

# Phantasy Star Online Techniques Guide

by taro

Updated to v0.5 on Feb 20, 2001

Phantasy Star Online Techniques Guide v0.5

This is my first FAQ ever, and I'm really excited. I love PSO, but more importantly, I love the techniques in the game! Used mostly by forces, techniques can be very, very powerful. Unlike weapons or armor, they stay with you: you can't forget or drop them.

In this guide, I will talk about what each technique does, their limitations and how each should be used to their max effect. Also, which techniques to use against bosses.

If you have any questions about this FAQ or want to submit anything to me, my email is macman@accessv.com. I especially need some ASCII art, and more info on MST requirement progression.

Version History:

v0.1 - First release.

v0.2 - Fixing a few errors of MST requirements, added credits.

v0.5 - All techniques are listed with descriptions.

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Table of Contents  
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0. General Notes about techniques

1. Light Attacks

1.1 Foie

1.2 Zonde

1.3 Barta

2. Normal Attacks

2.1 Gifoie

2.2 Gizonde

2.3 Gibarta

3. Hard Attacks

3.1 Rafoie

3.2 Rabarta

3.3 Razonde

3.4 Grants

3.5 Megid

4. Heal

4.1 Resta

4.2 Anti

4.3 Reverser

5. Support

5.1 Shifta

5.2 Deband

5.3 Jellen

5.4 Zalure

5.5 Ryuker

## 6. Techniques to use on bosses

## 7. Thanks

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## 0. General Notes about techniques

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You get techniques from disks. You can find disks or buy them from the tools shop on the pioneer. They each have a required MST to use, for example, Rabarta LV.1 requires 106, meaning at the time you read the disk you must have at least 106 MST. You can equip items to up your MST to the requirement, then unequip them afterwards and retain the technique. This is most effective when you use angel/mind or priest/mind slot items.

Some classes can only use healing techniques and others no techniques at all. If the technique in the store or in your items list is in bright white, you can use it to gain that technique at that level, and it is possible to skip levels, so make sure you archive disks that you can't use yet in order to use them later!

And also remember, the higher the level of technique, the more TP that it will cost. For every three levels of the technique you gain, it costs one more TP to use. I find that is WELL worth it.

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## 1. Light attacks

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Quick attacks that are light on MP usage. Good for starters.

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### 1.1 Foie (light fire attack)

Base TP usage: 4

Base MST required: 40

Special Effect: None

A quick, fireball that does the most damage of the light attacks. Forces begin with this great spell, however this moves in a straight line, which means if a wall or other enemy gets in the way, you will not hit your target.

#### MST Requirement Progression

Level 2: 60

Level 3: 80

Level 4: 100

For each level afterward, +20 MST/level

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### 1.2 Zonde (light lightning attack)

Base TP usage: 5

Base MST required: 44

Special Effect: None

Target your opponent and let it rip! Does less damage than Foie but always hits the target. Make sure the enemy is targeted or the technique doesn't work.

#### MST Requirement Progression

Level 2: 68

Level 3: 92  
Level 4: 116  
For each level afterward, +24 MST/level

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### 1.3 Barta (light ice attack)

Base TP usage: 6  
Base MST required: 35  
Special Effect: Overrun

Try to get the opponents to line up for this one, a stream of ice moves along the ground damaging anything in it's path slightly. Not too good unless there's a lot of enemies.

MST Requirement Progression  
Level 2: 60  
Level 3: 85  
Level 4: 110  
For each level afterward, +25 MST/level

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## 2. Normal Attacks

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Pretty pricey on TP. These techniques start at 21 TP each. They have cool effects though, and are quite damaging.

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### 2.1 Gifoie (normal fire attack)

Base TP usage: 21  
Base MST required: ??  
Special Effect: None

Cool fireballs encircle you and hurt enemies a lot. This is good if you are surrounded.

MST Requirement Progression  
Level 2: 125  
Level 3: 150  
Level 4: 175  
For each level afterward, +25 MST/level

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### 2.2 Gizonde (normal lightning attack)

Base TP usage: 21  
Base MST required: 106  
Special Effect: Lightning Arc, paralyze

Target an opponent and watch lightning arc between your foes. Any enemy with a red arrow atop their head is affected, also a stylish way to open treasure boxes! It can also paralyze, but I've only gotten that to work on machine-type enemies.

MST Requirement Progression  
Level 2: 125  
Level 3: 150  
Level 4: 175  
For each level afterward, +25 MST/level

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### 2.3 Gibarta (normal ice attack)

Base TP usage: 21

Base MST required: 100

Special Effect: Overrun

A spread out ice blast attacks foes in front of you. Better damage than Barta.

#### MST Requirement Progression

Level 2: 124

Level 3: 148

Level 4: 172

For each level afterward, +24 MST/level

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## 3. Hard Attacks

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Only a little more expensive on TP than normal attacks. These techniques start at 30 TP each. They are well worth the cost, though.

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### 3.1 Rafoie (hard fire attack)

Base TP usage: 30

Base MST required: 133

Special Effect: Explosion area

A huge blast of fire explodes on impact, causing immense damage.

#### MST Requirement Progression

Level 2: 161

Level 3: 189

Level 3: 217

For each level afterward, +28 MST/level

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### 3.2 Razonde (hard lightning attack)

Base TP usage: 30

Base MST required: 134

Special Effect: Lightning Arc, paralyze

Much like Gizonde except more damage and more enemies are hit with it. Still a stylish way to open treasure boxes!

#### MST Requirement Progression

Level 2: 164

Level 3: 194

Level 4: 224

For each level afterward, +30 MST/level

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### 3.3 Rabarta (hard ice attack)

Base TP usage: 30

Base MST required: 106

Special Effect: Overrun, paralyze

A freezing attack hits all enemies standing around you. Better damage

than Gibarta. At higher levels can freeze opponents still.

MST Requirement Progression

Level 2: 136

Level 3: 166

Level 4: 196

For each level afterward, +30 MST/level

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3.4 Grants (light power)

Base TP usage: 30

Base MST required: 160

Special Effect: None

Arrows of light fall from the sky causing major damage to one enemy. This is a light attack, and works very well on some enemies and poorly on others,

MST Requirement Progression

Level 2: 188

Level 3: 216

Level 4: 244

For each level afterward, +28 MST/level

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3.5 Megid (cursed power)

Base TP usage: 30

Base MST required: 160

Special Effect: Instant Kill, Overrun

A powerful dark energy emanates from you, which has a chance to kill an opponent. The higher the level, the higher the chance, does not work on bosses, so don't bother trying... =)

MST Requirement Progression

(coming soon)

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4. Heal

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Restores life and status ailments, including being dead.

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4.1 Resta (life restore)

Base TP usage: 15

Base MST required: 50

Special Effect: None

Standard life restore technique. At level 3, you gain the ability to heal others as well as yourself (at the same time).

MST Requirement Progression

Level 2: 80

Level 3: 110

Level 4: 140

For each level afterward, +30 MST/level

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#### 4.2 Anti (status restore)

Base TP usage: 11  
Base MST required: 85  
Special Effect: None

Status repair technique. At level 3, you gain the ability to heal others as well as yourself. Level this up to remove more ailments.

##### MST Requirement Progression

Level 2: 111  
Level 3: 137  
Level 4: 163  
For each level afterward, +26 MST/level

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#### 4.3 Reverser (revive dead player)

Base TP usage: 20  
Base MST required: 150  
Special Effect: None

Revives a single character, but it has a limited range. Restores their life and TP to full, as well. Is the same as a moon atomizer.

##### MST Requirement Progression

None.

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### 5. Support

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A wide variety of effects, is really just a miscellaneous category.

#### 5.1 Shifta (increase ATP)

Base TP usage: 10  
Base MST required: 60  
Special Effect: None

Increases your ATP. At level 3, can also affect teammates.

##### MST Requirement Progression

Level 2: 88  
Level 3: 116  
Level 4: 144  
For each level afterward, +28 MST/level

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#### 5.2 Deband (increase DFP)

Base TP usage: 10  
Base MST required: 60  
Special Effect: None

Increases your DFP. At level 3, can also affect teammates.

##### MST Requirement Progression

Level 2: 88  
Level 3: 116  
Level 4: 144

For each level afterward, +28 MST/level

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### 5.3 Jellen (decrease enemy ATP)

Base TP usage: 10

Base MST required: 60

Special Effect: None

Decreases enemy ATP. Great to take away the punch of some bosses.

#### MST Requirement Progression

Level 2: 88

Level 3: 116

Level 4: 144

For each level afterward, +28 MST/level

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### 5.4 Zalure (decrease enemy DFP)

Base TP usage: 10

Base MST required: 60

Special Effect: None

Decreases enemy DFP. Great to defeat bosses faster.

#### MST Requirement Progression

Level 2: 88

Level 3: 116

Level 4: 144

For each level afterward, +28 MST/level

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### 5.5 Ryuker (create portal)

Base TP usage: 10

Base MST required: 150

Special Effect: None

Creates a portal back to the pioneer 2. Acts the same as telepipe.

#### MST Requirement Progression

None.

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## 6. Techniques to use on bosses

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Each boss is weak to a different technique. I have only fought the first two bosses, but a good way to beat them is to start by using Jellen on them to take away their offensive power, then hitting them with the technique of your choice.

#### Red Dragon - Boss

Hit this guy with Gibartas or Bartas, it seems to do the most damage to him, it also knocks him down which is a plus.

#### Water Worm - Boss

Use Gizonde on this enemy. The lightning will arc between is many coils causing massive damage. It will kill him quickly, but watch for spikes which will hit you if you stand around using techniques too much.

More soon!

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7. Thanks

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Thanks to GameFAQs for hosting this document, and to all of you who read it. Thanks to Sherwin Tam for help on some descriptions and aj for boss info.

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