

# Phantasy Star Online Items/Spells/Weapons/Armor/Units FAQ

by Khaotika

Updated to v1.55 on Mar 20, 2001

PHANTASY STAR ONLINE

Items/Weapons/Armor/Units FAQ

v. 1.55 by Khaotika!

This FAQ is written for the US version of Phantasy Star Online for the Sega Dreamcast. It is written for the sole purpose of finding all the appropriate items for your character, best weapons for them, managing your inventory, etc.

This FAQ shall not be posted up on any gaming websites without my permission. Email me at [khaotika@earthlink.net](mailto:khaotika@earthlink.net) if you wish to do so. Also, the plagiarizing or selling of this FAQ is illegal. Feel free to print this for your enjoyment. ;)

The newest version of this FAQ can always be found at [www.gamefaqs.com](http://www.gamefaqs.com).

It will be updated once a week, unless I happen to get a glut of new info..

This FAQ can also be found at these websites:

[www.neoseeker.com](http://www.neoseeker.com)

[www.upso.homestead.com](http://www.upso.homestead.com)

<http://thephantasystaronline.homepage.com/index.html>

<http://tomeeboy.com/pso>

[www.khaotika.com/pso.html](http://www.khaotika.com/pso.html)

Anywhere else means that they stole it. :p

It will be updated once a week, unless I happen to get a glut of new info..

\*\*\*\*\*

3/20/2001 - v. 1.55 - Not much to add; added a few URLs and a notice.

3/12/2001 - v. 1.5 - More updating, removed Rares Section. Look for it in the Rare Items FAQ.

3/6/2001 - v. 1.45 - Guess what? Yep, more added to rares. Also added a few tidbits to other sections. I need some more info on the rarest rares, especially what family of weapon they belong to, and info on weapons like Egg Blaster and Gladiator Spike. Keep sending those emails!

3/1/2001 - v. 1.4 - Wow. It's been a month since PSO came out.. Anyways, in this revision, I've added more to the rares, as well as a few other small revisions, and condensed the thanks and credits section.

2/26/2001 - v. 1.35 - Corrected some minor stuff, like ATA on guns, not ATP/T. :p Added some more rare items, as well as more to the weapons/armor sections. I wonder if I'll get truly finished with this before May.. :)

2/23/2001 - v. 1.3 - Lots more info on rare weapons/armor/units. Also added some to the weapons section, as well as touched up a few missing details.

(Can't believe I forgot Power Material! :p ) BTW, If you're looking for the Spells part of this FAQ, it can now be found as part of John Kadonoff's/Taro's PSO Techniques FAQ.. :)

2/21/2001 - v. 1.25 - More spell info, rare item info added. Also added more to the weapons and armor sections. Thanks to all who've emailed me with additions so far! :p Had to remove spell info..file getting to be humongous....

2/17/2001 - v. 1.2 - Even more spell info added. Retouched all sections, as well as added a bit to each. FAQ ready to be published. :)

2/16/2001 - v. 1.15 - More spell info added. Started other sections.

2/15/2001 - v. 1.1 - Basic info on every other section added. Also added more to Spells section.

2/12/2001 - v.1.0 - Items list and Spells list added.

\*\*\*\*\*

Contents -

\*NOTICE\*

Introduction

1. Items

(Names, Cost, Found, Description)

2. Weapons

(List of Attributes)

(Names, Cost, ATP/ATA/MST needed, Found)

3. Frames/Armor/Barriers/Shields

(Names, Cost, LVL Needed, Found)

4. Units

(Names, Cost, Found, Description)

5. Thanks and Credits

\*\*\*\*\*

\*NOTICE\*

While I appreciate the ton of emails I get about my 2 FAQs, PLEASE, PLEASE don't email me asking for free handouts of these items. Some of these I have, but most I don't. Those I do have, I'm probably using. Any Special Weapons I happen to have are mainly for my own use, or to have for the hell of it. And no, I don't have Heaven's Punisher, please quit asking for it. What the hell use would a Gae Bolg be to a RAmar anyway?? I would consider trades, but I don't have much of value..most of what I have, could easily be found on your own.. :p

And if you do see me on PSO, please be kind. My mental health is usually one step away from the looney bin.... @\_@

\*\*\*\*\*

This FAQ is here as reference for the seemingly never ending amount of items found in this game. It should serve as an all-purpose reference guide for anyone looking for the best weapon for their character, to which units are the best to attach to your armor. Everything here is based on a run-through of the normal version, though some harder to find weapons/armor/units can only be found in the harder versions.

Some items, weapons, etc. can only be used by certain classes. Androids

cannot use Magic, so items related to that are useless to them. Keep in mind that some classes learn to use weapons/spells, etc. at a faster pace than others.

I find that rarity of items depends on your class/game. For me, I've had a ton of trouble finding Zonde type spells, but I find a TON of Force weapons.

As for the items list, you can hold a maximum of 60 items total in storage, as well as 30 on your person. 90 items seems like a lot, but your space will fill up quickly, trust me. ;)

Email me at [khaotika@earthlink.net](mailto:khaotika@earthlink.net) if you have anything you want to add here. I'll put it in the next revision. :)

\*\*\*\*\*

## 1. Items List

This covers all the found items as well as items you can buy in the shops, for use in recovery, revival, etc. All characters can use these freely, though the android characters need not worry about certain magical related items. Some items can be kept in amounts of up to 10, while others will take up space by themselves in your inventory. For example, 2 Antidotes take up one space, while 2 Monogrinders take up two. Keep this in mind as you manage your items.

ITEM NAME	COST	FOUND	USE
Monomate	50	Everywhere	Restores 70 HP
Monofluid	100	Everywhere	Restores 70 TP
Dimate	300	Everywhere	Restores 200 HP
Difluid	500	Everywhere	Restores 200 TP
Trimate	2000	Mines/Ruins/Hard/VHard	Restores ALL HP
Trifluid	3600	Mines/Ruins/Hard/VHard	Restores ALL TP
Antidote	60	Everywhere	Neutralizes Poison affliction
Antiparalysis	60	Everywhere	Neutralizes Paralysis affliction
Trap Vision	100	Everywhere	See all hidden traps in rooms
Telepipe	350	Everywhere	Creates a gate to the city, remains active until creator passes back through it.
Scape Doll	5500	Mines/Ruins (all difficulties)	When holder dies, the doll dies, and the owner revives. Disappears after one use.
Moon Atomizer	350	Everywhere	Bring a teammate back to life.
Sol Atomizer	300	Everywhere	Removes all adverse effects from body.
Star Atomizer	3700	Everywhere	Recovers all HP, including nearby teammates.
Monogrinder	2500	Everywhere (all difficulties)	Raises weapon attack value by 1; no effect if weapon is already upgraded to its limit.
Digrinder	N/A	Caves/Mines/Ruins (all difficulties)	Same as Monogrinder, only by 2.
Trigrinder	N/A	Caves/Mines/Ruins (all difficulties)	Same as Monogrinder, only by 3.

HP Material	N/A	Everywhere (all difficulties)	Raises max HP by 2, will not increase past user's limit.
Power Material	N/A	Everywhere (all difficulties)	Same as HP, only raises Attack Power by 2.
Defense Material	N/A	Everywhere (all difficulties)	Same as HP, only raises Defense by 2.
Mind Material	N/A	Everywhere (all difficulties)	Same as HP, only raises MST/TP by 2.
Evade Material	N/A	Everywhere (all difficulties)	Same as HP, only raises Evade by 2.
Hit Material	N/A	Everywhere (all difficulties)	Same as HP, only raises Accuracy by 2.
Luck Material	N/A	Everywhere (all difficulties)	Same as HP, only raises Luck by 2.

\*\*\*\*\*

## 2. Weapons List

This section covers all the found weapons as well as ones you can buy in the shops, for upping attack as well as attack power. There are some universal weapons that all characters can use, like sabers and handguns, but each class also possesses weapons that only they can use.

More powerful weapons are obviously better for your character, as well as ones with a large number after the name. For example a Saber + 8 is more powerful than a Saber + 2. Also, pay attention to the percentage against each type of monster. You will want to keep/buy weapons that have a high success rate against all types of monsters. The lower the rate, the more misses the weapon will have against that type. These will always show up in green font. Try to keep a weapon that has a good balance percentage toward all monsters. Dump any weapons that have negatives (in blue).

In order to use more powerful weapons, the Hunter must have a high amount of ATP. For Rangers, it's ATA, and for Forces, their MST must be high.

TYPE OF ATTRIBUTE	USE
Heat Fire Flame Burning	Fire family. Does fire damage with special attack, progressively more powerful with each new name.
Ice Frost Freeze Blizzard	Ice family. Does ice damage with special attack, progressively more powerful with each new name. May freeze enemies.
Shock Thunder	Lightning family. Does lightning damage with special attack,

Storm Tempest	progressively more powerful with each new name. May paralyze robotic enemies.
Panic Riot Havoc Chaos	Confusion family. Confuses enemy with a special attack, progressively more powerful with each new name.
Draw Drain Fill Gush	Draw family. Drains HP of varying % from an enemy with a special attack. Again, becomes more powerful with higher names. (5%, 9%, 13%, and 17%, respectively..)
Bind Hold Seize Arrest	Paralyze family. Can paralyze an enemy . Again, becomes more powerful with higher names.
Dim Shadow Dark Hell	Death family. Can kill an enemy instantly with special attack. You know the drill....(lower ones can only kill weak enemies)
Charge Spirit Berserk	Charge family. Uses one of 3 things to launch a double powered attack. (Meseta, TP and HP, respectively.)
Heart Mind Soul Geist	Technique family. Drains TP from enemies with a special attack. % is higher with higher names. (3%, 4%, 5%, 6% of max TP respectively..)
Master's Lord's King's	Experience family. Drains a certain % of the enemy's experience, and gives it to you. Often worthless because of a significant power decrease. (8%, 10%, and 12% of Enemy EXP, respectively)
Devil's Demon's	Reduction family. Reduces an enemy's current total HP by 1/2 (Devil's) or 1/4 (Demon's).

\*Weapons progress in level by color, no matter which weapon it is. So, in case you ever see someone with a cool looking gold saber, you'll know that it's a level 5 saber, known as a Gladius. (for example)

The color order proceeds like this:

Green  
Blue  
Purple  
Red  
Gold  
Blue/Green  
Red/Purple  
Green/Gold

BTW, the + at the end of the cost indicates that weapons with element types will be more expensive. The + at the end of ATP/ATA/MST means that after you reach the base level, you will be able to equip the weapon anytime afterwards.\*

\*Your main goal is to find a high level weapon combined with a high level attribute. For example, I have a Demon's Laser +25. It's considered a 9-star weapon because it is the highest level of rifle, plus it has a very high attribute, with 4 stars. You should always be searching for the best kind of weapon for your characters!\*

BASIC WEAPONS	COST	ATP NEEDED	FOUND
-----			
(all characters can use these)			
Saber	600 to 5000+	30+	Everywhere
Brand	3000 to 9000+	90+	Caves/Mines/Ruins
Buster	7000 to 15000+	155+	Caves/Mines/Ruins
Pallasch	15000 to 28000+	233+	Mines/Ruins/Hard Mode
Gladius	26000 to 45000+	266+	Ruins/Hard Mode
Slicer	270 to 900+	135+	Everywhere
Spinner	1000 to 3800+	204+	Caves/Mines/Ruins
Cutter	3500 to 7500+	302+	Mines/Ruins/Hard Mode
Sawcer	??	395+	Hard Mode
Diska	??	476+	Hard Mode/VHard Mode
Handgun	642 to 4000+	68+	Everywhere
Autogun	3300 to 8500+	78+	Caves/Mines/Ruins
Lockgun	8600 to 13000+	88+	Mines/Ruins/Hard Mode
Railgun	15000 to 24000+	98+	Ruins/Hard Mode
Raygun	??	108+	Hard Mode
Mechgun	600 to 1700+	79+	Everywhere
Assault	??	87+	Caves/Mines
Repeater	??	97+	Mines/Ruins
Gatling	??	109+	Ruins/Hard Mode
Vulcan	??	117+	Hard Mode
-----			
HUNTER WEAPONS	COST	ATP NEEDED	FOUND
Sword	1300 to 4500+	82+	Caves/Mines/Ruins/Hard Mode
Gigush	3700 to 8500+	168+	Mines/Ruins/Hard Mode
Breaker	8500 to 14500+	258+	Ruins/Hard Mode
Claymore	15000 to 23500+	316+	Ruins/Hard Mode
Calibur	??	474+	Hard Mode
Dagger	1600+	65+	Everywhere
Knife	4000 to 10000+	117+	Caves/Mines/Ruins
Blade	11000 to 15000+	182+	Ruins/Hard Mode
Edge	??	281+	Hard Mode
Ripper	??	340+	Hard Mode
Partisan	1500 to 4500+	124+	Caves/Mines/Ruins
Halbert	5500 to 11000+	192+	Mines/Ruins
Glaive	12000 to 19500+	286+	Mines/Ruins/Hard Mode

Berdys	??	335+	Ruins/Hard Mode
Gungir	??	450+	Hard Mode

RANGER WEAPONS	COST	ATA NEEDED	FOUND
-----			
Rifle	1250+	72+	Everywhere
Sniper	4000 to 8000+	83+	Caves/Mines/Ruins
Blaster	8400 to 13000+	100+	Mines/Ruins
Beam	14000 to 23000+	106+	Ruins/Hard Mode
Laser	??	115+	Hard Mode
Shot	1000 to 4300+	85+	Caves/Mines/Ruins
Spread	4000 to 11000+	90+	Mines/Ruins/Hard Mode
Cannon	10000 to 20000+	102+	Mines/Ruins/Hard Mode
Launcher	??	112+	Ruins/Hard Mode
Arms	??	120+	Ruins/Hard Mode

FORCE WEAPONS	COST	MST NEEDED	FOUND
-----			
Cane	600 to 7500+	50+	Everywhere
Stick	2500 to 8000+	150+	Everywhere
Mace	6000 to 14000+	300+	Mines/Ruins/Hard Mode
Club	10000 to 28000+	420+	Mines/Ruins/Hard Mode
Wand	200 to 5000+	114+	Everywhere
Staff	1700 to 9000+	250+	Caves/Mines/Ruins
Baton	5000 to 14000+	380+	Mines/Ruins/Hard Mode
Scepter	??	460+	Ruins/Hard Mode
Rod	1000 to 8000+	80+	Everywhere
Pole	3700 to 12000+	200+	Caves/Mines/Ruins
Pillar	7800 to 18000+	340+	Mines/Ruins/Hard Mode
Striker	??	450+	Ruins/Hard Mode

\*\*\*\*\*

### 3. Frames/Armor List

This covers all the found armor upgrades as well as ones you can buy in the shops, for use in additions to defense, evade, and sometimes extra slots for units. Some Frames/Armor may actually decrease certain stats while boosting others as well as give you added protection against some elements, but not others. It's up to you to decide what's the best armor to own in your situation. Every character can equip Frames, but only Hunters and Rangers can equip Armor. Everyone can equip Barriers, but only Hunters and Rangers can equip Shields.

Frames/Armor with green font are essentially like the weapons, so you should check to see if they provide the right protection against all types of monsters. You should also always check to see how many slots it has for unit upgrades. The more, the better...

The price ranges cover from no slots/white font to multiple slots/green font versions.

FRAMES	COST	LVL NEEDED	FOUND
Frame	250+	Start	Forest/Caves
Giga Frame	1822+	Level 10	Forest/Caves
Soul Frame	3062+	Level 13	Forest/Caves
Solid Frame	6250+	Level 19	Caves/Mines
Hyper Frame	10562+	Level 27	Caves/Mines
Shock Frame	16000 to 48000+	Level 35	Mines/Ruins
King's Frame	18922 to 37845+	Level 39	Hard Forest
Dragon Frame	22562 to 67687+	Level 43	Hard Forest
Protect Frame	30250 to 60500+	Level 51	Hard Caves
Perfect Frame	39062 to 120000+	Level 59	Hard Ruins
Valiant Frame	43560+	Level 63	VHard Caves/Mines
Ultimate Frame	??	Level 80	VHard Ruins

ARMOR	COST	LVL NEEDED	FOUND
Armor	490+	Level 4	Forest/Caves
Psy Armor	1000+	Level 7	Forest/Caves
Cross Armor	3615 to 14563+	Level 16	Caves/Mines/Ruins
Brave Armor	8122+	Level 23	Mines/Ruins/Hard mode
Grand Armor	12960+	Level 31	Mines/Ruins/H Forest
Absorb Armor	26010 to 52020+	Level 47	Hard Forest
General Armor	68445 to 117000+	Level 55	Hard Caves
Imperial Armor	49000 to 196000+	Level 67	Hard Ruins
Holiness Armor	54022 to 108045+	Level 71	VHard Mines/Ruins
Guardian Armor	70000 to 240250+	Level 75	VHard Mode
Divinity Armor	??	Level 78	VHard Mode
Celestial Armor	??	Level 85	Rarely dropped after beating Dark Falz in V.Hard mode.

BARRIERS	COST	LVL NEEDED	FOUND
Barrier	364+	Start	Forest/Caves
Soul Barrier	2112+	Level 13	Caves/Mines
Brave Barrier	3120+	Level 19	Caves/Mines
Flame Barrier	5408+	Level 27	Mines/Ruins
Plasma Barrier	6384+	Level 31	Hard Forest
Freeze Barrier	7584+	Level 35	Hard Forest
Psychic Barrier	9248+	Level 39	Hard Forest
Protect Barrier	13122+	Level 47	Hard Caves
Imperial Barrier	??	Level 55	Hard Ruins
Divinity Barrier	22898+	Level 63	VHard Ruins

SHIELDS	COST	LVL NEEDED	FOUND
Shield	648+	Level 4	Forest/Caves
Core Shield	1058+	Level 7	Forest/Caves
Giga Shield	1512+	Level 10	Caves/Mines
Hard Shield	2380+	Level 16	Caves/Mines
Solid Shield	3872+	Level 23	Mines/Ruins



General Shield	11000+	Level 43	Ruins/Hard Forest
Glorious Shield	15312+	Level 51	Hard Caves
Guardian Shield	20200+	Level 59	Hard Mines and Ruins
Ultimate Shield	??	Level 67	VHard mode
Spritiual Shield	??	Level 71	VHard Ruins
Celestial Shield	??	Level 75	VHard Ruins

\*\*\*\*\*

#### 4. Units List

This covers all the found units as well as ones you can buy in the shops, for use in additions to defense, HP, etc. All characters can use these freely, as long as they have slots available on their frames/armor to allocate them, though the android characters need not worry about magical related ones.

Just like the Weapons, Green Font versions are better, as well as those that have pluses next to their names.

UNIT NAME	COST	FOUND	USE
-----			
Knight/Power	2000	Everywhere	Boosts Attack Power by 5.
Thief/Legs	3000	Everywhere	Boosts Evasion by 10.
Marksman/Arm	2000	Everywhere	Boosts Accuracy by 3.
Priest/Mind	2000	Everywhere	Boosts Mind Energy by 5.
Warrior/Body	3000	Mines/Ruins	Boosts Defense by 10.
Digger/HP	2000	Guards Shop	Boosts Max HP by 10.
Resist/Fire	2000	Guards Shop	Boosts Fire Resistance by 3.
Resist/Cold	2000	Guards Shop	Boosts Ice Resistance by 3.
Resist/Shock	2000	Guards Shop	Boosts Lightning Resist by 3.
Resist/Light	3000	Guards Shop	Boosts Light Resistance by 3.
Resist/Dark	4000	Guards Shop	Boosts Dark Resistance by 3.
Resist/Flame	6000	Guards Shop	Boosts Fire Resistance by 7.
Resist/Freeze	5000	Guards Shop	Boosts Ice Resistance by 7.
Resist/Thunder	6000	Guards Shop	Boosts Lightning Resist by 7.
Resist/Evil	7000	Guards Shop	Boosts Dark Resistance by 7.
Resist/Saint	7000	Guards Shop	Boosts Light Resistance by 7.
General/HP	4000	Guards Shop	Boosts Max HP by 20.
General/Power	5000	Ruins/Early H Lvls	Boosts Attack Power by 10.
General/Mind	5000	Ruins	Boosts Mind Energy by 10.
General/Arm	5000	Ruins	Boosts Accuracy by 7.
General/Legs	6000	Ruins/Early H Lvls	Boosts Evasion by 20.
General/Body	6000	Guards Shop	Boosts Defense by 20.

Trap/Search	7000	Guards Shop	Makes Traps Visible.
HP/Restorate	4000	Guards Shop	Recover HP as you walk long distances.
TP/Restorate	5000	Guards Shop	Recover TP as you walk long distances.
PB/Amplifier	5000	Guards Shop	Boost Photon Energy as you walk long distances.

\*\*\*\*\*

## 5. Thanks and Credits

This FAQ was a Herculean effort on my part, and I couldn't do it without the following people who helped make this FAQ possible.

\*This list was getting to be about as big as a mob hit list, so I decided to trim it to just names. :)\*

Bantam13, Rugal Bernstein, Viet Loc, Neil Nylander, Mike Shafer, Muddobbers, Ken Chiu, Sin, PumaTwins@aol.com, jshuey22, darkgohan45, Alex Jennings, Krowten, Dave, BlueManta6@aol.com, AlphAzNX@aol.com, WafflecakeBoy, Force41@aol.com, CTRobot, Link101ooh@aol.com, Drolemag, Wei Huang, Artimis Lincoln, SSJVeghetto@aol.com, Adam Noyce, Spoonman, TheCarbonRod@aol.com, Bjbddtmac@aol.com, Paradox, Thomas Ferrill, Hibiki Kanazi, Zarathos X, ShotgunSnowman@aol.com, Wulfson, Tran Sam, Tam Nguyen, Y2J, XYoshikiX, ApocT, Drew, SNK Fan, Raveno6987@aol.com, Steve Her,am, Duda, Istanbul, Mr.MiniMog@aol.com, XeNoGeArZ, Kyleneigma@aol.com, Allstar, Chris van Breda, Doombringer, A.Mok, Hitman 5899@aol.com, Raz Masters, Colin Milliken, Brett McIrvin, Xovith@cs.com, Zatan, Ray Watts, EARTHX2K1@aol.com, Ukyo, Jerry Lutrell, Zack Williams, Daddymac117@aol.com, Canoon58@aol.com, SuperSlank69@aol.com, LordSephith, Mel Matsumoto, DaRkGriFFen@cs.com, Nick Hawes, Deathbringer, Aerie Meriander, Macneto, Kujin, Solo, Tauros, M, mike2525@bellsouth.net, Cleopatra IX, Christian, Rodion Steshenko, Toasty, Chyldofthekorn@aol.com, Hidden520@aol.com, Matt Gulbransen, Zyn, Wolfwood, Malibu, Shifting Colors, Odlanor, Gideon

Everyone who's been a part of my team - Thanks for all the good times, boss fights, and countless hours of playing...

Thanks to CJayC for hosting this up at GameFAQS. Don't work yourself to death or anything... :P

\*A side note: I hate the Soul Eater questing. Infinitely stupid MOME and ASH...\* (grumble)

\*Another side note: There's no such thing as 'one person finds photon claw the other finds double saber.' I should know because I found both in my game. :p \*

PHANTASY STAR ONLINE, as well as the Phantasy Star name and games are copyright/trademarked Sega/Sonic Team, 2000 - 2001.

\*\*\*\*\*

Look me up Online - I'm a RAmar (Human Ranger), with blonde hair, goatee,

green suit, named Khaotika. (Still Lvl 100 as of 3/20/01)

Failing that, I'll be there as LuccaAshtear (FOnewearl) from Crono Trigger,  
or as Pixiebitch (HUnewearl). TV's Frank (HUmard), has been retired. :p

Look for me at Ophelia, Block 10.

\* Khaotika! - [khaotika@earthlink.net](mailto:khaotika@earthlink.net)

\*\*\*\*\*

This document is copyright Khaotika and hosted by VGM with permission.