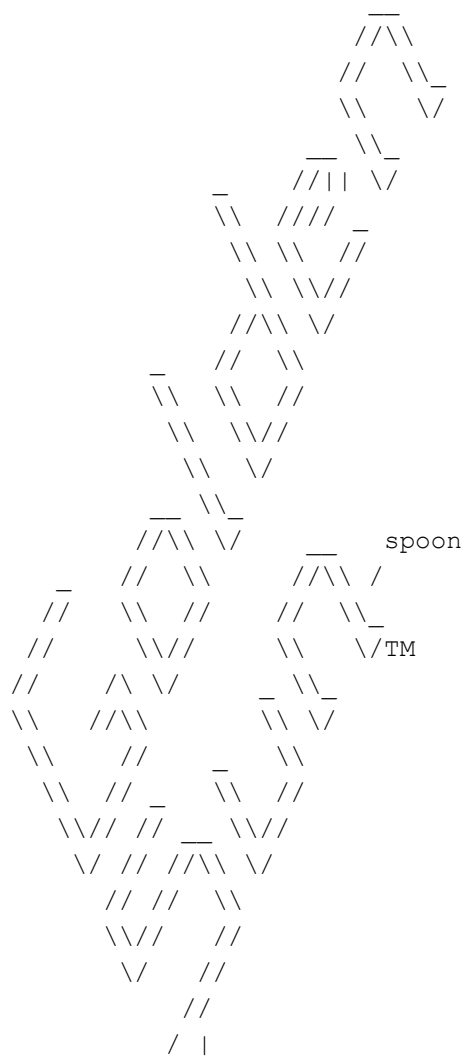


# Golden Sun Class Change FAQ

by plz2bstfu

Updated to v0.9 on Nov 21, 2001



GOLDEN SUN for GBA  
English FAQ v0.9

What's new in this version:

I forgot the White Mage class in my last version, and I added an ASCII.

Intro:

Well, here it is, the different class changes, with their respective spells based on a level 29-30 party, which rely on the Djinn that you possess. I'll be updating the spell list when my characters reach 40. Currently they are 36-37, so it won't be long. Enjoy!

Note: While some class spells may be the same as others, check out the variations anyway, to check out the different stat boosts.

Note: Add extra Djinn to some classes to boost that character's stats. If you add the wrong ones, the class will change rather than boosting the stats.

Note: YOU DO NOT need to be a certain class to learn the spells of that class when you level up. People are concerned about this, so I thought I'd bring it out in the open.

Note: Combining 3 different types of Djinn never gives you a new class that you couldn't

get

by just combining 2 different types of Djinn.

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Isaac's Classes  
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Note: Isaac's inherited spells are Move and Retreat.

Note: Spells are based on a level 30 Isaac.

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Squire - 0-1 Earth Djinn

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Ragnarok 7pp, Quake 4pp, Earthquake 7pp, Quake Sphere 15pp, Spire 5pp, Clay Spire 13pp,  
Cure 3pp, Cure Well 7pp, Potent Cure 10pp

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Knight - 2-3 Earth Djinn

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Same as Squire

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Gallant - 4-5 Earth Djinn

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Same as Knight, with these additions:

Gaia 7pp, Mother Gaia 17pp, Revive 15pp

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Lord - 6-7 Earth Djinn

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Same as Gallant

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Brute - 1 Fire Djinni

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Planet Diver 7pp, Growth 4pp, Mad Growth 10pp, Wild Growth 19pp, Blast 7pp, Nova 13pp,  
Haunt 5pp, Curse 6pp, Condemn 8pp

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Ruffian - 2-3 Fire Djinn

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Same as Brute

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Savage - 4 Fire Djinn

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Same as Ruffian, with these additions:

Spire 5pp, Clay Spire 13pp, Revive 15pp, Impair 4pp, Debilitate 6pp

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Barbarian - 5-7 Fire Djinn

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Same as Savage

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Swordsman - 1 Water Djinni

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Cutting Edge 5pp, Thorn 6pp, Briar 11pp, Revive 15pp, Cure Poison 2pp, Restore 3pp, Break 5pp

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Defender - 2-3 Water Djinn

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Same as Swordsman, with these additions:

Ply 4pp, Ply Well 8pp, Avoid 5pp

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Cavalier - 4-5 Water Djinn

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Same as Defender, with these additions:

Wish 9pp, Wish Well 13pp

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(Water) Shaman - 6-7 Water Djinn

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Froth 5pp, Froth Sphere 12pp, Growth 4pp, Mad Growth 10pp, Wild Growth 19pp, Cure 3pp, Cure Well 7pp, Potent Cure 10pp, Revive 15pp, Wish 9pp, Wish Well 13pp, Cure Poison 2pp, Restore 3pp, Break 5pp

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Apprentice - 1 Wind Djinni

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Astral Blast 5pp, Gaia 7pp, Mother Gaia 17pp, Weaken 4pp, Enfeeble 6pp, Delude 4pp, Sleep 5pp, Haunt 5pp, Curse 6pp

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Illusionist - 2-3 Wind Djinn

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Same as Apprentice

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Enchanter - 4-5 Wind Djinn

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Same as Illusionist, with these additions:

Impact 7pp, High Impact 12pp, Ward 3pp, Resist 5pp

=====

(Wind) Shaman - 6-7 Wind Djinn

=====

Bolt 4pp, Flash Bolt 7pp, Blue Bolt 14pp, Growth 4pp, Mad Growth 10pp, Wild Growth 19pp, Cure 3pp, Cure Well 7pp, Potent Cure 10pp, Revive 15pp, Ward 3pp, Resist 5pp, Bind 4pp

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Berserker - 1 Earth, 6 Fire Djinn

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Same as Barbarian

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Guardian - 1 Earth, 6 Water Djinn

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Same as Cavalier

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Conjurer - 1 Earth, 6 Wind Djinn

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Same as Enchanter

=====

Dragoon - 3 Fire, 3-4 Water Djinn

=====

Cutting Edge 5pp, Thorn 6pp, Briar 11pp, Blast 5pp, Mad Blast 9pp, Fiery Blast 19pp, Ply 4pp, Ply Well 8pp, Wish 9pp, Wish Well 13pp, Cure Poison 2pp, Restore 3pp, Avoid 5pp

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Ninja - 3 Fire, 3-4 Wind Djinn

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Death Plunge 14pp, Shuriken 8pp, Pungi 7pp, Pungi Trap 13pp, Fire Bomb 5pp, Cluster Bomb 11pp, Gale 3pp, Typhoon 12pp, Thunderclap 9pp, Thunderbolt 19pp, Mist 4pp

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Samurai - 4 Fire, 3 Wind Djinn

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Dragon Cloud 6pp, Demon Night 12pp, Rockfall 5pp, Rockslide 15pp, Lava Shower 4pp, Molten Bath 12pp, Demon Spear 7pp, Angel Spear 12pp, Guardian 3pp, Protector 5pp, Magic Shell 3pp, Magic Shield 5pp

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Garet's Classes

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Note: Garet's inherited spell is Move.

Note: Spells are based on a level 29 Garet.

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Guard - 0-1 Fire Djinn

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Heat Wave 6pp, Flare 4pp, Flare Wall 7pp, Flare Storm 12pp, Fire 6pp, Fireball 12pp,  
Volcano 6pp, Eruption 14pp

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Soldier - 2-3 Fire Djinn

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Same as Guard

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Warrior - 4-5 Fire Djinn

=====

Same as Soldier, with these additions:

Guard 3pp, Protect 5pp, Impair 4pp, Debilitate 6pp

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Champion - 6-7 Fire Djinn

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Same as Warrior

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Brute - 1 Earth Djinni

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Same as Isaac as a Brute

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Ruffian - 2-3 Earth Djinn

=====

Same as Isaac as a Ruffian

=====

Savage - 4-5 Earth Djinn

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Same as Isaac as a Savage

=====

Barbarian - 5-7 Earth Djinn

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Same as Isaac as a Barbarian

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Swordsman - 1 Water Djinni

=====

Cutting Edge 5pp, Blast 5pp, Mad Blast 9pp, Fiery Blast 19pp, Cure Poison 2pp, Restore  
3pp,

Guard 3pp, Protect 5pp

=====

Defender - 2-3 Water Djinn

=====

Same as Swordsman, with these additions:

Ply 4pp, Ply Well 8pp, Avoid 5pp

=====

Cavalier - 4-5 Water Djinn

=====

Same as Defender, with these additions:

Wish 9pp, Wish Well 13pp

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(Water) Ascetic - 6-7 Water Djinn

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Douse 5pp, Drench 10pp, Prism 7pp, Hail Prism 16pp, Volcano 6pp, Eruption 14pp, Wish 9pp,  
Wish Well 13pp, Cure Poison 2pp, Restore 3pp

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Page - 1 Wind Djinni

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Astral Blast 5pp, Volcano 6pp, Eruption 14pp, Ward 3pp, Resist 5pp, Weaken 4pp, Enfeeble  
6pp,

Delude 4pp, Sleep 5pp

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Illusionist - 2-3 Wind Djinn

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Same as Page

=====

Enchanter - 4-5 Wind Djinn

=====

Same as Illusionist, with these additions:

Impact 7pp, High Impact 12pp, Guard 3pp, Protect 5pp

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(Wind) Ascetic - 6-7 Wind Djinn

=====

Slash 4pp, Wind Slash 9pp, Plasma 8pp, Shine Plasma 18pp, Volcano 6pp, Eruption 14pp, Ward  
3pp,

Resist 5pp, Bind 4pp

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Berserker - 1 Fire, 6 Earth Djinn

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Same as Isaac as a Berserker

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Luminier - 1 Fire, 6 Water Djinn

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Same as Cavalier

=====

Conjurer - 1 Fire, 6 Wind Djinn

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Same as Enchanter

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Dragoon - 3 Earth Djinn, 3-4 Water Djinn

=====

Cutting Edge 5pp, Thorn 6pp, Briar 11pp, Blast 5pp, Mad Blast 9pp, Fiery Blast 19pp, Ply 4pp, Ply Well 8pp, Wish 9pp, Wish Well 13pp, Cure Poison 2pp, Restore 3pp, Avoid 5pp

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Ninja - 3 Earth Djinn, 3-4 Wind Djinn

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Same as Isaac as a Ninja

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Samurai - 4 Earth Djinn, 3 Wind Djinn

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Same as Isaac as a Samurai

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Mia's Classes

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Note: Mia has no inherited spells that are inclusive with every class she can become.

Note: Spells are based on a level 29 Mia.

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Water Seer - 0-1 Water Djinn

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Ply 4pp, Ply Well 8pp, Cure Poison 2pp, Restore 3pp, Frost 5pp, Tundra 8pp, Glacier 15pp, Ice 5pp, Ice Horn 11pp

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Scribe - 2-3 Water Djinn

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Same as Water Seer

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Cleric - 4-5 Water Djinn

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Same as Scribe, with these additions:

Wish 9pp, Wish Well 13pp

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Paragon - 6-7 Water Djinn

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Same as Cleric

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Seer - 1 Earth Djinni

====

Froth 5pp, Froth Sphere 12pp, Growth 4pp, Mad Growth 10pp, Wild Growth 19pp, Cure 3pp, Cure Well 7pp, Potent Cure 10pp, Cure Poison 2pp, Restore 3pp

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Diviner - 2-3 Earth Djinn

=====

Same as Seer

=====

Shaman - 4-5 Earth Djinn

=====

Same as Diviner, with these additions:

Wish 9pp, Wish Well 13pp

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(Earth) Cavalier - 6-7 Earth Djinn

=====

Cutting Edge 5pp, Thorn 6pp, Briar 11pp, Ply 4pp, Ply Well 8pp, Wish 9pp, Wish Well 13pp, Revive 15pp, Cure Poison 2pp, Restore 3pp, Avoid 5pp

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Pilgrim - 1 Fire Djinn

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Douse 5pp, Drench 10pp, Prism 7pp, Hail Prism 16pp, Cure Poison 2pp, Restore 3pp

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Wanderer - 2-3 Fire Djinn

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Same as Pilgrim

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Ascetic - 4-5 Fire Djinn

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Same as Garet as a (Water) Ascetic

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(Fire) Cavalier - 6-7 Fire Djinn

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Cutting Edge 5pp, Blast 5pp, Mad Blast 9pp, Fiery Blast 19pp, Ply 4pp, Ply Well 8pp, Wish 9pp, Wish Well 13pp, Cure poison 2pp, Restore 3pp, Guard 3pp, Protect 5pp, Avoid 5pp

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Hermit - 1 Wind Djinni

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Prism 7pp, Hail Prism 16pp, Plasma 8pp, Shine Plasma 18pp, Impact 7pp, High Impact 12pp, Bind 4pp

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Elder - 2-3 Wind Djinn

=====

Same as Hermit

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Scholar - 4 Wind Djinn

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Same as Elder, with these additions:

Wish 9pp, Wish Well 13pp

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Savant - 5-7 Wind Djinn

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Same as Scholar

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Druid - 1 Water, 6 Earth Djinn

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Froth 5pp, Froth Sphere 12pp, Growth 4pp, Mad Growth 10pp, Wild Growth 19pp, Cure 3pp, Cure Well 7pp, Potent Cure 10pp, Revive 15pp, Wish 9pp, Wish Well 13pp, Cure Poison 2pp, Restore 3pp

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Water Monk - 1 Water, 6 Fire Djinn

=====

Douse 5pp, Drench 10pp, Prism 7pp, Hail Prism 16pp, Volcano 6pp, Eruption 14pp, Wish 9pp, Wish Well 13pp, Cure Poison 2pp, Restore 3pp

=====

Sage - 1 Water, 6 Air Djinn

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Same as Savant

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Medium - 3-4 Earth, 3 Wind Djinn

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Haunt 5pp, Curse 6pp, Condemn 8pp, Bolt 4pp, Flash Bolt 7pp, Blue Bolt 14pp, Froth 5pp, Froth Sphere 12pp, Cure 3pp, Cure Well 7pp, Potent Cure 10pp, Revive 15pp

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Ranger - 3-4 Fire Djinn, 3 Wind Djinn

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Slash 4pp, Wind Slash 9pp, Douse 5pp, Drench 10pp, Volcano 6pp, Eruption 14pp, Ward 3pp, Resist 5pp, Bind 4pp

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White Mage - 3 Earth, 4 Water Djinn

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Ivan's Classes  
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Note: Ivan's inherited abilities are Mind Read and Reveal.  
Note: Spells are based on a level 29 Ivan.

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Wind Seer - 0-1 Wind Djinn

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Ray 6pp, Storm Ray 10pp, Whirlwind 5pp, Tornado 14pp, Plasma 8pp, Shine Plasma 18pp,  
Sleep 5pp, Bind 4pp

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Magician - 2-3 Wind Djinn

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Same as Wind Seer, with these additions:  
Impact 7pp, High Impact 12pp

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Mage - 4-5 Wind Djinn

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Same as Magician, with these additions:  
Ward 3pp, Resist 5pp

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Magister - 6-7 Wind Djinn

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Same as Mage

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Seer - 1 Earth Djinni

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Bolt 4pp, Flash Bolt 7pp, Blue Bolt 14pp, Growth 4pp, Mad Growth 10pp, Wild Growth 19pp,  
Cure 3pp, Cure Well 7pp, Potent Cure 10pp, Bind 4pp

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Diviner - 2-3 Earth Djinn

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Same as Seer

-----

Shaman - 4-5 Earth Djinn

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Same as Diviner, with these additions:  
Revive 15pp, Ward 3pp, Resist 5pp

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(Earth) Enchanter - 6-7 Earth Djinn

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Astral Blast 5pp, Gaia 7pp, Mother Gaia 17pp, Impact 7pp, High Impact 12pp, Ward 3pp,

Resist 5pp, Weaken 4pp, Enfeeble 6pp, Delude 4pp, Sleep 5pp, Haunt 5pp, Curse 6pp

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Pilgrim - 1 Fire Djinni

=====

Slash 4pp, Wind Slash 9pp, Plasma 8pp, Shine Plasma 18pp, Bind 4pp

=====

Wanderer - 2-3 Fire Djinn

=====

Same as Pilgrim

=====

Ascetic - 4-5 Fire Djinn

=====

Same as Wanderer, with these additions:

Volcano 6pp, Eruption 14pp, Ward 3pp, Resist 5pp

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(Fire) Enchanter - 6-7 Fire Djinn

=====

Astral Blast 5pp, Volcano 6pp, Eruption 14pp, Impact 7pp, Impact 7pp, High Impact 12pp, Guard 3pp, Protect 5pp, Ward 3pp, Resist 5pp, Weaken 4pp, Enfeeble 6pp, Delude 4pp, Sleep 5pp

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Hermit - 1 Water Djinni

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Same as Mia as a Hermit

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Elder - 2-3 Water Djinn

=====

Same as Mia as an Elder

=====

Scholar - 4 Water Djinn

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Same as Mia as a Scholar

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Savant - 5-7 Water Djinn

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Same as Mia as a Savant

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Druid - 1 Wind, 6 Earth Djinn

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Same as Shaman

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Fire Monk - 1 Wind, 6 Fire Djinn
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Same as Ascetic

====
Sage - 1 Wind, 6 Water Djinn
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Same as Mia as a Sage

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Medium - 3-4 Earth, 3 Water Djinn
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Same as Mia as a Medium

=====
Ranger - 3-4 Fire, 3 Water Djinn
=====
Same as Mia as a Ranger

=====
White Mage - 3 Earth, 4 Water Djinn
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Same as Mia as a White Mage

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