

Phantasy Star Online Weapons FAQ

by Sephiroth_199

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PSO Weapons FAQ

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NOTE: As of 6/19/01, I have changed the Weapons Tables into Weapons Lists to cut down the size of this FAQ and to get rid of the information that does not pertain to anything discussed in this FAQ.

NOTE: As of 7/16/01, I have corrected the Formula for Calculating your ATP with percentages.

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INTRODUCTION

This FAQ was designed in an effort to organize all the weapons in Phantasy Star Online into different families so players could better

understand how the weapons are categorized. In this FAQ I have not included where you would be able to find rare weapons. For that information, I suggest you check out Khaotika's Rare Items FAQ (also on GameFAQs). I did, however, create the tables from scratch. Most of the star amounts I verified at www.planetdreamcast.com/psoworld.

This FAQ is based on my interpretations of how the weapons system in PSO works and is by no means absolutely correct.

Also, I would appreciate any emails with information on additional weapons in PSO. If you notice an error anywhere in my FAQ, please email me. My email address is listed above. Please use the subject PSO, PSO Weapons, or some other variation.

SYMBOLS KEY

x* = Stars (x is number of stars)
capitalized WEAPON name = SPECIAL WEAPON
(EW) after weapon name = Enemy weapon

NORMAL WEAPON FAMILIES LISTS

First, I'll begin with the basics. All normal weapon families have 5 basic weapons (except for the Force weapon families which each have 4 basic weapons), each progressively stronger than the previous one. The colors of these weapons, from weakest to strongest, are Green, Blue, Purple, Red, and Gold. These first five weapons can have prefixes which give them additional powers as well as percentage bonuses against a certain type of monster.

Each normal weapon family also has three more powerful weapon types, all of which are nine star weapons and are always found as an unidentified "SPECIAL WEAPON". These weapons cannot have prefixes as they already have a set special attack. They can, however, have percentage bonuses. The colors of these weapons, from weakest to strongest, are Green/Blue, Purple/Red, and Gold/Green.

Some normal weapon families also have more unique 10 (or more) star weapons. These weapons are very hard to find and look very different from other weapons of that family. They do not get prefixes as they already have set special attacks. These can be found as an unidentified "SPECIAL WEAPON" or they can be found on special quests. Those gotten as a reward from a quest can not have percentage bonuses but those found as a "SPECIAL WEAPON" can.

Additionally, certain normal weapon families have truly unique Enemy Weapons. Each Enemy Weapon functions like a weapon from that normal weapon family but looks like an enemy's weapon. They are dropped by enemies and appear as "enemy name's ARM". They have to be taken to Dr. Montague to be forged into the actual weapon. Each has a set special attack and they can have no prefixes or percentage bonuses.

Please note, the family a weapon belongs to is determined by two main factors. These two factors are:

- how many enemies are hit by a normal attack
- how the weapon attacks (how a person moves when attacking and how fast the person attacks with that weapon)

What a weapon looks like does not determine which family it will be placed in. There are two weapons that I am aware of that do not meet both these criteria. Both the FLAME VISIT and the INFERNO BAZOOKA hit one enemy like a Rifle, but perform combo attacks like a Shotgun. I finally decided that because they hit only one enemy, they would be classified as Rifles.

The weapons listed here are only those that are legitimately found in the American version of Phantasy Star Online. This means that the weapons currently banned by SEGA from online play (NEI'S CLAW, EGGBLASTER, etc.) are not listed in this FAQ.

Sword Family

- 0* Saber
- 1* Brand
- 2* Buster
- 3* Pallasch
- 4* Gladius
- 9* DB'S SABER
- 9* KALADGOLG
- 9* DURANDAL
- 9* VICTOR AXE
- 9* AGITO
- 12* OROTIAGITO
- 10* AKIKO'S FRYING PAN
- 12* LAVIS CANNON
- 11* DELSABER'S BUSTER (EW)

Throwing Blade Family

- 1* Slicer
- 2* Spinner
- 3* Cutter
- 4* Sawcer
- 5* Diska
- 9* SLICER OF ASSASSIN
- 9* DISKA OF LIBERATOR
- 9* DISKA OF BRAVEMAN

Short Sword Family

- 1* Dagger
- 2* Knife
- 3* Blade
- 4* Edge
- 5* Ripper
- 9* BLADE DANCE
- 9* BLOODY ART
- 9* CROSS SCAR
- 11* PAN ARMS' BLADES (EW)
- 11* S-BEAT BLADES (EW)

Long Sword Family

- 1* Partisan
- 2* Halbert
- 3* Glaive
- 4* Berdys
- 5* Gungir
- 9* BRIONAC
- 9* VJAYA
- 9* GAE BOLG
- 10* SOUL EATER
- 11* SOUL BANISH

Large Sword Family

- 1* Sword
- 2* Gigush
- 3* Breaker
- 4* Claymore
- 5* Calibur
- 9* FLOWEN'S SWORD
- 9* LAST SURVIVOR
- 9* DRAGON SLAYER
- 11* CHAIN SAWD

Gun Family

- 0* Handgun
- 1* Autogun
- 2* Lockgun
- 3* Railgun
- 4* Raygun
- 9* VARISTA
- 9* CUSTOM RAY v.00
- 9* BRAVACE
- 10* SUPPRESSED GUN
- 11* HOLY RAY
- 12* HEAVEN PUNISHER

Machine Gun Family

- 1* Mechgun
- 2* Assault
- 3* Repeater
- 4* Gatling
- 5* Vulcan
- 9* M&A60 VISE
- 9* H&S25 JUSTICE
- 9* L&K14 COMBAT

Rifle Family

- 1* Rifle
- 2* Sniper
- 3* Blaster
- 4* Beam
- 5* Laser
- 9* VISK*235W
- 9* WAL-S-MK2
- 9* JUSTY-23ST
- 11* FLAME VISIT

- 11* INFERNO BAZOOKA
- 11* C-BRINGER RIFLE

Shotgun Family

-
- 1* Shot
 - 2* Spread
 - 3* Cannon
 - 4* Launcher
 - 5* Arms
 - 9* CRUSH BULLET
 - 9* METEOR SMASH
 - 9* FINAL IMPACT
 - 11* SPREAD NEEDLE

Cane Family

-
- 0* Cane
 - 1* Stick
 - 2* Mace
 - 3* Club
 - 9* CLUB OF LACONIUM
 - 9* MACE OF ADAMAN
 - 9* CLUB OF ZUMIURAN
 - 11* STING TIP

Wand Family

-
- 1* Wand
 - 2* Staff
 - 3* Baton
 - 4* Scepter
 - 9* ICE STAFF: DAGON
 - 9* FIRE SCEPTER: AGNI
 - 9* STORM WAND: INDRA
 - 10* TECHNICAL CROZIER
 - 11* MAGICAL PIECE

Rod Family

-
- 1* Rod
 - 2* Pole
 - 3* Pillar
 - 4* Striker
 - 9* BATTLE VERGE
 - 9* BRAVE HAMMER
 - 9* ALIVE AGHU
 - 11* CADUCEUS
 - 12* PSYCHO WAND
 - 11* C-SORCERER'S CANE (EW)

UNIQUE WEAPON FAMILIES

Unique weapon families are very different from normal weapon families. All the members of a unique weapon family are "SPECIAL WEAPONS" and must be identified. As such, they have no prefixes and always come with a set special attack. They can, however, get percentage bonuses. Most of the weapons in a unique weapon family have 10 or more stars, but occasionally there is one with nine stars. The colors have no set pattern in a unique weapons family.

Knuckle Family

-
- 9* BRAVE KNUCKLE
 - 10* ANGRY FIST
 - 11* GOD HAND

Claw Family

-
- 9* PHOTON CLAW
 - 11* SILENCE CLAW

Double Saber Family

-
- 9* DOUBLE SABER
 - 10* STAG CUTLERY
 - 11* TWIN BRAND

STARS

To begin with, each weapon in PSO has a certain number of stars. The number of stars a weapon has can be viewed, along with a description of the weapon, on page 3 of the weapon's sub-menu. Stars are used as a kind of rating system in PSO. The more stars a weapon has, the better (and rarer) it is. Each basic weapon in a normal weapon family has one star more than the previous weapon. For example, a regular Saber has zero stars, a regular Brand has one

star, a Buster has two stars, a Pallasch gets three, and a Gladius has four stars. Some stronger normal weapon families start out with one star. For example, a Rifle has one star, a Sniper has two, and so on. This is just because these weapons are stronger than those in other normal weapon families. The number of stars a weapon has is not affected by the +, or grinded amount, of a weapon, nor is it affected by the percentages against a certain monster type. The number of stars a weapon has can change with the prefix of a weapon. The more powerful the prefix, the more additional stars a weapon has. If a weapon has 9 stars or more, it's name will appear in gold font.

PREFIXES

Prefixes are special abilities a weapon can have when it is identified. All weapons with a prefix will be found as a "???? Weapon Name" and will appear in blue text even if it is not usable by that class. When you take that item to a Tekker, he will identify it and the "?????" will become a prefix. This prefix enables you to use the "Extra Attack" when you have that weapon equipped. When you are identifying a weapon, keep in mind that the prefix can change but only to another prefix in the same family. For example, if you identify a Raygun as a Dim Raygun and say you don't want to believe the Tekker and then identify it again, it could only possibly be a Shadow or Dark Raygun as those are in the Instant Death Prefix Family. The prefix can only go up or down one prefix from the Base Prefix. The Base Prefix is what the weapon's most common prefix is. To determine the Base Prefix you need to have the Tekker identify it several times. The Prefix that occurs most often is the Base Prefix. What this means is that if you have a Sniper with Shadow as the Base Prefix, it can only go down one prefix level to Dim, or up one prefix level to Dark. It can never become a Hell Sniper. Also, if the Base Prefix is the most powerful it could only go down one level. Again, if the Base Prefix is the lowest level it could only go up one. Prefix levels also add stars to the weapon. In the most common four level Prefix family, the lowest level adds one star, and the highest level adds four. In a two level family, the lower adds three and the higher adds four. In the one level family, the prefix adds two stars. Also, prefixes that affect a monster's status such as confusion or paralysis and Instant Death and HP Reduction will never work on a boss but all other attacks will.

Prefix Families

HP Draining Family (steals HP)

Draw
Drain
Fill
Gush

TP Draining Family (steals TP)

Heart
Mind
Soul
Geist

Fire Damage Family

Heat
Fire
Flame
Burning

Ice Damage Family (can also freeze)

Ice
Frost
Freeze
Blizzard

Electric Damage Family

Shock
Thunder

Paralysis Family (can paralyze)

Hold
Bind

Storm
Tempest

Seize
Arrest

Confusion Family (can confuse)

EXP Draining Family (steals EXP)

Panic
Riot
Havoc
Chaos

Master
Lord
King

Instant Death Class

HP Reduction Class

Dim
Shadow
Dark
Hell

Devil
Demon

Charge Class (all add 2*)

Charge (uses Meseta)
Spirit (uses TP)
Berserk (uses HP)

PERCENTAGES

Certain weapons have advantages, or disadvantages, against certain types of monsters. These appear in the form of percentages listed on the second page of the weapon's sub-menu. The percentages are Native, A. Beast, Machine, and Dark. There is one other known percentage category called Hit. It increases your chances of hitting a monster (ATA). If a weapon has any percentages, either positive or negative, it's name will appear in green text (unless it has more than nine stars, in which case the name will be gold). Positive percentages allow you to do more damage against that type of monster while negative percentages decrease the damage you do. Percentages can change each time you have a Tekker examine a weapon, although they don't change by much. The most a percentage can change is + or - 10% from the base percentage. The base percentage of a weapon can be viewed on the second page of the weapon's sub-menu before the weapon is identified. This means that a weapon with a base percentage of 30% to Dark can only be identified as having either 20%, 25%, 30%, 35%, or 40% to Dark. Unless a weapon has a percentage listed before it is identified, it will never get percentages (although I suppose that, in theory, it is possible to have a weapon with a base percentage of 0% and get either + or - 10%). If a weapon has multiple percentages, all percentages will increase or decrease by the same amount.

After a good deal of testing, I have figured out how to correctly calculate your ATP (attack power) with a percentage against a certain type of monster. Here's the formula.

$\text{BASE ATP} + \text{ADDED ATP FROM WEAPON} + \% \text{ OF BOTH}$

Here's an example. Say you have 200 Base ATP. Your weapon, which adds 100 to your ATP has a bonus of 20% against Dark monsters. Your ATP, therefore, would be 360 (200 + 100 + (20% * 300)).

GRINDING

Grinding is a way to increase a weapon's attack power. When a weapon is grinded a + is added at the end of the weapon's name followed by a number. The number is the grinded amount. For example, a grinded Pallasch would look like this: Pallasch +3, assuming of course that it had been grinded up three levels. Grinding can be done with the use of items called Grinders. There are three types of grinders, Monogrinders, Digrinders, and Trigrinders. Monogrinders add one, Digrinders add two, and Trigrinders add three. For each grinding level a weapon has, its attack power increases by 2 points. This means that the Pallasch +3 would, when equipped, increase your ATP 6 points more than a regular Pallasch would. Each weapon has a grinding limit. This grinding limit is the same for the first five weapons in a Normal Weapon Family but the grinding limit can differ with the other weapons in that family. Grinding a weapon does not add stars to it.

CREDITS

This section is just here to give a little thanks to all the people who send me information. If you want your name posted here, send me some good information.

THANKS TO:

Khaotika, for weapon names.

www.planetdreamcast.com/psoworld, for all the star requirements.

TiggerCoe723@aol.com, for the entire Prefix list. Email him if you want him to raise you a MAG.

dcawte@phtel.demon.co.uk, for various Prefix descriptions

mhancock@coventry.ac.uk, for some stat requirement corrections

Bennett Campbell <bcampbell@sega.net>, for the first formula for calculating ATP with percentages