

Phantasy Star II Tech List FAQ

by dnextreme88

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Introduction

Hi and welcome to my Tech List FAQ for Phantasy Star II. This guide will list the available techs in the game. It will detail the different techs on how to acquire them, which characters learn these techs, what is the effect of each tech etc. For those unfamiliar with Phantasy Star, the word "*Tech*" is the Phantasy Star's other word for "*magic*" or "*spell*" in other RPG games so don't be confused.

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Version History

- Version 1.0 - Sep 1, 2020
 - Submitted the FAQ.

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How to use Techs

If you wish to view all the techs your character can use, open up the MENU, select STRNG, choose your character, then hit the C button. There will be two tables. The left table holds the techs you can use outside of battle while the right table holds the techs you can use during battle.

To use a tech outside of battle, open up the MENU, select TECH, choose your character, and select their tech. Certain techs will not appear outside of battle.

To use a tech in battle, select STGY, select ORDR, select the character whose tech you wish to use, then select the second icon (blue magic-looking thing), and pick which tech you want to use. If you have selected an attack tech, your tech will be cast until the end of the battle. If you have selected a healing or defensive tech, your tech will be cast until the effect is achieved. Certain techs will not appear in battle.

Tech List

Most techs can not be acquired from outside resources (with the exception of **Musik**). Techs can only be learned by gaining levels. All characters in Phantasy Star II are level 1 by default.

Tech names are not obvious, there is no fire tech, but there is an equivalent tech for that effect. There are no numbered ranks for each strength of tech. Instead, prefixes are used. No prefix is the weakest. Some of the following prefixes are:

- Gi-prefix - is medium in strength.
- Na-prefix - is the strongest techs when it comes to strength.
- Sa-prefix - these techs usually indicate a group effect, though the names of the techs often change slightly and can be misleading.

It's always advisable to use a high-strength tech rather than a number of low-strength techs on groups of enemies. Same theory applies to group over standard techs.

Techs consume **Tech Points** or **TP** in gameplay. When you gain a level, you will gain more tech points, with the exception of Rudo. When you run out of points or have insufficient points to cast a tech, you won't be able to use it. There are no items within the game that restore TP. TP can only be restored by returning to a hospital in town and through healing. For this reason, you should try to have the Item equivalent of certain Techs in your inventory, just in case.

Not all attack techs are created equally. Some are general and will do damage to anything. Other techs are specific to Bio-monsters and Robots. Bio-monsters are what you fight until the Dam portion of the game whereas Robots begin appearing during the Dam section. Bio-monsters return when you fly to Dezo.

All characters do not learn the same techs. For example, **Amy** leans heavily toward healing techs, **Hugh** relies on bio-monster attacking techs, and **Kain** relies on robot attacking techs. Know where you are in the game and where you will be going as you choose your team. While Techs are not necessary to the game, they will give you an advantage at times.

Techs primarily do a set amount of damage or healing. This number is connected to the **MENTAL rating** of that character in relation to the enemy. To find a character's mental rating, open up the MENU, select STRNG then choose your character. It is not known at this time whether certain techs are more effective on one enemy over another.

Techs will be listed by character. Techs will be presented in the following format:

- TECH - it's original name and if they have another name, this will be written in parenthesis.
- TP USED - number of TP consumed when used.

- USAGE - where the tech can be used. You can use it either during battle or outside of battles.
- TYPE - the type of tech.
- LEARNED AT - the level at which the character learns the tech.
- EFFECT - what the tech does.
- ITEM - the item equivalent of the tech. It's better to have the item equivalent if you do not have the tech yet.

Musik - Special Tech

A special tech called Musik cannot be learned by gaining levels, unlike those learned explained in the **Tech List** section. To get this special tech, talk to **Ustvestia** in **Oputa**. It costs 2,000 meseta for male characters and 5,000 meseta for female characters (there's a reason for this, but I leave it up to you to research why). As a precaution, do not teach it to Rudo because he cannot use useful techs. I haven't tried to teach him Musik. Know this when you use him, but remember his combat skills are the best in the game.

When using Musik, you used up 3 TP and what it does is it simply plays the piano that opens the **Control Tower** (which is the first dungeon in the second act of the game). This can only be used outside battle.

Amy Sage

Unique Techs:

- Defensive Tech - DEBAN, SANER, SASHU, SHU.
- Healing Tech - GISAR (GISARES), NARES, NASAR (NASARES), SAR (SARES).

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
DEBAN	4	Battle	Defensive Tech	Level 4	All characters are temporarily protected by a shield. Shield reduces enemy tech damage.	Snow Crown
GISAR (GISARES)	29	Battle and Non-battle	Healing Tech	Level 27	All characters heal 60 HP.	N/A
NARES	13	Battle and Non-battle	Healing Tech	Level 15	One character's HP is fully restored.	N/A
NASAR (NASARES)	53	Battle and Non-battle	Healing Tech	Level 30	All characters' HP is fully restored.	N/A
SANER	6	Battle	Defensive Tech	Level 25	All characters have their agility increased temporarily.	Color Scarf
SAR (SARES)	13	Battle and Non-battle	Healing Tech	Level 9	All characters' HP heal 20 HP.	N/A
SASHU	8	Battle	Defensive Tech	Level 15	All characters have their defense increased temporarily.	Snow Crown
SHU	3	Battle	Defensive Tech	Level 2	One character has their defense increased temporarily.	Snow Crown

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
ANTI	2	Non-battle	Healing Tech	Level 5	Short for Antidote. One character has poison status removed.	Antidote
FOI	2	Battle	Attack Tech	Level 1	Weak fire attack. One enemy loses 12-18 HP.	Fire Staff
GIGRA	12	Battle	Attack Tech	Level 50	Medium gravity attack. All enemies lose 32-44 HP.	N/A
GIRES	7	Battle and Non-battle	Healing Tech	Level 6	One character heals 60 HP.	Aegis, Amber Robe, Crescegear, Truth Slvs
GRA	8	Battle	Attack Tech	Level 40	Weak gravity attack. All enemies lose 16-24 HP.	Crystanish, Crystcape, Crystchest
NASAK	1	Battle and Non-battle	Healing Tech	Level 12	All characters heal all HP, but caster dies.	N/A
RES	3	Battle and Non-battle	Healing Tech	Level 1	Short for Restore. One character heals 20 HP.	N/A
REVER	30	Non-battle	Healing Tech	Level 27	Reverses death. If the character is already alive, heals all HP instead.	N/A
SAK	1	Battle and Non-battle	Healing Tech	Level 10	One character heals all HP, but caster dies.	N/A

Anna Zirski

Unique Techs:

- Defensive Tech - NER, SHIFT.

- Healing Tech - FANBI.

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
FANBI	2	Battle	Healing Tech	Level 16	Drains HP from one bio-monster.	Antidote
NER	2	Battle	Defensive Tech	Level 5	One character has their agility increased temporarily.	N/A
SHIFT	5	Battle	Defensive Tech	Level 8	Anna's attack power is increased temporarily.	N/A

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
FOI	2	Battle	Attack Tech	Level 1	Weak fire attack. One enemy loses 12-18 HP.	Fire Staff
ZAN	4	Battle	Attack Tech	Level 32	Weak wind attack. One enemy group loses 14-20 HP.	Wind Scarf

Hugh Thompson

Unique Techs:

- Attack Techs (Bio-monster) - DORAN, GEN, RIMIT, SAGEN, SAVOL, SHINB, SHIZA, VOL.

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
DORAN	2	Battle	Attack Tech (Bio-monster)	Level 3	One bio-monster is "confused".	N/A
GEN	1	Battle	Attack Tech (Bio-monster)	Level 3	One bio-monster loses 15-20 HP.	N/A
RIMIT	3	Battle	Attack Tech (Bio-monster)	Level 2	One bio-monster is temporarily paralyzed.	N/A
SAGEN	3	Battle	Attack Tech (Bio-monster)	Level 5	All bio-monsters lose 15-20 HP.	N/A
SAVOL	16	Battle	Attack Tech (Bio-monster)	Level 24	One group of bio-monsters may be killed.	N/A
SHINB	4	Battle	Attack Tech (Bio-monster)	Level 5	One bio-monster may run away.	Gr Sleeves
SHIZA	6	Battle	Attack Tech (Bio-monster)	Level 6	One bio-monster is "silenced", cannot use techs.	N/A
VOL	8	Battle	Attack Tech (Bio-monster)	Level 15	One bio-monster may be killed.	N/A

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
FOI	2	Battle	Attack Tech	Level 1	Weak fire attack. One enemy loses 12-18 HP.	Fire Staff
GIFOI	6	Battle	Attack Tech	Level 12	Medium fire attack. One enemy loses 30-40 HP.	N/A
GIGRA	12	Battle	Attack Tech	Level 33	Medium gravity attack. All enemies lose 32-44 HP.	N/A
GIRES	7	Battle and Non-battle	Healing Tech	Level 30	One character heals 60 HP.	Aegis, Amber Robe, Crescegear, Truth Slvs
GIZAN	7	Battle	Attack Tech	Level 36	Medium wind attack. One enemy group loses 24-36 HP.	Storm Gear
GRA	8	Battle	Attack Tech	Level 27	Weak gravity attack. All enemies lose 16-24 HP.	Crystanish, Crystcape, Crystchest
RES	3	Battle and Non-battle	Healing Tech	Level 8	Short for Restore. One character heals 20 HP.	N/A
ZAN	4	Battle	Attack Tech	Level 18	Weak wind attack. One enemy group loses 14-20 HP.	Wind Scarf

Josh Kain

Unique Techs:

- Attack Techs (Robot) - BROSE, CONTE, EIJIA, FORSA, GAJ, GIGAJ, GISAG (GISAGAJ), NAGAJ, NASAG (NASAGAJ), RIMET, SAG (SAGAJ).

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
BROSE	8	Battle	Attack Tech (Robot)	Level 26	One robot may be killed.	N/A
CONTE	8	Battle	Attack Tech (Robot)	Level 9	One robot is "silenced", cannot use techs.	N/A
EIJIA	4	Battle	Attack Tech (Robot)	Level 4	One group of robots loses 20-25 HP.	N/A
FORSA	1	Battle	Attack Tech (Robot)	Level 1	One robot is "confused".	N/A
GAJ	1	Battle	Attack Tech (Robot)	Level 7	One robot loses 20-25 HP.	N/A
GIGAJ	5	Battle	Attack Tech (Robot)	Level 10	One robot loses 55-65 HP.	N/A
GISAG (GISAGAJ)	15	Battle	Attack Tech (Robot)	Level 21	All robots lose 50-60 HP.	N/A
NAGAJ	15	Battle	Attack Tech (Robot)	Level 17	One robot loses 145-160 HP.	N/A
NASAG (NASAGAJ)	27	Battle	Attack Tech (Robot)	Level 28	All robots lose 140-160 HP.	N/A
RIMET	3	Battle	Attack Tech (Robot)	Level 7	One robot is temporarily paralyzed.	N/A
SAG (SAGAJ)	3	Battle	Attack Tech (Robot)	Level 13	All robots lose 16-24 HP.	N/A

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
FOI	2	Battle	Attack Tech	Level 1	Weak fire attack. One enemy loses 12-18 HP.	Fire Staff
GRA	8	Battle	Attack Tech	Level 14	Weak gravity attack. All enemies lose 16-24 HP.	Crystanish, Crystcape, Crystchest
GIZAN	7	Battle	Attack Tech	Level 31	Medium wind attack. One enemy group loses 24-36 HP.	Storm Gear
ZAN	4	Battle	Attack Tech	Level 10	Weak wind attack. One enemy group loses 14-20 HP.	Wind Scarf

Nei

Unique Techs: N/A

TECH	TP USED	USAGE	TYPE	LEARNED BY	EFFECT	ITEM
ANTI	2	Non-battle	Healing Tech	Level 16	Short for Antidote. One character has poison status removed.	Antidote
NASAK	1	Battle and Non-battle	Healing Tech	Level 24	All characters heal all HP, but caster dies.	N/A
RES	3	Battle and Non-battle	Healing Tech	Level 1	Short for Restore. One character heals 20 HP.	N/A
SAK	1	Battle and Non-battle	Healing Tech	Level 20	One character heals all HP, but caster dies.	N/A

Rolf

Unique Techs:

- Attack Techs - GITHU (GITSU), MEGID, NAFOI, NATHU (NATSU), TSU.

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
GITHU (GITSU)	13	Battle	Attack Tech	Level 11	Medium light attack. One enemy loses 85-95 HP.	N/A
MEGID	55	Battle	Attack Tech	Level 35	Each character except Rolf loses 1/2 of their HP, and the sum of that is what the enemy is dealt.	N/A
NAFOI	12	Battle	Attack Tech	Level 14	Strong fire attack. One enemy loses 125-150 HP.	N/A
NATHU (NATSU)	20	Battle	Attack Tech	Level 20	Strong light attack. One enemy loses 150-175 HP.	N/A
TSU	6	Battle	Attack Tech	Level 5	Weak light attack. One enemy loses 24-32 HP.	N/A

TECH	TP USED	USAGE	TYPE	LEARNED BY	EFFECT	ITEM
FOI	2	Battle	Attack Tech	Level 1	Weak fire attack. One enemy loses 12-18 HP.	Fire Staff
GIFOI	6	Battle	Attack Tech	Level 5	Medium fire attack. One enemy loses 30-40 HP.	N/A
GIGRA	12	Battle	Attack Tech	Level 27	Medium gravity attack. All enemies lose 32-44 HP.	N/A
GIRES	7	Battle and Non-battle	Healing Tech	Level 16	One character heals 60 HP.	Aegis, Amber Robe, Crescegear, Truth Slvs
GIZAN	7	Battle	Attack Tech	Level 16	Medium wind attack. One enemy group loses 24-36 HP.	Storm Gear
GRA	8	Battle	Attack Tech	Level 10	Weak gravity attack. All enemies lose 16-24 HP.	Crystanish, Crystcape, Crystchest
HINAS	8	Non-battle	Map Tech	Level 7	Teleports you outside of the dungeon.	Escapipe
NAZAN	11	Battle	Attack Tech	Level 24	Strong wind attack. All enemies lose 100-120 HP.	N/A
RES	3	Battle and Non-battle	Healing Tech	Level 8	Short for Restore. One character heals 20 HP.	N/A
REVER	30	Non-battle	Healing Tech	Level 30	Reverses death. If the character is already alive, heals all HP instead.	N/A
RYUKA	8	Non-battle	Map Tech	Level 4	Teleports you to the town you last saved in. If no town has been saved in, you will return to your house in PASEO or the SPACEPORT on Dezo. If you saved using the Visiphone, you will be returned to PASEO.	Telepipe

ZAN	4	Battle	Attack Tech	Level 7	Weak wind attack. One enemy group loses 14-20 HP.	Wind Scarf
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Shir Gold

Unique Techs:

- Attack Techs - NAGRA.

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
NAGRA	20	Battle	Attack Tech	Level 45	Strong gravity attack. All enemies lose 64-78 HP.	N/A

TECH	TP USED	USAGE	TYPE	LEARNED AT	EFFECT	ITEM
FOI	2	Battle	Attack Tech	Level 1	Weak fire attack. One enemy loses 12-18 HP.	Fire Staff
GIFOI	6	Battle	Attack Tech	Level 15	Medium fire attack. One enemy loses 30-40 HP.	N/A
GIGRA	12	Battle	Attack Tech	Level 36	Medium gravity attack. All enemies lose 32-44 HP.	N/A
GIRES	7	Battle and Non-battle	Healing Tech	Level 30	One character heals 60 HP.	Aegis, Amber Robe, Crescegear, Truth Slvs
GIZAN	7	Battle	Attack Tech	Level 27	Medium wind attack. One enemy group loses 24-36 HP.	Storm Gear
GRA	8	Battle	Attack Tech	Level 24	Weak gravity attack. All enemies lose 16-24 HP.	Crystanish, Crystcape, Crystchest
HINAS	8	Non-battle	Map Tech	Level 9	Teleports you outside of the dungeon.	Escapipe
NAZAN	11	Battle	Attack Tech	Level 33	Strong wind attack. All enemies lose 100-120 HP.	N/A
RES	3	Battle and Non-battle	Healing Tech	Level 12	Short for Restore. One character heals 20 HP.	N/A
RYUKA	8	Non-battle	Map Tech	Level 6	Teleports you to the town you last saved in. If no town has been saved in, you will return to your house in PASEO or the SPACEPORT on Dezo. If you saved using the Visiphone, you will be returned to PASEO.	Telepipe
ZAN	4	Battle	Attack Tech	Level 18	Weak wind attack. One enemy group loses 14-20 HP.	Wind Scarf

Frequently Asked Questions

- Q - Shouldn't it be THU instead of TSU?
 - A - It depends. Some would argue that the THU implies thunder. In Phantasy Star IV, WAT is short for water, RES is short for restore, ANTI is short for antidote etc. I kept TSU as it is because it was the base spell, the origin from which the others came, and tried to follow that same idea through the rest of the *renaming* process.
- Q - What is your opinion on the best tech for each of the characters?
 - A - It really depends on what you're using them for. Rolf is the best all-around tech user. Nei is not much because you have no choice for most of the game and the fact that she has a limited tech list. Amy is the best healer/defender. Hugh is useful for the first and last third of the game. His counterpart, Kain, is useful in the middle third. Anna, you don't really use for techs anyway, as her techs are often too specific and somewhat useless. Shir is nearly the same as Rolf and is probably made almost entirely redundant because you have Rolf all the time. Usually, I go through the end with Amy, Anna, Rolf, and Rudo. That's one weak tech user and a non-tech user included.

Contact Information

If you have any questions, suggestions or some corrections, feel free to e-mail me. My e-mail is

storm_iz_here[at]yahoo[dot]com

Replace "[at]" with "@" and "[dot]" with "." (remove quotation marks). Please put the subject as "**Tech List FAQ**" to remind me that you are not spam. If not, the subject should be at least close to the previous one and I will try to answer you back.

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If your site isn't listed above, email me first. Never and never post this FAQ on your site WITHOUT MY PERMISSION. It is something that you shouldn't do and you really shouldn't do after all.

Credits

I would like to thank the following:

- To GameFAQs and SuperCheats for hosting the FAQ.
- To Sega for making the game.
- To you, as the reader.

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