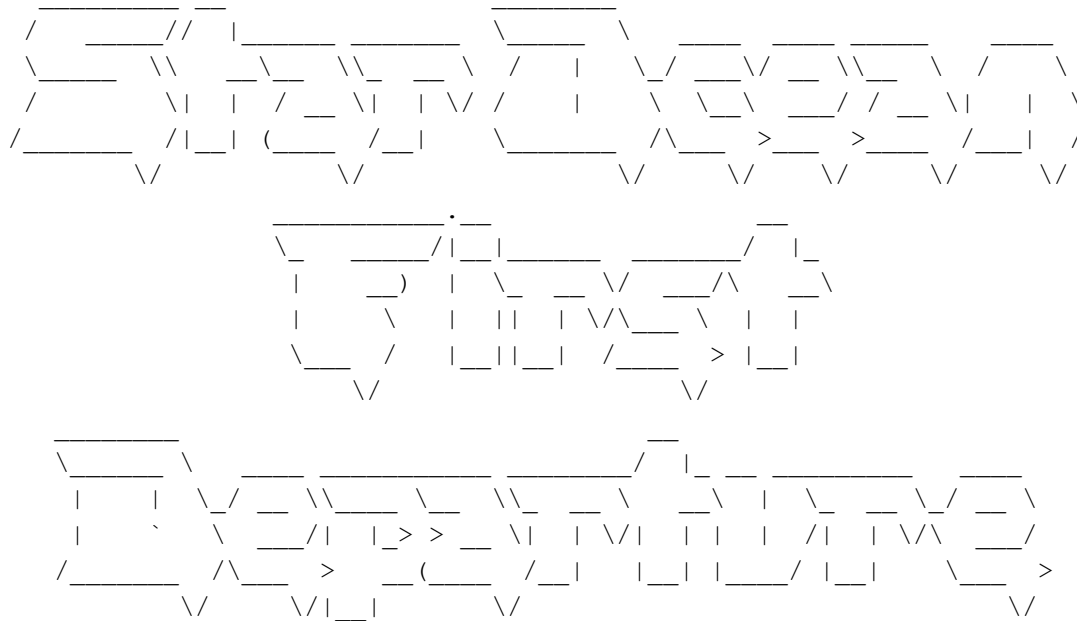


# Star Ocean: The First Departure Pickpocketing Guide

by Rikki\_chan

Updated to v2.0 on Jan 26, 2009



## Pickpocketing Guide for Star Ocean: First Departure for Playstation Portable

If you want to reproduce this guide on another site, just let me know please.

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In order to navigate this guide I have implemented a Ctrl+f system, which means you press ctrl+f in your browser or word processor to bring up the search menu, then enter the letters in brackets on the right of the section that you're looking for.

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O=====O  
| Overview (PP000) |  
O=====O

Welcome to the guide! This guide was created for people who are interested in the useful Pickpocketing skill found in Star Ocean: The First Departure. The guide features a small number of Pickpocketing guidelines and explanations as well as a comprehensive list of 'pickpocketable' items. Hopefully, you will find what your looking for, but if you have any questions, make sure you read the entire guide first.

Enjoy!

O=====O  
| The Pros and Cons Pickpocketing (PP001) |  
O=====O

You've probably played through Star Ocean: The First Departure and noticed an interesting specialty called Pickpocket when upgrading your skills. You probably wondered how it worked, and with no instruction given, you moved on with the game.

The main advantage of Pickpocketing is being able to steal items from nearly every towns person in the game - some of them are rare!

Another advantage of Pickpocketing is the fact that if you fail, you can just try again. That's right! You don't have to reload, you can keep trying to steal until you do! You can only successfully steal from someone once though. Also, stealing until your successful can lower your Parties AL faster.

The first downside to Pickpocketing is, no matter if your in a Private Action or not the Affection Level of all the characters in your party will go down. DOWN. On the bright side, it takes you Pickpocketing from more than 1 entire town for it to go down (But when it does it goes down alot). Pickpocketing from 1 or 2 people will not have any adverse affects on your Affection Levels (unless you had to steal from them ~20 times to successfully get an item).

The second downside is accumulating the skill points you need to get the Pickpocketing Speicalty. It takes a long time and wastes points that you could use to upgrade the more important skills. Although it isn't a big deal, considering you can't start Pickpocketing until mid-game.

You can NOT Pickpocket from the following people:

- 1. Your party members\*
- 2. The Kings, Queens, and Ministers
- 3. Certain guards
- 4. Shop Owners
- 5. Skill Guild people
- 6. Anybody on Farget (Jie's Planete)
- 7. Certain People (ex: Ruddle in Haute)

Why can't you? Well the makers of Star Ocean are mean that's why. In Star Ocean: The Second Story (Playstation), you can steal from your party! Grr

\*A couple people have e-mailed me to tell me that you CAN in fact steal from some of your party members. Just a few of them, and only in certain towns.

O=====O  
| How to Pickpocket (PP002) |  
O=====O

When you start a new game check and see if RODDICK has the Nimble Fingers talent.

Menu-->Status-->Scroll Down or Menu-->Skills-->Triangle-->Triangle. (To check what skills you have)

If you don't have it, one thing to do is to start over. However, by the time you get to Ionis you should be able to acquire it through the Crafting, or Machinist Item Creations.

This talent is the most important thing you need to start Pickpocketing.

Let me repeat: You need Nimble Fingers!

Another key ingredient are the Thief's Glove. You can buy this in the town of Ionis (where you get RONYX). It costs 10,000 Fol, but by the time you get there you should have enough. At Ionis you can also get Mechanic's Toolbox's and make a Magician's Glove with the Item Creation Machinery.

By the time you have the gloves, you'll have gotten the Skills Sense 1 and Sense 2 from the skill guilds. When you have those, level up the skills Courage and Poker Face until level 10.

Hopefully, you've gotten the skill Determination up to level 10 before upgrading Poker Face and Courage. Doing so will substantially lower the cost needed to master both from 338 SP to 87 SP.

Both the Theif's Glove and the Magician's Glove are accessories. Equip one. When your ready to Pickpocket, go up to the person your going to Pickpocket and hit the SQUARE [ ] button. You'll hear a "Chhh Chhh" noise and then either a "Ping" denoting a success, or a "Dhnn Dhnn" denoting failure. If you fail just try again.

O=====O  
| But! I wanna Pickpocket in the beggining! (PP003) |  
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Sorry! The first time you can buy Theif's Gloves or Mechanic's Toolbox's is in Ionis. That's the first time you can ever start Pickpocketing (Unless you a hax0r).

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| Pickpocketing List (PP004) |  
O=====O

The next part of the guide is the pickpocketing list. It is organized by town, in the order that most people visit them.

The name of the person I use to identify someone is the name given when you talk to them. It is the name thats appears before the body of their message.

Also, I've organized the towns into something that looks like a family tree.

For example:

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| Name of City (PPxxx) |  
O=====O

Section of City

1. People Found in Section of City = What You Steal

"Building Found in Section of City"

1. People Found in Building = What You Steal

Another Section of the City

1. People Found in Section of City = What You Steal

"Building Found in Section of City"

1. People Found in Building = What You Steal

O=====O  
| Kraat (PP005) |  
O=====O

Entrance

1. Ellie = Green Beryl
2. Old Lady = Organic Vegetables
3. Mister = Amulet of Freedom (Prevents Paralysis)
4. ASHLAY[PA] = Will Potion

"Inn 'The Sleeping Apple'"

1. Adventurer = Flare Bomb

South Exit

1. Edgar = Mandrake
2. Altemicia = Lavender
3. Ruddle\* = Faerie Elixir
4. ERYS[PA] = Experience Card
5. MILLIE[PA] = Twice-cooked Pork

"Item Shop 'Kraat General Store'"

1. Man = Sinclair
2. Lilly = Creamy Cheese
3. WELCH[PA] = Violent Pill

\*Only appears if you sent him south from Haute (he gives you a Faerie Elixir if you send him North)

O=====O  
| Haute (PP006) |  
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Southern End of Town

1. Master = Dull Blade
2. Brad = Sauteed Sweet Bream
3. Man = Mind Bomb
4. PHIA[PA] = Sapphire

"Inn 'The Hot Potato'"

1. Swordswoman = Intimidation Pendant (keeps enemies away)
2. Teen Girl = Paralysis Cure

"Home"

1. Old Lady = Ingredients of Yarma
2. Teen Girl = Blackberries

Middle of Town

1. Remy = Sapphire
2. Girl (on the left) = Gelatinous Slime
3. Girl (on the right) = Wobbly Slime
4. PERICCI[PA] = Custard of Life

North of Town

1. Dean = Resurrection Elixir
2. IOSHUA[PA] = Magic Gumdrops
3. RONYX[PA] = Defense Bomb

=====O  
| Portmith (PP007) |  
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Entrance

1. Soldier (on left) = Wooden Shield
2. Soldier (on right) = Longsword
3. Freckled Girl = Wolfsbane
4. Young Woman = Weird Lump
5. Red-nosed Man = Spectacles
6. Ruddle\* = Athelas
7. MAVELLE[PA] = Silence Card

"Food Shop 'Just Like Mama's'"

1. Round-faced Lady = Blurry Photo
2. MILLIE[PA] = Fruit Parfait

"Bar 'The Salty Mariner'"

1. Sailor = Awful Cider
2. Sailor = Megabomb
3. Barkeep = Resurrection Elixir

Middle of Town

1. Alyssa = Rose Hip
2. Prim Woman = Ruby
3. Common Youth = Lame Earring
4. Chobin = Umai-bo Candy 6
5. Young Miss (Outside Weapon Shop) = Pet Food

"Inn 'The White Yucca'"

1. Adventurer = Pickaxe
2. WELCH[PA] = Elven Powder
2. Guest (downstairs on left) = Gold
3. Guest (downstairs on right) = Iron

"Home (left of Inn)"

1. Miss = Meat

"Home (right of Inn)"

1. Mother = Maple Syrup
2. Mary = Umai-bo Candy 11

Harbor

1. One-eyed Terry = To Quality Tuna
2. Blue-eyed Boy = Umai-bo Candy 2
3. Romantic Sailor = Mirror of Knowledge
4. Fat Sailor = Seafood
5. Elderly Sailor = Antidote

6. ILIA[PA] = Tropical Melody

\* Must have told Ruddle to go North at Huate.

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O=====O
| Portmith Castle |
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First Floor

- 1. Sentry = Throwing Dagger
- 2. Maid = Aquaberries

"Left Hallway"

- 1. Royal Chef Alfredo = Cold Soba

"Right Hallway"

- 1. Maid = Stone Cure

"Treasury Room"

- 1. Sentry (on left) = Leather Armor
- 2. Sentry (on right) = Froghead

Second Floor

"Grazer the Sage's Quarters" (Left)

- 1. Sentry = Ricketty Knuckles
- 2. Grazer the Sage = Nuclear Bomb

"Room" (Right)

- 1. Animal-lover Sentry = Friends of the Woods

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O=====O
| Autanim | (PP008) |
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Entrance

- 1. Young Girl = Weird Doll
- 2. Young Boy = Aquaberries
- 3. Youth = Conductor Baton
- 4. ASHLAY[PA] = Compress of Veda

West side

- 1. Swordswomen = Gladius
- 2. Female Citizen = Artemis Leaf
- 3. ERYS[PA] = Faerie Card
- 4. RONYX[PA] = Nuclear Bomb

Northwest side

- 1. Aspiring Artist = Magic Canvas
- 2. Ledore the Adventurer = Weird Clothing
- 3. CYUSS[PA] = Compress of Veda

"Inn 'The Painted Maiden'"

- 1. Warrus the Mercenary = Ruby
- 2. One-eyed Mercenary = Hard Knuckles
- 3. Messy Man = Leather Greaves

"Home"

- 1. Elderly Person = Magician's Glove

North side

1. Chelsey = Fanfic!?
2. Adventurer = Scumbag Slayer

"Weapon Shop 'The Art of War'"

1. Young Knight = Wimpy Sword

"Home"

1. Old Lady = Iron

East side of Town

1. Self-styled Painter = Magic Canvas
2. Symbology User = ?Mineral (Orichalcum)
3. Youngster Ray = Cabbage Roll
4. Rowell the Swordsman = Assault bomb

"Food Shop 'Decorous Foods'"

1. Mistress = Tuna Sashimi

Harbor

1. Sailor = Seafood Rice Bowl

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| Tatori | (PP009) |  
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Entrance

1. Old Lady = Sour Syurp
2. Girl = Umai-bo Candy 5
3. Pufy = Mechanic's Toolbox
4. Lester = Iron
5. IOSHUA[PA] = Fruit Syrup

"Home"

1. Modern Senior = Crystal

"Inn 'The Sleepy Gladiator'"

1. Adventurer = Defense Bomb
2. Middle-aged Man = Paper Scrap
3. Bartender = Medicine Bottle
4. Yama = Ingredients of Yarma

Area before the Arena

1. Swordsman = Dull Blade
2. Sentry = Saber

West side (down the stairs)

1. Tok the Mercenary = Mind Bomb

"Home"

1. Manly Man = Silver
2. Miss = Grains

East Side (down the stairs)

1. Child = Blueberries
2. Adventurer = Rune Metal

"Food Shop"

1. MAVELLE[PA] = Wealth Card

"Home" (by the harbor)

1. Elderly Person = Meteor Ring

Arena Entrance

1. Warrior = Baselard
2. Gal = Rose Hip
3. Girl = Crown
4. Warrior = Sandles
5. Adventurer = Scrap Iron

Arena left screen

1. Warrior = Sour Syurp
2. Symbologist Healer = Stone Cure

Arena Seating

1. MILLIE[PA] = Devil's Ramen
2. PERICCI[PA] = Chocolate Banana

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| Astral (PP010) |  
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In front of Lord Lias' Mansion

1. Gwyn the Sage = Mandrake
2. Swordsman = Flare Bomb

Central Area (w/ item/food/inn)

1. Greenhorn Patrol = Sucmbag Slayer
2. Girl = Blackberries

"Inn 'The Astral Oasis'"

1. Symbologist = Life in Nature
2. Swordsman = Padded Helmet
3. Deadly Warrior = Nuclear Bomb

East side

1. Left-handed Mercenary = Brass Knuckles
2. Erudite Lloyd = Sweet Syrup

Southeast side

1. Novice Swordsman = 4-way Bomb

Northeast side

1. Patrol Guard = Rod
2. Mercenary = Weird Helmet

Northern side (in front of Castle)

1. Adventurer = Shortbow

"Home"

1. Mom = Sweet Curry
2. Boy = Pebbles
3. Girl = Lavender

Northwest side

1. Gim the Smith = Damascus

O=====O  
| Astral Castle |



Entrance

- 1. Sentry = Aquaberries
- 2. Symbology User = Robe

"Inner Courtyard" (West of Entrance)

- 1. Sage = All About Herbs

Thrid Floor East Hallway

"The Royal Bedchambers"

- 1. Merrie = Green Beryl

Third Floor West Hallway

- 1. Royal Musician Osato = Feather Pen

"Knight Corps Room"

- 1. Soldier = Magic Clay
- 2. Soldier = Iron

| Tropp

(PP011) |

Entrance

- 1. Young Lady = Sour Syurp
- 2. Youth = Magic Film

East of Town

- 1. Gal = Ugly Accessory
- 2. RONYX[PA] = Megabomb

"Home"

- 1. Old Man = Artemis Leaf
- 2. Old Lady = Vegetables

Center of Town (near inn)

- 1. Street Vendor = Sweet Fruit
- 2. Mother = Athelas
- 3. Child = Magic Clay
- 4. Youth = Paralysis Cure
- 5. ERYS[PA] = Victory Card

"Inn 'The Sandy Seabed'"

- 1. Adventurer = Assault Bomb

West of Town (near bar)

- 1. Young Lady = Green Beryl
- 2. Dallan's Son, Rod = Wimpy Sword
- 3. T'NIQUE[PA] = Holy Mist
- 4. PHIA[PA] = Star Ruby

"Bar 'The Blue Lagoon'"

- 1. Jennifer = Boiled Mushrooms
- 2. Adventurer = Pickaxe
- 3. Dallan = Cola
- 4. Man = Medicine Bottle

"Food Shop 'Plumbee's'"

- 1. Youth = Seafood Pasta

"Dallan's Home"

1. Dallan's Wife = Diamond

Harbor

1. Sailor = Howling Fox Cider

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| Eckdart (PP012) |  
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Entrance

1. Girl = Eggs and Dairy
2. Girl (with dog) = Fine Tuna Sashimi
3. Mister = Fountain Pen
4. Traveler = Mind Bomb
5. T'NIQUE[PA] = Faerie Mist

"Food Shop 'Nectar of the Gods'"

1. Patron = Joyful Bandit Cider

East of Entrance

1. Miss = Marenne Oysters
2. Adventurer = Maple Syurp
3. ILIA[PA] = Root Beer

"Bar 'The Elegant Nobleman'"

1. Pleasent Youth = Pet Food
2. Blener the Young Scholar = Holy Mist
3. Claryn = Meteorite

"Home (right of bar)"

1. Nice Middle-age Man = Sirloin

"Home (above bar)"

1. Man = Wolfsbane

Northeast of Entrance

1. Child = Harmonica
2. Male Citizen = Aquaberries
3. Female Citizen = Lavender

"Item Shop 'The Jewel in Her Eye'"

1. Female Citizen = Iron

Viewpoint

1. Old Man = Silver
2. Old Lady = Gold
3. Romantic Man = Lavender
4. MILLIE[PA] = Fresh Juice

West of Viewpoint

1. Young Lady = ?FOOD (Mango Lassi)

Northwest of Entrance

1. Young Man = Stone Cure

Bridge

1. IOSHUA[PA] = Fruit Syrup

North of Entrance

1. Handsome Guy = Blurry Photo
2. Big Warrior = Round Shield

"Inn 'Ocean Suites'"

1. Adventurer = Baselard

Harbor

1. Sailor = Rotting Sashimi

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| Ionis (PP013) |  
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Entrance

1. Boy = Scumbag Slayer
2. Fickle Woman = Sweet Syrup

North of Entrance

1. Lulu = Weird Shoes
2. T'NIQUE[PA] = Paralysis Mist

East of Entrance

1. Young Lady = Sapphire
2. Girl = Magic Canvas
3. Sensitive Guy = Walls of the Soul
4. Maya the Adventurer (in front of bar) = Megabomb
5. MAVELLE[PA] = Revival Card

"Food Shop 'Food for Thought'"

1. Youth = Sirloin

"Inn 'Innspiration'"

1. Adventurer = Anklet
2. PERICCI[PA] = Deluxe Fruit Platter

"Item Shop 'Creator's Workshop'"

1. Youth = Spectacles

"Bar 'The Inventor's Conundrum'"

1. Skilled Artisan = Fire in the Sky
2. CYUSS[PA] = Will Potion

West of Entrance

1. Zak the Sage = Ugly Accessory
2. Strong-minded Lady = Fanfic?
3. Elderly Person = Creaky rod

"Home"

1. Old Lady = Pork Soup

"Home"

2. Miss = Seafood

"Skill Guild"

1. PHIA[PA] = Ruby

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Entrance

- 1. Sentry = Iron
- 2. Old Lady = Hot Pot of Shadows
- 3. ILIA[PA] = Leaping Titan Cider
- 4. ERYS[PA] = Critical Card

"Item Shop 'Victor the Cobbler'"

- 1. Miss = Blueberries

"Inn 'The Seven Stars'"

- 1. Mercenary = Froghead

East of Entrance

- 1. Cock-eyed Youth = Berserker Ring
- 2. PHIA[PA] = Diamond

"Bar 'The Druken Soldier'"

- 1. Swordsman = Boots
- 2. Jill the Adventurer = Bitter Juice

Southeast of Entrance

- 1. Loitering Girl = Spectacles

North of Entrance

- 1. Sentry = Flare Bomb

Northeast of Entrance

- 1. Youth = Fether Pen
- 2. Carefree Leetha = Fountain Pen

"Home"

- 1. Teen Girl = Creamy Cheese

Northwest of Entrance

- 1. Elderly Person (back exit of weapon shop) = Smith's Hammer
- 2. CYUSS[PA] = Potion of Might
- 3. ASHLAY[PA] = Potion of Might

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Entrance

- 1. Down-to-earth Girl = Ugly Accessory
- 2. Sentry = Longsword

West Hallway

- 1. Vanck the Sage = Magic Film

"Stairs (1F to 2F)"

- 1. Soldier = Defence Bomb

Second Floor

- 1. Brainy Roy = Secrets of the Earth
- 2. Excited Scholar = Fanfic!
- 3. Symbolologist = Ruby Wand
- 4. Maid = Blackberries

"Room"

1. Lidd the Sage = Crystal
2. Royal Symbologist = Rose Hip

Balcony

1. Heartbroken Enore = Ring of Sadness

East Hallway

1. Royal Artist = Primavera

"Armory"

1. Elda, Beleaguered Knight = Dwarven Sword

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| Dursss (PP015) |  
=====O

Entrance of Village

1. Youth = Resurrection Elixir
2. Young Boy = Magic Clay

"Item Shop 'The Empty Potion'"

1. Lady = Organic Vegetables
2. Barkeep = Iron

"House"

1. Old man = Vegetables
2. Old lady = Seafood

Northern part of Village

1. Remia = Weird Doll
2. Mister = Rose Hip

=====O  
| Silvalant (PP016) |  
=====O

West of Entrance

1. Patrol Guard = Green Beryl

"Bar 'The Winter Wisp'"

1. Steya the Mercenary = Sapphire
2. Ralph the Mercenary = Ruby

Center Path (w/ Item/Food Shops)

1. Girl = Lavender

East of Entrance

1. Patrol Guard = Iron

"Home"

1. Old Lady = Organic Vegetables
2. Old Man = Goodie Box

Center of Town

1. Patrol Guard = Silver

Northeast of Entrance

1. Patrol Guard = Gold

"Home"

1. Young Lady = Magic Canvas
2. Young Boy = Eggs and Dairy

Northwest of Entrance

1. Tough Mercenary = Two-handed Sword

"Inn 'The Mirthful Hearth'"

1. Young Scholar = 4-way Bomb
2. RONYX[PA] = Assault Bomb
3. PERICCI[PA] = Watermelon Bar
4. ILIA[PA] = Cactus Cocktail
5. WELCH[PA] = Temper Tablet

"Skill Guild 'Athena's Gift'"

1. Swordsman = Longsword

=====O  
| Silvalant Castle |  
=====O

Entrance

1. Sir Zell = Regeneration Ring
2. Sir Kelt = Defense Bomb
3. Piron the Sage = Maple Syrup
4. Soldier = Leather Helmet

East Hallway

1. Young Soldier = Sour Syrup

"Inner Courtyard"

1. Gardener = Crystal
2. John the Artist = Magic Canvas

West Hallway

1. Scholar = Blackberries

North Hallway

1. Kannyo the Scholar = Paralysis Cure
2. Old Sage = Resurrection Elixir
3. IOSHUA[PA] = Refreshing Syrup

"Room"

1. Yahma the Sentry = Dull Blade
2. Tohk the Sentry = Wimpy Blade

"Royal Symbologist's Quarters"

1. Scholar = Aquaberries
2. Royal Symbologist = Weird Clothing

=====O  
| Contact Info/Credits/Version (PP017) |  
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My name is Rikki, and my e-mail is rinoa\_10@yahoo.com

Feel free to e-mail me any questions/comments/advice/mistakes.

However, when you e-mail me please arrange your subject header like this:

SOFD: "Subject Here"

Putting the SOFD: in front of your subject will help me filter e-mails related to the Star Ocean: First Departure guides/walkthroughs I've done. Will I read your e-mail if you don't do this? Maybe, maybe not. If I have to search my inbox for it, probably not.

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O=====O
| Credits |
O=====O
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NHerradura, for making a Star Ocean: The Second Story Pickpocketing Guide, it gave me something to work with. <3

valkupo@gmail.com - For pointing out that by the time you get to Ionis it is easy to learn the talent Nimble Fingers.

jinoi0\_0io@yahoo.fr and nienshin@gmail.com - For letting me know that you can in fact steal from some party members

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O=====O
| Version |
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- 2.0 - Added Party members in Silvalant (RONYX, ILIA, PERICCI, IOSHUA, WELCH)
- Added Party members in Van (CYUSS, PHIA, ILIA, ERYs, ASHLAY)
- Added Party members in Ionis (PERICCI, CYUSS, MAVELLE, PHIA, T'NIQUE)
- Added Party members in Eckdart (IOSHUA, MILLIE, ILIA, T'NIQUE)
- Added Party members in Tropp (ERYs, RONYX, T'NIQUE, PHIA)
- Added Party members in Tatori (MILLIE, PERICCI, IOSHUA, MAVELLE)
- Added Party members in Autanim (ASHLAY, ERYs, RONYX, CYUSS)
- Added Party members in Portmith (MILLIE, ILIA, MAVELLE, WELCH)
- Added Party members in Haute (PERICCI, IOSHUA, RONYX, PHIA)
- Added Party members in Kraat (ASHLAY, ERYs, MILLIE, WELCH)

- 1.0 - Finished.
- Added the missing bar in Portmith.
- Added Ruddle in Kraat if you send him south instead.
- Made a note: Cannot steal from Ruddle in Haute.
- Made sure you cannot steal from anybody on Jie's planet.
- Added the missing names of the Inn's, Bar's, Food/Item/Weapon Shop's.
- Added the final SP differences of both Courage and Poker Face, with Determination and without it.

- 0.90 - Basically complete.
- Missing Ruddle if you send him south instead.