

Phantasy Star Portable (Import) Photon Arts FAQ

by hahnsoo

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= Phantasy Star Portable Photon Arts FAQ =
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= by Hahnsoo                                 =
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This guide is a work-in-progress, and may take some time to complete. I felt that it was sufficiently complete to post on GameFAQs for now. If you have any questions, corrections, or concerns, e-mail me at: hahnsoo(^at^)gmail(^dot^)com

The latest version will always be at Gamefaqs!

Note: This FAQ pertains to the US version of Phantasy Star Portable. The information listed below may not be the same in the JP or EU versions.

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= Introduction (PAint) =
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Photon Art Basics

Photon Arts are special attacks and "spells" that your character uses to boost damage output and inflict status effects on enemies. They appear as "discs" which can be purchased in any Shop: Discs (usually near the Shop: Weapons). Several Photon Arts are earned as drops in missions, while others are given to you for completing various titles and story missions.

To use Photon Arts, you first must upload it to your character by selecting the disc in your inventory, then selecting Learn. After that, you need to link the Photon art to an appropriate weapon by selecting the weapon in your inventory and selecting Link Photon Art. Multiple weapons can be linked to the same Photon Art, if so desired.

There is a limit of 36 Photon Arts that can be learned by any character. You can unload the Photon Art by selecting Player information > Photon Arts list and selecting the Photon Art you want to remove. This will turn the Photon Art back into a disc, which can then be placed in your Storage. The Photon Art will retain its level and any stats that you have earned while using it.

Photon Arts are divided into three categories: Skills (melee weapons), Bullets (ranged weapons), and TECHNICs (spells). Skills give an additional attack to melee weapons, and at higher levels they give powerful combo attacks. Bullets replace the default attack of a ranged weapon and often add status or elemental effects to the damage. TECHNICs can be linked to any Rod, Wand, or TECH-Mag and have a large variety of damaging effects. Up to two TECHNICs can be linked to a Wand or TECH-Mag, and up to four TECHNICs can be linked to a Rod.

Photon Art Experience

As you use a Photon Art, you will gain experience and raise the level of your Photon Arts. Every successful hit (non-zero damage or change in status) will add experience to the Photon Art. At level 11 and level 21, the Photon Art typically gains new abilities (more shots for a Shotgun, higher Status Effect levels, additional Combo attack, etc.).

You can speed up Photon Art learning by taking on higher level enemies, hitting bosses, and gaining the various Photon Art Master titles. Skill Master will double the speed at which you gain Photon Art experience for Skills, for example. Of course, to gain these Master titles, you have to raise 10 Photon Arts of the appropriate type to level 30!

Photon Art Maximum Level

The maximum level that a Photon Art can reach is based on your current battle type. If you equip a Photon Art that exceeds the maximum level of your type, then the stats will be reduced to a level equal to the maximum (although the base level of the Photon Art remains the same). For example, if you equip the skill Tornado Break at level 21 on a Masterforce, it will have stats as if it were a level 10 Photon Art. This will show up as LV21->LV10 on the Photon Art

stats window.

Furthermore, the Photon Art limits for TECHNICs are broken down into offensive (damaging) and support (buffs, healing).

Photon Art Maximum Level Table

Type	Skills	Bullets	Offensive TECHNICs	Support TECHNICs
Hunter	20	10	10	10
Ranger	10	20	10	10
Force	10	10	20	20
Fighmaster	30	20	10	10
Gunmaster	20	30	10	10
Masterforce	10	20	30	30
Acromaster	30	30	10	20
Protranser	30	30	20	10

Status Effects

Photon Arts often inflict a variety of status effects. Nearly all Skills have either Launch, Knockback, or Stagger as part of their attack combos. Unless otherwise noted, these particular effects only occur on the last hit of the listed combo. While most of these are self-explanatory (Raise ATT increases your attack power), here are some details:

- * Burn (Fire) deals $(1 + \text{Burn LV})\%$ of max health every 2s. 5 hits total.
 - ** Does not stack with Freeze, Poison, or Virus/Infection.
- * Freeze (Ice) prevents the creature from attacking or moving.
 - ** Does not stack with Burn.
- * Shock (Lightning) prevents the creature from attacking.
- * Silence (Ground) prevents the creature from using TECHNICs.
- * Confuse (Light) causes the creature to attack teammates.
- * Poison (Ground) deals 2% of max health every 3s. $3 + (\text{Poison LV} * 2)$ hits total.
 - ** Does not stack with Burn or Virus/Infection.
- * Virus (Dark) deals 5% of max health every 4s. $4 + (\text{Virus LV})$ hits total.
 - ** Does not stack with Poison or Burn.
- * Stun prevents the creature from attacking or moving.
- * Sleep prevents the creature from attacking or moving. Broken with damage.
- * Charm/Taunt causes the creature to only attack the charmer/taunter.
- * Incapacitate has a chance for an instant kill.
- * Auto-recovery
 - ** LV1 - 1% HP Recovery every 4 seconds.
 - ** LV2 - 2% HP Recovery every 5 seconds.
 - ** LV3 - 3% HP Recovery every 6 seconds.
- * HP steal returns damage dealt as HP.
 - ** LV1 - 6.67% damage returned as HP.
 - ** LV2 - 10% damage returned as HP.
 - ** LV3 - 16.67% damage returned as HP.
- * Reflect damage causes some damage dealt to be returned.
 - ** LV1 - 12.5% damage returned.
 - ** LV2 - 15% damage returned.
- * Negate phys blocks several hits of physical damage.
- * Negate TECH blocks several hits of TECHNIC damage.
- * Raise all stats boosts stats, but also takes 7% HP every few seconds.
- * Launch throws an enemy straight up into the air.
- * Stagger knocks the enemy straight down. Recovery time is shorter than Launch.

Foie (3*)		Fire		500 meseta			
Single target, long range <----- Type of TECHNIC							
Attribute	LV1	LV11	LV21	LV30	Other		
Damage (Tech %)	201	212	232	250	<-----	Damage percent	
Duration	-	-	-	-	<-----	Duration	
PP Cost	8	10	12	12	<-----	PP cost	
Status Effect	Lv2	Lv3	Lv4	Lv4	Burn <-----	Status Effect levels	
						Special effect	
						Level 30 attributes	
						Level 21 attributes	
						Level 11 attributes	
						Level 1 attributes	

Attribute label

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 = Sword Skills (PASwd) =
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Tornado Break (4*)		16 PP 1500 meseta					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	55%	66%	76%	85%	
First combo	4	1	141%	151%	161%	170%	
Second combo	5	1	-	161%	171%	180%	
Third combo	6	1	-	-	192%	210%	Knockback

First combo hits several enemies in a wide 360 degree swing.
 Second combo hits several enemies in a wide 360 degree swing as well.

Spinning Break (?*)		20 PP AMF HQ Recovery Boss box					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	51%	61%	71%	80%	
First combo	2	2	176%	186%	196%	205%	
Second combo	4	1	-	201%	211%	220%	
Third combo	4	2	-	-	192%	210%	Knockback

Gravity Break (?*)		25 PP Skill Master title reward*					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	70%	70%	70%	70%	
First combo	1	2	342%	362%	382%	400%	
Second combo	2	1	-	328%	358%	385%	Launch
Third combo	3	2	-	-	454%	490%	Knockback

* Raised 10 skills to level 30

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 = Knuckle Skills (PAknu) =
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Bogga Danga (4*)		18 PP 1200 meseta					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	55%	78%	87%	87%	
First combo	2	3	151%	161%	171%	180%	
Second combo	2	2	-	231%	241%	250%	Knockback
Third combo	3	2	-	-	353%	380%	Knockback

Ikk Hikk (6*) 24 PP Explosive Maestro title reward*

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	100%	113%	125%	134%	
First combo	2	4	306%	346%	386%	422%	
Second combo	3	4	-	243%	273%	300%	
Third combo	4	2	-	-	405%	450%	Knockback

* Reached Protranser level 10

Bogga Zubba (8*) 14 PP Eco Protection Boss box*

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	61%	71%	81%	90%	
First combo	2	4	193%	222%	242%	260%	Launch

* Also Grove of Fanatics Boss box?

Bogga Robado (10*) 16 PP Desert Goliath Boss box

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	78%	78%	78%	78%	?
First combo	1	4	161%	171%	181%	190%	?
Second combo	2	2	-	182%	202%	220%	Launch
Third combo	2	4	-	-	262%	280%	Knockback

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= Spear Skills (PASpe) =

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Dus Robado (4*) 14 PP 1000 meseta

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	53%	63%	73%	82%	
First combo	3	1	172%	192%	212%	230%	
Second combo	3	2	-	132%	152%	170%	
Third combo	3	2	-	-	222%	240%	Knockback

Dus Daggas (8*) 12 PP Grove of Fanatics Boss box

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	51%	77%	87%	87%	
First combo	2	2	131%	141%	151%	160%	
Second combo	2	3	-	131%	140%	140%	
Third combo	3	3	-	-	162%	180%	Knockback

Dus Majarra (10*) 20 PP Flying Berzerker title reward*

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	72%	72%	72%	72%	?
First combo	2	4	126%	136%	146%	155%	?
Second combo	3	4	-	181%	191%	200%	
Third combo	4	2	-	-	353%	380%	Knockback

* Reached Fighmaster level 5

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= Double Saber Skills (PADsa) =

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Gravity Dance (4*) 18 PP 2100 meseta

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
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Accuracy	-	-	55%	65%	75%	84%	
First combo	2	4	101%	111%	121%	130%	
Second combo	3	2	-	161%	171%	180%	
Third combo	3	1	-	-	364%	400%	Launch

Spiral Dance (6*) 15 PP SEED Intel section title reward*
 Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy	-	-	55%	65%	75%	84%	
First combo	3	3	106%	116%	126%	135%	Stagger (all hits)
Second combo	2	2	-	261%	271%	280%	Knockback
Third combo	2	3	-	-	292%	310%	Knockback (all hits)

* Cleared Chapter 3 in story mode

Tornado Dance (8*) 16 PP Whirlwind Slicer title reward*
 Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy	-	-	75%	75%	75%	75%	?
First combo	2	4	171%	181%	193%	220%	Knockback (all hits)

* Reached Hunter level 10

Absolute Dance (10*) 12 PP Eternal Traveler title reward*
 Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy	-	-	51%	61%	71%	80%	
First combo	3	1	342%	362%	382%	400%	
Second combo	3	4	-	183%	213%	240%	Launch (all hits)
Third combo	4	1	-	-	334%	370%	Knockback

* Cleared Chapter 8 in story mode

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 = Axe Skills (PAaxe) =
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Anga Dugrega (4*) 18 PP 1800 meseta
 Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy	-	-	61%	72%	90%	90%	?
First combo	2	1	143%	173%	203%	230%	Knockback
Second combo	2	1	-	223%	253%	280%	
Third combo	2	2	-	-	303%	330%	Knockback

Anga Redda (8*) 20 PP Hill of Spores Boss box
 Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy	-	-	56%	66%	76%	85%	
First combo	2	2	102%	122%	142%	160%	
Second combo	2	2	-	162%	182%	200%	Launch
Third combo	2	1	-	-	483%	510%	Knockback

Anga Jabroga (10*) 40-60 PP Mega Destroyer title reward*
 Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy	-	-	55%	65%	75%	84%	
First combo	2	4	101%	111%	121%	130%	
Second combo	3	2	-	161%	171%	180%	
Third combo	3	1	-	-	364%	400%	Launch

* Reached Fighmaster level 10

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= Twin Saber Skills (PAtsa) =

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Rising Crush (4*)		18 PP 1400 meseta					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	52%	75%	84%	84%	?
First combo	2	2	151%	161%	171%	180%	Launch
Second combo	2	3	-	176%	186%	195%	Launch (all hits)
Third combo	2	3	-	-	202%	220%	Launch (first hit), Knockback

Assault Crush (6*)		20 PP Lightning Beasts Boss box					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	57%	67%	77%	86%	
First combo	1	2	216%	226%	236%	245%	
Second combo	1	2	-	157%	177%	195%	
Third combo	2	4	-	-	167%	185%	Launch (all hits)

Splendor Crush (8*)		22 PP Claws & Bullets Boss box					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	76%	76%	76%	76%	?
First combo	2	3	136%	146%	156%	165%	
Second combo	2	3	-	156%	166%	175%	
Third combo	3	4	-	-	172%	190%	Launch, Knockback (last hit)

Cross Hurricane (10*)		14 PP Intel Section title reward*					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	51%	61%	71%	80%	
First combo	2	4	152%	171%	181%	190%	
Second combo	2	4	-	212%	231%	240%	
Third combo	3	3	-	-	283%	310%	Launch (all hits)

* Cleared Chapter 2 in story mode

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= Twin Dagger Skills (PAtda) =

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Hishou Jinren-zan (4*)		14 PP 1100 meseta					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	76%	76%	76%	85%	?
First combo	2	3	181%	191%	201%	210%	Launch
Second combo	2	3	-	172%	191%	200%	Launch (all hits)
Third combo	2	4	-	-	222%	240%	Launch (all hits)

Renkai Buyou-zan (6*)		16 PP SEED Awakened Boss box*					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
Accuracy	-	-	64%	74%	84%	93%	
First combo	2	3	109%	119%	129%	138%	
Second combo	3	2	-	161%	170%	170%	?
Third combo	3	4	-	-	141%	150%	Knockback

* Also Dark Satellite S Boss box?

Moubu Seiran-zan (8*)		16 PP Sleeping Warriors Boss box					
Combo	Num	Hit	LV1	LV11	LV21	LV30	Other


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-----
Accuracy      -   -   50%  60%  70%  88%
First combo   2   4  136% 146% 156% 165%
Second combo  2   3   -   156% 176% 185%
Third combo   3   3   -   -   191% 200% Knockback
```

```
Renga Chujin-shou (10*) 14 PP Dark Satellite A/S Boss box
Combo           Num Hit LV1  LV11  LV21  LV30  Other
```

```
-----
Accuracy      -   -   56%  66%  76%  85%
First combo   3   3  151% 161% 171% 180% Launch
Second combo  3   1   -   186% 206% 215% Launch
Third combo   4   2   -   -   342% 360% Launch (first hit), Knockback
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= Twin Claw Skills (PATcl) =
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Bukuu Rensen-ga (4*)    12 PP 1600 meseta
Combo           Num Hit LV1  LV11  LV21  LV30  Other
```

```
-----
Accuracy      -   -   55%  65%  75%  84%
First combo   3   2  126% 136% 146% 155%
Second combo  3   2   -   141% 151% 160%
Third combo   3   1   -   -   232% 250% Knockback
```

```
Renzan Seidan-ga (6*)  17 PP Hill of Spores, Dancing Birds area drop
Combo           Num Hit LV1  LV11  LV21  LV30  Other
```

```
-----
Accuracy      -   -   58%  68%  78%  87%
First combo   1   4  191% 201% 211% 220%
Second combo  2   2   -   241% 251% 260% Launch (first hit), Stagger
Third combo   3   1   -   -   437% 455% Knockback
```

```
Rensan Senshou-ha (8*) 15 PP Moonlight Beast Boss box
Combo           Num Hit LV1  LV11  LV21  LV30  Other
```

```
-----
Accuracy      -   -   75%  85%  95% 104%
First combo   2   3  151% 161% 171% 180% ?
Second combo  2   2   -   161% 171% 180% ?
Third combo   2   3   -   -   ???% ???% ? Launch (all hits)
```

```
Chuei Jitotsushin (10*) 22 PP Light Speed Killer title reward*
Combo           Num Hit LV1  LV11  LV21  LV30  Other
```

```
-----
Accuracy      -   -   53%  72%  82%  91%
First combo   3   3  211% 221% 231% 240%
Second combo  3   3   -   211% 221% 230%
Third combo   4   1   -   -   457% 520% Knockback
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* Reached Acromaster level 10

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= Saber Skills (PASab) =
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```
Rising Strike (4*)      15 PP 500 meseta
Combo           Num Hit LV1  LV11  LV21  LV30  Other
```

```
-----
Accuracy      -   -   51%  61%  75%  84%
First combo   2   2  131% 141% 151% 160% Launch
```

Second combo 2 2 - 231% 241% 250% Knockback

Gravity Strike (8*) 16 PP Angry Soldier title reward*

Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy - - 59% 69% 79% 88%

First combo 2 3 121% 131% 141% 150%

Second combo 3 4 - 141% 151% 160% Launch (third hit), Knockback

* Reached Hunter level 5

Spinning Strike (10*) 14 PP Sleeping Warriors S Boss box?

Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy - - 75% 85% 95% 104%

First combo 1 2 242% 262% 282% 300% Stagger

Second combo 1 2 - 392% 411% 420% Knockback

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= Dagger Skills (PAdag) =

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Shunbu Shouren-zan (4*) 12 PP 600 meseta

Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy - - 54% 77% 88% 97%

First combo 2 2 211% 221% 231% 240% Launch (all hits)

Second combo 3 1 - 342% 362% 380% Knockback

Buten Shuren-zan (8*) 16 PP The Holy Ground Boss box

Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy - - 61% 71% 81% 90%

First combo 2 4 131% 141% 151% 160% Stagger

Second combo 3 4 - 131% 141% 150% Knockback

Hikai Shuha-zan (10*) 14 PP Eco Protection area drop?

Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy - - 78% 78% 78% 78% ?

First combo 2 4 151% 161% 171% 180% Stagger

Second combo 2 3 - 182% 202% 220% Knockback (all hits)

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= Claw Skills (PAcla) =

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Shousen Totsuzan-ga(4*) 22 PP 900 meseta

Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy - - 55% 65% 75% 84%

First combo 2 3 71% 81% 91% 100% Launch

Second combo 2 4 - 121% 130% 130%? Stagger (third hit), Knockback

Senten Kanzan-ga (8*) 12 PP Demons Above/Moonlight Beast area drop

Combo Num Hit LV1 LV11 LV21 LV30 Other

Accuracy - - 70% 70% 70% 70% ?

First combo 2 2 171% 181% 191% 200%

Second combo 3 1 - 382% 402% 420% Knockback

Bukuu Saien-zan (10*) 16 PP Rogue Family title reward*

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
-------	-----	-----	-----	------	------	------	-------

Accuracy	-	-	58%	68%	78%	87%	
First combo	3	3	141%	151%	161%	170%	Launch
Second combo	2	2	-	171%	181%	190%	Knockback

* Cleared Chapter 5 in story mode

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= Whip Skills (PAwhi) =
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Visshi Grudda (4*) 18 PP 800 meseta

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
-------	-----	-----	-----	------	------	------	-------

Accuracy	-	-	62%	74%	86%	95%	
First combo	6	3	111%	121%	131%	140%	
Second combo	6	4	-	161%	171%	180%	Knockback

Vivi Danga (10*) 14 PP Endrum Remnants Boss box

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
-------	-----	-----	-----	------	------	------	-------

Accuracy	-	-	58%	70%	82%	91%	
First combo	5	4	131%	141%	151%	160%	
Second combo	5	3	-	281%	291%	300%	Knockback

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= Slicer Skills (PASli) =
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Choutou Kantsu-jin (4*) 12 PP 1300 meseta

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
-------	-----	-----	-----	------	------	------	-------

Accuracy	-	-	61%	71%	81%	91%	
First combo	All	2	91%	101%	111%	120%	
Second combo	All	1	-	372%	392%	410%	

First combo attacks the right side in a 180 degree arc, then the left side in a 180 degree arc, hitting all targets. Targets directly in front of the attacker will get hit by both attacks.

Chikki Kyoren-jin (10*) 12 PP Hurricane Striker title reward*

Combo	Num	Hit	LV1	LV11	LV21	LV30	Other
-------	-----	-----	-----	------	------	------	-------

Accuracy	-	-	46%	58%	68%	77%	
First combo	All	1	161%	171%	181%	190%	
Second combo	All	2	-	182%	202%	220%	

* Reached Acromaster level 5

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= Rifle Bullets (PARif) =
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Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Burning Shot (4*) Fire 1500 meseta

Attribute	LV1	LV11	LV21	LV30	Other
-----------	-----	------	------	------	-------

Accuracy	56%	66%	75%	75%	?
----------	-----	-----	-----	-----	---

Damage	131%	141%	152%	170%	
PP Cost	8	10	12	12	
Status Effect	Lv2	Lv3	Lv4	Lv4	Burn

Killer Shot (8*)		Neutral		Supreme Assassin title reward*	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	56%				
Damage	111%				
PP Cost	32				
Status Effect	Lv2	Lv3	Lv4	Lv4	Incapacitate

* Reached Gunmaster level 10

Mayalee Shot (10*)		Neutral		Demons Above Boss box	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	52%	72%	82%	91%	
Damage	122%	142%	162%	180%	
PP Cost	13	16	19	19	
Status Effect	Lv2	Lv3	Lv4	Lv4	Sleep, Knockback

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= Shotgun Bullets (PAsho) =
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Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Note: All Shotgun Photon Arts have 3 shots at 1-10, 4 shots at 11-20, and 5 shots at 21-30 per attack.

Barada Banga (4*)		Fire		900 meseta	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	42%	61%	70%	70%	?
Damage	131%	146%	161%	170%	
PP Cost	9	12	15	15	
Status Effect	Lv2	Lv2	Lv2	Lv2	Burn

Barada Chamga (8*)		Neutral		Dancing Birds Boss box	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	41%	61%	71%	80%	?
Damage	126%	141%	156%	165%	
PP Cost	9	12	15	15	
Status Effect	Lv4	Lv4	Lv4	Lv4	Taunt

Barada Maga (10*)		Neutral		Desert Goliath area drop	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	101%		121%		?
Damage	126%		156%		
PP Cost	18		30	30	
Status Effect	Lv1	Lv2	Lv3	Lv3	Lower ATA/EVP

=====
= Longbow Bullets (PALon) =
=====

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots

have identical stats, other than the Status Effect.

Ensei-sou (4*)	Fire			1200 meseta	
Attribute	LV1	LV11	LV21	LV30	Other
Accuracy	53%	63%	72%	72%	?
Damage	141%	156%	171%	180%	
PP Cost	8	10	12	12	
Status Effect	Lv2	Lv3	Lv4	Lv4	Burn

Chousei-sou (8*)	Neutral			Grove of Fanatics area drop	
Attribute	LV1	LV11	LV21	LV30	Other
Accuracy	51%	61%	71%		
Damage	81%	91%	101%	110%	
PP Cost	20	22	24	24	
Status Effect	-	-	-	-	Slower, multiple hits, short range
This shot has shorter range, but seems to hit twice and penetrate.					

Masei-sou (10*)	Neutral			R&D Section title reward*	
Attribute	LV1	LV11	LV21	LV30	Other
Accuracy	32%				
Damage	111%				
PP Cost	16				
Status Effect	Lv3	-	-	-	Stun
* Cleared Chapter 4 in story mode					

=====
= Grenades Bullets (PAgre) =
=====

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Boma Banga (4*)	Fire			2000 meseta	
Attribute	LV1	LV11	LV21	LV30	Other
Accuracy	41%	51%	62%	62%	?
Damage	152%	172%	192%	210%	
PP Cost	40	44	48	48	
Status Effect	Lv1	Lv2	Lv3	Lv3	Burn

Boma Duranga (8*)	Neutral			True Darkness/SEED Awakened area drop	
Attribute	LV1	LV11	LV21	LV30	Other
Accuracy	55%				
Damage	205%				
PP Cost	50				
Status Effect	Lv2	-	-	-	Reflect damage

Boma Maga (10*)	Neutral			Lone Sniper title reward*	
Attribute	LV1	LV11	LV21	LV30	Other
Accuracy				100%	
Damage				160%	
PP Cost				60	
Status Effect				Lv2	Stun
* Reached Ranger level 10					

=====

= Laser Cannon Bullets (PALas) =

=====

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Burning Prism (4*)	Fire		1800 meseta		
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	54%	64%	73%	73%	?
Damage	132%	152%	172%	190%	
PP Cost	24	28	32	32	
Status Effect	Lv2	Lv2	Lv3	Lv3	Burn

Phantasm Prism (8*)	Neutral		Plant Recovery area drop		
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	54%				
Damage	132%				
PP Cost	30				
Status Effect	Lv2				Sleep

Mayalee Prism (10*)	Neutral		Stealthy Tactician title reward*		
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy					
Damage					
PP Cost					
Status Effect					

* Reached Protranser level 5

=====

= Twin Handgun Bullets (PAtHa) =

=====

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Note: All Twin Handgun Photon Arts have 2 bullets per attack

Twin Burn (4*)	Fire		1000 meseta		
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	56%	66%	75%	75%	?
Damage	111%	126%	142%	144%	
PP Cost	8	10	12	12	
Status Effect	Lv2	Lv2	Lv2	Lv2	Burn

Twin Penetration (8*)	Neutral		Magnificent Gunner title reward*		
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy			75%	75%	
Damage			81%	90%	
PP Cost		22	24	24	
Status Effect	-	-	-	-	Penetrates, reduced range

* Reached Gunmaster level 5

Twin Mayalee (10*)	Neutral		Demons Above/Moonlight Beast area drop		
Attribute	LV1	LV11	LV21	LV30	Other

```

-----
Accuracy          46%                75%
Damage            121%                170%
PP Cost          18    20    22    22
Status Effect    Lv2    Lv2    Lv2    Lv2    Lower DFP

```

```

=====
= Handgun Bullets (PAhan) =
=====

```

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

```

Burning Hit (4*)      Fire          600 meseta
Attribute            LV1    LV11    LV21    LV30    Other

```

```

-----
Accuracy          56%    66%    75%    75%    ?
Damage            116%   131%   147%   165%
PP Cost           6      7      8      8
Status Effect     Lv1    Lv2    Lv3    Lv3    Burn

```

```

Penetrating Hit (8*)  Neutral      Quiet Hunter title reward*
Attribute            LV1    LV11    LV21    LV30    Other

```

```

-----
Accuracy          37%    47%    57%    66%
Damage            71%    81%    91%    100%
PP Cost           10     12     14     14
Status Effect     -      -      -      -      Penetrates in a line, reduced range

```

* Reached Ranger level 5

```

Mayalee Hit (10*)    Neutral      AMF Elite Unit title reward*
Attribute            LV1    LV11    LV21    LV30    Other

```

```

-----
Accuracy          47%
Damage            116%
PP Cost           18
Status Effect     Lv1                HP steal

```

* Cleared Chapter 7 in story mode

```

=====
= Crossbow Bullets (PAcro) =
=====

```

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Note: All Crossbow Photon Arts have 1 shot at 1-10, 2 shots at 11-20, and 3 shots at 21-30 per attack

```

Yak Banga (4*)      Fire          1600 meseta
Attribute            LV1    LV11    LV21    LV30    Other

```

```

-----
Accuracy          41%    51%    60%    60%    ?
Damage            116%   126%   136%   145%
PP Cost           6      9      12     12
Status Effect     Lv1    Lv2    Lv3    Lv3    Burn

```

```

Yak Zagenga (8*)    Neutral      Plant Recovery area drop
Attribute            LV1    LV11    LV21    LV30    Other

```

Accuracy	46%				
Damage	126%				
PP Cost	15				
Status Effect	Lv1				HP affects pwr

Yak Maga (10*)		Neutral		Eastern Peril area drop	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	46%				
Damage	131%				
PP Cost	12				
Status Effect	Lv1				Lower ATP

=====
= Card Bullets (Pacar) =
=====

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Note: All Card Photon Arts have 2 shots at 1-10 and 3 shots at 11-30 per attack

Ensei-shiki (4*)		Fire		1400 meseta	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	51%	61%	70%	70%	?
Damage	121%	131%	146%	155%	
PP Cost	7	10	12	12	
Status Effect	Lv2	Lv2	Lv2	Lv2	Burn

Kyumeisei-shiki (8*)		Neutral			
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	45%	55%			
Damage	121%	131%			
PP Cost	28	30			
Status Effect	Lv1	Lv2			HP Steal

Masei-shiki (10*)		Neutral		Dual Sentinel Boss box	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	45%	55%	65%	74%	
Damage	131%	141%	151%	160%	
PP Cost	10	12	14	14	
Status Effect	Lv1	Lv2	Lv3	Lv3	Lower DFP

=====
= Machinegun Bullets (PAmac) =
=====

Note: Only Fire is listed among the Elemental Shots. All other Elemental Shots have identical stats, other than the Status Effect.

Burning Fury (4*)		Fire		800 meseta	
Attribute	LV1	LV11	LV21	LV30	Other

Accuracy	58%	68%	78%	87%	?
Damage	116%	131%	146%	155%	
PP Cost	5	6	7	7	
Status Effect	Lv1	Lv1	Lv1	Lv1	Burn

Meseta Fury (8*) Neutral Meseta Tycoon title reward*
 Attribute LV1 LV11 LV21 LV30 Other

 Accuracy 71%
 Damage 141%
 PP Cost 180
 Status Effect - - - - Consumes meseta instead of PP
 * Total Meseta reached 1000000

Mayalee Fury (10*) Neutral Bullet Master title reward*
 Attribute LV1 LV11 LV21 LV30 Other

 Accuracy 1%
 Damage 102%
 PP Cost 18
 Status Effect - - - - Launch, reduced range
 * Raised 10 bullets to level 30

=====
 = Fire TECHNICs (PAfir) =
 =====

Foie (3*) Fire 500 meseta
 Single target, long range
 Attribute LV1 LV11 LV21 LV30 Other

 Damage (Tech %) 201 212 232 250
 Duration - - - -
 PP Cost 8 10 12 12
 Status Effect Lv2 Lv3 Lv4 Lv4 Burn

Rafoie (4*) Fire 2500 meseta
 Area of Effect (4 targets), medium range
 Attribute LV1 LV11 LV21 LV30 Other

 Damage (Tech %) 131 141 152 170
 Duration - - - -
 PP Cost 16 20 24 24
 Status Effect Lv1 Lv2 Lv3 Lv3 Burn

Gifoie (6*) Fire 1500 meseta
 Area of Effect, Self
 Attribute LV1 LV11 LV21 LV30 Other

 Damage (Tech %) 121 131 141 150
 Duration - - - -
 PP Cost 20 25 40 40
 Status Effect Lv1 Lv2 Lv3 Lv3 Burn, Knockback

Damfoie (7*) Fire Plains Overlord Boss box
 Channeled stream, short range
 Attribute LV1 LV11 LV21 LV30 Other

 Damage (Tech %) 101 111 121 130
 Duration - - - -
 PP Cost 9 12 18 18
 Status Effect Lv3 Lv3 Lv3 Lv3 Burn

Jellen (8*) Fire Plains Overlord area drop

Area of Effect, Self					
Attribute	LV1	LV11	LV21	LV30	Other
Damage (Tech %)	-10%	-15%	-20%	-20%	Percent of ATP lost
Duration	30s	60s	90s	90s	
PP Cost	32	36	40	40	
Status Effect	Lv1	Lv2	Lv3	Lv3	Lower ATP

Shiftra Fire Flaming Horns Boss box

Area of Effect, Self					
Attribute	LV1	LV11	LV21	LV30	Other
Damage (Tech %)					
Duration					
PP Cost					
Status Effect	Lv1	Lv2	Lv3	Lv3	Raise ATP

=====
 = Ice TECHNICs (PAIce) =
 =====

Barta (3*) Ice 600 meseta					
Multiple targets (penetrates a line), long range					
Attribute	LV1	LV11	LV21	LV30	Other
Damage (Tech %)	111	121	131	140	
Duration	-	-	-	-	
PP Cost	10	13	16	16	
Status Effect	Lv1	Lv1	Lv2	Lv2	Freeze

Rabarta (4*) Ice 3000 meseta					
Area of Effect (4 targets), medium range					
Attribute	LV1	LV11	LV21	LV30	Other
Damage (Tech %)	121	131	142	160	
Duration	-	-	-	-	
PP Cost	32	36	40	40	
Status Effect	Lv1	Lv2	Lv3	Lv3	Freeze, Stagger

Gibarta (6*) Ice 1800 meseta					
Area of Effect, Self					
Attribute	LV1	LV11	LV21	LV30	Other
Damage (Tech %)	111	121	131	140	
Duration	-	-	-	-	
PP Cost	20	30	40	40	
Status Effect	Lv2	Lv2	Lv3	Lv3	Freeze

Dambarta (7*) Ice					
Channeled stream, short range					
Attribute	LV1	LV11	LV21	LV30	Other
Damage (Tech %)	101	111	121	130	
Duration	-	-	-	-	
PP Cost	8	12	16	16	
Status Effect	Lv3	Lv3	Lv3	Lv3	Freeze

Zalure (8*) Ice Desert Terror area drop					
Area of Effect, Self					
Attribute	LV1	LV11	LV21	LV30	Other
Damage (Tech %)					
Duration					
PP Cost					
Status Effect					

Damage (Tech %)	-10%	-15%	-20%	-20%	Percent of DEF lost
Duration	30s	60s	90s	90s	
PP Cost	32	40	48	48	
Status Effect	Lv1	Lv2	Lv3	Lv3	Lower DEF

Deband Ice Stolen Weapon Boss box
Area of Effect, Self
Attribute LV1 LV11 LV21 LV30 Other

Damage (Tech %)	+11%	+15%	+19%	+19%	Percent of DEF gained
Duration	120s	180s	240s	240s	
PP Cost	32	40	48	48	
Status Effect	Lv1	Lv2	Lv3	Lv3	Raise DEF

=====

= Lightning TECHNICs (PAzap) =

=====

Zonde (3*)	Lightning	700 meseta			
Multiple targets	(penetrates a line), long range				
Attribute	LV1	LV11	LV21	LV30	Other

Damage (Tech %)	126	136	146	155	
Duration	-	-	-	-	
PP Cost	10	13	16	16	
Status Effect	Lv1	Lv1	Lv2	Lv2	Shock

Razonde (4*)	Lightning	3500 meseta			
Area of Effect	(4 targets), medium range				
Attribute	LV1	LV11	LV21	LV30	Other

Damage (Tech %)	126	136	147	165	
Duration	-	-	-	-	
PP Cost	32	36	40	40	
Status Effect	Lv1	Lv2	Lv3	Lv3	Shock, Launch

Gizonde (6*)	Lightning	6300 meseta			
Area of Effect, Self					
Attribute	LV1	LV11	LV21	LV30	Other

Damage (Tech %)	111	121	131	140	
Duration	-	-	-	-	
PP Cost	24	28	32	32	
Status Effect	Lv1	Lv2	Lv3	Lv3	Shock

Noszone (7*)	Lightning	Train Rescue Boss box			
Homing Projectile,	long range				
Attribute	LV1	LV11	LV21	LV30	Other

Damage (Tech %)	131	146	162	180	
Duration	-	-	-	-	
PP Cost	9	12	18	18	
Status Effect	Lv2	Lv3	Lv3	Lv3	Shock, Launch

Zoldeel (8*)	Lightning	Train Rescue area drop			
Area of Effect, Self					
Attribute	LV1	LV11	LV21	LV30	Other

Damage (Tech %)	-10%	-15%	-20%	-20%	Percent of Accuracy/Agility lost
-----------------	------	------	------	------	----------------------------------

Duration	30s	60s	90s	90s	
PP Cost	32	40	48	48	
Status Effect	Lv1	Lv2	Lv3	Lv3	Lower Accuracy/Agility

Zodial Lightning Cost of Research boss drop

Area of Effect, Self

Attribute	LV1	LV11	LV21	LV30	Other
-----------	-----	------	------	------	-------

Damage (Tech %)	+11%	+15%	+19%	+19%	Percent of Accuracy/Agility gained
Duration	120s	180s	240s	240s	
PP Cost	32	40	48	48	
Status Effect	Lv1	Lv2	Lv3	Lv3	Raise Accuracy/Agility

=====
= Ground TECHNICs (PAgro) =
=====

Diga (3*) Ground 800 meseta

Single target, long range

Attribute	LV1	LV11	LV21	LV30	Other
-----------	-----	------	------	------	-------

Damage (Tech %)	211	222	242	260	
Duration	-	-	-	-	
PP Cost	10	12	14	14	
Status Effect	Lv2	Lv3	Lv4	Lv4	Silence, Knockback

Radiga (4*) Ground 4000 meseta

Area of Effect (4 targets), medium range

Attribute	LV1	LV11	LV21	LV30	Other
-----------	-----	------	------	------	-------

Damage (Tech %)	141	151	162	180	
Duration	-	-	-	-	
PP Cost	16	20	24	24	
Status Effect					

Gidiga (6*) Ground 2400 meseta

Area of Effect, Self

Attribute	LV1	LV11	LV21	LV30	Other
-----------	-----	------	------	------	-------

Damage (Tech %)	131	141	151	160	
Duration	-	-	-	-	
PP Cost	20	24	28	28	
Status Effect	Lv1	Lv2	Lv3	Lv3	

Damdiga (7*) Ground Desert Terror

Channeled Stream, short range

Attribute	LV1	LV11	LV21	LV30	Other
-----------	-----	------	------	------	-------

Damage (Tech %)	111	121	131	140	
Duration	-	-	-	-	
PP Cost	9	12	18	18	
Status Effect	Lv3	Lv3	Lv3	Lv3	Poison

Nosdiga (7*) Ground Awoken Serpent B/A Boss box

Homing Ground Projectile, long range

Attribute	LV1	LV11	LV21	LV30	Other
-----------	-----	------	------	------	-------

Damage (Tech %)	131	146	162	180	
Duration	-	-	-	-	
PP Cost	25	45	?	?	

Damage (Tech %)	1	2	3	4	Number of attacks negated
Duration	-	-	-	-	
PP Cost		40	48	48	
Status Effect	Lv2	Lv3	Lv4	Lv4	Negate TECH

* Reached Masterforce level 10

Retier (?*) Light The Eastern Peril Boss box
Area of Effect, Self
Attribute LV1 LV11 LV21 LV30 Other

Damage (Tech %)	+11%	+15%	+19%	+19%	Percent of TECHNIC and MST gained
Duration	120s	180s	240s	240s	
PP Cost	32	40	48	48	
Status Effect	Lv1	Lv2	Lv3	Lv3	Raise TECHNIC and MST

=====

= Dark TECHNICs (PAdar) =

=====

Megid (3*) Dark 1000 meseta
Multiple targets (penetrates a line), long range
Attribute LV1 LV11 LV21 LV30 Other

Damage (Tech %)	146	156	166	175	
Duration	-	-	-	-	
PP Cost	20	25	30	30	
Status Effect	Lv1	Lv1	Lv1	Lv1	Virus

Ramegid (4*) Dark 5000 meseta
Area of Effect (4 targets), medium range
Attribute LV1 LV11 LV21 LV30 Other

Damage (Tech %)	121	131	142	160	
Duration	-	-	-	-	
PP Cost	18	22	26	26	
Status Effect	Lv2	Lv3	Lv4	Lv4	

Dammegid (7*) Dark Plant Recovery Boss box
Channeled Stream, short range
Attribute LV1 LV11 LV21 LV30 Other

Damage (Tech %)	121	131	141	150	
Duration	-	-	-	-	
PP Cost	9	12	18	18	
Status Effect	Lv2	Lv2	Lv2	Lv2	Infection

Nosmegid (7*) Dark True Darkness or SEED Awakened Boss box
Homing Projectile, long range
Attribute LV1 LV11 LV21 LV30 Other

Damage (Tech %)	126	141	157	175	
Duration	-	-	-	-	
PP Cost	35	45	55	55	
Status Effect	Lv2	Lv3	Lv3	Lv3	HP Charge

Megiverse (7*) Dark Rainbow Beast Boss box?
Channeled Field, Area of Effect, Self
Attribute LV1 LV11 LV21 LV30 Other

Damage (Tech %)	101	111	121	130	
-----------------	-----	-----	-----	-----	--

Duration	-	-	-	-	
PP Cost	24	24	25	25	?
Status Effect	Lv1	Lv2	Lv3	Lv3	HP steal

Megistar (9*) Dark TECHNIC Master title reward*
 Boosts all abilities by giving up a large amount of HP, Self
 Attribute LV1 LV11 LV21 LV30 Other

 Damage (Tech %) +11% +15% +19% +19% Percent of all stats gained
 Duration - - - -
 PP Cost 20 24 64 64 ?
 Status Effect Lv1 Lv2 Lv3 Lv3 Raise all stats

* Raised 10 TECHNICs to level 30

=====
 = FAQ (PAfaq) =
 =====

Q) How do I get Resta?

A) Resta is available after you complete the 1st Chapter of Story Mode. After you get access to Your room, go to Game achievements > Rewards and select the "Cleared Chapter 1 in story mode" option.

Q) How can I heal others with Resta?

A) Once Resta reaches level 11, it can heal in an area of effect, thus allowing you to heal others. Note that this means several types cannot use Resta to heal others (since their Support TECHNIC cap is level 10). You can also heal with Giresta, although the casting animation for that is significantly longer.

Q) Why isn't Giresta reviving anyone?

A) It has to be at least level 11 to revive others in an area effect.

Q) Are there any good websites for Phantasy Star Portable?

A) There is indeed a Phantasy Star Portable wiki:
http://psupedia.info/PSP:Phantasy_Star_Portable
 The information mostly pertains to the JP version of the game, but dedicated fans are working on the US version.

=====
 = End Notes (PAend) =
 =====

Version History

 0.01 First Draft!
 0.02 More FAQ stuff, Status Effect listing, some more drop locations

Credits

 Thanks to my sweetie, Erica, for adventuring with me throughout the Gurhal system. Rocks fall, and everyone dies!

Thanks to SEGA, Sonic Team, and Alfa System for making such a great game.

Thanks to SONY Computer Entertainment for the Playstation Portable. Between this game and Monster Hunter, I'm completely swamped in awesome games.

Thanks to PSUpedia, for being an awesome resource for all Phantasy Star Portable fans.

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"Hey, hold on a minute. You... you aren't hitting on my sister again, are you?"

- Ethan

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