Evade/Hit Rate Stat.  
Power Up (ST)- Raises Strength Stat.  
Freya - Damages + Turns enemies to Chibikko.

TECH: Light Shot Spear

Lise jumps to the centre of the screen then throws her spear into the air. Hundreds of other spears rain down upon the opponents, causing MASSIVE damage. Can take out a whole screen in one hit, most of the time.

Light/Dark - Star Lancer:

MAX STATS

-----

Strength: 19 |

Agility: 18 |

Vitality: 20 |

Intell.: 18 |

Spirit: 18 |

Luck: 17 |

-----

This class owns. I prefer the Vanadis personally, but this class is much more Useful in different situations. When paired with Kevin, Duran, or Hawk, she can raise the Strength of the prty in one go, whilst when with Angela or Carlie, she can raise the Magic power. Gets a BELTER of a summon, which works like a MT Blow Needles, and although it has the lowest damage of any of her summons, it silences the enemies, which will prevent them from either Tech or Spellcasting. Tech is only single target, but if you're that desperate for a FS Tech, use her Level 2 one. Has much lower attack power than Vanadis, but when the enemy can't reلتaliate, there's no problem.

Item needed: MorningStar Chain  
Effect of Item: Multi-Target Speed Up

Spear: Star Geyser  
Helmet: Stardust Helmet  
Armour: Polaris Armor  
Ring: Draupnir  
Shield: None

SPELLS: Protect Up - Raises Defensive Stat.  
Mind Up - Raises Magic Stat.  
Speed Up - Raises Evade/Hit Rate Stat.  
Power Up - Raises Strength Stat.  
Marduke - Damages + Silences enemies.

TECH: Shooting Star Spear

Four versions of Lise attack the enemy from four different sides. Then, one more version of Lise comes out and hits the enemy one last time. Looks fairly cool.

Dark - Rune Maiden:

MAX STATS

-----  
Strength: 16 |||  
Agility: 17 |||  
Vitality: 16 |||  
Intell.: 16 |||  
Spirit: 15 |||  
Luck: 15 |||  
-----

The much more favoured first class change. Only loses 1 point in the Strength department. Many people say that the Stat Ups that you get with the Valkyrie are easily replaced via scales, and you cannot buy an item that casts Stat Downs. It depends really on whether you like to beef up your own characters or weaken the enemies. Usually I find though that Hawk's Dark Classes are an easy substitute for Lise's.

SPELLS: Protect Down - Lowers Defensive Stat.  
Mind Down - Lowers Magic Stat.  
Speed Down - Lowers Evade/Hit Rate Stat.  
Power Down - Lowers Strength Stat.

TECH: Flying Heaven Spear

Lise jumps at all her enemies with her spear spinning above her head. Damages all enemies on screen.

Dark/Light - Dragon Master:

MAX STATS

-----  
Strength: 18 |||  
-----

Agility: 19 |||

Vitality: 20 |||

Intell.: 18 |||

Spirit: 18 |||

Luck: 18 |||

Well, this class has been bashed around for quite some time. However, I find it to be my most preferred Dark Class. After raising only one Level, you get one of most powerful summons in the game, Iormundgand, as well as keeping those nice lil Stat Downs. I only ever use them on Bosses, so whether they're MT or ST never really bothered me. Doesnt have as high an attack power as her Dark/Dark counterpart, but still, a nice class all the same.

Item needed: KnightDragon Chain
Effect of Item: Multi-Target Protect Down

Spear: Dragon Lance
Helmet: Rising Dragon
Armour: Dragon Knight's Armor
Ring: Giant's Ring
Shield: None

SPELLS: Protect Down - Lowers Defensive Stat.
Mind Down - Lowers Magic Stat.
Speed Down - Lowers Evade/Hit Rate Stat.
Power Down - Lowers Strength Stat.
Iormundgand - Damages + Poisons Enemies.

TECH: Dragon Tooth Spear

Lise leaves the screen, she comes flying back with a flaming Dragon's head on her spear and plows into the enemy, hurting it (As you'd assume). This is THE COOLEST looking Tech around. Choose this class simply to watch the Tech animation, if you have to. You won't be disappointed.

Dark/Dark - Fenrir Knight:

MAX STATS

Strength: 19 |||

Agility: 20 |||

Vitality: 20 |||

Intell.: 19 |||

Spirit: 17 |||

Luck: 17 |||

The Ability to Multi-Target her Stat Downs aint that useful when it comes

to the boss fights (The only real time you're gonna need them), so it really isn't that great of an upgrade. In fact, I see it as a downside. The Dragon Master only has ST Stat Downs, that's true, but you only need to gain one level to learn Iormundgand, whereas with this class, to learn Lamia Naga, you have to gain five. Summon is nothing special. Doesn't have a status effect, but damages alright. Attack power is pretty average. Not too bad a class, not too great a class. You're gonna be pretty happy no matter what situation you put the Fenrir Knight in.

Item needed: Gleipnir

Effect of Item: Multi-Target Mind Down

Spear: Giant Spear

Helmet: Wolf Helmet

Armour: Scale Mail

Ring: Giant's Ring

Shield: None

SPELLS: Protect Down - Lowers Defensive Stat.

Mind Down - Lowers Magic Stat.

Speed Down - Lowers Evade/Hit Rate Stat.

Power Down - Lowers Strength Stat.

Lamia Naga - Damages Enemies.

TECH: Hundred Flower Dance

Lise jumps at the enemy and belts it around with her spear repeated times. First time I saw it I half expected to see a head or limb fly out somewhere. Explosions follow every hit. Looks really cool.

WEAPONS:

Weapons

Name	Cost	Where to Get
Long Spear	95	Wendel/Maia
Corsesca	258	Byzel/Jad
Flamea	205	Forcena
Glaive	1450	Elrand/Sultan
Golden Spear	4320	Deen/Mintos
Mithril Spear	4670	Deen/Mintos (Light classes only)
Brainwrecker	4935	Deen/Mintos (Dark classes only)
Plume Lance	3400	Diorre
Dark Piercer	3440	Diorre (Light classes only)
Torrent Spear	3415	Diorre (Dark classes only)
Griffin Lance	7870	Cats
Staghorn	8240	Cats (Light classes only)
Wolf's Fang	8400	Cats (Dark classes only)
Maiden Leaf	17230	Cats
Valkyrie Spear	18480	Cats (Light classes only)
Mideel Spear	18270	Cats (Dark classes only)
Brunak	18670	Pedan
Gungnir	34135	Pedan (Light classes only)
Paintooth	34270	Pedan (Dark classes only)

Armour

Name	Cost	Where to Get
------	------	--------------



Cuir Boulli	60	Wendel/Maia
Spiked Leather	215	Byzel
Banded Mail	360	Forcena
Scale Mail	738	Elrand/Sultan/Diorre
Whiteeagle Plate	2930	Deen/Mintos
Steda Plate	2560	Diorre
Jotzdammoran	3170	Cats
Valkyrie Mail	4670	Cats (Light classes only)
Rune Armor	4535	Cats (Dark classes only)
Wing Armor	8240	Pedan (Light classes only)
Fang Armor	8135	Pedan (Dark classes only)

#### Helmet

Name	Cost	Where to Get
Winged Ribbon	48	Maia
Leather Helmet	205	Jad
Viking Helm	1600	Diorre
Unicorn Helm	3170	Cats

#### Accessory

Name	Cost	Where to Get
Steel Bracelet	160	Jad
Earth Bracelet	1690	Deen/Mintos
Gyral Horn	1900	Cats (Light classes only)
Rune Earrings	2200	Cats (Dark classes only)
Aurora Helmet	4670	Pedan

#### 10. ANGELA - MAGE

Angela is the Princess of the Magic Kingdom Altena. Her mother, Queen Valda, neglected her as a child, probably due to the fact that Angela is the only person in Altena that cannot use Magic. She skips Magic class (Much to her mother and her tutor, Jose's, grief) constantly, and as such grows up Magic Illiterate. She is friends with a well known personality throughout the castle, Victor.

One day, Victor tells Angela that Koren and Valda Want to see her. It turns out that the two want to use the Princess in a cockamamie sceme to release the power of the Altena Mana Stone of Water which will cost her life! What a nice Mum she has..... And in a flash of raw emotion, she winds up outside the castle in the freezing snowfield. She flees the scene, but ends up passing out, waking up in Elrand, a nearby town - And decides to journey to Wendel to consult the Priest of Light on these matters.

STR: When choosing Angela, Strength shouldn't be the primary attribute you're concerned with. In fact, she shouldn't be using physical attacks at all, unless you're flat out of MP and you need Leaf Saber to rasp some back. Grand Divina has the highest Strength, followed by a tie between Magus and Arch Mage, then the Runemaster.

AGL: Angela's Agility isnt fantastic, but it isnt bad. Angela shouldn't be in a Melee situation to have to rely on Agility much anyway, so it really doesn't matter too much.

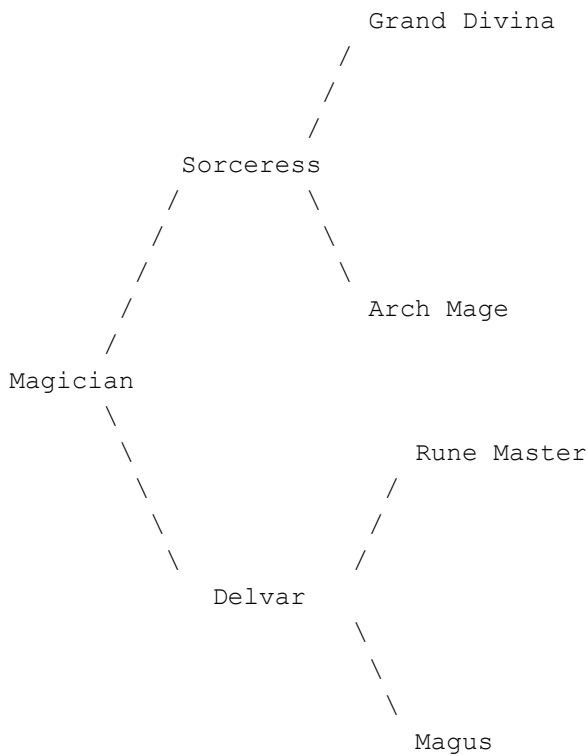
VIT: Doesn't even come close to the Vitality of say, Kevin and Duran, but it's not too bad nonetheless. As with Agility, Angela isn't a melee player, so keep her out of the situation that she needs to rely on it.

INT: Ahhh, now THIS is Angela's signature stat. Her spells are really powerful, and there isn't a better Mage in the game. Boost this before all else - Make sure her spells can kill, because she doesn't have another way of doing it. Magus gets the highest Int. stat.

PIE: Arch Mage gets her highest spirit, and her Spirit overall is above average. Arch Mage throwing Poto Oils is a good healing substitute, and her Holy Ball/Saint Beam attacks are reflected in her PIE stat.

LUC: Nothing to do with Angela, really. She has average luck, and will be an OK chest opener. Critical hits aren't important for her either.

-----



Neutral - Magician

MAX STATS

-----  
Strength: 8 |||||  
Agility: 8 |||||  
Vitality: 8 |||||  
Intell.: 12 |||||  
Spirit: 11 |||||  
Luck: 10 |||||  
-----

A good first class. She learns all the level 1 elemental spells, which are of

great use early on, and is good for taking down a screen of enemies quickly. However, you have to have collected the corresponding spirit before you can learn each spell. Intelligence is her best quality. An out-and-out Mage, and perhaps the sexiest character in SD3.

SPELLS: Holy Ball - Level 1 Wisp Elemental Damage  
Diamond Missile - Level 1 Gnome Elemental Damage  
Air Blast - Level 1 Jinn Elemental Damage  
Evil Gate - Level 1 Shade Elemental Damage  
Ice Smash - Level 1 Undine Elemental Damage  
Fireball - Level 1 Salamando Elemental Damage

TECH: Double Attack

Angela flashes white, does a flip, hits whats in front of her.

Light - Sorceress

-----  
Strength: 14 |||  
  
Agility: 14 |||  
  
Vitality: 14 |||  
  
Intell.: 17 |||  
  
Spirit: 17 |||  
  
Luck: 14 |||  
-----

Probably the better of the two first classes you can choose between. The Sorceress gets every elemental Level 2 spell (Save Dark Force), but isn't able to Multi-target them yet. Has a SLIGHTLY lower Intelligence than its Dark counterpart, but its diversity more than makes up for this. An EXTREMELY cool Tech, which is fun to watch so give it a go at least once. This is probably the better of the two for starters and beginners to the game.

SPELLS: Holy Ball - Level 1 Wisp Elemental Damage  
Diamond Missile - Level 1 Gnome Elemental Damage  
Air Blast - Level 1 Jinn Elemental Damage  
Evil Gate - Level 1 Shade Elemental Damage  
Ice Smash - Level 1 Undine Elemental Damage  
Fireball - Level 1 Salamando Elemental Damage  
Saint Beam (ST) - Level 2 Wisp Elemental Damage  
Thunderstorm (ST) - Level 2 Jinn Elemental Damage  
Earthquake (ST) - Level 2 Gnome Elemental Damage  
Mega Splash (ST) - Level 2 Undine Elemental Damage  
Exploder (ST) - Level 2 Salamando Elemental Damage

TECH: Pink Typhoon

This Tech is commonly thought of as the coolest Tech in SD3 - Angela flashes her arse for a second, then blows a damaging kiss at the enemy. How cool is this?! It's a reason in itself just to choose Angela.

Light/Light- Grand Divina

-----  
Strength: 17 |||

Agility: 17 |||

Vitality: 18 |||

Intell.: 21 |||

Spirit: 19 |||

Luck: 16 |||

This class is probably the most economical of Angela's classes, it has the cheapest Ultimate spell, Double Spell, which costs 9MP, compared to Arch Mage's Rainbow Dust (10MP), and Magus's Ancient (12MP). The Runemaster has DeathSpell, but i'll discuss \*THAT\* later. Now, there isn't alot of difference between Arch Mage and Grand Divina beyond the Divina having a slightly higher Intelligence, Strength and Agility, which pretty much puts her over the line as the better class, in my mind anyway. Double Spell is fun to watch - Angela splits into two (Hence the "Double" part of the spell), and casts Lava Wave, Ice Smash, and Thunderstorm on the enemies, hitting for big Non-Elemental damage.

- SPELLS: Holy Ball - Level 1 Wisp Elemental Damage
- Diamond Missile - Level 1 Gnome Elemental Damage
- Air Blast - Level 1 Jinn Elemental Damage
- Evil Gate - Level 1 Shade Elemental Damage
- Ice Smash - Level 1 Undine Elemental Damage
- Fireball - Level 1 Salamando Elemental Damage
- Saint Beam - Level 2 Wisp Elemental Damage
- Thunderstorm - Level 2 Jinn Elemental Damage
- Earthquake - Level 2 Gnome Elemental Damage
- Mega Splash - Level 2 Undine Elemental Damage
- Exploder - Level 2 Salamando Elemental Damage
- Double Spell - Massive Non-Elemental Damage

TECH: Spiral Rod

Angela chucks her spinning Rod at the enemy, and it twirls, repeatedly Schmacking the enemy to do damage, before returning to Angela's hand. Kinda cool the first couple of times you see it.

Item needed: Arcane Book  
Effect of Item: Multi-Target Saint Beam

- Staff: Gunbantine
- Helmet: Myien Crown
- Armour: Mayan's Dress
- Ring: Marble Ring
- Shield: None

Light/Dark - Arch Mage

Strength: 16 |||

Agility: 16 |||

Vitality: 18 |||

Intell.: 20 |||

Spirit: 20 |||

Luck: 17 |||

Right, the Arch Mage, Nadia's favourite class =). Well, it isn't much different to the Grand Divina, except a little less strength, agility, and intelligence, and a little higher spirit, and luck. Pretty similar, but Arch Mage makes a good healer in a clutch situation by throwing Poto Oils, and her High spirit heals for more than her other classes. This also means her Holy Ball and Saint Beam spells will be a bit more nasty than the Divina's. Her ultimate spell, Rainbow Dust, costs 1 more MP than the Divina's, but is much more cool to watch - Four Spirits (Salamando, Undine, Jinn, and Gnome) leap out from Angela, and a Rainbow shockwave shoots out across the screen.

- SPELLS: Holy Ball - Level 1 Wisp Elemental Damage
- Diamond Missile - Level 1 Gnome Elemental Damage
- Air Blast - Level 1 Jinn Elemental Damage
- Evil Gate - Level 1 Shade Elemental Damage
- Ice Smash - Level 1 Undine Elemental Damage
- Fireball - Level 1 Salamando Elemental Damage
- Saint Beam - Level 2 Wisp Elemental Damage
- Thunderstorm - Level 2 Jinn Elemental Damage
- Earthquake - Level 2 Gnome Elemental Damage
- Mega Splash - Level 2 Undine Elemental Damage
- Exploder - Level 2 Salamando Elemental Damage
- Rainbow Dust - Massive Non-Elemental Damage

TECH: Dancing Rod

Angela drops her staff, and enchants it with her fingers. It strolls across to the enemy (ala The Brooms in Disney's Fantasia) and belts the enemy around.

Item needed: Book of Secrets  
Effect of Item: Multi-Target Exploder

- Staff: Spiritual Staff
- Helmet: Eremos Crown
- Armour: Elmos' Coat
- Ring: Marble Ring
- Shield: None

Dark - Delvar

Strength: 13 |||

Agility: 13 |||

Vitality: 14 |||

Intell.: 18 |||

Spirit: 16 |||

Luck: 13 |||

Delvar is without a doubt the weaker of the two first class changes for Angela. This class is not recommended for the newer players to the game, because when you make your first class change, you are stuck with it for the next twenty levels. Although Angela's next two classes can be quite powerful, the road to getting them is long and tough. As Delvar, she drops in every stat compared to the Sorceress (besides gaining one point in INT and breaking even in VIT). The Delvar also learns the level two Shade spell, Dark Force. This can be quite potent, especially against Lightgazer (The Light Element God Beast), but when you compare it to the power of the Sorceress, it's hard to see people picking anything else.

SPELLS: Holy Ball - Level 1 Wisp Elemental Damage  
Diamond Missile - Level 1 Gnome Elemental Damage  
Air Blast - Level 1 Jinn Elemental Damage  
Evil Gate - Level 1 Shade Elemental Damage  
Ice Smash - Level 1 Undine Elemental Damage  
Fireball - Level 1 Salamando Elemental Damage  
Dark Force (ST) - Level 2 Shade Elemental Damage

TECH: Star Attack

She shoots three stars out of her cane into the enemy. While the damage on Angela's techs are almost identical, the sheer coolness of Pink Typhoon makes this one seem just a little... disappointing.

Dark/Light - Rune Master

-----  
Strength: 15 |||

Agility: 15 |||

Vitality: 18 |||

Intell.: 21 |||

Spirit: 19 |||

Luck: 16 |||  
-----

Now, other guides will tell you that this is the one and only way to go not only when going Dark, but the only way to go with Angela. THIS IS NOT THE CASE!!! Rune Master is a very average class when it comes to the nitty gritty, and the supposed "All Powerful" Death Spell is highly overrated. This class has the level 3 elemental spells, most of which have an attached status effect. Although these are relatively useful, you will pay for it in terms of MP. One thing that you must know about Angela's dark classes: They are MP vacuums. Death Spell requires that you are at a higher level than the target, which is a disadvantage as well, as it can sometimes require some serious levelling to get it to work, especially against the latter bosses. Stun Wind and Stone Cloud's status effects are really useful late in the game, however.

SPELLS: Holy Ball - Level 1 Wisp Elemental Damage  
Diamond Missile - Level 1 Gnome Elemental Damage  
Air Blast - Level 1 Jinn Elemental Damage

Evil Gate - Level 1 Shade Elemental Damage  
Ice Smash - Level 1 Undine Elemental Damage  
Fireball - Level 1 Salamando Elemental Damage  
Dark Force - Level 2 Shade Elemental Damage  
Stun Wind - Level 3 Jinn Elemental Damage + Silence  
Stone Cloud - Level 3 Gnome Elemental Damage + Petrify  
Cold Blaze - Level 3 Undine Elemental Damage + Snowman  
Blaze Wall - Level 3 Salamando Elemental Damage  
Death Spell - Level 3 Shade (Non-Elemental Damage) + Death to  
Normal Enemies, 999 Damage to bosses.

TECH: 10T

Angela throws her Staff in the air, and then a 10-ton weight falls on top of an enemy. Very cartoony.... Similar to Ultros' plan at the Opera in FF6.

Item needed: Book of Rune  
Effect of Item: Death Spell

Staff: Rune Staff  
Helmet: Rune Veil  
Armour: Rune Coat  
Ring: Magma Hairpin  
Shield: None

Dark/Dark - Magus

-----  
Strength: 16 |||  
Agility: 16 |||  
Vitality: 18 |||  
Intell.: 22 |||  
Spirit: 18 |||  
Luck: 15 |||  
-----

Angela's Dark-Dark class. Dark-Dark usually means power, and this is no exception - She receives the most powerful spell in the game (Bar Death Spell and Turn Undead, but they have limits), Ancient. However, this spell is a HUGE MP sucker, and due to the fact that you can only get off 8 of these spells for your max 99MP, the class is frowned upon. However, Ancient is not all this class has. She has the highest Intelligence of any of Angela's classes, thus giving her the most powerful and quickest Level 1 spells. These by themselves can destroy a screen of enemies quickly. The Magus is not as one dimensional as some people would think - You just need to know how to use it right.

SPELLS: Holy Ball - Level 1 Wisp Elemental Damage  
Diamond Missile - Level 1 Gnome Elemental Damage  
Air Blast - Level 1 Jinn Elemental Damage  
Evil Gate - Level 1 Shade Elemental Damage  
Ice Smash - Level 1 Undine Elemental Damage  
Fireball - Level 1 Salamando Elemental Damage  
Dark Force (ST) - Level 2 Shade Elemental Damage  
Thunderstorm (ST) - Level 2 Jinn Elemental Damage

Earthquake (ST) - Level 2 Gnome Elemental Damage  
 Mega Splash (ST) - Level 2 Undine Elemental Damage  
 Exploder (ST) - Level 2 Salamando Elemental Damage  
 Ancient - Massive Non-Elemental Damage

TECH: Hot Shot

Angela aims her staff at one enemy, then unleashes a barrage off bullets? At the target. If someone can please explain to me how a Staff can be used like an Uzi, email me.

Item needed: Forbidden Book

Effect of Item: Dark Force

Staff: Dragon Rod  
 Helmet: Ancient Tiara  
 Armour: Ancient Robe  
 Ring: Magma Hairpin  
 Shield: None

WEAPONS:

Weapons

Name	Cost	Where to Get
Staff	75	Wendel/Maia
Oak Cane	220	Byzel/Jad
Witch Staff	180	Forcena
Crystal Rod	1100	Elrand/Sultan
Rajin's Cane	3480	Deen/Mintos
Mithril Rod	3830	Deen/Mintos (Light classes only)
Skull Rod	4000	Deen/Mintos (Dark classes only)
Ash Cane	3410	Diorre
Will Staff	2900	Diorre (Light classes only)
Tot's Cane	3155	Diorre (Dark classes only)
Meyl Rod	6950	Cats
Druid Staff	7015	Cats (Light classes only)
Revelation Cane	7200	Cats (Dark classes only)
Nebula Staff	14335	Cats
Worldtree Branch	16400	Cats (Light classes only)
Ancient Rod	17335	Cats (Dark classes only)
Mizunara Cane	22000	Pedan
Eternal Rod	33470	Pedan (Light classes only)
Celnunos Cane	31735	Pedan (Dark classes only)

Armour

Name	Cost	Where to Get
Silk Robe	50	Wendel/Maia
Queen Bee Dress	184	Byzel
Tiger Bikini	234	Forcena
Rose Leotard	600	Elrand/Sultan/Diorre
Zephyr Robe	2150	Deen/Mintos
Owl Coat	1970	Diorre
Mananan Robe	2300	Cats
Sunrise Dress	3830	Cats (Light classes only)
Dusk Dress	3440	Cats (Dark classes only)
Pure White Robe	7495	Pedan (Light classes only)



Darkness Robe 7015 Pedan (Dark classes only)

#### Helmet

Name	Cost	Where to Get
-----	-----	-----
Circlet	42	Wendel/Maia
Witch Hood	184	Jad
Panther Hood	990	Diorre
Silver Circlet	2300	Cats

#### Accessory

Name	Cost	Where to Get
-----	-----	-----
Crystal Ring	154	Jad
Protect Ring	860	Deen/Mintos
Snow Crystal	2000	Cats (Light classes only)
Fireblaze	2150	Cats (Dark classes only)
Mist Veil	3630	Pedan

#### 11. CARLIE/CHARLOTTE - CLERIC

-----

Carlie, or Charlotte, is the "Cute Little Girl who lives in Wendel". Wendel is the home of the Priest of Light, who also happens perchance to be Carlie's Grandfather. She lives in the Temple with the various priests, including one whom she very much loves named Heath. Heath is basically Carlie's father figure due to the fact that her Parents named Leroy and Shayla. Her Mother was an Elf, her Father a Human, making her half Elf and thus aging at a much slower rate than any normal person would. Her speech and maturity is that of about a five year old, despite the fact that she is sixteen (The same age as Kevin). She is well versed in the Area of Healing, and hence is the "White Mage" of the game. One other advantage she has is that unlike other characters, she will join your team before the Full Metal Hugger fight, thus allowing you to fight it with three characters instead of two.

The trouble begins when Heath leaves Wendel to investigate a strange light near the village or Astoria. Carlie, fearing that her Heath will be in Trouble, escapes the Castle with the help of her friend Mick (And a Bakujenko) and travels to give Heath a hand. However, once she finds Heath, they are attacked by a bunch of Beastmen, whom Heath deals with easily. However, Heath is then attacked by Deathjester, and hence Kidnapped. Now Carlie has no protection, and no way of getting home.....

-----

STR: Carlie's only a child, so her Strength isnt very high. Physical attributes aren't her forte, so only raise them if you have to.

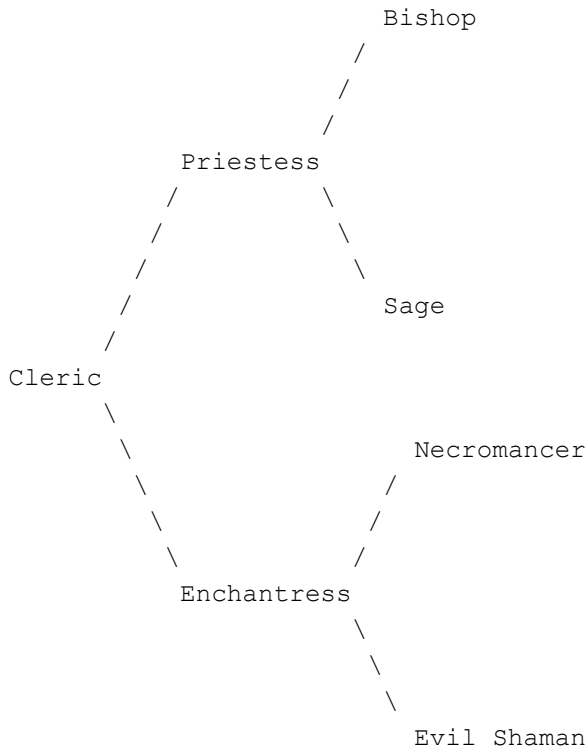
AGL: Like above, Carlie's agility isnt all that flash. Its a bit higher than her Strength though, thankfully.

VIT: Doesn't matter which class you take, they all have the same max Vitality (And Defense) in the end.

INT: Quite an amusing point in the game is the fact that Carlie isn't all that bright. She can't read, and has the vocabulary of a five year old. Yet amazingly, she has the second highest intelligence in the game. Doesn't speak to highly of the other characters now, does it?

PIE: Carlie likes PIE. She has the highest in the game, thus making a team nearly invincible by the time she reaches a final class, because it will make full party healing instantaneous and strong. It also makes her Holy Ball and Saint Beam quite a potent attack.

LUC: Carlie has the second highest Luck in the game, next to Hawk. Therefore, if you don't have him in the team, let Carlie open your chests.



Neutral - Cleric:

MAX STATS

-----

Strength: 8 |||

Agility: 8 |||

Vitality: 8 |||

Intell.: 9 |||

Spirit: 9 |||

Luck: 12 |||

-----

Next to the Grappler, this is probably the best first class you can get. Not Only will it learn Heal Light and Tinkle Rain after the Full Metal Hugger fight, it'll keep you alive for a long time in fights and save you money with its curative properties. Only learns the two spells, but it's really all you need.

SPELLS: Heal Light (ST)- Restores HP based on Spirit  
Tinkle Rain (ST)- Cures all negative status

TECH: Bonkle

Like every other level 1 Tech, Carlie glows white, swings her flail, and hits the enemy. Can only hit once.

Light - Priestess

MAX STATS

-----  
Strength: 13 |||  
Agility: 14 |||  
Vitality: 14 |||  
Intell.: 16 |||  
Spirit: 18 |||  
Luck: 16 |||  
-----

Probably the better of the first two classes. You get an attack spell in Holy Ball, which is better than Angela's for damage. You also get a very handy Bunch of Elemental Sabers, which are definitely much more useful than buying them at Byzel. You also become pretty much invincible with Heal Light becoming Multi- Target. Great for support and even Magical Attack if the situation calls for it.

- SPELLS: Heal Light - Restores HP based on Spirit  
Tinkle Rain (ST)- Cures all negative status  
Holy Ball (ST)- Level 1 Wisp Elemental Damage  
Ice Saber (ST)- Adds Undine Attribute to the Weapon  
Diamond Saber (ST)- Adds Gnome Attribute to the Weapon  
Flame Saber (ST)- Adds Salamando Attribute to the Weapon  
Thunder Saber (ST)- Adds Jinn Attribute to the Weapon

TECH: Jump

Carlie jumps into the air (Boy, with a name like that you'd NEVER see that coming) lands on the enemy's head and flips to hit the enemy. Deals damage, only hits once despite the animation.

Light/Light - Bishop:

MAX STATS

-----  
Strength: 16 |||  
Agility: 16 |||  
Vitality: 18 |||  
Intell.: 18 |||  
Spirit: 22 |||  
Luck: 18 |||  
-----

The best class for Carlie/Kevin's story. Turn Undead (For 1 MP) will deal 999 damage to any undead enemy in the game, such as Ghoul, Zombie, and fantastically, Dark Lich -the final Boss.

SPELLS: Heal Light - Restores HP based on Spirit  
Tinkle Rain - Cures all negative status  
Holy Ball (ST)- Level 1 Wisp Elemental Damage  
Ice Saber (ST)- Adds Undine Attribute to the Weapon  
Diamond Saber (ST)- Adds Gnome Attribute to the Weapon  
Flame Saber (ST)- Adds Salamando Attribute to the Weapon  
Thunder Saber (ST)- Adds Jinn Attribute to the Weapon  
Saint Saber (ST)- Adds Wisp Attribute to the Weapon  
Magic Shield - Weakens Magic Damage  
Turn Undead - Deals 999 Damage to Undead enemies

TECH: ChopChop

Carlie jumps off screen, then returns with a giant fan and proceeds to hit the target about with it.

Item needed: Holy Water Vial  
Effect of Item: Multi-Target Heal Light

Flail: Judgment Flail  
Helmet: Bishop's Ribbon  
Armour: Bishop's Robe  
Ring: Moon Flower  
Shield: None

Light/Dark - Sage:

MAX STATS

-----  
Strength: 15 |||

Agility: 17 |||

Vitality: 18 |||

Intell.: 19 |||

Spirit: 21 |||

Luck: 19 |||  
-----

The Sage is not good. That's the nicest way I can phrase it. You get Saint Beam, which isn't that great a damage spell (And if you wanted Damage Spells, you should have gone as the Evil Shaman for Demon Breath) and you get Multi-Target Sabers. Wow, considering they become obsolete well before you make the final class change.

SPELLS: Heal Light - Restores HP based on Spirit  
Tinkle Rain - Cures all negative status  
Holy Ball - Level 1 Wisp Elemental Damage  
Ice Saber - Adds Undine Attribute to the Weapon  
Diamond Saber - Adds Gnome Attribute to the Weapon  
Flame Saber - Adds Salamando Attribute to the Weapon  
Thunder Saber - Adds Jinn Attribute to the Weapon  
Saint Beam (ST)- Level 2 Wisp Elemental Damage

TECH: BoomBoom

Carlie becomes a suicide bomber, running at the enemy, jumping off screen, then landing on the target with an explosion.

Item needed: Bottle of Salt  
Effect of Item: Multi-Target Tinkle Rain

Flail: Giant's Flail  
Helmet: Sage's Ribbon  
Armour: Sage's Robe  
Ring: Moon Flower  
Shield: None

Dark - Enchantress:

MAX STATS

-----  
Strength: 13 |||

Agility: 14 |||

Vitality: 13 |||

Intell.: 17 |||

Spirit: 17 |||

Luck: 17 |||  
-----

The weaker of the first class change options, but by no means bad - the options that come later for class are very solid. Basically, you have to make the choice whether you are willing to sacrifice the extremely useful Sabers now, for a couple of weak summons and extremely powerful spells (Demon Breath & Black Curse) later.

SPELLS: Heal Light - Restores HP based on Spirit  
Tinkle Rain (ST)- Cures all negative status  
Unicorn Head - Level 1 Summon Damage  
Machine Golem - Level 1 Summon Damage

TECH: Dash

Carlie runs toward the target, twirling her flail. She hits it. Yippee.

Dark/Light - Necromancer:

MAX STATS

-----  
Strength: 16 |||

Agility: 15 |||

Vitality: 18 |||

Intell.: 19 |||

Spirit: 21 |||

Luck: 20 |||  
-----

The basic theory of Carlie, is that Necromancer rocks the damn house. Black Curse, as soon as it's learnt, makes Lise's Dark Classes redundant. Couple that with Carlie's Multi-Target healing, Tinkle Rain to cover any status, and Carlie can pretty much carry a team through to and PAST the final boss with no trouble in the world. If you have an offensive weapon like Duran or a Dark Kevin class, you'll be nearly unbeatable once you change class.

SPELLS: Heal Light - Restores HP based on Spirit  
Tinkle Rain (ST)- Cures all negative status  
Unicorn Head - Level 1 Summon Damage  
Machine Golem - Level 1 Summon Damage  
Ghoul - Level 2 Summon Damage  
Ghost - Level 2 Summon Damage  
Dark Saber (ST)- Adds Shade Attribute to the Weapon  
Black Curse - Lowers Enemies Strength, Agility, Vitality, Intelligence and Spirit

TECH: Craaaazy

Carlie belts the enemy a couple of time with her flail, causing an explosion each time she hits. Only causes one hit of damage, though, and it's not very high, because it's Carlie.

Item needed: Bottle of Ashes  
Effect of Item: Black Curse

Flail: Maul of the Dead  
Helmet: Undead Ribbon  
Armour: Undead Suit  
Ring: Black Onyx  
Shield: None

Dark/Dark - Evil Shaman:

MAX STATS

-----  
Strength: 17 |||

Agility: 16 |||

Vitality: 18 |||

Intell.: 20 |||

Spirit: 20 |||

Luck: 19 |||  
-----

Once you go Dark with Carlie, there is ANOTHER choice to make. Either you a) Go with Necromancer for Dark Curse, which makes the final boss a breeze, or b) you go with Evil Shaman, who has Demon Breath, which will nearly clear a screen of enemies, making GETTING to the final boss a breeze. It's really on you which you'd prefer to see. Me? It really depends on what I get from the ??? Seed. You really can't go wrong either way. Not to

mention, the Great Demon Summon is very nice too.

SPELLS: Heal Light - Restores HP based on Spirit  
Tinkle Rain (ST)- Cures all negative status  
Unicorn Head - Level 1 Summon Damage  
Machine Golem - Level 1 Summon Damage  
Gremlin - Level 2 Summon Damage  
Great Demon - Level 2 Summon Damage  
Anti Magic - Negates all Magical Effects  
Demon Breath - Deals Fire damage and lowers Magic Power and Magic Def

TECH: HugeHuge

Carlie throws her flail off-screen, and it comes back HUGE, hence the Tech name. She strains to pick it up, but does, and manages to smack the enemy with it for damage.

Item needed: Bottle of Blood  
Effect of Item: Anti-Magic

Flail: Juggernaut  
Helmet: Betium Ribbon  
Armour: Betium Dress  
Ring: Black Onyx  
Shield: None

#### WEAPONS:

##### Weapons

Name	Cost	Where to Get
Wood Flail	80	Wendel/Maia
Light Flail	230	Byzel/Jad
Ball & Chain	184	Forcena
Duck Ironball	1300	Elrand/Sultan
Blockbuster	3830	Deen/Mintos
Mithril Maul	4000	Deen/Mintos (Light classes only)
Troll Maul	4135	Deen/Mintos (Dark classes only)
Morningstar	2270	Diorre
Hiero Flail	3170	Diorre (Light classes only)
Puppet Flail	3220	Diorre (Dark classes only)
Cuneal Maul	7200	Cats
Holy Flail	7495	Cats (Light classes only)
Thibula Flail	7600	Cats (Dark classes only)
Gravity Maul	17230	Cats
Ultima Maul	17470	Cats (Light classes only)
Bloodsucker	17335	Cats (Dark classes only)
Meteo Flail	18080	Pedan
Mjolnir	34270	Pedan (Light classes only)
Satan Flail	32000	Pedan (Dark classes only)

##### Armour

Name	Cost	Where to Get
Lamb Suit	55	Wendel/Maia
Poipoi's Rags	154	Byzel
Poto Suit	246	Forcena

Velvet Cape	525	Elrand/Sultan/Diorre
Glint Robe	2100	Deen/Mintos
Pakkun Suit	1900	Diorre
Utsufushi Robe	2930	Cats
Golden Robe	3480	Cats (Light classes only)
Silver Robe	3410	Cats (Dark classes only)
Minister's Robe	7200	Pedan (Light classes only)
Shrine Girl Robe	7600	Pedan (Dark classes only)

#### Helmet

Name	Cost	Where to Get
Cat-ear Hood	40	Wendel/Maia
Rabite Hat	170	Jad
Silk Ribbon	990	Diorre
Holy Spirit Hood	2600	Cats

#### Accessory

Name	Cost	Where to Get
Bunny Egg	140	Jad
Protect Earrings	990	Deen/Mintos
Whitelight Ring	1850	Cats (Light classes only)
Blackshade Ring	2200	Cats (Dark classes only)
Sunshine Hat	3335	Pedan

## 12. THE BLACK RABITE

The Black Rabite is an optional "Super" boss, in the traiditon of FF7's WEAPONS, Ultima and Omega from FF8, Shinryuu and Omega from FF5, and Ozma from FF9. It can only be reached through Angela and Duran's story, as it resides in Dragon's Hole.

#### Directions to find the Black Rabite:

Once you enter the Dragon's mouth, you'll be in the room where you fought the Dark Shrine Knight. Go north twice. The the second north exit should be somewhere to the top left. After doing this, head east twice.

Once in next room, head up, and there are 2 north exits here. The one on the right leads to a dead end (where you fought Tzenker for the 2nd time), and another at the top left. Take the one at the top left. After that, follow the path. There's only one other exit per area. In case you cant find the exit, head north twice, go to the extreme west until you see a southern exit. This exit leads to a corridor. There is a hidden opening in the left wall which leads to the Black Rabite's Room.

NOTE: THE BLACK RABITE IS DAMN HARD. YOU REALLY SHOULD BE AT A LEVEL OF 50+ IF YOU WANT TO BEAT HIM LEGITIMATELY. THERE IS A REAL CHEAP AND DIRTY WAY TO WIN, BUT I AM NOT POSTING IT BECAUSE IT IS A GLITCH AND IS BLATANT CHEATING.

I must strongly recommend that you have the Duran (As a Paladin) on your team. This class was made to fight the BR. Under NO circumstances should you have Runemaster, because DeathSpell will not work unless you are



Level 99, and the BR is immune to all status changes. Other than that, if you have Carlie as a third party member, having her as ANY class will help out alot, but if you're playing Angela's quest WITHOUT Duran, Bishop's Saint Saber will fill in nicely (For your physical attacker, not Angela). On a side note, if you DO level to Level 99 before fighting, DeathSpell WILL deal the appropriate damage (I tested this myself).

Mostly the Black Rabite bounces around and lets you hit it, and will sometimes throw in a physical attack just to show its still moving. However, when it starts to use magic, watch out. It can cast up to four spells in a row, usually from weakest to strongest. The only time i ever got four in a row it cast Dark Force, Black Rain, Evil Gate, Black rain. The best strategy to counteract this flurry of magic is to simply use healing items as quick as you can and MT or ST heal once its done. The Black Rabite will sometimes cast Dark Force and Black Rain on itself, and heal itself which can be a \*REAL\* pain. It also likes to cast Dark Saber on your party. If and when it does cast MT Dark Saber, counterract it with A different Saber (I STONGLY suggest Saint Saber) or use a Stardust herb/Anti Magic if you have Carlie as an Evil Shaman. Beware though, Stardust Herb will remove Stat-Ups too. Be sure to remain healed at all times.

After you've pounded it into well deserved dust, a treasure chest will appear. Inside is the Moogle Badge, an item that works in the same way as the Chibikko Hammer, but it turns the party into Moogles and back again instead. Make sure no Great Demons are left once you kill it otherwise you will not get the Moogle Badge.

---

### 13. LEGAL STUFF

---

Those who wish to use the guide for non-commercial purposes may do so, but I require that you send me an email at bdsnikolai@hotmail.com first simply to inform me of your use of my guide. Portions which have been taken from contributors are copyrighted by the respective contributors.

Commercial usage is strictly prohibited. This also involves translating my guide into Arabic and then selling them printed on ancient scrolls.

---

### 14. THANKYOU TO.....

---

MeepleLard, Mentar, Anemo, Armisael, RyuSeiryuu, Twilight, NothingMan, Buskaboo, stiletto, Nadia, Major Damage, Shadow Dino, Maximum J, DavieZBoy, Veib, Espeon, MaijinGoten, PW and others who I may have forgotten from the SD3 board at GameFAQs. Cheers guys.

Our SD3 Board's fallen comrades: Nightblade, XZeroSSJ, The Maverick Hunter, Riesz.

LunarDragonKnight - Rest in Peace.

And a special thanks to you, the reader, for reading my attempt to help you through a game such as this!