# Phantasy Star Online Episode III Character FAQ

by Geehater

B. KranzC. Ino'lis

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****** PHANTAS	Y STAR ONLINE EPISODE 3: C.A.R.D. REVOLUTION **********
	CHARACTER GUIDE
	/ MADE BY \
	/ Geehater \ /\
isadvantages of lso this guide ll of the chara croll only to the character in locate. If yo	is guide was made to show the advantages and each of the characters on both sides(Hunters and Arkz). may contain spoilers if you have not yet received cters so if you wish to avoid spoilers I recommend to he character you currently have. And I have arranged order of when you receive them so they will me simple u like what you see please "rate" my FAQ helpful. If not helpful. Thanks.
he stats of the tated in the In	Guide: The main format of the guide is first to show character then followed by their special abilities. As troduction the characters are ordered in which you receive attack pattern is shown wit X's, 0', and a C.
X0X XCX XXX	
= Non attacking = Attacking Zon = Character	
<<<<<<	
. Character Gui I. HUNTER SI 1. Group	des DE (heroside)

2. Group two A. Kylria B. Viviana C. Teifu 3. Group three A. Relmitos B. Orland C. Guykild 4. Group four A. Saligun B. Stella C. Glustar II. ARKZ SIDE(darkside) 1. Group one A. Break B. Lura C. Endu 2. Group two A. K.C. B. Memoru C. Rufina 3. Group three A. Rio B. Peko C. Hyze 4. Group four A. Reiz B. Creinu C. Ohgun 5. Side Notes 6. How to Contact Me 7. Credits 8. Self Information \_\_\_\_\_\_ \_\_\_\_\_\_ I. HUNTER SIDE Heroside Group 1 A. Sil'fer HP + 0AP 3 TP 1 MV 2 Abilities NONE Attack Pattern

```
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 is multiple opponents are
                      destroyed.)
        Attack Pattern
        XOX
        XCX
        XXX
               X= Non attacking zone
               0= Attacking Zone(s)
               C= Character
     C. Ino'lis
        HP -1
        AP 1
        TP 1
        MV 3
        Abilities
           TECH: Using Tech Cards cost 1 less action Point.
        Attack Pattern
        XOX
        XCX
        XXX
               X= Non attacking zone
               0= Attacking Zone(s)
               C= Character
Group two
```

A. Kylria

XOX

```
AP 3
    TP 0
    MV 2
    Abilities
      NONE
    Attack Pattern
    XOX
    XCX
    XXX
           X= Non attacking zone
           0= Attacking Zone(s)
           C= Character
B. Viviana
    HP -1
    AP 1
    TP 1
    MV 2
    Abilities
      BONUS TP RISE: During your own Act Phase, this charcter
                      temporarily gains TP equal to your teams
                      dice bonus x1.5.
    Attack Pattern
    XOX
    XCX
    XXX
          X= Non attacking zone
           0= Attacking Zone(s)
           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, Immoble, Paralysis, etc.
    Attack Pattern
```

HP +0

XOX

```
XXX
               X= Non attacking zone
               0= Attacking Zone(s)
               C= Character
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
        XOX
        XCX
        XXX
               X= Non attacking zone
               0= Attacking Zone(s)
               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
        XOX
        XCX
        XXX
               X= Non attacking zone
               0= Attacking Zone(s)
               C= Character
    C.Guykild
```

XCX

HP -5 AP 2 TP 0

```
MV 3
```

```
Abilities
```

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immoble, 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

X0X

XCX

XXX

X= Non attacking zone

0= Attacking Zone(s)

C= Character

## Group four

### A. Saligun

HP -1

AP 2

TP 0

MV 3

#### Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immoble, 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

X= Non attacking zone

0= Attacking Zone(s)

C= Character

#### B. Stella

HP -1

AP 1

TP 0

MV 4

#### Abilities

ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop,

Freeze, Immoble, Paralysis, etc.

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

regardless of action cards used. Attack Pattern XOX XCX XXX X= Non attacking zone 0= Attacking Zone(s) C= Character C. Glustar HP +0 AP 1 TP 3 MV 3 Abilities NONE Attack Pattern XOX 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

Abilities
NONE

Attack Pattern

XOX

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, Immoble, 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
        000
        XOX
        XCX
        XXX
               X= Non attacking zone
               0= Attacking Zone(s)
               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 equiped.
        Attack Pattern
        000
        XCX
        XXX
               X= Non attacking zone
               0= Attacking Zone(s)
               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
    XOX
    X0X
    XOX
    XCX
    XXX
           X= Non attacking zone
           0= Attacking Zone(s)
           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
    XOX
    XCX
    XXX
           X= Non attacking zone
           0= Attacking Zone(s)
           C= Character
C. Rufina
    HP +5
    AP 3
    TP 1
    MV 4
    Abilities
       ACTION UP: When Rufina uses any physical attack Action card,
                 her AP is Multiplyed by 2.
    Attack Pattern
    XOX
    0X0
    XCX
    XXX
           X= Non attacking zone
           0= Attacking Zone(s)
           C= Character
```

Group three

```
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 equiped.
    Attack Pattern
    XOX
    XOX
    XCX
    XXX
           X= Non attacking zone
           0= Attacking Zone(s)
          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
           0= Attacking Zone(s)
           C= Character
C. Hyze
    HP +4
    AP 4
    TP 0
    MV 3
    Abilities
      ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop,
                         Freeze, Immoble, 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.

# itself. Attack Pattern X0X0CX XXX X= Non attacking zone 0= Attacking Zone(s) C= Character Group four A. Reiz HP + 0AP 1 TP 0 MV 3 Abilities ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immoble, Paralysis, etc. PIERCE: A physical attack pierces any guard creature or equiped item, directly inflicting damage to opponent Story Characters. Attack Pattern XOX 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 XOX XCX XXXX= Non attacking zone

0= Attacking Zone(s)

C= Character

HP +1 AP 2 MV 2 Abilities ANTI-ABNORMALITY: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immoble, Paralysis, etc. IMPACT HALFGUARD: During defence, receive 1/2 damage from attacks that inflict 6 or more damage. Attack Pattern 000 000 XXX XCX XXX X= Non attacking zone 0= Attacking Zone(s) 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 Adventsk8res@aol.com E-Mail: Ace Xero Mako AIM: MSN Messenger: Cloudstrife4816@yahoo.com GAMEFAOs 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 Phantasy Star Online 3 Name: \*Thunder\* Name: \*Thunder\* Level: 130 CLv. 1(online) CLv. 7(offline) Race: HUnewearl Race: HUnewearl

C. Ohgun