

# Phantasy Star Online Technique Resistance Guide

by Bennettman

Updated to v1.13 on Jul 15, 2001

Phantasy Star Online  
Enemy HP, Technique Resistance, and Technique Guide V1.13  
By Bennettman AKA Ian Bennett >B-)  
<http://pso.sonicsecretsuk.cjb.net>

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## SO FAR:

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- V1.00 - Full listings for Normal Mode
- V1.01 - Hard Forest and Caves added
- V1.02 - Enemy HP added to Normal Forest, Mines and Hard Forest; Pan Arms Normal Weapon corrected.
- V1.03 - Enemy HP added to Normal Ruins and Hard Caves; Chaos Bringer added to Normal Ruins.
- V1.04 - Contents, Websites, Epilogue and Extra Information added; Hard Forest added in part.
- V1.05 - Added Normal Technique Guide; updated Official Websites.
- V1.06 - Corrected Contents error; Technique Guide completed (at Beta stage); Very Hard Caves added in part; more Extra Information.
- V1.07 - Extra note added to Technique Resistance Introduction; Very Hard Forest and Caves EXP added; Very Hard Mines added; Currently added.
- V1.08 - Tech Guide timing removed; Testimonial added.
- V1.09 - Very Hard Forest and Caves completed.
- V1.10 - Canane and Bulclaw information added.
- V1.11 - Normal Caves completed; Hard Mines nearly completed; Extra Boss information; Extra Pofuilly Slime information; Values changed from RESISTANCE to DAMAGE.
- V1.12 - Annoying "(done)" text removed, I was using it to know which tables I'd changed to damage and which I'd not, and forgot to take them off

(oops!)

V1.13 - Made all lines 79 characters or less (the GameFAQs ASCII standard).  
Expect a full update soon!

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CURRENTLY:

=====

NORMAL	HARD	V.HARD
FOREST Completed	FOREST Completed	FOREST Completed
CAVES  Completed	CAVES  Completed	CAVES  Completed
MINES  Completed	MINES  In Progress	MINES  In Progress
RUINS  Completed	RUINS  Unstarted	RUINS  Unstarted

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WHY YOU NEED THIS GUIDE

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"Before I read it [the FAQ] I always did the wrong spells and  
therefore did 0 damage... I can take out enemies faster because  
I know which are good against what."

-Email testimonial

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INTRODUCTION

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Just face it, Phantasy Star Online is a great game for the Dreamcast, but it can be frustrating when you go for technique on an enemy and you end up taking a tiny fraction of what you could have taken off it. What's more, I was surprised that in the mix of FAQs at sites like GameFAQs, no one had actually bothered/thought to make an FAQ about that (I hadn't read all the way through the Force Guide which had a similar idea). So I decided to do my own. Now this is my first real FAQ, and hopefully it'll cover all the details you need to know, as well as put the HP the enemies have in the FAQ so you know how hard to hit. It also has information about the techniques, with charts to show where they hit.

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OFFICIAL FAQ WEBSITES

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These are the only sites that have been approved to display this FAQ, so er...  
BOYCOTT THE OTHERS!!! Nah just kidding!

>> [sonicsecretsuk.cjb.net](http://sonicsecretsuk.cjb.net)  
>> [www.geocities.com/xm\\_blades](http://www.geocities.com/xm_blades)  
>> [www.gamefaqs.com](http://www.gamefaqs.com)  
>> [psorulez.homestead.com](http://psorulez.homestead.com)  
>> [ultimapso.cjb.net](http://ultimapso.cjb.net)  
>> [www.neoseeker.com](http://www.neoseeker.com)  
>> [www.squareigloo.com](http://www.squareigloo.com)

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DO I HAVE THE MOST RECENT VERSION?

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If you got it off GameFAQs at [www.gamefaqs.com](http://www.gamefaqs.com), it'll be about 4-5 hours behind. Neoseeker at [www.neoseeker.com](http://www.neoseeker.com) will be a couple of days behind. Any



Evil Shark	FULL	FULL	1/2	FULL	10	84	
Pal Shark	FULL	2/3	2/3	FULL	12	100	
Guil Shark	2/3	FULL	1/2	FULL	14	130	
Poison Lily	FULL	FULL	2/3	FULL	10	70	
Pofuilly Slime	FULL	FULL	1/3**	FULL	10	100	
Grass Assassin	FULL	FULL	1/3	FULL	17	140	
Nano Dragon	1/6	FULL	2/3	FULL	15	200	
Pan Arms	FULL	FULL	2/3	NONE *	6	600	
Hidoom	NONE	> 2/3	2/3	FULL	4	300	
Migium	FULL	> 2/3	NONE	FULL	4	300	
DE ROL LE	FULL	1/6	11/12	FULL	700		
_____	_____	_____	_____	_____	_____	_____	

\* At very high levels HP score is more than 0

\*\* Ice attacks and Miss-Miss-Hit combos cause it to split in 2

#### MINES

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP	
_____	_____	_____	_____	_____	_____	_____	
Gillchic	1/5	FULL	1/6	FULL	18	130	
Dubchic	1/5	FULL	1/6	FULL	3	150 *	
Sinow Beat	FULL	FULL	1/3	FULL	20	220	
Sinow Gold	FULL	1/8	1/3	FULL	20	180	
Canadine	NONE	FULL	2/3	FULL	18	140	
Canane	2/3	1/3	FULL	FULL	17	200	
Garanz	FULL	1/8	> 2/3	FULL	22	410	
VOL OPT (2nd)	1/2	FULL	> 2/3	FULL	1100		
_____	_____	_____	_____	_____	_____	_____	

\* Dubchic does not die but at this point it loses parts.

#### RUINS

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP	
_____	_____	_____	_____	_____	_____	_____	
Dimenian	FULL	2/3	12/13	FULL	22	270	
La Dimenian	< 2/3	1/6	2/3	FULL	24	300	
So Dimenian	1/6	FULL	< 2/3	FULL	26	330	
Claw	FULL	NONE	1/3	FULL	6	150	
Bulclaw	FULL	5/6	1/2	FULL	24	200	
Delsaber	1/2	1/8	2/3	FULL	25	400	
Chaos Sorceror	5/6	1/3	1/5	FULL	24	300	
Dark Belra	9/10	FULL	1/3	FULL	28	500	
Dark Gunner	2/3	2/3	> 2/3	FULL	20	220	
Chaos Bringer	1/6	1/6	> 2/3	FULL	30	550	
DARK FALZ	> NONE	> NONE	> NONE	FULL	1450		
_____	_____	_____	_____	_____	_____	_____	

#### HARD

=====

Researched by Ian Bennett

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#### FOREST

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Booma	FULL	3/5	NONE	FULL	42	392
Gobooma	FULL	FULL	2/5	FULL	43	418
Gigobooma	NONE	3/5	FULL	FULL	45	446
Rag Rappy	FULL	< 1/3	FULL	FULL	40	362
Savage Wolf	FULL	FULL	1/5	FULL	42	398
Barbarous Wolf	FULL	FULL	1/11	FULL	45	398
Mothmant	2/3	FULL	1/2	FULL	36	200
Monest	< 1/2	FULL	< 1/2	FULL	43	644
Hildebear	NONE	1/2	FULL	FULL	49	518
DRAGON	1/10	1/5	< 7/8	FULL	2000	

### CAVES

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Evil Shark	FULL	3/5	NONE	FULL	49	418
Pal Shark	FULL	NONE	1/5	FULL	52	434
Guil Shark	NONE	FULL	1/5	FULL	55	466
Poison Lily	FULL	NONE	FULL	FULL	49	404
Pofuilly Slime	FULL	FULL	NONE**	FULL	49	434
Grass Assassin	FULL	3/5	NONE	FULL	60	476
Nano Dragon	NONE	FULL	FULL	FULL	57	540
Pan Arms	> 1/10	> 1/10	< 7/8	NONE	26	960
Migium	FULL	NONE	NONE	FULL	23	240
Hidoom	NONE	NONE	FULL	FULL	23	240
DE ROL LE	> 1/10	3/5	1/5	FULL	2500	

\* At very high levels HP score is more than 0

\*\* Ice attacks and Miss-Miss-Hit combos cause it to split in 2

### MINES

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Gillchic	< 1/5	> 17/20	1/5	FULL	61	466
Dubchic	< 1/5	NONE	1/5	FULL	11	488 *
Canadine	FULL	3/4	NONE	FULL	58	476
Canane	7/10	< FULL	NONE	FULL	58	540
Sinow Beat	NONE	3/4	FULL	FULL	64	560
Sinow Gold	FULL	< FULL	1/2	FULL	64	518
Garanz	4/5	< FULL	2/5	FULL	67	728
VOL OPT:						
-screens	7/10	FULL	7/10	FULL		
-columns	< 7/10	FULL	3/5	FULL		
-hanging	< FULL	NONE	FULL	FULL		
-2nd form	2/5	NONE	3/5	FULL		

\* Dubchic does not die but at this point it loses parts.

RUINS

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Dimenian						
La Dimenian						
So Dimenian						
Claw						
Bulclaw						
Delsaber						
Chaos Sorceror						
Dark Belra						
Dark Gunner						
Chaos Bringer						
DARK FALZ						

VERY HARD

=====

Researched by Ian Bennett and Phillip Sloan

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FOREST

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Booma	FULL	2/5	NONE	FULL	90	724
Gobooma	FULL	FULL	2/5	FULL	92	756
Gigobooma	NONE	2/5	FULL	FULL	94	788
Rag Rappy	2/4	3/10	FULL	FULL	88	688
Savage Wolf	FULL	FULL	1/4	FULL	90	706
Barbarous Wolf	FULL	FULL	1/10	FULL	94	730
Mothmant	2/4	FULL	1/2	FULL	82	480
Monest	9/20	FULL	2/5	FULL	92	1024
Hildebear	NONE	1/2	41/45	FULL	100	480
DRAGON	11/10	1/5	4/5	NONE	4100	

CAVES

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Evil Shark	FULL	2/5	NONE	FULL	100	756
Pal Shark	FULL	NONE	2/5	FULL	104	774
Guil Shark	NONE	FULL	2/5	FULL	108	812
Poison Lily	FULL	NONE	FULL	FULL	100	738
Pofuilly Slime	FULL	FULL	NONE**	FULL	100	774
Grass Assassin	FULL	2/5	NONE	FULL	114	824
Nano Dragon	NONE	FULL	FULL	FULL	110	900
Pan Arms	3/4	3/5	4/5	NONE	52	1400
Migium	FULL	NONE	NONE	FULL	48	700
Hidoom	NONE	NONE	FULL	FULL	48	700

DE	ROL	LE					
_____	_____	_____	_____	_____	_____	_____	_____

\* At very high levels HP score is more than 0  
 \*\* Ice attacks and Miss-Miss-Hit combos cause it to split in 2

MINES

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Gillchic	1/5	7/10	1/5	FULL	116	
Dubchic	19/20	4/5	FULL	FULL	22	
Canadine	NONE	3/5	FULL	FULL	112	
Canane				FULL	114	900
Sinow Beat	FULL	3/5	NONE	FULL	120	
Sinow Gold	FULL	NONE	1/2	FULL	120	
Garanz	4/5	NONE	2/5	FULL	124	
VOL OPT (2nd)						

\* Dubchic does not die but at this point it loses parts.

RUINS

=====

Enemy	Fire	Lightning	Ice	Weapon	EXP Rec'	Enemy HP
Dimenian						
La Dimenian						
So Dimenian						
Claw						
Bulclaw						
Delsaber						
Chaos Sorceror						
Dark Belra						
Dark Gunner						
Chaos Bringer						
DARK FALZ						

>>GUIDE END<<

TECHNIQUE GUIDE

=====

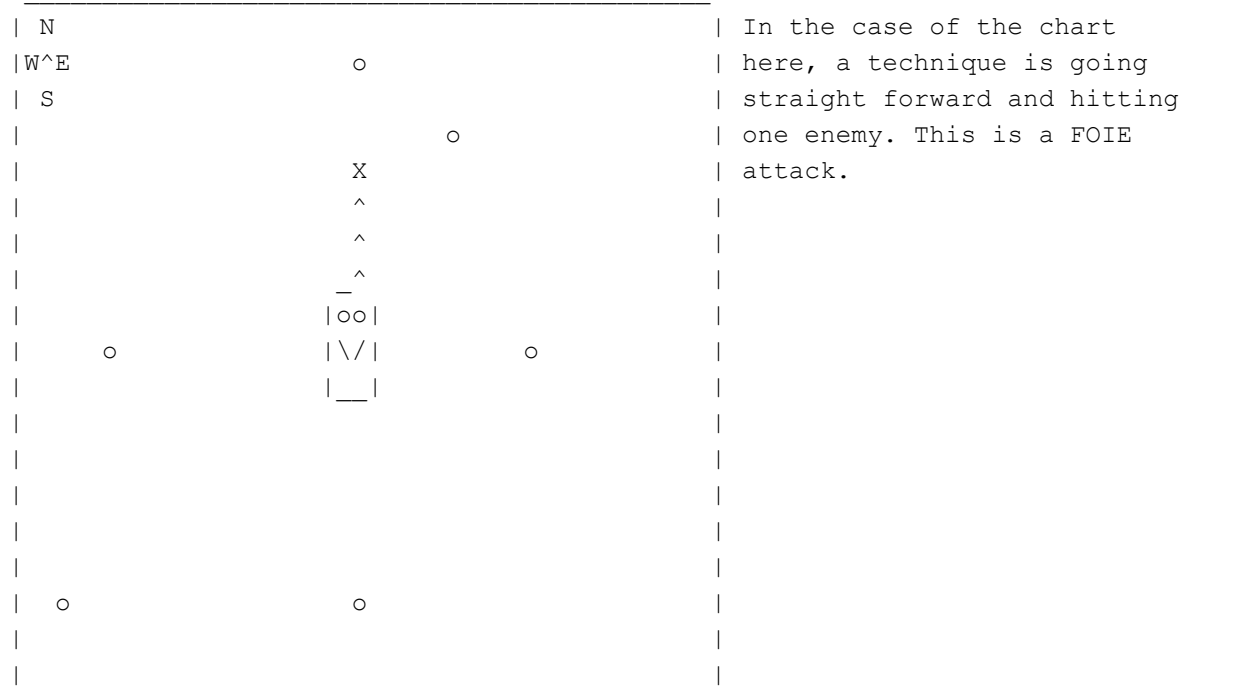
Researched by Ian Bennett

=====

This is a guide to the different techniques in PSO. It will show what proximity the enemies have to be in to be hit by certain techniques, and also describe the technique. Timing is not in this guide as techniques get faster at higher levels.

You will see the chart below throughout the guide. The smiley character in the middle is the player. He/she is always facing forwards (upwards on the chart).

The "o"s are enemies at these positions relative to the character. The arrow symbols or \ / symbols show the path of the attack. If there is no arrow symbol then the attack does not follow a path but just hits. Enemies which are hit are signified by an "X" symbol. Enemies with "?" may or may not be hit.

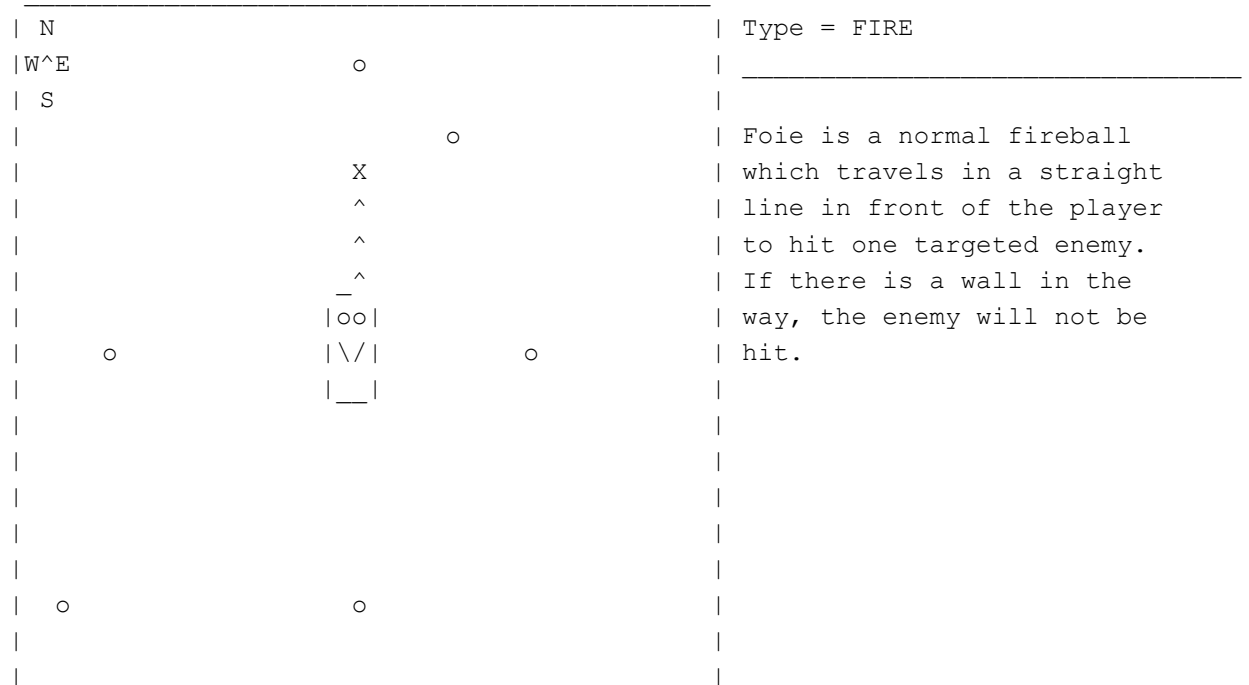


WEAK TECHNIQUES

=====

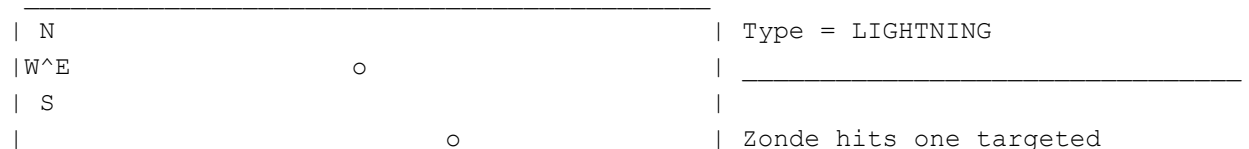
FOIE

=====

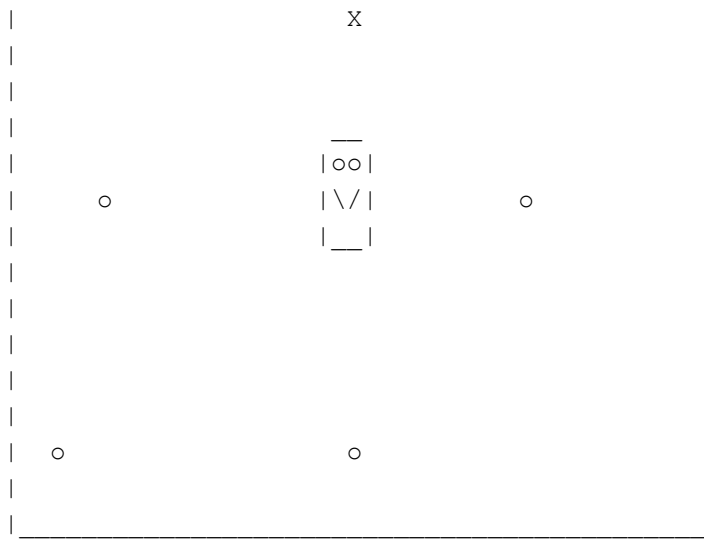


ZONDE

=====

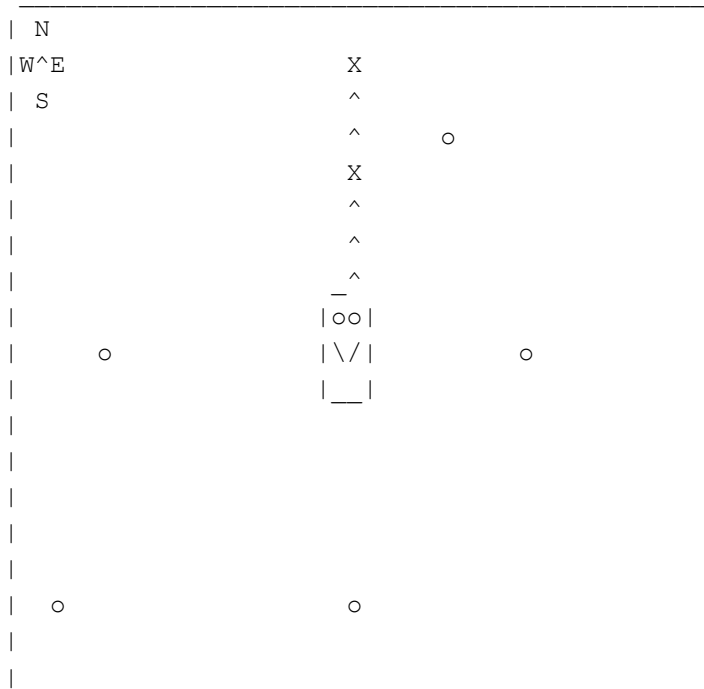






| enemy with a lightning  
| bolt from the sky. This  
| means there is a 100%  
| success rate on an enemy  
| which has been targeted.  
| It will hit even if there  
| is a wall between the  
| player and the enemy.

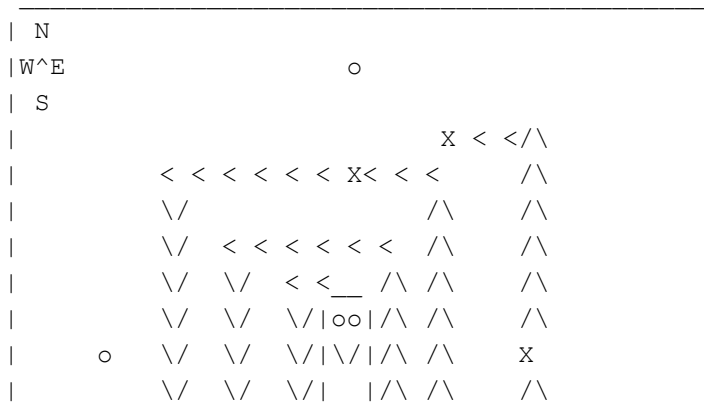
BARTA  
=====



| Type = ICE  
| \_\_\_\_\_  
| Barta sends a line of ice  
| towards the targeted enemy  
| in front of the player.  
| If any enemies are on the  
| same line as the targeted  
| enemy, the ice goes through  
| the first and into any  
| others. This is only in a  
| straight line until the ice  
| fades, and does not go  
| through walls.

NORMAL TECHNIQUES  
=====

GIFOIE  
=====



| Type = FIRE  
| \_\_\_\_\_  
| Gifoie sends a spiral of  
| fire around the player,  
| hitting multiple enemies  
| at any direction to the  
| player. Higher levels make  
| the technique last longer  
| and go further away from  
| the player. It does not go

```

|      \ / \ / > > > > / \      / \
|      \ / \ /      / \      / \
|      \ / > > > > > > > / \
|      \ /
|      \ /
|  o      > > > > > X > > > > >
|
|-----|

```

through walls, and may take time to reach an enemy.

GIZONDE

=====

```

| N
| W^E      X
| S      \ < <
|
|          X
|          X > /
|          ^
|          ^
|          _^
|          |oo|
|  o      | \ / |      o
|          |  _  |
|
|
|
|  o      o
|
|-----|

```

Type = LIGHTNING

Gizonde sends a foie-like lightning bolt towards the first targeted enemy. Once this hits, it hits another enemy in close proximity to the first. The goes on until the bolt goes out of the player's range, although all of this only takes a fraction of a second. This does not go through walls.

GIBARTA

=====

```

| N
| W^E      \      X      /
| S      \ \      ^      /
|          \ \      ^      / X
|          \ \      X      /
|          \ \      ^      /
|          \ \      ^      /
|          \ \      \^/
|          |oo|
|  o      | \ / |      o
|          |  _  |
|
|
|
|  o      o
|
|-----|

```

Type = ICE

Gibarta is a Spread Needle-esque technique. It doesn't go through walls though. It is basically a wider-hitting version of Barta.

STRONG TECHNIQUES

=====

RAFOIE

=====

N		Type = FIRE
W^E	/ X \	
S	/    \	
	X	Rafoie causes an instant
	X	fire blast in the basic
	\    /	area of the targeted
	\    /	enemy. Any enemies in the
		blast area are also hit.
	oo	At higher levels areas
	\ /	further outside the
	__	visible blast area are also
	o                    o	part of the blast area.
		This goes through walls.
		The blast area is shown on
		the chart.
	o                    o	

RAZONDE

=====

N		Type = LIGHTNING
W^E	X	
S		
	X	Razonde is a technique which
	X	sends multiple lightning
		bolts to the area around the
		player in a split second.
		Any enemies within this
	oo	distance are hit
	X     \ /              X	immediately. This goes through
	__	walls also.
	o                    X	

GRANTS

=====

N		Type = LIGHT
W^E	o	
S		

					Grants sends multiple light
		X			rays into one targeted
					enemy. It takes approx'
					1 second for the light
					rays to actually hit the
		oo			enemy. As the rays come
	o	\	o		from above (like Zonde),
		__			it goes through walls, and
					there is a 100% success
					rate. As it is also a light
					technique, it <u>will</u> do the
					maximum elemental damage to
					any enemy (which is why it's
	o		o		not in the Tech Resistance
					guide).

MEGID

=====

	N				Type = DARK
	W^E	?			_____
	S	^			
		^	o		Megids sends a foie-like
		?			energy ball in the direction
		^			of one targeted enemy. It
		^			does NOT travel in the
		^			direction of the targeted
		oo			enemy, the player must be
	o	\	o		facing directly at the enemy
		__			for it to hit. At higher
					levels there is a higher chance
					of it being successful. If
					it is, the enemy instantly
					dies, but nothing happens if
					it is not successful. It
	o		o		does not travel through
					walls or work on bosses.

THANKS AND CONTACTS

=====

Thanks to of course me for making this thing! My Characters are RS.Nabiki, a FOmarl at Level 100 (yay!) and Isao Okawa, a HUmar at Level 33.

Thanks to Phillip Sloan at for most of the Very Hard information, and for giving me some cool stuff like a level 200 mag, double saber etc for nothing! Yeah, I think he's crazy too... Email him at devilreaper9999@aol.com

Thanks to "8 Ball", a Level 58 RAcast, for Canane and Bulclaw information.

Thanks to CJayC, Lee Stannard, Phillip, the Mystikal Blades, and Aragorn and Neo at Square Igloo for giving me the medium to let you see this FAQ.

Thanks to Red Ring Rico, for becoming such a great (f\*\*\*ing tough more like!)

boss in Very Hard mode :) (still beat V.HardDF first time though!) and Kireek for his er... advice!

And finally, thanks to YOU for reading it!

If you want to contact me, email me at [ibennetty9@yahoo.com](mailto:ibennetty9@yahoo.com)

Or you could visit my site, [sonicsecretsuk.cjb.net](http://sonicsecretsuk.cjb.net)

Or the Rogues official site at [psorogues.cjb.net](http://psorogues.cjb.net)

Or on Yahoo! Messenger, at [ibennetty9](#) (I just feel that Yahoo!'s the best messaging service, and I can see when I get emails!)

I usually hang out online on PSO in US>Puck>11>7 or EU>Iapetus>5>5 so catch me there! :)

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#### COPYRIGHT INFORMATION

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This FAQ is (c) Ian Bennett 2001. It may not be used to make an FAQ in your own name, or simply put in your own name on any site. This not only plagiarises my work, but the work of anyone who's helped me. I'm fine with it being put on other sites, as long as you email me and tell me the URL, and don't change it in any way, even putting it in HTML to make it look nicer. That way, I can list your site in the FAQ, and, the amount of emails I get nowadays, it should really bring the hits in :) If you're going to use info from this FAQ to make a commercial one (I'm pretty sure games magazines nick stuff off FAQs and don't give us credit :P) then at least TELL ME, and put my name in the guide. If you find anyone ripping off my work, please tell me as I er... don't like it. :) Or should that be :( I dunno. If I ask for it to be taken off your site for any reason, please respect my wishes and do so. Other than that, hell, do what you like with it as long as it's just for your personal use. You're not the only people that take big chunks out of FAQs so you don't have to print 50 to 100 pages ya know! :D

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#### EXTRA INFORMATION

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Please, no more emails offering to help me! :)

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If you want to join our clan the Rogues, check out the site at <http://psorogues.cjb.net> and fill in the form.

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Contact me if you want to buy any of these so we can organise a meet, have a game, whatever!

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|           | /EPILOGUE/
| |   | | /_____/
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| | | | |
| | | | |
o | | | o
o | o
o o
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Hope this guide helps you to use techniques more wisely. I'll leave you with one more tip for you Forces. If you're about to run out of TP, open up a telepipe using either the Telepipe item or Ryuker, make sure you've got no scape dolls and die. Once you're back in the city, your HP and TP are back to full, and you can take the pipe back down. Never tried it though... :) You can also try it online and get your teammates to ressurect you (as long as they don't mind!).

OK that's it! KEEP IT COOKIN'! And keep playing on yo Dreamcast! HAHAHHA!!!>:)

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Bennettman - It's all about the >B-) shades.

ibennetty9@yahoo.com

<http://sonicsecretsuk.cjb.net>

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