

X0X
XCX
XXX

X= Non attacking zone
0= Attacking Zone(s)
C= Character

B. Kranz

HP -1
AP 2
TP 1
MV 2

Abilities

FIXED RANGE: The attack range of this card remains the same regardless of action cards used.

EXP BONUS: Receive 1 bonus EXP if this character destroys any opponent(s) with one single attack. (Receive only 1 bonus EXP even if multiple opponents are destroyed.)

Attack Pattern

X0X
XCX
XXX

X= Non attacking zone
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C. Ino'lis

HP -1
AP 1
TP 1
MV 3

Abilities

TECH: Using Tech Cards cost 1 less action Point.

Attack Pattern

X0X
XCX
XXX

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C= Character

Group two

A. Kylria

HP +0
AP 3
TP 0
MV 2

Abilities
NONE

Attack Pattern

X0X
XCX
XXX

X= Non attacking zone
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C= Character

B. Viviana

HP -1
AP 1
TP 1
MV 2

Abilities

BONUS TP RISE: During your own Act Phase, this character temporarily gains TP equal to your teams dice bonus x1.5.

Attack Pattern

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XCX
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C= Character

C. Teifu

HP -3
AP 1
TP 0
MV 2

Abilities

ENEMY BONUS: During a physical attack, this card temporarily gains AP equal to half the number of field Characters (items and creatures) on opponents team on the field.

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

Attack Pattern

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Group three

A. Relmitos

HP +0
AP 3
TP 3
MV 3

Abilities

A/T Swap PERM.: This character swaps its own AP and TP every time it attacks. The new status remains even after the attack. Effective even with equipped Items.

Attack Pattern

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XCX
XXX

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C= Character

B. Orland

HP -3
AP 1
TP 0
MV 2

Abilities

SWORD BONUS: During a physical attack, damage inflicted temporarily increases by the number of sword-type items on the field.

Attack Pattern

X0X
XCX
XXX

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C= Character

C. Guykild

HP -5
AP 2
TP 0

MV 3

Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

BIG SWING: During an attack or Action Card attack, all ATK Points costs increase by 1. (this effect also occurs during an attack with an equipped item or an Action Card.)

ELUDE: This card does not lose HP even if an equipped item is destroyed.

Attack Pattern

XOX

XCX

XXX

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C= Character

Group four

A. Saligun

HP -1

AP 2

TP 0

MV 3

Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

LOW-COST HALFGUARD: Recieve 1/2 damage when directly attacked by charcters that cost 3 or less Action Points. No effect against equipped items.

Attack Pattern

XOX

XCX

XXX

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O= Attacking Zone(s)

C= Character

B. Stella

HP -1

AP 1

TP 0

MV 4

Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

FIXED RANGE: The attack range of this card remains the same

regardless of action cards used.

Attack Pattern

X0X

XCX

XXX

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C= Character

C. Glustar

HP +0

AP 1

TP 3

MV 3

Abilities

NONE

Attack Pattern

X0X

XCX

XXX

X= Non attacking zone

0= Attacking Zone(s)

C= Character

II.

ARKZ

Darkside

A. Break

HP +4

AP 3

TP 4

MV 3

Abilities

NONE

Attack Pattern

X0X

XCX

XXX

X= Non attacking zone

0= Attacking Zone(s)

C= Character

B. Lura

HP +2
AP 2
TP 0
MV 4

Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

FIXED RANGE: The attack range of this card remains the same regardless of action cards used.

AERIAL ASSASSIN: Inflicts 1.5x damage when attacking Aerial creatures.

Attack Pattern

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X0X
XCX
XXX

X= Non attacking zone
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C= Character

C. Endu

HP +0
AP 2
TP 0
MV 3

Abilities

RAMPAGE: A physical attack inflicts an equal amount of damage to all items equipped by the opponent, if any are equipped.

Attack Pattern

000
XCX
XXX

X= Non attacking zone
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C= Character

Group two

A. K.C.

HP +3
AP 2
TP 1
MV 4

Abilities

FIXED RANGE: The attack range of this card remains the same regardless of action cards used.

EXP BONUS: Receive 1 bonus EXP if this character destroys

any opponent(s) with one single attack. (Receive only 1 bonus EXP even is multiple opponents are destroyed.)

Attack Pattern

X0X
X0X
X0X
XCX
XXX

X= Non attacking zone
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C= Character

B. Memoru

HP +4
AP 1
TP 4
MV 4

Abilities

SNATCH: Asorbs EXP from the opponent. The amount absorbed is half the damage that your Tech attack inflicted.
(Absorb no EXP if the has zero EXP.)

Attack Pattern

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XCX
XXX

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C. Rufina

HP +5
AP 3
TP 1
MV 4

Abilities

ACTION UP: When Rufina uses any physical attack Action card, her AP is Multiplied by 2.

Attack Pattern

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0X0
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A. Rio

HP +3
AP 2
TP 1
MV 3

Abilities

FIXED RANGE: The attack range of this card remains the same regardless of action cards used.

REVENGE: A physical attack inflicts an equal amount of damage to all items equipped by the opponent, if any are equipped.

Attack Pattern

XOX
XOX
XCX
XXX

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C= Character

B. Peko

HP +3
AP 2
TP 2
MV 3

Abilities

TECH: Using Tech Cards cost 1 less action Point.

Attack Pattern

XOX
XCX
XXX

X= Non attacking zone
O= Attacking Zone(s)
C= Character

C. Hyze

HP +4
AP 4
TP 0
MV 3

Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

AP ASSIST: Before each Act Phase, all ally characters

(except items) within one block of this card temporarily gain 1 AP, excluding this card itself.

Attack Pattern

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0CX

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C= Character

Group four

A. Reiz

HP +0

AP 1

TP 0

MV 3

Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

PIERCE: A physical attack pierces any guard creature or equipped item, directly inflicting damage to opponent Story Characters.

Attack Pattern

X0X

XCX

XXX

X= Non attacking zone

0= Attacking Zone(s)

C= Character

B. Creinu

HP -1

AP 1

TP 0

MV 4

Abilities

HP ASSIST: Before each turn, all your own creatures within one block of this card recover 1 HP, excluding this card itself.

Attack Pattern

X0X

XCX

XXX

X= Non attacking zone

0= Attacking Zone(s)

C= Character

C. Ohgun

HP +1
AP 2
TP 0
MV 2

Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

IMPACT HALFGUARD: During defence, receive 1/2 damage from attacks that inflict 6 or more damage.

Attack Pattern

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XXX
XCX
XXX

X= Non attacking zone

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C= Character

5.0

Side Notes

If anything you see is wrong tell me and I'll change it as soon as possible. If you need to contact me for any reason here is how you may contact me:

6.0

How To Contact Me

E-Mail: Adventsk8res@aol.com
AIM: Ace Xero Mako
MSN Messenger: Cloudstrife4816@yahoo.com
GAMEFAQs Name: Geehater

7.0

Credits

Geehater

8.0

Self Information

I have received many e-mails about my character levels and such so I decided to add a small section about it. Hopefully this will reduce the amount of e-mails I receive and can respond to your game related questions.

Phantasy Star Online 1/2

Name: *Thunder*

Level: 130

Race: HUnewearl

Phantasy Star Online 3

Name: *Thunder*

CLv. 1(online) CLv. 7(offline)

Race: HUnewearl

