

Suikoden Character Powerup Guide

by David McGrath

Updated to v1.0 on Feb 10, 2001

Suikoden Character Powerup Guide

Suikoden

v 1.0

by David McGrath <p@atfur.com>

Last updated: Feb. 7, 2001

This 'FAQ' is Copyright 2001 David McGrath. You may do anything you wish with it, except claim it as your own creation; also, if you modify it, make it explicit to the reader that you've done so. And it should go without saying, but don't remove this paragraph and the next from this guide.

It'd be nice if you e-mailed me after modifying or borrowing the information so I can see what you've done, but it's not a requirement. NOTE that the above address is spam-shielded; simply change the @ to 'at' and vice versa.

Ah; Suikoden. What can I say about the game? The plot's deep, and you can tell that there's a New-York-City-telephone-book-thick binder full of information, notes, and backstory somewhere in the depths of Konami Sapporo.

This guide, however, isn't concerned a whit with the plot -- its function is to help power up your characters to well-nigh invincible levels. If you're patient, that is.

To do so will require several steps. Except for the first 'step', they needn't be done in any specific order.

NOTE that this guide is to be used at the end of the game; some of the items are unavailable until then. As well, there are some unavoidable spoilers included, so if you haven't finished the game, stop reading!

Still here? All right, let's continue.

TABLE OF CONTENTS

1. We're in the money
 2. Stay sharp
 3. Dressed to the nines
 4. Nein? Nein!
 5. War and piece(s)
 6. Et ceteraaaa, et ceteraaaa, et ceteraaaa...
 7. Familiar Faces
-
-

1. WE'RE IN THE MONEY

The problem in this game -- as in any RPG -- is to amass the funds needed to buy armour, medicine, crystals and whatnot.

It's made much easier in the first Suikoden, however, because of one single character: Gaspar.

Once you get him and Marie in your castle, it's a simple matter of playing his game, and saving each time you win three or four consecutive games; you'll quickly collect the maximum of 999 999 bits.

If that's not to your liking, you might try Marco's game; since he's on the second floor, though, he's more inconvenient to play with -- especially considering your money will increase geometrically (+10 000 for each win) instead of exponentially.

And, of course, you can always do the hunter-gatherer thing and defeat enemies; your best bet for this is the final area -- Colossi give you 15 000 per, and Ekidonnas give you 20 000 per.

2. STAY SHARP

The stronger your characters' weapons, the harder they hit.
'nuff said.

To upgrade almost everyone's weapons to level 16 -- the maximum -- requires /quite/ a bit of cash. I say almost, because Mace can only improve the weapons of those in the present party -- and if he's in the party, he's unavailable for weapon improvement. Alas, he's stuck at level 15.

Total cost of weapon improvement: 23 812 400

3. DRESSED TO THE NINES

Unlike some RPGs, your fighter characters are /not/ interchangeable. Some equipment is only for males, some only for females, some only for kobolds, some only for massive characters, some only for lithe characters... and, well, you get the idea.

As such, it's not simply a matter of getting 76 (the number of fighters in the game, minus two temporary ones) helmets and 76 pieces of armour; you have to mix and match for each character. Complicating this is the fact that some characters have irremovable items. In the list at the end of this guide, such items are denoted by [brackets].

Some items can be purchased; once you return to Gregminster, these three items become available at the store there. You can also find them at Chapman's back at the castle once you do so.

53 Silver hat	(+27) @ 27 000 =	1 431 000
20 Earth shield	(+45) @ 68 000 =	1 360 000
5 Master robe	(+37) @ 78 000 =	390 000

Purchasable items total:	3 181 000
Running total:	26 993 400

Some of the best armours can only be found by defeating enemies. Rarely -- and I mean /rarely/ -- they drop items. This can be a time-consuming process, but if you've got the patience:

145 Crimson Cape	dropped by Ninja Master (world map, by endgame Gregminster)
39 Master garb	dropped by Earth Golem (world map, by Moravia)
23 Taikioku wear	dropped by Rock Buster (Seek Valley)
23 Horned helmet	dropped by Elite Soldier (Shasarazade)
6 Windspun armor	dropped by Ekidonna (Gregminster castle)

Don't want to spend hours trying to get all these? Read on.

If you're not in the mood to get all those Capes, you can buy items that are nearly as good -- but note that females'll be at a slight disadvantage (CCs are +21; Earth boots are +18 but male-only, and Goldlets are +17).

Dragon Armor is a huge drop from Master garb (+34 vs. +55), but if you haven't the patience to collect 'em all, then they're the next best thing.

A Master robe is the next best thing to Taikioku wear (+37 versus +48), but as usual, there's a big drop in protection.

Like many good armours, Horned helmets are rare enough that they can typically only be found by winning battles. As seen above, Silver hats can be purchased, but are weaker (+27 versus +35). Not everyone can wear Horned helmets, and those who can are typically defense powerhouses anyway, so you may consider the effort to find these helmets over the top.

There are only a few Windspun armors to collect; considering the difference in stats between them and the next-strongest armour (+45 versus +63), your best bet is to get them, especially considering you can get one from a chest, and that there are relatively few to collect. Still, your distance-unitage may vary.

39 Dragon Armor	(+34)	@ 37 000	= 1 443 000
119 Earth boots	(+18)	@ 22 000	= 2 618 000
31 Goldlet	(+17)	@ 19 000	= 589 000
23 Master robe	(+37)	@ 78 000	= 1 794 000
23 Silver hat	(+27)	@ 27 000	= 621 000
6 Full armor	(+45)	@ 57 000	= 342 000

Optional purchase total: 7 407 000

Grand total: 34 400 400 (cough, wheeze)

4. NEIN? NEIN!

This step should be familiar to most RPG players. Simply raise your characters' levels to 99. Note that once your characters' levels are high enough, every battle they fight will give them only 5 experience.

Since this is the minimum for every fight, go to an area where weaker enemies abound, and you'll have a much less painful time of gaining experience.

If the character whose stats you're trying to improve is one of the many who can switch runes (anyone but the main character, Valeria, Stallion, Kasumi, Bell, Pahn, Juppo, Fukien, Grenseal, Alen, Sheena, Hellion, and Kai) then give them a Fortune crystal; they'll gain twice as many experience points per battle.

5. WAR AND PIECE(s)

Done everything above, and you're still looking to improve your characters? You're mad! But hey, I aim to please. There's one final thing you can do to improve your character's stats: rune pieces. There are six of them, one corresponding to each real stat (ATK is PWR plus weapon strength and ARM is DEF plus armor), each (presumably) having a max of 999.

NOTE that I don't know the locations of all these items; help in completing this list would be gratefully accepted.

Power rune piece

Dropped by [?]

Skill rune piece

Dropped by [?]

Defense rune piece

Dropped by Giant Snail (Mt. Tigerwolf)

Magic rune piece

Dropped by [?]

Speed rune piece

Dropped by Red Elemental (cave behind Qlon)

Fortune rune piece

'Dropped' by "?" spot on wheel in Lepant's house in Kouan

Although they're not directly related to stats, there are five other rune pieces, each corresponding to the five elements of the Suikoden world. A character can attach only one type of element, but can have up to 9 rune pieces of that element attached.

NOTE that I need help in completing this list as well.

Fire rune piece

Dropped by [?]

Water rune piece [Heals 5 HP per turn for each Piece attached]

Dropped by Killer Slime (Mt. Tigerwolf)

Wind rune piece

Dropped by [?]

Thunder rune piece

Dropped by [?]

Earth rune piece

Dropped by [?]

6. ET CETERAAAA, ET CETERAAAA, ET CETERAAAA...

Now that your characters are unstoppable, you might want to turn to prettying up your castle. This mainly consists of finding treasures for the baths.

For completeness' sake, you'll want at least six each of the pots and ornaments, and two each of the paintings.

These items can only be found in treasure chests and by defeating enemies. Have patience...

NOTE -- again, I need help with this list. And /please/ tell me I can find Octopus Urns elsewhere...

Failure Urn

Dropped by any enemy that drops "? pot"s, randomly

Octopus Urn

Dropped by BonBons (beginning Gregminster. Eeeew.)

Flower Urn/Vase

Dropped by Robot Soldier (Lepant's house, Kouan)

Wide Urn

Dropped by [?]

Persian Lamp

Dropped by [?]

Blue Dragon Urn

Dropped by [?]

Celadon Urn

Dropped by [?]

Black Urn

Dropped by [?]

Fine Bone China

Dropped by [?]

Hex Doll

Dropped by any enemy that drops "? ornament"s, randomly

Japanese Dish

Dropped by Killer Rabbit (around Kaku)

Chinese Dish

Dropped by Red Slime (Soniere)

Peeing Boy

Dropped by Killer Rabbit (around Kaku)

Bonsai
Dropped by Red Slime (Soniere)

Knight Statue
Dropped by [?]

Goddess Statue
Dropped by [?]

Graffiti
Dropped by any enemy that drops "? painting"s, randomly

Flower Painting
Dropped by [?]

Landscape Painting
Dropped by Banshee (cave in Qlon)

Nature Painting/Beauties of Nature
Dropped by Orc (around endgame Gregminster)

Lover's Flower Garden/Lover's Garden
Dropped by Orc (around endgame Gregminster)

7. FAMILIAR FACES

In case you're powering up your characters for importation into Suikoden II, know that you don't have to power up /everyone/. Only seventeen fighters return:

Vincent	Kasumi	Clive	Sheena	Stallion
Tengaar	Valeria	Humphrey	Hix	Viktor
Futch	Flik	Pesmerga	Meg	Luc
Lorelei	and the Hero.			

Note that some armor transfers over. Notably, Humphrey will have Windspun Armor instead of Knight Armor if you gave one to him, making him that much more of a tank (and a faster, wind-resistant one, to boot)...

Character levels and weapon sharpness are transferred too, although in a lesser manner -- Flik's weapon is usually level 10, for instance.

Best items for every fighter -- an exhaustive list:
(SWL stands for Starting Weapon Level -- that is, before any sharpening)

Hero [SWL 1]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Lepant [SWL 5]

Helmet: Silver hat
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Luc [SWL 3]

Helmet: Silver hat

Armor: [Guard Robe]
Shield: -----
Other1: [Speed Ring]
Other2: Crimson Cape

Humphrey [SWL 7]

Helmet: Horned helmet
Armor: Windspun armor
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kasim [SWL 13]

Helmet: Horned helmet
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kwanda [SWL 6]

Helmet: Horned helmet
Armor: Windspun armor
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Pesmerga [SWL 7]

Helmet: Horned helmet
Armor: [Dragon Armor]
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Gremio [SWL 1]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Warren [SWL 12]

Helmet: Horned helmet
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Cleo [SWL 1]

Helmet: Horned helmet
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Viktor [SWL 3]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Valeria [SWL 7]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Griffith [SWL 8]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Clive [SWL 13]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Flik [SWL 9]

Helmet: Silver hat
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Camille [SWL 4]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kreutz [SWL 9]

Helmet: Horned helmet
Armor: Windspun armor
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Stallion [SWL 6]

Helmet: Silver hat

Armor: Master garb
Shield: -----
Other1: [Wing boots]
Other2: Crimson Cape

Kage [SWL 9]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Fu Su Lu [SWL 6]

Helmet: Horned helmet
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kirkis [SWL 5]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Milich [SWL 6]

Helmet: Silver hat
Armor: Master garb
Shield: Earth shield
Other1: [Rose brooch]
Other2: Crimson Cape

Pahn [SWL 1]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Sonya [SWL 11]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: [Crimson Cape]
Other2: Crimson Cape

Anji [SWL 7]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Tai Ho [SWL 3]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kanak [SWL 4]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Yam Koo [SWL 3]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Leonardo [SWL 5]

Helmet: Horned helmet
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Hix [SWL 10]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Tengaar [SWL 7]

Helmet: Silver hat
Armor: Master robe
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Varkas [SWL 5]

Helmet: Horned helmet
Armor: Windspun armor
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Sydonia [SWL 6]

Helmet: Silver hat

Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Eileen [SWL 4]

Helmet: Silver hat
Armor: Master robe
Shield: -----
Other1: [Star earrings]
Other2: Crimson Cape

Eikei [SWL 6]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Greenseal [SWL 7]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Alen [SWL 7]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Lorelai [SWL 5]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Blackman [SWL 3]

Helmet: Silver hat
Armor: Windspun armor
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Morgan [SWL 6]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Mose [SWL 8]

Helmet: Horned helmet
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Liukan [SWL 2]

Helmet: Silver hat
Armor: Master robe
Shield: Earth shield [Odd...]
Other1: Crimson Cape
Other2: Crimson Cape

Fukien [SWL 9]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Futch [SWL 9]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Kasumi [SWL 6]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Maas [SWL 3]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Crowley [SWL 2]

Helmet: Silver hat
Armor: [Master robe]
Shield: -----
Other1: [Emblem]
Other2: Crimson Cape

Fuma [SWL 11]

Helmet: Silver hat

Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Moose [SWL 12]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Meese [SWL 9]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Sergei [SWL 4]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kimberly [SWL 8]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Sheena [SWL 6]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kessler [SWL 9]

Helmet: Silver hat
Armor: Windspun armor
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Gen [SWL 9]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Hellion [SWL 3]

Helmet: Silver hat
Armor: Master robe
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Mina [SWL 6]

Helmet: Silver hat
Armor: [Magic robe]
Shield: -----
Other1: [Toe shoes]
Other2: Crimson Cape

Milia [SWL 9]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Kamandol [SWL 3]

Helmet: Horned helmet
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Juppo [SWL 4]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Rubi [SWL 6]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Meg [SWL 6]

Helmet: Silver hat
Armor: [Guard robe]
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Quincy [SWL 6]

Helmet: Silver hat

Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kai [SWL 8]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Lotte [SWL 4]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Mace [SWL 15 (max)]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Kuromimi [SWL 6]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Gon [SWL 7]

Helmet: Horned helmet
Armor: Master garb
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Antonio [SWL 2]

Helmet: Silver hat
Armor: Taikioku wear
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Lester [SWL 3]

Helmet: Silver hat
Armor: Taikioku wear
Shield: Earth shield
Other1: Crimson Cape
Other2: Crimson Cape

Kirke [SWL 5]

Helmet: Silver hat
Armor: Master garb
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Sylvina [SWL 5]

Helmet: Silver hat
Armor: Master robe
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Bell [SWL 7]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Sarah [SWL 2]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Sansuke [SWL 5]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Krin [SWL 2]

Helmet: Silver hat
Armor: Taikioku wear
Shield: -----
Other1: Crimson Cape
Other2: Crimson Cape

Info still needed:

Is there a way to get Gold Necklaces besides the one in Seek Valley?

Is there a way to get Octopus urns besides Bonbons in the beginning?

Where can I reliably obtain the [?] rune pieces and antiques?

If you can help, please e-mail me at p@atfur.com -- just switch the at
and the @ around to do so. Gotta love e-mail address trawlers...

Mad Creditz go to:

- Konami of Japan for creating such a wonderfully immersive game
- Konami of America Inc. for translating it
- <<http://www.gamefaqs.com>> for just being an all-around amazing game FAQ website, and CJayC for being the all-around amazing webmaster of same.
- Fritz Fraundorf and Kao Megura, both for writing wonderful RPG FAQs.
- Blue Moon/Shu/Leon Silverburg/Ted Pastor for being an all-'round great human being -- and for telling us what all those missing translations and mistranslations in Suikoden II were supposed to say.
- David C. Simpson for not having clue one about RPGs or video games -- and for being a great guy in spite of that fact. ;) Check out his comic strip at <<http://www.ozyandmillie.org>>.

COPYRIGHT INFO:

Suikoden and related indicia Copyright Konami 1995, 1996
Suikoden II and related indicia Copyright Konami 1998, 1999
This guide Copyright 2001 David McGrath

This document is copyright David McGrath and hosted by VGM with permission.