

PHANTASY STAR TM 0





PHANTASY STAR

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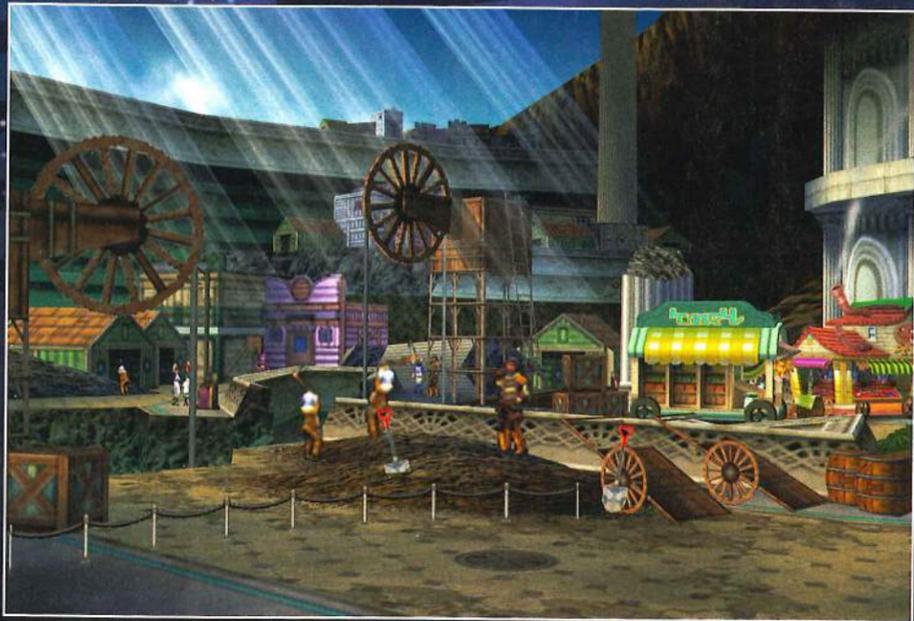
PHANTASY STAR™ REAWAKENS

The core *Phantasy Star* concept is almost perfect. Grab an assortment of strange monsters, cool characters, and treasure, then mix them together. Repeatable, randomized dungeons, great level building, and solid tactics don't grow stale.

But what would make the mix even better? Portability and dual screen action, of course. Nintendo DS™ owners get their share of the love now that *Phantasy Star Zero* has arrived on the scene. The story is new and the quests are as well, but the familiar mix of addictive killing returns to a warm welcome.

100 levels of slaughter await you. Build your MAGS, try out 14 classes of Humans, CAST, and Newmans, and save the world from destruction. This guide takes you along for the ride, revealing to you the ins and outs of the game. There are strategies for defeating all the monsters: bosses and little guys alike. Compare the stats for both starting and fully leveled characters to see what's best for the build you want to create! Read weapon descriptions to see what's new, and enjoy some of the series fine artwork. In fact, you'll learn how to unlock all three difficulty modes, in case the first two aren't enough for your taste. And if that's still not enough, we'll solo Reyburn blindfolded just to make you happy. We're crazy like that.

If you're ready to delve into the world of *Phantasy Star* once again, get this book today. See you online!



IT STARTED WITH THE GREAT BLANK

Human and CAST history only goes back 200 years, to an event called "The Great Blank." That period marked a time of ecological destruction that nearly destroyed civilization. It's known that all members of an old race called the Newman died during The Great Blank. CASTs fell unconscious, the environment became toxic, and humanity was forced underground to survive.

About 100 years ago, things began to improve. Though the planet was still devastated, some regions became safe enough for communities to form. Humans came back to the surface and started to rebuild. CASTs began to wake as well, though only a few here and there.

Numbers have swelled recently as more Humans are born and CASTs continue to reawaken. Though no new CASTs are being created, their numbers are strong. Huge swaths of wilderness are filled with ruins, secrets, and technology from the past. The Hunter's Guild exists to find treasure from the lost era and to protect settlements. Some Hunters escort workers to lay lines of communication between cities. Others fight off monsters. And some Hunters delve into the deepest ruins, either for Meseta, glory, or a personal interest in the past.

Dairon City is one of the larger settlements. It boasts a supply of weapons, armor, and medical items that all Hunters need. People come there to improve their gear, to visit the reputed Photon Collector, and to find work.

The Races

Human

Humans are a versatile race. They're known as skilled Hunters, Rangers, and Force users. No job is impossible for a Human, though other races sometimes surpass them in accomplishing a given chore. Humans are able to use more Materials to raise their stats.

In terms of emotions, Humans are varied. Humans can be bold, selfish, cowardly, simple, brilliant, or just about anything else you might imagine.

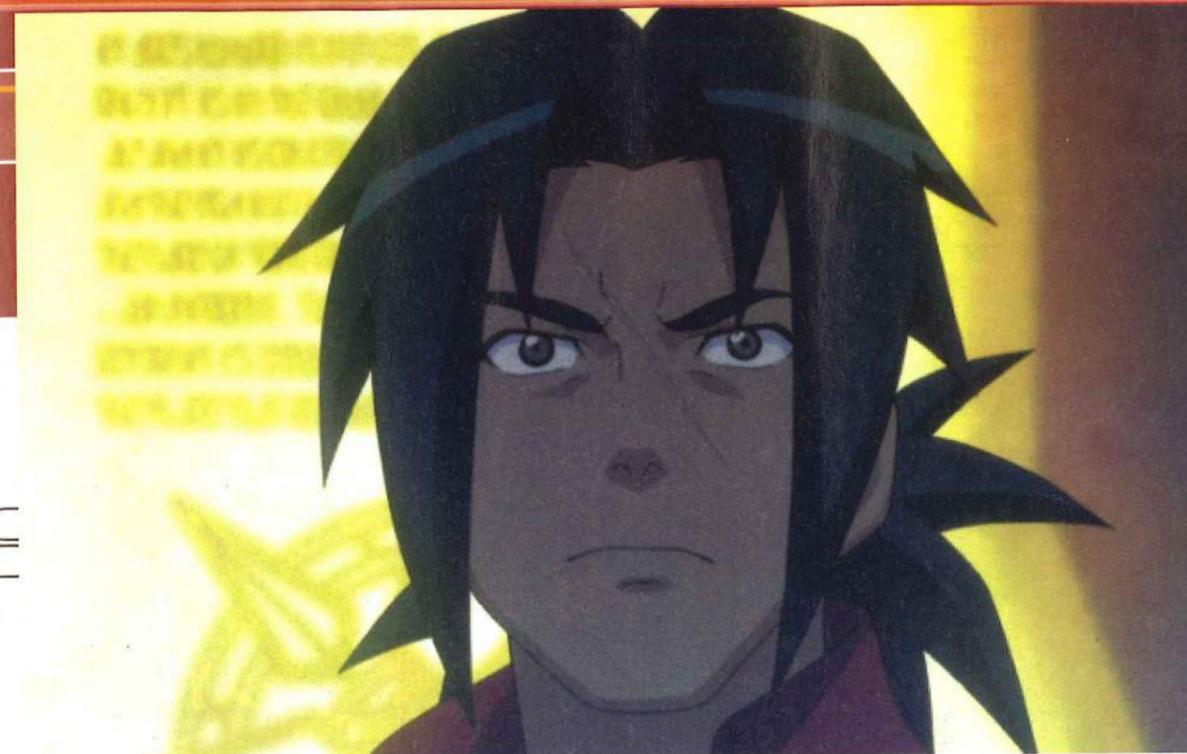
CAST

CASTs are a race of intelligent robots with some relation to MAGS (smaller robots that accompany most Hunters to aid them in battle). Most CASTs are logical and able bodied. Though unable to use Force abilities, these robots are considerably tougher than the other sentient races. It takes a lot of punishment to fell one of these guys. Some say that they can even lose their heads and survive, waiting to find a new body.

CASTs use traps to thwart their enemies, and they regain health very quickly. You can stand and watch a CAST heal after (or during) a battle. The same injuries that would take a Human days to heal without appropriate healing techniques or items are a mere inconvenience to a CAST.

Newman

Although it's said that all Newmans died during The Great Blank, some might have survived. These smaller humanoids are bright and quick. They aren't as strong or as durable as Humans and CASTs, but they're gifted Force users. Newman even regain Photon Points without the need for special fluids. This gives Newman the option to use Force techniques and photon arts with near impunity.



Notable People

Sarisa



Sarisa is a young Newwoman who comes to the planet from somewhere in the heavens. She's not alone, but something about Sarisa differentiates her from other Newwoman. She watches others closely and tries to understand who they really are and how they think. This helps Sarisa see the best even in people who could have been enemies.



Ogi

Ogi is a CAST who also works in the Dairon City Hunter's Guild. He's friends with Nicolas, a merchant from town. The two of them work together to find ruins and strange technology. Though Ogi's normally quite calm, bad guys sometimes cause him to lose his head.

Kai

Kai is an experienced Hunter who's been around the wilderness for years. He's said to have been born in another city, far away from Dairon, but you'll have to ask him about that. Kai is approachable, honest, and forward. He tries to help the younger Hunters learn the ropes without getting themselves hurt, though he doesn't always know the right thing to say.



Reve

Reve is an officer in a Newwoman military force. His goals and the higher command structure of the force are unknown. Clearly there is something he needs from the ruins, but what is it? Is this man a friend or a foe?

The Mayor of Dairon

Dairon City is led by a good man, and one with relatively few vices. He doesn't heavily indulge in drink, gambling, or dangerous activities, and the city flourishes because of it. However, the Mayor has a secret weakness that's he's trying to hide. If you ask, he'll brush it off, cover it up, or say that there's not a hair of truth to the rumor.



Ana

Ana is a Newwoman with substantial skills. She's gifted at manipulating technology, but that isn't her true strength. Ana's best trait is her ability to organize others. She's a born leader, and other Newwoman follow her lead. A cynic and a skeptic by nature, she's not easily convinced of anything that she can't prove for herself.



A CAST OF HEROES



All people who join the Hunter's Guild follow one of three classes: Hunters, Rangers, or Force Users. These heroes are all "hunters" (in a professional sense), but the way they accomplish the job differs dramatically. Read this chapter to find out which class is right for you!

Hunters

Any race has the potential to be a Hunter. All you need is courage and strength. Hunters primarily use melee weapons at fairly short range. Their damage isn't as high as a Force User, but their survivability is much higher when enemies attack them.

When soloing, Hunters are decent. They kill well, survive hits, and are quite visceral if you enjoy the crunch of enemy bones! In groups, Hunters offer even more; they're great at keeping attention off of Rangers and Force Users. That increases the time those classes spend dealing damage, enabling your group to kill much faster.

DEVELOPER TIPS: CHARACTER/CLASS DIFFICULTY

CASTs are best for beginners as they provide High Attack Power and Defense. CASTs cannot use magic and this allows new players to focus on attacking. CASTs regenerate HP over time and can see all traps on the field without the use of Trap Vision.

Humans provide a balanced experience for players. They inflict average damage, can use most weapons, and can use Tech Power like a Newmian.

Newmans are the weakest in both physical attack power and defense. They have the highest Tech Power and can use high-level magic. They should be used by players who want an advanced challenge to the game.

HUmar

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 82 | 258 | 432 | 532 | 630 | 700 |
| PP | 67 | 200 | 299 | 339 | 378 | 408 |
| ATP | 56 | 145 | 238 | 321 | 394 | 468 |
| DFP | 10 | 76 | 129 | 171 | 208 | 244 |
| ATA | 110 | 148 | 191 | 224 | 233 | 243 |
| EVP | 13 | 75 | 135 | 174 | 207 | 240 |
| MST | 33 | 84 | 135 | 186 | 237 | 288 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 10 |
| Barta | Yes | 10 |
| Zonde | Yes | 10 |
| Grants | No | N/A |
| Megid | No | N/A |
| Resta | Yes | 10 |
| Anti | Yes | 10 |
| Shiffta | Yes | 10 |
| Deband | Yes | 10 |
| Jellen | No | N/A |
| Zalure | No | N/A |

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | Yes | High |
| Daggers | Yes | High |
| Spears | Yes | High |
| Claws | Yes | High |
| Shields | Yes | High |
| Double Sabers | Yes | High |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | No | N/A |
| Machine Guns | Yes | Limited |
| Bazookas | Yes | Limited |
| Laser Cannons | No | N/A |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

General Description

HUMars are versatile melee sluggers. They lack some of the CAST resilience, but they make up for it with a mix of modest techniques. Add Resta to your palette, and suddenly those Hit Point totals are meaningless. Your CAST rivals must rely on allies and items for healing. You won't. That alone is a major boon for people who enjoy being self-reliant.

Humans have high Attack Accuracy. That means you can fully focus on a strong offense with your Materials and MAGS, or on a heavy defense. Considering that all Humans get to use 100 Materials instead of just 80 (as other races receive), you see that there are even fewer downsides to these Hunters.

For a melee jack-of-all-trades, you have a powerful choice in the HUMars!



HUmarl

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 80 | 253 | 424 | 521 | 617 | 685 |
| PP | 70 | 209 | 311 | 354 | 396 | 428 |
| ATP | 54 | 140 | 230 | 310 | 380 | 450 |
| DFP | 10 | 72 | 123 | 163 | 196 | 230 |
| ATA | 116 | 155 | 200 | 234 | 244 | 255 |
| EVP | 13 | 79 | 141 | 182 | 217 | 252 |
| MST | 35 | 89 | 143 | 197 | 251 | 306 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | Yes | High |
| Daggers | Yes | High |
| Spears | Yes | High |
| Claws | Yes | High |
| Shields | Yes | High |
| Double Sabers | Yes | High |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | No | N/A |
| Machine Guns | Yes | Limited |
| Bazookas | Yes | Limited |
| Laser Cannons | No | N/A |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 10 |
| Barta | Yes | 10 |
| Zonde | Yes | 10 |
| Grants | No | N/A |
| Megid | No | N/A |
| Resta | Yes | 10 |
| Anti | Yes | 10 |
| Shiffta | Yes | 10 |
| Deband | Yes | 10 |
| Jellen | No | N/A |
| Zalure | No | N/A |

General Description

HUMArIs are female Human Hunters. They fight just as well as their male counterparts and have access to all of the same techniques. The only difference between the two lies in the standard shift of stats between males and females. Thus, HUMArIs have more Attack Accuracy, Evasion, and MST, but they suffer from slight reductions in their Hit Points, Attack Power, and Defense.

If you often fight enemies that are beneath your level, male Hunters are substantially better for wading through them. Female Hunters, with their higher Attack Accuracy, see the greatest benefits from fighting high-end targets. Still, this difference is fairly minor and isn't worth developing an entire leveling strategy.

Instead, the male/female choice is usually an aesthetic one. Pick between HUMArS and HUMArIs based on which you see as the "cooler" character.

HUcast

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 98 | 280 | 470 | 614 | 766 | 882 |
| PP | 52 | 144 | 207 | 255 | 312 | 354 |
| ATP | 60 | 145 | 235 | 324 | 414 | 504 |
| DFP | 12 | 79 | 127 | 180 | 236 | 292 |
| ATA | 132 | 170 | 210 | 248 | 264 | 280 |
| EVP | 7 | 42 | 72 | 96 | 120 | 144 |
| MST | 25 | 66 | 110 | 153 | 196 | 239 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | Yes | High |
| Daggers | Yes | High |
| Spears | Yes | High |
| Claws | Yes | High |
| Shields | Yes | High |
| Double Sabers | Yes | High |
| Handguns | Yes | High |
| Rifles | Yes | Limited |
| Gunblades | Yes | Limited |
| Machine Guns | Yes | Limited |
| Bazookas | Yes | Limited |
| Laser Cannons | Yes | Limited |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

| TRAP CAPACITY (BY CHARACTER LEVEL) | | | | | | |
|------------------------------------|------|-------|-------|-------|-------|-----|
| Trap Type | 1-19 | 20-39 | 40-59 | 60-79 | 80-99 | 100 |
| Heat | 5 | 5 | 5 | 5 | 5 | 5 |
| Ice | 5 | 6 | 7 | 8 | 9 | 10 |
| Light | 5 | 6 | 7 | 8 | 9 | 10 |
| Heal | 5 | 5 | 5 | 5 | 5 | 5 |

General Description

HUcasts are the most straightforward class in the game. These walking tanks take the most damage, deal the most melee damage in return, and are easy to understand. You don't need to worry about finding techniques, and managing your PP is purely a matter of using an occasional fluid after heavy bursts of Photon Arts.

CASTs give up a lot to be what they are. Without techniques, your Hunters won't be nearly as flexible. However, the extreme burst to combat stats and the ability to carry many offensive traps both help you in your work.

When soloing, HUcasts do just fine. Their high health carries them through many boss fights, and everything else is a walk in the park. That said, HUcasts are even better for grouping. While the class has a big weakness in terms of its reliance on items, this is lessened by having dedicated Force Users around.

Notice the relaxed weapon restrictions for CAST Hunters. These characters have access to almost any type of weapon they require. It's wise to keep a long-range rifle or similar weapon around. Enemies that punish melee involvement or move quickly (such as Finjers) are easily killed by switching to ranged secondary weapons.

HUcaseal

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 95 | 271 | 454 | 593 | 740 | 853 |
| PP | 59 | 162 | 233 | 287 | 340 | 386 |
| ATP | 58 | 141 | 228 | 316 | 403 | 490 |
| DFP | 11 | 76 | 122 | 172 | 224 | 277 |
| ATA | 138 | 178 | 220 | 260 | 277 | 294 |
| EVP | 8 | 44 | 76 | 102 | 128 | 153 |
| MST | 28 | 74 | 122 | 170 | 218 | 266 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | Yes | High |
| Daggers | Yes | High |
| Spears | Yes | High |
| Claws | Yes | High |
| Shields | Yes | High |
| Double Sabers | Yes | High |
| Handguns | Yes | High |
| Rifles | Yes | Limited |
| Gunblades | Yes | Limited |
| Machine Guns | Yes | Limited |
| Bazookas | Yes | Limited |
| Laser Cannons | Yes | Limited |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

| TRAP CAPACITY (BY CHARACTER LEVEL) | | | | | | |
|------------------------------------|------|-------|-------|-------|-------|-----|
| Trap Type | 1-19 | 20-39 | 40-59 | 60-79 | 80-99 | 100 |
| Heat | 5 | 5 | 5 | 5 | 5 | 5 |
| Ice | 5 | 5 | 5 | 5 | 5 | 5 |
| Light | 5 | 6 | 7 | 8 | 9 | 10 |
| Heal | 5 | 6 | 7 | 8 | 9 | 10 |

General Description

Female characters are usually well-balanced with their male counterparts. The loss of direct power and health is made up for in the higher evasive potential and MST. But that isn't the case for HUcaseals; these Hunters don't overly benefit from their Evasion or MST (already very weak areas for a CAST). In terms of raw stats, you're better off with a HUcast.

But that's a hardcore view of the stats. Good players are going to slash up the field no matter what they choose. If you like the look and style of HUcaseals, there's no reason not to pick them as your character. A few points lost to the HUcasts won't make a huge difference in the endgame.

In addition, HUcaseals can carry more Heal Traps. That is very nice for soloing Hunters. You should use those to supplement your standard healing items, allowing for greater survivability on long missions without having to telepiped back to town. That's even more useful in the Eternal Tower, where telepiped don't work.

CAST Don't Use Techniques

CAST have PP just like all characters, but they aren't able to learn or use techniques. Instead, they spend PP on Photon Arts through their weapons.

HUnewm

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 77 | 231 | 376 | 486 | 598 | 674 |
| PP | 75 | 202 | 282 | 341 | 419 | 480 |
| ATP | 50 | 117 | 182 | 247 | 337 | 423 |
| DFP | 9 | 56 | 84 | 121 | 169 | 212 |
| ATA | 121 | 150 | 177 | 214 | 242 | 266 |
| EVP | 21 | 95 | 161 | 211 | 255 | 297 |
| MST | 43 | 109 | 178 | 242 | 302 | 359 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 10 |
| Barta | Yes | 10 |
| Zonde | Yes | 10 |
| Grants | No | N/A |
| Megid | No | N/A |
| Resta | Yes | 10 |
| Anti | Yes | 10 |
| Shifta | Yes | 10 |
| Deband | Yes | 10 |
| Jellen | No | N/A |
| Zalure | No | N/A |

General Description

HUnewm and HUnewearls are the most difficult Hunters to pick up and play. Gifted with more PP and MST, they're clearly the best technique users in this realm of melee sluggers. Their ability to use gunblades is nice if you want to especially stress these classes' versatile nature, but you might miss the higher survivability of Human and CAST Hunters.

Be more careful about rushing into melee with these guys. You need to stress higher end armor. It's also wise to invest in gear with proper resistances for the areas you assault. You're playing a finesse fighter here, and it's good to remember that.

Be ready to back off, self-heal, and use a higher number of techniques to inflict damage early in the fight. Soften enemies with damaging techniques, and remember to Shift/Deband to keep your stats at their best.



| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | Yes | High |
| Daggers | Yes | High |
| Spears | Yes | High |
| Claws | Yes | High |
| Shields | Yes | High |
| Double Sabers | Yes | High |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | Yes | Limited |
| Machine Guns | Yes | Limited |
| Bazookas | No | N/A |
| Laser Cannons | No | N/A |
| Rods | Yes | Limited |
| Wands | Yes | High |
| Slicers | Yes | Limited |

HUnewearl

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 75 | 224 | 365 | 471 | 579 | 653 |
| PP | 79 | 211 | 295 | 357 | 438 | 501 |
| ATP | 48 | 112 | 174 | 236 | 323 | 405 |
| DFP | 9 | 53 | 79 | 115 | 161 | 203 |
| ATA | 126 | 157 | 186 | 224 | 253 | 278 |
| EVP | 21 | 99 | 168 | 224 | 253 | 327 |
| MST | 45 | 114 | 186 | 254 | 317 | 377 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | Yes | High |
| Daggers | Yes | High |
| Spears | Yes | High |
| Claws | Yes | High |
| Shields | Yes | High |
| Double Sabers | Yes | High |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | Yes | Limited |
| Machine Guns | Yes | Limited |
| Bazookas | No | N/A |
| Laser Cannons | No | N/A |
| Rods | Yes | Limited |
| Wands | Yes | High |
| Slicers | Yes | Limited |

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 10 |
| Barta | Yes | 10 |
| Zonde | Yes | 10 |
| Grants | No | N/A |
| Megid | No | N/A |
| Resta | Yes | 10 |
| Anti | Yes | 10 |
| Shifta | Yes | 10 |
| Deband | Yes | 10 |
| Jellen | No | N/A |
| Zalure | No | N/A |

General Description

HUnewearls are the softest of all Hunters. Their high Evasion is a good thing to have (it's essential, really), but the combination of low Hit Points and Defense makes it awfully hard to stay in melee without Deband and the best armor you can buy. Consider putting grinders into armor even before your weapons are maxed out. This avoids the frustration of going down often in battle.

If you like Hunters but want the most active choice possible, consider the HUnewearls. It takes a very intelligent and engaged player to use these girls well. You must be able to take advantage of ranged weapons/techniques, melee attacks, equipment switching, and a wider range of general actions. Consider this if you love Hunters but find CAST a tad repetitive.



Rangers

Rangers use a variety of guns and other long-range weapons to destroy their foes from relative safety. These heroes aren't as tough as Hunters, nor is their damage output as high, but they are able to hit decently without exposing themselves to much return activity.

Though individual interests and tastes vary, it's usually more exciting to play Rangers in a group setting. Solo Rangers have a harder time controlling the battlefield; their allies don't often attack targets in the exact way you'd want. It's MUCH easier when other players are involved, since they'll tie up enemies and still deal full damage while you hold back and peck away. They also do a better job of peeling things off of you if a monster gets too close.

RAmar

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 72 | 232 | 362 | 455 | 542 | 595 |
| PP | 73 | 218 | 324 | 370 | 415 | 449 |
| ATP | 41 | 107 | 177 | 237 | 287 | 337 |
| DFP | 8 | 58 | 100 | 130 | 155 | 180 |
| ATA | 151 | 205 | 246 | 285 | 304 | 323 |
| EVP | 14 | 82 | 147 | 190 | 227 | 264 |
| MST | 31 | 90 | 152 | 204 | 246 | 288 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | No | N/A |
| Spears | Yes | Limited |
| Claws | No | N/A |
| Shields | No | N/A |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | Yes | High |
| Gunblades | Yes | High |
| Machine Guns | Yes | High |
| Bazookas | Yes | High |
| Laser Cannons | Yes | High |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 10 |
| Barta | Yes | 10 |
| Zonde | Yes | 10 |
| Grants | No | N/A |
| Megid | No | N/A |
| Resta | Yes | 10 |
| Anti | Yes | 10 |
| Shiffta | No | N/A |
| Deband | No | N/A |
| Jellen | Yes | 10 |
| Zalure | Yes | 10 |

General Description

RAMars are the complete middle of the road Ranger. Their combination of medium attack strength and defensive attributes ensures that they have no weaknesses to exploit. Give them any ranged weapon and use enough grinders, and you'll get a decent character.

However, this class takes patience. Rangers are already fairly low on the damage table in PSO. Many of their weapons aren't fast killers, and you might find leveling slower than with other characters (especially Force Users).

Make sure that you use Zalure to improve your kill speed, especially on any tough enemies. This is particularly important when fighting alone.



RAmarl

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 71 | 227 | 354 | 445 | 529 | 581 |
| PP | 75 | 225 | 335 | 383 | 430 | 466 |
| ATP | 39 | 103 | 171 | 228 | 276 | 324 |
| DFP | 7 | 56 | 96 | 126 | 150 | 174 |
| ATA | 158 | 213 | 257 | 298 | 318 | 338 |
| EVP | 14 | 86 | 153 | 198 | 237 | 276 |
| MST | 33 | 94 | 158 | 213 | 257 | 301 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | No | N/A |
| Spears | Yes | Limited |
| Claws | No | N/A |
| Shields | No | N/A |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | Yes | High |
| Gunblades | Yes | High |
| Machine Guns | Yes | High |
| Bazookas | Yes | High |
| Laser Cannons | Yes | High |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 10 |
| Barta | Yes | 10 |
| Zonde | Yes | 10 |
| Grants | No | N/A |
| Megid | No | N/A |
| Resta | Yes | 10 |
| Anti | Yes | 10 |
| Shiffta | No | N/A |
| Deband | No | N/A |
| Jellen | Yes | 10 |
| Zalure | Yes | 10 |

General Description

RAMarls are the softest Rangers. They're superior if you enjoy the technique end of the class. Being able to use Resta and Zalure more frequently is a benefit, though it's certainly harder to play these Rangers. They don't usually do much damage with offensive techniques compared to good ranged weapons, so the improved MST is almost superfluous.

RAcast



| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 86 | 245 | 411 | 537 | 671 | 775 |
| PP | 62 | 171 | 246 | 303 | 359 | 397 |
| ATP | 47 | 114 | 184 | 255 | 325 | 396 |
| DFP | 9 | 60 | 97 | 134 | 171 | 207 |
| ATA | 165 | 212 | 262 | 309 | 325 | 342 |
| EVP | 9 | 49 | 84 | 112 | 140 | 168 |
| MST | 27 | 71 | 118 | 164 | 211 | 257 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | No | N/A |
| Spears | Yes | Limited |
| Claws | Yes | Limited |
| Shields | No | N/A |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | Yes | High |
| Gunblades | Yes | High |
| Machine Guns | Yes | High |
| Bazookas | Yes | High |
| Laser Cannons | Yes | High |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

CAST Don't Use Techniques

CAST have PP just like all characters, but they aren't able to learn or use techniques. Instead, they spend PP on Photon Arts through their weapons.

| TRAP CAPACITY (BY CHARACTER LEVEL) | | | | | | |
|------------------------------------|------|-------|-------|-------|-------|-----|
| Trap Type | 1-19 | 20-39 | 40-59 | 60-79 | 80-99 | 100 |
| Heat | 5 | 6 | 7 | 8 | 9 | 10 |
| Ice | 5 | 6 | 7 | 8 | 9 | 10 |
| Light | 5 | 5 | 5 | 5 | 5 | 5 |
| Heal | 5 | 5 | 5 | 5 | 5 | 5 |

General Description

RAcasts look like heavy artillery, and indeed they are! These CASTs are harder hitting with their ranged attacks, and their trap use complements the class well. Use Heat Traps to hit enemies for damage over time while you whittle away at their ranks. This helps you kill a little faster while maintaining the hit-and-run tactics that make Rangers more survivable than so many alternatives.

RAcaseal

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 83 | 238 | 399 | 522 | 652 | 754 |
| PP | 66 | 180 | 259 | 319 | 378 | 418 |
| ATP | 44 | 106 | 182 | 237 | 303 | 369 |
| DFP | 8 | 58 | 94 | 129 | 165 | 201 |
| ATA | 171 | 221 | 273 | 321 | 339 | 357 |
| EVP | 9 | 52 | 90 | 120 | 150 | 180 |
| MST | 29 | 76 | 126 | 176 | 225 | 275 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | No | N/A |
| Spears | Yes | Limited |
| Claws | Yes | Limited |
| Shields | No | N/A |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | Yes | High |
| Gunblades | Yes | High |
| Machine Guns | Yes | High |
| Bazookas | Yes | High |
| Laser Cannons | Yes | High |
| Rods | No | N/A |
| Wands | Yes | High |
| Slicers | Yes | Limited |

CAST Don't Use Techniques

CAST have PP just like all characters, but they aren't able to learn or use techniques. Instead, they spend PP on Photon Arts through their weapons.

| TRAP CAPACITY (BY CHARACTER LEVEL) | | | | | | |
|------------------------------------|------|-------|-------|-------|-------|-----|
| Trap Type | 1-19 | 20-39 | 40-59 | 60-79 | 80-99 | 100 |
| Heat | 5 | 6 | 7 | 8 | 9 | 10 |
| Ice | 5 | 5 | 5 | 5 | 5 | 5 |
| Light | 5 | 5 | 5 | 5 | 5 | 5 |
| Heal | 5 | 6 | 7 | 8 | 9 | 10 |

General Description

RAcaseals excel at hunting enemies above their level. They have very high Attack Accuracy, and the combination of Heal Traps and normal healing items lets them survive for extremely long periods in combat. This class can successfully hit enemies even when their Evade is through the roof, and skilled tactics prevent those enemies from getting you back.

Fight slowly and defensively. Use the longest ranged options at your disposal and pick things off at max range. Sometimes, you can trigger enemies and then retreat before they realize where you are. This allows your Ranger to shoot at foes that won't charge forward to attack: free kills for you and no damage taken in the process.

Force Users

Force Users are heavy hitters that usually stay at medium range, though they can come in close with certain weapons and kick butt from there as well (if you're a little crazy). Force Users don't take hits nicely; they drop when enemies target them for too long. A mix of lower health and defense ensures that. However, the combination of damage output, healing abilities, and techniques to improve stats makes these characters rewarding on all levels.

Solo and group players will be happy with Force Users, especially in *Phantasy Star Zero*. Certain techniques in alternate versions of the series were underpowered. Though flashy, it wasn't always easy to be a Force User. That's changed for the better! These casters are brutal now. Try them, even if you didn't have a taste for them before. It's a whole new world.



Fomar

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 73 | 234 | 366 | 460 | 548 | 602 |
| PP | 102 | 297 | 438 | 511 | 582 | 633 |
| ATP | 37 | 98 | 162 | 217 | 261 | 306 |
| DFP | 7 | 54 | 93 | 122 | 144 | 167 |
| ATA | 105 | 136 | 167 | 189 | 195 | 203 |
| EVP | 14 | 82 | 147 | 190 | 227 | 264 |
| MST | 79 | 136 | 228 | 309 | 381 | 452 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | Yes | High |
| Spears | No | N/A |
| Claws | No | N/A |
| Shields | Yes | High |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | No | N/A |
| Machine Guns | Yes | High |
| Bazookas | Yes | Limited |
| Laser Cannons | No | N/A |
| Rods | Yes | High |
| Wands | Yes | High |
| Slicers | Yes | High |

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 15 |
| Barta | Yes | 15 |
| Zonde | Yes | 15 |
| Grants | Yes | 15 |
| Megid | Yes | 15 |
| Resta | Yes | 15 |
| Anti | Yes | 15 |
| Shiffta | Yes | 15 |
| Deband | Yes | 15 |
| Jellen | Yes | 15 |
| Zalure | Yes | 15 |

General Description

Fomars have an awesome look, paired with noteworthy combat capabilities. All Force Users are deadly in PSO, but the Fomars are also a tiny bit sturdier than the others. While they still can't last for long in melee range and won't dominate with melee weapons, it's less common for them to be knocked out of the fight quickly.

Human Force Users don't do as much with each spell as Newman, and they lack the regeneration of PP that Newman have. These penalties add up, but it's all in what you're trying to accomplish. First-time Force Users benefit from the Humans' increased Hit Points and Defense. More experienced players can go all out without as much risk.

Fomarl

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 70 | 225 | 350 | 439 | 523 | 574 |
| PP | 106 | 308 | 454 | 530 | 604 | 658 |
| ATP | 35 | 94 | 156 | 208 | 250 | 292 |
| DFP | 7 | 52 | 89 | 116 | 137 | 158 |
| ATA | 109 | 141 | 173 | 197 | 203 | 212 |
| EVP | 14 | 85 | 151 | 196 | 235 | 273 |
| MST | 50 | 140 | 234 | 318 | 392 | 466 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | Yes | High |
| Spears | No | N/A |
| Claws | No | N/A |
| Shields | Yes | High |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | No | N/A |
| Machine Guns | Yes | High |
| Bazookas | Yes | Limited |
| Laser Cannons | No | N/A |
| Rods | Yes | High |
| Wands | Yes | High |
| Slicers | Yes | High |

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 15 |
| Barta | Yes | 15 |
| Zonde | Yes | 15 |
| Grants | Yes | 15 |
| Megid | Yes | 15 |
| Resta | Yes | 15 |
| Anti | Yes | 15 |
| Shiffta | Yes | 15 |
| Deband | Yes | 15 |
| Jellen | Yes | 15 |
| Zalure | Yes | 15 |

General Description

Fomarls have an ugly amount of PPs, and their costume is adorably cute. Who doesn't want to play a sweet, vestal-looking girl who also blows monsters in half? You can't go wrong!

Fomarls also have higher MST than the boys. In fact, they also reach the FOnewm level of strength. Add the extra Material that all Humans are able to use, and you can definitely surpass male Newman in bang for your buck. More PPs and strong spells? It sounds like a good deal. Losing the PP regeneration isn't that tough either, especially with the ease in which you replenish fluids. The Eternal Tower is the only place that this might be a problem.



FOnewm

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 68 | 209 | 338 | 427 | 515 | 568 |
| PP | 97 | 261 | 368 | 447 | 544 | 618 |
| ATP | 33 | 75 | 115 | 154 | 219 | 279 |
| DFP | 6 | 35 | 50 | 75 | 109 | 140 |
| ATA | 93 | 115 | 133 | 152 | 156 | 160 |
| EVP | 14 | 72 | 117 | 162 | 216 | 266 |
| MST | 56 | 142 | 233 | 319 | 402 | 484 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | Yes | High |
| Spears | No | N/A |
| Claws | No | N/A |
| Shields | Yes | High |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | No | N/A |
| Machine Guns | Yes | High |
| Bazookas | No | N/A |
| Laser Cannons | No | N/A |
| Rods | Yes | High |
| Wands | Yes | High |
| Slicers | Yes | High |

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 15 |
| Barta | Yes | 15 |
| Zonde | Yes | 15 |
| Grants | Yes | 15 |
| Megid | Yes | 15 |
| Resta | Yes | 15 |
| Anti | Yes | 15 |
| Shiffta | Yes | 15 |
| Deband | Yes | 15 |
| Jellen | Yes | 15 |
| Zalure | Yes | 15 |

General Description

FOnewm casters are only surpassed in MST by female Newman. These men hit very hard with their spells, and they have a serious look (a major benefit for people who aren't excited by the cutesy FOnewearls).

Newman casters have the options of waiting around after fights to get their PP back. That's a fair perk. In the lower levels, the regeneration saves you money on fluids. That isn't particularly major later on, but comes into play at the Eternal Tower stage. You can only travel back to town every ten levels in the Eternal Tower, and that sometimes becomes a problem if you're in a tricky spot. Dying wastes all your Scape Dolls, and you want to keep those for the boss fights, right? Newman excel there.



FOnewearl

| STATISTICS (BY LEVEL) | | | | | | |
|-----------------------|-----|-----|-----|-----|-----|-----|
| Level | 1 | 20 | 40 | 60 | 80 | 100 |
| HP | 65 | 202 | 326 | 412 | 496 | 546 |
| PP | 102 | 275 | 389 | 472 | 574 | 652 |
| ATP | 32 | 73 | 111 | 149 | 212 | 270 |
| DFP | 6 | 34 | 48 | 72 | 106 | 135 |
| ATA | 97 | 120 | 139 | 159 | 164 | 169 |
| EVP | 15 | 75 | 123 | 170 | 226 | 273 |
| MST | 57 | 145 | 237 | 325 | 409 | 493 |

* Blue Stats indicate the best in this class; Red Stats indicate the worst

| TECHNIQUE LIST | | |
|----------------|--------|-----------|
| Name | Usable | Level Cap |
| Foie | Yes | 15 |
| Barta | Yes | 15 |
| Zonde | Yes | 15 |
| Grants | Yes | 15 |
| Megid | Yes | 15 |
| Resta | Yes | 15 |
| Anti | Yes | 15 |
| Shiffta | Yes | 15 |
| Deband | Yes | 15 |
| Jellen | Yes | 15 |
| Zalure | Yes | 15 |

| WEAPON ABILITIES | | |
|------------------|--------|---------------|
| Category | Usable | Effectiveness |
| Sabers | Yes | High |
| Swords | No | N/A |
| Daggers | Yes | High |
| Spears | No | N/A |
| Claws | No | N/A |
| Shields | Yes | High |
| Double Sabers | No | N/A |
| Handguns | Yes | High |
| Rifles | No | N/A |
| Gunblades | No | N/A |
| Machine Guns | Yes | High |
| Bazookas | No | N/A |
| Laser Cannons | No | N/A |
| Rods | Yes | High |
| Wands | Yes | High |
| Slicers | Yes | High |

General Description

Pound for pound, these are the deadliest characters in the game. With high-level techniques, FOnewearls have no problem detonating anything that gets in their way. They have almost no survivability and must avoid direct hits like the plague, but there must be some tradeoff for this type of firepower.

FOnewearls are fast levelers; their high kill rate gets you through missions quickly. This leads to more money, more items, and a very good time. Soloing players should try these. Remember to put spare items in your Joint Trunk so your other characters can benefit from all the extra loot.





CONTROLLING THE ENVIRONMENT

The best defense in *Phantasy Star Zero* is knowing where NOT to be. The best offense is knowing when and where to attack. This chapter explains the game's control system, movement, combat, and other core skills.

Understanding Your Character

There are three character slots in this game. You're free to create a character of each race, if you like. You can happily experience all of the races and all of the major class types without having to delete anything.

Character Creation

The first step is creating your character. The process is quite simple; the game takes you through several menus and lets you choose a race/class combination, a name, and a color scheme. Of these, only your race/class has a bearing on combat and story events.

The last chapter covered the differences between the classes. Put that into practice here and choose a race/class that suits your interests.

RACES AND CLASSES

- **Humans:** Versatile, good at everything
- **CASTs:** High health and damage, trap use, no Techniques
- **Newmans:** Excel at Techniques but falter on health and direct physical damage
- **Hunters:** Specialize in melee weaponry
- **Rangers:** Avoid fighting, shoot at range
- **Force Users:** Fight up close or at range, use Techniques heavily

Cycle through the color options to find a style that also fits your character. These options can be changed later, through the options menu.



The Interface

Phantasy Star Zero has an intuitive interface. The top screen of the Nintendo DS shows the region around your character. The lower screen flips between map and regional data or your party's current status. The default is to have your character's Hit Points, Photon Points, Photon Blast Gauge, and general status on display. Below that are similar readouts for any allies in your quest. Press on the map's portion of the screen to toggle between screens and look at your position. The game automatically maps every square you enter!

The touch sensitive screen is also how you communicate with allies. Use a combination of preset commands and actively drawn symbols (or words) to convey your intentions. This is fun for goofing off, but it's also critical for parties that want to get the most from the game. Long chains of consecutive hits do much more damage to enemies; chains of Photon Blasts are also quite deadly. Let people know when you're ready to go for major attacks. Communication pays for itself, making the game even more exciting.



CONTROLS

Move your character with the direction pad, select palette options with the buttons. Easy at its core, but there are quite a few ways to customize your experience. Press START to enter the options menu, where you'll find a palette selection submenu. Select that to find additional choices.

Every character has six potential palette options. The lower three correspond to the A, B, and Y buttons. The upper three correspond to A, B, and Y whenever the Right Bumper is held down.

Put your most common abilities into the palette. As a rule of thumb, it's good to have at least one means of healing, your best attacks, and Evade. Technique users sometimes get ride of their heavy attacks to make extra room on the lower bar.

You're free to change the palette at any time (even in battle). It's hard to convince your enemies to lay off while you fiddle with things, so it's better to take care of this ahead of time. However, there are fights where you simply must switch things around. If you run out of one type of healing item during a boss fight, try to get away for long enough to put another healing item in the palette. It's rough, but worthwhile.



Statistics

As with many combative games, your characters have a variety of statistics that control how tough you are, how much damage you deal, and so forth.

STATISTICS AND CONCEPTS EXPLAINED

| STATISTIC | PURPOSE |
|-----------------|--|
| Hit Points | Controls how much damage your character takes before falling unconscious |
| Photon Points | Determine how many Techniques and Photon Arts you can use without drinking Fluids |
| Attack Power | Increases damage in physical combat |
| Attack Accuracy | Improves your odds of hitting enemies with physical attacks |
| Defense | Reduces damage taken by your character |
| Evasion | Reduces the chance for enemies to hit you in combat |
| Magic | Raises your damage with Techniques |
| Experience | Reflects the knowledge gained in battle; eventually gets you increased levels |
| Level | How generally potent your character has become; improves many statistics automatically when it rises |
| Resistance | Lowers damage taken from specific sources (e.g., Light, Dark, Fire) |
| Affinity | Increases damage dealt to specific enemy types (i.e., Native, Beast, Machine, Dark) |
| Photon Art | Weapon-based abilities that cost Photon Points, usually for greater damage potential |
| Photon Blast | Extreme attacks that are made on rare occasions (require the help of a Tier 2 or higher MAG) |
| MAG | Small machines that are equipped to raise your character's stats |
| Technique | A spell-like effect used to hurt enemies, heal allies, or alter the statistics of a target |



Using Equipment and Items

Be ready to encounter thousands of items during your adventures. Most often, there is treasure at the end of every fight. A chest appears in each cleared room, and you're free to loot anything that isn't nailed down.

Weapons are used to control your character's damage output and attack style. These items also control which Photon Art you have access to (if any). It's possible to switch weapons at any time, using the options menu. Hold down the Right Bumper and press START to automatically jump to the weapon menu.

Armor reduces incoming damage. The armor you wear also determines how many Units you're allowed to equip. Units are smaller items that provide modest stat bonuses to your character.

General items cover a variety of tasks. To learn more, read through the next chapter, "Tools of the Hunter's Guild."

Most items aren't meant to be equipped. They're used either from the item menu or through the palette. To quickly access the item menu, hold down the Left Bumper and press START.

Solo Play

Solo players are able to access the entire game. Go through the main story, run repeatable quests from the Hunter's Guild, or open a field and go through an area just for the heck of it.

Enemies are at their weakest when you're playing solo. Unfortunately, it takes longer to kill foes by yourself than it does when you have a team of three or four human players. This is because NPCs (the computer controller allies that come into quests with you) are fairly low-powered. They won't rival your damage or your aggressiveness.

Only solo players are able to enter the Eternal Tower, a special quest with 101 floors and four bosses that aren't found anywhere else in the game. This is a great way to build extra levels and find treasure when your friends aren't around or if you're in an area without an Internet connection to use.

Wireless and Wi-Fi Play

This is where the sun really shines. Having other human players makes the game easier and more exciting. Though enemies are given a few bonuses during cooperative play, the end result is still faster leveling and access to more challenging areas.



MONSTER STATISTICS DURING COOPERATIVE PLAY

| MONSTER STATISTIC | MONSTER MODIFIER | BOSS MODIFIER |
|-------------------|------------------|---------------|
| Hit Points | 200% | 200% |
| Attack Power | 110% | 110% |
| Attack Accuracy | 110% | 150% - 170% |
| Magic | 110% | 110% |
| Experience | 100% - 125% | 100% - 125% |

Looking at the table, it probably seems like you wouldn't get as much out of cooperative play. Double monster health? Higher enemy damage? Either a modest boost to Experience or none at all, depending on the given area/quest?

Trust us! The benefits are still in your favor (heavily). By the time you get to the middle of the game when playing solo, your NPCs deal a pittance compared to your main character. Including other players in the mix makes your group smarter, and it also makes them MUCH deadlier. Two human players inflict much more damage than one human with three NPCs. Gather a full group of humans, and the game becomes a slaughterfest.

Taking Actions

Enough with the simple stuff, right? You're ready to get in and mix things up with your enemies. Let's talk about movement, combat, and other fun stuff.

Movement

Movement is quickly mastered in *Phantasy Star Zero*. Your character moves in whatever direction you press on the Direction Pad. There isn't much delay, so the action is quite fluid.

The camera does not shift to face whatever your character is viewing. Instead, you have control of that as well. Use the Left Bumper to quickly rotate the camera into position behind your character. This way you have a choice: either leave the camera wherever it was (thus allowing you to see beside yourself or behind your character during turns), or simply watch where you're going. It won't be long before you're able to handle this without even thinking.

Combat

Combat is the center of the entire game. You won't advance without killing your enemies, and there are plenty of the nasty fellows out there. Each standard room has a fight hidden somewhere. When you initially enter, the map shows nothing except you and your teammates. Explore each portion of the room until a series of yellow dots show up. Those are your victims!

Back off to draw groups of enemies together. If you lack the patience for that, stay in the middle of these clusters and start swinging your weapons (or shooting, or casting).



COMBOS



All weapons have a normal attack and a heavy attack. It's easier to hit with normal attacks, but heavy attacks deal substantially more damage. It's always a tradeoff.

One way to counter to penalties for heavy attacks is to use combos! Your character is able to attack three times in fairly rapid succession (with almost all weapons). Watch the timings carefully to ensure that you don't press the button too quickly. All modern *Phantasy Star* games punish you for button mashing by interrupting your combo.

Try two normal attacks and finish with a heavy. The delay on the last hit is a minor problem if you're going after quick targets, but the increased damage usually makes it worth your while.

Each weapon type is a little different. Experiment with what you have and see what works best. Then, there are differences between various enemies. What works for most targets might be ineffective against some. When in doubt, use triple normal attacks. They're the easiest to land and they don't leave you exposed for more than a few seconds.

EVASION



During long combos, enemies have a good chance of hitting you. Your character can't run around or back off while swinging his or her weapon(s) around, and that could be a big

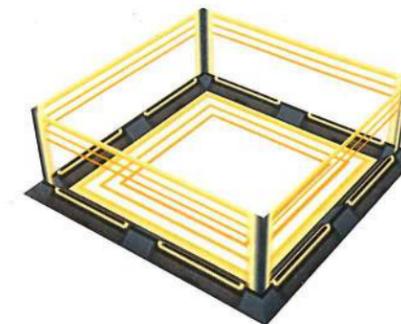
problem. Try to Evade instead of backing off. The Evade command rolls your character in whatever direction you're holding (on the D-Pad). The first moment of Evasion gives your character a burst of speed; that's wonderful for avoiding ranged attacks, charging enemies, or whatever else is coming your way.

Evasion is one of the best ways to get through quests unscathed. Use this often and grow to love it.

STRAFING

The Left Bumper has yet another use. Hold this button down when moving left or right to start strafing. Instead of running in the direction pressed, your character maintains his or her facing and shuffles either left or right (at a slower pace). This helps ranged characters avoid incoming attacks without losing their target or their aim. Very nice!

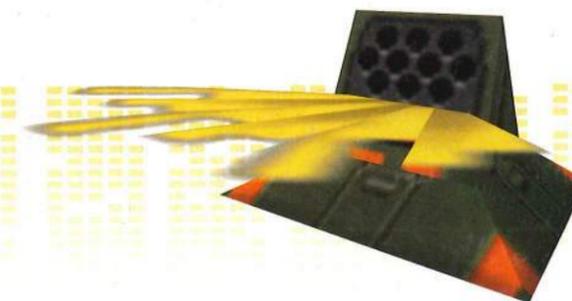
Environmental Hazards, Obstacles, and Treasure



Monsters aren't your only problem in the field. There are hundreds of traps left behind from ancient times, and most of these deadly devices are still functional. CASTs see traps automatically, so they have an edge here. Ranged CASTs are especially useful against traps because they can destroy many devices before they trigger. Melee CASTs have to warn people away, trigger the trap and roll to safety, or switch to a handgun briefly. All have their downsides.

Human and Newman characters have the ability to see traps after using Trap Vision, an inexpensive item.

TYPES OF TRAPS



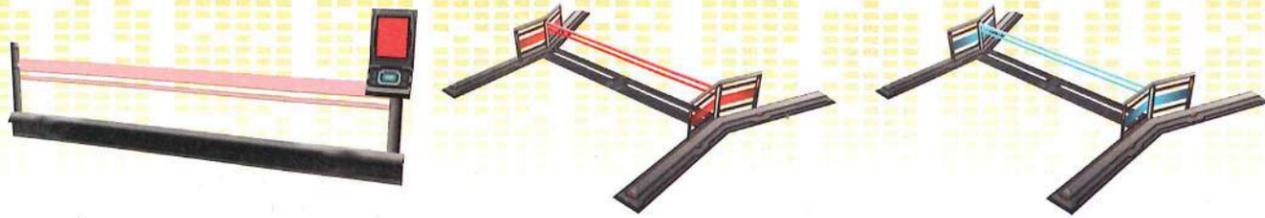
Be ready to recognize all various types of traps. Floating diamonds tend to explode, blue ones freeze people, red ones burn them, and so forth. It's usually easy to trigger them and Evade. If you hear the trap chime, you know it's about to blow. That's your cue to get out of the way.

Ground traps are more devious. These large squares often trigger too quickly to avoid. You might end up stuck inside the square for a time. Enemies attack and get to have fun with you while you're effectively stunned.

Sometimes you see large panels of spikes that rise from the ground. These aren't a big problem. Wait for the spikes to descend, then rush across the grating as soon as you can. Evade toward the end for a burst of speed.

Some traps trigger defenses in the room. The small turrets do plenty of damage, and they're a huge hassle. Some can be targeted and destroyed, but others are better bypassed and left behind. Turrets remain in a room even if you flee and return. Stay mobile to reduce the damage you take and finish your enemies as soon as you can.

FENCES



Fences can't hurt your people, but they're still an obstacle. Some fences require one, or even two, card(s) to pass. These cards are spread throughout the level and become visible in a room as soon as you enter. Once you have enough cards, approach a locked fence and press X to bring down the barrier; your cards are lost forever, but there are always enough cards in a region to open each fence.

Some fences can't be unlocked until all enemies in a room are killed. That's simple! Look around until you trigger the fight, then kill anything that shows up.

Blue fields let you know that a plot sequence or boss fight is coming up soon. Always take the time to use nearby healing objects and get your group ready for a fight.

BOXES AND CHESTS



It's not all toil and traps out there in the field. There are boxes and chests to loot, and all of them have something of value. Boxes contain one item each, and you get an idea what you might find based on the type of box. Golden boxes have Photon Drops, for example. There are also treasure items hidden in barricades and other breakable items in some chambers. Keep an eye out for these if you're looking to make extra cash.

Chests, as described earlier, appear after you kill an entire group of enemies. Break the chest by hitting it once, then loot everything you find. Items appear as diamonds when they first spawn.

ITEM COLORS

| DIAMOND COLOR | ITEM TYPE |
|---------------|--------------------------|
| | Usable or Sellable Items |
| | Armor or Units |
| | Meseta (Money) |
| | Weaponry |
| | Rare Equipment |

Status Effects

Enemies and traps have a chance to cause status effects at certain times. These effects negatively affect your character for a brief period. Use Anti or a Sol Atomizer to cancel out these effects, or simply wait the effect out and heal through any damage you receive.



NEGATIVE STATUS EFFECTS

| AILMENT | RESULT |
|----------|--|
| Burn | The target loses Hit Points every three seconds for the full duration of the effect. Burn can't knock your person unconscious, but it can take you down to 1 Hit Point. |
| Freeze | The target can't take action for four seconds. Damage dealt to the target is increased during this time, but enough damage causes the Freeze to end prematurely. |
| Paralyze | The target won't be able to attack for a set period. |
| Confuse | The target moves randomly for a brief time. Though actions can be taken, it's hard to aim at your enemies. It's possible to Confuse enemies to attack each other. This does not happen with your characters. |
| Poison | Targets lose a certain percentage of their Hit Points every five seconds. Poison can only take your character down to 1 Hit Point; it can't knock your character unconscious. |
| Slow | Increases the time it takes for the target to move, attack, or use Techniques. |

Going Unconscious



Characters go unconscious when their Hit Points fall to zero. This disables the character unless they're holding on to an Scape Doll; if that's the case, the Scape Doll is destroyed, but the character never becomes unconscious. In fact, he or she receives a free heal instead!

If you're soloing and fall unconscious, the quest is temporarily suspended. Your character is sent back to town, and that's a good time to stock up on healing items before re-entering the quest area.

Falling unconscious upsets your MAG. They look up to you normally, and any setback of that magnitude calls into question their loyalty. Synch Rate falls by three points and must be earned back with proper feeding.

Fallen allies can be restored to consciousness with Moon Atomizers or charged castings of Resta.

Special Encounters



Every time you enter a new room, there is a chance for something special to happen. There are several special rooms that appear from time to time.

DO YOU HAVE A SWEET TOOTH?

One of the special areas is a shop with various treats. Take a look at their inventory and see if there's anything you need. It's a good thing you don't need to bribe the Mayor with special baked goods. That type of thing used to happen, you know.

THE CAKE SHOP INVENTORY

| ITEM TYPE | NAME | COST |
|------------------|---------------------------|-------|
| Spear | Sweet Berry (female only) | 2,700 |
| Spear | Bitter Berry (male only) | 2,700 |
| Restorative Item | Monofluid | 100 |
| Restorative Item | Difluid | 1,000 |
| Restorative Item | Sol Atomizer | 50 |
| Restorative Item | Moon Atomizer | 300 |
| Restorative Item | Star Atomizer | 1200 |
| General Item | Trap Vision | 50 |
| General Item | Telepipe | 100 |

MMMMM, PIZZA

You can find another store in the wild. Why not have a pizza parlor for all the hungry adventurers?

PIZZA PARLOR INVENTORY

| ITEM TYPE | NAME | COST |
|------------------|---------------|-------|
| Gunblade | Pizza | 2,300 |
| Gunblade | Cheese Pizza | 3,400 |
| Restorative Item | Monomale | 50 |
| Restorative Item | Dimale | 500 |
| Restorative Item | Sol Atomizer | 50 |
| Restorative Item | Moon Atomizer | 300 |
| Restorative Item | Star Atomizer | 1200 |
| General Item | Trap Vision | 50 |
| General Item | Telepipe | 100 |

ARENA FIGHTING

Things are more serious when you find the teleporter into the Arena. The Experience in the Arena is very good, but you can't depend on easy fights. Some of the engagements are nasty, and it's best to go into the engagement with your Photon Blast ready just in case.

SPECIAL MONSTERS



Besides locating special areas, you'll also encounter special monsters. Many monsters have a variant form; these creatures look different, have new stats, and are seen with varying levels of rarity. Usually, variant monsters have higher resistances and somewhat better stats, but they're very similar creatures to the original.

Boost monsters have a pale shadow under their feet. These foes have the same name as the monsters they mimic, so it's only their stats that change.

MODIFIED STATS FOR BOOSTED MONSTERS

| MONSTER STATISTIC | MODIFIER WHEN BOOSTED |
|-------------------|-----------------------|
| Hit Points | 250% |
| Attack Power | 120% |
| Defense | 120% |
| Magic | 120% |
| Attack Accuracy | 150% |
| Evasion | 100% |
| Resistance | 130% |
| Luck | 300% |
| Experience | 250% |
| Motion Speed | 110% |

Finally, there are several rare monsters that aren't seen anywhere normally. The music changes when these creatures appear, and you can earn a fair amount of Experience for killing them.

Moving up in the World

As you make your way through the game, your characters reach higher levels, get renown from the Hunter's Guild, and earn Dairon City's respect.

Leveling



One reward from adventuring is Experience. Your character gets Experience every time he or she kills (or participates in killing) a monster. Regular foes are worth a modest sum, but bosses are worth a king's ransom of experience.

Leveling occurs relatively fast in the early game. Even in the mid-game, you can expect to gain a level every hour or two of play, especially if you fight hard, know what you're doing, and get help from others.

Toward the final ten levels, things slow down, and it eventually becomes quite slow to gain even a single level. This is intended. Many players won't attempt to max out a character; the option is only there for people who must get every bit of strength out of their hero. Beating the game can actually be done much, much earlier.

LEVELING CHART

| LEVEL | TOTAL EXPERIENCED ACCRUED SO FAR | EXPERIENCE NEEDED TO GAIN |
|-------|----------------------------------|---------------------------|
| 1 | 0 | 70 |
| 2 | 70 | 90 |
| 3 | 160 | 130 |
| 4 | 290 | 210 |
| 5 | 500 | 300 |
| 6 | 800 | 400 |
| 7 | 1200 | 510 |
| 8 | 1710 | 630 |
| 9 | 2340 | 760 |
| 10 | 3100 | 900 |
| 11 | 4000 | 1050 |
| 12 | 5050 | 1210 |
| 13 | 6260 | 1380 |
| 14 | 7640 | 1560 |
| 15 | 9200 | 1750 |
| 16 | 12950 | 1950 |
| 17 | 12900 | 2160 |
| 18 | 15060 | 2380 |
| 19 | 17440 | 2610 |
| 20 | 20050 | 2860 |
| 21 | 22910 | 3130 |
| 22 | 26040 | 3420 |
| 23 | 29460 | 3730 |
| 24 | 33190 | 4060 |
| 25 | 37250 | 4410 |
| 26 | 41660 | 4780 |
| 27 | 46440 | 5170 |
| 28 | 51610 | 5580 |
| 29 | 57190 | 6010 |
| 30 | 63200 | 6460 |
| 31 | 69660 | 6930 |
| 32 | 76590 | 7420 |
| 33 | 84010 | 7930 |
| 34 | 91940 | 8460 |

| LEVEL | TOTAL EXPERIENCED ACCRUED SO FAR | EXPERIENCE NEEDED TO GAIN |
|-------|----------------------------------|---------------------------|
| 35 | 100400 | 9010 |
| 36 | 109410 | 9580 |
| 37 | 118990 | 10170 |
| 38 | 129160 | 10780 |
| 39 | 139940 | 11410 |
| 40 | 151350 | 12070 |
| 41 | 163420 | 12760 |
| 42 | 176180 | 13480 |
| 43 | 189660 | 14230 |
| 44 | 203890 | 15010 |
| 45 | 218900 | 15820 |
| 46 | 234820 | 16660 |
| 47 | 251380 | 17530 |
| 48 | 268910 | 18430 |
| 49 | 287340 | 19360 |
| 50 | 306700 | 20320 |
| 51 | 327020 | 21310 |
| 52 | 348330 | 22330 |
| 53 | 370660 | 23380 |
| 54 | 394040 | 24460 |
| 55 | 418500 | 25570 |
| 56 | 444070 | 26710 |
| 57 | 470780 | 27880 |
| 58 | 498660 | 29080 |
| 59 | 527740 | 30310 |
| 60 | 558050 | 31580 |
| 61 | 589630 | 32890 |
| 62 | 622520 | 34240 |
| 63 | 656760 | 35630 |
| 64 | 692390 | 37060 |
| 65 | 729450 | 38530 |
| 66 | 767980 | 40040 |
| 67 | 808020 | 41590 |
| 68 | 849610 | 43180 |

| LEVEL | TOTAL EXPERIENCED ACCRUED SO FAR | EXPERIENCE NEEDED TO GAIN |
|-------|----------------------------------|---------------------------|
| 69 | 892790 | 44810 |
| 70 | 937600 | 46480 |
| 71 | 984080 | 48190 |
| 72 | 1032270 | 49940 |
| 73 | 1082210 | 51730 |
| 74 | 1133940 | 53560 |
| 75 | 1187500 | 55430 |
| 76 | 1242930 | 57340 |
| 77 | 1300270 | 59290 |
| 78 | 1358560 | 61280 |
| 79 | 1420840 | 65070 |
| 80 | 1485910 | 70860 |
| 81 | 1556570 | 78050 |
| 82 | 1634620 | 87240 |
| 83 | 1721860 | 98230 |
| 84 | 1820090 | 111020 |
| 85 | 1931110 | 125610 |
| 86 | 2056720 | 142000 |
| 87 | 2198720 | 160190 |
| 88 | 2358910 | 180180 |
| 89 | 2539090 | 201970 |
| 90 | 2741060 | 225560 |
| 91 | 2966620 | 250950 |
| 92 | 3217570 | 278140 |
| 93 | 3495710 | 307130 |
| 94 | 3802840 | 337920 |
| 95 | 4140760 | 370510 |
| 96 | 4511270 | 404900 |
| 97 | 4916170 | 441090 |
| 98 | 5357260 | 479080 |
| 99 | 5836340 | 518870 |
| 100 | 6355210 | N/A |

Difficulty Modes



The first run through story mode happens on Normal Difficulty. Monsters are quite easy, and even the bosses aren't meant to be too brutal, especially if you take the time to level up and upgrade your equipment as you go.

Beating Normal Difficulty unlocks Hard Mode. All monsters receive a big jump in their stats, and new quests are available to run through.

Beat everything in the game on Hard Mode to unlock Super Hard Mode. This is the tier with the best weapons, armor, and rewards. It's also where you fight the best of the best. Monsters have incredibly high resistances, and their general stats are through the roof as well. It's very useful to memorize the weaknesses of each monster type in a level. That lets you exploit these weaknesses for the fastest killing and the best chance of victory.

Hunter's Guild Services

The Hunter's Guild has a number of services for its adventurers. All of these are accessed at the counter. Talk to the girl on the left to see what's available.

The Trunk gives your current character extra storage space. There aren't any tricks or problems with this. It's rather intuitive.

The Joint Trunk is much more powerful. This large chest is shared between all characters on your Nintendo DS. That lets you trade items between your people even if you don't have friends around for cooperative play. Give appropriate weapons to your secondary characters before they're at a high enough level to use them. This lets your characters grow into their best gear; it's fun, especially the second or third time around.

Look through the Player Record to see the best numbers you've accumulated. This section also keeps track of your friends' records, and you can compete with each other to see who is really the best!

Titles and Rewards are linked. The Titles are earned by special activities, like killing bosses repeatedly, seeing special areas, and so forth. Check the Rewards menu afterward to collect items that are unlocked. These really help you get initial characters through the game, especially when soloing. There are extra Materials, Grinders, and Elemental pieces in the Reward section.



TITLE AND REWARD LIST

| TITLE | REQUIREMENT | REWARD |
|--------------------------|---|----------------------|
| Dragon Slayer | Defeat Rayburn 5 times | Broken Horn x 1 |
| Devil Hunter | Defeat Octo Diablo 5 times | Shiny Tentacle x 1 |
| Gear Stopper | Defeat Humilias 5 times | Black Gunbarrel x 1 |
| Sin Stopper | Defeat Mother Trinity 5 times | Slow Element x 5 |
| Light Bringer | Defeat Dark Falz 5 times | Risk Element x 5 |
| Speed Slayer | Defeat Rayburn in under 60 seconds | Trigrinder x 10 |
| Speed Hunter | Defeat Octo Diablo in under 60 seconds | Trigrinder x 10 |
| Speed Destroyer | Defeat Humilias in under 60 seconds | Trigrinder x 10 |
| Speed Restrainer | Defeat Mother Trinity in under 60 seconds | Trigrinder x 10 |
| Speed Savior | Defeat Dark Falz in under 120 seconds | Trigrinder x 10 |
| Enemy Buster | Defeat 1,000 enemies | Photon Drop x 5 |
| Destroy | Defeat 5,000 enemies | Photon Drop x 5 |
| Gladiator | Defeat 10,000 enemies | Photon Drop x 10 |
| Grand Buster | Defeat 20,000 enemies | Photon Drop x 10 |
| Ultimate Buster | Defeat 30,000 enemies | Photon Drop x 15 |
| All Buster | Defeat all types of enemies at least once | Photon Drop x 15 |
| Gurhacia Wind | Defeat Gurhacia Valley 10 times in field mode | Heat Element x 3 |
| King of Rich | Defeat Rich Snowfields 10 times in field mode | Ice Element x 3 |
| Guide of Ozette | Defeat Ozette Wetlands 10 times in field mode | Star Element x 3 |
| Guide of Paru | Defeat Paru 10 times in field mode | Light Element x 3 |
| Hunter of Makara | Defeat Makara 10 times in field mode | Dark Element x 3 |
| Moon Hunter | Defeat Arca Plant 10 times in field mode | Draw Element x 3 |
| Guardian of the City | Clear 15 quests in Normal Mode | Element Boost x 1 |
| Guardian of the World | Clear 15 quests in Hard Mode | Compress Arts x 1 |
| Guardian of the Universe | Clear 15 quests in Super Hard Mode | Tech Level Boost x 1 |
| Challenger to Eternity | Beat the Etemal Tower on Normal | +5 Item Pack Slots |
| Viewer of the End | Beat the Etemal Tower on Hard | +5 Item Pack Slots |
| Transcender | Beat the Etemal Tower on Super Hard | +10 Item Pack Slots |
| Sweet Hunter | Discover the Cake Shop | Photon Drop x 10 |
| Piza Freak | Find the Pizza Parlor | Photon Drop x 10 |
| Rappy Hunter | Discover a Rappy Nest | Rappy Heart x 1 |
| Boomer Hunter | Discover a Boomer Nest | Photon Drop x 10 |
| Usanny Hunter | Discover an Usanny Nest | Photon Drop x 10 |
| Duelist | Discover the Arena | Photon Drop x 10 |

| TITLE | REQUIREMENT | REWARD |
|------------------|--|---------------------|
| Newbie Hunter | Reach level 3 | Rookie/Guard x 1 |
| Rookie Hunter | Reach level 10 | Rookie/Swift x 1 |
| Normal Hunter | Reach level 20 | +10 Item Pack Slots |
| Lead Hunter | Reach level 30 | Jel Element x 5 |
| Ace Hunter | Reach level 40 | +10 Item Pack Slots |
| Veteran Hunter | Reach level 50 | Zalure Element x 5 |
| Super Hunter | Reach level 60 | X-Element x 5 |
| Master Hunter | Reach level 70 | Meseta Element x 5 |
| Hero Hunter | Reach level 80 | Life Element x 5 |
| Legendary Hunter | Reach level 90 | X-Element x 5 |
| The Arrived | Reach level 100 | Soul Element x 3 |
| The Searcher | Reach your Material limit | Reset Material x 10 |
| Unfailing Heart | Get knocked unconscious 100 times | Risk Element x 3 |
| Power Hitter | Deal over 300 damage to an enemy | HP Material x 5 |
| Great Hitter | Deal over 600 damage to an enemy | HP Material x 10 |
| Ultimate Hitter | Deal over 1,800 damage to an enemy | HP Material x 15 |
| Tragic Hero | Take over 300 damage in one hit | Guard Material x 10 |
| Chain Ace | Reach a 10+ chain | PP Material x 5 |
| Chain Hero | Reach a 25+ chain | PP Material x 15 |
| Chain Master | Reach a 50+ chain | PP Material x 15 |
| Belriend One | Play a game in cooperative mode | Moon Atomizer x 15 |
| Commentator | Use chat mode 100 times | Star Atomizer x 5 |
| Sarisa's Friend | Choose Sarisa as a companion 50 times | HP Material x 5 |
| Kai's Friend | Choose Kai as a companion 50 times | HP Material x 5 |
| Ogi's Friend | Choose Ogi as a companion 50 times | Garland Zwei x 1 |
| Reve's Companion | Choose Reve as a companion 50 times | Rems Romulus x 1 |
| Young Charisma | Give order to NPCs over 100 times | Swift Material x 5 |
| Trader | Turn in 10 Photon Drops | Monogrinder x 10 |
| Happy Trader | Turn in 50 Photon Drops | Digrinder x 10 |
| All Trader | Turn in 100 Photon Drops | Trigrinder x 10 |
| Cat Lover | Pet all three cats in town | Animal Hand x 1 |
| Modifying Master | Improve a weapon to its limit with Grinders, an Element, and an Affinity Boost | Jel Element x 5 |
| Photon User | Get a weapon with over 60% in any Affinity | Zalure Element x 5 |

| TITLE | REQUIREMENT | REWARD |
|------------------------|--|-----------------------|
| Saber Collector | Acquire over 50% of the Sabers | Trigrinder x 10 |
| Sword Collector | Acquire over 50% of the Swords | Trigrinder x 10 |
| Dagger Collector | Acquire over 50% of the Daggers | Trigrinder x 10 |
| Spear Collector | Acquire over 50% of the Spears | Trigrinder x 10 |
| Claw Collector | Acquire over 50% of the Claws | Trigrinder x 10 |
| Shield Collector | Acquire over 50% of the Shields | Trigrinder x 10 |
| Double Saber Collector | Acquire over 50% of the Double Sabers | Trigrinder x 10 |
| Handgun Collector | Acquire over 50% of the Handguns | Trigrinder x 10 |
| Rifle Collector | Acquire over 50% of the Rifles | Trigrinder x 10 |
| Gunblade Collector | Acquire over 50% of the Gunblades | Trigrinder x 10 |
| Mech Gun Collector | Acquire over 50% of the Mech Guns | Trigrinder x 10 |
| Bazooka Collector | Acquire over 50% of the Bazookas | Trigrinder x 10 |
| Laser Cannon Collector | Acquire over 50% of the Laser Cannons | Trigrinder x 10 |
| Rod Collector | Acquire over 50% of the Rods | Trigrinder x 10 |
| Wand Collector | Acquire over 50% of the Wands | Trigrinder x 10 |
| Slicer Collector | Acquire over 50% of the Slicers | Trigrinder x 10 |
| Double Saber Creator | Acquire the Double Saber | Power Material x 5 |
| Dragon Giver | Acquire the Dragon Horn | Power Material x 5 |
| Legend Spinner | Acquire the Round Cannon | Power Material x 10 |
| Magic Bullet Shooter | Acquire the M25SE Mizuri | Hit Material x 10 |
| Momentary Storm | Acquire the Riveman Mizuri | Hit Material x 5 |
| Crimson Destroyer | Acquire the Red Cannon | Hit Material x 5 |
| Flying Witch | Acquire the Witch's Broom | Mind Material x 5 |
| Laughing Death | Acquire the Calamity Soul | Mind Material x 5 |
| Shining Moonlight | Acquire the Bright Moon | Mind Material x 5 |
| Forbidden Wizard | Acquire Alujaf | Mind Material x 10 |
| MAG Collector | Evolve your own MAG into a new tier | Monogrinder x 5 |
| MAG Trader | Trade a MAG | Digrinder x 5 |
| Mag Trainer | Raise a MAG to tier 4 | Trigrinder x 5 |
| The Millionaire | Galther 1,000,000 Meseta (and keep it on hand) | Celebrity Element x 5 |
| Title Enthusiast | Acquire 30 Titles | Chaos Element x 10 |
| Completionist | Acquire all other Titles | Heaven Element x 1 |

TOOLS OF THE HUNTER'S GUILD



A Hunter is only as good as his or her best equipment. Good weaponry, maintained armor, and a pile of healing items make all the difference against foul monsters. This chapter explains what weapons do, how to improve your gear, and where to find various upgrades.

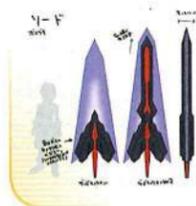
Weapon Types

There are three major categories of weapons in *Phantasy Star Zero*: Melee, Ranged, and Force. Melee weapons are used most often by Hunters. These are close range, heavier weapons that often inflict reasonably high damage. They're good for disrupting enemy attacks. Ranged weapons are used by Rangers (no kidding, right?). Though ranged weapons lack the damage of melee weaponry, they push enemies around and are good for holding off targets. Finally, force weapons raise Magic damage and do moderate damage in either melee or range, depending on the specific category.



Sabers

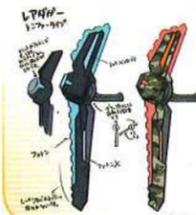
Sabers are the mainline weapon for starting Hunters. There really isn't a weakness when it comes to Sabers; these are weapons with moderate damage, fast attacks, good Photon Abilities, and so forth. You can't go wrong with a Saber.



Swords

Swords are extremely heavy weapons. It takes two hands to wield a Sword, and the swing time for each blow is much longer. Swords are able to hit multiple enemies without losing Attack Power. These weapons clear group of smaller enemies like nobody's business!

They also have some of the best melee Photon Arts in the game. The downside of Swords (beyond the speed issue) is that it takes better timing to use them. You need to know when enemies are going to attack before you initiate your combo.



Daggers

Daggers are extremely fast. Hunters keep a dagger in each hand and advance while swinging. These weapons lock a single enemy down and prevent that target from getting much done. That foe will be taking damage at such a rapid pace that death comes quickly and counterattacks are hard to achieve. While you can't fight multiple enemies very well with these, you do kill bosses and tougher foes quite nicely.



Spears

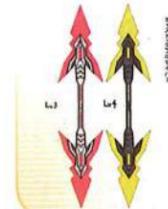
Spears are somewhat defensive weapons. They combine range with a more cautious attack style. Other weapons cause your character to dig into enemies, moving forward during combos. That's not always a good thing. You sometimes end up directly in the path of damage because your character is harder to pull back. Spears negate most of that concern; your character holds the line while simultaneously doing damage.

Another perk is the third swing of a Spear combo. The finishing attack has a wide range that makes it much easier to hit multiple foes. The standard stabs aren't as easy for this task. In fact, Spears require you to line up attacks with tremendous precision. If careful targeting bothers you, Spears aren't the best choice.



Claws

Claws are somewhat similar to Daggers. Your character advances quickly while attacking. The damage per hit is relatively high, and single targets go down quickly. The third hit in each combo is a double strike, further improving the output from these nasty fellows.



2 Sabers

2 Sabers are boss killers. These weapons offer even higher damage than their stats reveal. The attack combos take forever, and your Hunter is going to eat real damage because of that. But you won't find many melee options that cut through things faster.

If you're looking for damage over survivability, you came to the right place.



Rifles

Rifles are a low-range option with extremely good range and reliability. Solo Rangers get the least benefit from these unless they're quite patient and want to snipe targets while staying out of the action.

These are better weapons for grouped players who want to pin down advancing enemies and frustrate the monsters; they won't be able to close with the group as well, and they can't get out of your range either.



Mech Guns

Mech Guns have little range, but they're brutal and fun. The numbers tick quickly when you're firing Mech Guns, and single targets disappear in the blink of an eye. Players who like ranged attacks but also thrive on danger should be excited by these. Mech

Guns are wonderful at killing bosses or high-end monsters.



Shields

Shields give up melee damage potential to help your character survive. Even Spears don't rival the defensive nature of Shields. Your character gets the most benefit from this in a multiplayer group situation. Your Hunter won't take much damage while closing to attack the worst types of enemies. You end up with a lot of attention while other players heal and do heavy damage without needing to worry about Evasion and other defensive tactics. The overall effect is a higher kill rate for everyone. Your downside is a lower number of killing blows (and somewhat decreased personal XP).

To use the guard option with Shields, hold down the Left Bumper. You're now able to move around while guarding, making this feature extremely useful in dangerous battles.



Handguns

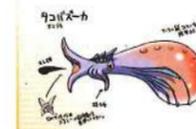
Handguns are short-range weapons that don't excel in damage or safety. They're a starter weapon for Rangers that are often left behind for some of the more exotic weapons in the line. Hunters occasionally use these weapons when ranged attacks are desired for trap shooting or other pressing reasons.



Gunblades

Gunblades give Rangers the chance to mix things up with their targets. Used at relatively close range (or at point blank), Gunblades are a hybrid weapon. Light and heavy attacks swing the weapon with melee combos, doing modest damage. When the

Left Bumper is held, these attacks become spread, ranged shots. Enemies with high Resistance to ranged damage are sometimes easier to dispatch with Gunblades. That said, you must be careful of incoming damage, since Gunblades leave your Ranger very exposed.



Bazookas

Bazookas are long-range weapons with an agonizing rate of fire. Their individual shots hit hard, but you need to rely on their Photon Arts to deal the real damage. Bazookas are not good for keeping an enemy off your back; use these when you have a group to distract the targets.



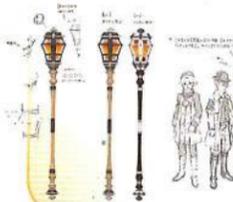
Laser Cannons

Laser Cannons are the room sweepers of the ranged line. Their damage against individual targets won't eclipse other weapons, but it's easy to hit large groups without much setup time. Lure enemies toward your character; this causes them to line up as they come forward. The blasts from your Laser Cannon hit everyone in that line. It's lovely to watch. A good mix of Mech Gun and Laser Cannon work almost ensures that your Ranger remains useful in boss and group situations.



Wands

Wands increase technique damage as well, though they aren't as good for getting big numbers across the board. Instead, they're useful for specializing on a given damage type. For instance, you can collect Wands with bonuses to Fire damage and use them in areas where few enemies have Resistance to Fire techniques (e.g. the Rihō Snowfields). Collect other wands with different bonuses and use them situationally. This takes more time and effort compared to Rod use, but the results are superior if you invest well in each of those weapons. That's not feasible in the early game, but later on it becomes more tenable.



Rods

Rods have strong melee swings (for a Force weapon) and provide a substantial bonus to all your techniques. They're a superb weapon for a Force User who switches frequently between multiple techniques.



Slicers

Slicers are thrown to deal damage at range, sometimes to multiple targets. It's hard to line up foes for this by yourself, but Force Users with either patience or a good teammate can quickly destroy enemies that are grouping against a different target.

Armor

Armor raises Defense, Evasion, and Resistance. Your character takes less damage, is hit less often, and mitigates damage from specific sources because of these statistics. Upgrading armor is almost always the best way to improve your survivability.

Add Grinders to armor for a substantial bonus to Defense. Otherwise, there isn't too much you can do to improve a given suit of armor. Instead, you can find a few different suits of armor and switch between them for any given quest.

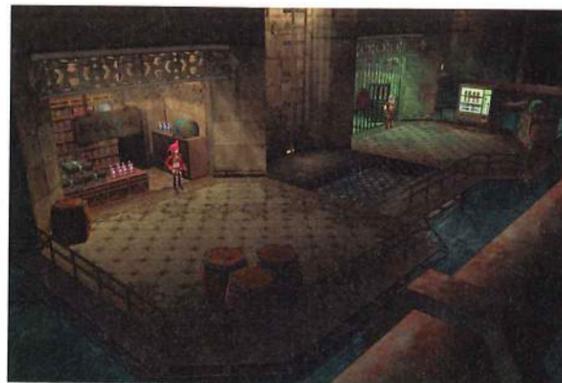
For example, armor with high Light and Dark Resistance is going to excel in the Dark Shrine (even if it's a star behind your best gear).

Upgrading Equipment

Find the tricks of the trade right here. You won't get as far as quickly in *Phantasy Star* without improving your equipment. This is how you do it!

Grinders

Grinders are found inside chests and can be purchased from the Photon Collector in the sewers (after a certain point in the game's story). Grinders improve the damage output of weapons as well as the defensive nature of armor. There are three types of Grinders: Monogrinders, Digrinders, and Trigrinders. None of these is particularly more effective at improving items, but instead, the difference reflects what quality of items are affected by the given Grinder.



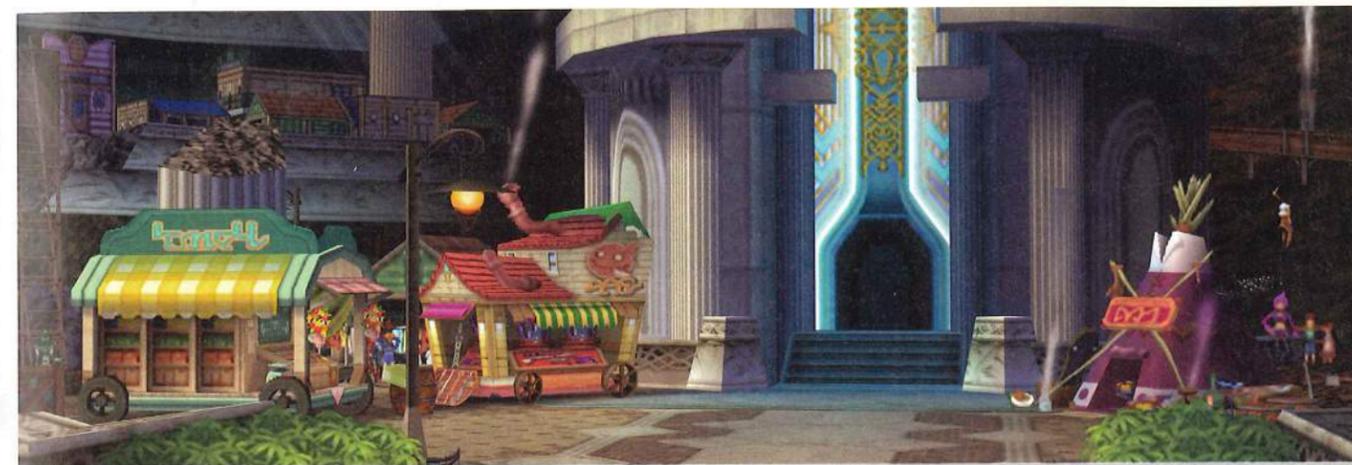
GRINDER CHART

| GRINDER TYPE | QUALITY OF ITEM AFFECTED | IMPROVEMENT |
|--------------|--------------------------|-----------------|
| Monogrinder | *1-3 Weapons | Attack Power +2 |
| Monogrinder | *1-3 Armor | Defense +2 |
| Digrinder | *1-5 Weapons | Attack Power +2 |
| Digrinder | *1-5 Armor | Defense +2 |
| Trigrinder | *1-7 Weapons | Attack Power +2 |
| Trigrinder | *1-7 Armor | Defense +2 |

As you can see, it's possible to use the best Grinders on lower grade weapons and armor, but there isn't much of a point. It's easier to procure lower tier Grinders, so they're best used on lower grade items. Save the Trigrinders for the best items out there.

Elements

The merchant on the right side of Dairon City accepts rare elemental items from clients. These are used to upgrade a character's weapon to provide various advantages in combat. Some of the effects only occur from time to time. Others happen every time an enemy is struck but have a secondary cost (in Meseta or Hit Points).



ELEMENTAL EFFECTS

| ELEMENT | EFFECT |
|---------|---|
| Heat | Has a chance to inflict Burn on your enemy, dealing damage over time |
| Ice | Has a chance to Freeze your enemy (causing him or her to stop moving and attacking until struck or the duration ends) |
| Stun | Has a chance to inflict Stun on your enemies (causing them to stop moving and attacking until the duration ends) |
| Light | Has a chance to inflict Confusion on your enemy; the targets runs around aimlessly and has trouble targeting while the effect lasts |
| Dark | Has a chance to inflict Poison on your enemy, dealing damage over time |
| Draw | Has a chance to heal your character based on how much damage he or she inflicted |
| Heart | Has a chance to restore your character's PP based on how much damage he or she inflicted |
| Heaven | Gives a chance to inflict Death, automatically killing many targets |
| Soul | The weapon's Attack Power and Magic improve when your character falls below 1/3 health |
| Meseta | Has a chance to give your character free Meseta each time you hit an enemy |
| X | Has a chance to add Experience each time you hit a monster (does not work against bosses) |
| Life | Your character always deals 50% more damage; you also lose health each time you attack |
| Self | Your character always deals 10% to 50% more damage; you lose Meseta each time you attack |
| Slow | Has a chance to inflict Slow on the target, reducing the rate of his or her attacks |
| Risk | Sometimes causes attacks to inflict 50% more damage, but your character takes some of the damage when the effect triggers |
| Jellen | Has a chance to lower the Attack Power and Magic stats of your enemy |
| Zalure | Has a chance to lower the Defense/Evasion of an enemy |
| Chaos | Can cause a random status effect on the target |

COST FOR ADDING WEAPON ELEMENTS

| WEAPON RARITY | COST |
|---------------|---------|
| *1 | 1000 |
| *2 | 2500 |
| *3 | 6000 |
| *4 | 15,000 |
| *5 | 25,000 |
| *6 | 45,000 |
| *7 | 120,000 |

Improving Affinity

The strange merchant on the right side of Dairon City is able to add 5, 10, or even 15 percent to a weapon's Photon Attribute (i.e., its affinity for a specific enemy type). This is only possible once you've upgraded a weapon with Grinders as far as it can go. You also need a fair amount of cash on hand to do it.

Once you're ready, take the given weapon to the merchant and select it from your inventory. The merchant asks which attribute to improve. Select it and see how much the attribute rises. If you're especially in love with the weapon, save first and reload until you get a 15% improvement.

AFFINITY TABLE

| ATTRIBUTE INCREASE | PERCENTAGE CHANCE |
|--------------------|-------------------|
| +5% | 40% |
| +10% | 40% |
| +15% | 20% |

COST OF AUGMENTING WEAPON AFFINITY

| WEAPON RARITY | COST |
|---------------|---------|
| *1 | 2000 |
| *2 | 5000 |
| *3 | 10,000 |
| *4 | 25,000 |
| *5 | 50,000 |
| *6 | 100,000 |
| *7 | 250,000 |



Stores and Merchandise in Dairon City

There are many items, weapons, and oddities in Dairon City. Read through the descriptions below to find out what's available and how to procure such goods.

Checking the Stores

You can't find everything you need out in the wild; it takes such a long time that it isn't worth your effort. Monomates are cheap in town, and there are plenty of goods and services to peruse. There are five merchants in Dairon City. Topside, in the central market, there are three people: the weapon/armor merchant, an item merchant, and a guy who upgrades weapons. Below, in the sewers, are two more people: the Photon Collector and the Enemy Collector.

Take the Meseta you earn from quests and look through the merchants' inventories. Sell equipment you don't want or need to earn extra money. This isn't necessary in the long run, but it helps early in the game. *Phantasy Star Zero's* money has less importance in the late game, when healing items become quite cheap and the only goods you especially need are hidden in dangerous quest areas.

Note that more and more items become available as you ascend in level. Higher versions of healing and restorative items become available at the item store. Also, the power of weapons and armor at the stores rises too (as do their prices).

See the table on the following page to get an idea about the variety of goods on the open market and how they're used.



NON-COMBAT ITEM LIST

| ITEM NAME | PURPOSE | MAX CAPACITY |
|-----------------|--|--------------|
| Monomate | Heals 30% of the user's Hit Points | 10 |
| Dimate | Heals 60% of the user's Hit Points | 10 |
| Trimate | Heals all of the user's Hit Points | 10 |
| Monofluid | Restores 30% of the user's Photon Points | 10 |
| Difluid | Restores 60% of the user's Photon Points | 10 |
| Trifluid | Restores all of the user's Photon Points | 10 |
| Sol Atomizer | Negates status effects for user and nearby allies | 10 |
| Star Atomizer | Heals the user and nearby allies for 60% of their total Hit Points | 5 |
| Moon Atomizer | Resurrects nearby allies that are knocked unconscious | 5 |
| Telepipe | Opens a gateway between your location in the field and the center of the Hunter's Guild | 10 |
| Trap Vision | Exposes traps in the field (lasts until your character returns to town or is knocked out) | 10 |
| Scape Doll | These are destroyed when your character would be knocked out normally, restoring all health | 3 |
| Technique Disks | If your level/race/class is appropriate, you can learn higher level Techniques by using these from your inventory | 1 |
| Element | Attach these to weapons at the Custom Shop to add various effects to your attacks | 99 |
| Materials | Permanently raise one stat on your character (Hit Point, Photon Points, Power, Defense, Accuracy, Evasion, or Magic) | 99 |
| Reset Material | Delete Materials you've used on your character | 99 |
| Enemy Resources | Dropped parts of your enemies; give these to the Enemy Collector to fashion special equipment | 99 |
| Photon Drop | Give these to the Photon Collector for various rare items | 99 |
| Grinders | Permanently improve weapons and armor | 99 |
| Hearts | Special monster items that change high-level MAGS into a new form | 99 |

Traps

The CAST race uses traps to either hamper/wound enemies or heal members of the party. Purchase traps from the Item Store and place them on your action palette for fast use.

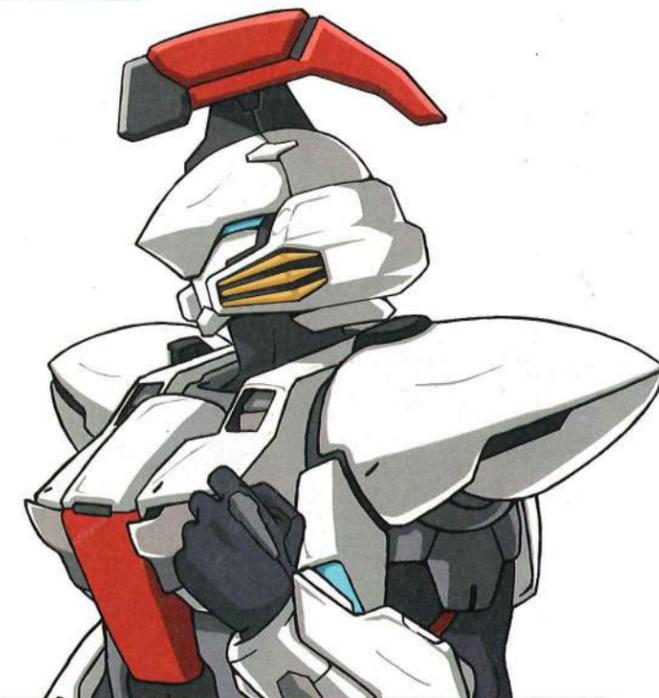
CASTs are able to carry a varying number of traps based on their sex and class. Look through the Character Chapter "A Cast of Heroes" to get a better idea about these.

Heat traps detonate and deal damage over time to nearby enemies. Although they're good for generic enemies, they cannot damage almost any bosses. Hunter CASTs that want to improve their damage output enjoy these the most.

Ice traps are more defensive. They Freeze nearby enemies and give your character a chance to reposition safely. Ranged CASTs get the most benefit from these.

Light traps Confuse targets. These traps are the hardest to use effectively because their output is variable.

Heal traps are unusual because they detonate and help the people they affect. Stand near these to benefit from their power. Because CASTs can't use Techniques, these are yet another way to extend your survivability. They're also the only type of trap that works in most boss fights.



The Photon Collector

You can locate the Photon Collector on the left side of the sewers. Talk to her when you find a substantial stash of Photon Drops, which are found in golden boxes and chests. They're MUCH more common than they were in earlier *Phantasy Star* games, but you need far more of them to get some of the better purchases.



PHOTON COLLECTOR INVENTORY

| ITEM NAME | ITEM TYPE | PHOTON COST | ITEM NAME | ITEM TYPE | PHOTON COST |
|-------------------|---------------|-------------|----------------|-----------|-------------|
| Harisen | Saber | 10 | Heart Element | Element | 8 |
| Twinkle Star | Saber | 40 | Soul Element | Element | 12 |
| Kitchen Knife | Sword | 99 | Meseta Element | Element | 8 |
| Eitons | Daggers | 5 | X-Element | Element | 8 |
| Animal Hand | Claws | 10 | Life Element | Element | 12 |
| Doppelsize | 2 Sabers | 30 | Slow Element | Element | 4 |
| Sprinkling Shower | Handgun | 5 | Risk Element | Element | 12 |
| Pounding Shower | Handgun | 60 | Self Element | Element | 12 |
| Mizuri CX4 | Rifle | 50 | Light Element | Element | 4 |
| Karakasajikomi | Gunblade | 15 | Dark Element | Element | 4 |
| Berry Ice Beam | Bazooka | 20 | Jel Element | Element | 8 |
| Witch's Broom | Rod | 15 | Zalure Element | Element | 8 |
| Imperial Rod | Rod | 45 | Monogrinder | Grinder | 1 |
| Dumbbell | Wand | 10 | Digrinder | Grinder | 3 |
| Gardening Wear | Armor | 35 | Trigrinder | Grinder | 5 |
| Miyabi Hakama | Armor | 40 | HP Material | Material | 5 |
| Basic MAG | MAG | 5 | PP Material | Material | 5 |
| Scape Doll | Survival Item | 5 | Power Material | Material | 5 |
| Heat Element | Element | 4 | Guard Material | Material | 5 |
| Ice Element | Element | 12 | Hit Material | Material | 5 |
| Slun Element | Element | 12 | Swift Material | Material | 5 |
| Draw Element | Element | 8 | Mind Material | Material | 5 |
| | | | Reset Material | Material | 5 |

Enemy Collector

On the right side of the sewers is another collector altogether. This guy uses parts from fallen enemies to make new items, crafting special weapons and armor. Bosses are the best targets for finding these pieces, and higher difficulty targets often drop similar (but stronger) versions of the items.



| ENEMY ITEM | CRAFTED ITEM TYPE | EQUIPMENT NAME | TRANSACTION COST |
|-------------------|-------------------|-----------------|------------------|
| Broken Horn | Spear | Scarred Horn | 5000 |
| Dragon's Horn | Spear | Dragon Horn | 50,000 |
| Black Drill | Spear | Mobius Drill | 5000 |
| White Drill | Spear | Hemlar Drill | 50,000 |
| Garapynthon Fang | Claws | Bison Bite | 25,000 |
| Garahadan Fang | Claws | Hadan Bite | 100,000 |
| Hellion's Mane | Shield | Hellion Roar | 500 |
| Burning Mane | Shield | Blaze Roar | 25,000 |
| Rohjade Scale | Shield | Jade Hals | 2500 |
| Rohkrysta Crystal | Shield | Krista Hals | 50,000 |
| Phobos Shard | Rifle | Phobos Shoot | 25,000 |
| Black Shard | Rifle | Black Phobos | 50,000 |
| Slimy Tentacle | Bazooka | Octo-Bazooka | 5000 |
| Lively Tentacle | Bazooka | Devil Bazooka | 50,000 |
| Black Muzzle | Laser Cannon | Chaos Cannon | 5000 |
| White Muzzle | Laser Cannon | Tartarus Cannon | 100,000 |

Password Machine

Check out the vending machine on the far right side of the sewers. Guess what? This isn't a normal vending machine! It's a Password Machine. Type in special passwords here to find free items.

| ITEM | PASSWORD | ITEM | PASSWORD |
|-------------------|-----------|------------------|-----------|
| Selvaria's Spear | 5703-8252 | INGame: Greg&Kir | 5531-0215 |
| Selvaria's Shield | 4294-2273 | Nintendo Power | 3171-0109 |
| Blade Cannon | 7839-3594 | Puyo Soul | 3470-1424 |
| Caduceus's Rod | 5139-6877 | Taupy Soul | 9475-6843 |
| Game Master | 7162-5792 | Lassie Soul | 4775-7197 |
| CONSOLES+ | 9185-6189 | | |

Equipment Lists

Weapon Tables

SABERS

CUTLASS

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 @ |
| Attack Power | 30 - 37 |
| Attack Accuracy | 93 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

SABER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 31 - 39 |
| Attack Accuracy | 97 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

BLADE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 32 - 40 |
| Attack Accuracy | 96 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CHROME CUTLASS

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 45 - 56 |
| Attack Accuracy | 112 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

SABER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 50 - 63 |
| Attack Accuracy | 128 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

HOBISEN

| CATEGORY | VALUE |
|-------------------|--------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 1 - 82 |
| Attack Accuracy | 154 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CLEAR SABER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 70 - 87 |
| Attack Accuracy | 158 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EIN BLADE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 71 - 89 |
| Attack Accuracy | 156 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

RED SABER

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 14 |
| Rarity | 4 ★ |
| Attack Power | 50 - 111 |
| Attack Accuracy | 148 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

TWINKLE STAR

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 16 |
| Rarity | 4 ★ |
| Attack Power | 91 - 114 |
| Attack Accuracy | 189 |
| Range (m) | 2.5 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

HURTYN

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 94 - 118 |
| Attack Accuracy | 182 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

NATTURI

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 100 - 125 |
| Attack Accuracy | 187 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CLEAR SABER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 106 - 132 |
| Attack Accuracy | 192 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

BLUE SABER

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 26 |
| Rarity | 5 ★ |
| Attack Power | 75 - 155 |
| Attack Accuracy | 177 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

HUTURE SIKKI

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 132 - 165 |
| Attack Accuracy | 219 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ALIAS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 136 - 170 |
| Attack Accuracy | 227 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

TESTAROSSA

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 136 - 189 |
| Attack Accuracy | 222 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CVAL

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 22 |
| Rarity | 5 ★ |
| Attack Power | 147 - 184 |
| Attack Accuracy | 230 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GOOF SWITTER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 38 |
| Rarity | 6 ★ |
| Attack Power | 1 - 216 |
| Attack Accuracy | 255 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

WHITE SABER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 38 |
| Rarity | 6 ★ |
| Attack Power | 105 - 210 |
| Attack Accuracy | 213 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

MIFINSEN

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 189 - 236 |
| Attack Accuracy | 258 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

STORMER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 199 - 249 |
| Attack Accuracy | 291 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

LOUIS KANON

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 90 |
| Rarity | 7 ★ |
| Attack Power | 140 - 283 |
| Attack Accuracy | 245 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ECLIPSE STAR

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 56 |
| Rarity | 7 ★ |
| Attack Power | 234 - 292 |
| Attack Accuracy | 227 |
| Range (m) | 2.5 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

LIZDARIAS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 247 - 309 |
| Attack Accuracy | 228 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ZERO SABER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 70 |
| Rarity | 7 ★ |
| Attack Power | 283 - 354 |
| Attack Accuracy | 306 |
| Range (m) | 2.5 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |



SWORDS

SWORD

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 1 ★ |
| Attack Power | 27 - 54 |
| Attack Accuracy | 68 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

EIN CALIBUR

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 43 - 86 |
| Attack Accuracy | 91 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

CLAYMORE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 46 - 91 |
| Attack Accuracy | 94 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

CHROME SWORD

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 61 - 122 |
| Attack Accuracy | 111 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

RAV CLAYMORE

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 69 - 137 |
| Attack Accuracy | 117 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

JAMSHID

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 86 - 171 |
| Attack Accuracy | 133 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DEO CALIBUR

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 91 - 181 |
| Attack Accuracy | 137 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

EGNESACHS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 15 |
| Rarity | 4 ★ |
| Attack Power | 123 - 186 |
| Attack Accuracy | 145 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ANATSUKI FU

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 30 |
| Rarity | 5 ★ |
| Attack Power | 113 - 226 |
| Attack Accuracy | 158 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

NOCHO

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | ★ |
| Attack Power | 117 - 233 |
| Attack Accuracy | 192 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

VORONATE FU

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 30 |
| Rarity | 5 ★ |
| Attack Power | 124 - 247 |
| Attack Accuracy | 166 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

GALE BRINGER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 38 |
| Rarity | 6 ★ |
| Attack Power | 196 - 352 |
| Attack Accuracy | 196 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

VORONATE IN

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 80 |
| Rarity | 7 ★ |
| Attack Power | 351 - 502 |
| Attack Accuracy | 221 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ASHALON

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 127 - 254 |
| Attack Accuracy | 164 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

MILINS SWORD

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 42 |
| Rarity | 6 ★ |
| Attack Power | 265 - 429 |
| Attack Accuracy | 218 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

HA DONG

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 134 - 268 |
| Attack Accuracy | 168 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

MINSRIFFE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 232 - 463 |
| Attack Accuracy | 208 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ZANNAH

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 162 - 324 |
| Attack Accuracy | 184 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ANATSUKI IN

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 80 |
| Rarity | 7 ★ |
| Attack Power | 306 - 566 |
| Attack Accuracy | 200 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

KLAU SOLAS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 181 - 362 |
| Attack Accuracy | 194 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

MILINS BREAKER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 58 |
| Rarity | 7 ★ |
| Attack Power | 333 - 566 |
| Attack Accuracy | 252 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |



DAGGERS

DAGGERS

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 25 - 31 |
| Attack Accuracy | 99 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

8-OUNCER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | ★ |
| Attack Power | 36 - 49 |
| Attack Accuracy | 132 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EIN RIDDER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 39 - 49 |
| Attack Accuracy | 132 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

RAV KNIFE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 41 - 51 |
| Attack Accuracy | 135 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

CHROME DAGGERS

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 55 - 69 |
| Attack Accuracy | 161 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

DEO RIDDER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 58 - 73 |
| Attack Accuracy | 165 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

HOLLOW GIMLET

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 6 |
| Rarity | 3 ★ |
| Attack Power | 63 - 89 |
| Attack Accuracy | 167 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

LADIS FANGS

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 77 - 96 |
| Attack Accuracy | 193 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

CLEAR KNIFE

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 86 - 108 |
| Attack Accuracy | 203 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

TONFO

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 14 |
| Rarity | 4 ★ |
| Attack Power | 89 - 111 |
| Attack Accuracy | 195 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

BITTER BERRY

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 76 - 108 |
| Attack Accuracy | 157 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CHROME LANCE

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 81 - 161 |
| Attack Accuracy | 184 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DEO GLAIVE

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 85 - 170 |
| Attack Accuracy | 179 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

SCARRED HORN

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 15 |
| Rarity | 4 ★ |
| Attack Power | 129 - 184 |
| Attack Accuracy | 195 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

MOBIUS DRILL

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 16 |
| Rarity | 4 ★ |
| Attack Power | 132 - 189 |
| Attack Accuracy | 177 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

12-OUNCER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 26 |
| Rarity | 5 ★ |
| Attack Power | 105 - 131 |
| Attack Accuracy | 149 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

JORMUNGAND

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 114 - 143 |
| Attack Accuracy | 237 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

FEATHERHAND

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 121 - 151 |
| Attack Accuracy | 243 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

JASPER ROAR

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 146 - 182 |
| Attack Accuracy | 266 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

FERRIS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 154 - 193 |
| Attack Accuracy | 273 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

GRASZLA

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 119 - 238 |
| Attack Accuracy | 215 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

ALUCART

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 123 - 245 |
| Attack Accuracy | 210 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

SELDORIN'S SWORD

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 208 - 265 |
| Attack Accuracy | 226 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ABRAHAM

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 152 - 304 |
| Attack Accuracy | 254 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

UNDULATE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 165 - 330 |
| Attack Accuracy | 241 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

BLOODY GIMLET

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 40 |
| Rarity | 6 ★ |
| Attack Power | 167 - 209 |
| Attack Accuracy | 276 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ROGE TORFA

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 56 |
| Rarity | 7 ★ |
| Attack Power | 206 - 211 |
| Attack Accuracy | 331 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

FOIE HATZE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 220 - 275 |
| Attack Accuracy | 308 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |



DRAGON HORN

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 40 |
| Rarity | 6 ★ |
| Attack Power | 244 - 348 |
| Attack Accuracy | 269 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

HEMERA DRILL

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 42 |
| Rarity | 6 ★ |
| Attack Power | 250 - 357 |
| Attack Accuracy | 245 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ECLAMASACH

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 205 - 410 |
| Attack Accuracy | 279 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

GRAND CHARIOT

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Attack Power | 217 - 434 |
| Attack Accuracy | 272 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

BIG MOBIUS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 63 |
| Rarity | 7 ★ |
| Attack Power | 337 - 482 |
| Attack Accuracy | 269 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

SPEARS

EIN GLAIVE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 41 - 81 |
| Attack Accuracy | 120 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

IRON SPEAR

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 42 - 83 |
| Attack Accuracy | 117 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

IRON LANCE

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 58 - 115 |
| Attack Accuracy | 153 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable</ |

CLAWS

EM ARM

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 52 – 65 |
| Attack Accuracy | 128 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

D-FANGS

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 54 – 68 |
| Attack Accuracy | 126 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ANIMAL HAND

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 6 |
| Rarity | 3 ★ |
| Attack Power | 71 – 89 |
| Attack Accuracy | 168 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

IRON CLOWS

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 74 – 92 |
| Attack Accuracy | 156 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DEO ARM

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 78 – 97 |
| Attack Accuracy | 160 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CHROME CLOWS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 103 – 129 |
| Attack Accuracy | 187 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

WRATH FANGS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 115 – 144 |
| Attack Accuracy | 189 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ORGACLAU

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 16 |
| Rarity | 4 ★ |
| Attack Power | 121 – 171 |
| Attack Accuracy | 194 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

VALIANT

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 62 – 141 |
| Attack Accuracy | 242 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

FILAMARE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 153 – 191 |
| Attack Accuracy | 230 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DUTHON BITE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 161 – 201 |
| Attack Accuracy | 227 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DIABOLIC GAUNTLET

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 28 |
| Rarity | 5 ★ |
| Attack Power | 165 – 206 |
| Attack Accuracy | 233 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ORGARES

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 194 – 243 |
| Attack Accuracy | 258 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

PHYTEUMA

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 206 – 257 |
| Attack Accuracy | 264 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

PINKY HAND

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 40 |
| Rarity | 6 ★ |
| Attack Power | 209 – 236 |
| Attack Accuracy | 278 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

PHANTASMA GAUNTLET

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 58 |
| Rarity | 7 ★ |
| Attack Power | 211 – 316 |
| Attack Accuracy | 277 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ADORALPHS

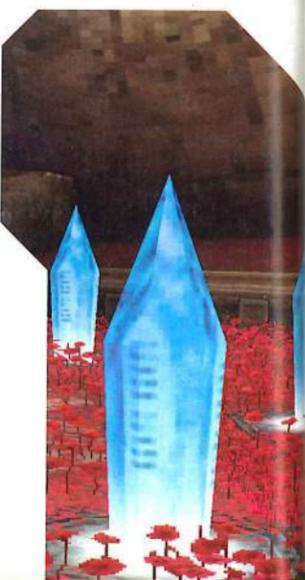
| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Attack Power | 262 – 328 |
| Attack Accuracy | 283 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

HADON BITE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 293 – 366 |
| Attack Accuracy | 287 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

RIHO'S CLAW

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 80 |
| Rarity | 7 ★ |
| Attack Power | 324 – 386 |
| Attack Accuracy | 309 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |



SHIELDS

SHIELD

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 19 – 24 |
| Attack Accuracy | 103 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

ROV BANGLE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 32 – 40 |
| Attack Accuracy | 140 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

HELION ROAR

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 55 – 71 |
| Attack Accuracy | 135 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

TATAMI MAT

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 6 |
| Rarity | 3 ★ |
| Attack Power | 42 – 52 |
| Attack Accuracy | 165 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CLEAR BANGLE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 48 – 60 |
| Attack Accuracy | 176 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

JADE HULSE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 61 – 82 |
| Attack Accuracy | 169 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

CHROME SHIELD

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 60 – 75 |
| Attack Accuracy | 200 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

CRIMSONFIELD

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 81 – 98 |
| Attack Accuracy | 208 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

BLAZE ROAR

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 24 |
| Rarity | 4 ★ |
| Attack Power | 89 – 151 |
| Attack Accuracy | 243 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

SELDORIN'S SHIELD

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 89 – 123 |
| Attack Accuracy | 241 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EGALTA

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 94 – 117 |
| Attack Accuracy | 253 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

LIEUCON STIHL

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 28 |
| Rarity | 5 ★ |
| Attack Power | 100 – 120 |
| Attack Accuracy | 266 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable</ |

IROS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 153 – 225 |
| Attack Accuracy | 316 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

EMERALDFIELD

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 60 |
| Rarity | 7 ★ |
| Attack Power | 180 – 225 |
| Attack Accuracy | 316 |
| Range (m) | 2 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

AJOK

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 65 |
| Rarity | 7 ★ |
| Attack Power | 198 – 248 |
| Attack Accuracy | 344 |
| Range (m) | 2 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |



2-SABERS

ROMULUS

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 50 – 108 |
| Attack Accuracy | 140 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

BINARY SABER

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 4 |
| Rarity | 3 ★ |
| Attack Power | 71 – 108 |
| Attack Accuracy | 137 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

DOUBLE BLADE

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 74 – 105 |
| Attack Accuracy | 138 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DOUBLE EDGE

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 78 – 111 |
| Attack Accuracy | 116 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DOUBLE RAPIER

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 97 – 139 |
| Attack Accuracy | 140 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ASHWEIS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 18 |
| Rarity | 4 ★ |
| Attack Power | 100 – 143 |
| Attack Accuracy | 172 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DOUBLE CALIBUR

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 103 – 147 |
| Attack Accuracy | 165 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DOUBLE SABER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 109 – 156 |
| Attack Accuracy | 139 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DOPPEL SCUTHE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 14 |
| Rarity | 4 ★ |
| Attack Power | 112 – 183 |
| Attack Accuracy | 135 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

STAG CUTLERY

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 15 |
| Rarity | 4 ★ |
| Attack Power | 115 – 164 |
| Attack Accuracy | 162 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

REUS ROMULUS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 106 – 212 |
| Attack Accuracy | 201 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

DOUBLE SWORD

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 137 – 195 |
| Attack Accuracy | 168 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

EDU LIMIT

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 144 – 206 |
| Attack Accuracy | 199 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ADENLOTE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 22 |
| Rarity | 5 ★ |
| Attack Power | 153 – 218 |
| Attack Accuracy | 166 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

TWIN BRAND

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 28 |
| Rarity | 5 ★ |
| Attack Power | 160 – 229 |
| Attack Accuracy | 194 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

DATHHANEL

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 184 – 263 |
| Attack Accuracy | 194 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

ROCHE LIMIT

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 195 – 279 |
| Attack Accuracy | 229 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

CRONOS SCUTHE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 42 |
| Rarity | 6 ★ |
| Attack Power | 211 – 302 |
| Attack Accuracy | 186 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

GIGAS ROMULUS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 200 – 387 |
| Attack Accuracy | 235 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

MEHRENNHA

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Attack Power | 249 – 355 |
| Attack Accuracy | 213 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DIOSKUROI

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 63 |
| Rarity | 7 ★ |
| Attack Power | 256 – 366 |
| Attack Accuracy | 261 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

MORGENLOTE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 278 – 397 |
| Attack Accuracy | 210 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

CLAIR DOUBLES

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 58 |
| Rarity | 7 ★ |
| Attack Power | 293 – 418 |
| Attack Accuracy | 245 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |



HANDGUNS

HANDGUN

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 19 – 27 |
| Attack Accuracy | 70 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EIN PISTOL

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 20 – 29 |
| Attack Accuracy | 72 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

RAV PULSE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 22 – 31 |
| Attack Accuracy | 74 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GROW SHOWER

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 2 ★ |
| Attack Power | 27 – 39 |
| Attack Accuracy | 88 |
| Range (m) | 10 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CHROME GUN

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DARDUN 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 14 |
| Rarity | 4 ★ |
| Attack Power | 73 – 104 |
| Attack Accuracy | 142 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

LUXION GUN 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 69 – 132 |
| Attack Accuracy | 166 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

BLOOM SHOWER 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 81 – 115 |
| Attack Accuracy | 158 |
| Range (m) | 10 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

RADIANT 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 83 – 137 |
| Attack Accuracy | 160 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EMERALD SIN 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 96 – 137 |
| Attack Accuracy | 168 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

LEISE GARLAND 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 4 |
| Rarity | 3 ★ |
| Attack Power | 59 – 79 |
| Attack Accuracy | 125 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CLEAR SHOT 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 61 – 87 |
| Attack Accuracy | 124 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

METFORD 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 74 – 106 |
| Attack Accuracy | 141 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DEO RIFLE 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 80 – 114 |
| Attack Accuracy | 144 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

MISSOURI CRU 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 14 |
| Rarity | 4 ★ |
| Attack Power | 81 – 102 |
| Attack Accuracy | 150 |
| Range (m) | 18 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

KLEINGOLD 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 121 – 173 |
| Attack Accuracy | 189 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

HIO MISSOURI 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 38 |
| Rarity | 6 ★ |
| Attack Power | 134 – 191 |
| Attack Accuracy | 196 |
| Range (m) | 14 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

TACHON GUN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 130 – 241 |
| Attack Accuracy | 210 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ROUGE PULSE 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 174 – 249 |
| Attack Accuracy | 213 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

N-TATHALAM 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 60 |
| Rarity | 7 ★ |
| Attack Power | 186 – 265 |
| Attack Accuracy | 216 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GARLAND ZWEI 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 83 – 165 |
| Attack Accuracy | 176 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

MISSOURI RHU 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 26 |
| Rarity | 5 ★ |
| Attack Power | 108 – 143 |
| Attack Accuracy | 180 |
| Range (m) | 18 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

RUJONG 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 112 – 160 |
| Attack Accuracy | 173 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

GERNILDE 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 120 – 171 |
| Attack Accuracy | 178 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

PHOBOS SHOOT 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 28 |
| Rarity | 5 ★ |
| Attack Power | 126 – 184 |
| Attack Accuracy | 171 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

H44 MISSOURI 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 64 |
| Rarity | 7 ★ |
| Attack Power | 198 – 283 |
| Attack Accuracy | 224 |
| Range (m) | 12 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

ZERO RIFLE 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 70 |
| Rarity | 7 ★ |
| Attack Power | 268 – 342 |
| Attack Accuracy | 235 |
| Range (m) | 12 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |



RIFLES

CARBINE 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 24 – 34 |
| Attack Accuracy | 73 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

EIN RIFLE 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 38 – 54 |
| Attack Accuracy | 96 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

ROU SHOT 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 41 – 58 |
| Attack Accuracy | 99 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

GARLAND 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 39 – 84 |
| Attack Accuracy | 122 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CHROME CARBINE 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 53 – 76 |
| Attack Accuracy | 117 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

HEIMDAL 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 126 – 184 |
| Attack Accuracy | 180 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

MG033 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 38 |
| Rarity | 6 ★ |
| Attack Power | 135 – 193 |
| Attack Accuracy | 207 |
| Range (m) | 18 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

ENFIELD 

| CATEGORY | VALUE |
|----------|-------|
|----------|-------|

LOUATEINN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 204 – 291 |
| Attack Accuracy | 219 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

VAMINOKOU MIO9 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 90 |
| Rarity | 7 ★ |
| Attack Power | 212 – 342 |
| Attack Accuracy | 233 |
| Range (m) | 18 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

M25SE MISSOURI 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 80 |
| Rarity | 7 ★ |
| Attack Power | 216 – 309 |
| Attack Accuracy | 267 |
| Range (m) | 22 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

GUN SLASH 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 25 – 45 |
| Attack Accuracy | 86 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

EIN MAZURKA 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 27 – 48 |
| Attack Accuracy | 88 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

FRICAND 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 147 – 256 |
| Attack Accuracy | 201 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

NEIDARUL 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Attack Power | 157 – 274 |
| Attack Accuracy | 206 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CELESTO LASER 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 62 |
| Rarity | 7 ★ |
| Attack Power | 223 – 283 |
| Attack Accuracy | 213 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |



GUNBLADES

AHEON 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 27 – 94 |
| Attack Accuracy | 112 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

KARAKASA JIKOMI 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 4 |
| Rarity | 3 ★ |
| Attack Power | 37 – 64 |
| Attack Accuracy | 96 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GUN BROWER 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 39 – 67 |
| Attack Accuracy | 107 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

ROU DUPLEX 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 44 – 77 |
| Attack Accuracy | 113 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

SONIC LASER 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 16 |
| Rarity | 4 ★ |
| Attack Power | 54 – 110 |
| Attack Accuracy | 134 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DEO MAZURKA 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 57 – 100 |
| Attack Accuracy | 132 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CLEAR DUPLEX 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 62 – 107 |
| Attack Accuracy | 136 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

LORD AHEON 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 55 – 156 |
| Attack Accuracy | 161 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

REIQLING 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 75 – 131 |
| Attack Accuracy | 155 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

URAOLET 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 81 – 141 |
| Attack Accuracy | 159 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

BLADE CANNON 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 91 – 160 |
| Attack Accuracy | 138 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ROGLERLING 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 102 – 177 |
| Attack Accuracy | 178 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

NERSIR 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 116 – 203 |
| Attack Accuracy | 187 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

BANGASA JIKOMI 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 40 |
| Rarity | 6 ★ |
| Attack Power | 144 – 170 |
| Attack Accuracy | 159 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EMPEROR AHEON 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 105 – 265 |
| Attack Accuracy | 203 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

CLEAR SCISSOR TWINS 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 16 |
| Rarity | 5 ★ |
| Attack Power | 32 – 133 |
| Attack Accuracy | 126 |
| Range (m) | 10 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GRIFONE 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 72 – 90 |
| Attack Accuracy | 139 |
| Range (m) | 10 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

SCHMEISSER 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 77 – 96 |
| Attack Accuracy | 142 |
| Range (m) | 10 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

TWIN VIOLETS 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 38 |
| Rarity | 6 ★ |
| Attack Power | 86 – 133 |
| Attack Accuracy | 166 |
| Range (m) | 10 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

BLUE BULLETTA 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 90 – 113 |
| Attack Accuracy | 155 |
| Range (m) | 10 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

BLACKHAWK 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 97 – 121 |
| Attack Accuracy | 160 |
| Range (m) | 10 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

RIVERMAN MISSOURI 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 42 |
| Rarity | 6 ★ |
| Attack Power | 110 – 138 |
| Attack Accuracy | 172 |
| Range (m) | 16 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CRIMSON DIS 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 122 – 152 |
| Attack Accuracy | 171 |
| Range (m) | 10 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

TWIN PSYCHOGUNS 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 64 |
| Rarity | 7 ★ |
| Attack Power | 158 – 198 |
| Attack Accuracy | 191 |
| Range (m) | 12 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

YELLOW SUN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 277 – 489 |
| Attack Accuracy | 231 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

NEMESIS 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Attack Power | 297 – 523 |
| Attack Accuracy | 237 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CANNON BLEU 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 80 |
| Rarity | 7 ★ |
| Attack Power | 416 – 557 |
| Attack Accuracy | 219 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

BERRY ICE BEAM 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 47 – 67 |
| Attack Accuracy | 138 |
| Range (m) | 13 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

RAV MOSER 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 49 – 70 |
| Attack Accuracy | 136 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

BAZOOKAS

CANNON 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 48 – 85 |
| Attack Accuracy | 99 |
| Range (m) | 15 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

EIN BAZOOKA 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 55 – 98 |
| Attack Accuracy | 104 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

PIPE BAZOOKA 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 69 – 123 |
| Attack Accuracy | 122 |
| Range (m) | 15 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CHROME CANNON 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 72 – 128 |
| Attack Accuracy | 124 |
| Range (m) | 15 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

EIN ROCKET 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 78 – 137 |
| Attack Accuracy | 127 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

EIN CANNON 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 53 – 75 |
| Attack Accuracy | 139 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

RAV BEAM 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 56 – 80 |
| Attack Accuracy | 143 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CLEAR MOSER 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 69 – 98 |
| Attack Accuracy | 163 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DEO CANNON 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 74 – 105 |
| Attack Accuracy | 163 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CLEAR BEAM 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 78 – 112 |
| Attack Accuracy | 172 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DEO BAZOOKA 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 3 ★ |
| Attack Power | 83 – 146 |
| Attack Accuracy | 130 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DEO ROCKET 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 109 – 192 |
| Attack Accuracy | 152 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

OCTO BAZOOKA 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 15 |
| Rarity | 4 ★ |
| Attack Power | 120 – 212 |
| Attack Accuracy | 158 |
| Range (m) | 15 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CARL GUSTAV 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 141 – 250 |
| Attack Accuracy | 178 |
| Range (m) | 15 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | N/A |

ADRARSTEN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 162 – 287 |
| Attack Accuracy | 187 |
| Range (m) | 15 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CUTIE BEAM 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 16 |
| Rarity | 4 ★ |
| Attack Power | 80 – 120 |
| Attack Accuracy | 179 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CHAOS CANNON 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 4 ★ |
| Attack Power | 81 – 116 |
| Attack Accuracy | 186 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

MELLOW ICE BEAM 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 26 |
| Rarity | 5 ★ |
| Attack Power | 92 – 132 |
| Attack Accuracy | 198 |
| Range (m) | 13 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

HOLY SORT 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 96 – 137 |
| Attack Accuracy | 196 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

UTRACHINA 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 103 – 147 |
| Attack Accuracy | 201 |
| Range (m) | 13 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CANNON ROUGE 

| CATEGORY | VALUE |
|-------------------|-------|
| Level Requirement | 28 |
| Rarity | 5 ★ |

TARTAROS CANNON

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 64 |
| Rarity | 7 ★ |
| Attack Power | 228 – 325 |
| Attack Accuracy | 280 |
| Range (m) | 14 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |



RODS

ROD

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 25 – 49 |
| Attack Accuracy | 64 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

WANDSTICK

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 26 – 52 |
| Attack Accuracy | 66 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

RAV WANDSTICK

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 39 – 78 |
| Attack Accuracy | 85 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

WITCH'S BROOM

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 51 – 121 |
| Attack Accuracy | 105 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

CHROME ROD

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 56 – 111 |
| Attack Accuracy | 104 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

RAV STAFF

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 62 – 124 |
| Attack Accuracy | 109 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

PRETTY PARASOL

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 76 – 151 |
| Attack Accuracy | 133 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

SASURAI

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 82 – 164 |
| Attack Accuracy | 128 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

CLEAR STAFF

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 87 – 174 |
| Attack Accuracy | 131 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

IMPERIAL ROD

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 95 – 160 |
| Attack Accuracy | 134 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CADUCEUS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 100 – 256 |
| Attack Accuracy | 159 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CALAMITY SOUL

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 105 – 249 |
| Attack Accuracy | 144 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CRUMHORN

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 109 – 217 |
| Attack Accuracy | 149 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

SALVADOR

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 115 – 230 |
| Attack Accuracy | 153 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

GALLANHORNE

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 147 – 294 |
| Attack Accuracy | 172 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

CASTER BROOM

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 151 – 319 |
| Attack Accuracy | 174 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

ASCLEPIOS

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 164 – 328 |
| Attack Accuracy | 181 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

CRESCENT CAST

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 165 – 302 |
| Attack Accuracy | 185 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GOTH PARASOL

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 58 |
| Rarity | 7 ★ |
| Attack Power | 193 – 385 |
| Attack Accuracy | 201 |
| Range (m) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

WHITE DISASTER

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 60 |
| Rarity | 7 ★ |
| Attack Power | 208 – 455 |
| Attack Accuracy | 182 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

NERVEHEAD

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 222 – 443 |
| Attack Accuracy | 199 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

PSYCHO WAND

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 90 |
| Rarity | 7 ★ |
| Attack Power | 357 – 513 |
| Attack Accuracy | 214 |
| Range (m) | 4 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |



WANDS

WAND

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 27 – 39 |
| Attack Accuracy | 81 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

TACT

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 29 – 41 |
| Attack Accuracy | 83 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CANE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Attack Power | 31 – 44 |
| Attack Accuracy | 85 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EIN TACT

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Attack Power | 43 – 62 |
| Attack Accuracy | 107 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

DUMBBELL

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 60 – 85 |
| Attack Accuracy | 128 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CHROME WAND

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 62 – 88 |
| Attack Accuracy | 131 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CLEAR CANE

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 69 – 98 |
| Attack Accuracy | 138 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ROSE QUARTZ

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 86 – 123 |
| Attack Accuracy | 157 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

MAGI PROCESSOR



MAGI CIRCUIT 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 128 – 183 |
| Attack Accuracy | 193 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

HEAVY DUMBBELL 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 158 – 226 |
| Attack Accuracy | 212 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

STARLIGHT 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 60 |
| Rarity | 7 ★ |
| Attack Power | 252 – 360 |
| Attack Accuracy | 239 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ANNASANS 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 135 – 193 |
| Attack Accuracy | 198 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

DIOPSIDE 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 163 – 233 |
| Attack Accuracy | 217 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

AL NZIF 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 80 |
| Rarity | 7 ★ |
| Attack Power | 259 – 370 |
| Attack Accuracy | 270 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

EMERALD TABLET 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 142 – 203 |
| Attack Accuracy | 203 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

ALICE OLIVIA 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 245 – 351 |
| Attack Accuracy | 251 |
| Range (m) | 3 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ZERO CANE 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 70 |
| Rarity | 7 ★ |
| Attack Power | 328 – 397 |
| Attack Accuracy | 259 |
| Range (m) | 3 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

DEO CUTTER 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 71 – 142 |
| Attack Accuracy | 104 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

STAR SLICER 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 40 |
| Rarity | 6 ★ |
| Attack Power | 123 – 246 |
| Attack Accuracy | 164 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

TROIS SOUTHER 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 54 |
| Rarity | 7 ★ |
| Attack Power | 171 – 342 |
| Attack Accuracy | 162 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

ROUGH SHURIKEN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 64 |
| Rarity | 7 ★ |
| Attack Power | 224 – 402 |
| Attack Accuracy | 171 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

RUV FIN 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Attack Power | 75 – 150 |
| Attack Accuracy | 109 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

TRI MORGENTA 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 36 |
| Rarity | 6 ★ |
| Attack Power | 127 – 53 |
| Attack Accuracy | 147 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

ERIDANUS 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Attack Power | 181 – 362 |
| Attack Accuracy | 157 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

FUUMA SHURIKEN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 80 |
| Rarity | 7 ★ |
| Attack Power | 321 – 442 |
| Attack Accuracy | 163 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

GIACOBINI 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Attack Power | 99 – 198 |
| Attack Accuracy | 124 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

SKU SURVEY 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 32 |
| Rarity | 6 ★ |
| Attack Power | 142 – 283 |
| Attack Accuracy | 151 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

LONEOS 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 52 |
| Rarity | 7 ★ |
| Attack Power | 191 – 382 |
| Attack Accuracy | 166 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

CLEAR FIN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 105 – 209 |
| Attack Accuracy | 131 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

MAISEN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 42 |
| Rarity | 6 ★ |
| Attack Power | 145 – 290 |
| Attack Accuracy | 145 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

MIVABISEN 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 60 |
| Rarity | 7 ★ |
| Attack Power | 196 – 392 |
| Attack Accuracy | 160 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

SEASTOR SLICER 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Attack Power | 111 – 182 |
| Attack Accuracy | 125 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

STARFISH SLICER 

| CATEGORY | VALUE |
|-------------------|-----------|
| Level Requirement | 38 |
| Rarity | 6 ★ |
| Attack Power | 155 – 260 |
| Attack Accuracy | 141 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

SLICERS

PIZZA 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 47 – 93 |
| Attack Accuracy | 93 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

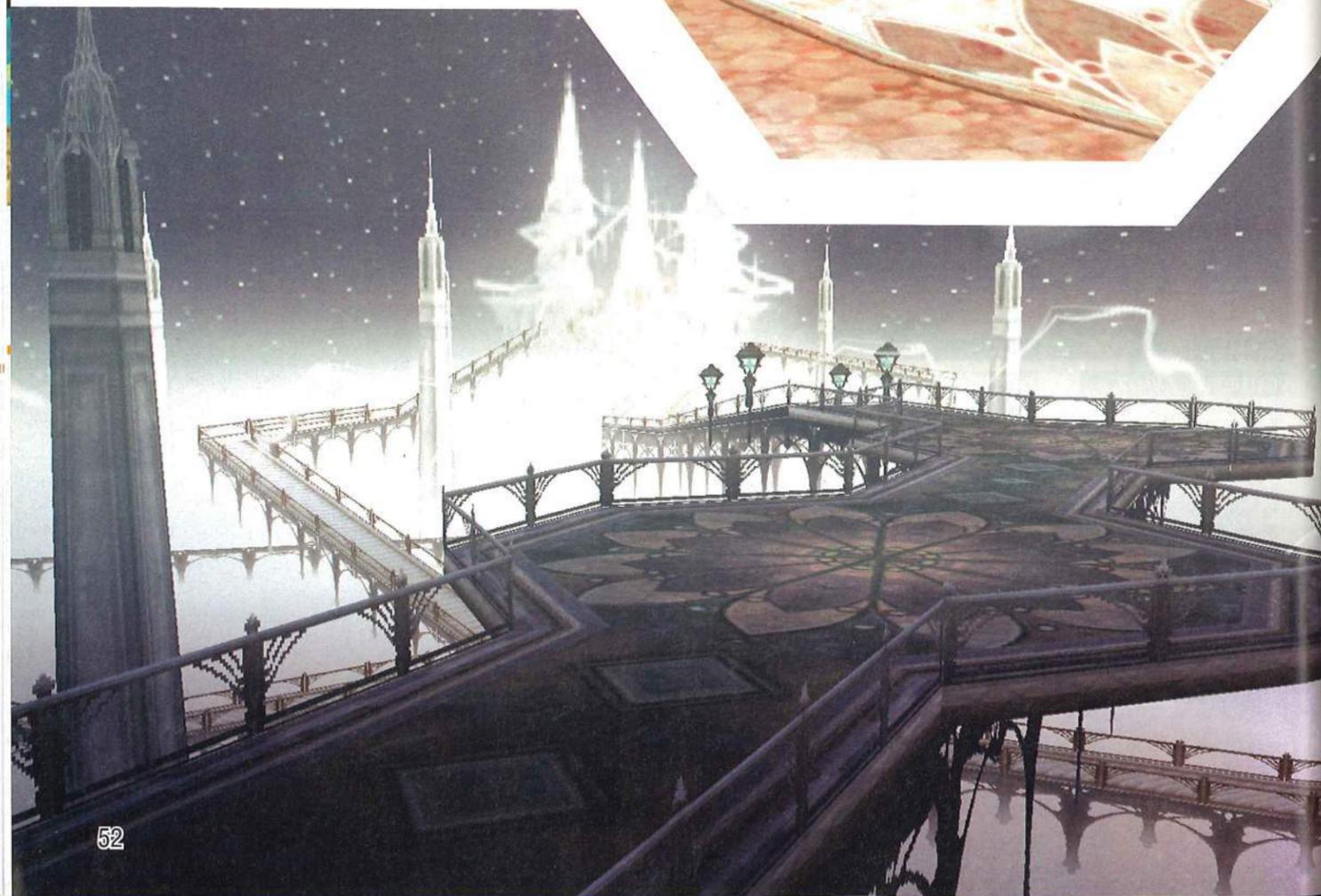
SLICER 

| CATEGORY | VALUE |
|-------------------|---------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 48 – 96 |
| Attack Accuracy | 89 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

EIN CUTTER 

| CATEGORY | VALUE |
|-------------------|----------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Attack Power | 51 – 101 |
| Attack Accuracy | 86 |
| Range (m) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

EATEN PIZZA 



ARMOR TABLE

ROBE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Defense | 20 |
| Evasion | 31 |
| Fire Resistance (%) | 8 |
| Ice Resistance (%) | 8 |
| Thunder Resistance (%) | 8 |
| Light Resistance (%) | 8 |
| Dark Resistance (%) | 8 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

BATTLE ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Defense | 49 |
| Evasion | 31 |
| Fire Resistance (%) | 4 |
| Ice Resistance (%) | 4 |
| Thunder Resistance (%) | 4 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

MIST ROBE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 10 |
| Rarity | 4 ★ |
| Defense | 61 |
| Evasion | 98 |
| Fire Resistance (%) | 16 |
| Ice Resistance (%) | 16 |
| Thunder Resistance (%) | 16 |
| Light Resistance (%) | 16 |
| Dark Resistance (%) | 16 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

NORMAL FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Defense | 27 |
| Evasion | 26 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 4 |
| Dark Resistance (%) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

SHIELD ROBE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Defense | 44 |
| Evasion | 70 |
| Fire Resistance (%) | 12 |
| Ice Resistance (%) | 12 |
| Thunder Resistance (%) | 12 |
| Light Resistance (%) | 12 |
| Dark Resistance (%) | 12 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

CHEF APRON

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 16 |
| Rarity | 4 ★ |
| Defense | 66 |
| Evasion | 82 |
| Fire Resistance (%) | 16 |
| Ice Resistance (%) | 16 |
| Thunder Resistance (%) | 16 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

COMMON ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 1 |
| Rarity | 1 ★ |
| Defense | 33 |
| Evasion | 21 |
| Fire Resistance (%) | 3 |
| Ice Resistance (%) | 3 |
| Thunder Resistance (%) | 3 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

SHOCK FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Defense | 61 |
| Evasion | 59 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 8 |
| Dark Resistance (%) | 8 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GARDENING WEAR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 10 |
| Rarity | 4 ★ |
| Defense | 68 |
| Evasion | 80 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 20 |
| Dark Resistance (%) | 20 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

WHITE ROBE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Defense | 29 |
| Evasion | 47 |
| Fire Resistance (%) | 10 |
| Ice Resistance (%) | 10 |
| Thunder Resistance (%) | 10 |
| Light Resistance (%) | 10 |
| Dark Resistance (%) | 10 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

SCALE ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 5 |
| Rarity | 3 ★ |
| Defense | 73 |
| Evasion | 47 |
| Fire Resistance (%) | 5 |
| Ice Resistance (%) | 5 |
| Thunder Resistance (%) | 5 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

MASCOT SUIT

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 10 |
| Rarity | 4 ★ |
| Defense | 70 |
| Evasion | 78 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 24 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

HARD FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 2 |
| Rarity | 2 ★ |
| Defense | 41 |
| Evasion | 39 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 6 |
| Dark Resistance (%) | 6 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

PIZZA BOX

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 14 |
| Rarity | 4 ★ |
| Defense | 47 |
| Evasion | 82 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 5 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

STAR CLOAK

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 12 |
| Rarity | 4 ★ |
| Defense | 78 |
| Evasion | 98 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 24 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

OCTOPUS SUIT

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 10 |
| Rarity | 4 ★ |
| Defense | 82 |
| Evasion | 94 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 24 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

MIVABI HAKAMA

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 18 |
| Rarity | 4 ★ |
| Defense | 85 |
| Evasion | 86 |
| Fire Resistance (%) | 24 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 24 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GENERAL FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 10 |
| Rarity | 4 ★ |
| Defense | 86 |
| Evasion | 82 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 10 |
| Dark Resistance (%) | 10 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

MOBIUS GUARDER

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 14 |
| Rarity | 4 ★ |
| Defense | 98 |
| Evasion | 61 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 18 |
| Light Resistance (%) | 18 |
| Dark Resistance (%) | 0 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

BRIGADINE ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 10 |
| Rarity | 4 ★ |
| Defense | 102 |
| Evasion | 66 |
| Fire Resistance (%) | 6 |
| Ice Resistance (%) | 6 |
| Thunder Resistance (%) | 6 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

SPIRIT GARB

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 52 |
| Rarity | 6 ★ |
| Defense | 132 |
| Evasion | 147 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 24 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

SHINOBI SUIT

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 50 |
| Rarity | 6 ★ |
| Defense | 155 |
| Evasion | 178 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 24 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

GUARDIAN FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 35 |
| Rarity | 6 ★ |
| Defense | 163 |
| Evasion | 155 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 14 |
| Dark Resistance (%) | 14 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

MILIAS FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 48 |
| Rarity | 6 ★ |
| Defense | 186 |
| Evasion | 116 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 12 |
| Light Resistance (%) | 12 |
| Dark Resistance (%) | 0 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

ARQUEBUS ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 35 |
| Rarity | 6 ★ |
| Defense | 193 |
| Evasion | 124 |
| Fire Resistance (%) | 8 |
| Ice Resistance (%) | 8 |
| Thunder Resistance (%) | 8 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

REFLECT ROBE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Defense | 86 |
| Evasion | 138 |
| Fire Resistance (%) | 16 |
| Ice Resistance (%) | 16 |
| Thunder Resistance (%) | 16 |
| Light Resistance (%) | 16 |
| Dark Resistance (%) | 16 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

STAGE OUTFIT

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 26 |
| Rarity | 5 ★ |
| Defense | 97 |
| Evasion | 109 |
| Fire Resistance (%) | 8 |
| Ice Resistance (%) | 8 |
| Thunder Resistance (%) | 8 |
| Light Resistance (%) | 8 |
| Dark Resistance (%) | 8 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ELEANOR FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Defense | 109 |
| Evasion | 138 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 12 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 12 |
| Dark Resistance (%) | 0 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

DRAGON WING

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 24 |
| Rarity | 5 ★ |
| Defense | 115 |
| Evasion | 132 |
| Fire Resistance (%) | 24 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | N/A |

VALIANT FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Defense | 120 |
| Evasion | 115 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 12 |
| Dark Resistance (%) | 12 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

ANCIENT ROBE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Defense | 157 |
| Evasion | 251 |
| Fire Resistance (%) | 20 |
| Ice Resistance (%) | 20 |
| Thunder Resistance (%) | 20 |
| Light Resistance (%) | 20 |
| Dark Resistance (%) | 20 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

NOBLE CLOAK

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 66 |
| Rarity | 7 ★ |
| Defense | 178 |
| Evasion | 239 |
| Fire Resistance (%) | 6 |
| Ice Resistance (%) | 6 |
| Thunder Resistance (%) | 6 |
| Light Resistance (%) | 14 |
| Dark Resistance (%) | 14 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

RIKAFS SUIT

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 76 |
| Rarity | 7 ★ |
| Defense | 209 |
| Evasion | 240 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 24 |
| Dark Resistance (%) | 0 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | Usable |

ISGARD FRAME

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Defense | 219 |
| Evasion | 209 |
| Fire Resistance (%) | 0 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 16 |
| Dark Resistance (%) | 16 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

MOBIUS PLATE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 64 |
| Rarity | 7 ★ |
| Defense | 251 |
| Evasion | 157 |
| Fire Resistance (%) | 18 |
| Ice Resistance (%) | 18 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 18 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

HUNTER SHELL

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Defense | 126 |
| Evasion | 97 |
| Fire Resistance (%) | 4 |
| Ice Resistance (%) | 4 |
| Thunder Resistance (%) | 4 |
| Light Resistance (%) | 4 |
| Dark Resistance (%) | 4 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | N/A |
| Human Force | N/A |
| Newman Force | N/A |

DUMOS ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 28 |
| Rarity | 5 ★ |
| Defense | 138 |
| Evasion | 86 |
| Fire Resistance (%) | 18 |
| Ice Resistance (%) | 0 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 12 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

CHIRASS ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 20 |
| Rarity | 5 ★ |
| Defense | 143 |
| Evasion | 92 |
| Fire Resistance (%) | 7 |
| Ice Resistance (%) | 7 |
| Thunder Resistance (%) | 7 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

NEGIR ROBE

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 35 |
| Rarity | 6 ★ |
| Defense | 116 |
| Evasion | 186 |
| Fire Resistance (%) | 18 |
| Ice Resistance (%) | 18 |
| Thunder Resistance (%) | 18 |
| Light Resistance (%) | 18 |
| Dark Resistance (%) | 18 |
| Human Hunter | N/A |
| Newman Hunter | Usable |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | N/A |
| Human Force | Usable |
| Newman Force | Usable |

WORKOUT WEAR

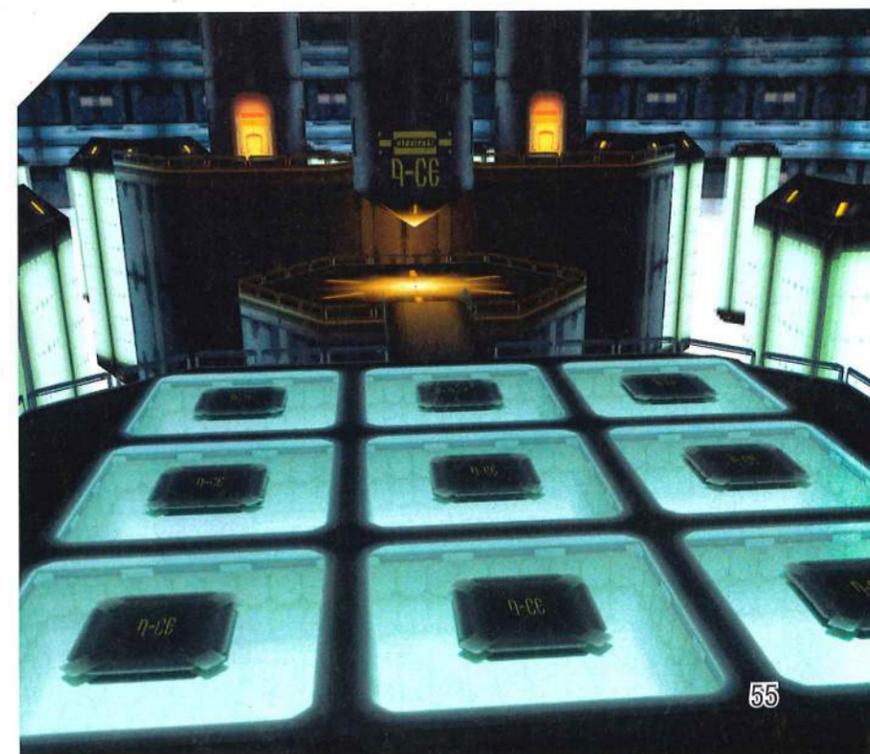
| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 56 |
| Rarity | 6 ★ |
| Defense | 124 |
| Evasion | 155 |
| Fire Resistance (%) | 12 |
| Ice Resistance (%) | 12 |
| Thunder Resistance (%) | 0 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | Usable |
| CAST Hunter | Usable |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | Usable |
| Newman Force | Usable |

HEDLER SUIT

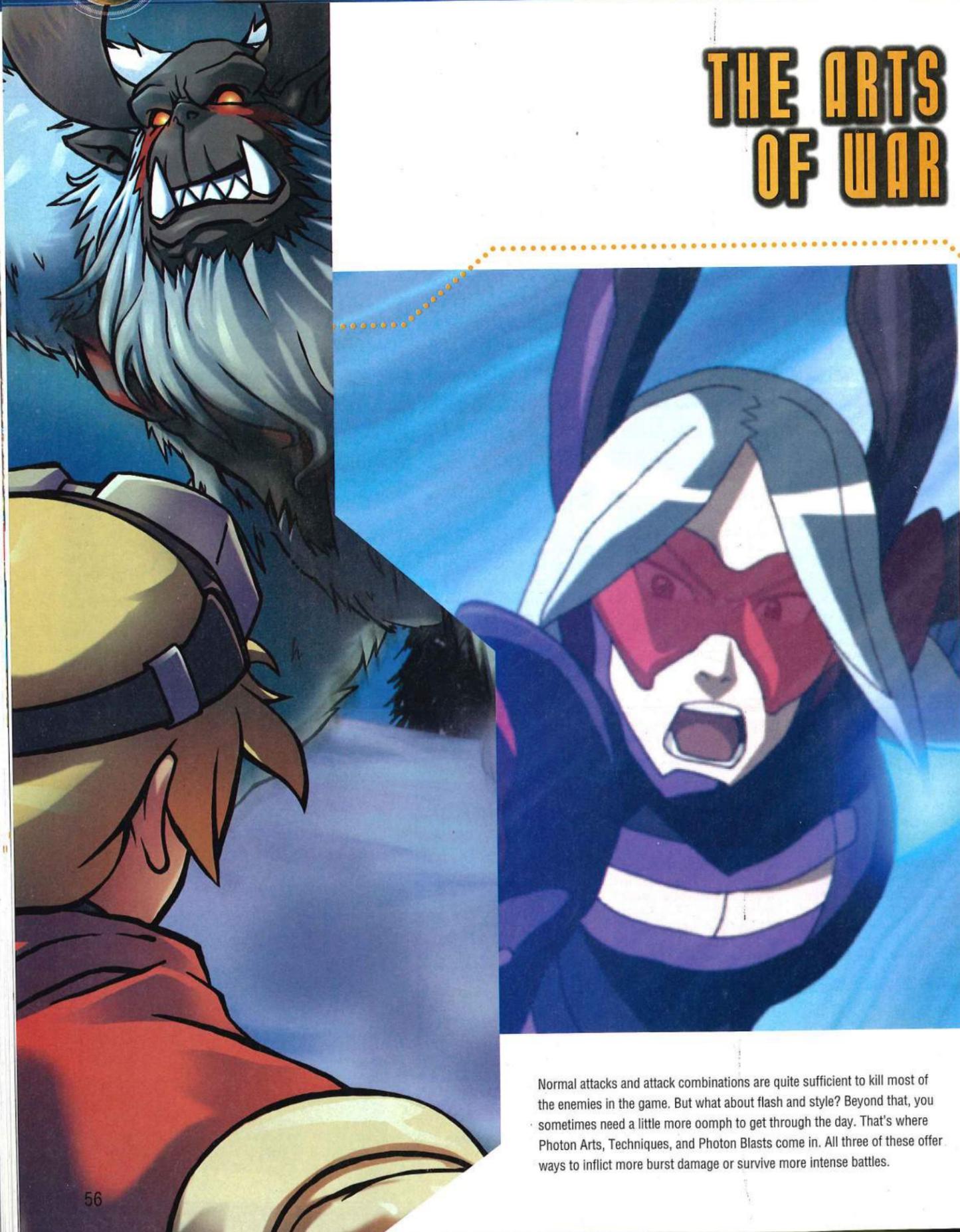
| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 72 |
| Rarity | 7 ★ |
| Defense | 252 |
| Evasion | 178 |
| Fire Resistance (%) | 12 |
| Ice Resistance (%) | 12 |
| Thunder Resistance (%) | 12 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | N/A |
| Newman Hunter | N/A |
| CAST Hunter | N/A |
| Human Ranger | Usable |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |

CARABINIER ARMOR

| CATEGORY | VALUE |
|------------------------|--------|
| Level Requirement | 50 |
| Rarity | 7 ★ |
| Defense | 261 |
| Evasion | 167 |
| Fire Resistance (%) | 9 |
| Ice Resistance (%) | 9 |
| Thunder Resistance (%) | 9 |
| Light Resistance (%) | 0 |
| Dark Resistance (%) | 0 |
| Human Hunter | Usable |
| Newman Hunter | N/A |
| CAST Hunter | Usable |
| Human Ranger | N/A |
| CAST Ranger | Usable |
| Human Force | N/A |
| Newman Force | N/A |



THE ARTS OF WAR



Normal attacks and attack combinations are quite sufficient to kill most of the enemies in the game. But what about flash and style? Beyond that, you sometimes need a little more oomph to get through the day. That's where Photon Arts, Techniques, and Photon Blasts come in. All three of these offer ways to inflict more burst damage or survive more intense battles.

Photon Arts

Photon Arts are attached to various weapons. Some of the game's starting weapons won't have any, but soon enough you get access to better gear. Look through a weapon's statistics to see if a Photon Art is attached to it. Even better—try out your weapon to see how its Art works.

Use Photon Arts by holding down the attack buttons, which begins charging the Photon Art. After several seconds, a flash signals that the Art is ready to be unleashed. Get into position against your enemies and let go of the button; the Art triggers and does what it's intended to do.

To cancel a Photon Art without using it, Evade in any direction and release the button while rolling away. This is also a good way to start charging your Photon Art without needing to swing or fire a weapon. Evade, press the button during the roll, and hold it down to begin charging. The system is quite lenient that way. You can also hold the button down at the end of the combo!

It takes Photon Points to use Photon Arts. Human and Newman characters must split their Photon Points between Arts and Techniques. CAST characters have an advantage here; because they can't use Techniques, they are able to use Photon Arts quite heavily. For this reason, it's doubly important for a CAST to find a weapon with a Photon Art they like!



MELEE PHOTON ARTS

| WEAPON TYPE | ART NAME | EFFECT |
|---------------|---------------|-------------------------------------|
| Bare Hands | Kick Rush | Successive kicks |
| | Cross Rave | X-shaped slash |
| Sabers | Force Ride | 4 successive slashes |
| | Zeta Outlass | Z-shaped slash |
| | Dynamo Spin | Horizontal-spinning slash |
| Swords | Sonic Raid | Vertical-spinning slash |
| | Over-end | Cleaves downward with massive sword |
| Daggers | Air Ride | Reckless slashing |
| | Reverse Kill | Throws blades like boomerangs |
| | Huge Cross | Cross slash while charging |
| Spears | Hopping Run | Downward strike after a hop |
| | Spear Rider | Multiple spear thrusts |
| | Speed Rain | A high-speed thrust from midair |
| | Serpent Air | Upward strikes while spinning |
| Claws | Bite Stamp | Beat with claws from above |
| | Slide End | Drags in the entire body |
| | Linear Shave | Rolling surf on the shield |
| Shields | Barrier Shift | Makes you temporarily invincible |
| | Bull Smash | A charge from above |
| Double Sabers | Cyclone Run | Wide spins |
| | Tornado Dance | Charge while spinning sword |
| | Million Rave | Fast slashes with sword |

HIGH RUSH TABLE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 180 |
| Accuracy | 180 |
| PP Cost | 10 |
| Bonus Targets | 1 |
| Charge Time | 40 |
| Range (m) | 2 |
| Area (Degrees) | 60 |
| Number of Hits | 5 |

CROSS RADE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 160 |
| Accuracy | 120 |
| PP Cost | 13 |
| Bonus Targets | 2 |
| Charge Time | 30 |
| Range (m) | 3 |
| Area (Degrees) | 120 |
| Number of Hits | 3 |

FORCE RIDE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 125 |
| Accuracy | 100 |
| PP Cost | 15 |
| Bonus Targets | 1 |
| Charge Time | 40 |
| Range (m) | 2.5 |
| Area (Degrees) | 220 |
| Number of Hits | 5 |

ZETA OUTLASS

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 130 |
| Accuracy | 140 |
| PP Cost | 19 |
| Bonus Targets | 3 |
| Charge Time | 30 |
| Range (m) | 4 |
| Area (Degrees) | 200 |
| Number of Hits | 4 |

DYNAMO SPIN

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 80 |
| Accuracy | 80 |
| PP Cost | 21 |
| Bonus Targets | 0 |
| Charge Time | 80 |
| Range (m) | 4 |
| Area (Degrees) | 360 |
| Number of Hits | 4 |

SONIC RAID

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 120 |
| Accuracy | 75 |
| PP Cost | 23 |
| Bonus Targets | -2 |
| Charge Time | 70 |
| Range (m) | 3.5 |
| Area (Degrees) | 90 |
| Number of Hits | 4 |

OVER-ED

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 250 |
| Accuracy | 255 |
| PP Cost | 45 |
| Bonus Targets | -1 |
| Charge Time | 110 |
| Range (m) | 8 |
| Area (Degrees) | 50 |
| Number of Hits | 3 |

AIR RIDE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 95 |
| Accuracy | 80 |
| PP Cost | 19 |
| Bonus Targets | 4 |
| Charge Time | 60 |
| Range (m) | 3 |
| Area (Degrees) | 240 |
| Number of Hits | 5 |

REVERSE HILL

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 80 |
| Accuracy | 80 |
| PP Cost | 25 |
| Bonus Targets | 3 |
| Charge Time | 70 |
| Range (m) | 8.5 |
| Area (Degrees) | 120 |
| Number of Hits | 4 |

HUGE CROSS

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 90 |
| Accuracy | 130 |
| PP Cost | 22 |
| Bonus Targets | 3 |
| Charge Time | 50 |
| Range (m) | 3.5 |
| Area (Degrees) | 180 |
| Number of Hits | 3 |

HOPPING RUN

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 90 |
| Accuracy | 130 |
| PP Cost | 24 |
| Bonus Targets | 3 |
| Charge Time | 60 |
| Range (m) | 2.5 |
| Area (Degrees) | 360 |
| Number of Hits | 4 |

SPEAR RIDER

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 145 |
| Accuracy | 160 |
| PP Cost | 20 |
| Bonus Targets | 2 |
| Charge Time | 50 |
| Range (m) | 3.5 |
| Area (Degrees) | 180 |
| Number of Hits | 3 |

SPEED RAN

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 80 |
| Accuracy | 70 |
| PP Cost | 32 |
| Bonus Targets | 2 |
| Charge Time | 80 |
| Range (m) | 4.5 |
| Area (Degrees) | 100 |
| Number of Hits | 6 |

SEMPER PAR

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 115 |
| Accuracy | 80 |
| PP Cost | 18 |
| Bonus Targets | 2 |
| Charge Time | 80 |
| Range (m) | 3 |
| Area (Degrees) | 360 |
| Number of Hits | 5 |

BITE STAMP

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 180 |
| Accuracy | 75 |
| PP Cost | 26 |
| Bonus Targets | 3 |
| Charge Time | 90 |
| Range (m) | 8 |
| Area (Degrees) | 60 |
| Number of Hits | 3 |

SLIDE END

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 75 |
| Accuracy | 120 |
| PP Cost | 21 |
| Bonus Targets | 3 |
| Charge Time | 80 |
| Range (m) | 3 |
| Area (Degrees) | 360 |
| Number of Hits | 4 |

LINEAR SHAVE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 160 |
| Accuracy | 160 |
| PP Cost | 18 |
| Bonus Targets | 3 |
| Charge Time | 50 |
| Range (m) | 2.5 |
| Area (Degrees) | 360 |
| Number of Hits | 4 |

BARRIER SHIFT

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 0 |
| Accuracy | 0 |
| PP Cost | 20 |
| Bonus Targets | - |
| Charge Time | 30 |
| Range (m) | - |
| Area (Degrees) | - |
| Number of Hits | - |

BULL SMASH

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 210 |
| Accuracy | 200 |
| PP Cost | 18 |
| Bonus Targets | 4 |
| Charge Time | 40 |
| Range (m) | 4.5 |
| Area (Degrees) | 180 |
| Number of Hits | 2 |

CUCLONE RUN

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 100 |
| Accuracy | 80 |
| PP Cost | 20 |
| Bonus Targets | 4 |
| Charge Time | 80 |
| Range (m) | 3.5 |
| Area (Degrees) | 360 |
| Number of Hits | 5 |

TORNADO DANCE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 130 |
| Accuracy | 120 |
| PP Cost | 30 |
| Bonus Targets | 3 |
| Charge Time | 70 |
| Range (m) | 3 |
| Area (Degrees) | 180 |
| Number of Hits | 4 |

MILLION RAVE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 135 |
| Accuracy | 100 |
| PP Cost | 25 |
| Bonus Targets | 2 |
| Charge Time | 80 |
| Range (m) | 4.5 |
| Area (Degrees) | 120 |
| Number of Hits | 4 |



RANGED PHOTON ARTS



| WEAPON TYPE | ART NAME | EFFECT |
|---------------|----------------|---|
| Handguns | Quick Draw | Shots in quick succession |
| | Flame Hit | Shoots flame (20% chance for Level 4 Burn) |
| | Thriller Combo | Three successive hits (25% chance to Paralyze) |
| Rifles | Wipeout | Hit with barrage, then throw hand grenade (20% chance for Level 4 Burn) |
| | Hollow Sniper | Sniper shot |
| | Sneak Mine | Set land mines near character |
| Gunblades | Bullet Dance | Spinning break barrage |
| | Impact Zero | Strike/shoot combo |
| | Earth Bullet | Flaming pillar from the ground |
| Mech Guns | Cool Style | Attack in all directions |
| | Spinning Death | Shooting straight forward, then fire in all directions |
| | Acro-Step | Backstep trick shot |
| Bazookas | Crush Bomb | A jumping bomb attack |
| | Wild Blow | A violent assault |
| | Crazy On | A back strike powered by cannon |
| Laser Cannons | Sector Line | Mow the enemy down with beams |
| | Bio-Panic | Fire poison gas (50% chance to cause Level 3 Poison) |
| | Divine Ray | Release a massive beam |

QUICK DRAW

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 80 |
| Accuracy | 75 |
| PP Cost | 24 |
| Bonus Targets | 0 |
| Charge Time | 90 |
| Range (m) | 8 |
| Area (Degrees) | 30 |
| Number of Hits | 7 |

FLAME HIT

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 145 |
| Accuracy | 100 |
| PP Cost | 19 |
| Bonus Targets | 3 |
| Charge Time | 60 |
| Range (m) | 6 |
| Area (Degrees) | 120 |
| Number of Hits | 3 |

THRILLER COMBO

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 150 |
| Accuracy | 120 |
| PP Cost | 15 |
| Bonus Targets | 0 |
| Charge Time | 50 |
| Range (m) | 8 |
| Area (Degrees) | 120 |
| Number of Hits | 4 |

WIPEOUT

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 75 |
| Accuracy | 80 |
| PP Cost | 21 |
| Bonus Targets | 0 |
| Charge Time | 110 |
| Range (m) | 12.5 |
| Area (Degrees) | 40 |
| Number of Hits | 11 |

HOLLOW SNIPER

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 80 |
| Accuracy | 255 |
| PP Cost | 26 |
| Bonus Targets | 0 |
| Charge Time | 100 |
| Range (m) | 20 |
| Area (Degrees) | 60 |
| Number of Hits | 7 |

SNEAK MINE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 160 |
| Accuracy | 200 |
| PP Cost | 19 |
| Bonus Targets | 4 |
| Charge Time | 60 |
| Range (m) | 8 |
| Area (Degrees) | 360 |
| Number of Hits | 4 |

BULLET DANCE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 125 |
| Accuracy | 70 |
| PP Cost | 16 |
| Bonus Targets | 0 |
| Charge Time | 60 |
| Range (m) | 10 |
| Area (Degrees) | 360 |
| Number of Hits | 15 |

IMPACT ZERO

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 180 |
| Accuracy | 135 |
| PP Cost | 17 |
| Bonus Targets | 3 |
| Charge Time | 40 |
| Range (m) | 3 |
| Area (Degrees) | 360 |
| Number of Hits | 2 |

EARTH BULLET

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 170 |
| Accuracy | 150 |
| PP Cost | 20 |
| Bonus Targets | 4 |
| Charge Time | 50 |
| Range (m) | 5 |
| Area (Degrees) | 90 |
| Number of Hits | 3 |

COOL STYLE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 80 |
| Accuracy | 80 |
| PP Cost | 23 |
| Bonus Targets | 0 |
| Charge Time | 100 |
| Range (m) | 6 |
| Area (Degrees) | 90 |
| Number of Hits | 30 |

SPINNING DEATH

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 85 |
| Accuracy | 150 |
| PP Cost | 20 |
| Bonus Targets | 0 |
| Charge Time | 80 |
| Range (m) | 8 |
| Area (Degrees) | 120 |
| Number of Hits | 12 |

ACRO-STEP

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 85 |
| Accuracy | 100 |
| PP Cost | 24 |
| Bonus Targets | 0 |
| Charge Time | 100 |
| Range (m) | 6 |
| Area (Degrees) | 90 |
| Number of Hits | 15 |

CRUSH BOMB

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 210 |
| Accuracy | 100 |
| PP Cost | 24 |
| Bonus Targets | 5 |
| Charge Time | 70 |
| Range (m) | 3 |
| Area (Degrees) | 360 |
| Number of Hits | 1 |

WILD BLOW

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 120 |
| Accuracy | 90 |
| PP Cost | 28 |
| Bonus Targets | 2 |
| Charge Time | 50 |
| Range (m) | 3.5 |
| Area (Degrees) | 120 |
| Number of Hits | 4 |

CRAZY ON

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 130 |
| Accuracy | 200 |
| PP Cost | 19 |
| Bonus Targets | 2 |
| Charge Time | 40 |
| Range (m) | 4.5 |
| Area (Degrees) | 120 |
| Number of Hits | 2 |

SECTOR LINE

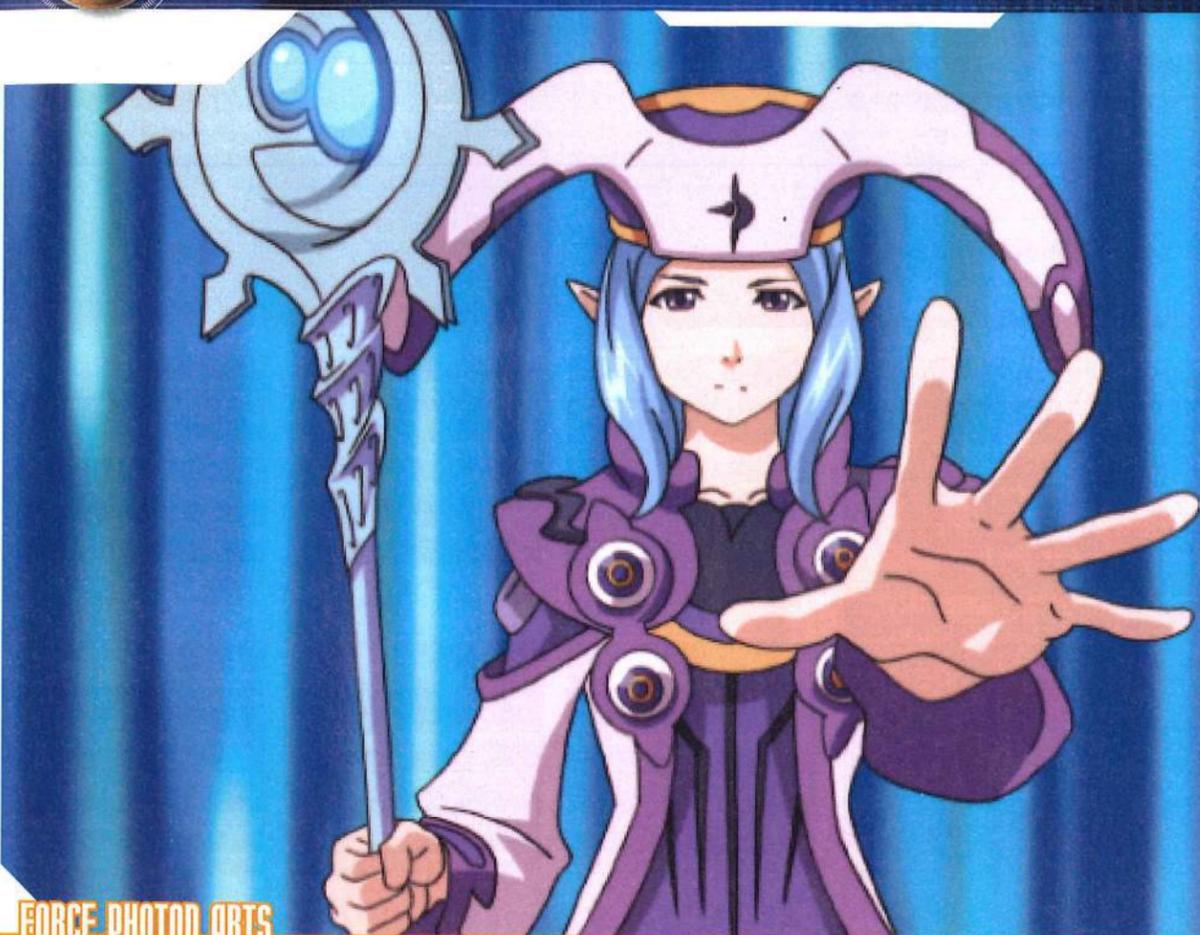
| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 150 |
| Accuracy | 80 |
| PP Cost | 22 |
| Bonus Targets | 3 |
| Charge Time | 80 |
| Range (m) | 16 |
| Area (Degrees) | 240 |
| Number of Hits | 1 |

BIO-PANIC

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 100 |
| Accuracy | 180 |
| PP Cost | 16 |
| Bonus Targets | 3 |
| Charge Time | 70 |
| Range (m) | 12 |
| Area (Degrees) | 180 |
| Number of Hits | 3 |

DIVINE RAY

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 250 |
| Accuracy | 200 |
| PP Cost | 24 |
| Bonus Targets | 3 |
| Charge Time | 70 |
| Range (m) | 10 |
| Area (Degrees) | 120 |
| Number of Hits | 1 |



FORCE PHOTON ARTS

| WEAPON TYPE | ART NAME | EFFECT |
|-------------|--------------|--|
| Rods | Beat Quake | Strike the ground to release a shockwave |
| | Rolling Bar | Frenzy of strikes |
| | Rodeo Drive | Pole vaulting attack from the sky |
| Wands | Funny Dive | A backwards drop from above |
| | Magical Sign | Mid-air step up (always causes Slow) |
| | Act Trick | Random technique triggers |
| Slicers | Edge Riser | An upward slash shockwave |
| | Bright Sign | Throw flying blades repeatedly (15% chance for a Level 3 Paralyze) |
| | Seiguppai | Dropping bombs from the sky (50% chance for a Level 3 Confuse) |

BEAT QUAKE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 140 |
| Accuracy | 150 |
| PP Cost | 19 |
| Bonus Targets | 4 |
| Charge Time | 40 |
| Range (m) | 4 |
| Area (Degrees) | 360 |
| Number of Hits | 1 |

ROLLING BAR

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 90 |
| Accuracy | 100 |
| PP Cost | 21 |
| Bonus Targets | 1 |
| Charge Time | 60 |
| Range (m) | 3.5 |
| Area (Degrees) | 120 |
| Number of Hits | 5 |

RODEO DRIVE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 120 |
| Accuracy | 130 |
| PP Cost | 19 |
| Bonus Targets | 2 |
| Charge Time | 50 |
| Range (m) | 3.5 |
| Area (Degrees) | 360 |
| Number of Hits | 3 |

FUNNY DIVE

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 125 |
| Accuracy | 200 |
| PP Cost | 11 |
| Bonus Targets | 4 |
| Charge Time | 40 |
| Range (m) | 4 |
| Area (Degrees) | 360 |
| Number of Hits | 1 |

MAGICAL SIGN

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 140 |
| Accuracy | 160 |
| PP Cost | 13 |
| Bonus Targets | 3 |
| Charge Time | 30 |
| Range (m) | 3.5 |
| Area (Degrees) | 360 |
| Number of Hits | 2 |

ACT TRICK

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | - |
| Accuracy | - |
| PP Cost | 2 |
| Bonus Targets | 0 |
| Charge Time | 30 |
| Range (m) | 0 |
| Area (Degrees) | 120 |
| Number of Hits | 1 |

EDGE RISER

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 150 |
| Accuracy | 200 |
| PP Cost | 15 |
| Bonus Targets | 3 |
| Charge Time | 50 |
| Range (m) | 5 |
| Area (Degrees) | 360 |
| Number of Hits | 1 |

BRIGHT SIGN

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 110 |
| Accuracy | 120 |
| PP Cost | 14 |
| Bonus Targets | 2 |
| Charge Time | 80 |
| Range (m) | 6.5 |
| Area (Degrees) | 90 |
| Number of Hits | 3 |

SEIGUPPAI

| CATEGORY | MODIFIER |
|----------------|----------|
| Power | 100 |
| Accuracy | 210 |
| PP Cost | 15 |
| Bonus Targets | 5 |
| Charge Time | 60 |
| Range (m) | 6 |
| Area (Degrees) | 360 |
| Number of Hits | 1 |

Techniques

Human and Newman characters utilize Photon Points to unleash Techniques, spell-like powers that have an immediate and impressive effect on the world. Some are used to deal damage to enemies; others manipulate stats for the party or their enemies.

Techniques range in power from Level 1 to Level 15. Hunters and Rangers can learn Techniques up to Level 10, but only Force Users master these powers up to the final level. To learn higher tiers of a given Technique, you need to

reach a minimum character level AND find a Technique Disk. Once those requirements are met, use the Disk with your character to learn the new level of that Technique.

All Techniques have a quick cast and a charged cast. The immediate effect of a Technique usually affects only a single character or enemy. Charged versions cost more but affect entire groups.

Foie

Quick Cast

| | LEVEL | | | | | | | | | | | | | | |
|-------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| CATEGORY | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Minimum Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Magic Modifier (%) | 135 | 136 | 137 | 139 | 140 | 147 | 150 | 152 | 155 | 157 | 170 | 174 | 177 | 181 | 185 |
| PP Cost | 5 | 6 | 6 | 7 | 7 | 9 | 10 | 11 | 11 | 12 | 16 | 17 | 18 | 19 | 20 |
| Range (m) | 5 | 5 | 6 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 10 | 10 | 11 | 11 | 12 |
| Burn Chance (%) | 15 | 15 | 17 | 17 | 20 | 20 | 20 | 20 | 20 | 20 | 25 | 25 | 28 | 28 | 30 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| CATEGORY | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Magic Modifier (%) | 130 | 131 | 132 | 133 | 134 | 140 | 142 | 144 | 146 | 148 | 158 | 161 | 164 | 167 | 170 |
| PP Cost | 12 | 13 | 14 | 15 | 16 | 19 | 21 | 22 | 23 | 25 | 31 | 32 | 34 | 36 | 38 |
| Range (m) | 8 | 8 | 8 | 8 | 8 | 9 | 9 | 9 | 9 | 10 | 10 | 10 | 10 | 10 | 10 |
| Burn Chance (%) | 10 | 10 | 12 | 12 | 12 | 12 | 12 | 12 | 15 | 15 | 15 | 15 | 17 | 17 | 20 |
| Charge Time | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 40 | 40 | 40 | 40 |
| Blast Radius (m) | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 |

DESCRIPTION

Shoots a Fire elemental attack straight forward. Enemies hit have a chance of Burning, taking additional damage over time. When charged, this Technique explodes when it hits the target. Nearby enemies sustain damage as well as the initial target. All have a chance to begin Burning.

Barta

Quick Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| CATEGORY | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Magic Modifier (%) | 110 | 110 | 111 | 112 | 113 | 117 | 119 | 120 | 122 | 123 | 132 | 134 | 136 | 138 | 140 |
| PP Cost | 10 | 11 | 11 | 12 | 13 | 15 | 16 | 17 | 18 | 19 | 23 | 24 | 25 | 26 | 28 |
| Range (m) | 10 | 10 | 10 | 10 | 10 | 12 | 12 | 12 | 12 | 12 | 15 | 15 | 15 | 15 | 15 |
| Freeze Chance (%) | 25 | 25 | 28 | 28 | 28 | 28 | 28 | 28 | 28 | 30 | 30 | 30 | 32 | 34 | 37 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| CATEGORY | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Magic Modifier (%) | 40 | 40 | 41 | 41 | 41 | 42 | 42 | 43 | 43 | 44 | 45 | 46 | 47 | 48 | 50 |
| PP Cost | 18 | 19 | 20 | 21 | 22 | 26 | 27 | 29 | 30 | 32 | 38 | 40 | 42 | 44 | 46 |
| Range (m) | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 8 | 8 | 8 | 8 | 8 |
| Freeze Chance (%) | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 25 | 27 | 30 | 40 | 40 | 40 | 40 | 40 |
| Charge Time | 80 | 80 | 80 | 80 | 80 | 80 | 80 | 80 | 80 | 80 | 70 | 70 | 70 | 70 | 70 |
| Shards | 6 | 6 | 6 | 6 | 6 | 7 | 7 | 7 | 7 | 7 | 10 | 10 | 10 | 10 | 10 |

DESCRIPTION

Shoots a piercing Ice elemental attack straight forward. Has a chance of Freezing the target. Frozen targets are temporarily unable to move or attack. This breaks when the target is attacked by an enemy. When charged, this Technique fires multiple shards and can damage multiple targets. All affected enemies have a chance to Freeze.



Zonde

Quick Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Magic Modifier (%) | 120 | 121 | 122 | 124 | 125 | 132 | 135 | 137 | 140 | 142 | 156 | 160 | 163 | 166 | 170 |
| PP Cost | 8 | 9 | 9 | 10 | 10 | 13 | 13 | 14 | 15 | 16 | 20 | 21 | 22 | 23 | 25 |
| Range (m) | 6 | 6 | 6 | 6 | 7 | 7 | 7 | 8 | 8 | 8 | 9 | 9 | 9 | 9 | 10 |
| Paralyze Chance (%) | 30 | 31 | 33 | 34 | 35 | 30 | 31 | 33 | 34 | 35 | 35 | 37 | 38 | 39 | 40 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Magic Modifier (%) | 100 | 101 | 102 | 103 | 105 | 111 | 113 | 115 | 118 | 120 | 133 | 136 | 139 | 142 | 145 |
| PP Cost | 18 | 19 | 20 | 20 | 21 | 24 | 25 | 26 | 27 | 29 | 34 | 35 | 37 | 38 | 40 |
| Range (m) | 7 | 7 | 7 | 7 | 7 | 8 | 8 | 8 | 8 | 8 | 9 | 9 | 9 | 9 | 9 |
| Paralyze Chance (%) | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 | 25 |
| Charge Time | 70 | 70 | 70 | 70 | 70 | 60 | 60 | 60 | 60 | 60 | 50 | 50 | 50 | 50 | 50 |

DESCRIPTION

Shoots an Electric element attack straight forward. Has a chance of Paralyzing the target, stunning them for several seconds. These enemies won't be able to move or attack; regardless of what's happening around them. When charged, this Technique hits all nearby enemies and has a chance to Paralyze them.

Grants

Quick Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Required Character Level | 10 | 10 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
| Magic Modifier (%) | 140 | 142 | 144 | 147 | 150 | 152 | 155 | 158 | 160 | 163 | 166 | 170 | 173 | 177 | 180 |
| PP Cost | 15 | 16 | 17 | 18 | 19 | 23 | 25 | 26 | 28 | 29 | 36 | 38 | 40 | 42 | 44 |
| Range (m) | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| Confuse Chance (%) | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Blast Radius (m) | 2.5 | 2.5 | 2.5 | 2.5 | 2.5 | 3 | 3 | 3 | 3 | 3 | 3.5 | 3.5 | 3.5 | 3.5 | 3.5 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Required Character Level | 10 | 10 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
| Magic Modifier (%) | 100 | 101 | 102 | 104 | 105 | 112 | 115 | 117 | 120 | 122 | 136 | 140 | 143 | 146 | 150 |
| PP Cost | 15 | 16 | 17 | 18 | 19 | 23 | 25 | 26 | 28 | 29 | 36 | 38 | 40 | 42 | 44 |
| Range (m) | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 |
| Confuse Chance (%) | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 | 40 |
| Charge Time | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 | 30 |

DESCRIPTION

Launches a pulse of Light toward your enemies. This attack has a chance to Confuse targets. Enemies that are Confused are unable to move or attack in a concerted fashion; they are erratic and ineffective. When charged, this Technique has a much higher chance to Confuse its victims, and they'll be Confused for a longer duration. In addition, the charge time is extremely fast and the Photon Point cost is equivalent to the quick cast version of the Technique. Use the quick cast for damage; use the charged version for disruption of enemies!

Megid

Quick Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Required Character Level | 10 | 10 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
| Magic Modifier (%) | 135 | 135 | 136 | 137 | 137 | 141 | 142 | 143 | 145 | 146 | 153 | 155 | 156 | 158 | 160 |
| PP Cost | 14 | 15 | 15 | 16 | 17 | 19 | 20 | 21 | 22 | 23 | 27 | 28 | 29 | 30 | 32 |
| Range (m) | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 7 | 7 | 7 | 7 | 7 |
| Poison Chance (%) | 20 | 22 | 24 | 28 | 30 | 20 | 24 | 24 | 27 | 30 | 30 | 30 | 30 | 30 | 30 |
| Blast Radius (m) | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Required Character Level | 10 | 10 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
| Magic Modifier (%) | 40 | 40 | 41 | 41 | 41 | 42 | 42 | 43 | 43 | 44 | 45 | 46 | 47 | 48 | 50 |
| PP Cost | 20 | 21 | 22 | 23 | 24 | 28 | 29 | 31 | 32 | 34 | 40 | 42 | 44 | 46 | 48 |
| Range (m) | 8 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 6 |
| Poison Chance (%) | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Charge Time | 90 | 90 | 90 | 90 | 90 | 90 | 90 | 90 | 90 | 90 | 80 | 80 | 80 | 80 | 80 |
| Damage Pulses | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |

DESCRIPTION

Unleashes a Dark elemental attack against your enemy. Successful attacks have a chance to Poison targets, dealing damage over time to them. Poison is often ineffective against Machine-based enemies. When charged, this Technique does less damage up front but hits multiple times. It also draws enemies toward your character.

Resta

Quick Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Health Healed (%) | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 56 | 57 | 58 | 59 | 60 |
| PP Cost | 15 | 16 | 16 | 17 | 17 | 19 | 20 | 21 | 21 | 22 | 26 | 27 | 28 | 29 | 30 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| Health Healed (%) | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 56 | 57 | 58 | 59 | 60 |
| PP Cost | 15 | 16 | 16 | 17 | 17 | 19 | 20 | 21 | 21 | 22 | 26 | 27 | 28 | 29 | 30 |
| Area of Effect (m) | 4 | 4 | 5 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 10 | 10 | 12 | 12 | 14 |
| Charge Time | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 40 | 40 | 40 | 40 |

DESCRIPTION

This Technique restores health to the caster. Charge Resta to heal nearby party members as well. The importance of this Technique in team play cannot be overstated.

Anti

Quick Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 15 | 15 | 16 | 16 | 17 | 17 | 18 | 18 | 19 | 19 | 20 | 21 | 22 | 23 | 24 |
| Area of Effect (m) | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 12 | 14 | 16 | 18 | 20 | 24 |
| Charge Time | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 40 | 40 | 40 | 40 | 40 |

DESCRIPTION

Anti removes negative status effects. Charged, this Technique not only restores normal status to your allies, but also brings fallen characters back to consciousness.

Shifta

Quick Cast

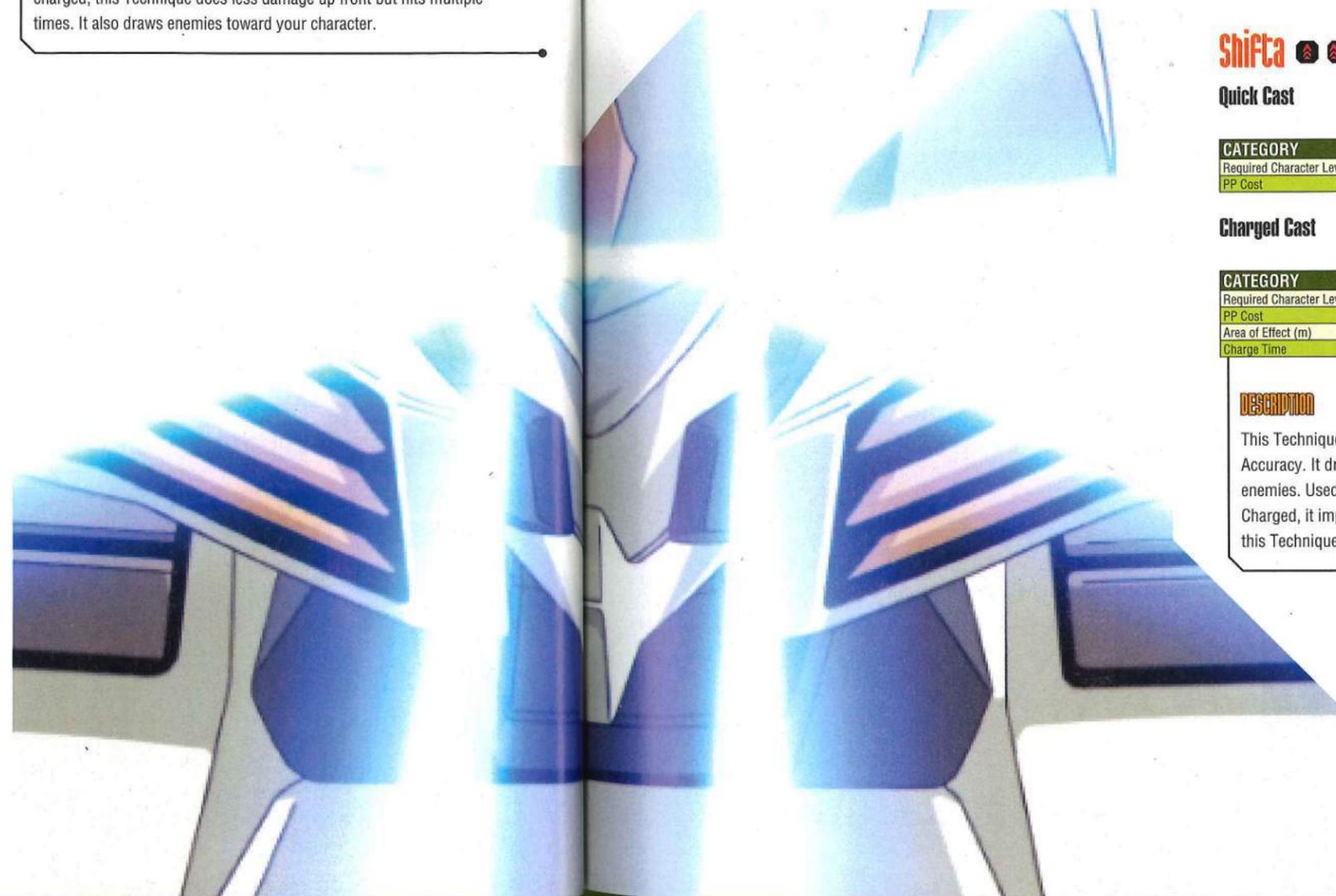
| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 12 | 12 | 12 | 15 | 15 | 15 | 18 | 18 | 18 | 21 | 21 | 21 | 24 | 24 | 24 |

Charged Cast

| | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 14 | 14 | 16 | 16 | 18 | 18 | 20 | 20 | 23 | 23 | 25 | 26 | 26 | 28 | 30 |
| Area of Effect (m) | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 12 | 14 | 14 | 16 | 20 |
| Charge Time | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 50 | 50 | 50 | 50 | 50 |

DESCRIPTION

This Technique raises affected targets' Attack Power, Magic, and Attack Accuracy. It dramatically improves your character's speed in dispatching enemies. Used quickly, the Technique only affects your character. Charged, it improves the stats of nearby allies as well. The duration of this Technique improves with every five new levels attained.



Deband

Stats for Quick Cast

| CATEGORY | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 12 | 12 | 12 | 15 | 15 | 15 | 18 | 18 | 18 | 21 | 21 | 21 | 24 | 24 | 24 |

Stats for Charged Cast

| CATEGORY | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 14 | 14 | 16 | 16 | 18 | 18 | 20 | 20 | 23 | 23 | 25 | 26 | 28 | 28 | 30 |
| Area of Effect (m) | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 12 | 14 | 14 | 16 | 20 |
| Charge Time | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 70 | 50 | 50 | 50 | 50 | 50 |

DESCRIPTION

Deband raises affected targets' Defense, Resistance, and Evasion. This Technique makes it much easier to survive dangerous encounters. Used quickly, the Technique only affects your character. Charged, it improves the stats of nearby allies as well. The duration of this Technique improves with every five new levels attained.

Jellen

Stats for Quick Cast

| CATEGORY | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 8 | 8 | 8 | 8 | 11 | 11 | 13 | 13 | 15 | 17 | 19 | 19 | 21 | 21 | 23 |
| Range (m) | 12 | 13 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 17 | 20 | 20 | 22 | 22 | 24 |

Stats for Charged Cast

| CATEGORY | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 6 | 8 | 8 | 8 | 11 | 11 | 13 | 13 | 15 | 17 | 19 | 19 | 21 | 21 | 23 |
| Range (m) | 8 | 9 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 13 | 15 | 15 | 16 | 16 | 18 |
| Charge Time | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 30 | 30 | 30 | 30 | 30 |

DESCRIPTION

Jellen is a Technique that you use to lower enemy Attack Power, Magic, and Accuracy. Use this in combination with Deband to prevent enemies from killing your group! Used quickly, the Technique only affects a targeted enemy. Charged, it lowers the stats for a cluster of enemies. The duration of this Technique improves with every five new levels attained.

Zalure

Stats for Quick Cast

| CATEGORY | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 6 | 8 | 8 | 8 | 11 | 11 | 13 | 13 | 15 | 17 | 19 | 19 | 21 | 21 | 23 |
| Range (m) | 12 | 13 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 17 | 20 | 20 | 22 | 22 | 24 |

Stats for Charged Cast

| CATEGORY | LEVEL | | | | | | | | | | | | | | |
|--------------------------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Required Character Level | 1 | 1 | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| PP Cost | 6 | 8 | 8 | 8 | 11 | 11 | 13 | 13 | 15 | 17 | 19 | 19 | 21 | 21 | 23 |
| Range (m) | 8 | 9 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 13 | 15 | 15 | 16 | 16 | 18 |
| Charge Time | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 30 | 30 | 30 | 30 | 30 |

DESCRIPTION

Zalure lowers enemies' Defense, Resistance, and Evasion. This Technique works wonderfully in concert with Shifta to bring enemies down quickly and efficiently. Used quickly, the Technique only affects a targeted enemy. Charged, it lowers the stats for a cluster of enemies. The duration of this Technique improves with every five new levels attained.



Photon Blasts

Photon Blasts are the heavy artillery of a Phantasy Star battle. Early in your career, you have a starter MAG. The little guy doesn't look like much, and all he does is add a few points to your stats and soak up free items. However, MAGs soon evolve into a higher grade. Evolved MAGs give you the power of Photon Blasts.

Look on your lower screen during a quest. There is a section of the display that houses a small figure with several bands around it. These bands light up as you fight, do damage, and take damage. Eventually the entire figure starts to glow. That's your signal that a Photon Blast is ready to go. From here, you can also see which of your teammates are ready for a Photon Blast.

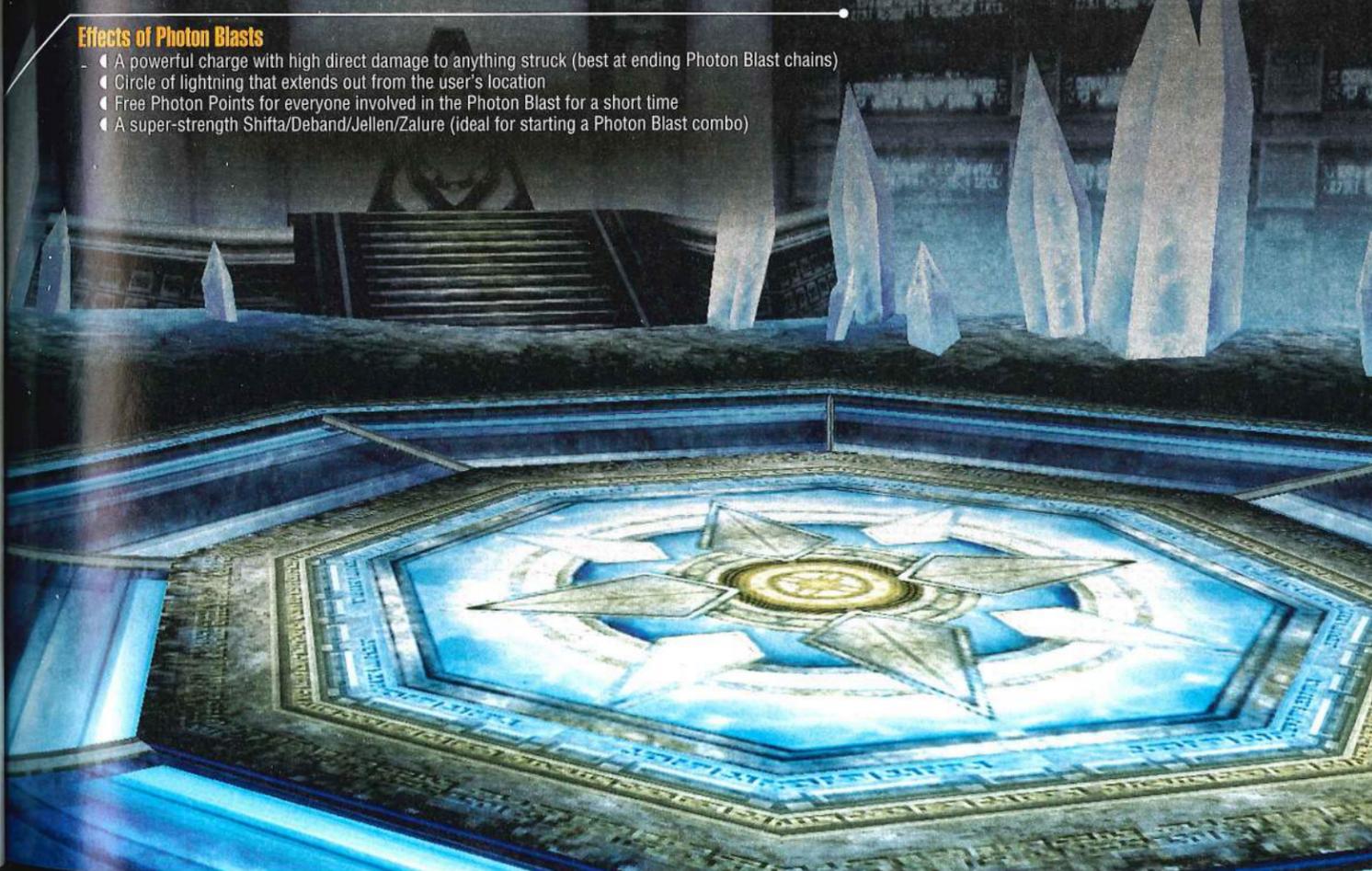
To start a Photon Blast, press and hold down both bumpers. Your character is suddenly surrounded with light and energy. Aim your character toward the deadliest enemy in the room and time this attack carefully before letting go of the buttons. It takes a few seconds for the Photon Blast to complete once you release the buttons, and fast enemies are good at getting out of the way.

When you hit with a damaging Blast, the effects are extreme. Photon Blasts take sizable chunks of boss' Hit Points, and almost all non-bosses are killed or brought low on health with a single strike. Groups of players should time Photon Blasts in such a way that bosses are hit by a few of these in tandem.



Effects of Photon Blasts

- ◆ A powerful charge with high direct damage to anything struck (best at ending Photon Blast chains)
- ◆ Circle of lightning that extends out from the user's location
- ◆ Free Photon Points for everyone involved in the Photon Blast for a short time
- ◆ A super-strength Shifta/Deband/Jellen/Zalure (ideal for starting a Photon Blast combo)





YOU AND YOUR MAG

MAGs are a crucial part of an adventurer's inventory. These partially sentient machines do several things to make your life easier out in the field. First off, MAGs improve the combat statistics of their user. As MAGs gain levels, they add more and more to Attack Power, Attack Accuracy, Defense, or Magic. You determine which stats are raised based on how you feed your MAGs. All of this is explained in this section so that you can help your MAGs grow and become the best they can be.



DEVELOPER TIPS: MAG MAINTENANCE

- Maintain Mags constantly. Mags eat five items at a time and become hungry again after 3 minutes.
- Mags evolve, according to what you feed it, at Levels 10, 30 and 60.
- Gunswords/Swords/Spears increase a Mag's Attack Power attribute (ATP)
 - Guns increase a Mag's Accuracy attribute (ATA)
 - Wands/Rods increase a Mag's Tech attribute (MST)
 - Armor increases a Mag's Defense attribute (DEF)
 - According to the Mag's level, some items decrease a level of a Mag's attribute

MAG Statistics and Traits

Before going farther, it's wise to explain MAG statistics. Look in the menu and select the MAG submenu. From there you get to choose from all available MAGs in your inventory. Equip or remove the creatures if you want, or choose to feed them from that area (more on this later).

Refer to the lower screen for a few pages of information about each MAG you highlight. This is where you can see how advanced your buddies are getting.



Tier 1 MAGs

MAG Statistics

| MAG STATISTIC | HOW TO IMPROVE | EFFECT ON YOUR CHARACTER |
|---------------|--|--|
| Level | Feed any items to your MAG | None (this is just an indicator of a MAG's power) |
| Synch | Feed anything to your MAG and avoid being knocked unconscious | Raises the chance for your MAG to use support abilities |
| Power | Feed your MAG melee weapons | Raises Attack Power |
| Guard | Feed your MAG armor | Raises Defense |
| Hit | Feed your MAG ranged weapons | Raises Attack Accuracy |
| Mind | Feed your MAG force weapons | Raises Magic |
| Photon Blast | Gain MAG Levels | Allows special attacks that are extremely deadly |
| Nature | Feed the MAG five items in a row of a different personality type | Controls what type of support ability the MAG uses to aid your character |

MAG Levels go all the way up to 100, just like character levels. Every time your MAG's stats improve, it gains a level. Thus, you can add 100 points to your character by grabbing a fully leveled MAG. That's a huge difference early in the game, and even later on it's nothing to laugh at!

Finding MAGs

All new characters start with a fresh MAG. These little fellows don't give you much, but they didn't cost you anything either. MAGs count as a form of equipment, so you're free to equip and unequip them at will.

Let's say you lose your MAG (or trade him away). Is there another way to find new MAGs? Certainly. The cheapest way is to create a new character and put the MAG from that person in the Joint Trunk, a feature of the Hunter's Guild. That lets you give another character a free MAG. Then, you can delete the new character and make yet another for additional free MAGs, as needed.

If that sounds a bit unfair to you, there is another way. After several quests in Story Mode, your group learns about the sewers, a part of town that contains extra stores. Visit the Photon Collector with five Photon Drops. Purchase a new MAG from there at any time (it's still a starting MAG with no bonus stats).

We mentioned that you can trade MAGs. That's useful for buddies, but it's also a good feature for solo players. When one of your characters is getting the majority of playtime, have that person carry a primary MAG along with a secondary MAG. Raise the secondary MAG with a different type of food. That way, you use items that would otherwise go to waste. Then, when the MAG gets strong enough, put the MAG in the Joint Trunk and let a newly created character use a powerful MAG to help with his or her early leveling.



Tier 2 MAGs

Feeding Time

The only way for a MAG to grow is through feeding. These things don't care about combat or quests. They want to eat! And eat they shall, as long as you find the items they want.

There are several issues involved with feeding MAGs. First off, you can only feed them several items at a time. If your MAG hits its limit, it won't be able to eat any more for a few minutes. Simply go on with your adventuring and earn more money and Experience while you wait.

Not all items are equal when it comes to digestion. Different equipment and items provide bonuses to different statistics. If you feed your MAG anything that you have in your bag, it's likely that you'll end up with a weaker mix of stats. Sure, you'll hit level 100 much sooner, but your HUCast might have +30 to Magic. Useful? Hardly.

It's much better to play your path to 100 and figure out what stats you want. Full Attack Power? A mix of Attack Power and Accuracy? Some Defense? Choose what you want and feed accordingly. The tables below reveal the bonuses granted by various items. Notice that a number of items both raise and lower certain traits. That's a good thing; it allows you to remove unwanted amounts of peripheral stats.



Tier 3 MAGs

THERE'S NO GOING BACK

You can't delevel your MAG. That's why it's so important to avoid getting even a single level in a stat you don't want. For instance, a CAST halfway to a point of Mind would be in danger of gaining a bonus to Magic. That bonus comes at a cost in future Power, Defense, or Accuracy.

To avoid this fate, the CAST's player feeds ranged weapons to the MAG to lower its Mind.

Melee Weapon Feeding Table

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|---|
| One Star | 3 | -1 | - | - | |
| Two Stars | 4 | -2 | - | - | |
| Three Stars | 5 | -3 | - | - | Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches |
| Four Stars | 6 | -4 | - | - | |
| Five Stars | 7 | -5 | - | - | |
| Six Stars | 8 | -6 | - | - | |
| Seven Stars | 9 | -7 | - | - | |

Ranged Weapon Feeding Table

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|---|
| One Star | - | - | 3 | -1 | |
| Two Stars | - | - | 4 | -2 | |
| Three Stars | - | - | 5 | -3 | Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches |
| Four Stars | - | - | 6 | -4 | |
| Five Stars | - | - | 7 | -5 | |
| Six Stars | - | - | 8 | -6 | |
| Seven Stars | - | - | 9 | -7 | |

Force Weapon Feeding Tables

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|---|
| One Star | -1 | - | - | 3 | |
| Two Stars | -2 | - | - | 4 | |
| Three Stars | -3 | - | - | 5 | Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches |
| Four Stars | -4 | - | - | 6 | |
| Five Stars | -5 | - | - | 7 | |
| Six Stars | -6 | - | - | 8 | |
| Seven Stars | -7 | - | - | 9 | |

Grinder Feeding Tables

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|---|
| One Star | 3 | 3 | 3 | 3 | |
| Three Stars | 5 | 5 | 5 | 5 | Bonuses are slowly reduced for higher tier MAGs |
| Five Stars | 5 | 5 | 5 | 5 | |

Armor and Unit Feeding Tables

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|---|
| One Star | - | 3 | -1 | - | |
| Two Stars | - | 4 | -2 | - | |
| Three Stars | - | 5 | -3 | - | Bonuses and penalties are reduced by one point (each) for every new tier your MAG reaches |
| Four Stars | - | 6 | -4 | - | |
| Five Stars | - | 7 | -5 | - | |
| Six Stars | - | 8 | -6 | - | |
| Seven Stars | - | 9 | -7 | - | |

Mates and Enemy Item Drop Feeding Tables

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|--|
| One Star | 1 | 1 | - | - | |
| Two Stars | 2 | 1 | - | - | |
| Three Stars | 3 | 2 | - | - | Power bonuses drop by one point per tier of MAG, Guard bonuses drop at 2/3 that rate |
| Four Stars | 4 | 2 | - | - | |
| Five Stars | 5 | 3 | - | - | |
| Six Stars | 6 | 3 | - | - | |
| Seven Stars | 7 | 4 | - | - | |

Atomizer and Element Feeding Tables

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|---|
| One Star | - | - | 1 | 1 | |
| Two Stars | - | - | 2 | 1 | |
| Three Stars | - | - | 3 | 2 | Hit bonuses drop by one point per tier of MAG, Mind bonuses drop at 2/3 that rate |
| Four Stars | - | - | 4 | 2 | |
| Five Stars | - | - | 5 | 3 | |
| Six Stars | - | - | 6 | 3 | |
| Seven Stars | - | - | 7 | 4 | |

Fluid and Technique Disk Feeding Tables

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|---|
| One Star | 1 | - | - | 1 | |
| Two Stars | 1 | - | - | 2 | |
| Three Stars | 2 | - | - | 3 | Mind bonuses drop by one point per tier of MAG, Power bonuses drop at 2/3 that rate |
| Four Stars | 2 | - | - | 4 | |
| Five Stars | 3 | - | - | 5 | |
| Six Stars | 3 | - | - | 6 | |
| Seven Stars | 4 | - | - | 7 | |

Trap and Function Item Feeding Tables

| OBJECT RARITY | POWER | GUARD | HIT | MIND | SPECIAL |
|---------------|-------|-------|-----|------|--|
| One Star | - | 1 | 1 | - | |
| Two Stars | - | 2 | 1 | - | |
| Three Stars | - | 3 | 2 | - | Guard bonuses drop by one point per tier of MAG, Hit bonuses drop at 2/3 that rate |
| Four Stars | - | 4 | 2 | - | |
| Five Stars | - | 5 | 3 | - | |
| Six Stars | - | 6 | 3 | - | |
| Seven Stars | - | 7 | 4 | - | |

All MAGs develop a favorite food based on their personality. Feeding your MAG a favored food increases the effect of the item by one rarity level. If your MAG's personality changes, so too will their interests in food.

Evolution

There are several levels that stand out when you're leveling your MAG. Level 10 is the biggest, as that is the first time your MAG evolves into a higher tier. Your MAG learns a Photon Blast when that happens, and your entire career changes because of it. Photon Blasts are critical for boss fights, so you want to get your MAG to level 10 as soon as possible. Don't pass go, don't collect 200 Photon Drops until you've gotten this done.



Tier 4 MAGs

Tier One

Your MAG starts at Tier 1 and climbs quickly through the ranks. You don't have to do anything special here. Choose your favorite stat and start feeding the right type of items to raise it. Look at the small table below to see if your favorite stat gives you the Photon Blast you want.

| FAVORED STAT | PHOTON BLAST |
|--------------|---|
| Power | Strong forward charge, high damage |
| Guard | Buff allies, Debuff enemies |
| Hit | Circle of lightning hits all nearby enemies |
| Mind | Temporary boost to Photon Points |

Tier Two

Highest Stat Determines Form

Now that you have your Photon Blast, it's time to think more about the long haul. Your next evolution isn't until level 30, and that's a fair amount of time. If you only raise one stat, you get a special form at level 30. Otherwise, your highest stat determines your form and you receive a more common MAG. Neither is better than the others; it's just a matter of choice.

Tier Three

If All Secondary Stats = 0, You Receive One Form

Otherwise, Your Highest Stat Gives You a MAG of an Appropriate Type

The journey from 30 to 60 doesn't take as long as you'd think. By this phase, most players know what they're doing and have figured out a feeding routine that keeps things moving.

Look carefully at your stats, especially if you're raising a bit of everything. The next evolution can go several ways.

Tier Four

Primary Stat > Secondary Stat > Third and Fourth Stats

At level 60 you reach the "final" tier. After this upgrade you have 40 more levels to score free points and improve your MAG. However, this might not be your final form after all. Every five levels the system checks to see if your numbers have changed enough to warrant a new form. If you are close to having a different MAG, there is still time to shift!

Also, there are special items that change the look of your MAG permanently. These items are snagged from special monsters, and you can't usually use them until your MAG is very high level. You get to keep your old Photon Blast if you change forms, so don't worry about losing something you enjoy.



Rare MAGs

THE NATIVES ARE HOSTILE



Veterans of *Phantasy Star* games already know what a difference it makes to know your enemies. These games are all about proper positioning and tactics. High stats and extra levels make everything easier, of course, but a skilled player can finish fights more quickly and with fewer items. Read through this chapter to learn about your enemies and their weaknesses.

Gurhacia Valley



This is a land baked under a harsh sun, but plentiful water keeps the vegetation thriving. The creatures here rely heavily on melee attacks; they're mostly a weak bunch that can be destroyed without fuss. Use weapons with a high Native attribute for the greatest effect.

Only the dragon boss, Reyburn, stands in your way. He's a serious combatant, and groups should bring armor with Fire Resistance if possible.



Vulkure

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 80 | 112 | 91 | 2 | 0 | 0 | 280 | 40 | 1 | 10 | 4 |
| HARD | 1.05 | 328 | 344 | 324 | 59 | 0 | 0 | 360 | 420 | 5 | 20 | 76 |
| SUPER HARD | 1.10 | 667 | 858 | 841 | 121 | 0 | 0 | 420 | 600 | 10 | 30 | 109 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 20 | 0 | 0 | 0 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 0 | 20 | 20 | 20 | 20 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 10 | 60 | 80 | 60 | 40 | 80 | 40 |

Immunities

- None

Attribute

- Native

Tactics

Vulkures arrive in small groups. These flying creatures are relatively fast, but their low health and weak attack power prevent them from being a major threat. Ignore them while killing more dangerous targets.

When possible, keep primary enemies between yourself and the Vulkures. This limits Vulkure attacks and gives you free hits if you're using an area-of-effect weapon (or if your first target dies in the middle of a combo).



Garapython

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 134 | 158 | 137 | 16 | 0 | 0 | 220 | 10 | 1 | 10 | 13 |
| HARD | 1.05 | 472 | 499 | 471 | 121 | 0 | 0 | 330 | 350 | 10 | 20 | 157 |
| SUPER HARD | 1.10 | 912 | 975 | 950 | 194 | 0 | 0 | 400 | 530 | 30 | 30 | 224 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 30 | 10 | 0 | 30 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 0 | 30 | 20 | 0 | 50 | 20 | 50 |
| | SUPER HARD | 1.00 | 1.00 | 20 | 60 | 40 | 20 | 80 | 50 | 100 |

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Native

Tactics

Garapythons lunge toward their victims and attack with fairly rapid melee strikes. Stay mobile to avoid the initial lunge, then circle behind the snakes. Hit them in the flanks and rear with melee attacks of your own, or get some quick range for Force/ranged attacks. Melee characters and Force Users with Ice Techniques spell a fast death for these foul snakes. Even on Super Hard difficulty, Garapythons have almost no Resistance to these damage sources.



Ghowl

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 95 | 120 | 98 | 8 | 0 | 0 | 220 | 20 | 1 | 10 | 5 |
| HARD | 1.05 | 358 | 343 | 334 | 99 | 148 | 128 | 330 | 380 | 5 | 20 | 82 |
| SUPER HARD | 1.10 | 739 | 870 | 859 | 154 | 320 | 300 | 400 | 560 | 10 | 30 | 116 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 20 | 10 | 0 | 20 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 0 | 20 | 30 | 0 | 20 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 20 | 50 | 70 | 20 | 40 | 40 | 40 |

Immunities

- None

Attribute

- Native

Tactics

Ghowls are another nuisance target. They rush underfoot while you're attending nastier foes. Hold back to pelt them at range and lure them to your position. Melee characters can wade through them while charging other foes; their health is so low that it isn't worth going around them. Kill them and get them out of your hair.



Grimble

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 157 | 150 | 128 | 6 | 0 | 0 | 260 | 30 | 1 | 10 | 15 |
| HARD | 1.05 | 541 | 472 | 460 | 79 | 0 | 0 | 330 | 410 | 10 | 20 | 166 |
| SUPER HARD | 1.10 | 1046 | 964 | 954 | 142 | 0 | 0 | 400 | 570 | 30 | 30 | 235 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 20 | 10 | 0 | 0 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 0 | 20 | 30 | 10 | 10 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 10 | 40 | 90 | 20 | 40 | 40 | 40 |

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Grimbles are a type of boar. They are large and robust, but like many Gurhacian enemies, it's easy to herd them. Come in from the sides, attack fast, and kill to your heart's content. Melee attacks and all Techniques are very effective. Ranged weaponry does well too until you reach Super Hard difficulty, but even then it's good enough to get by. Watch for the scaling of Resistance to Fire damage in the later tiers. That's about the only thing worth avoiding.



Tormatible

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 192 | 199 | 183 | 7 | 0 | 0 | 280 | 40 | 1 | 30 | 30 |
| HARD | 1.05 | 655 | 551 | 516 | 79 | 0 | 0 | 360 | 420 | 10 | 30 | 218 |
| SUPER HARD | 1.10 | 1292 | 1056 | 1034 | 142 | 0 | 0 | 420 | 580 | 30 | 50 | 312 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 60 | 40 | 0 | 40 | 20 | 10 |
| | HARD | 1.00 | 1.00 | 30 | 60 | 80 | 0 | 50 | 20 | 10 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 70 | 100 | 20 | 60 | 50 | 20 |

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Tormatibles are boars of a rarer variety. These enemies look almost identical to Grimbles, so it's sometimes hard to know that you're even dealing with them until you're in melee range. They have more health and do more damage. However, they're worth much more Experience than their cousins, so it's a good thing when you come across them. Tormatibles have the same immunities (which is to say that they have almost none) and generally have much better Resistances. Dark and Ice attacks are the most effective tools for slaughtering these foes. Everything else is a slugfest.

Helion

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 343 | 234 | 202 | 24 | 0 | 0 | 240 | 25 | 10 | 10 | 40 |
| HARD | 1.05 | 841 | 646 | 625 | 138 | 0 | 0 | 340 | 400 | 30 | 20 | 592 |
| SUPER HARD | 1.10 | 2081 | 1168 | 1114 | 255 | 0 | 0 | 420 | 580 | 50 | 30 | 902 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 10 | 30 | 10 | 10 | 10 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 10 | 30 | 30 | 20 | 20 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 20 | 50 | 80 | 40 | 60 | 80 | 50 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Helions are the heaviest hitters in Gurhacia Valley (save for Reyburn himself). These massive beasts are unmistakable. They're large, fast when they're leaping, and capable of dealing high damage to targets. Their pelts are bright red, so you can see them coming a mile away.

Don't stand and fight Helions. Draw them toward you but run or Evade to avoid their leaps. Don't attack them until you've gotten to their flanks. If other characters are distracting the Helion, hit them with full combos. If you're the primary target, hit them once or twice and Evade as soon as the Helion starts turning toward you.

Almost all damage types work well at lower difficulties, but these monsters scale very well in the higher difficulty modes. Melee characters lead the attack in the highest modes, while other characters do their best to distract the Helions and keep some damage going against them.

Blaze Helion

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 577 | 297 | 279 | 28 | 0 | 0 | 280 | 30 | 20 | 10 | 110 |
| HARD | 1.05 | 1269 | 736 | 713 | 160 | 0 | 0 | 360 | 410 | 40 | 20 | 1015 |
| SUPER HARD | 1.10 | 2782 | 1334 | 1318 | 286 | 0 | 0 | 430 | 590 | 60 | 30 | 1796 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 10 | 30 | 50 | 20 | 20 | 30 | 30 |
| | HARD | 1.00 | 1.00 | 20 | 40 | 100 | 30 | 50 | 50 | 50 |
| | SUPER HARD | 1.00 | 1.00 | 20 | 80 | 100 | 50 | 90 | 100 | 60 |

Immunities

- Burn (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Blaze Helions are even meaner than their standard brothers. They have turned a yellow color because of the extreme heat and energy inside their bodies. They've become immune to Burn effects, and all of their combat stats have improved. The same tactics work well for killing them, but it takes more time and investment to pull it off. Melee characters are your saving grace, since everyone else is quite ineffective at dealing much damage. Ice attacks are okay, but that's about it. Ranged characters might even consider switching to melee attacks if they have a suitable weapon (such as a Gunblade).

Reyburn

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 3300 | 300 | 260 | 11 | 230 | 200 | 280 | 1 | 1 | 1 | 300 |
| HARD | 1.00 | 10000 | 1020 | 1000 | 138 | 1000 | 905 | 350 | 1 | 1 | 1 | 2400 |
| SUPER HARD | 1.00 | 15500 | 1855 | 1595 | 430 | 1500 | 1350 | 385 | 1 | 1 | 1 | 4800 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|--------------------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 10 | 65 | 15 | 50 | 55 | 55 |
| | HARD | 1.00 | 1.00 | 5 | 15 | 75 | 25 | 55 | 65 | 65 |
| | SUPER HARD | 1.00 | 1.00 | 10 | 20 | 95 | 35 | 65 | 85 | 85 |
| HEAD | NORMAL | 0.65 | 1.00 | 0 | 5 | 60 | 50 | 15 | 50 | 50 |
| | HARD | 0.65 | 1.00 | 0 | 10 | 70 | 55 | 25 | 60 | 60 |
| | SUPER HARD | 0.70 | 1.00 | 0 | 15 | 90 | 65 | 35 | 80 | 80 |
| HEAD (AFTER BREAK) | NORMAL | 0.55 | 1.00 | 0 | 0 | 55 | 45 | 10 | 45 | 45 |
| | HARD | 0.55 | 1.00 | 0 | 5 | 65 | 50 | 20 | 55 | 55 |
| | SUPER HARD | 0.60 | 1.00 | 0 | 10 | 85 | 60 | 30 | 75 | 75 |
| BACK | NORMAL | 1.00 | 1.00 | 5 | 50 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 1.00 | 1.00 | 20 | 50 | 70 | 70 | 70 | 70 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 55 | 95 | 95 | 95 | 95 | 95 |

Immunities

- All Status Effects (Normal, Hard, Super Hard)

Attribute

- Native

Tactics

Reyburn is a dragon that guards the end of Gurhacia Valley. He can toast entire parties if you aren't careful. His damage output is off the charts, and he has many ways to make life difficult for everyone involved.

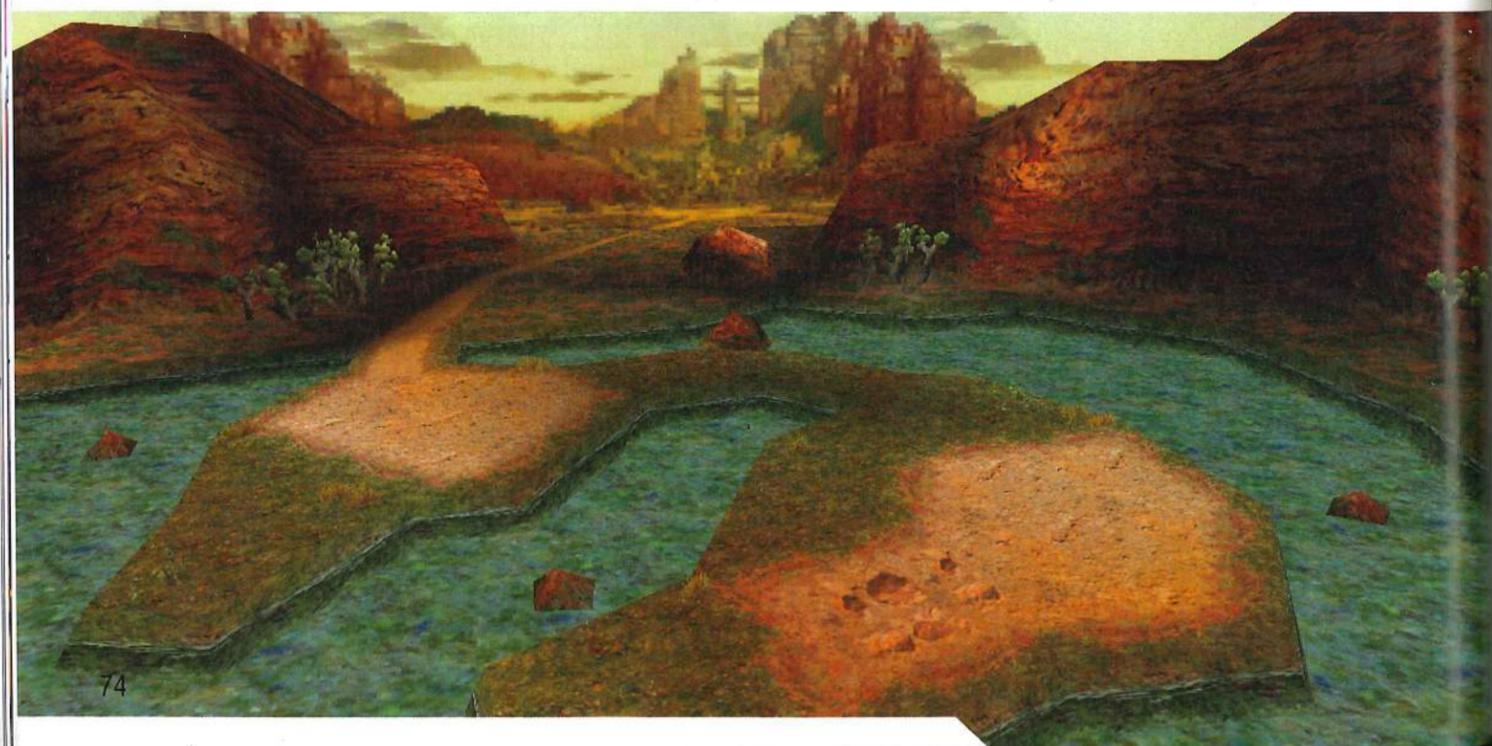
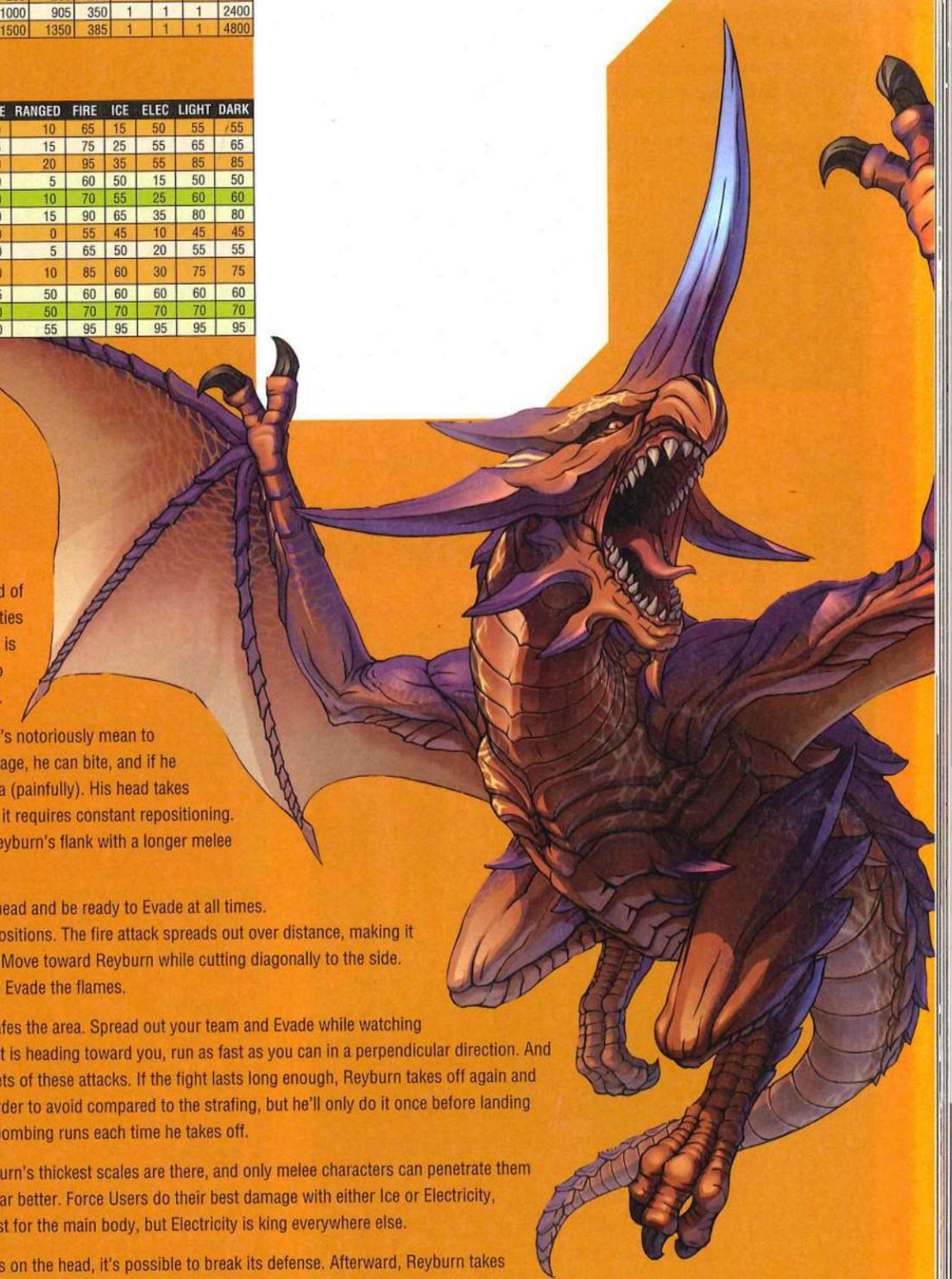
First, Reyburn is tough to approach. He's notoriously mean to melee fighters. His moving feet do damage, he can bite, and if he spins his tail, it hits everyone in the area (painfully). His head takes the most damage from hits, but nailing it requires constant repositioning. A safer and slower target is to attack Reyburn's flank with a longer melee weapon (e.g., a Sword).

Ranged characters should aim for the head and be ready to Evade at all times. Reyburn breathes fire each time he repositions. The fire attack spreads out over distance, making it harder to avoid if you get too far away. Move toward Reyburn while cutting diagonally to the side. This gives you a much better chance to Evade the flames.

Periodically, Reyburn takes off and strafes the area. Spread out your team and Evade while watching the minimap. If the dragon's orange dot is heading toward you, run as fast as you can in a perpendicular direction. And pray! The big guy lands after several sets of these attacks. If the fight lasts long enough, Reyburn takes off again and firebombs a wide area. This is even harder to avoid compared to the strafing, but he'll only do it once before landing again. Afterward, he'll swap strafe/firebombing runs each time he takes off.

Avoid rear attacks when you can. Reyburn's thickest scales are there, and only melee characters can penetrate them for substantial damage. The sides are far better. Force Users do their best damage with either Ice or Electricity, depending on the target area. Ice is best for the main body, but Electricity is king everywhere else.

If enough characters focus their attacks on the head, it's possible to break its defense. Afterward, Reyburn takes more damage from all attacks and can lose his health rapidly. Players of previous games may be tempted to break the feet as well, but there isn't a way to trip up the dragon this time around. Safe damage is in the rear; rewarding damage is up front.



Ozette Wetlands

Rain falls for over half the year in the Ozette Wetlands. Its wooden footpaths were made long ago, though the original creators are long forgotten. None of the creatures that live here are bothered by the humidity; your allies may not share this comfort with the rain and marshlands. Stick to the dry areas!



Hypao

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 137 | 142 | 120 | 5 | 121 | 99 | 220 | 5 | 1 | 5 | 16 |
| HARD | 1.05 | 691 | 457 | 437 | 23 | 270 | 251 | 310 | 340 | 10 | 10 | 171 |
| SUPER HARD | 1.10 | 1232 | 901 | 881 | 103 | 509 | 482 | 380 | 470 | 30 | 20 | 266 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 40 | 20 | 0 | 0 | 20 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 40 | 20 | 0 | 0 | 30 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 60 | 40 | 20 | 20 | 70 | 40 | 40 |

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Hypao are modified seals with electric powers and thick skin. They take a fair beating to kill. Hypao use direct melee attacks and a short-range area-of-effect burst to fight their enemies. Ranged characters are safe and can lead them around, but melee fighters have to advance, inflict damage, and then Evade when Hypao raise their tails; that's the sign that the Lightning attack about to begin. Evade away even if you eat the damage from the first burst of Lightning. The attack ticks twice, and you save yourself half the damage even with a late roll.

Fire and Ice work equally well to kill these freaks. Force Users clear the field with Hypao (unless the heroes try to use Electricity, but why would they even try that?). Other characters have a harder time because these foes have such thick skin.

Porel

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 78 | 128 | 118 | 2 | 88 | 69 | 240 | 30 | 1 | 5 | 4 |
| HARD | 1.05 | 478 | 345 | 317 | 30 | 258 | 239 | 310 | 380 | 5 | 10 | 88 |
| SUPER HARD | 1.10 | 894 | 763 | 733 | 97 | 482 | 461 | 380 | 500 | 10 | 20 | 115 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 0 | 0 | 0 | 10 | 20 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 0 | 0 | 0 | 10 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 40 | 20 | 20 | 20 | 40 | 50 |

Immunities

- None

Attribute

- Native

Tactics

Porel are small blue frogs that swarm newcomers to the Wetlands. They're fairly harmless once you get used to the place. Stay at range for safe kills, or rush them with a full combo for a fast victory. Even at the highest difficulty modes, you aren't going to have issues with Porel; they aren't strongly resistant to anything.

Pomarr

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 81 | 121 | 109 | 3 | 99 | 80 | 240 | 30 | 1 | 5 | 4 |
| HARD | 1.05 | 480 | 321 | 303 | 29 | 268 | 242 | 320 | 380 | 5 | 10 | 88 |
| SUPER HARD | 1.10 | 877 | 762 | 751 | 82 | 494 | 479 | 390 | 500 | 10 | 20 | 116 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 0 | 0 | 0 | 10 | 30 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 0 | 0 | 0 | 10 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 40 | 20 | 20 | 20 | 40 | 60 |

Immunities

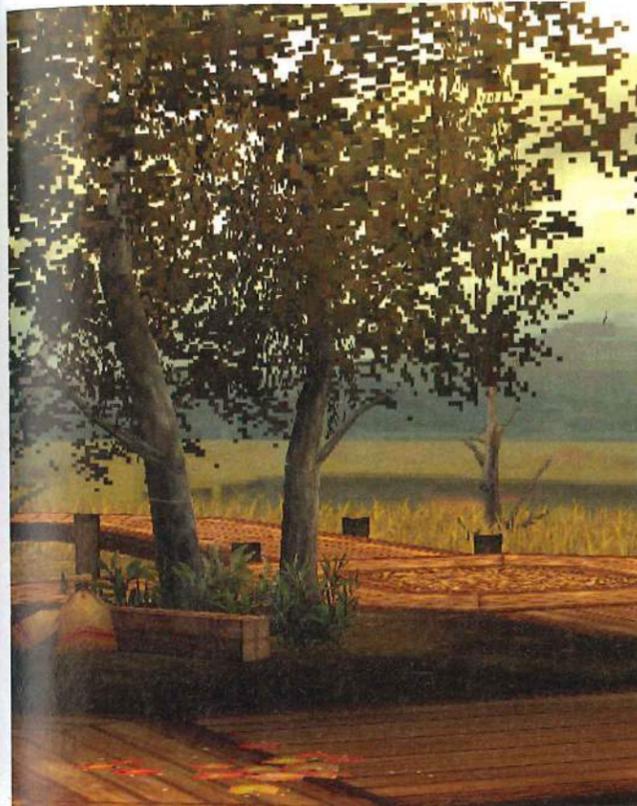
- None

Attribute

- Native

Tactics

Pomarr are brightly colored frogs that fight like their Porel cousins. These frogs have a poisonous bite, so they have more damage potential. Lure them together and use large Force attacks or area-of-effect weapons to clear them quickly. Otherwise, there aren't any changes from what you're used to. For a "rare" creature, these frogs are actually quite common.



Delcatraz

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 392 | 258 | 227 | 6 | 121 | 81 | 250 | 10 | 10 | 5 | 40 |
| HARD | 1.05 | 1186 | 581 | 564 | 58 | 297 | 279 | 360 | 360 | 30 | 10 | 572 |
| SUPER HARD | 1.10 | 2227 | 1143 | 1132 | 126 | 647 | 633 | 430 | 510 | 50 | 20 | 882 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 40 | 30 | 0 | 10 | 0 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 40 | 30 | 0 | 20 | 0 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 60 | 40 | 20 | 50 | 20 | 60 | 60 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Pelcatraz are slow fliers that have multiple types of area-of-effect attacks (abilities that hit all targets within a given region). Their wind attack is a forward-facing burst that does decent damage. It's easy to avoid by fighting from the flanks, so don't worry too much. Instead, watch for the whirlwind spin that hits all melee targets. When possible, use ranged attacks or short bursts to limit your exposure to these area-of-effect attacks. Force Users are the best characters for killing Pelcatraz; Fire and Electrical attacks are devastating against them.

Vespao

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 162 | 166 | 151 | 5 | 129 | 109 | 220 | 5 | 1 | 5 | 24 |
| HARD | 1.05 | 780 | 514 | 498 | 25 | 292 | 276 | 310 | 340 | 10 | 10 | 195 |
| SUPER HARD | 1.10 | 1316 | 931 | 893 | 105 | 539 | 510 | 380 | 470 | 30 | 20 | 351 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 50 | 20 | 0 | 0 | 40 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 60 | 30 | 0 | 0 | 60 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 80 | 50 | 20 | 20 | 100 | 50 | 30 |

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Vespao aren't worth much more Experience, but they attack more frequently and more aggressively than Hypao. You can recognize them at range by looking for their lighter color and raised ears. Force Users are the best characters for clearing them out. Melee killers must bite the bullet and accept some damage. As before, Fire and Ice are the keys to an easy victory.

Delcatobur

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 811 | 290 | 281 | 0 | 119 | 81 | 210 | 2 | 20 | 30 | 99 |
| HARD | 1.05 | 1701 | 656 | 638 | 0 | 303 | 280 | 330 | 340 | 40 | 40 | 1002 |
| SUPER HARD | 1.10 | 3226 | 1321 | 1298 | 0 | 666 | 641 | 370 | 470 | 60 | 50 | 1764 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 50 | 20 | 0 | 20 | 0 | 30 | 30 |
| | HARD | 1.00 | 1.00 | 60 | 30 | 0 | 20 | 0 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 70 | 40 | 20 | 60 | 20 | 80 | 80 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Pelcatoburs are an extremely rare variant of the flying Pelcatraz. These birds have a similar coloration, so look carefully around the neck to tell the two apart. Pelcatoburs have a thicker neck and beefier bodies as well, attributes which are also reflected in their statistics. Though these birds fight in the same manner and share the same weakness to Fire and Electricity, Pelcatoburs have massive health and deal more damage with all of their attacks. Swarm them and get your lucrative kills early in the fight. You can't afford to turn your back on these fellows.

Octo Diablo

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP | DIFFICULTY |
|-------------|------------|------|-----------|-----------|------|-----------|-----------|---------|-----|-----|------|-----|------------|
| OCTO DIABLO | NORMAL | 1.00 | 3480 | 290 | 250 | 9 | 1 | 1 | 300 | 1 | 1 | 1 | 320 |
| | HARD | 1.00 | 10800 | 1100 | 995 | 130 | 1 | 1 | 360 | 1 | 1 | 1 | 2300 |
| | SUPER HARD | 1.00 | 14500 | 2400 | 2380 | 400 | 1 | 1 | 390 | 1 | 1 | 1 | 4600 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1 | 1 | 5 | 40 | 70 | 70 | 20 | 70 | 70 |
| | HARD | 1 | 1 | 5 | 40 | 70 | 70 | 30 | 70 | 70 |
| | SUPER HARD | 1.13 | 1 | 10 | 45 | 75 | 75 | 40 | 75 | 75 |
| HEAD | NORMAL | 0.9 | 1 | 0 | 70 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 0.9 | 1 | 0 | 70 | 60 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1 | 1 | 0 | 75 | 70 | 70 | 70 | 70 | 70 |
| MOUTH | NORMAL | 0.5 | 1 | 50 | 0 | 10 | 60 | 20 | 60 | 60 |
| | HARD | 0.5 | 1 | 50 | 0 | 20 | 60 | 30 | 60 | 60 |
| | SUPER HARD | 0.57 | 1 | 55 | 0 | 30 | 70 | 40 | 70 | 70 |
| TENTACLE | NORMAL | 1 | 1 | 50 | 70 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 50 | 70 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 50 | 75 | 30 | 75 | 75 | 75 | 75 |
| LOWER TENTACLE | NORMAL | 1 | 1 | 20 | 20 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 20 | 20 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 25 | 25 | 30 | 70 | 70 | 70 | 70 |
| CLAW | NORMAL | 1 | 1 | 5 | 50 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 5 | 50 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 10 | 50 | 30 | 70 | 70 | 70 | 70 |
| LOWER CLAW | NORMAL | 1 | 1 | 30 | 20 | 60 | 10 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 30 | 20 | 60 | 20 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 35 | 25 | 70 | 30 | 70 | 70 | 70 |

Immunities

- All Status Effects

Attribute

- Beast

Tactics

Bring a weapon with a high Beast Affinity into the Wetlands. Octo Diablo is much harder than the creatures in the general area, so he's worth the extra effort.

Avoid Octo Diablo's tentacles by running to either side when they rise above your character. Evade if you're moving slowly, or keep running in either direction if you're already going at full speed.

Dodge ink blasts with the Evade command. Watch Octo Diablo's head to see the attack coming. Also watch for the air intake that Octo Diablo uses in both phases of the fight. Run away from the mouth and heal your character if you're worried about being drawn in.

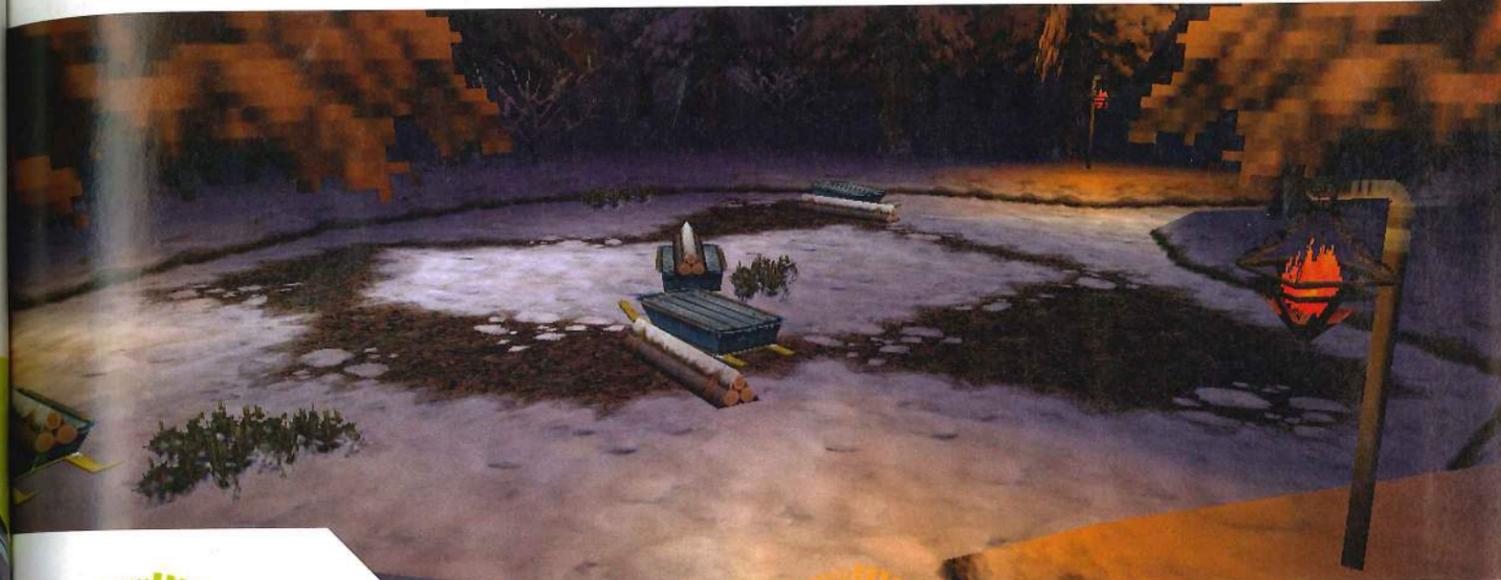
Evade to the outer edge of the circle to dodge the whirlwind of tentacles. Don't wait for even a moment; the sooner you Evade, the farther you can get from the tentacles before the damage ticks. Getting hit once is still better than taking multiple hits, so a failed Evade remains than nothing.

Used ranged attacks on Octo Diablo's mouth when it's exposed. The best time for this is after a period of sucking people toward himself. Ranged characters are best for this, and they can do unrivaled damage for a brief period.



Rioh Snowfield

Rioh Snowfield is in the mountains above Dairon City, located with a fairly short but rigorous walk from town. A number of CAST from ancient times are sleeping there, waiting for their time to live again, but there are also various monsters wandering in the snow.



Usanny

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 72 | 138 | 126 | 5 | 0 | 0 | 220 | 30 | 1 | 10 | 4 |
| HARD | 1.05 | 289 | 382 | 366 | 82 | 0 | 0 | 330 | 380 | 5 | 20 | 90 |
| SUPER HARD | 1.10 | 612 | 841 | 799 | 137 | 0 | 0 | 390 | 600 | 10 | 30 | 122 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 0 | 10 | 40 | 20 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 20 | 0 | 10 | 40 | 20 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 0 | 20 | 80 | 60 | 40 | 20 |

Immunities

- None

Attribute

- Native

Tactics

Usanny are considered monsters by the Hunter's Guild's definition. As such, they are a danger to travelers that pass through the Rioh Snowfield. That said, there are many who debate their inclusion in the monster list because the creatures are almost ineffective at hurting their targets. Coming in small groups, these pests get in the way more than anything else. You'll help Dairon City's farmers and gatherers by clearing them out of the area. Ranged and Fire attacks do the trick wonderfully, but wide melee weapons kill the groups effectively too.

Black Usanny

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 65 | 199 | 179 | 0 | 0 | 0 | 280 | 120 | 1 | 30 | 24 |
| HARD | 1.05 | 242 | 474 | 460 | 0 | 0 | 0 | 380 | 500 | 5 | 50 | 202 |
| SUPER HARD | 1.10 | 558 | 933 | 903 | 0 | 0 | 0 | 440 | 700 | 10 | 100 | 328 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 40 | 0 | 20 | 80 | 40 | 30 | 50 |
| | HARD | 1.00 | 1.00 | 40 | 0 | 20 | 90 | 40 | 40 | 60 |
| | SUPER HARD | 1.00 | 1.00 | 60 | 0 | 40 | 100 | 60 | 40 | 100 |

Immunities

- None

Attribute

- Native

Tactics

Although Black Usanny have higher Resistances, they're still very easy to kill. The hardest thing about these creatures is the task of finding them. Even repeated trips to the Rioh Snowfield won't guarantee a glimpse of these rare and elusive beasts.

Stagg

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 129 | 192 | 161 | 15 | 79 | 60 | 230 | 20 | 1 | 10 | 15 |
| HARD | 1.05 | 439 | 513 | 443 | 150 | 191 | 152 | 320 | 320 | 10 | 20 | 176 |
| SUPER HARD | 1.10 | 877 | 1041 | 923 | 231 | 355 | 326 | 375 | 580 | 30 | 30 | 290 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 0 | 0 | 30 | 40 | 40 | 30 |
| | HARD | 1.00 | 1.00 | 20 | 0 | 20 | 50 | 50 | 40 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 0 | 20 | 70 | 60 | 60 | 40 |

Immunities

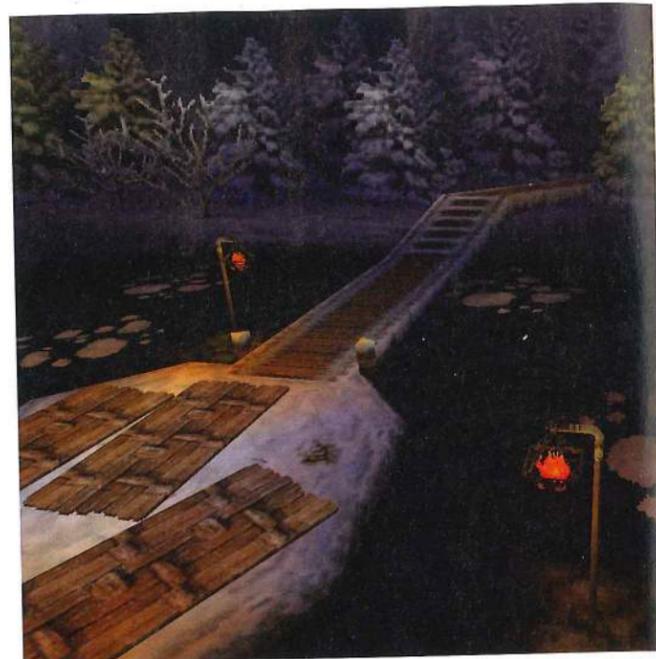
- Death (Super Hard)

Attribute

- Native

Tactics

Staggs are mid-range melee enemies with a moderate Resistance to melee damage and even higher durability against most Techniques. Use ranged damage and Fire to destroy them quickly, or apply fast, single-target melee weaponry. Stagg attacks are easy to recognize; they leap into their victims and attack whatever is in front of them. Evade to stay away from the antlers, then back off to hit the targets at range or approach the flanks for safer combos.



Hildegao

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 358 | 247 | 236 | 32 | 0 | 0 | 245 | 20 | 10 | 10 | 40 |
| HARD | 1.05 | 851 | 638 | 630 | 188 | 0 | 0 | 330 | 320 | 30 | 20 | 302 |
| SUPER HARD | 1.10 | 2014 | 1245 | 1225 | 304 | 0 | 0 | 390 | 520 | 50 | 30 | 505 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 10 | 10 | 60 | 50 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 30 | 10 | 20 | 60 | 50 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 10 | 40 | 100 | 70 | 50 | 50 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Hildegao are the K-species of the Riah Snowfield. There are several breeds of these massive gorillas, though Hildegao are the most common variety seen by adventurers. All of the large gorillas are known for their thick hides, enduring health, and sheer ferocity. Watch for them to pull their arms back; this is a sign of aggression, and Hildegao charge forward after posing in this manner. It's best to Evade aside and attack the enemies from the rear afterward.

As is common in Riah, ranged weapons are king. Alternatively, Fire and melee weapons deliver adequate results, but it takes a long time to kill Hildegao with these tools. Remember to group together and have two or three people tackling the same Hildegao, while anyone left over distracts additional targets to prevent them from complicating the battle.

Hildegghana

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 299 | 238 | 233 | 23 | 0 | 0 | 260 | 30 | 10 | 10 | 36 |
| HARD | 1.05 | 803 | 604 | 584 | 172 | 0 | 0 | 340 | 340 | 30 | 20 | 288 |
| SUPER HARD | 1.10 | 1854 | 1218 | 1198 | 273 | 0 | 0 | 400 | 540 | 50 | 30 | 489 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 10 | 0 | 10 | 60 | 50 | 40 | 40 |
| | HARD | 1.00 | 1.00 | 20 | 0 | 20 | 60 | 50 | 40 | 40 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 0 | 40 | 100 | 90 | 80 | 80 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Hildegghana are the females of this gorilla species. Though they have the same white pelts, they can be recognized by their flat ears (as opposed to the males' high, raised ears). Hildegghana have almost the same combat statistics as the males, but luckily, the few differences make them slightly easier to bring down. They lack some of the males' melee Resistance, and ranged attacks go straight through them! Force Users, as before, should stick with Fire attacks only. Hildegghana take almost no damage from any of the other Technique types.

Hildegigas

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 504 | 309 | 286 | 39 | 0 | 0 | 250 | 30 | 20 | 30 | 102 |
| HARD | 1.05 | 1050 | 707 | 695 | 236 | 0 | 0 | 360 | 340 | 40 | 50 | 415 |
| SUPER HARD | 1.10 | 2522 | 1293 | 1271 | 336 | 0 | 0 | 420 | 540 | 60 | 100 | 698 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 10 | 10 | 70 | 50 | 20 | 30 |
| | HARD | 1.00 | 1.00 | 40 | 10 | 30 | 80 | 50 | 20 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 20 | 50 | 100 | 90 | 40 | 60 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Hildegigas are rare gorillas, immediately known by their red coloration. Be wary of Hildegigas; they have more strength than their more common cousins, and they also share increased Resistance to almost all forms of damage. Interestingly, Light damage does more to them than Fire. Their style of attack is identical to Hildegao and Hildegghana. It is more important than ever to Evade the slow but lethal melee attacks of these beasts. Avoid overextending yourself during combos and plan for a longer fight than usual.

Reyhound

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 114 | 174 | 158 | 9 | 0 | 0 | 270 | 40 | 1 | 10 | 16 |
| HARD | 1.05 | 410 | 489 | 478 | 131 | 0 | 0 | 370 | 420 | 10 | 20 | 188 |
| SUPER HARD | 1.10 | 894 | 1003 | 983 | 209 | 0 | 0 | 420 | 620 | 30 | 30 | 310 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 10 | 0 | 0 | 50 | 30 | 30 | 30 |
| | HARD | 1.00 | 1.00 | 10 | 0 | 0 | 50 | 30 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 10 | 20 | 100 | 60 | 50 | 70 |

Immunities

- Death (Super Hard)

Attribute

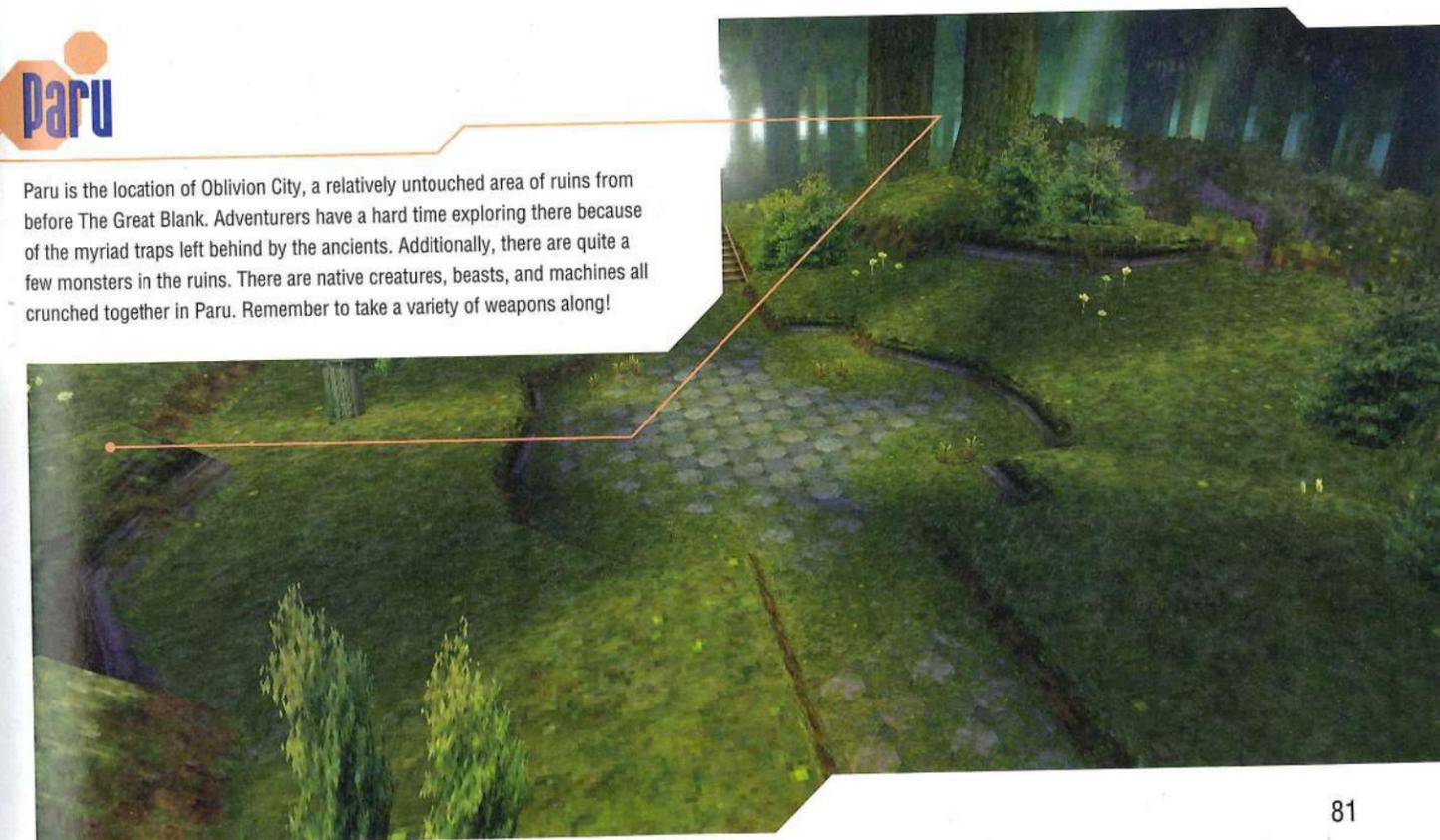
- Native

Tactics

Reyhounds fill a similar niche to the Staggs; they have simple melee attacks that they use to kill enemies standing in front of them. Use flanking attacks, Fire, and ranged weaponry for safe and easy victories. As with most Riah monsters, Reyhounds aren't able to use sneaky tricks. They're quite straightforward.

Paru

Paru is the location of Oblivion City, a relatively untouched area of ruins from before The Great Blank. Adventurers have a hard time exploring there because of the myriad traps left behind by the ancients. Additionally, there are quite a few monsters in the ruins. There are native creatures, beasts, and machines all crunched together in Paru. Remember to take a variety of weapons along!





Bolix

Combat Statistics

| | DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 50 | 230 | 178 | 10 | 0 | 0 | 260 | 2 | 1 | 10 | 12 | |
| HARD | 1.05 | 72 | 401 | 382 | 19 | 0 | 0 | 330 | 2 | 5 | 20 | 115 | |
| SUPER HARD | 1.10 | 142 | 762 | 742 | 29 | 0 | 0 | 410 | 2 | 10 | 30 | 150 | |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 80 | 90 | 85 | 95 | 80 | 80 | 60 |
| | HARD | 1.00 | 1.00 | 80 | 90 | 85 | 95 | 80 | 80 | 60 |
| | SUPER HARD | 1.00 | 1.00 | 80 | 90 | 85 | 95 | 80 | 80 | 60 |

Immunities

- None

Attribute

- Native

Tactics

Bolix are small mollusks that live inside discarded containers. These creatures move slowly and have little health; they aren't a major threat to your party. Destroy them after you've dealt with larger beasts in an area. The only serious defense these things have is their Resistance to damage. This would be more of a problem if Bolix had enough health to last. As long as you don't use Ice on them, you're in great shape.



Goldix

Combat Statistics

| | DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 20 | 321 | 259 | 19 | 0 | 0 | 280 | 2 | 70 | 30 | 128 | |
| HARD | 1.05 | 36 | 507 | 480 | 29 | 0 | 0 | 360 | 2 | 80 | 50 | 595 | |
| SUPER HARD | 1.10 | 95 | 789 | 768 | 39 | 0 | 0 | 410 | 2 | 90 | 100 | 1001 | |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 92 | 98 | 92 | 100 | 98 | 98 | 90 |
| | HARD | 1.00 | 1.00 | 92 | 98 | 92 | 100 | 98 | 98 | 90 |
| | SUPER HARD | 1.00 | 1.00 | 92 | 98 | 92 | 100 | 98 | 98 | 90 |

Immunities

- None

Attribute

- Native

Tactics

Goldix are a rare form of Bolix. This variety looks for less common boxes to dwell in. Goldix have blue skin and use golden boxes as their armor. It takes barely more than a stiff breeze to kill Goldix as long as you avoid their favorite damage types (see the chart above). Even with such high Resistances, it's easy for melee characters to kill Goldix. Force Users should use Fire or Dark attacks, while ranged characters have the most problems. Consider switching to Techniques or melee weaponry even if you are a ranged class.



Bobomma

Combat Statistics

| | DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 243 | 187 | 167 | 8 | 139 | 121 | 270 | 80 | 1 | 10 | 12 | |
| HARD | 1.05 | 400 | 387 | 364 | 55 | 298 | 269 | 345 | 360 | 5 | 20 | 115 | |
| SUPER HARD | 1.10 | 811 | 726 | 709 | 139 | 381 | 354 | 390 | 550 | 10 | 30 | 143 | |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 40 | 10 | 60 | 60 | 20 | 60 |
| | HARD | 1.00 | 1.00 | 0 | 40 | 10 | 60 | 60 | 20 | 60 |
| | SUPER HARD | 1.00 | 1.00 | 0 | 60 | 20 | 80 | 80 | 20 | 80 |

Immunities

- None

Attribute

- Native

Tactics

Pobomma are low-health frogs the swarm heroes from the guild. Use area-of-effect Techniques or weapons to kill them, and worry more about larger foes before finishing off stragglers. Pobomma attacks do little damage, and it isn't hard to run away from them to score free ranged attacks.



Izhirak-S6

Combat Statistics

| | DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 254 | 257 | 239 | 55 | 128 | 109 | 260 | 90 | 1 | 10 | 40 | |
| HARD | 1.05 | 477 | 557 | 535 | 172 | 281 | 261 | 330 | 420 | 10 | 20 | 264 | |
| SUPER HARD | 1.10 | 984 | 772 | 748 | 280 | 486 | 461 | 400 | 570 | 30 | 30 | 351 | |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 40 | 50 | 50 | 0 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 20 | 40 | 50 | 50 | 0 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 70 | 70 | 70 | 20 | 50 | 50 |

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Machine

Tactics

The S6 variant of the Izhirak line is fairly common on Paru. They're also rather dangerous. These machines use ranged attacks to do high damage to their targets. Close and engage these enemies with melee attacks or Electric Techniques. Have ranged characters clear other enemies in the area, as Izhirak armor is quite strong against ranged weapons.

Izhirak attacks have a chance to cause Confusion when they hit your characters. That gives you another reason to preferentially kill these machines before going after other enemies.



Izhirak-B2

Combat Statistics

| | DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 272 | 271 | 251 | 66 | 144 | 131 | 300 | 130 | 1 | 30 | 80 | |
| HARD | 1.05 | 589 | 570 | 547 | 204 | 300 | 280 | 350 | 460 | 10 | 50 | 397 | |
| SUPER HARD | 1.10 | 1151 | 789 | 771 | 310 | 499 | 471 | 400 | 590 | 30 | 100 | 506 | |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 40 | 50 | 80 | 0 | 20 | 50 |
| | HARD | 1.00 | 1.00 | 20 | 40 | 50 | 80 | 0 | 30 | 50 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 70 | 80 | 100 | 20 | 40 | 80 |

Immunities

- Poison (Normal, Hard, Super Hard)
- Death (Super Hard)

Attribute

- Machine

Tactics

The B2 sentries in Paru sport heavier armor, larger guns, and a cool blue paint job. Electrical attacks are still their bane. Swarm the B2s and take them out before you worry about other targets in the room. Grouped melee strikes prevent them from firing well, and that gives any Force Users time to get the appropriate Techniques ready. Zonde for the win!



Frunaked

Combat Statistics

| | DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 1529 | 452 | 433 | 3 | 198 | 179 | 280 | 150 | 20 | 30 | 320 | |
| HARD | 1.05 | 2594 | 849 | 828 | 13 | 382 | 366 | 350 | 410 | 40 | 50 | 1261 | |
| SUPER HARD | 1.10 | 4654 | 1490 | 1467 | 65 | 649 | 610 | 450 | 550 | 60 | 100 | 1782 | |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 60 | 40 | 0 | 80 | 60 | 60 |
| | HARD | 1.00 | 1.00 | 30 | 60 | 50 | 0 | 80 | 60 | 60 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 80 | 70 | 20 | 100 | 100 | 80 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Frunakeds have a deeper skintone because their fur is extremely fine compared to Fruoutang. You won't see these creatures often; they're certainly one of the rarer things in the game. That's both good and bad. Frunakeds are fun to fight and are worth a pile of Experience, but they take a beating. Anyone playing on Super Hard difficulty is going to have a nice fight when he or she gets one of these. It makes such a huge difference if you have a good Force User to cast Barta. Combine this with Shifta and Zalure to improve your kill time dramatically. It's worth the investment!



Fruoutang

Combat Statistics

| | DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 893 | 399 | 378 | 6 | 169 | 148 | 270 | 140 | 10 | 10 | 173 | |
| HARD | 1.05 | 1660 | 768 | 751 | 26 | 352 | 331 | 340 | 400 | 30 | 20 | 627 | |
| SUPER HARD | 1.10 | 2810 | 1356 | 1326 | 80 | 609 | 581 | 440 | 540 | 50 | 30 | 889 | |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 10 | 40 | 20 | 30 | 50 | 50 | 30 |
| | HARD | 1.00 | 1.00 | 10 | 40 | 20 | 30 | 50 | 50 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 80 | 30 | 60 | 90 | 100 | 40 |

Immunities

- Death (Hard, Super Hard)

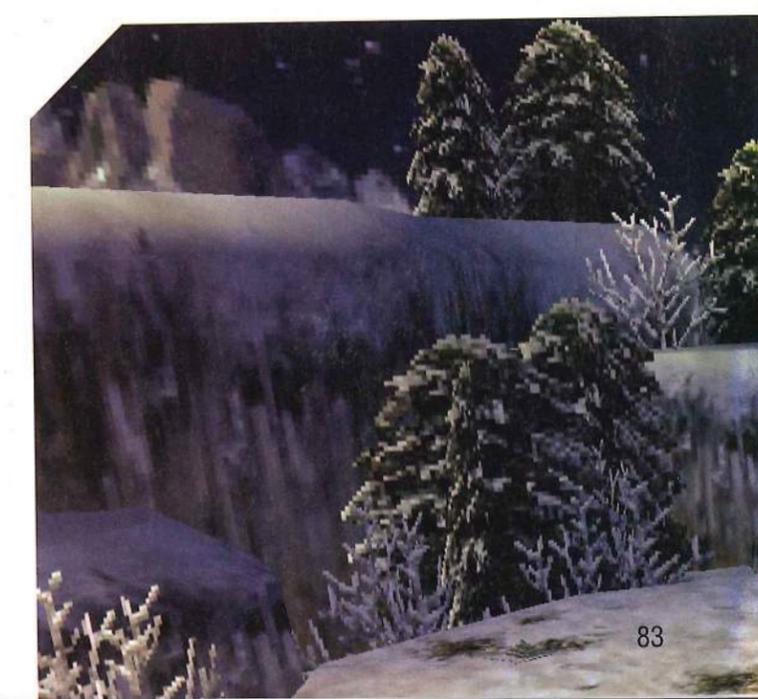
Attribute

- Beast

Tactics

Fruoutang look like simple beasts, but they're well armed with relic weaponry and know how to use their equipment. At range, Fruoutangs fire pistols at your characters. They do plenty of damage (more than almost anything in the region), but they don't attack often. That's a considerable boon. If there are other troublesome enemies like Izhiraks, you are somewhat safe taking them down first while one person distracts the Fruoutangs.

Up close, these simians swing wide and are hard to flank. Melee characters should go all the way around to the back before attacking. Use Evade to get away from Fruoutang swings as soon as they start moving, then circle back around the monster for the kill.



D Chaos and D Mobius

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 5400 | 450 | 420 | 30 | 1 | 1 | 320 | 1 | 1 | 1 | 1550 |
| HARD | 1.00 | 10200 | 1210 | 1145 | 180 | 1 | 1 | 370 | 1 | 1 | 1 | 2500 |
| SUPER HARD | 1.00 | 12000 | 1950 | 1850 | 400 | 1 | 1 | 400 | 1 | 1 | 1 | 5000 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| D MOBIUS | NORMAL | 0.75 | 1.00 | 5 | 20 | 45 | 45 | 15 | 45 | 30 |
| | HARD | 0.80 | 1.00 | 5 | 20 | 65 | 65 | 30 | 65 | 65 |
| | SUPER HARD | 0.85 | 1.00 | 10 | 25 | 80 | 80 | 45 | 80 | 80 |
| D CHAOS | NORMAL | 1.20 | 1.00 | 5 | 20 | 50 | 50 | 30 | 50 | 50 |
| | HARD | 1.25 | 1.00 | 5 | 20 | 70 | 70 | 45 | 70 | 70 |
| | SUPER HARD | 1.30 | 1.00 | 10 | 25 | 85 | 85 | 60 | 85 | 85 |

Immunities

- ◀ All Status Effects

Attribute

- ◀ Machine

Tactics

D Mobius and D Chaos are linked; they seem like two discrete craft, but they share a health total. Think of them as being mobile body parts for the same boss. As such, you need to decide which spot to damage based on your character and weapon type. Melee characters get to wreak havoc on D Chaos. Though D Chaos has strong overall armor, especially in back, its forward sections get ripped open with ease. That is even more the case if you have a melee weapon that hits multiple spots. D Chaos is also a good target for melee characters because it turns slowly and has to fire to damage nearby foes.

D Mobius, on the other hand, is a softer target for characters with ranged weapons and Techniques. This craft's lighter armor can't sustain hits very well, and it relies on melee damage to crush your characters. Stay at medium range to avoid the damage and the slowing effect of the drill, and use Zonde to destroy the machine's electrical systems.

Save Photon Blasts for later in the fight. The two machines come together in the center of the map and spin around looking for targets. A well-placed Blast is certain to hit. That's a fight breaker right there!



Makara Ruins

The Makara Ruins are farther from Dairon City than the areas where Hunters often travel. Many rumors surround the location; people talk about ancient machinery that once allowed transportation over great distances. It may indeed be there, and perhaps it still works. However, Hunters who have gone through the area have previously reported that there are many dangerous monsters and environmental hazards.



Batt

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 320 | 253 | 243 | 12 | 130 | 120 | 280 | 180 | 1 | 10 | 18 |
| HARD | 1.05 | 434 | 406 | 386 | 61 | 266 | 242 | 350 | 440 | 5 | 20 | 129 |
| SUPER HARD | 1.10 | 802 | 812 | 791 | 126 | 480 | 460 | 420 | 640 | 10 | 30 | 167 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 30 | 0 | 10 | 0 | 20 | 20 | 40 |
| | HARD | 1.00 | 1.00 | 40 | 0 | 10 | 0 | 20 | 20 | 40 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 20 | 40 | 30 | 60 | 30 | 100 |

Immunities

- ◀ None

Attribute

- ◀ Native

Tactics

Batts are just what you'd expect: they are nuisance creatures that swarm adventurers while distracting you from the real enemies. Use area-of-effect weapons to kill the swarm en masse, or wait until more dangerous enemies are dead before taking the Batts on.

Bullbatt

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 323 | 253 | 237 | 10 | 122 | 102 | 280 | 180 | 1 | 10 | 19 |
| HARD | 1.05 | 439 | 406 | 372 | 59 | 269 | 251 | 350 | 440 | 5 | 20 | 131 |
| SUPER HARD | 1.10 | 788 | 789 | 775 | 119 | 485 | 470 | 420 | 640 | 10 | 30 | 170 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 30 | 0 | 0 | 40 | 20 | 40 | 0 |
| | HARD | 1.00 | 1.00 | 30 | 0 | 0 | 60 | 20 | 60 | 0 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 0 | 30 | 100 | 60 | 100 | 20 |

Immunities

- ◀ None

Attribute

- ◀ Native

Tactics

Bullbatts are blue-colored Batts with a somewhat stronger Resistance to Techniques. They still aren't a dire threat. Blast them down after the bigger guys fall.

Rumole

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 448 | 299 | 280 | 20 | 135 | 125 | 250 | 120 | 1 | 10 | 60 |
| HARD | 1.05 | 592 | 548 | 539 | 102 | 287 | 259 | 320 | 400 | 10 | 20 | 285 |
| SUPER HARD | 1.10 | 1104 | 994 | 978 | 163 | 502 | 491 | 370 | 530 | 30 | 30 | 361 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 0 | 30 | 0 | 20 | 20 | 50 |
| | HARD | 1.00 | 1.00 | 30 | 0 | 40 | 0 | 30 | 20 | 60 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 20 | 80 | 20 | 60 | 30 | 90 |

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Rumoles burrow and come up underneath their targets. This makes them tricky if you lose sight of your targets or if there are several Rumoles coming from different angles. To make things worse, these monsters are good at interrupting attacks with their own claw swipes. It's much better to have Rangers and Force Users kill Rumoles; the monsters incur more damage from these characters and interruptions won't be much of an issue.

Kapantha

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 382 | 311 | 291 | 21 | 0 | 0 | 280 | 160 | 1 | 10 | 55 |
| HARD | 1.05 | 553 | 543 | 514 | 92 | 0 | 0 | 350 | 420 | 10 | 20 | 280 |
| SUPER HARD | 1.10 | 974 | 1027 | 1007 | 157 | 0 | 0 | 400 | 560 | 30 | 30 | 350 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 0 | 40 | 0 | 20 | 0 | 20 |
| | HARD | 1.00 | 1.00 | 20 | 0 | 40 | 0 | 20 | 0 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 10 | 100 | 20 | 100 | 30 | 100 |

Immunities

- Death (Super Hard)

Attribute

- Native

Tactics

Kapanthas are the high-risk/high-reward part of the enemy team. They don't stand up to much punishment, but they're good at melee. Expect Kapanthas to close the gap quickly and engage your people. By the stats, it looks like Rangers and Force Users are best at killing them. That's true to a point, but regular Hunters are good at tying them up without getting ripped apart. It's wise to double team these panthers. The melee character distracts while the damage dealer finishes off the kitty without delay.

Rohjade

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 966 | 530 | 510 | 42 | 60 | 30 | 300 | 110 | 10 | 10 | 250 |
| HARD | 1.05 | 1449 | 914 | 899 | 196 | 137 | 118 | 360 | 380 | 30 | 20 | 401 |
| SUPER HARD | 1.10 | 2561 | 1331 | 1311 | 306 | 393 | 368 | 400 | 540 | 50 | 30 | 606 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 0 | 20 | 0 | 40 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 20 | 0 | 20 | 0 | 40 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 20 | 60 | 20 | 100 | 40 | 70 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Rohjades are a sublime source of Experience in the early game. These creatures are reliably found in the latter parts of the Makara Ruins cave system. In fact, the "boss fight" of the area features a number of them in tandem, promising fair Experience for a relatively easy encounter. Once you know how to beat these guys, it's awfully easy to wail on them without getting hit much in return.

Rangers or Force Users with Ice and Light get to have a good time on damage. Have these characters stay to the side and take free shots while the monsters are standing around. Melee characters must be more careful. Approach, take a single combo, and then pull back even before your allies stop firing. When the Rohjade balls up, everyone Evades to get out of their way. The creatures bounce around the area for a few seconds and then come to a halt. Race toward them and begin new attack combos to finish the beast. Repeat this for other Rohjades nearby until the room is clear.

Heal quickly if you wind up underneath a Rohjade; their attacks are strong, and a few hits in a row tend to ruin everyone's day. Don't be caught off guard, especially when you're still getting used to them.

Rohcrysta

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 1446 | 584 | 561 | 54 | 60 | 30 | 300 | 120 | 20 | 30 | 320 |
| HARD | 1.05 | 2129 | 996 | 960 | 221 | 140 | 118 | 360 | 390 | 40 | 50 | 510 |
| SUPER HARD | 1.10 | 3996 | 1461 | 1440 | 316 | 403 | 381 | 410 | 540 | 60 | 100 | 711 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 0 | 20 | 0 | 40 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 20 | 0 | 20 | 0 | 40 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 80 | 40 | 60 | 30 | 100 | 50 | 80 |

Immunities

- Death (Hard, Super Hard)

Attribute

- Beast

Tactics

Rohcrysta are the same creatures as Rohjades; the difference is that these beasts are much older. They've accumulated years of mineral deposits in and around their scaly bodies. These deposits increase the amount of damage Rohcrysta can sustain before collapsing. They're also a bit deadlier when they race around the room; don't get in their way. Fights take longer when you err on the side of caution, but it's for the best.

When you reach Super Hard difficulty, these nasty fellows become ten times worse. Everything improves in the higher modes, but Rohcrysta get a boost to their Resistances that's almost unparalleled. Hunters with level-appropriate Techniques should switch to Barta for easier damage (or use a weapon with an Ice elemental effect). Rangers and Force Users are free to stick with their normal tactics.

Arca Plant

The Arca Plant is a reactor that powers a huge portion of the moon's weapon systems. Though free from wandering monsters, this place is rife with defenders. There are machines built for war around every turn in the corridors, and it's best to have a weapon geared to destroy them.



Korse

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 254 | 285 | 255 | 29 | 110 | 90 | 300 | 240 | 1 | 10 | 25 |
| HARD | 1.05 | 484 | 510 | 501 | 137 | 283 | 259 | 360 | 420 | 5 | 20 | 120 |
| SUPER HARD | 1.10 | 900 | 898 | 869 | 201 | 394 | 373 | 420 | 580 | 10 | 30 | 183 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 20 | 20 | 0 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 20 | 20 | 20 | 20 | 0 | 20 | 20 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 40 | 40 | 40 | 20 | 40 | 40 |

Immunities

- ☛ Confuse (Normal, Hard, Super Hard)
- ☛ Poison (Normal, Hard, Super Hard)

Attribute

- ☛ Machine

Tactics

Korse attack intruders in two different ways. On their own, these flying machines are slower to track their foes and only shoot at targets of opportunity. They aren't as dangerous this way. However, the appearance of Akorse adds command and control features to these drones (as discussed below, in the Akorse entry).

Korse don't attempt to outmaneuver your people. They hover in place and eat whatever damage you throw at them. If they're alone, deal with higher priority targets first. If they have an Akorse leading them, kill that before anything else. Electricity does the most damage, though everything else is valid as well.

Akorse

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 320 | 295 | 274 | 40 | 120 | 99 | 310 | 250 | 1 | 30 | 46 |
| HARD | 1.05 | 590 | 542 | 527 | 141 | 296 | 277 | 370 | 430 | 5 | 30 | 214 |
| SUPER HARD | 1.10 | 1034 | 923 | 916 | 213 | 432 | 422 | 440 | 600 | 10 | 50 | 273 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 30 | 30 | 30 | 30 | 50 | 30 | 30 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 30 | 30 | 50 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 50 | 50 | 50 | 100 | 50 | 50 |

Immunities

- ☛ Confuse (Normal, Hard, Super Hard)
- ☛ Poison (Normal, Hard, Super Hard)

Attribute

- ☛ Machine

Tactics

Akorse are painted bright orange; they serve as command units for groups of Korse. Make a beeline toward these machines as soon as they appear in an area. Korse take time to come forward and line up around Akorse; the leader is always in the center, and the others are strung out in a line to either side. Once prepared, the group of drones fire in unison at a target designated by the Akorse. The damage is worrisome, and that's why you must kill the Akorse immediately.

Do you want the good news or the bad news? The bad news is that Akorse are pretty much immune to Electrical attacks. What jerks. They take modest damage from everything else, so nobody is left defenseless against them. The good news is that their health isn't THAT high, and killing an Akorse immediately disables all the surviving Korse in the room. They'll spin for a short period and then fly toward the walls and detonate. Get away from the Korse and start attacking other machines in the area. And for the record, you do get Experience for all Korse that destroy themselves.

Finjer G

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 494 | 360 | 333 | 39 | 120 | 100 | 320 | 230 | 1 | 10 | 72 |
| HARD | 1.05 | 752 | 659 | 632 | 155 | 278 | 260 | 350 | 450 | 10 | 20 | 282 |
| SUPER HARD | 1.10 | 1423 | 994 | 970 | 228 | 457 | 443 | 420 | 590 | 30 | 30 | 359 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 40 | 60 | 0 | 30 | 30 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 50 | 75 | 0 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 50 | 70 | 90 | 20 | 60 | 60 |

Immunities

- ☛ Poison (Normal, Hard, Super Hard)
- ☛ Death (Super Hard)

Attribute

- ☛ Machine

Tactics

Finjer Gs surf on hoverboards and attempt to circle their victims. They fire lasers toward the center of the circle, where most of your group members stand. It's a pain to fight these machines with melee weapons until you learn a few tricks. Rangers and Force Users do just fine, especially if you have people with high-level Zonde ready to go. This variety of Finjers is colored green (thus, Finjer G). The other types have a designation for their color as well, with R for Red and B for Blue.

To kill Finjers in melee, rush ahead of their circle and force the Finjer into a wall. This stops them for a short time until they can slip away from you. It's long enough that Hunters are able to slap a combo or two onto the bad guys, sometimes killing them outright, especially if anyone comes to help out.

Finjer B

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 497 | 364 | 336 | 40 | 120 | 100 | 320 | 230 | 1 | 10 | 72 |
| HARD | 1.05 | 763 | 651 | 626 | 155 | 278 | 260 | 350 | 450 | 10 | 20 | 282 |
| SUPER HARD | 1.10 | 1422 | 978 | 972 | 228 | 457 | 437 | 420 | 590 | 30 | 30 | 359 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 20 | 20 | 60 | 30 | 30 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 20 | 20 | 75 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 50 | 30 | 30 | 90 | 60 | 60 |

Immunities

- ☛ Freeze (Normal, Hard, Super Hard)
- ☛ Poison (Normal, Hard, Super Hard)
- ☛ Death (Super Hard)

Attribute

- ☛ Machine

Tactics

Finjer Bs are colored blue, so you know immediately what you're dealing with. These Finjers are similar to their red buddies, but they have much stronger Resistance to Zonde. They're also immune to Freeze effects, which is a minor pain but doesn't usually come into play. Fire and Ice attacks are both good bread-and-butter Techniques for killing them, though melee slaughter is a good option too. As with all Finjers, you want to pin these guys against a wall and hack them to pieces with fast combos.

Finjer R

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 505 | 364 | 341 | 39 | 120 | 100 | 320 | 230 | 1 | 10 | 72 |
| HARD | 1.05 | 741 | 651 | 636 | 155 | 278 | 260 | 350 | 450 | 10 | 20 | 282 |
| SUPER HARD | 1.10 | 1435 | 993 | 969 | 228 | 468 | 437 | 420 | 590 | 30 | 30 | 359 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 60 | 0 | 40 | 30 | 30 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 75 | 0 | 50 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 50 | 90 | 20 | 70 | 60 | 60 |

Immunities

- ☛ Poison (Normal, Hard, Super Hard)
- ☛ Death (Super Hard)

Attribute

- ☛ Machine

Tactics

Finjer Rs are strong against Fire and Electricity. You're pretty much limited to Barta if you want high damage numbers, though the same Hunter/Ranger weaknesses apply as with the other Finjers.

Arkzein

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 810 | 464 | 446 | 60 | 320 | 301 | 250 | 200 | 10 | 10 | 270 |
| HARD | 1.05 | 1499 | 856 | 849 | 222 | 484 | 453 | 330 | 400 | 30 | 20 | 798 |
| SUPER HARD | 1.10 | 2668 | 1225 | 1212 | 348 | 669 | 661 | 380 | 560 | 50 | 30 | 1003 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 40 | 20 | 30 | 0 | 30 | 10 |
| | HARD | 1.00 | 1.00 | 20 | 50 | 20 | 40 | 10 | 30 | 10 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 75 | 50 | 70 | 30 | 80 | 20 |

Immunities

- ◀ Poison (Normal, Hard, Super Hard)
- ◀ Confuse (Normal, Hard, Super Hard)
- ◀ Death (Hard, Super Hard)

Attribute

- ◀ Machine

Tactics

Yup, you knew someone would make a missile boat. They're here, and they're brutal. Arkzeins load up on health, damage output, and high Resistances. You don't catch any major breaks, so learn how to move and to avoid their attacks. Don't stay at long range with these guys regardless of your class. Arkzein missiles track slightly and inflict very high damage when they hit. The missiles slap characters down and cause victims to lose even more time recovering. It's not a good scene.

To avoid this, close to melee range with Arkzeins and stay on their sides constantly. They turn toward their favored target, indicating that a charge is about to occur. Evade aside or you can end up eating hit after hit as the Arkzein flies toward your character. Roll away and rush after the machine. Hit it in the back repeatedly as it recovers and prepare for a repeat performance.

Sometimes the Arkzeins wait a moment before turning. This means that they are deploying mines. The small devices come out from a skirt under the machine. Pull back to avoid the mines if you are low on healing items, or stick on the Arkzein and accept the minor damage.

Once you've mastered this tactic, it is very easy to kill solo Arkzein. Sadly, these enemies can appear in pairs; it's one of the nastiest random encounter groupings in the game. Unless you're close to a boss fight, go ahead and use a Photon Blast when Arkzeins double up on your group. Hit both enemies with the same Blast for a pile of free Experience.

Arkzein R

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 1284 | 519 | 483 | 76 | 360 | 339 | 270 | 200 | 20 | 30 | 540 |
| HARD | 1.05 | 2011 | 895 | 879 | 265 | 517 | 504 | 340 | 400 | 40 | 50 | 1601 |
| SUPER HARD | 1.10 | 3295 | 1292 | 1261 | 369 | 716 | 712 | 390 | 560 | 60 | 100 | 1998 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 40 | 20 | 30 | 0 | 30 | 10 |
| | HARD | 1.00 | 1.00 | 30 | 60 | 20 | 40 | 20 | 30 | 10 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 80 | 50 | 90 | 50 | 80 | 20 |

Immunities

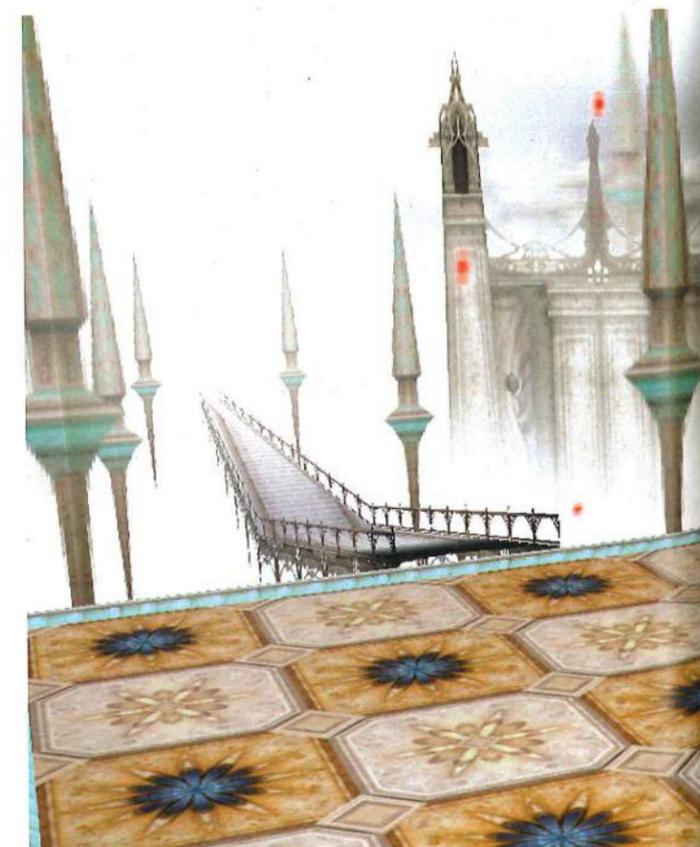
- ◀ Poison (Normal, Hard, Super Hard)
- ◀ Confuse (Normal, Hard, Super Hard)
- ◀ Death (Hard, Super Hard)

Attribute

- ◀ Machine

Tactics

Arkzein Rs are uncommon variants of the missile boat. They're worth about double Experience, but you have to pound through serious Resistances. Only high-end Force Users with Megid bring big numbers to these fights. For other characters, it's a matter of using the same Techniques you've mastered on Arkzeins and applying them over a longer battle. Photon Blasts are still a wise course of action, especially for Rangers who don't have a viable melee option or upgraded Techniques.



Humilias

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 6000 | 500 | 480 | 60 | 1 | 1 | 320 | 1 | 1 | 1 | 2880 |
| HARD | 1.00 | 11000 | 1500 | 1230 | 275 | 1 | 1 | 380 | 1 | 1 | 1 | 4300 |
| SUPER HARD | 1.00 | 14000 | 2250 | 2200 | 430 | 1 | 1 | 410 | 1 | 1 | 1 | 6700 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| FRONT & FLANKS | NORMAL | 1.20 | 1.00 | 5 | 25 | 50 | 50 | 30 | 50 | 50 |
| | HARD | 1.20 | 1.00 | 5 | 30 | 70 | 70 | 45 | 70 | 70 |
| | SUPER HARD | 1.20 | 1.00 | 10 | 35 | 85 | 85 | 60 | 85 | 85 |
| REAR | NORMAL | 1.20 | 1.00 | 5 | 15 | 45 | 45 | 15 | 45 | 45 |
| | HARD | 1.20 | 1.00 | 5 | 20 | 65 | 65 | 30 | 65 | 65 |
| | SUPER HARD | 1.20 | 1.00 | 10 | 25 | 80 | 80 | 45 | 80 | 80 |

Immunities

- ◀ All Status Effects

Attribute

- ◀ Machine

Tactics

Humilias is a hard nut to crack because the robot is highly resistant to most Techniques. Your Force Users are going to deal only modest damage compared to their performance in other boss fights. Instead, Hunters and Rangers champion this battle. Hunters stay close to Humilias, whacking its feet as it repositions. Rangers attempt to get behind the robot and fire at its back. Zonde, as used on many enemies in the Arca Plant, is your best Technique.

Humilias's attacks are always well placed. You won't normally avoid them if you're anywhere in front of the robot, unless you time your evade extremely well. Watch the robot's feet as it moves. When the wind effect stops, Humilias stops moving. It's very soon after that the robot fires its spread of beams. Evade to the side (not forward or back). Failure means that you get hit with a Slow effect or Ice, and both lead to additional damage; Humilias slams the area with his sword or knee as a followup, and you don't want to be there.

Save your Photon Blasts for the second half of the fight. That's when Humilias becomes even more aggressive with his attacks (he switches from the knee drop to the sword, and his output in general is higher). It's better to shorten that phase with your heaviest damage rather than rush into it prematurely.



The Dark Shrine

Even on the moon, where Mother Trinity's power is greatest, she lives in seclusion. Apart from her creations, this machine hides in the shadows. The creatures that creep through the Dark Shrine are infused with a sickness; its cause is unknown. These dark enemies are best countered with weapons and armor that destroy Darkness and resist Darkness and Light.



Derreo

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 362 | 0 | 0 | 10 | 120 | 100 | 300 | 280 | 1 | 10 | 27 |
| HARD | 1.05 | 415 | 0 | 0 | 101 | 238 | 219 | 340 | 460 | 5 | 20 | 131 |
| SUPER HARD | 1.10 | 808 | 0 | 0 | 186 | 389 | 359 | 400 | 600 | 10 | 30 | 165 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 20 | 20 | 20 | 50 | 0 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 30 | 30 | 30 | 70 | 0 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 50 | 50 | 50 | 50 | 90 | 20 |

Immunities

- None

Attribute

- Dark

Tactics

Derreos are small, white circles that fly through the Dark Shrine; you see them during the first half of the level. They're easy to kill, pose a minimal risk, and should be taken out after you've fought the more dangerous enemies in a room. All of the Light targets in the early Dark Shrine are best killed with Megid (the Dark elemental Technique).

Zerreo

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-----|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 361 | 0 | 0 | 10 | 120 | 100 | 300 | 280 | 1 | 10 | 27 |
| HARD | 1.05 | 422 | 0 | 0 | 101 | 238 | 219 | 340 | 460 | 5 | 20 | 131 |
| SUPER HARD | 1.10 | 802 | 0 | 0 | 186 | 389 | 359 | 400 | 600 | 10 | 30 | 165 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 20 | 20 | 20 | 0 | 50 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 30 | 30 | 30 | 0 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 50 | 50 | 50 | 50 | 20 | 90 |

Immunities

- None

Attribute

- Dark

Tactics

Zerreos appear after you enter the second portion of the Dark Shrine. They're almost identical to their Light-affiliated cousins, save that Grants is the better Technique for killing them. Their strength and tactics are otherwise identical to their cousins. Kill them last and worry more about nastier targets first.

Eulid

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 506 | 393 | 377 | 40 | 0 | 0 | 320 | 280 | 1 | 10 | 81 |
| HARD | 1.05 | 951 | 625 | 589 | 137 | 0 | 0 | 350 | 440 | 10 | 20 | 299 |
| SUPER HARD | 1.10 | 1757 | 1018 | 984 | 200 | 0 | 0 | 420 | 580 | 30 | 30 | 351 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 30 | 20 | 20 | 20 | 50 | 0 |
| | HARD | 1.00 | 1.00 | 20 | 30 | 20 | 20 | 20 | 70 | 0 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 60 | 50 | 40 | 50 | 100 | 20 |

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Eulid don't possess terribly much health, but they're ruthless damage dealers. These mysterious creatures have few visual features, but their long legs slice through everything that gets close to them. Kill them at range, preferably with Megid. Melee attackers work well against them too, but it's important to let someone else distract the Eulid before you get close. Flank the enemy before attacking to save yourself from serious damage. Eulid still get you with their melee spins, but only dedicated Rangers and Force Users may avoid everything here.

Eulidveil

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 667 | 441 | 423 | 50 | 0 | 0 | 350 | 280 | 1 | 30 | 117 |
| HARD | 1.05 | 1068 | 642 | 612 | 156 | 0 | 0 | 370 | 440 | 10 | 30 | 387 |
| SUPER HARD | 1.10 | 1946 | 1015 | 1008 | 267 | 0 | 0 | 440 | 580 | 30 | 50 | 482 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 30 | 40 | 30 | 30 | 30 | 60 | 0 |
| | HARD | 1.00 | 1.00 | 30 | 40 | 30 | 30 | 30 | 80 | 0 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 70 | 60 | 60 | 60 | 100 | 20 |

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Eulidveils are a rare variety of Eulid, the same as in the first portion of the Dark Shrine. These guys have an entirely upgraded upper body. This makes them easy to spot at range, so you know that you're dealing with tougher targets. Eulidveils have more health, do more damage, and have upgraded Resistances. Megid and melee are still the way to go, as people without these options do only modest damage.

Eulada

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 511 | 399 | 379 | 40 | 0 | 0 | 320 | 280 | 1 | 10 | 81 |
| HARD | 1.05 | 943 | 616 | 607 | 137 | 0 | 0 | 350 | 440 | 10 | 20 | 299 |
| SUPER HARD | 1.10 | 1776 | 1018 | 1002 | 197 | 0 | 0 | 420 | 580 | 30 | 30 | 351 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 30 | 20 | 20 | 20 | 0 | 50 |
| | HARD | 1.00 | 1.00 | 20 | 30 | 20 | 20 | 20 | 0 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 60 | 50 | 40 | 50 | 20 | 100 |

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Eulada are the Dark-side version of the Eulids. They have the same overall appearance (save for their dark skintone), and they too rely on melee damage. Use Grants to kill them, or pair up to distract the target and have melee characters kill them quickly from behind.

Euladaveil

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 686 | 448 | 418 | 50 | 0 | 0 | 350 | 280 | 1 | 1 | 117 |
| HARD | 1.05 | 1098 | 646 | 619 | 156 | 0 | 0 | 370 | 440 | 10 | 50 | 387 |
| SUPER HARD | 1.10 | 1945 | 1041 | 1009 | 267 | 0 | 0 | 440 | 580 | 30 | 50 | 482 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 30 | 40 | 30 | 30 | 30 | 0 | 60 |
| | HARD | 1.00 | 1.00 | 30 | 40 | 30 | 30 | 30 | 0 | 80 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 70 | 60 | 60 | 60 | 20 | 100 |

Immunities

- Death (Super Hard)

Attribute

- Dark

Tactics

Euladaveils finish off the series of Eulid-based enemies. The rare, Dark-associated Eulids also have upgraded torsos. They're just as easy to spot. As usual, a mix of melee and Grants should kill them without too much trouble on your part.

Phobos

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 1180 | 477 | 453 | 59 | 259 | 241 | 330 | 240 | 10 | 10 | 288 |
| HARD | 1.05 | 2137 | 750 | 739 | 204 | 490 | 473 | 360 | 400 | 30 | 20 | 702 |
| SUPER HARD | 1.10 | 3071 | 1194 | 1180 | 319 | 782 | 762 | 430 | 560 | 50 | 30 | 925 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 10 | 30 | 40 | 50 | 20 | 50 | 0 |
| | HARD | 1.00 | 1.00 | 20 | 30 | 40 | 50 | 20 | 70 | 0 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 50 | 70 | 90 | 50 | 100 | 20 |

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Phobos are large, white monsters that close to melee range and pound your people with their fists. Prepare yourself for high health and a considerable defense. The good news is that Phobos move slowly and are easily dispatched when teams work together and gang rush them. Melee and Megid are wonderful (they're always good for Light enemies in the Dark Shrine). Lacking that, ranged attacks and Zonde are good as well. Anyone at a safe range should use as many heavy attacks as possible. This delays the Phobos and gives other characters an easier time with their close-range attacks.

Phobos Dyna

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 1205 | 507 | 488 | 30 | 295 | 278 | 500 | 320 | 20 | 20 | 450 |
| HARD | 1.05 | 2172 | 841 | 821 | 129 | 546 | 532 | 520 | 480 | 40 | 30 | 845 |
| SUPER HARD | 1.10 | 3116 | 1356 | 1314 | 234 | 821 | 809 | 520 | 620 | 60 | 50 | 1184 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 40 | 20 | 30 | 40 | 50 | 20 | 50 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 40 | 50 | 20 | 70 | 0 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 60 | 90 | 80 | 60 | 100 | 20 |

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Rare Phobos have a thick plume of scales that grow behind their heads. These enemies are known as Phobos Dynas. Dynas have more health and do more damage, but there isn't a big margin between these creatures and their normal cousins. Even the upgraded Resistances won't make a huge difference (especially when you factor in the decreased defense that Dynas have). You won't have any new problems killing these creeps.

Zaphobos

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 1180 | 477 | 453 | 58 | 264 | 240 | 330 | 240 | 10 | 10 | 288 |
| HARD | 1.05 | 2137 | 759 | 728 | 204 | 481 | 466 | 360 | 400 | 30 | 20 | 702 |
| SUPER HARD | 1.10 | 3071 | 1170 | 1150 | 319 | 777 | 747 | 430 | 560 | 50 | 30 | 925 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 10 | 30 | 40 | 50 | 20 | 0 | 50 |
| | HARD | 1.00 | 1.00 | 20 | 30 | 40 | 50 | 20 | 0 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 50 | 70 | 90 | 50 | 20 | 100 |

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Zaphobos are in the second half of the Dark Shrine. They have the normal weakness to Grants (the Light Technique) and are best killed by two or more enemies ganging up for high burst damage. This prevents some of the Zaphobos' attacks and lowers the total damage taken by the party, even if there are other enemies in the same area.

Zaphobos Dyna

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 1205 | 507 | 488 | 29 | 294 | 278 | 500 | 320 | 20 | 20 | 450 |
| HARD | 1.05 | 2172 | 841 | 821 | 129 | 546 | 532 | 520 | 480 | 40 | 30 | 845 |
| SUPER HARD | 1.10 | 3116 | 1356 | 1314 | 234 | 816 | 809 | 520 | 620 | 60 | 50 | 1184 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 30 | 40 | 50 | 20 | 0 | 50 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 40 | 50 | 20 | 0 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 50 | 60 | 90 | 80 | 60 | 20 | 100 |

Immunities

- Confuse (Normal, Hard, Super Hard)
- Death (Hard, Super Hard)

Attribute

- Dark

Tactics

Zaphobos Dynas are exactly what you'd expect. They're equivalent to the Light versions, save that they're killed with Grants instead of Megid. The creatures of the Dark Shrine do what they do fairly well, but they don't have many secrets.

Fragments of Mother Trinity

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 1600 | 450 | 440 | 85 | 450 | 440 | 330 | 1 | 1 | 1 | 2 |
| HARD | 1.00 | 3850 | 950 | 890 | 150 | 950 | 890 | 380 | 1 | 1 | 1 | 2 |
| SUPER HARD | 1.00 | 5000 | 1300 | 1150 | 200 | 1400 | 1250 | 420 | 1 | 1 | 1 | 2 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|--------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| HUMAN | NORMAL | 1.00 | 1.00 | 5 | 10 | 40 | 40 | 40 | 20 | 40 |
| | HARD | 1.00 | 1.00 | 5 | 10 | 50 | 50 | 40 | 30 | 50 |
| | SUPER HARD | 1.00 | 1.00 | 5 | 15 | 70 | 70 | 50 | 50 | 70 |
| CAST | NORMAL | 1.10 | 1.00 | 10 | 20 | 30 | 30 | 15 | 15 | 30 |
| | HARD | 1.10 | 1.00 | 10 | 20 | 40 | 40 | 20 | 25 | 40 |
| | SUPER HARD | 1.10 | 1.00 | 15 | 25 | 60 | 60 | 30 | 40 | 60 |
| NEWMAN | NORMAL | 0.95 | 1.00 | 0 | 5 | 45 | 45 | 45 | 40 | 45 |
| | HARD | 0.95 | 1.00 | 0 | 5 | 65 | 65 | 55 | 50 | 65 |
| | SUPER HARD | 0.95 | 1.00 | 0 | 10 | 85 | 85 | 85 | 70 | 85 |

Immunities

- All Status Effects

Attribute

- Dark

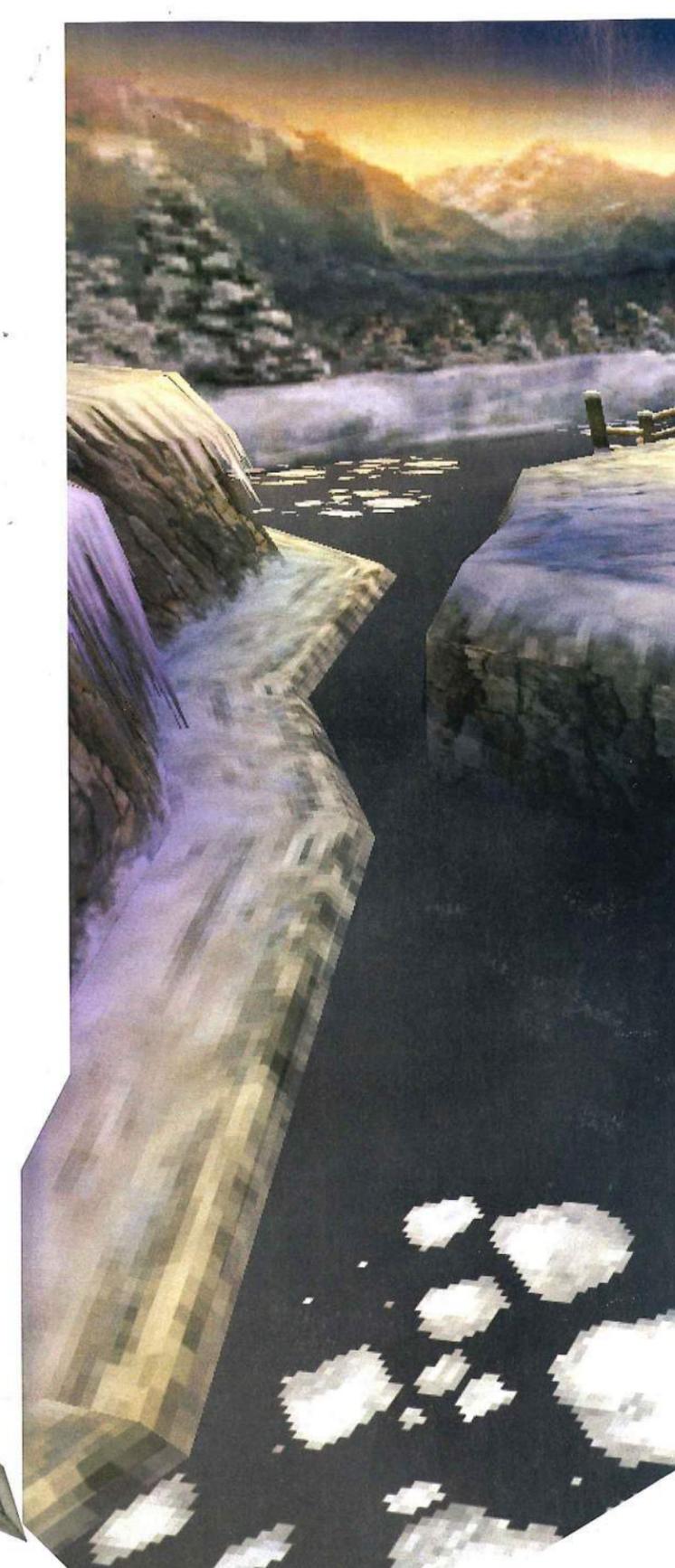
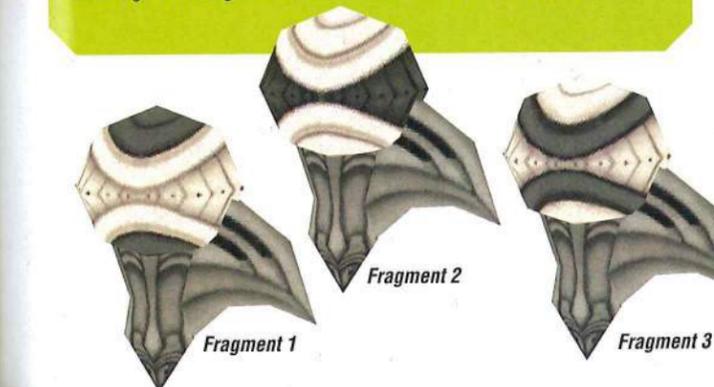
Tactics

Mother Trinity releases three Fragments of herself during the first stage of her fight. You can't hurt Mother Trinity until two of these are destroyed. All three of these targets are relatively weak to melee and ranged attacks; it's much harder for Technique users to know which to go after. Look at the pictures of all three enemies. The third picture has a Fragment with a thick white band in the center (we'll call this guy "Fragment 1"). That's the WORST Fragment for Technique users. It's extremely resistant to almost everything they have. All characters should leave that one undamaged.

All characters are relatively good at killing the Fragment with a narrow black band in its center ("Fragment 2"). It's the best initial target. Next, kill the one with two small black stripes ("Fragment 3"). After it dies, you start the second phase of the fight and get to hit Mother Trinity herself.

These Fragments don't do much damage when you're close to them. The trouble they create occurs shortly after they switch positions. The Fragments create a field of energy that damages everything nearby. People who race after the Fragments and Evade at the right time can dodge these fields rather well. Otherwise, you end up taking modest damage. That's about all there is to it.

Note that a party that is heavy with melee users and light on Technique users should shift from the strategy above to a different system. They should go after Fragments 1 and 3 instead of Fragments 1 and 2.



Mother Trinity

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 3500 | 650 | 620 | 65 | 1100 | 950 | 330 | 1 | 1 | 1 | 3 |
| HARD | 1.00 | 7000 | 1300 | 1270 | 130 | 1800 | 1650 | 380 | 1 | 1 | 1 | 3 |
| SUPER HARD | 1.00 | 9500 | 2200 | 1900 | 160 | 2300 | 2100 | 450 | 1 | 1 | 1 | 3 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.10 | 1.00 | 0 | 20 | 40 | 40 | 40 | 30 | 30 |
| | HARD | 1.10 | 1.00 | 0 | 20 | 55 | 55 | 55 | 45 | 45 |
| | SUPER HARD | 1.10 | 1.00 | 0 | 25 | 75 | 75 | 75 | 65 | 85 |
| HEAD | NORMAL | 0.70 | 1.00 | 0 | 10 | 35 | 35 | 35 | 25 | 25 |
| | HARD | 0.70 | 1.00 | 0 | 10 | 50 | 50 | 50 | 40 | 40 |
| | SUPER HARD | 0.80 | 1.00 | 0 | 15 | 65 | 65 | 65 | 55 | 75 |
| RIGHT HAND | NORMAL | 1.20 | 1.00 | 0 | 10 | 35 | 35 | 35 | 25 | 30 |
| | HARD | 1.20 | 1.00 | 0 | 10 | 45 | 45 | 45 | 35 | 40 |
| | SUPER HARD | 1.20 | 1.00 | 0 | 15 | 65 | 65 | 65 | 55 | 80 |
| LEFT HAND | NORMAL | 1.20 | 1.00 | 0 | 10 | 35 | 35 | 35 | 25 | 30 |
| | HARD | 1.20 | 1.00 | 0 | 10 | 45 | 45 | 45 | 35 | 40 |
| | SUPER HARD | 1.20 | 1.00 | 0 | 15 | 65 | 65 | 65 | 50 | 80 |

Immunities

- All Status Effects

Attribute

- Dark

Tactics

Mother Trinity comes forward when two of her fragments are killed. For a boss at her stage in the game, Mother Trinity is actually quite easy. Don't be overeager, since the vast majority of damage here is avoidable. Mother Trinity bashes her head into the ground three times in a row between her ranged attacks. Don't stand close to the edge while she's doing this. Rangers and Force Users get to blast away with impunity, but

Hunters need to stand a bit back and only grab single hits on her head (unless they're used long-range melee weapons, such as a Sword or Spear). Even then, Hunters must be careful not to advance into her range. After the third headbutt, melee characters get to move forward and launch major combos while the ranged attacks charge.

After almost two combos worth of attacks, Evade away from Mother Trinity (even if you're a ranged attacker). This gets you away from the beam attacks that she launches. Afterward, the pattern repeats. It won't take long to kill this misguided mechanism. She's doomed. Grants attacks are the best, but it's essential to hit your party with Shifta/Deband and your foe with Zalure if you want a faster and easier fight.

Dark Falz

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-------|
| NORMAL | 1.00 | 8600 | 800 | 770 | 77 | 1440 | 1340 | 330 | 1 | 1 | 1 | 4000 |
| HARD | 1.00 | 12000 | 1600 | 1450 | 135 | 1830 | 1630 | 380 | 1 | 1 | 1 | 6000 |
| SUPER HARD | 1.00 | 16000 | 2150 | 2000 | 350 | 2350 | 2000 | 480 | 1 | 1 | 1 | 10000 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|---------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| HEAD | NORMAL | 0.85 | 1.00 | 0 | 10 | 80 | 80 | 80 | 50 | 80 |
| | HARD | 0.85 | 1.00 | 0 | 10 | 80 | 80 | 80 | 60 | 80 |
| | SUPER HARD | 0.90 | 1.00 | 10 | 25 | 85 | 85 | 85 | 80 | 90 |
| FORELEG | NORMAL | 0.90 | 1.00 | 5 | 10 | 80 | 80 | 80 | 80 | 80 |
| | HARD | 0.90 | 1.00 | 5 | 10 | 80 | 80 | 80 | 80 | 80 |
| | SUPER HARD | 0.95 | 1.00 | 10 | 25 | 90 | 90 | 90 | 85 | 90 |
| HINDLEG | NORMAL | 1.10 | 1.00 | 10 | 50 | 80 | 80 | 80 | 75 | 80 |
| | HARD | 1.10 | 1.00 | 10 | 50 | 80 | 80 | 80 | 75 | 80 |
| | SUPER HARD | 1.10 | 1.00 | 60 | 70 | 90 | 90 | 90 | 85 | 95 |
| SPHERES | NORMAL | 1.00 | 1.00 | 0 | 30 | 80 | 80 | 80 | 70 | 80 |
| | HARD | 1.00 | 1.00 | 0 | 30 | 80 | 80 | 80 | 70 | 80 |
| | SUPER HARD | 1.00 | 1.00 | 0 | 30 | 85 | 85 | 85 | 75 | 85 |

Immunities

- All Status Effects

Attribute

- Dark

Tactics

Dark Falz is a demon when it comes to damage. Well, he's actually a demon any way you look at it! Killing him takes some precision. Melee characters are essential to your damage output. Almost all Techniques do limited damage, so groups with heavy Force use may have problems. Shifta/Deband your party as soon as you can, and have Force Users maintain a supportive role throughout the fight. Attack if they can, but focus more on healing everyone else. As far as offense goes, Force Users need Grants. Charge this Technique if the spheres are relatively close together. The damage from multiple Grants hits is enough to put Force characters back on the charts.

Rangers and Hunters should focus their attacks on the head. This is where Dark Falz takes the most damage, and it isn't hard to hit. The problem is more one of tactical placement. You can't group your characters together; these spheres blast you to pieces if you do. Spread out, with any redundant melee characters on opposite sides of the head. Rangers must stay back a short distance.

Evade to avoid the spheres, and stay on the lookout for the dark arm that rises from the ground periodically. That thing hurts when it hits you, and it provides another reason for spreading out (the area of effect on the arm is substantial).

If everyone knows where to stand, it's not too hard to heal through the damage and keep attention on Dark Falz. Go on the defensive when the demon descends into the ground. He'll dash back and forth and attempt to score free hits on your party. Evade until he finishes his routine, then resume all damage.



The Eternal Tower

The Eternal Tower is your greatest test of endurance in *Phantasy Star Zero*. Your party is required to climb to the 101st floor of a massive tower. Each floor has five rooms, and most of them are filled with enemies. There are random creatures on most floors, so you see targets from all over the world. That's rough because you don't know which weapons to bring. It's best to have several good weapons on hand in case there are particularly rough fights. Always have at least one good Machine and one reliable Dark weapon on hand. Arkzeins show up often, and they're foul if you aren't ready.

There are only four enemies native to the Eternal Tower (shown below).

Shot Mother

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 2500 | 700 | 680 | 80 | 500 | 480 | 340 | 280 | 30 | 10 | 1500 |
| HARD | 1.05 | 6000 | 880 | 860 | 120 | 650 | 630 | 370 | 330 | 40 | 30 | 3000 |
| SUPER HARD | 1.10 | 10000 | 1200 | 1180 | 240 | 800 | 780 | 450 | 560 | 50 | 50 | 6000 |

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 20 | 20 | 20 | 20 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 0 | 30 | 30 | 30 | 30 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 20 | 40 | 40 | 40 | 40 | 40 | 40 |

Immunities

- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

- Dark

Tactics

Shot Mothers have a chance of appearance every 10 levels in the Eternal Tower. These bosses are one of the easier leaders to kill; they have a low Resistance to melee attacks, and a skilled player can disrupt many of their pistol shots. Come in from a diagonal angle of attack and use light + heavy + heavy combos. Even a single person doing this makes a huge difference in the Shot Mother's output. She'll fall quickly and quietly.

Force Mother

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 2500 | 700 | 680 | 80 | 500 | 480 | 340 | 280 | 30 | 10 | 1500 |
| HARD | 1.05 | 6000 | 880 | 860 | 120 | 650 | 630 | 370 | 330 | 40 | 30 | 3000 |
| SUPER HARD | 1.10 | 10000 | 1200 | 1180 | 240 | 800 | 780 | 450 | 560 | 50 | 50 | 6000 |

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 0 | 20 | 20 | 20 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 0 | 0 | 30 | 30 | 30 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 20 | 20 | 40 | 40 | 40 | 40 | 40 |

Immunities

- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

- Dark

Tactics

Force Mothers are weak to melee and ranged attacks. Swarm them with all of your party members and attack quickly. The more time you give to Force Mothers, the harder they'll hit your people; their plan is to race to long range and pound you with Techniques. Raw aggression is the best counter to their tactics. Even with your AI people there, these mid-bosses aren't a major threat. That said, spread out to avoid area-of-effect damage from the Force Mother's Techniques. Failure on this causes your party to take high burst damage!

Blade Mother

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 2500 | 700 | 680 | 80 | 500 | 480 | 340 | 280 | 30 | 10 | 1500 |
| HARD | 1.05 | 6000 | 880 | 860 | 120 | 650 | 630 | 370 | 330 | 40 | 30 | 3000 |
| SUPER HARD | 1.10 | 10000 | 1200 | 1180 | 240 | 800 | 780 | 450 | 560 | 50 | 50 | 6000 |

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 0 | 0 | 0 | 0 | 0 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 0 | 0 | 0 | 0 | 0 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 40 | 20 | 20 | 20 | 20 | 20 |

Immunities

- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

- Dark

Tactics

Blade Mothers are strong against melee and ranged attacks but have little Resistance to all Techniques. Force Users should stay at medium range to pound them, while Rangers Debuff them to complement that damage. Melee attackers need to stay close to the Blade Mother; this keeps her focused. If you're controlling the melee user, heal yourself, take the hits, and respond with fast sword combos. Evade when you can. Because the Eternal Tower is only available offline, melee players have the worst time in these fights. You must keep the Blade Mother off of your group and do the most damage even though the boss is somewhat resistant to your blows. At least you get to teleport home afterward for extra healing items.

Heaven's Mother

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 5000 | 820 | 800 | 120 | 600 | 580 | 370 | 330 | 50 | 30 | 3000 |
| HARD | 1.05 | 9600 | 1100 | 1080 | 240 | 800 | 780 | 380 | 500 | 60 | 50 | 6000 |
| SUPER HARD | 1.10 | 15000 | 1550 | 1500 | 360 | 1050 | 1000 | 470 | 600 | 70 | 100 | 9000 |

| LOC | DIFFICULTY | DEF X | DODGE X | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------|------------|-------|---------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| | HARD | 1.00 | 1.00 | 30 | 30 | 30 | 30 | 30 | 30 | 30 |
| | SUPER HARD | 1.00 | 1.00 | 40 | 40 | 40 | 40 | 40 | 40 | 40 |

Immunities

- Freeze (Normal, Hard, Super Hard)
- Shock (Normal, Hard, Super Hard)
- Confuse (Normal, Hard, Super Hard)
- Death (Normal, Hard, Super Hard)

Attribute

- Dark

Tactics

Heaven's Mother is the boss on the 101st floor of the Eternal Tower; that's the only place you find her in the entire game. She's a mixture of all the tower's mid-bosses. Anticipate her combination of blade attacks, single-target ranged damage, and occasional burst of Technique use.

For a boss, Heaven's Mother has somewhat low Resistances. She isn't weak to anything specifically, but all characters are able to contribute (and all Techniques are equal here). Use your highest level Technique, your most damaging weapon, and so forth. Like the other bosses in this area, Heaven's Mother is a Dark creature. Weapons with Dark Affinity are useful; also, armor with high Dark Resistance is good too.

Though it's a royal pain to reach Heaven's Mother in Super Hard difficulty, she drops the best items in the game. Sometimes. It's quite random what you get, but the potential remains to find some amazing rare equipment.

QUESTING FOR FUN AND PROFIT



Story Mode gives you the option to play offline. This version of the game is quite similar to online play, though there are unique benefits to each. Though you can't play with your friends, there are computer-controlled allies that join as you fight through the quests ahead. The enemies are slightly easier (e.g., they have lower stats), but they are also worth slightly less Experience.

Altogether, it's easier to play with a group of real players, but Story Mode is accessible at any time and is quite rewarding. You don't have to worry about outleveling anyone, and the game is always ready when you want it.

You are free to jump between online and offline play at will. Characters that partake in both are not penalized or restricted, so you can level in your free time and still join friends later, when they're available.

The Paths You Choose

Story Mode changes depending on which race you're currently playing. The first few story quests are determined by race. This affects the order of characters you meet and the regions you see early on.

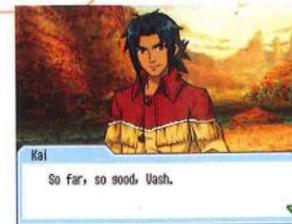
The following walkthrough is divided into the three playable races (Human, CAST, and Newman). Read through the section that pertains to your character's race. Then, look toward the end of the chapter after you've gotten your third ally. This is the point where the stories merge. For the final few story quests, everyone, of all races, has the same tasks. Complete these to beat the game and unlock new challenges.

Human Walkthrough

Your Human is no stranger to hard work and survival. The planet has suffered greatly over the past 200 years, and nobody knows much about what life was like before then. All you know is that each day is a new one; there are monsters in the wilderness, and your job is to put them down!

You and Kai, a veteran in the Hunter's Guild, have plenty to do in Dairon City. Not only are there more monsters than ever, but you've also heard rumors of people destroying important ruins.

Explore Dairon City for a few minutes, and then go with Kai to the Hunter's Guild and accept your first quest, "The Valley King."



The Valley King



1,000 Meseta

monsters



description

A giant hostile has appeared in the valley. Investigate at once.



Affection Modifiers

New to the Hunter's Guild, your character heads to Gurhacia Valley with the experienced Hunter Kai. There, they meet the mysterious girl Sarisa. If you choose "Now she owes me" under choice 07, you'll receive a Dimate. If you're not interested in raising affection with Sarisa and Kai, it's okay to take the item.

Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|-----|-----|-----|-----|-----|-------|-----|
| Normal | 0.5 | 0.6 | 0.5 | 0.9 | 0.5 | 0.75 | 0.5 |
| Bosses | 0.7 | 0.7 | 0.8 | - | - | 0.7 | 0.6 |

Quest Details

You and Kai progress through Gurhacia Valley. Get comfortable with your character's combat potential as you fight the weaker Ghowls and Vulkures. Even the Garapythons and Grimbles are safe targets. Only the Helions stand to give you trouble. Use flanking attacks on them, and use the R Button to quickly access Monomates if you need healing.

There is a lone healing point midway through the level, which gives you a chance to catch your breath and take stock. Your character also returns to full HP/PP each time he or she gains a level. At this point in the game, that is a fairly common experience, so keep an eye on your needed EXP and avoid overhealing when you're about to get free health anyway!

Later in the level, after the second heal point, you find Reyburn. A strange girl named Sarisa helps you fight the creature. After the fight she seems to know you and hints that she may have clobbered you over the head in the past, but she evades any questions you ask her. While the two of you are talking over Reyburn's corpse, Kai shows up again.

Affection Chart

- 01 **Kai asks if you're ready to be a Hunter**
 - ☐ Nod definitely (Kai +3)
 - ☐ Nod hesitantly
- 02 **A voice asks you if you want to train under Kai**
 - ☐ Answer confidently
 - ☐ Cast eyes downward
- 03 **You are asked if you want to go on the Ravine Mission**
 - ☐ Accept it agreeably (Kai +2)
 - ☐ Nod
 - ☐ Don't answer
- 04 **You are asked if you want to practice fighting**
 - ☐ I want to learn
 - ☐ I already know
- 05 **You are ordered to go on alone**
 - ☐ Nod (Kai +2)
 - ☐ Hesitate
- 06 **You see a girl being chased by a dragon**
 - ☐ Run to save her (Sarisa +2)
 - ☐ Watch
- 07 **You are asked why you saved the girl**
 - ☐ No reason (Sarisa +1)
 - ☐ Because she's cute (Sarisa +2)
 - ☐ Because now she owes me (receive Dimate)
- 08 **The girl asks you your name**
 - ☐ "Your Name" (Sarisa +1)
 - ☐ Kai
 - ☐ Sarisa
- 09 **Kai asks you about Sarisa**
 - ☐ She's a friend
 - ☐ I don't know her
 - ☐ Who are you again?

A Dragon. Very Dangerous. You Go First. REYBURN



Reyburn is a mean boss to face on your first time out. Watch the dragon's position constantly. Most of his attacks are based on where he is in relation to your party. If he's walking forward, be wary of his head and feet. His head lunges forward at nearby targets, and its feet deal damage to anyone who gets too close.

Melee characters should attack from the sides of the head when they get a lucky shot, or from the sides of the body (a much safer position). Use long-range melee weapons for the best results. Spears and Swords are easier to use than Sabers, Claws, and so forth. The closer you get to those feet, the more accidental damage you end up taking.

Ranged characters should shoot for the head, since Reyburn takes additional damage from head shots.

Repeat these tricks until Reyburn starts hopping. He'll pop up and fly to the other end of the screen. These short trips are always followed by fire breaths. Face Reyburn and run toward him and to the side. This lets you Evade to avoid the fire that fans out toward your party. Only try to damage Reyburn with super-long-range weapons (if you have them), or hit the dragon every second hop (see below for more detail).

On the first hop, you move toward Reyburn, dodge his fire, and trigger another hop. Instead of trying to get to his side of the screen, follow the dragon to the other side of the area as soon as he starts moving. You won't waste time approaching a spot that Reyburn is already vacating! Slash into him a little when he lands, then repeat. Don't expect big damage. This isn't a phase that melee characters enjoy. It's almost worth grabbing a ranged weapon from your inventory, if you have one that is usable.

Rangers do just fine, especially with Rifles and other long-ranged weapons. Avoid the fire and attack away.

Reyburn's rarest attacks are frustrating at first, but they aren't as effective as you might fear. The dragon lifts into the air and leaves the battlefield. Switch your attention to the minimap. Watch for Reyburn's blip and follow it to know where to dodge if he flies toward your group. Or, if it's a bombing run, wait until you hear the fire coming and Evade away from your group members.

Bring the dragon down for a glorious victory!

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 3300 | 300 | 260 | 11 | 230 | 200 | 280 | 1 | 1 | 1 | 300 |
| HARD | 1.00 | 10000 | 1020 | 1000 | 138 | 1000 | 905 | 350 | 1 | 1 | 1 | 2400 |
| SUPER HARD | 1.00 | 15500 | 1855 | 1595 | 430 | 1500 | 1350 | 385 | 1 | 1 | 1 | 4800 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|--------------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 10 | 65 | 15 | 50 | 55 | 55 |
| | HARD | 1.00 | 1.00 | 5 | 15 | 75 | 25 | 55 | 65 | 65 |
| | SUPER HARD | 1.00 | 1.00 | 10 | 20 | 95 | 35 | 55 | 85 | 85 |
| HEAD | NORMAL | 0.65 | 1.00 | 0 | 5 | 60 | 50 | 15 | 50 | 50 |
| | HARD | 0.65 | 1.00 | 0 | 10 | 70 | 55 | 25 | 60 | 60 |
| | SUPER HARD | 0.70 | 1.00 | 0 | 15 | 90 | 65 | 35 | 80 | 80 |
| HEAD (AFTER BREAK) | NORMAL | 0.55 | 1.00 | 0 | 5 | 65 | 50 | 20 | 55 | 55 |
| | HARD | 0.55 | 1.00 | 0 | 10 | 85 | 60 | 30 | 75 | 75 |
| | SUPER HARD | 0.60 | 1.00 | 0 | 10 | 85 | 60 | 30 | 75 | 75 |
| BACK | NORMAL | 1.00 | 1.00 | 5 | 50 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 1.00 | 1.00 | 20 | 50 | 70 | 70 | 70 | 70 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 55 | 95 | 95 | 95 | 95 | 95 |

Returning to town opens more dialogue. Kai and Gray stop you to chat. After some talking, you decide to let Sarisa accompany you. The Mayor mentions some ruins that haven't been explored yet by the people of Dairon City. These ruins were destroyed recently, and the Mayor wants to know if Sarisa knows anything. Supposedly, she doesn't.

Snowbound Rescue ★

1500 Meseta

monsters



Description

Contact has been lost with an expedition team in the snowfields. Search and rescue.



Sarisa
It really is! Now this is just like that scene out of White Winter Wonderland!



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | - | - | - | - | - | - | - |

Affection Modifiers

According to an arrangement between Kai and Dairon, the mayor of Dairon City, Sarisa becomes a member of the Hunters. Adding her to the group, they head to the Snowfield to find a search party that has gone missing.

The enemies that appear on the Riah Snowfields are universally weak against Fire. When you leave the third zone and enter the final zone, the lair of the beast, Hildegao-type enemies will appear. Enemies that appear in this area normally appear in three sets of three, but in this quest, they will only appear in two sets of two. With that in mind, make sure to distribute healing items and PP accordingly.

There Are Traps Hidden in the Snow

Use Trap Vision to spot the traps that are strewn about this area.

DEVELOPER TIPS: BEGINNING THE GAME

When beginning the game, save all the grinders you collect (they increase a weapon's or armor's stats.) until finding a preferred weapon or armor within the first 3 missions.

Unless accompanied by a high-level character, avoid starting a multiplayer game when all players have yet to explore the first three missions.

Avoid incapacitation during main game boss battles by exploring previously explored areas and completing any new side missions to gain the experience.

Explore all areas to encounter rare areas and rare enemies.

Stock up on items before each mission and have a telepipe handy if items run low during a mission.

Affection Chart

- 01 Making your report about defeating the dragon in the ravine**
 - It was easy (Kai +1)
 - Sarisa helped (Sarisa +2)
- 02 Showing Sarisa around the city**
 - No problem (Sarisa +1, Kai +2)
 - Do you like it?
- 03 Sarisa asks to be friends**
 - Nod (Sarisa +1, Kai +2)
 - Tilt your head
- 04 You are asked what to do now**
 - Report to the mayor
 - Have a welcome party
- 05 Asked if it's okay for Sarisa to join the Hunters**
 - Sure (Sarisa +1)
 - I have doubts
- 06 Asked if you should have a welcome party for Sarisa**
 - Agree (Sarisa +1)
 - Work comes first (Kai +2)
- 07 Are you worried about the search party's falling out of contact?**
 - Nod firmly (Kai +2)
 - Look worried
- 08 Sarisa sees snow for the first time**
 - Is this the first time you've seen it?
 - It's nice to eat
 - Throw a snowball at her (Sarisa +1)
- 09 Asked if you're cold**
 - I'm okay (Kai +1)
 - Are you okay, Sarisa? (Sarisa +2)
 - It's too cold
- 10 You discover a member of the search team**
 - Try to save him (Sarisa +1)
 - Hasten Kai on (Kai +3)
 - Prepare first
- 11 Asked if you think Sarisa has an odd way of thinking**
 - Tilt your head (Sarisa +1)
 - Nod firmly (Kai +1)
- 12 Asked why the search team took such dangerous actions**
 - I don't know
 - For money
 - For romance
- 13 The member of the search team asks you to save his friends**
 - Hurry to save them (Sarisa +1)
 - Leave it to us (Kai +2)
 - Panic
- 14 Discover a member of the search team being attacked by enemies**
 - Interpose yourself and protect him (Sarisa +1, Kai +3)
 - Leave it to Kai (Kai +2)
 - Hide behind Sarisa
- 15 Told you did a good job**
 - Thanks to you two (Sarisa +2)
 - Act proud (Kai +1)
 - Tilt your head
- 16 The enemy attacks Sarisa**
 - Shout "Look out!" (Kai +2)
 - Rush to Sarisa's side (Sarisa +3)
 - Look at Kai
- 17 The mysterious man takes his leave**
 - Ask Sarisa
 - Return to the city (Sarisa +1)
 - Look hard at Sarisa (Kai +1)
- 18 You are asked if you should wait for Sarisa to talk**
 - Nod

Quest Details

Kai and Sarisa accompany you on this quest. After the first heal point, everyone stops to chat. Sarisa points out the Celestial Pillar (Kai tells you what it is called). Suddenly, there is a cry for help from an unknown source. It's a member of the expedition team. You send him back to town and head off to find the others.

You find the expedition and try to save them. There are Hildegao everywhere, and you fight them in duos. Each time a foe dies, another one takes its place. Focus your damage on single targets to finish the fight as quickly as possible. Watch your health and be ready to heal quickly if you're hit by a Hildegao's charge. Evading early is quite important, especially if the rest of your team falls.



Be even more cautious if you're the last one standing and there are still enemies inbound. Keep your primary target between your character and the other enemy. This gives you more time to attack without being flanked. Reposition often to keep that advantage.

After you save the expedition team, Captain Reve shows up and saves Sarisa. Your group returns to town, where you talk to the Mayor. Walk to the southern section of town to find Nicolas. The merchant acts as if he's surprised to see you there. Find out why, then agree to search for Ogi (a friend of Nicolas). This opens a new story quest, "Clockworks."

Clockworks ★

2000 Meseta

monsters



description

Search for the CAST Ogi, missing in the Wetlands. He may be in trouble.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|-----|-----|-----|------|-----|-------|-----|
| Normal | 1.5 | 1.3 | 1.5 | 1.05 | - | 1.2 | 2 |
| Bosses | 1.3 | 1.2 | 1.3 | 1.05 | - | - | 2 |

Affection Modifiers

After talking to Dairon and going out into the city, the group learns from a man named Nicolas that a human who resembles your character appears in the image projection device. Nicolas also mentions that he hasn't heard from a Hunter called Ogi since he entered the Wetlands, and requests that you go to save him.

Ogi appears in the Ozette Wetlands, but since he's lost his body it might be a while before he can join your battle party. However, his affection ratings still change starting with this chapter. If you want to see Ogi's ending, make sure not only to raise Ogi's enthusiasm points, but also to not to make decisions that could raise the enthusiasm of other characters.

Disable Fences with Violence

Laser Fences can be switched off by attacking the switch.

Affection Chart

- 01 Asked why you didn't tell anyone about Reve**
 - ☛ Sarisa wouldn't talk about it (Sarisa +2)
 - ☛ Kai said not to
- 02 Nicolas approaches**
 - ☛ Raise your hand and answer
 - ☛ Tilt your head
- 03 Nicolas asks if you might live for 200 years**
 - ☛ No way
 - ☛ You'll live longer
- 04 You're told that a CAST named Ogi has gone missing**
 - ☛ The one the Mayor was talking about? (Ogi +2)
 - ☛ What happened?
- 05 You're asked to search for Ogi**
 - ☛ Accept (Ogi +1)
 - ☛ I'll think about it
- 06 Thoughts about the Ozette Wetlands**
 - ☛ Seems creepy
 - ☛ Pretty scenery
 - ☛ The ground looks unstable (Sarisa +1)
- 07 Ogi asks your name**
 - ☛ "Your name" (Ogi +2)
 - ☛ It's not important (Kai +1)
 - ☛ Kai
- 08 Ogi asks if you might live 200 years**
 - ☛ What, that again? (Ogi +1)
 - ☛ You'll live longer
 - ☛ You've just been born
- 09 Listen to Ogi's story about the device they discovered**
 - ☛ I'm interested (Ogi +2)
 - ☛ I'm not interested
- 10 Asked if you would subjugate the Enemy in Ogi's place**
 - ☛ Accept (Sarisa +1, Kai +2, Ogi +3)
 - ☛ Refuse
 - ☛ Leave it to Kai (Kai +1)
 - ☛ Leave it to Sarisa (Sarisa +1)
- 11 Sarisa says she's afraid of going into strange places**
 - ☛ Tilt your head
 - ☛ Shake your head
- 12 Sarisa is caught by a tentacle**
 - ☛ Watch what happens
 - ☛ Rush to save her (Sarisa +2)

Quest Details

Fight your way into the Ozette Wetlands. Just after the first healing point, you find Ogi's head. The dismembered CAST asks you a strange question. Afterward, he explains how he got into his current predicament, then humbly asks if you are willing to clear the area for him.

The biggest threat in the area appears when you pass the second heal point. Octo Diablo shows his ugly face and suddenly Sarisa gets a bit queasy. It's time for a fight!

Tentacle Scorn
OCTO DIABLO

PHASE ONE

Octo Diablo covers the entire region. His tentacles stretch out and try to slam people. When an arm near you rises, stay mobile and don't let it slam down on you. You usually won't have to Evade to get out of the way. Indeed, it's harder to time if you try this. Instead, run left or right when the tentacles rise and turn around for free attacks after the tentacles slap down. Only Evade if your character gets a slow start and you're worried that the arm is going to come down before you're out of the way.

Occasionally, Octo Diablo blasts ink in your direction. Watch for this and Evade to either side to avoid the attack. These attacks aren't too painful, and they don't happen often. If you eat one here and there, it's not the end of the fight.

When Octo Diablo starts spinning all of his tentacles, Evade to the outside of the circle. That's the only way to avoid damage. It's hard to get the timing right at first, but eventually you can avoid all damage from this attack! Stay near the outside of the circle while slashing tentacles to make the process even easier for yourself.

The octopus's other special attack in phase one is a sucking maneuver that draws characters toward him. Run away and to the side while this occurs. Don't Evade yet. Wait for the attack to end, pause a brief moment, and then Evade as a wide jet of ink flies toward your character. This is the hardest thing to avoid in phase one. A successful dodge gives you time to approach Octo Diablo's head and score free hits before he returns to the center. Failure means that you take major damage and are slowed for a short period of time.

It doesn't matter which tentacle you attack; all the health goes toward Octo Diablo's total. Keep the damage flowing, and eventually you reach phase two.

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 3480 | 290 | 250 | 9 | 1 | 1 | 300 | 1 | 1 | 1 | 320 |
| HARD | 1.00 | 10800 | 1100 | 995 | 130 | 1 | 1 | 360 | 1 | 1 | 1 | 2300 |
| SUPER HARD | 1.00 | 14500 | 2400 | 2380 | 400 | 1 | 1 | 390 | 1 | 1 | 1 | 4600 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1 | 1 | 5 | 40 | 70 | 70 | 20 | 70 | 70 |
| | HARD | 1 | 1 | 5 | 40 | 70 | 70 | 30 | 70 | 70 |
| | SUPER HARD | 1.13 | 1 | 10 | 45 | 75 | 75 | 40 | 75 | 75 |
| HEAD | NORMAL | 0.9 | 1 | 0 | 70 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 0.9 | 1 | 0 | 70 | 60 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1 | 1 | 0 | 75 | 70 | 70 | 70 | 70 | 70 |
| MOUTH | NORMAL | 0.5 | 1 | 50 | 0 | 10 | 60 | 20 | 60 | 60 |
| | HARD | 0.5 | 1 | 50 | 0 | 20 | 60 | 30 | 60 | 60 |
| | SUPER HARD | 0.57 | 1 | 55 | 0 | 30 | 70 | 40 | 70 | 70 |
| TENTACLE | NORMAL | 1 | 1 | 50 | 70 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 50 | 70 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 50 | 75 | 30 | 75 | 75 | 75 | 75 |
| LOWER TENTACLE | NORMAL | 1 | 1 | 20 | 20 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 20 | 20 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 25 | 25 | 30 | 70 | 70 | 70 | 70 |
| CLAW | NORMAL | 1 | 1 | 5 | 50 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 5 | 50 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 10 | 50 | 30 | 70 | 70 | 70 | 70 |
| LOWER CLAW | NORMAL | 1 | 1 | 30 | 20 | 60 | 10 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 30 | 20 | 60 | 20 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 35 | 25 | 70 | 30 | 70 | 70 | 70 |

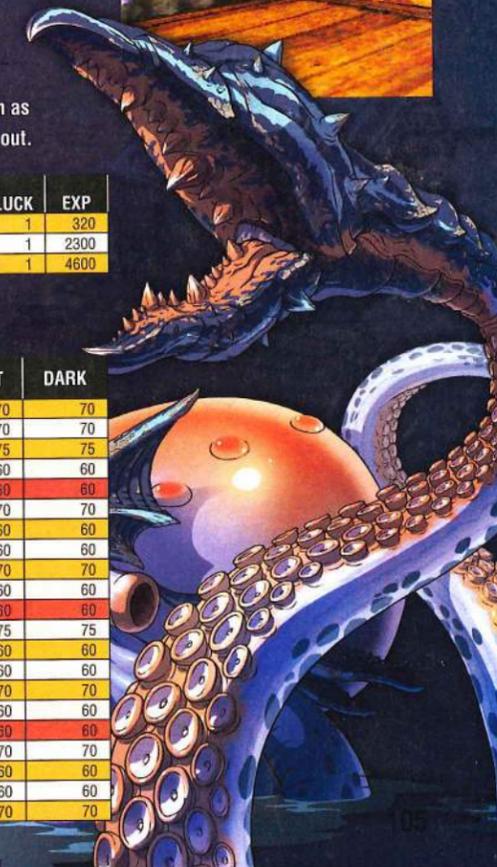


PHASE TWO

Octo Diablo brings his head up on one side of the docks. Approach the head and start attacking that along with the two exposed tentacles. Cautious players should stay far enough away from the head to avoid the tentacle slaps and ink attacks. However, savage players with extra healing items can deal extreme damage by unleashing combos on the head. This is NOT a safe technique, but it works in a pinch. This is also the best way to hit Octo Diablo with Photon Blasts, especially if you aim toward the head when the tentacles are directly in front of it.

The phase two sucking attack is hard to avoid. Octo Diablo is close enough that he'll suck nearby people right into his mouth. The chewing that follows inflicts damage over time. Keep yourself healed if you think you'll be sucked in, and heal again as soon as you're released.

It's much harder to finesse the second phase, and that's why it's good to save your Photon Blast and PP for Photon Arts until this part of the fight. Octo Diablo doesn't have many Hit Points left. Burn him down as fast as you can and move out.



The Wetlands are a bit safer with that beast out of the way. Take Ogi's head back to town and explain everything to the Mayor. Ogi's a good guy, and people want him to get his body back. They'll ask you to look for a body as you continue exploring.

Read On

This is the end of the Human-specific walkthrough. The next story quest is the same for all of the heroes. Look farther in the book, under the header "Three Journeys Merge," for the answers you seek.

CAST Walkthrough

Many CASTs have been sleeping since the time of the Great Blank. CASTs wake up at different times after recovering from their trauma, and it's now your turn to see the world again. You can't remember what happened before the Great Blank, so everything is new to you. Luckily you still know your own name, though that's about it.

A strange person named Sarisa is there. Talk to her and introduce yourself. She'll take you down the hill into a Human settlement called Dairon City. Talk to the locals, then head to the Hunter's Guild at the far end of town. People there



assume that you're a Hunter and give you a quest. Why turn down money and fame, especially when it seems like someone needs your help? Accept "Memories Opened" and move out!

Memories Opened ★

1,000 Meseta

monsters



description

An SOS has been received from hunters in the Rioh Snowfield. Go at once.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|------|------|-----|-----|-----|-------|-----|
| Normal | 0.55 | 0.65 | 0.5 | 0.9 | 0.5 | 0.75 | 0.5 |
| Bosses | - | - | - | - | - | - | - |

Affection Modifiers

Your character is awoken from a long sleep underneath the snow by the voice of Sarisa. Your hero has no memory of his or her past, and it makes sense to head for the city with Sarisa. An uproar from the nearby mountains draws your attention.

If you choose "I want to review how to fight" in decision 10, you can check the battle controls. It's best to choose this if it's your first time playing the game.

Affection Chart

- 01 Someone awakens you**
 - ◀ Listen
 - ◀ Pretend you don't hear
- 02 Someone asks you if you're sleepy**
 - ◀ Not at all
 - ◀ Yes, I am
- 03 You're asked your name**
 - ◀ "Your name"
- 04 You're invited to the city**
 - ◀ Agree (Sarisa +1)
 - ◀ Tilt your head
- 05 Asked if you'd like to ask a question**
 - ◀ Where am I?
 - ◀ Who am I? (Sarisa +1)
 - ◀ Who are you?
- 06 Asked if you really don't remember anything**
 - ◀ Nod
 - ◀ Shake your head
- 07 Asked if you want to learn about your past**
 - ◀ Of course (Sarisa +1)
 - ◀ I don't care
- 08 There seems to be a panic inside the building**
 - ◀ Something's going on (Sarisa +1)
 - ◀ I don't want to get involved
- 09 Asked if you should use Sarisa's misunderstanding**
 - ◀ Isn't that dishonest?
 - ◀ Let's do it (Sarisa +2)
- 10 Asked if you want to learn how to fight**
 - ◀ I want to learn (combat explanation)
 - ◀ I already know
- 11 Sarisa looks at you**
 - ◀ Is there something on my face?
 - ◀ Why are you looking at me?
- 12 Sarisa found something in the sky**
 - ◀ What is it?
 - ◀ A shooting star? (Sarisa +1)
 - ◀ We'd better get going
- 13 Sarisa asks how much you've forgotten**
 - ◀ Everything except my name
 - ◀ Why are you asking?
 - ◀ I might remember something
- 14 Sarisa speaks ill of Humans**
 - ◀ Aren't you Human?
 - ◀ Isn't everyone that way?
- 15 Sarisa doesn't say anything**
 - ◀ Was that enough?
 - ◀ It's okay! (Sarisa +1)
- 16 You hear a scream**
 - ◀ Let's go look (Sarisa +1)
 - ◀ It's your imagination
- 17 You discover someone passed out**
 - ◀ Take the risk yourself (Sarisa +2)
 - ◀ Let Sarisa do it
- 18 The person is already dead**
 - ◀ We were too late
 - ◀ If only we had gotten here earlier
- 19 Mourn for those killed by the enemies**
 - ◀ Let's have a funeral (Kai +2)
 - ◀ We can't leave him like this (Sarisa +1)
- 20 Decide where to go from here**
 - ◀ Let's head for that light
 - ◀ Let's rest, and think about it tomorrow
- 21 Kai offers to lead you to the city**
 - ◀ What should we do? (Sarisa +1)
 - ◀ Let's go (Kai +2)
- 22 Sarisa is suspicious of Kai the Human**
 - ◀ He doesn't look bad
 - ◀ But aren't you Human?

Quest Details

Accept the quest and take the northern exit from the Hunter's Guild to the teleporter. Enter the Rioh Snowfield. This is the easiest area for a starting quest because there aren't any bosses to fight, and the monsters are all melee targets.

Practice Evading and attacking in combos of three (either with light or heavy attacks). Evasion and good combo use is important for the entire game.

Keep your eyes peeled for message packs. These glowing devices are found throughout the world. They have advice for various travelers, and some even have ancient messages that predate the Great Blank.



Watch your map to ensure that your character progresses through the area without unintentionally backtracking. This version of *Phantasy Star* makes that even easier than usual; each gateway out of an area has a white or green icon. White means that the area is new for your character, whereas green indicates that the area has been visited before.

Track down the Hunter who is lost in the region. There might not be good news for that guy, as there are Hildegaos all over, and they're being quite aggressive. The final fight of the area is against a few waves of these gorilla-like beasts.

Use Evasion constantly to stay out of the Hildegaos' way. These enemies get into an obvious stance before charging. Roll to avoid these attacks, and hit them mercilessly to bring them down. If Sarisa falls and you're left by yourself, keep the Hildegaos lined up. This way they can't get behind you and attack from two sides at once.

Kai, a Hunter from the local guild, meets you after the fighting ends. He's a good sort, and he's more than a little impressed by your efforts. Go back to Dairon City with him for a reward.

Back in Town

Talk to everyone in the Hunter's Guild. Get your reward from the second girl at the counter and chat with your buddies in a brief scene. Go out into town, use grinders on your favorite weapons, feed spare items to your MAG, sell excess goodies, and restock healing items.

When you're ready for a new task, go back to the Hunter's Guild and talk to the Mayor. He has a favor to ask, the first of many. The new story quest awaits. Take the "United in Power" mission from the girl at the quest counter.

United in Power ★

1,500 Meseta

monsters



description

Contact has been lost with an expedition team in the Wetlands. Search and rescue.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|-----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | 0.8 | - | - | - | - | - | - |

Affection Modifiers

Thanks to the help of the Hunter Kai, whom you met in the Snowfields, your character and Sarisa are permitted to become Hunters. During the interview with Mayor Dairon, the group learns that all communications from a search party in the ruins have stopped. As part of the Hunters, they head off to the Ozette Wetlands to save the search party.

A strong enemy known as Octo Diablo appears in the Wetlands. Since CASTs can't use Techniques, having healing items on hand means the difference between life and death. Make sure to use them liberally.

Affection Chart

- 01** **Asked if Sarisa is suspicious**
 - Yeah, she's my friend (Kai +1)
 - Sarisa is not suspicious (Sarisa +1)
- 02** **Asked to come along**
 - Nod firmly (Sarisa +1, Kai +1)
 - Remain silent
- 03** **Asked to accept a reward for defeating the enemy**
 - I don't need a reward
 - Okay (Kai +1)
 - Leave it to Sarisa (+1)
- 04** **Dairon asks for your impression of the city**
 - It's a good city
 - It's a lot like the Mayor
 - I'm amnesiac, so I don't know
- 05** **Sarisa is acting strange**
 - Did you think of something?
 - Are you okay? (Sarisa +1)
- 06** **You hear that the search team has gone missing**
 - Accept the request (Kai +1)
 - Act like it's nothing
- 07** **Thoughts about the Ozette Wetlands**
 - Seems creepy
 - Pretty scenery
 - The ground looks unstable (Sarisa +1)
- 08** **You see the pillar of light**
 - You could see it from the snowfield too
 - Watch it silently

Quest Details

This quest brings you to the Ozette Wetlands, a region of fens that has way too many mosquitoes. There is a boss in this area, and he's a mean one. The creatures that lead up to the final fight are easy, and you'll get more Experience here than you did in Rioh. Try to milk that for all it's worth. You need to get as high level as possible before you meet Octo Diablo.

Take Two

Consider taking a couple runs at this quest to build extra money, healing items, and Experience beforehand. Do that by going through the area until you reach the healing point. These always let you know that a boss fight is ahead. Take that time to telepipe back to town. From there, you can ditch the quest and restart it at your leisure.

The best part of the quest for level building is in the latter section, when you start to see a higher percentage of Hypao and Pelcatraz. The early areas have too many Porel to be worth your time, so hurry through these to reach the meaty bits later on.

Octo Diablo lurks in the water near a set of docks. You fight the large octopus in two stages. He's a mean fellow with high health and quite a number of attacks to master. Don't assume that he's a pushover just because you face him early in the game.

TELEPIPES HELP YOU SHOP!

Before you fight Octo Diablo, make sure to stop back in the city to refill on healing items.

Eight Arms of Death OCTO DIABLO

PHASE ONE

Octo Diablo covers the entire region. His tentacles stretch out and try to slam people. When an arm near you rises, stay mobile and don't let it slam down on you. You usually won't have to Evade to get out of the way. Indeed, it's harder to time if you try this. Instead, run left or right when the tentacles rise and turn around for free attacks after the tentacles slap down. Only Evade if your character gets a slow start and you're worried that the arm is going to come down before you're out of the way.

Occasionally, Octo Diablo blasts ink in your direction. Watch for this and Evade to either side to avoid the attack. These attacks aren't too painful, and they don't happen often. If you eat one here and there, it's not the end of the fight.

When Octo Diablo starts spinning all of his tentacles, Evade to the outside of the circle. That's the only way to avoid damage. It's hard to get the timing right at first, but eventually you can avoid all damage from this attack! Stay near the outside of the circle while slashing tentacles to make the process even easier for yourself.

The octopus's other special attack in phase one is a sucking maneuver that draws characters toward him. Run away and to the side while this occurs. Don't Evade yet. Wait for the attack to end, pause a brief moment, and then Evade as a wide jet of ink flies toward your character. This is the hardest thing to avoid in phase one. A successful dodge gives you time to approach Octo Diablo's head and score free hits before he returns to the center. Failure means that you take major damage and are slowed for a short period of time.

It doesn't matter which tentacle you attack; all the health goes toward Octo Diablo's total. Keep the damage flowing, and eventually you reach phase two.



PHASE TWO

Octo Diablo brings his head up on one side of the docks. Approach the head and start attacking that along with the two exposed tentacles. Cautious players should stay far enough away from the head to avoid the tentacle slaps and ink attacks. However, savage players with extra healing items can deal extreme damage by unleashing combos on the head. This is NOT a safe technique, but it works in a pinch. This is also the best way to hit Octo Diablo with Photon Blasts, especially if you aim toward the head when the tentacles are directly in front of it.

The phase two sucking attack is hard to avoid. Octo Diablo is close enough that he'll suck nearby people right into his mouth. The chewing that follows inflicts damage over time. Keep yourself healed if you think you'll be sucked in, and heal again as soon as you're released.

It's much harder to finesse the second phase, and that's why it's good to save your Photon Blast and PP for Photon Arts until this part of the fight. Octo Diablo doesn't have many Hit Points left. Burn him down as fast as you can and move out.

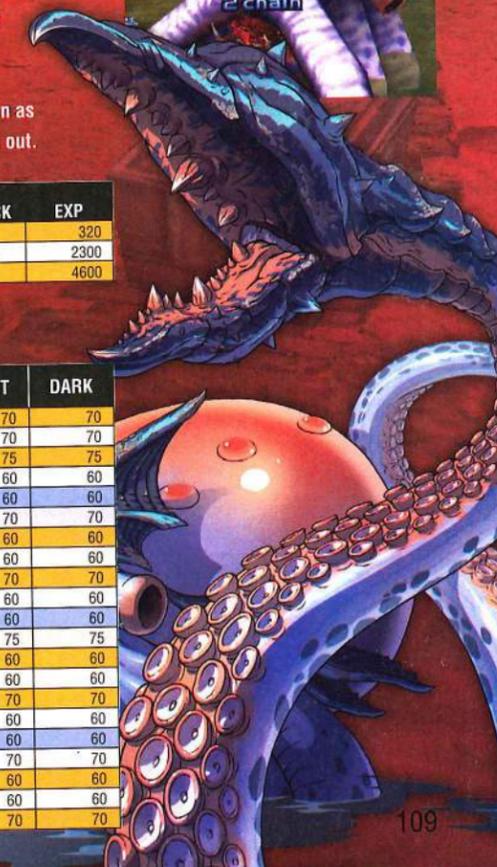


Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 3480 | 290 | 250 | 9 | 1 | 1 | 300 | 1 | 1 | 1 | 320 |
| HARD | 1.00 | 10800 | 1100 | 995 | 130 | 1 | 1 | 360 | 1 | 1 | 1 | 2300 |
| SUPER HARD | 1.00 | 14500 | 2400 | 2380 | 400 | 1 | 1 | 390 | 1 | 1 | 1 | 4600 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1 | 1 | 5 | 40 | 70 | 70 | 20 | 70 | 70 |
| | HARD | 1 | 1 | 5 | 40 | 70 | 70 | 30 | 70 | 70 |
| | SUPER HARD | 1.13 | 1 | 10 | 45 | 75 | 75 | 40 | 75 | 75 |
| HEAD | NORMAL | 0.9 | 1 | 0 | 70 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 0.9 | 1 | 0 | 70 | 60 | 60 | 70 | 70 | 70 |
| | SUPER HARD | 1 | 1 | 0 | 75 | 70 | 70 | 70 | 70 | 70 |
| MOUTH | NORMAL | 0.5 | 1 | 50 | 0 | 10 | 60 | 20 | 60 | 60 |
| | HARD | 0.5 | 1 | 50 | 0 | 20 | 60 | 30 | 60 | 60 |
| | SUPER HARD | 0.57 | 1 | 55 | 0 | 30 | 70 | 40 | 70 | 70 |
| TENTACLE | NORMAL | 1 | 1 | 50 | 70 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 50 | 70 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 50 | 75 | 30 | 75 | 75 | 75 | 75 |
| LOWER TENTACLE | NORMAL | 1 | 1 | 20 | 20 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 20 | 20 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 25 | 25 | 30 | 70 | 70 | 70 | 70 |
| CLAW | NORMAL | 1 | 1 | 5 | 50 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 5 | 50 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 10 | 50 | 30 | 70 | 70 | 70 | 70 |
| LOWER CLAW | NORMAL | 1 | 1 | 30 | 20 | 60 | 10 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 30 | 20 | 60 | 20 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 35 | 25 | 70 | 30 | 70 | 70 | 70 |



Another Relaxing Trip to Town

Talk to the Mayor when you're ready to move on to the next set of story quests. A missing Hunter was lost in the wilderness. Leave the Hunter's Guild and walk into the main portion of Dairon City. This throws you into a scene with a merchant names Nicolas. He'll tell you more about Ogi, the missing CAST Hunter.

Now the next story quest is unlocked. Accept "Clockworks" from the counter at the Hunter's Guild.

Clockworks ★

2,000 Meseta

monsters



description

Search for the CAST Ogi, missing in Gurhacia Valley. He may be in trouble.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|-----|-----|-----|------|-----|-------|-----|
| Normal | 1.5 | 1.3 | 1.5 | 1.05 | - | 1.2 | 2 |
| Bosses | 1.3 | 1.2 | 1.3 | 1.05 | - | - | 2 |

Affection Modifiers

Nicolas tells your character about the CAST with your likeness. He also explains about the missing Hunter, Ogi. You also learn from Dairon about the missing Veteran Hunters. Your character, Sarisa, and Kai head out to search for Ogi.

CAST can't use techniques, but they have a special ability that lets them perceive traps. When you notice a trap, you can avoid it or use a ranged weapon to disarm it. The boss, Reyburn, is a powerful enemy that receives significant bonuses to his stats.

Quest Details

Ogi is a brave CAST who has gone off, on his own, to Gurhacia Valley. His buddy Nicolas hasn't heard from him, and you guys need to find any trace of the missing Hunter. The area is teeming with enemies. The notorious Helions are out here; for non-boss enemies they're quite foul. With high health and a damaging leap, they are not monsters to mess with lightly.

Kill Helions by playing conservatively. Don't always go for full attack combos. Instead, wait for Helions to leap and miss (because you're on the move). Turn and attack a few times, then start flanking the Helion again while it turns to respond. This lets you avoid considerable punishment.

Your group finds Ogi halfway through the mission. Well, you find part of him, at least. Ogi can't help much for now, as he's having an out of body experience. Take him along for the ride and continue to the end of the valley. That's where Reyburn lives.

Affection Chart

- 01 You are told you did well**
 - That's because Kai taught me (Kai +1)
 - That's because Sarisa was there (Sarisa +1)
 - That's because I'm a high-grade CAST
- 02 Asked why you didn't tell anyone about Reve**
 - Sarisa wouldn't talk about it (Sarisa +1)
 - Kai said not to
- 03 Nicolas approaches**
 - Raise your hand and answer
 - Tilt your head
- 04 Nicolas asks if you might live 200 years**
 - No way
 - You'll live longer
 - I have no idea (Ogi +1)
- 05 You're told that a CAST named Ogi has gone missing**
 - The one the Mayor was talking about? (Ogi +1)
 - What happened?
- 06 You're asked to search for Ogi**
 - Accept (Sarisa +1, Kai +1, Ogi +1)
 - I'll think about it
- 07 Ogi asks your name**
 - "Your name" (Ogi +2)
 - It's not important (Kai +1)
 - Kai
- 08 Ogi asks if you might live 200 years**
 - What, that again?
 - You'll live longer (Ogi +1)
 - You've just been born
- 09 Listen to Ogi's story about the device they discovered**
 - I'm interested (Ogi +1)
 - I'm not interested
- 10 Asked if you would subjugate the enemy in Ogi's place**
 - Accept (Sarisa +1, Kai +2, Ogi +3)
 - Refuse
 - Leave it to Kai (Kai +1)
 - Leave it to Sarisa (Sarisa +1)
- 11 You discover the dragon**
 - Watch it silently (Kai +1)
 - Draw back
- 12 You've defeated the dragon**
 - I think we made it (Kai +1)
 - That was a surprise (Ogi +1)
 - Are you hurt? (Sarisa +1)
- 13 Reve may have destroyed the image projector**
 - It's everyone's problem (Sarisa +1, Kai +1, Reve +2)
 - You intend to go alone? (Reve +1)
- 14 You tell Dairon that you're going to the ruins**
 - Yes, we're all going (Sarisa +1, Reve +2)
 - Sarisa is going alone

Foul Wym REYBURN



Reyburn is even nastier than Octo Diablo. Pound for pound and level for level, he's one of the nastiest enemies in the game. A number of players without lucky weapon drops or extra levels need to bring additional healing items just to make it through this encounter. In fact, first-time players in the game may have to give up on the mission until they have a few more levels. This is especially true for melee CASTs. Reyburn has trickier positioning compared to most bosses, and melee characters have the highest learning curve.

Watch the dragon's position constantly. Most of his attacks are based on where he is in relation to your party. If he's walking forward, be wary of his head and feet. His head lunges forward at nearby targets, and its feet deal damage to anyone who gets too close.

Melee characters should attack from the sides of the head when they get a lucky shot or from the sides of the body (a much safer position). Use long-range melee weapons for the best results. Spears and Swords are easier to use than Sabers, Claws, and so forth. The closer you get to those feet, the more accidental damage you end up taking.

Ranged CASTs should shoot for the head. Reyburn takes additional damage from head shots.

Repeat these tricks until Reyburn starts hopping. He'll pop up and fly to the other end of the screen. These short trips are always followed by fire breaths. Face Reyburn and run toward him and to the side. This lets you Evade to avoid the fire that fans out toward your party. Only try to damage Reyburn with super-long-range weapons (if you have them), or hit the dragon every second hop (see below for an explanation).

On the first hop, you move toward Reyburn, dodge his fire, and trigger another hop. Instead of trying to get to his side of the screen, follow the dragon to the other side of the area as soon as he starts moving. You won't waste time approaching a spot that Reyburn is already vacating! Slash into him a little when he lands, then repeat. Don't expect big damage. This isn't a phase that melee characters enjoy. It's almost worth grabbing a ranged weapon from your inventory, if you have one that is usable.

Ranged CAST do just fine, especially with Rifles and other long-ranged weapons. Avoid the fire and attack away.

Reyburn's rarest attacks are frustrating at first, but they aren't as effective as you might fear.

The dragon lifts into the air and leaves the battlefield. Switch your attention to the minimap. Watch for Reyburn's blip and follow it to know where to dodge if he flies toward your group. Or, if it's a bombing run, wait until you hear the fire coming and Evade away from your group members.

Bring the dragon down for a glorious victory!

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 3300 | 300 | 260 | 11 | 230 | 200 | 280 | 1 | 1 | 1 | 300 |
| HARD | 1.00 | 10000 | 1020 | 1000 | 138 | 1000 | 905 | 350 | 1 | 1 | 1 | 2400 |
| SUPER HARD | 1.00 | 15500 | 1855 | 1595 | 430 | 1500 | 1350 | 385 | 1 | 1 | 1 | 4800 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|--------------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 10 | 65 | 15 | 50 | 55 | 55 |
| | HARD | 1.00 | 1.00 | 5 | 15 | 75 | 25 | 55 | 65 | 65 |
| | SUPER HARD | 1.00 | 1.00 | 10 | 20 | 95 | 35 | 55 | 85 | 85 |
| HEAD | NORMAL | 0.65 | 1.00 | 0 | 5 | 60 | 50 | 15 | 50 | 50 |
| | HARD | 0.65 | 1.00 | 0 | 10 | 70 | 55 | 25 | 60 | 60 |
| | SUPER HARD | 0.70 | 1.00 | 0 | 15 | 90 | 65 | 35 | 80 | 80 |
| HEAD (AFTER BREAK) | NORMAL | 0.55 | 1.00 | 0 | 0 | 55 | 45 | 10 | 45 | 45 |
| | HARD | 0.55 | 1.00 | 0 | 5 | 65 | 50 | 20 | 55 | 55 |
| | SUPER HARD | 0.60 | 1.00 | 0 | 10 | 85 | 60 | 30 | 75 | 75 |
| BACK | NORMAL | 1.00 | 1.00 | 5 | 50 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 1.00 | 1.00 | 20 | 50 | 70 | 70 | 70 | 70 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 55 | 95 | 95 | 95 | 95 | 95 |

Sewers!

Talk to the Mayor after the mission. He'll give you a new task. You also talk with Nicolas after your meeting. He explains that there is another market in town. The lower market has an Enemy Collector and a Photon Collector.

The Enemy Collector turns special item drops into usable equipment. This costs a modest amount of Meseta, but you can get a number of strange items this way.

The Photon Collector lets you turn in Photon Drops for various items. Some raise your stats permanently (these are called Materials). Others upgrade weapons. You even find some equipment there.

Read On

This is the end of the CAST-specific walkthrough. The next story quest is the same for all of the heroes. Look farther in the book, under the header "Three Journeys Combined," for the answers you seek.

Newman Walkthrough

You're a Newman deployed on a secret mission to the world below. You know the secrets of the past, but you mustn't let the Humans and CASTs know the truth. The drop pod's landing is rough, and you end up with temporary amnesia.

Luckily, there are a few allies in the area. One of them talks to you briefly, then another finds you and leads you into Dairon City. Her name is Sarisa. Follow her lead and go to the Hunter's Guild at the far end of town. Accept the quest "Swamp Devil" to begin learning more about yourself and the Humans of this area.



Swamp Devil ★

1,000 Meseta

monsters



description

Accompany Sarisa to the Wetlands on an official mission.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|-----|-----|-----|-----|-----|-------|-----|
| Normal | 0.5 | 0.6 | 0.5 | 0.9 | 0.5 | 0.85 | 0.5 |
| Bosses | 0.6 | 0.7 | 0.9 | - | - | - | 0.5 |

Affection Modifiers

A Short Reprieve

The silver laser fence descends temporarily if you hit the nearby white switch.

Affection Chart

- 01** **01: You are awakened by Reve**
 - ◀ "Your Name"?
 - ◀ Who are you?
- 02** **02: Reve talks to you**
 - ◀ Where am I?
 - ◀ Who am I?
 - ◀ Who are you?
- 03** **03: Reve encourages you to remember something**
 - ◀ ...
 - ◀ I don't remember anything
- 04** **04: Reve tells you about your mission**
 - ◀ I understand (Reve +1)
 - ◀ Yes, sir. (Reve +2)
 - ◀ ...
- 05** **05: A girl you don't know calls for you**
 - ◀ Tilt your head
 - ◀ Say hello (Sarisa +1)
 - ◀ Stare at her silently.
- 06** **06: Sarisa tells you you're acting strange.**
 - ◀ Tell her the situation (Sarisa +1)
 - ◀ Deceive her
- 07** **07: Sarisa is being pursued by Hunters**
 - ◀ Go with her (Sarisa +2)
 - ◀ Wish her luck
- 08** **08: Do you remember how to fight?**
 - ◀ Let's practice (combat explanation)
 - ◀ I remember
- 09** **09: About the book that Sarisa lent you...**
 - ◀ I still want to borrow it (Sarisa +1)
 - ◀ I hope I can remember... (Sarisa +1)
- 10** **10: About the mission from Reve**
 - ◀ Reve?
 - ◀ Nothing special.
- 11** **11: Sarisa seems to be in sudden pain**
 - ◀ Are you alright? (Sarisa +1)
 - ◀ Did you hurt yourself?
- 12** **12: You've reached your destination but can't find Kai**
 - ◀ Did Kai get lost? (Sarisa +2)
 - ◀ Where were we supposed to meet? (Sarisa +1)
 - ◀ I wonder if we took the wrong way?
- 13** **13: The giant octopus appears**
 - ◀ We'll have to fight it! (Kai +2)
 - ◀ Let's find Sarisa (Sarisa +2)
 - ◀ Call for help (Kai +1)
- 14** **14: You are asked if you are part of the Hunters**
 - ◀ Nod in confirmation
 - ◀ State the facts plainly (Sarisa +1, Kai +1)
- 15** **15: You are invited to join the Hunters**
 - ◀ Nod (Sarisa +2)
 - ◀ Think about it (Kai +2)

Quest Details

This quest takes you to the Wetlands, where you'll fight a number of creatures. Be especially careful of the flying Pelcatraz; they have more health than the other foes in the Wetlands, and their area-of-effect attacks can bring down a Newman quite easily.

The boss fight in this area is particularly tricky for melee Newmans until you've gotten some extra levels. Consider ditching the quest if you can't reach level five before you fight Octo Diablo (the boss). Reaching that level and having the extra gear from additional fighting can make your trip a lot easier.

OPPORTUNITY SHOT

Wait for Pelcatraz to check on their children, then attack them from behind. It's a cheap move, but these are tough creatures!

Kai joins you for the end of the quest. You, Kai, and Sarisa are now a team, giving you a fair mix of powers (especially if you're playing a Newman Force User). The three of you then take on a gigantic octopus. Cross your fingers and fight for your life!



Careful—He's Well Armed

OCTO DIABLO

PHASE ONE

Octo Diablo covers the entire region. His tentacles stretch out and try to slam people. When an arm near you rises, stay mobile and don't let it slam down on you. You won't have to Evade to get out of the way. Indeed, it's harder to time if you try this. Instead, run left or right when the tentacles rise and turn around for free attacks after the tentacles slap down.

Occasionally, Octo Diablo blasts ink in your direction. Watch for this and Evade to either side to avoid the attack. These aren't too painful, and they don't happen too often. If you eat one here and there, it's not the end of the fight.

When Octo Diablo starts spinning all of his tentacles, Evade to the outside of the circle. That's the only way to avoid damage. It's hard to get the timing right at first, but eventually you can avoid all damage from this attack! Stay near the outside of the circle while slashing tentacles to make the process even easier for yourself.

The octopus's other special attack in phase one is a sucking maneuver that draws characters toward him. Run away and to the side while this occurs. Don't Evade yet. Wait for the attack to end, pause a brief moment, and then Evade as a wide jet of ink flies toward your character. This is the hardest thing to avoid in phase one. A successful dodge gives you time to approach Octo Diablo's head and score free hits before he returns to the center. Failure means that you take major damage and are slowed for a short period of time.

It doesn't matter which tentacle you attack; all the health goes toward Octo Diablo's total. Keep the damage flowing and eventually you reach phase two.

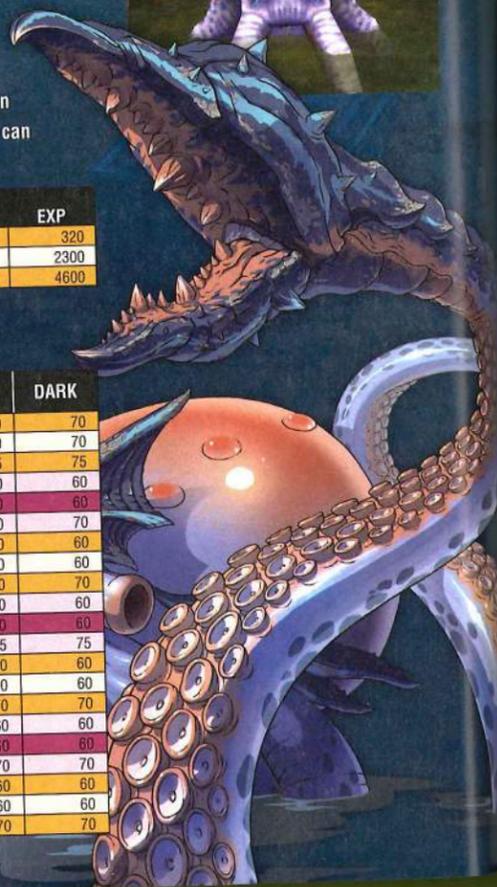


PHASE TWO

Octo Diablo brings his head up on one side of the docks. Approach the head and start attacking that and the two exposed tentacles. Cautious players should stay far enough away from the head to avoid the tentacle slaps and ink attacks. However, savage players with extra healing items can deal extreme damage by unleashing combos on the head. This is NOT a safe technique, but it works in a pinch. This is also the best way to hit Octo Diablo with Photon Blasts, especially if you aim toward the head when the tentacles are directly in front of it.

The phase two sucking attack is hard to avoid. Octo Diablo is close enough that he'll suck nearby people right into his mouth. The chewing that follows inflicts damage over time. Keep yourself healed if you think you'll be sucked in, and heal again as soon as you're released.

It's much harder to finesse the second phase, and that's why it's good to save your Photon Blast and PP for Photon Arts until this part of the fight. Octo Diablo doesn't have many Hit Points left. Burn him down as fast as you can and move out.



Take the team back to town and report on your progress! This opens a repeatable quest if you'd like to farm more levels or fight Octo Diablo again with an even stronger team. There are special titles (and rewards) gained by killing bosses again and again, so this option has multiple benefits.

Fighting Fear ★

1,500 Meseta

monsters



description

A dragon was sighted in Gurhacia Valley. Exterminate it for safety reasons.

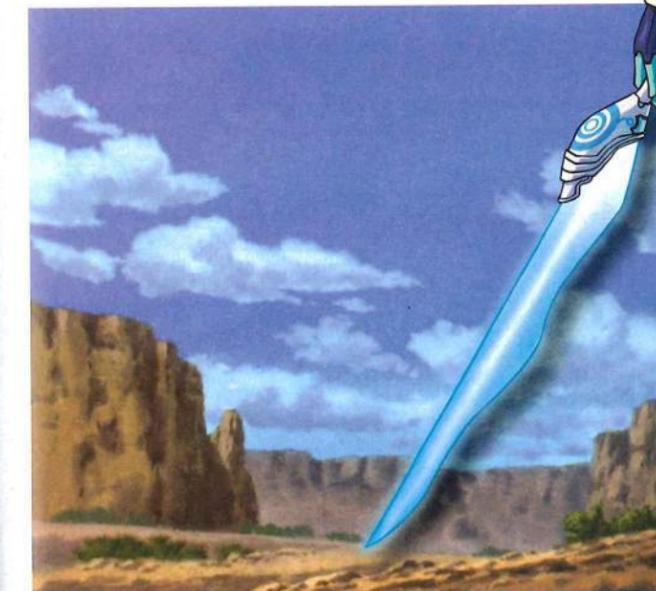


Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | - | - | - | - | - | - | - |

Quest Details

Gurhacia Valley is the site of your next quest. Another deadly enemy is here, but you're able to grab another couple levels before you reach it. Look for gear upgrades and search each part of the map thoroughly to get the most out of your time. If you reach the healing point too quickly, remember that you're free to backtrack and hit side paths that were avoided the first time you came through.



Affection Modifiers

Your character returns to Dairon City and is led by Kai to an interview with Mayor Dairon. You join the Hunters without incident, but just then, you're immediately called to eliminate a dragon. Trying to help Sarisa get over her fear, your group heads to the Ravine, but what awaits is something altogether unexpected.

Pop Quiz

The message you receive just before the battle with Reyburn changes depending on what you choose in Decision 04.

Affection Chart

- 01 Appointed as a Hunter**
 - Ask about the test
 - Say you are confident (Sarisa +1, Kai +1)
- 02 Dairon asks for your impression of the city**
 - It's a good city (Kai +2)
 - It's a lot like the Mayor
 - It seems average (Kai +1)
- 03 Kai praises Sarisa**
 - You don't have to take it (Sarisa +2)
 - Kai is still the best (Kai +3)
 - She's still a beginner
- 04 Remembering the time Sarisa was chased by the dragon**
 - Stand up against it (Sarisa +1, Kai +1)
 - Protect her at all costs (Sarisa +3)
- 05 About the person who attacked the search team**
 - Say nothing (Sarisa +2)
 - Tilt your head (Kai +1)
- 06 Reve orders you to stop**
 - I think I know that voice (Sarisa +1, Reve +1)
 - Captain Reve!
 - Who are you!
- 07 Asked if you know Reve**
 - Sarisa knows him (Kai +1)
 - He seems to be my commander (Sarisa +2, Reve +1)
 - He was a strange person (Kai +2)
- 08 Defeated the dragon**
 - It's because we were together (Sarisa +1, Kai +3)
 - We took him down (Sarisa +1)
 - Were you hurt? (Sarisa +2, Kai +1)

Combat Statistics

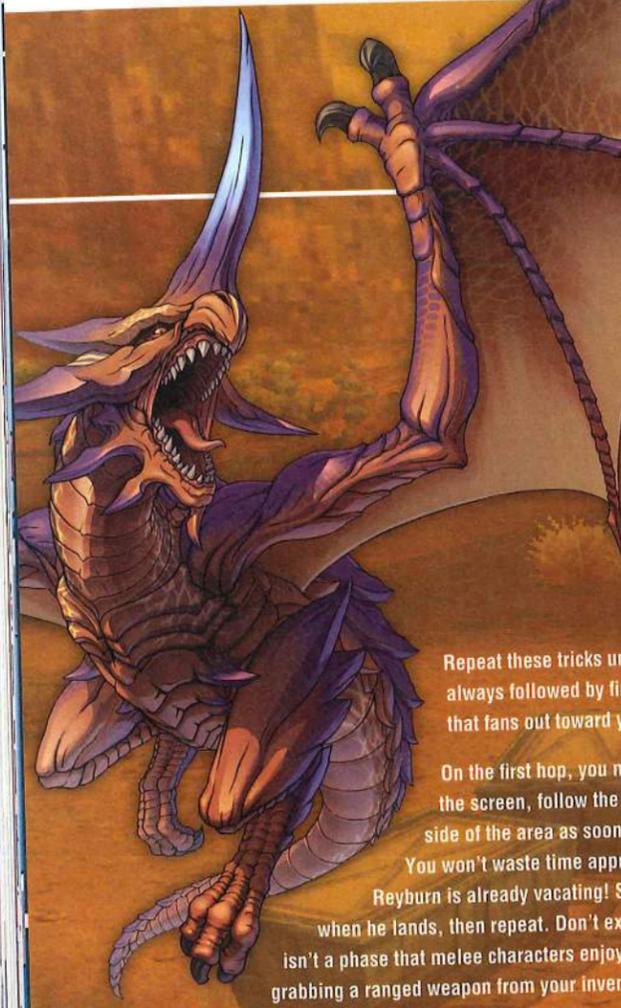
| | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 3480 | 290 | 250 | 9 | 1 | 1 | 300 | 1 | 1 | 1 | 320 |
| HARD | 1.00 | 10800 | 1100 | 995 | 130 | 1 | 1 | 360 | 1 | 1 | 1 | 2300 |
| SUPER HARD | 1.00 | 14500 | 2400 | 2380 | 400 | 1 | 1 | 390 | 1 | 1 | 1 | 4600 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1 | 1 | 5 | 40 | 70 | 70 | 20 | 70 | 70 |
| | HARD | 1 | 1 | 5 | 40 | 70 | 70 | 30 | 70 | 70 |
| | SUPER HARD | 1.13 | 1 | 10 | 45 | 75 | 75 | 40 | 75 | 75 |
| HEAD | NORMAL | 0.9 | 1 | 0 | 70 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 0.9 | 1 | 0 | 70 | 70 | 70 | 70 | 70 | 70 |
| | SUPER HARD | 1 | 1 | 0 | 75 | 70 | 70 | 70 | 70 | 70 |
| MOUTH | NORMAL | 0.5 | 1 | 50 | 0 | 10 | 60 | 20 | 60 | 60 |
| | HARD | 0.5 | 1 | 50 | 0 | 20 | 60 | 30 | 60 | 60 |
| | SUPER HARD | 0.57 | 1 | 55 | 0 | 30 | 70 | 40 | 70 | 70 |
| TENTACLE | NORMAL | 1 | 1 | 50 | 70 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 50 | 70 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 50 | 75 | 30 | 75 | 75 | 75 | 75 |
| LOWER TENTACLE | NORMAL | 1 | 1 | 20 | 20 | 20 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 20 | 20 | 20 | 60 | 70 | 70 | 70 |
| | SUPER HARD | 1.13 | 1 | 25 | 25 | 30 | 70 | 70 | 70 | 70 |
| CLAW | NORMAL | 1 | 1 | 5 | 50 | 10 | 60 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 5 | 50 | 20 | 60 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 10 | 50 | 30 | 70 | 70 | 70 | 70 |
| LOWER CLAW | NORMAL | 1 | 1 | 30 | 20 | 60 | 20 | 60 | 60 | 60 |
| | HARD | 1 | 1 | 30 | 20 | 60 | 20 | 60 | 60 | 60 |
| | SUPER HARD | 1.13 | 1 | 35 | 25 | 70 | 30 | 70 | 70 | 70 |

Dragon, Dragon, Burning Bright!

REYBURN



Sarisa
A man? You're sure it wasn't a hostile?



Watch the dragon's position constantly. Most of his attacks are based on where he is in relation to your party. If he's walking forward, be wary of his head and the feet. His head lunges forward at nearby targets, and its feet deal damage to anyone who gets too close.

Melee characters should attack from the sides of the head when they get a lucky shot or from the sides of the body (a much safer position). Use long-range melee weapons for the best results. Spears and Swords are easier to use than Sabers, Claws, and so forth. The closer you get to those feet, the more accidental damage you end up taking.

Force Users can mix Barta and melee attacks to do their damage. Keep Resta on your palette to ensure that healing is constantly available. Drink plenty of fluids and worry more about your own Hit Points; the rest of the group gets themselves killed a bit too quickly.

Repeat these tricks until Reyburn starts hopping. He'll pop up and fly to the other end of the screen. These short trips are always followed by fire breaths. Face Reyburn and run toward him and to the side. This lets you Evade to avoid the fire that fans out toward your party. Only try to hit the dragon every second hop.

On the first hop, you move toward Reyburn, dodge his fire, and trigger another hop. Instead of trying to get to his side of the screen, follow the dragon to the other side of the area as soon as he starts moving.

You won't waste time approaching a spot that Reyburn is already vacating! Slash into him a little when he lands, then repeat. Don't expect big damage. This isn't a phase that melee characters enjoy. It's almost worth grabbing a ranged weapon from your inventory, if you have one that is usable.



Use techniques to deal damage while Reyburn is taking off. Melee attacks won't work.

Reyburn's rarest attacks are frustrating at first, but they aren't as effective as you might fear. The dragon lifts into the air and leaves the battlefield. Switch your attention to the minimap. Watch for Reyburn's blip and follow it to assess where to dodge if he flies toward your group. Or, if it's a bombing run, wait until you hear the fire coming and Evade away from your group members.

Bring the dragon down for a glorious victory!

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 3300 | 300 | 260 | 11 | 230 | 200 | 280 | 1 | 1 | 1 | 300 |
| HARD | 1.00 | 10000 | 1020 | 1000 | 138 | 1000 | 905 | 350 | 1 | 1 | 1 | 2400 |
| SUPER HARD | 1.00 | 15500 | 1855 | 1595 | 430 | 1500 | 1350 | 385 | 1 | 1 | 1 | 4800 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|--------------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.00 | 1.00 | 0 | 10 | 65 | 15 | 50 | 55 | 55 |
| | HARD | 1.00 | 1.00 | 5 | 15 | 75 | 25 | 55 | 65 | 65 |
| | SUPER HARD | 1.00 | 1.00 | 10 | 20 | 95 | 35 | 55 | 85 | 85 |
| HEAD | NORMAL | 0.65 | 1.00 | 0 | 5 | 60 | 50 | 15 | 50 | 50 |
| | HARD | 0.65 | 1.00 | 0 | 10 | 70 | 55 | 25 | 60 | 60 |
| | SUPER HARD | 0.70 | 1.00 | 0 | 15 | 90 | 65 | 35 | 80 | 80 |
| HEAD (AFTER BREAK) | NORMAL | 0.55 | 1.00 | 0 | 0 | 55 | 45 | 10 | 45 | 45 |
| | HARD | 0.55 | 1.00 | 0 | 5 | 65 | 50 | 20 | 55 | 55 |
| | SUPER HARD | 0.60 | 1.00 | 0 | 10 | 85 | 60 | 30 | 75 | 75 |
| BACK | NORMAL | 1.00 | 1.00 | 5 | 50 | 60 | 60 | 60 | 60 | 60 |
| | HARD | 1.00 | 1.00 | 20 | 30 | 70 | 70 | 70 | 70 | 70 |
| | SUPER HARD | 1.00 | 1.00 | 30 | 55 | 95 | 95 | 95 | 95 | 95 |

After the fighting, talk to Mayor and then leave Hunter's Guild. Meet Nicolas and listen to him talk about his friend Ogi. It's clear what your next task will be.

Clockworks ★

2,000 Meseta

monsters



description

Search for the CAST Ogi, missing in Riah Snowfield. He may be in trouble.



Sarisa
Whoa! Is this... snow? I've read about it in books enough to know it was cold and white, but wow!



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | - | - | - | - | - | - | - |

Affection Modifiers

The group learns that Reve, whom they met in the Ravine, was connected to the destruction of some ruins. However, Kai thoughtfully decides not to tell anyone anything until Sarisa can sort out her feelings about it. While things are still in that state, the group meets a mysterious man named Nicolas in the city. Nicolas tells them that a 200-year-old machine projects a picture of a person who looks just like your character. When Nicolas learns that the group members are Hunters, he asks them to look for the missing Hunter, Ogi.

Quest Details

It's funny, but this is the easiest of the first three quests. Newmans go to the Riah Snowfield to find Ogi's head. There aren't any boss encounters here, and all of the monsters are simple, short-range targets. Build extra Experience while relaxing and wading through easy enemies.

There are multiple Hildegao at the end of the run, but your party has more health and better weaponry than they did even a few levels ago. These ape-like creatures don't last very long with an experienced group attacking them. They'll collapse one after the other.



Take Ogi's head back home and talk to the Mayor about your experience. He'll know where to look for a new CAST body.

Read On

This is the end of the Newman-specific walkthrough. The next story quest is the same for all of the heroes. Continue reading the next section to see what all races must defeat.



Affection Chart

- 01** Asked if you told anyone about Reve
 - ◀ Maybe we shouldn't? (Sarisa +1)
 - ◀ I will
- 02** Nicolas approaches
 - ◀ Wave
 - ◀ Tilt your head
- 03** Nicolas asks if you might live 200 years
 - ◀ No way
 - ◀ You'll live longer
 - ◀ I have no idea (Ogi +2)
- 04** You're told that a CAST named Ogi has gone missing
 - ◀ The one the Mayor was talking about? (Ogi +1)
 - ◀ What happened?
- 05** You're asked to search for Ogi
 - ◀ Accept (Sarisa +1, Kai +1, Ogi +1)
 - ◀ I'll think about it
- 06** Sarisa sees snow for the first time
 - ◀ Is this the first time you've seen it?
 - ◀ It's nice to eat
 - ◀ Throw a snowball at her (Sarisa +1)
- 07** Ogi asks your name
 - ◀ "Your name" (Ogi +2)
 - ◀ It's not important (Kai +1)
 - ◀ Kai
- 08** Ogi asks if you might live 200 years
 - ◀ What, that again? (Ogi +1)
 - ◀ You'll live longer
 - ◀ You've just been born
- 09** Listen to Ogi's story about the device they discovered
 - ◀ I'm interested (Ogi +1)
 - ◀ I'm not interested (Kai +1)
- 10** Asked if you would subjugate the enemy in Ogi's place
 - ◀ Accept (Sarisa +1, Kai +2, Ogi +3)
 - ◀ Refuse
 - ◀ Leave it to Kai (Kai +1)
 - ◀ Leave it to Sarisa (Sarisa +1)

Three Journeys Merge

After completing "Clockworks," all heroes begin to see a similar path. The quests that follow are the same for Human, CAST, and Newman characters.

Artifacts ★★

← 2,500 Meseta

monsters



description

Investigate the forgotten city of Paru. Search also for a CAST body



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|-----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | 0.9 | - | - | - | - | - | - |

Quest Details

Paru is the site of many unexplored ruins. Secrets from The Great Blank are hidden here, though only the bravest (and luckiest) explorers have any chance of finding the truth.

Fighting soon becomes more difficult in this district. You're starting to see more enemies with higher damage and more complex tactics. Izhiraks have area-of-effect attacks at close range, and they cause Confusion some of the time. Fruoutang aren't slouches either. These large apes are easy to hit, but they have plenty of health and lay Hunters out with melee attacks. Avoid Fruoutang pistols by staying on the flanks, and use Evade to roll aside while the enemies charge their slower melee swings.

Halfway through the level, you find a body for Ogi, the CAST you picked up earlier. He winds up with a strange, western accent. Do your best to understand where he's coming from and move on. Though monsters get in your way frequently, it's something else that is troubling about the ruins.

The boss fight is an easy one, but you must stay on your toes. You are being watched!



Affection Modifiers

After rescuing Ogi, the group heads back to receive their reward from Dairon. Later, they go to check the projector that shows a picture of a person who looks like your character before heading to the ruins to get Ogi a new body.

The enemies you find in Paru have more quirks than the enemies that you've fought before. After leaving the first zone, Kai discovers the body of a CAST that is missing its head. You can use its body to get Ogi functioning again, so that he'll be in the party from then on. Decision 05 only appears if your protagonist is a Newman.

Affection Chart

01 The mayor has prepared a reward for finding Ogi

- ◀ I don't want a reward (Sarisa +1, Kai +1)
- ◀ Leave it to me (Ogi +2)
- ◀ Are you sure?

02 You see the abandoned city, Paru

- ◀ What an old ruin (Kai +1, Ogi +1)
- ◀ It looks deep (Sarisa +1)
- ◀ It's falling apart (Kai +1)

03 Kai complains that Ogi's head is heavy

- ◀ Offer to carry it (Sarisa +1, Kai +3, Ogi +2)
- ◀ Just roll it along

04 The projection device is working

- ◀ It looks interesting (Ogi +1)
- ◀ This is from 200 years ago... (Sarisa +1)
- ◀ Can we look at something else?

05 Reve is trying to attack us (only if you are playing a Newman)

- ◀ Nod silently
- ◀ That's right

06 Reve is going to attack Sarisa

- ◀ Ready your weapons (Kai +1)
- ◀ Stand in front of Sarisa (Sarisa +1)
- ◀ Worry about the broken machine (Ogi +1)

Two Bosses for the Price of One

D MOBIUS & D CHAOS



D Mobius and D Chaos have VERY high health, but are easy to damage. D Chaos is the softer target of the two, and you can do all of your damage to that craft and still win the fight. Thus, it's better to ignore D Mobius most of the time while focusing your attention on D Chaos.

Mobius is the large drill ship while Chaos is the two-pronged vessel that shoots laser beams into your group. Chaos takes almost no damage from rear or side strikes, but hits on its front panel are brutal. If you have a multi-target weapon or Photon Art, use it aggressively. Chaos can't stand up for long like that. It spins around to shoot at people, but you won't take much damage, especially if you reposition to attack the front diagonally.

Mobius's attacks do high damage and slow your characters. He'll drill into the ground and then come back out, nailing your people again and again. If you stay at the edges, this is mostly avoidable.



Periodically the two ships converge on the center of the field. This is THE BEST time to use Photon Blasts. Aim carefully, attempting to smack back the vessels with your attack. This often ends the fight early. When it doesn't, the two machines unite in a circle, facing outward and attacking anything that gets close. Stay on Chaos and keep the damaging going.

The combat pattern repeats after the circle phase ends. The fight doesn't take long after that, even on higher difficulty modes.



Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 5400 | 450 | 420 | 30 | 1 | 1 | 320 | 1 | 1 | 1 | 1550 |
| HARD | 1.00 | 10200 | 1210 | 1145 | 180 | 1 | 1 | 370 | 1 | 1 | 1 | 2500 |
| SUPER HARD | 1.00 | 12000 | 1950 | 1850 | 400 | 1 | 1 | 400 | 1 | 1 | 1 | 5000 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| D MOBIUS | NORMAL | 0.75 | 1.00 | 5 | 20 | 45 | 45 | 15 | 45 | 30 |
| | HARD | 0.80 | 1.00 | 5 | 20 | 65 | 65 | 30 | 65 | 65 |
| | SUPER HARD | 0.85 | 1.00 | 10 | 25 | 80 | 80 | 45 | 80 | 80 |
| D CHAOS | NORMAL | 1.20 | 1.00 | 5 | 20 | 50 | 50 | 30 | 50 | 50 |
| | HARD | 1.25 | 1.00 | 5 | 20 | 70 | 70 | 45 | 70 | 70 |
| | SUPER HARD | 1.30 | 1.00 | 10 | 25 | 85 | 85 | 60 | 85 | 85 |

All the Quests You Want!

Completing "Artifacts" unlocks a new story quest as well as four repeatable quests. If you're feeling underpowered, go through all of the repeatable quests. They have their own stories. None are essential for saving the world, but they teach you more about some of the game's mechanics.

A Far Journey ★★



monsters



description

A portal to the moon is said to be at the Makara Grotto Ruins. Investigate at once.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | - | - | - | - | - | - | - |

Quest Details

You've learned a sliver of the truth, and it's enough to worry everyone. Now your party of heroes must find a way onto the moon. The type of technology needed for this was lost 200 years ago, but there might be surviving teleporters that can get you there. A beam of light from the Maraka Grotto Ruins shines high into the heavens from time to time. That could be what you need.

IT'S GOOD TO HAVE A WAY HOME

Experience is wonderful in this dungeon. Only the bat-like creatures are nuisance targets. Everything else is worth a fair sum, and your party's levels skyrocket because of that. Abandon the mission at the end and repeat the area if you like.

Remember to bring telepipes into this mission. These help if you want to abandon the fight, but they're also essential for the time AFTER you complete the quest. You want to be able to get back to town to sell spare goods and buy new items, right? That won't be possible from the moon unless you have telepipes, so always keep some on hand.

Slumming It

This is the only area besides Riah Snowfield that has a monster encounter instead of a boss fight. That makes this quest ideal for farming gold and Experience when you unlock new difficulty modes. It's rough to defeat bosses until you've gotten powerful gear and higher levels for your party, but generic enemies are much safer to bring down. Come here when you first unlock Hard Mode and Super Hard Mode.

Affection Modifiers

The group has gotten a body for Ogi and tells Dairon about Reve. During their meeting, Dairon City is attacked by mysterious flying objects. The Hunters work to repel the assault, after which Sarisa gives the group information on the Newman, prompting them to consider a trip to the moon.

Chapter 5 through Chapter 7 are staged as a continuous expedition, with no opportunities to return to the city. However, if you save and restart after clearing a chapter, you can start that chapter from the beginning again or use teleporters to return to the city. You can also use telepipes, so prepare a few in advance.

Insider Info

If your character is Newman, you'll experience a slightly different flow of events after Sarisa reveals her true form.

Affection Chart

- Kai says he has something to tell the Mayor**
 - Talk about Reve (Kai +1, Ogi +1)
 - Say nothing (Sarisa +2)
- Everyone wonders how to get to the moon**
 - Maybe there's a teleporter there
 - Maybe there's a path there somewhere
- The Mayor orders you to find the "Gate of Light"**
 - Don't worry, we'll find it! (Sarisa +1, Kai +2, Ogi +1)
 - Won't that take a while?
 - Start walking for the pillar to heaven
- You see the cave ruin, Makara**
 - I wonder if there's a path?
 - Kind of a creepy place (Sarisa +1, Ogi +1)
- Kai refuses to tell the old story, saying it's boring**
 - We don't mind (Kai +2)
 - Make it more interesting
- Sarisa tells Ogi that there are no CAST on the moon**
 - Were you surprised?
 - What about Humans?
- Kai is surrounded by enemies**
 - Run to save Kai (Sarisa +2)
 - We can't save Kai (Kai +3, Ogi +2)



Slash through the many melee targets in the ruins and exploit their weakness to ranged damage. Force Users and ranged characters with long-range weaponry have a field day with these guys.

Only the well-armed Rohjade and Rohcrystas are good opponents if you fight dirty. You start seeing Rohjades later in the quest, and they're worth a satisfying amount of Experience. Several of them guard the end of the level, so it's important to get good at killing them.

Get two full combos in each time a Rohjade/Rohcrysta stops moving. The enemies ball up afterward and bounce across the screen. Rotate your camera to follow your enemies' movement, and avoid the foes until they stop and fall over. That's when you resume the beatings.

Truth Revealed ★★

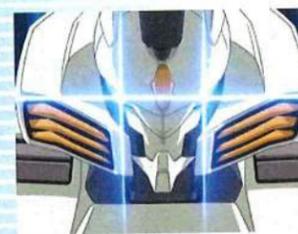


monsters



description

Infiltrate Arca Plant and obtain a CAST body to access historical data.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | - | - | - | - | - | - | - |

Affection Modifiers

Your party discovers a teleporter to the moon deep within the ruins. The party is forced to leave Kai behind, but successfully activates the teleporter.

This expedition is performed by a party of three made up of your character, Sarisa, and Ogi. An event occurs after you leave the basement, which allows Ogi to change to a body that is better suited to his head.

MECHANICAL ENEMIES

Weapons are sometimes geared to be more effective against certain enemies. Use the L or R Buttons to page through each weapon's statistics. So far, you've faced primarily Native or Beast enemies. That changes here.

Everything you face in the Arca Plant is Mechanical. Search your inventory and the weapon store back in town; try to find something that is close to your level that ALSO has a high bonus to Mechanical damage. Doing so makes the mission much easier.

Affection Chart

- You wake up in a place you've never seen before**
 - Is this the moon?
 - Where am I?
- To Sarisa, who wants to save Kai**
 - We can't (Kai +1, Ogi +2)
 - You can't (Sarisa +1)
- Surrounded by a Newman brigade led by Reve**
 - Surrender (Reve +1)
 - Fight (Sarisa +1, Ogi +3)
- Ana welcomes you home (*Newman only)**
 - Thanks
 - Huh?
- Ana offers to show you to your destination**
 - Refuse (Ogi +2)
 - Accept

Quest Details

The Arca Plant is quite large. Get as many telepipes, traps, healing items, and other supplies as you can afford/carry, and then start the fighting. Mother Trinity's forces clash constantly with your allies, but the Experience is substantial. It's easy to grab more levels here if you've fallen a bit behind.

Keep a spare ranged weapon or Technique ready for Finjers; they move quickly and are a pain to kill with melee attacks. If you dislike using ranged attacks, cut Finjers off when they're near walls. This pins them in place and makes it easier to cut the mobile robots into their component parts.

Arkzeins are the worst of the worst, though. These missile boats have tracking missiles that punish your party if people stay at long range. Close immediately with Arkzeins and stay on their rear or flanks. Evade away if they turn toward you for a charge attack. Follow quickly and continue your attack combos as soon as possible. If you're early in the quest, it's even worthwhile to use Photon Blasts to clear groups with one or two Arkzeins!

Time to Embarrass Humilias

HUMILIAS

PHASE ONE

Humilias sets you up for a long fight. He doesn't avoid damage well, but his supply of Hit Points takes a long time to deplete. Take advantage of his slow attack preparation to lay on the damage.

You know it's safe to attack when you see Humilias repositioning. Wind blows beneath his feet as the robot glides around the board. Attack with impunity at this time; it's your bread and butter for safe killing.

Eva'de shortly after Humilias stops. He'll launch beam attacks at the group. These deal damage and causes status effects as well, including a Freeze effect that almost ensures additional damage (because you take his sword follow-up in the face!)

Eva'de to the flanks and then continue moving to get behind Humilias. He moves from his beam attack to a sword smash. That hit does even more damage, and it's no fun to endure.

Periodically, Humilias sets up a wide field of attacks. Red squares highlight the targeted areas of the board. Scan your camera around until you see a square that isn't red and head for it immediately. Hide there until the attack ends.

Another timed attack is Humilias's flight mode. He'll transform into a jet and swoop back and forth over the area. Avoid him and stay on the defensive. This won't last long.

PHASE TWO

After you've done enough damage, Humilias ups the ante. Though his routine is similar in the second phase, the attacks are more dangerous. The robot shoots a pair of beams before moving to stomp/blade attacks, and he's likely to freeze you again or land a slow effect. Both are evil, as always.

Be ready to back off and use non-palette healing items if your major healing goodies run out. If you get really good with the menus, switch palette items mid-fight for easier access. This is best done during the plane swoops.

Fortunately, Humilias doesn't last very long in his second phase. Keep the damage pressure on him and beat the fight.



Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|------|
| NORMAL | 1.00 | 6000 | 500 | 480 | 60 | 1 | 1 | 320 | 1 | 1 | 1 | 2880 |
| HARD | 1.00 | 11000 | 1500 | 1230 | 275 | 1 | 1 | 380 | 1 | 1 | 1 | 4300 |
| SUPER HARD | 1.00 | 14000 | 2250 | 2200 | 430 | 1 | 1 | 410 | 1 | 1 | 1 | 6700 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|----------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| FRONT & FLANKS | NORMAL | 1.20 | 1.00 | 5 | 25 | 50 | 50 | 30 | 50 | 50 |
| | HARD | 1.20 | 1.00 | 5 | 30 | 70 | 70 | 45 | 70 | 70 |
| | SUPER HARD | 1.20 | 1.00 | 10 | 35 | 85 | 85 | 60 | 85 | 85 |
| REAR | NORMAL | 1.20 | 1.00 | 5 | 15 | 45 | 45 | 15 | 45 | 45 |
| | HARD | 1.20 | 1.00 | 5 | 20 | 65 | 65 | 30 | 65 | 65 |
| | SUPER HARD | 1.20 | 1.00 | 10 | 25 | 80 | 80 | 45 | 80 | 80 |

You're almost at the end of the moon base now. Mother Trinity is on the ropes, but that makes her all the more desperate. Return to town (with a telepipe) in between cutscenes. Purchase additional supplies and sell unneeded items to clear inventory space.

Curtain Call ★★

4,000 Meseta

monsters



description

Enter the Dark Shrine with your partners and destroy Mother Trinity.



Quest Modifiers to Enemy Statistics

| ENEMY TYPE | HP | POW | DEF | ACC | EVA | MAGIC | EXP |
|------------|-----|-----|-----|-----|-----|-------|-----|
| Normal | - | - | - | - | - | - | - |
| Bosses | 0.9 | 0.9 | - | - | - | 0.9 | - |

Affection Modifiers

The Paths Split Again

This quest's story changes slightly depending on your main character's race. Humans run through this mission with Reve at their side. CAST and Newman have Kai as an ally. Also, some of the affection conversations change. You can find the answers for both sets below.

APPLYING OPPOSITES

Usually, white enemies are weak against Dark, while black enemies are weak against Light.

DESTROYING THE DARKNESS

Monsters in the Dark Shrine are infused with Dark energy. They take more damage if you use weapons with a high Dark Affinity! Look through your inventory and through the store to see if there's anything appropriate.

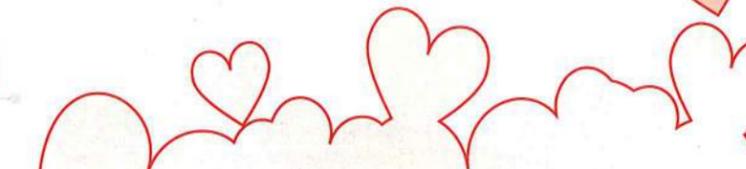
Also, bring armor with Dark Affinity. The boss fights in the Dark Shrine are tough when you're a beginner, and every edge is worth having.

Yes. We did say boss fights.

For Humans

Your group succeeds in destroying the reactor, but fails to stop Mother Trinity's most deadly weaponry. The group returns to the Resistance's base of operations, when new information launches your final quest.

Reve joins the party in this task. His defense is low compared to Kai, so you'll want to keep him covered and properly healed. The enemies that appear in the first half of the Temple of Darkness are weak against Dark; those from the third zone onward are weak against Light. Keep this in mind when using techniques.



Affection Chart

- 01** Reve appears suddenly in the Resistance base
 - He's our friend!
 - He's not an enemy! (Reve +3)
 - Why are you here? (Reve +1)
- 02** You're told you can't beat Reve
 - It's alright, my friends are here (Reve +2)
 - You might be right, but...
- 03** Reve pledges to betray Mother Trinity
 - Reve is our friend too (Sarisa +1)
 - Let's fight together (Reve +2)
 - Be careful
- 04** Ana entrusts you to destroy Mother Trinity
 - Nod silently (Sarisa +1, Ogi +1, Reve +2)
 - Answer loudly
- 05** To Ana on her way to destroy the Energy Furnace
 - We'll meet again if you make it through (Sarisa +1)
 - We'll wait for you (Ogi +1)
 - Good luck (Reve +2)
- 06** Ana's communications are cut off in a bad place
 - Trust her (Sarisa +1)
 - Go to save her
 - Give up (Reve +2)
- 07** Evaluating your reaching Mother Trinity
 - No big deal (Ogi +1)
 - It was pretty hard
 - It was so hard
 - I thought we might not make it
- 08** Receive the Photon Eraser, but are pushed up against the wall
 - Don't give up, and fight back! (Sarisa +1)
 - Stand up silently (Sarisa +1)
- 09** Asked why people do such foolish things
 - They're not foolish!
 - Glare at Mother Trinity
- 10** Receive a transmission stating that Ana has destroyed the Energy Furnace
 - We're saved!
 - Then it will work out somehow...!
- 11** You hear Kai's voice on the radio
 - I knew it! (Kai +1)
 - Thank God...
- 12** Mother Trinity asks why you fight
 - For my friends (Kai +1)
 - Against the people who would threaten peace (Ogi +1)
 - To protect something important (Reve +2)
 - To make people happy (Sarisa +1)
- 13** You destroy Mother Trinity
 - Shout with joy
 - Shake your head (Ogi +1)
- 14** Sarisa disagrees with Dark Falz
 - That's right!
 - This is the last battle!
- 15** To Reve, who chooses to stay behind in the breaking temple
 - Hit him (Reve +3)
 - Throw him (Reve +1)
 - Yell at him (Reve +2)
- 16** To the indecisive Reve
 - Let's return together (Reve +1)
 - You're pitiful
- 17** Sarisa says she hopes the story has a happy ending
 - The story's not over yet (Sarisa +1)
 - The story's still going (Sarisa +1)
 - It's the beginning of a new story (Sarisa +1)
- 18** Let's go back to the city
 - Let's go!

For CASTs and Newmans

The group succeeds in destroying the Energy Furnace, but Mother Trinity has prepared another furnace. The group returns to the Resistance's base, when Kai makes another appearance. Reve also gives you information on the location of the new furnace, prompting the group to split in two for the final battle.

Affection Chart

01 You meet Kai again in the Resistance base

- ◀ I knew you'd be safe! (Kai +2)
- ◀ I was so worried! (Kai +1)

02 Ana tells you that you can't win in a full frontal assault

- ◀ As long as my friends are here, we'll have a chance (Kai +3)
- ◀ You might be right, but...

03 Ana entrusts you to destroy Mother Trinity

- ◀ Nod silently (Ogi +1, Reve +2)
- ◀ Answer loudly (Reve +3)

04 To Ana on her way to destroy the Energy Furnace

- ◀ We'll meet again if you make it through (Sarisa +2)
- ◀ We'll wait for you (Ogi +1)
- ◀ We're counting on you (Kai +2)

05 Ana's communications are cut off in a bad place

- ◀ Trust her (Sarisa +2)
- ◀ Go to save her
- ◀ Give up (Kai +2)

06 Evaluating your reaching Mother Trinity

- ◀ No big deal (Ogi +1)
- ◀ It was pretty hard
- ◀ It was so hard
- ◀ I thought we might not make it

07 Receive the Photon Eraser, but are pushed up against the wall

- ◀ Don't give up, and fight back! (Sarisa +1, Reve +2)
- ◀ Stand up silently (Sarisa +1, Reve +1)

08 Asked why people do such foolish things (Reve +2)

- ◀ Glare at Mother Trinity (Reve +1)

09 Receive a transmission stating that Ana has destroyed the Energy Furnace

- ◀ We're saved! (Reve +5)
- ◀ Then it will work out somehow...! (Reve +3)

10 Mother Trinity asks why you fight

- ◀ For my friends (Kai +1)
- ◀ Against the people who would threaten peace (Ogi +1)
- ◀ To protect something important (Reve +1)
- ◀ To make people happy (Sarisa +1)

11 You destroy Mother Trinity

- ◀ Shout with joy (Reve +2)
- ◀ Shake your head (Ogi +1)

12 Sarisa disagrees with Dark Falz

- ◀ That's right!
- ◀ This is the last battle!

13 To Reve, who asks you to leave him behind

- ◀ Hit him (Kai +3)
- ◀ Throw him (Kai +1)
- ◀ Yell at him (Kai +2)

14 Sarisa says she hopes the story has a happy ending

- ◀ The story's not over yet (Sarisa +1)
- ◀ The story's still going important (Sarisa +1)
- ◀ It's the beginning of a new story (Sarisa +1)

15 Let's go back to the city

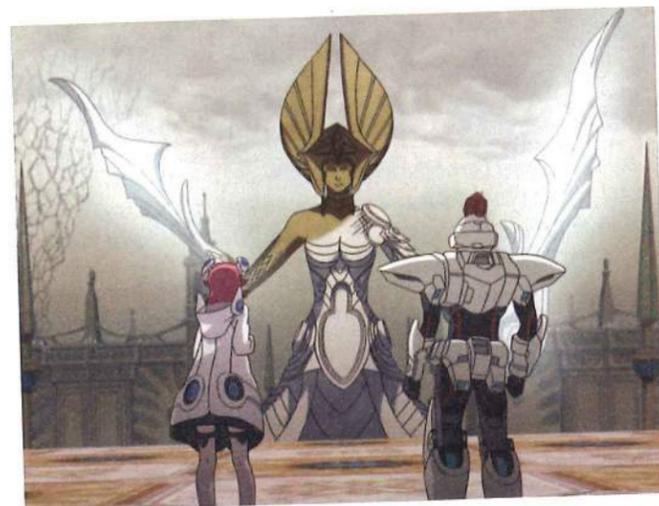
- ◀ Let's go!

Quest Details

The Dark Shrine is one of the longest areas in the game. Many of the enemies are fairly tough, but their Experience value is high. Bring a strong enough weapon with Dark Affinity, and it won't be too bad pushing through here.

Phobos- and Eulid-type enemies give you the most hassle, and both are rather slow. Melee characters can Evade and outflank these enemies without any problems, while ranged or technique-based characters shoot and scoot away to avoid counterattacks.

The real deal is at the end of the Dark Shrine. Mother Trinity's fight is as nasty as they get. Even a full stock of healing items doesn't guarantee victory.



The Mother of All Boss Battles

MOTHER TRINITY



PHASE ONE

Mother Trinity sends out three fragments as soon as the fight begins. You can't hurt Mother Trinity yet, so focus on the little guys. Killing two of them initiates the second phase.

It's possible to avoid almost all of the damage in this phase. Get close to the spinning fragments to deal damage safely. Most of their attacks are ranged or area based. Every six or seven seconds, the targets reposition. Rush to follow them and Evade for a burst of speed when you're about halfway there. This is the key to dodging the area-of-effect blasts they unleash.

Sometimes you take damage because a group member ticks off a second fragment and a blast gets too close to you. That's not a big deal. Heal and keep going. You don't want to use much healing here, but a spare Monomate or two won't kill you.

As soon as the second fragment dies, things change. The final fragment becomes immune to damage, and Mother Trinity comes forward for some fun of her own.

PHASE TWO

Mother Trinity smashes through the front floor. Stay away from her for a moment and watch her attack pattern. She's not a subtle girl. Her primary attack is to bash the floor nearby with her HEAD. She'll do this three times in a row. Ranged characters and Force Users should go to town and take as many free hits here as they can.

Melee characters must be more careful. Using a longer weapon, like a Sword, helps to pile on damage without getting too close to her head. If you don't have a longer melee weapon, stay back until her head lands and only come forward for a single hit (not a combo). Retreat, avoid another head smash, and punish her again. Other characters do more damage here, but that's life.

Once you know to avoid these attacks, there isn't much left to worry about. After the trio of head smashes, Mother Trinity targets all of her enemies and charges a heavy beam attack. Take a full combos of attacks for free damage, then time your Evade to roll aside before the beams fire. This takes practice, but it's quite doable after you get used to the attack. Experienced fighters can even score a second combo of hits before the charge ends.

Soon enough, Mother Trinity falls! You've won. But wait, there's more. Fans of the series know what's coming. It's our zany friend of the land of darkness and chaos. Heeeeeerrrrreee's Dark Falz!

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-----|
| NORMAL | 1.00 | 3500 | 650 | 620 | 65 | 1100 | 950 | 330 | 1 | 1 | 1 | 3 |
| HARD | 1.00 | 7000 | 1300 | 1270 | 130 | 1800 | 1650 | 380 | 1 | 1 | 1 | 3 |
| SUPER HARD | 1.00 | 9500 | 2200 | 1900 | 160 | 2300 | 2100 | 450 | 1 | 1 | 1 | 3 |

Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|------------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| BODY | NORMAL | 1.10 | 1.00 | 0 | 20 | 40 | 40 | 40 | 30 | 30 |
| | HARD | 1.10 | 1.00 | 0 | 20 | 55 | 55 | 55 | 45 | 45 |
| | SUPER HARD | 1.10 | 1.00 | 0 | 25 | 75 | 75 | 75 | 65 | 85 |
| HEAD | NORMAL | 0.70 | 1.00 | 0 | 10 | 35 | 35 | 35 | 25 | 25 |
| | HARD | 0.70 | 1.00 | 0 | 10 | 50 | 50 | 50 | 40 | 40 |
| | SUPER HARD | 0.80 | 1.00 | 0 | 15 | 65 | 65 | 65 | 55 | 75 |
| RIGHT HAND | NORMAL | 1.20 | 1.00 | 0 | 10 | 45 | 45 | 45 | 35 | 40 |
| | HARD | 1.20 | 1.00 | 0 | 10 | 45 | 45 | 45 | 35 | 40 |
| | SUPER HARD | 1.20 | 1.00 | 0 | 15 | 65 | 65 | 65 | 55 | 80 |
| LEFT HAND | NORMAL | 1.20 | 1.00 | 0 | 10 | 35 | 35 | 35 | 25 | 30 |
| | HARD | 1.20 | 1.00 | 0 | 10 | 45 | 45 | 45 | 35 | 40 |
| | SUPER HARD | 1.20 | 1.00 | 0 | 15 | 65 | 65 | 65 | 50 | 80 |



DEATH IS NOT THE END

Dying during the fight against Mother Trinity or Dark Falz doesn't end your game. You return to the Hunter's Guild and get a chance to purchase new healing items. Do so! You start again at the beginning of the Mother Trinity fight.

If you're low on supplies when you first reach Mother Trinity, let her kill you. This avoids the situation where you waste what you have killing her only to die against Dark Falz.

When Darkness Falls

DARK FALZ



Dark Falz smacks around groups of heroes without fail. Strong healing is essential for your survival and eventual victory. Equip your weapons with the most damage potential and switch your palette to focus on group healing and personal healing! When you need to enter the menu, retreat to the edge of the screen; that's where Dark Falz has the hardest time hitting people.

Dark Falz is easy to hurt, but his damage output is frightening. The black spheres he summons do damage to anything they touch. Keep all of your allies alive to ensure that no individual gets too much of their attention. Melee characters should hug Dark Falz's flank while dealing damage. Have ranged attackers spread out. A tentacle comes up from the ground if you stand in one place for too long, so stay mobile!

Retreat if the spheres focus on your character. Let the other characters deal damage while you Evade and wait for the spheres to go after someone else. Healing through the sphere attacks is too much to ask unless you're dramatically overleveled for this fight.

Dark Falz eventually starts a set of flybys, much like Reyburn's. Evade to roll out of his way and wait for Dark Falz to settle down again. Get back on the damage train when you can and finish him off.

The demon doesn't have many quirks when you think about it. He's just a crazy damage dealer. Almost all weapons affect him well, and everyone has a chance to contribute.

Combat Statistics

| DIFFICULTY | SPEED | HP | MAX MELEE | MIN MELEE | DEF | MAX MAGIC | MIN MAGIC | ATK ACC | EVA | END | LUCK | EXP |
|------------|-------|-------|-----------|-----------|-----|-----------|-----------|---------|-----|-----|------|-------|
| NORMAL | 1.00 | 8600 | 800 | 770 | 77 | 1440 | 1340 | 330 | 1 | 1 | 1 | 4000 |
| HARD | 1.00 | 12000 | 1600 | 1450 | 135 | 1830 | 1630 | 380 | 1 | 1 | 1 | 6000 |
| SUPER HARD | 1.00 | 16000 | 2150 | 2000 | 350 | 2350 | 2000 | 480 | 1 | 1 | 1 | 10000 |

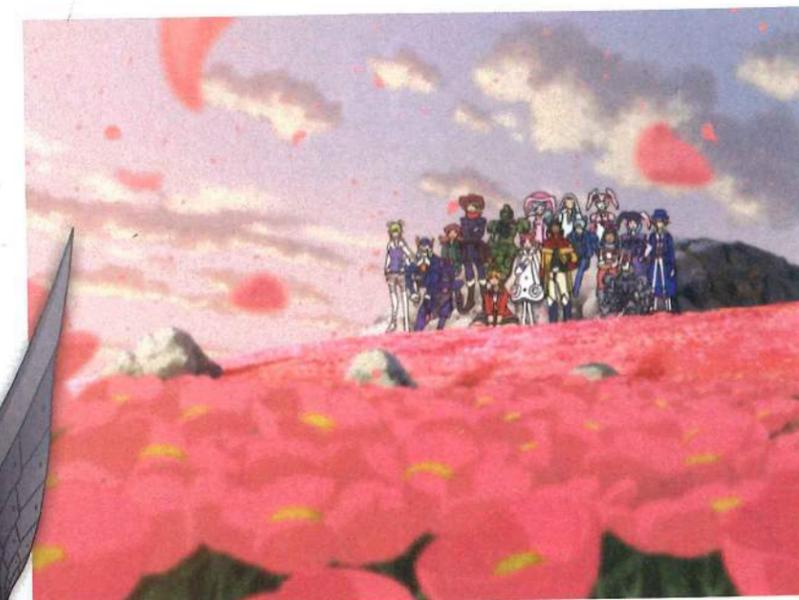
Resistance to Damage (By Location)

| LOC | DIFFICULTY | DEF. MULTIPLIER | DODGE MULTIPLIER | MELEE | RANGED | FIRE | ICE | ELEC | LIGHT | DARK |
|---------|------------|-----------------|------------------|-------|--------|------|-----|------|-------|------|
| HEAD | NORMAL | 0.85 | 1.00 | 0 | 10 | 80 | 80 | 80 | 50 | 80 |
| | HARD | 0.85 | 1.00 | 0 | 10 | 80 | 80 | 80 | 60 | 80 |
| | SUPER HARD | 0.90 | 1.00 | 10 | 25 | 85 | 85 | 85 | 80 | 90 |
| FORELEG | NORMAL | 0.90 | 1.00 | 5 | 10 | 80 | 80 | 80 | 80 | 80 |
| | HARD | 0.90 | 1.00 | 5 | 10 | 80 | 80 | 80 | 85 | 90 |
| | SUPER HARD | 0.95 | 1.00 | 10 | 25 | 90 | 90 | 90 | 75 | 80 |
| HINDLEG | NORMAL | 1.10 | 1.00 | 10 | 50 | 80 | 80 | 80 | 75 | 80 |
| | HARD | 1.10 | 1.00 | 10 | 50 | 80 | 80 | 80 | 85 | 95 |
| | SUPER HARD | 1.10 | 1.00 | 60 | 70 | 90 | 90 | 90 | 70 | 80 |
| SPHERES | NORMAL | 1.00 | 1.00 | 0 | 30 | 80 | 80 | 80 | 70 | 80 |
| | HARD | 1.00 | 1.00 | 0 | 30 | 80 | 80 | 80 | 75 | 85 |
| | SUPER HARD | 1.00 | 1.00 | 0 | 30 | 85 | 85 | 85 | 75 | 85 |



The world is saved by your heroic efforts. Even better, there are rewards for your work. Hard Mode is now unlocked. All of the existing quests are available in Normal and Hard difficulty. Hard quests get you far more Experience and money. They also give you access to higher grade equipment. Five stars is NOT the maximum. There are six and even seven star items in the game. You won't see the best of the best in Hard Mode; that's reserved for Super Hard Mode. Unlock that by defeating all quests in the game in Hard difficulty.

There are also new quests in the Hunter's Guild. These extend the story and develop your characters as they help clean up the mess left behind by Mother Trinity's fall.



Repeatable Quests

A number of ongoing quests show up even before you beat the game the first time. Completing the first few areas unlocks many of these side tasks. All of them are repeatable as often as you like, and you get rewards each time you win. It's essentially paid grinding. You get free goodies while building extra Experience and items. If you're feeling underpowered and don't have friends to play with, use repeatable quests to get up to speed.

Deviish Return ★

500 Meseta

Reward: Twin Ketchup

monsters



description

The octopus has returned to the Wetlands. Investigate and eradicate it.



Is Octo Diablo back?

Go back through the Wetlands and kill another Octo Diablo. There is a story behind it, and you learn why the quest is repeatable. This is a good way to score another level or two before moving on.

Mayor's Mission ★

500 Meseta

Reward: Grow Shower

monsters



description

You are to gather a certain plant from the valley. Full secrecy is to be maintained.



Go back through Gurhacia Valley and kill Reyburn. Search afterward for a glowing plant. Make sure to get all the items from the chest before picking the plant, because you end the mission afterward and head back to the Mayor.

A Small Friend ★★

1,000 Meseta

Reward: All Resist Lv 1

monsters



description

This quest concerns MAGs. Applicants must agree to total non-disclosure.



Learn more about MAGs while going back to Oblivion City. If you're at all confused about using MAGs, this is a neat quest that explains some of MAGs' mechanics and the background for these helpful creatures.

Get Connected ★

1,000 Meseta

Reward: Ace/PP

monsters



description

There seems to be cable trouble in the valley. Can I get an escort, just in case?



Go back to Gurhacia Valley to find out about a broken cable. Natsume, a CAST, is there. She'll take you down the line and look for the actual break. By the time you get this quest, it's very easy to complete. There aren't any tricks or surprises.



WHAT TO DO AFTER SAVING THE WORLD

This chapter lists the various side quests and optional content that appear as you defeat the single-player Story Mode. Get your character to level 100, find rare equipment, and seek greater challenges. You have what it takes!

Mayor's Quest ★

1,500 Meseta

Reward: Ace/HP

monsters



description

You are to collect the mucus of a mollusk from Ozette Wetlands. Secrecy is to be maintained.



Dalron
Its benefits are fantastic. I've heard. With it, I can surely save my hair-- Uh, no! The world will be saved!



Return to Ozette Wetlands. Go through it and kill Octo Diablo again, then hunt around the boss's area for some precious mucus. Bring this item back to the Mayor for your reward. This quest has a fairly amusing backstory.

Third Daughter ★★★

3,000 Meseta

description

Help the Cake Shop workers find a lost sister.



This quest is extremely hard to trigger if you're unlucky at finding special locations. Third Daughter doesn't appear at the mission desk until you've visited the Cake Shop and talked to the people inside.

To find the Cake Shop, return to the Ozette Wetlands and Gurhacia Valley often. Wander around, visiting every map in the region, and hope for the best. If you don't find the Cake Shop on a given run, kill Octo Diablo and reset the area to make another attempt.

Once you succeed in reaching the shop, talk to the owners, complete the area, then return to the mission desk. The new mission, "Third Daughter", is there. You must complete this mission to receive the Guardian Titles, so it's very important to track this down eventually[md]especially if you're a completionist.

Luckily, that's the only tough part of the mission. Everything else is a cake walk. Sorry, we had to throw that pun in there.

Waltz of Rage ★

500 Meseta

Reward: 8-Duncer

monsters



description

An expedition team and cable workers clashed in the Riah Snowfield. Investigate.



Ogi
So, what exactly are you doing here?



Watch out -- they're tough!

Rush through the Snowfield again. You don't face any new targets, and the Experience is rather low because of the weak enemies involved. Don't bother with this one on Normal difficulty unless you're being especially thorough. However, this is a great way to introduce yourself to new difficulty levels. Your hero won't face a major boss, nor have any tricky foes to worry about. Get safe Experience before you take on deadlier regions.

More Quests After Mother Trinity Falls

Beating the "last" quest in the Normal difficulty Story Mode opens a number of optional quests at the Hunter's Guild. These quests are listed here.

I Love Ruins ★★ (five on Hard)

1,500 Meseta

Reward: Rookie/Swift

monsters



description

I want to explore an unknown cave. But I need an escort for the dangerous bits.



Nicolas wants to hire you and Ogi for this quest. Form a team and head into the Makara Ruins. The enemies' tactics are fundamentally unchanged. It won't be a problem even if you're still using weapons with Dark or Machine Affinity; these guys are weak enough that it won't make a difference.

Fight to the end and trash nine Rohjades (three in each wave). It's easy money. Nicolas might not get everything that he wants out of the place, but that's sometimes how life goes for a venturing capitalist.

Fallen Flowers ★★ (five on Hard)

2,000 Meseta

Reward: Doppel Scythe

monsters



description

Many of my compatriots lie in the grotto ruins. Take my flowers to them, please.



A grotto within the Maraka Ruins has been discovered; it's a place where fallen CASTs were laid to rest in ancient times. Ohyo, a CAST from town, has charged you with laying flowers in the grotto, in tribute to CASTs who have gone before.

This quest takes longer than the "I Love Ruins" quest because it makes you go through the entire dungeon. Still, it's fairly quick and the monsters don't have any new upgrades. Try this if you're feeling a bit underpowered for the next difficulty upgrade.

The final fight is another series of Rohjades, as usual. They're doomed!

Future Hunters ★★ (five on Hard) 2,000 Meseta

Reward: Rookie/Guard

monsters



description

We want to go places and learn about Hunters! The ruins will be neat.



Cyan and Millio are children of Dairon City; you may have seen them standing around the city entrance. They're eager to get out and see the world, and they're hiring your team to escort them. Your destination is Oblivion City. The quest is comparable to your first trip through the "Artifacts" quest. By now your group has so much strength that you won't break a sweat.

Consider taking this quest on Hard difficulty, even if it's your first time through. That's the only way to get new loot and more of an exciting challenge.

It doesn't take long to escort the kids through the ruins. They're young and enthusiastic, but you won't have to defend them in battle (thankfully). The end fight is another match against Mobius and Chaos. They don't have any new moves, so the old tactics work best. Play the cautious game around the edges, hit Mobius' front for major damage, and use your Photon Blast when the two meet in the center.

2 Sets of Heroes ★★★ (six on Hard) 3,000 Meseta

Reward: Harisen

monsters



description

Let's take the whole crew out like old times! People are staring, though.



Things are getting strange back in town. Why do people think that Sarisa is teasing the baby MAGs? That doesn't sound like her. Ogi stealing flowers? Kai selling other people's things? None of this adds up.

A set of villains is posing as your group, and they're hiding somewhere in the Arca Plant. Chase them there and investigate.

There is a substantial difficulty jump in this quest. If you've been hitting the Hard quests early, consider coming back down to Normal this time. Or, plan on heading back into town a few times for extra supplies. Bring your telepipes!

Sadly, you can't beat up the imposters when you catch them. There is another cool battle against Humilias, but the "bad guys" aren't entirely what you think they are.

Ana's Request ★★★ (six on Hard) 2,000 Meseta

Reward: Lieucon Stahl

monsters



description

A guardian robot is giving us trouble in the plant. Can anyone shut it down?



Ana has asked Reve and your team to head into the Arca Plant again. Reve isn't normally the type to cooperate casually, but Ana knows how to put the screws to him. Bring a couple additional buddies and get ready for some fun.

Reve isn't yielding about much of anything, but the time with your group is doing him good. He's starting to realize that it's not worthwhile to be "on" all the time.

The Normal version of this quest is another cakewalk. On Hard you get a much more challenging run. Humilias has a ton more health, and the regular Arkzeins do enough damage to be a problem of their own. If you're still in your low 30s (or below), hold off just a bit longer or rerun some of the other Hard quests instead.

Mother's Memory ★★★ (six on Hard) 2,500 Meseta

Reward: Spirit Garb

monsters



description

The Dark Shrine needs to be investigated. Restricted to only the best Hunters.



Break out your Dark weapons again. Ana wants you to search through the Dark Shrine and learn more about Mother Trinity. She thinks that there were deeper motives behind Trinity's actions, and the Dark Shrine is the most likely place to find out more.

Remember how hard this area was the first time you beat it? It's not as nasty now because you know how to defeat Mother Trinity and Dark Falz, but that doesn't mean you can skip on your healing items. Make sure to stock up on everything you can before coming in.

This is a good quest for farming Experience; there are many enemies that are worth a fair sum (even in Normal Mode), and you can build power quickly. However, this is an awful quest for money until you've outleveled the Mother Trinity fight entirely.

That said, money becomes fairly unimportant by this stage. You aren't going to buy many upgrades from the stores, so most of your money goes into item modification and healing items.

To complete the quest as efficiently as possible, find a single-target weapon with as much of a Dark bonus as possible. Multi-target weapons aren't important because most fights in here aren't against big groups. The Derreos/Zerreos are the only swarms, and they're cheese no matter what you use. It's all about killing the bosses quickly!

There are several interesting tidbits of story in this quest, so it's one you shouldn't skip.

To the Future ★★☆☆ (six on Hard) 3,000 Meseta

Reward: Taxion Gun

monsters



description

We're investigating the Dark Shrine. Don't forget who asked for this quest.



This is another Dark Shrine quest. Reve has been having strange dreams, and he'll hire everyone to figure out what's going on. The logistics of this quest are very similar to the "Mother's Memory" quest, though the story is different and both are intriguing for their own reasons.

Be careful about doing them back to back. It costs much more to stock up on Star Atomizers and Dimates/Trimates than it does to collect them over time, from chests. Space out these Mother Trinity/Dark Falz runs; hit higher difficulty quests from earlier areas in between to get substantial Experience and even more treasure.

The Eternal ★★☆☆ (six on Hard) 4,000 Meseta

Reward: 20 Grinders

monsters

Anything and everything

description

Climb over 100 floors of the Eternal Tower.



"The Eternal" quest is the longest quest in the game. This can only be played offline; it consists of a 101-floor tower. Each floor has several rooms, so it takes a full day of work to get everything done.

What could possibly be worth that much effort, you ask? Well, there are many more rare enemies inside the tower. You often find multiple rare targets each time you go through the tower.

Beyond that, there are bosses every ten floors. There's also a bonus boss on the 101st floor. This leads to a fair amount of treasure, including the opportunity for extremely good items from the final fight.

Other Goals

New Challenges After Hard Mode

There sure are! You've probably noticed that the difficulty system rates missions even past the six star mark, but none of the quests go that high. So there has to be something else. Still, you don't unlock anything by beating Mother Trinity again, even on Hard difficulty.

The trick is to beat ALL quests on Hard. That includes "The Eternal" quest, so you won't open the highest difficulty mode quickly. It takes many hours of play to take down all of the Hard quests.

If you're the type of person who gets a bit impatient racing for the end, DO NOT attempt to beat "The Eternal" on Normal and Hard. This is not necessary. Normal quests don't count. You can skip as many of them as you like.



The Level Cap

Characters keep gaining levels until they reach level 100. That's as high as you can go in *Phantasy Star Zero*. The same is true for MAGs (they are much easier to cap than your characters).



Materials (Raising Stats)

Use Materials to advance your character. Humans can use 100 Materials per character, and both CAST and Newman can use up to 80. These items raise HP, PP, Power, Guard, Hit, Swift, or Mind. Because you can only use a limited number of Materials, it's important not to stack on every random item you find. Instead, choose the stats you care about the most and only use Materials of that type. For example, a HUcast would often enjoy HP, Power, and then some Guard or hit.

Materials are rare, but they can be found in chests from time to time. If you aren't going to use them, go to the Joint Chest in the Hunter's Guild and leave the spare Materials for your other characters. This removes any element of waste.

After a few quests are completed, your character finds out that there are stores in the sewers of Dairon City. Look for the manhole cover in the lower part of town, near the entrance. Use the cover to enter the sewers. Inside is a store where you can purchase items using Photon Drops. Materials are fairly inexpensive, and they're a great use of your Photons.

Another item sold in the store is a Reset Material. This item rips off the Materials that you've already used on your character, so be hesitant to use it unless you absolutely know what you're doing. The Reset Material is only good if you've accidentally purchased and used a wide range of Materials that you didn't really want. Strip these off your character to start over and "respec" into a better mix of Materials.

Collecting the Best Gear

There are rarely "one size fits all" solutions in *Phantasy Star* games. Some weapons aren't successful against certain bosses, and certainly it's best to have different elemental attributes for various weapons and armor. After your first time through Normal Mode, the leveling rate slows somewhat and you have more time with each set of gear. That's when it's best to start collecting.

Look for at least one weapon that excels at each attribute. Find an ideal Native, Beast, Machine, or Dark weapon. Switch these in and out between quests to ensure that your character slaughters targets quickly. Start doing the same thing with armor. Even if you have suits that are 10% worse on overall defense, that's quickly overcome when you gain 30-40% from awesome attribute Resistances! Bring armor with high Fire Resistance to fight Reyburn. Bring armor with high Light and Dark to fight Mother Trinity and Dark Falz.

Keep the spare equipment at the Hunter's Guild so your inventory isn't completely filled. However, you might want to bring spare weapons or armor along for places like the Eternal Tower. Enemy placement is random there; switch gear on the fly to stay at your best.



INTERVIEWS

You're probably stuffed to the gills already with *Phantasy Star Zero* content, but there's something special here to add to it. The Sega Japan team is fantastic to work with and they agreed to answer a few questions about *Phantasy Star Zero*, the process of developing the game, and some fun little tidbits about who they are. Enjoy the six interviews from some of the people behind this incredible game.

Satoshi Sakai Producer

What role did you play in the *Phantasy Star Zero* project?

I had to bring everything together and also settle on our concept. I also had to make decisions when no one knew what to do. I also did a lot regarding how best to market the game, and supervised the creation of advertisements and promotional videos.

What was your favorite part about this project?

Everyone's high level of motivation. I could really feel the positive energy from the team, saying "Let's make something amazing!"

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

It was very rewarding. There's always a risk of these things becoming stale, so I think our goal this time was to convert it into something that modern players could enjoy.

What's the best thing about *Phantasy Star Zero*?

The fact that as a DS game, you can simultaneously have four players in full 3D, and even participate in visual chat.

How difficult is it to balance the same levels for both offline play and cooperative play?

Figuring out the right level of difficulty has always been a challenge for the *Phantasy Star* series. This time we really wanted you to be able to play it for a long time and get plenty of challenge out of it, so I think we ended up ramping up the difficulty a bit.

Which race and class would you choose?

I always play as a HUmAr. I love fighting on the front lines.

Can you provide any insight into the future of the *Phantasy Star* series?

Next year is the 10th anniversary of *Phantasy Star Online*, so I think we'll do something big for that. *Phantasy Star Zero* should give you a taste of where the franchise is going.

What is your favorite boss? Why?

It's Reyburn. He's the first boss you meet, so he leaves an impression. And I think he's strong enough that beating him feels really satisfying.

WHAT'S YOUR...

FAVORITE MOVIE?
Star Wars & the *Godzilla* series

FAVORITE ALL-TIME GAME?
Ratchet & Clank (The first one)

FAVORITE BOOK?
Yoshio Ozaki's *Pilot Fish*
Saneatsu Mushakoji's Poetry Collections

FAVORITE GAMING SNACK FOOD?
I don't eat much.

CURRENT GAME-FOCUSED OBSESSION?
I want more people to learn about *Phantasy Star*

CURRENT NON-GAMING OBSESSION?
I like to challenge myself at anything.

BIGGEST HOBBY?
I like building models.

SECRET?
If I told you, it wouldn't be a secret.

Masayuki Kawabata Game Director

What role did you play in the *Phantasy Star Zero* project?

I was project manager and determined the overall development process. One of my most important jobs was having to convey Producer Sakai's vision to the people responsible for realizing each stage of production; I had to be the bridge between planner, designer, and programmer. Actually, I ended up having to make a lot of important decisions without authorization, but thankfully no one got mad.

What was your favorite part about this project?

Developing on the DS was a challenge for the *Phantasy Star* Team, but the overall mood was very positive. From beginning to end, it felt like everyone on every stage of the project was thinking "let's make this really great." That was the coolest part, for me. We also got a lot of support from the companies outside of the development process. It was a blessed project in many respects, and the things we learned on this project will serve us well in future entries to the *Phantasy Star* series.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

It was very rewarding. We had many members on staff who joined Sega because of how much they loved *Phantasy Star Online*, and they were reaching their full potential by the time development on this project started. So I got to see a lot of people with incredible passion for the project. They really wanted to create a title that wouldn't disgrace the name of the *Phantasy Star* series, and they worked tirelessly to accomplish that. I feel so proud to have been a part of it.

What's the best thing about *Phantasy Star Zero*?

It's the fact that you can connect to the network for free and play with players from all around the world without hassle. Also, the ease of the stylus-based visual chat, which lets friends communicate with each other in a variety of ways. These are the two things I want people to get a chance to experience. Another point of appeal is the unprecedented amount of data for a DS title, with over 300 items, and a multitude of high-level player modes.

How difficult is it to balance the same levels for both offline play and cooperative play?

We were fine-tuning this up to the last minute. But we had some really excellent people working on this, and we already have over 10 years of know-how from working on *Phantasy Star Online*, so I don't think it was especially hard. The baseline we worked from was that the game should be quite easy with four people in cooperative play; then at three players it should be a good difficulty level; and one or two players it should be quite hard. That's the difficulty level we tried to fine-tune it to. I think this is about standard for other series, as well.

Which race and class would you choose?

F0mar. F0mar's visual design was one of the hardest to decide on, so I have some affection for him from that. The fact that he can use melee attacks, ranged attacks, and techniques all fairly well made him convenient to use during game-checks, so at some point during the process I just grew to like him a whole lot.

Can you provide any insight into the future of the *Phantasy Star* series?

I think Producer Sakai can answer this question best (though I can't say for sure), but given that it is Sega's flagship RPG series, I'm sure we'll see many evolutions to come.

What is your favorite boss? Why?

I like the Reyburn that appears in Gurhacia Valley. He's the first boss we created, and we focused on map gimmicks, actions, and impact with him. The result is something quite glorious, and I have lots of good memories of the process that went into its development. The project manager thought of the name "Reyburn", with the "Rey" in his name coming from the "zero" in the game's title. ("Rei" is the Japanese word for 0). I remember thinking what a great name that was as a symbol of the boss.

WHAT'S YOUR...

FAVORITE MOVIE?
Ponyo; it's a masterpiece. When I first saw it I was so overwhelmed by all the layers of meaning, I smiled the whole way through.

FAVORITE ALL-TIME GAME?
Outside the *Phantasy Star* series, it's Konami's *Love Plus*. I turn on my DS to go on a date with her at least three times a day.

FAVORITE BOOK?
It may not have an English translation, but there's a Japanese fantasy novel called *UFO to Neko to Geemu no Kisoku* (UFOs, Cats, and the Rules of the Game). I read it in middle school. I still read it again from time to time.

FAVORITE GAMING SNACK FOOD?
Chupa Chups lollipops, because they don't get your hands dirty. When I eat them in the building people are surprised, they mistake them for cigarettes.

CURRENT GAME-FOCUSED OBSESSION?
Even if I watch videos on YouTube I can't always imagine the feeling of playing the game. Even if I can imagine it, I still find myself wanting to try out the controls for myself. I want to experience it. That's the kind of feeling I want to inspire in my own games.

CURRENT NON-GAMING OBSESSION?
There are plenty of things I like and dislike, but once I really get involved in something, I become obsessed. I might stay in the same place for hours on end just putting the finishing touches on it.

BIGGEST HOBBY?
Walking. I walk for two hours every day. While I walk, I think about a lot of things, and make note of those thoughts.

SECRET?
I'm an open book. I don't hide anything. I don't even have curtains at home.

Akira Iketani Design Leader and Character Modeling Team Leader

What role did you play in the *Phantasy Star Zero* project?

As the Design Leader I managed the design team's schedule, and allocated resources, such as memory, within the team itself. As the Modeling Team Leader, I managed the modeling team's schedule, and plotted out the process for character modeling and creation.

What was your favorite part about this project?

The sheer amount of data we were able to create with limited resources.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

It doesn't matter what game I'm working on, I always give my best.

What's the best thing about *Phantasy Star Zero*?

The new forms of communication we were able to implement, particularly the visual chat system.

How difficult is it to balance the same levels for both offline play and cooperative play?

We treated them like two different games on one ROM card, rather than just separate modes within the same game.

Which race and class would you choose?

FOnewearl, without a doubt.

Can you provide any insight into the future of the *Phantasy Star* series?

I'd like to take our challenge to non-portable consoles.

What is your favorite boss? Why?

If you like a boss you've created, objectively speaking, that must be a good boss.

WHAT'S YOUR...

FAVORITE MOVIE?

John Irving's *The World according to Garp*, Alex Cox's *Repo Man*, & Andrei Tarkovsky's *Stalker*

FAVORITE ALL-TIME GAME?

ICO (Sony Computer Entertainment) & *Solstice: The Quest for the Staff of Demnos* (Software Creations Ltd.)

FAVORITE BOOK?

Haruki Murakami's *Kafka on the Shore*, Ryu Murakami's *Coin Locker Babies*, Phillip K. Dick's *VALIS*, & Hiroshi Ishikawa's *Mimigari Nelly no Gonyuugaku Banzai Banzai Banbanzai*

FAVORITE GAMING SNACK FOOD?

Edamame Snacks

CURRENT GAME-FOCUSED OBSESSION?

The player's ability to create.

CURRENT NON-GAMING OBSESSION?

Going for bicycle rides.

BIGGEST HOBBY?

Taking pictures.

SECRET?

<http://www.flickr.com/photos/35175156@N07/>

Akikazu Mizuno Art Director

What role did you play in the *Phantasy Star Zero* project?

I supervised the design work in each stage, and also did character design.

What was your favorite part about this project?

Being able to build a whole world from scratch. We all knew we were creating something good, and I could see that in the eyes of the designers, planners, and programmers.

What's the best thing about *Phantasy Star Zero*?

The fact that the game is modeled in full 3D and four players can still play seamlessly over Wi-Fi.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

If you pay too much attention to tradition, you risk making your world a very shallow one; if you ignore tradition entirely, you risk alienating the player base. It's a hard balance to maintain.

How difficult is it to balance the same levels for both offline play and cooperative play?

...I didn't have much input on the game balance, so I don't know. I just kept telling them to increase the damage of the guns. I was so afraid of the Ranger class getting nerfed...

Which race and class would you choose?

I'd choose a RAmar (male human ranger), since guns are more powerful than swords.

Can you provide any insight into the future of the *Phantasy Star* series?

...I... can't really answer this, but... oh, in Japan, *Phantasy Star Portable 2* comes out in December!

What is your favorite boss? Why?

I like Humilias, because I love mecha.

WHAT'S YOUR...

FAVORITE MOVIE?

Hmm, things like Brad Pitt's *Fight Club* and *Se7en*, and Tarantino's *Pulp Fiction* and *Reservoir Dogs*. I also like zombie movies (both *28 Days Later* and *28 Weeks Later*). Basically, I don't watch much but action movies, horror movies, and psycho-suspense movies... and the theatrical Gundam movies are masterpieces!

FAVORITE ALL-TIME GAME?

The Silver Case, the *Metal Gear Solid* series, & the *Megami Tensei* series

FAVORITE BOOK?

Japanese mystery novels; I also illustration collections and art books.

FAVORITE GAMING SNACK FOOD?

Nothing, since I don't like getting the controller dirty.

CURRENT GAME-FOCUSED OBSESSION?

World building and character design

CURRENT NON-GAMING OBSESSION?

Animation, toys, t-shirts, sneakers

BIGGEST HOBBY?

Drawing

SECRET?

I have the blood of a samurai

Kenichi Tanase Main Programmer

What role did you play in the *Phantasy Star Zero* project?

I managed player-related programs, and doled out the workload and schedule for the programming team.

What was your favorite part about this project?

The team got along really well, we really got into it.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

Satisfying the traditional player base while inserting new things was definitely hard, but very worthwhile.

What's the best thing about *Phantasy Star Zero*?

The visual chat.

How difficult is it to balance the same levels for both offline play and cooperative play?

I've made similar games in the past, so it didn't seem that hard.

Which race and class would you choose?

HUmar

What is your favorite boss? Why?

Octo Diablo, because Salisa's involvement is interesting

WHAT'S YOUR...

FAVORITE MOVIE?

The *Star Wars* series

FAVORITE ALL-TIME GAME?

Final Fantasy 11

FAVORITE BOOK?

Nanami Shiono's *Stories of the Romans*

FAVORITE GAMING SNACK FOOD?

Spicy lotus root chips

CURRENT GAME-FOCUSED OBSESSION?

Communication

CURRENT NON-GAMING OBSESSION?

Thinking about personal goals

BIGGEST HOBBY?

Traveling

SECRET?

When I first graduated, I was offered jobs at both Nintendo and Sega, but I turned Nintendo down.

Ryohei Uno Game Planner

What role did you play in the *Phantasy Star Zero* project?

I was in charge of enemies, which meant I did a lot of follow-up work on each scenario.

What was your favorite part about this project?

I liked the energy of the project, it felt like we made it from start to finish without stopping. I liked that there were a lot of young people with fresh ideas on the project, and that people actually listened to those ideas.

Was it challenging to work on an established property and continue its incredible tradition of fun and addictiveness?

Our mission was to bring in the core players while still appealing to a new generation of players using the DS's functionality. It was hard to balance those two purposes, but because of that, it was especially rewarding.

What's the best thing about *Phantasy Star Zero*?

We wanted to make it easy for a beginner to jump in, but provide a depth for you to get really involved in if you want to. There are a lot more elements than you would expect to see in a Nintendo DS game, and we didn't have to sacrifice the depth of each element to do it. I think that the fact that we could accomplish a game with this much content is the best thing about it.

How difficult is it to balance the same levels for both offline play and cooperative play?

We calculate the value of each parameter, and we play through the game and adjust things appropriately. We put a lot of work into it, playing over and over again in cooperative and offline mode to get it just right. No matter how long it took, we knew we couldn't neglect this aspect of the game, because battles are where players will be spending most of their time. It took a long time, but I think we were able to get the right balance in the end.

Which race and class would you choose?

I like Techniques and I like Newmans, so I use FOnewm a lot.

Can you provide any insight into the future of the *Phantasy Star* series?

I'll leave this one to Producer Sakai.

What is your favorite boss? Why?

My favorite is probably Humilias, since I loved combining robots when I was a kid.

WHAT'S YOUR...

FAVORITE MOVIE?

The Rock

FAVORITE ALL-TIME GAME?

Ever17-out of infinity

FAVORITE BOOK?

Ted Chiang's *Story of Your Life*

FAVORITE GAMING SNACK FOOD?

I don't usually eat while I'm playing games.

CURRENT GAME-FOCUSED OBSESSION?

Whether or not each character can stand up on their own as a unique creation.

CURRENT NON-GAMING OBSESSION?

Billy's Boot Camp

BIGGEST HOBBY?

Reading

SECRET?

I don't have secrets. Even if I did, if I told you, it wouldn't be a secret anymore.

PHANTASY STAR 0

Official Strategy Guide

Written by Michael Lummis

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FATE IS IN THE PALM
OF YOUR HANDS.



