Phantasy Star Online Episode 1 & 2
Version 1.2
Jumpchain Compliant

Their planet quickly becoming uninhabitable, the countries of Coral band together and start the Pioneer Project. Not long after, a passing asteroid brings a new type of energy: photons. With this new energy source, Coral makes many technological advances. They find a habitable planet in the same direction the asteroid came from and begin construction of the Pioneer I. Upon completion, the ship and its inhabitants set out, not knowing that they've been called by an ancient evil.

A year later and the Pioneer I completes its journey to this new planet, Ragol. At first glance, Ragol is a paradise. The environment is hospitable and the wildlife docile. The crew of the Pioneer I begins to migrate to the planet's surface. Their expeditionary force, however, meets trouble. Investigating an ancient ruin reveals a seal. The first team to venture in is never heard from again, and only one man comes back from the second attempt. Regardless, they send a message to the second ship of the Pioneer Project, Pioneer II, telling them that the world is a "safe paradise world".

Two years later, the Pioneer II arrives and enters orbit around Ragol. Right as they try to establish communications with the Central Communications Dome, however, an explosion rocks Ragol's surface. All but 4 members of the original Pioneer I are killed, absorbed by the entity known as Dark Falz. Pioneer II decides not to land, and instead continues orbiting while it attempts to figure out what has happened. Teams of Hunters are sent down to the surface to scout, and they find the wildlife to be incredibly dangerous and hostile—nothing like what was described by Pioneer I.

You start with 1000 Choice Points.

Locations

Location depends on your background.

If a Drop-In, Researcher or Hunter, you start on Pioneer II shortly after the explosion on Ragol's surface. Principal Tyrell is calling for Hunters to head to the planet's surface and find his daughter, "Red Ring" Rico Tyrell, who came to Ragol aboard the Pioneer I.

If a Monster, you may start anywhere on Ragol.

Age & Gender

You may freely choose your both your age and your gender, so long as they are reasonable.

Origins

Drop-In (Free)

You appear and immediately receive a notification that Principal Tyrell wants to speak with you. You have on you a Hunter's License and what you left your last jump with, but that's it.

+No memories to impair you.
-No memories to guide you.
-No background at all. Don't give people a reason to look into your history.

Ship Staff (50 CP)

One of the ship's support staff. Maybe you work in medical, or you operate a shop, or you're a researcher studying monsters or some new cutting-edge tech.

+Access to the resources of Pioneer II.
+You get to perform cool research and experiments.
-You'll be expected to continue performing research and experiments.
+/-Not a natural combatant like a Hunter/Monster. If sent down to the surface, expect an escort.

Hunter (100 CP)

A loose organization of mercenaries, Hunters are hired to do the difficult jobs. Everything from finding a sentimental item someone lost to escorting a researcher to exterminating a deadly monster.

+May pick any class for free.
+Exceptional combatants.
-If something needs doing, you're the one doing it.

Monster (100 CP)

Once docile wildlife, mutated and made hostile by Dark Falz. Armed with natural weapons, varying based on the class taken. Most have powerful teeth or claws of some form, but others are capable of ranged attacks and using techniques.

+Good at using your natural weapons.
+Other monsters unlikely to be hostile towards you.
-Hunters will come after you, especially if you make waves.
-Natural compulsion to attack other non-monsters.
+Dark Falz escaping is no longer a loss condition. Yay?

Race

Monsters can choose to either be one of the non-ultimate, non-boss monsters seen in-game that's appropriate for their class (Episode 1 Monsters: http://guidesarchive.ign.com/guides/13022/bestiary.html) or to create their own.

Human (Free)

Your standard humans, they're capable of doing anything well, although a specialist Newman or Android will likely be superior in their field.

+The most balanced race, capable of doing anything.
+Highest accuracy of all the races.
-By default can only learn and cast resta, along with fire, ice, and lightning techs, and only to an average level.

Newman (Free)

An elf-like race evolved from Humans. They have long ears and are generally the most powerful Technique-users, although some still prefer guns or blades.

+You regenerate TP while standing still.
+Can learn and cast most techs to an above-average level.
+Highest potential Mind Strength of all races.
-Physically frail compared to the other races.

Android (aka CASTs)(Free)

Created beings, CASTs are completely incapable of using techniques. They are instead physical powerhouses, although some prefer fighting from a distance. Melee CASTs tend to have very high offensive power, while Androids that prefer fighting from a distance tend to have high defensive capabilities. There is mounting tension regarding Androids, although nothing is likely to come of it during your stay here.

+You regenerate HP while standing still.
+You can easily spot traps.
+You can store and prepare traps of your own.
+Physically strongest and toughest of all the races.
+Immune to conventional poisons.
-You cannot cast techniques at all.

Class

You can only get a single Class for free if you're a Hunter. The Hunter here is different from the Hunter above, although they share a name. This Hunter option doesn't qualify for normal Hunter discounts, instead receiving Hunter (Class) discounts.

Hunter (100 CP, Free Hunter/Monster)

Hunters with a heavy melee focus and few ranged options. Hunters have high damage potential and are generally good at taking a beating. They excel at quickly killing a single target, although they do have good options for dealing with a large crowd of clustered foes.

Ranger (100 CP, Free Hunter)

Fighters from a distance, Rangers have the best ranged firepower. Great at picking off single targets from outside their range, but generally weak to swarms. They do have some options, but they're not as effective as a Force or Hunter.

Force (100 CP, Free Hunter, Increased Cost Android)

Combatants with a heavy focus on Technique-based combat and incredible support capabilities. Great at dealing with a large number of foes. All Forces can cast and learn all techniques to the highest level, regardless of their Race. This includes Grants and Megid, which are unique to Forces. If an Android, you can pay an additional 50 CP to be a Force via Jumpchain fiat.

Perks

Difficulty Level (100 CP, Discount Drop-In)

Stronger opponents give greater rewards—such are the rules on every world, and the same applies here. With this, you may freely choose how tough the opponents you'll face are, and thus increase (or decrease) the quality of rewards you will receive for defeating them. Note that you can't decrease the difficulty beyond its baseline.

Level 200 (200 CP, Discount Drop-In)

No, you don't start off at level 200. Instead, you get the same potential as any Phantasy Star Online player—you can now gain experience from killing enemies, based on their difficulty. Every "level up" will reward you with a small boost to some of your "stats". Keep in mind experience required in PSO has exponential growth, whereas experience gained has linear growth.

Good Things Come to Those Who Work (400 CP, Discount Drop-In)

You may designate an objective determined by random chance. So long as you are working towards that objective, the odds of it coming to pass are greatly increased.

Exploiting the System (600 CP, Discount Drop-In)

You could put even the best lawyers to shame. You have an innate understanding of the rules of any given system, and you are incredibly good at finding and exploiting flaws and loopholes in said systems.

??? (100 CP, Free Ship Staff)

During your time here, many of the weapons you stumble upon will have unknown special effects and enhancements. Normally, you'd need to bring these to a Tekker to get them identified. You're an exception to this, however, because you're a certified Tekker! With a bit of study, you can tell what effects a given weapon has and how strong it is, both in general and against specific types of foe.

Politics Gets Things Done (200 CP, Discount Ship Staff)

You're a great politician and leader. In addition to your general capabilities at leading and directing others, you can always find someone to take on any job you might have. There's no guarantee they'll be successful, mind you, and they'll likely want a reward upon completion, but you'll have no end of qualified individuals to do your dirty work.

For Those in Need (400 CP, Discount Ship Staff)

Hunters die. It happens, and sometimes there's nothing you can do about it. Other times, however, someone stumbles across them before they can succumb to their wounds. That's where you come in. You're an incredible medic, capable of bringing anyone back from the brink. You can cure most any illness or disease, so long as you have the necessary facilities. Some

things are still out of your reach, such as D-Cell wounds, but anything your average Hunter can expect to find, you can expect to handle.

Walk Towards the Light (600 CP, Discount Ship Staff)

You have the knowledge necessary to work with Photons. You can create photon-based weaponry, defensive equipment, and even powerful FTL engines. Given enough time and resources, you could build your own Pioneer ships. In addition, you have the knowledge necessary to create most any of the items found in Phantasy Star Online. D-Cells are the exception to this, as even you don't understand how they work.

Aim (100 CP, Free Hunter)

Your aim is incredible. Regardless of your weapon choice, your attacks will always go where you want them to. If they aren't moving, you'll hit your target every time! Of course, this doesn't actually prevent your opponents from *dodging*, it just ensures you'll always hit if they *don't*.

Hunter's Guild (200 CP, Discount Hunter)

You can always find something to do. Whatever work you're looking for, whatever your capabilities are, you know where to go and what to do to get the job. This also ensures you'll receive a reward upon successful completion, although it'll often be monetary.

Right on Time(400 CP, Discount Hunter)

Timing is *important*, and you're a master of it. You know exactly how and when to strike to combo your attacks for maximum efficiency. In addition, by observing an opponent's attacks, you get a good idea of the timing behind it. You know how fast the strike is and how long it will be before your opponent can do it again. Just make sure you don't get caught off-guard by something your opponent was hiding.

Status Effects (600 CP, Discount Hunter)

You can now use your other powers to supercharge your attacks. Channeling Cryokinesis might give you a chance to freeze your opponents, while an Assimilation power might drain your foe's health. This particular status effect will stack with anything your weapon or attack is already capable of, even if the two would normally be incompatible. You might give your freezing spells the ability to burn your foes, for instance.

Natural Weapons (100 CP, Free Monster)

Your body is as fine a tool as the weapons you'll be facing. Your claws are sharp, your jaws strong, and your hide tough. As they're natural weapons (and armor), you're a natural at using them as well.

Evolution of Form (200 CP, Discount Monster)

What's the point in being strong if your opponents don't *know* you're strong? As you grow more powerful, your appearance will grow with it. Your size will reflect your strength, and

your visage will grow more eldritch or monstrous as well. Post-jump, you have control over this perk, and can limit it to just the height or appearance aspects, or turn it off altogether.

I Shall Come Back Stronger (400 CP, Discount Monster)

You don't like losing. Being beaten down, being brought to the verge of death, it rankles you. Fortunately, you're good at learning from your mistakes. When defeated, you're good at figuring out what mistakes you made, whether they be in your training or tactics. You're quick to fix them as well; the next time you meet your foe, things will be *different*.

Boss Mode (600 CP, Discount Monster)

You're a special breed of monster, the kind that other monsters look up to and fear. You're big, you're bad, and you're powerful. Your size and abilities increase several times over what a normal monster is capable of. In addition, you may designate a location as your Domain. You're incredible at fighting within your domain, able to use the environment to it's fullest. You're always aware of when someone enters or leaves, along with a good idea of their strength.

Infection Immunity (Free)

For the duration of this jump, you cannot be unwillingly infected. This covers everything from the common cold to Dark Falz's D-Cells. Of course, you can choose to become infected, but why would you want that?

Soundtrack (Free/50 CP)

You can listen to the game's awesome soundtrack while you go off on your adventures! For an additional 50 CP, you get your own personal soundtrack designed by the game's artists, and can control who hears it. You can toggle this off at will.

Drop Tables (Free/100 CP)

Ragol's monsters often carry money, items, or gear that they've picked up from the poor sods who came before you. Sometimes they even drop their own natural weapons. These are just the facts of life, and are true even if you don't buy this perk. If you *do* buy this perk, you'll always have full knowledge of any given drop table, and monsters will continue dropping money and items in future jumps. Just don't ask where they're getting it from, okay?

"Minor" Infection (500 CP)

You came to Ragol aboard Pioneer I, and you were one of the first to be exposed to Dark Falz. You were able to escape, but not before being infected by D-Cells. Thankfully, your situation wasn't quite as bad as poor Heathcliff's, and you avoided telling anyone about your issue. The signs of this encounter are obvious to anyone who knows where to look—it could be anything from a curious tattoo to a festering wound, but it won't significantly impact your life. That doesn't mean you escaped unchanged, though. You find yourself capable of working powerful illusions over an area. You can convince people there is a spire where nothing stands, or that they're walking on green grass as they step on a field of crushed skulls. As soon as the world fails to match up between two of their senses the illusion will break, though, and you can't

do much about touch. You get additional effects based on the other perks you've purchased (this is a capstone booster).

Exploiting the System - **The Way the World Works**

You're an outsider, and that makes you tough to lock down. Attempts to seal you will inevitably fail, one way or another, and any attacks from outside your realm of existence will not succeed. This applies to both dimensions and planes—to put it simply, if a being isn't inhabiting the same world as you, you'll barely even notice that it's attacked you, and you certainly won't be affected by said attacks. That doesn't mean it can't come at you *indirectly* though, whether by attacking those around you or, say, tugging down an asteroid… Actively interacting with a particular plane or dimension means you won't receive protection from that plane or dimension, at least until you stop.

Walk Towards the Light - **Dr. Osto's Successor**

You've gained an unnatural understanding of how D-Cells interact with other organisms and technology, in large part because you yourself are now something of a D-Cell organism. Creating Mags, alternate lifeforms, D-Cell-based weaponry, Artificial Intelligence, all these things are within your grasp. Given enough time and effort, you might even be able to surpass Dr. Osto himself and create Mags with greater limits, or none at all, or lifeforms surpassing anything seen on Ragol. Just reaching Dr. Osto's level will require a lot of work though, and surpassing it much more. Perhaps you can find his notes, to help you along?

Status Effects - **Perpetual Destruction**

Why attack once when you could attack ten times? Why settle for thrusting your sword when you could channel a sword beam? You can store copies of your attacks for later use and then unleash them all at once. Storing attacks is expensive, though… a normal Force Newman might be able to store a single copy of a technique indefinitely while regenerating TP, but ten would completely drain him in less than a minute. Where applicable, you can also choose to overlap the same attack, drastically increasing its power.

Boss Mode - **This Isn't Even My Final Form!**

Getting brought to the brink of death might be an issue for your lesser brethren, but for you it's just an inconvenience. Once per jump, when you would be killed, you instead heal to 66% and take on an even greater, more monstrous form. Everyone present will stare in awe or fear at your mighty visage, and none will dare make a move. The spell will be broken when you complete your transformation. The size, shape, and appearance are up to you, but it should be clear to those watching that your current form is greater than the previous one. You receive a small power boost as well in this form, just enough to tip the scales of what would otherwise be a stalemate.

Items

Monsters receive 300CP to spend in this section. Items purchased as a Monster may become part of your natural body. If purchased with the stipend, they *must* become part of you if applicable, at least for the duration of the jump.

Frames and Armor are both body armor. Armor are more heavy-duty, generally used by Hunters and Rangers, while Frames are lighter and weaker, preferred by Forces. Barriers and Shields are essentially personal forcefields. Barriers are lighter, while Shields are more heavy-duty.

Most weapons in Phantasy Star Online are photon-based. Things such as Beam Sabers or Swords, or guns firing similarly condensed energy. Some of the rarer and more powerful weapons don't use Photon technology at all, though, predating its discovery by over 1000 years.

Units are items that are equipped onto your armor, boosting its capabilities. They vary wildly, but generally boost stats. Others increase the power of your techniques, attack speed, or regeneration.

Starting Gear (Free Hunter)

Hunters receive a free saber, Rangers a free Handgun, and Forces a free Cane, in addition to a Hunter's License, a Barrier, and 500 Meseta.

Source Material (50 CP, Free Drop-In)

You gain a copy of every Phantasy Star game ever made, available in whatever language you prefer. For PSO2, you have $100 a month to spend on the game (and only on the game). This comes with the necessary equipment to play said games.

Meseta (50CP)

You start with 50,000 Meseta. If a Force, start with 100,000 instead. You *will* need it. You can purchase this multiple times.

Inflatable Chair (50 CP)

When not in use, this inflatable resides rests in a pocket dimension. At will, you can draw it out and quickly inflate it into a full-sized, semi-transparent floating chair. It scoots around slowly and looks awesome.

A Lifetime Mate (100 CP, Discount Hunter)

A case of 20 Monomates, 10 Dimates, and 5 Trimates. It refills weekly. Monomates restore a small amount of health, and Dimates restore twice as much. Trimates, however, completely heal you.

Fluids for Days (100 CP, Discount Hunter)

A case of 20 Monofluids, 10 Difluids, and 5 Trifluids. It refills weekly as well. Like their healthy counterparts, Monofluids restore a small amount of TP, Difluids twice as much, and Trifluids completely restore all of your Technique Points.

Message Capsules (100 CP, Discount Drop-In)

An unlimited supply of message capsules you can leave behind for others to find and listen to. As a bonus, you have a personal message capsule that will let you know when they're activated and show you who heard your message.

Panacea for the Poison (100 CP, Discount Ship Staff)

Another case, this one containing 20 Antidotes and 20 Antiparalysis, which cure poison and paralysis respectively. It also contains 10 Sol Atomizers, which cure all debuffs, and 10 Moon Atomizers, which resurrect fallen allies if both their body and soul are present. Finally, it contains 5 Star Atomizers, which fully heals you and all allies within 10 yards. This particular case only refills once a week.

Grinding Grinders (200 CP, Discount Drop-In)

Another briefcase, this time full of grinding material. 20 Monogrinders, 10 Digrinders, and 5 Trigrinders. Using them on a weapon increases its offensive capabilities, although every weapon has a limit to how much it can be increased. This case refills once per month.

Full Set of Tech Discs (200 CP, Discount Ship Staff)

A disc for every level of every technique available. Ryuker and Reverser (which have no levels), all 7 levels of Anti, and all 30 levels for every other techs. Discs are devices for learning techniques, and are consumed upon use.

Heavenly Units (200 CP, Discount Ship Staff)

Maybe your armor is lacking in defense, or you're just feeling lucky. Either way, purchasing this will allow you to pick up any single Unit. You can find a list here (http://www.pso-world.com/items.php?op=listarticles&secid=11). Generally speaking, Heavenly will give you the best stat boosts, but there are other options.

Daylight Scar (200 CP, Discount Hunter (Class))

An impressive pair of daggers, shaped like a monster's claws. These weapons deal more damage the lower your health is.

Plantain Fan (200 CP, Discount Force)

When swung, this wand produces a powerful gust of air, damaging and knocking back foes. A wide, sweeping attack may set nearby foes back a few steps, whereas a focused, powerful swing will have a much greater effect, albeit only on a single opponent.

Snow Queen (200 CP, Discount Ranger)

A powerful rifle that fires bursts of ice. A little slower than most other weapons of it's type, but it's shots pierce enemies and have a high chance to freeze. It's quite cold, though, maybe wear gloves?

Guard Wave (300 CP, Discount Hunter)

Very high quality armor, it absorbs incoming blows with wave-like ripples. Particularly effective against physical, light, and dark attacks.

Epsiguard (300 CP, Discount Hunter)

Refined from the protective casing of a powerful machine, this shield grants great magic resistances, but only one at a time. It shifts between offering Fire, Ice, Electricity, and Dark resistance approximately once every three minutes.

Orotiagito (400 CP, Discount Hunter (Class))

A large, powerful katana. The blade itself is incredible, strong enough to cut through all but the toughest opponents. In addition, you can channel your vitality through the blade to unleash a powerful wave attack, with the damage increased by the amount of health sacrificed. By default, the blade takes 7% of your maximum health, but you can nudge it up and down slightly. With enough practice, you could probably control it completely, channeling anything from a miniscule fraction to your entire life-force.

Psycho Wand (400 CP, Discount Force)

The most powerful Rod in existence. It directly halves the cost all of techniques, draining the full value of said technique from your health instead. It can freely cast a weak version of Foie, Zonde, or Barta, and it gives a 30% boost to all wide-scale AoE techniques.

Heaven Punisher (400 CP, Discount Ranger)

The most powerful weapon in existence, at least when it comes to dealing with large swarms of enemies. This weapon is capable of casting the great Heaven Punishment, based on one of Dark Falz' most powerful techniques. Beams of light rain down from the sky, striking all foes within the gun's range and causing the weaker among them to stagger. Unfortunately, the gun takes time to charge, a little over two hours from empty.

Post-jump, you can either keep the weapon as-is or swap it for a satellite cannon system. If you do so, the weapon will become a targeting system for the satellite cannon instead of casting the Heaven Punishment technique. The overall effect will be the same, at least at first, but this will allow the more science-minded to directly upgrade the weapon and satellite. The satellite will follow you through your jumps, appearing above whatever world you do, and any modifications will carry over between jumps. It'll come stocked on fuel and ammo, and will restock at the start of every jump, but it'll be up to you to replenish it during jumps.

Pioneer II (600 CP, Discount Ship Staff) Congratulations, you are now the proud owner of the Pioneer II! Don't worry, it comes with all the necessary documentation; you needn't worry about others not believing you. The governments of Coral might take issue, but they aren't around to do anything about it and Pioneer II was going to declare its independence soon anyways. The ship will follow you post-jump, and it comes with a full crew and a contingent of Hunters on board. All of the default crew and hunters will be NPCs with minimal available interactions, although they'll be able to do their jobs adequately. You can choose to replace them with companions however, whether temporarily or permanently. Note that any crew/hunter that

leaves the ship counts towards the companion limit. Any companions on the crew but not imported to the setting temporarily lose any superhuman abilities or skills they possess.

D-Cells (600 CP, Discount Drop-In)

A case filled with ten vials of D-Cells taken directly from Heathcliff Flowen's encounter with Dark Falz. Be careful with these, please, as they're incredibly dangerous. A wound infected with some of these can kill even the most seasoned of hunters, and they can be used to mutate docile wildlife into powerful animals. A single vial will refill every year. Do what you want with them, I'm not asking questions.

Companions

Mag (Free)

Mags are actually Cyborgs, in a way. A lump of D-Cells surrounded by metal, kept under control by an emotionally-capable AI. They bond with their user and are capable of various support abilities, including healing, buffing, debuffing, and even short-term invulnerability, although no Mag can perform all of them. Each mag has it's own response of choice when facing a certain situation, such as entering combat against a powerful foe, or their ally nearing death. In addition, Mags absorb Photons when you attack or are attacked. After charging up enough Photons, Mags can release powerful Photon Blasts, dealing a large amount of damage. One Photon Blast is said to give a powerful offensive and defensive boost, instead. Mags are also capable of working together, chaining Photon Blasts to drastically increase their power. Mags grow by being fed items, such as monomates, trifluids, antidotes, and Star Atomizers, although each Mag has it's own preferences. The Mag will evolve into new forms the more it eats, gaining new abilities. As the Mag grows stronger, so will you, to a lesser degree. The Mag doesn't take up a companion slot, and instead counts as a piece of equipment.

If you want more info on mags, check http://www.pso-world.com/sections.php?section=Mags&op=viewtopsection.

A Full Party (100 CP)

Most Hunter groups operate in teams of four, so clearly you need some allies. You can import three of your companions to join you on your adventure. Each gets a free background and has 400 CP to spend. Note that your friends don't receive any freebies, although they do still get discounts. If you want to give them more CP to spend, you can sacrifice your own CP at a 1:1 ratio, with each of them receiving as much CP as you sacrifice.

A Few Friends Along the Way (100 CP)

Maybe you want more friends to join you, or maybe there's someone from the game that you'd like to meet? For 100 CP, you can import another friend or companion any living canon character, assuming they agree to join you, barring any boss characters or AI. They receive a free background (or the relevant background, if they're a canon character), that backgrounds

100 CP perk, and an additional 300 CP to spend. They don't get any other freebies. As above, you can transfer CP at a 1:1 ratio, but only to one companion at a time.

Cake Sisters (50 CP)

Three sisters, all of which are incredible bakers. During your time here, you will be asked to find them, at least once, for a client with a sweet tooth. If you're successful, at a later date you'll be asked to escort them. As a reward for guiding them safely, you can take them with you on your journeys. Each sister is an exceptional baker with incredibly high standards. You'll never be wanting for delicious sweets, so long as you keep them stocked up on ingredients. They'll join you in future jumps as followers, although you can import them as a companion instead. All three sisters count as a single companion, but beware—they're heavily focused on their baking above all else, and will freely wander into dangerous areas to collect ingredients or sell their wares.

Drawbacks

You can gain up to 800 CP from drawbacks.

Wary (+100 CP)

Those around you treat you with caution. Maybe they think you've been infected by *something*, perhaps a new Ragol-based illness, maybe they feel like you're hiding something important, or maybe they think you're just a bit *too* different. Either way, expect distrust and derision wherever you go.

Mission Overload (+100 CP)

People will come to you with job after job, and they'll always expect you to take it. You can turn them down, of course, but don't expect anyone to be cordial with you if you do. Turning down one or two jobs will earn you enemies, and turning down more than that will quickly have the Principal ordering you around or kicking you off the Pioneer II. If you're a Monster, expect to constantly have Hunters coming after you, and they'll always know where area you're in.

Maimed (+100 CP)

Whether it was an arm, a leg or an eye, sometime in your past you were seriously injured, and you've never quite recovered. You can use a prosthetic, but it's never quite as good as the original was.

Aggro (+200 CP)

Something about you sets off nearby monsters. They will come at you en masse, and they won't stop. Hiding won't work, as they'll find you anyways, and they'll gladly leave their territory to hunt you down.

Probability is Law (+200 CP)

While normally the really rare items wouldn't be anywhere near common, you'd still have a decent chance of finding them during your 10 years here. Now, however, you're running off

the official drop charts, and no amount of luck will make them show up early. Want to find a Psycho Wand? Have fun killing 299,594 Sinow Zeles.

Happy Rappy (+200 CP)

For the duration of your time here, you're stuck wearing a bright yellow Rappy costume. You can't take it off, ever. The Rappy suit will keep both itself and you clean, at least, but you'll also smell faintly of chicken. If you ever venture out onto Ragol or into VR, no matter what region you're in, you'll be followed by a swarm of Rappies. No rappies will be hostile towards you, and you can't be hostile towards them either. This suit *will* hinder your abilities. You can keep the rappy suit post-jump, if you want, and it won't unnaturally hinder your abilities anymore.

Challenge Mode (+300 CP)

All out of jump powers and items are off-limits, and your warehouse is locked away. You only have your body mod form and what you've purchased here. Resurrection items have become significantly more rare as well, and once you enter an area, you can't leave until you've cleared it. Oh, and you're restricted to three companions max, and they have the same restrictions as you do. Don't think you can just spend 10 years hiding on Pioneer II either; if you don't defeat Dark Falz at least once during your time here, your chain is over.

Dark Falz Unleashed (+300 CP)

The seal holding back Dark Falz has weakened, and he now roams Ragol freely, focusing on absorbing others and growing stronger. If you don't find a way to truly defeat him, and quickly, he will break the bonds binding him to his physical form and bring catastrophe to the entire universe. Just killing him normally isn't good enough, as he'll simply reincarnate even stronger than he was previously.

The Ultimate Hunter (+300 CP)

Olga Flow has climbed out of the depths of the Seabed and is hunting you down. Like Dark Falz, he'll simply reincarnate when killed normally. You'll need to find a way to put him down for good.

Epilogue

Back to Coral—You're done. You're going home. You've had enough of this jumping nonsense.

Ragol, Sweet Ragol—This is your home now. You've chosen to stay here.

The Pioneer Project—You're off to find a new world. Good luck on your next jump.

Notes

If you'd like to try the game, whether for kicks or to get a better idea of the world you're visiting, you can download and play for free at http://www.schtserv.com/.

By default, Androids have Damage, Freezing, and Confusion traps, and they can get Slow traps as well.

PSO uses beats to measure time. There are 1000 beats in a day, with each beat equal to 1 minute and 26.4 seconds. 100 beats is 144 minutes. Heaven Punisher is only ready when the hundreds digit is even (0XX, 2XX, 4XX, 6XX, and 8XX). If you don't want to fanwank it but you're also too lazy to deal with beats, then it's available every other two hours (0:00-1:59, 4:00-5:59, 8:00-9:59, 12:00-1:59, 4:00-5:59, 8:00-9:59).

A "Minor" Infection changes your backstory such that you came to Ragol on-board Pioneer I. You're now one of the 5 survivors of Dark Falz's absorption.

Olga Flow and Dark Falz will reincarnate stronger than previously even without the drawback, although not as strong as they would with it. This is canon. They were finally defeated by a concerted effort from the Four Heroes, along with Red Ring Rico and Heathcliff Flowen (yeah, the two dead people). The heroes were able to overload their bodies with energy, far beyond what they could contain, causing them to detonate in a massive explosion. This ended Dark Falz and Olga Flow for good, although it also created two *new* entities. Thankfully, one of them is good, and neither will be relevant for a couple decades, so it's nothing for you to worry about. Unless someone makes a Phantasy Star Episode III jump?

Timelines & Lore
Unfortunately, PSO's timelines are a bit up in the air. I'd recommend using this one (http://www.pso-world.com/forums/showthread.php?226505-Episode-III-Artbook-s-Timeline-TRANSLATED) since, as noted, it's released after the games are finished, and thus when they are "presumably" done retconning things.

This page (http://www.phantasystardynasty.com/NPCGuides/PSO1Guides/SummaryTimeline.html) has some great info and a lot of lore, if you feel like reading up. I would defer to the first timeline where they conflict, but you can fanwank anything in between if you'd like.

For other resources, I would recommend http://www.pso-world.com/links-pso.php.

Incapacitation effects do not work on sufficiently powerful enemies (i.e., bosses). Nor do instant-kills or the Devil/Demon special attacks.

Your Mag will not revive you if you die. Sorry, that ability is locked.

DO NOT TAKE THE CAKE SISTERS TO TORIKO. THEY WILL DIE. A LOT. They are far more concerned with collecting ingredients and baking/selling sweets than keeping themselves alive, and they *will* venture into the most dangerous areas to do so.

Weapons

A list of the various weapon types. Some are only available as rare items, while others have various basic versions.

Hunter

- Claw (Rare only)
  - As the name implies, a hand attachment with protruding claws.
- Dagger
  - Short daggers, ideal for many quick, successive attacks.
- Fist (Rare only)
  - Gloves for hitting hard.
- Katana (Rare only)
  - A Japanese-style Katana.
- Partisan
  - A long pole with a sharp thing at the end. It's a partisan, man.
- Saber
  - A short sword. Good for killing things.
- Slicer
  - The only ranged hunter weapon. Swinging this short stick around sends off bouncing photon boomerang-things. After hitting an enemy they'll bounce to the nearest one, although they won't hit the same target twice.
- Sword
  - A massive blade, slow and heavy. Good for clearing a large, clustered group of enemies.
- Twin Saber (Rare only)
  - A double-sided saber. Think Darth Maul's weapon.
- Twin Sword (Rare only)
  - Dual-wielded short swords. Good for killing things even faster.

Ranger

- Handgun
  - A small handgun. It shoots things.
- Launcher (Rare only)
  - For when you want the most bang out of your buck, shoot a rocket at it. AoE damage.
- Mechgun
  - Machine guns. High rate-of-fire, but very low accuracy.
- Rifle
  - High accuracy, high range, good damage. Single target. Duh.
- Shot
  - Shotguns, wooh. Fires five shots, but rather slow.

Force

- Cane
  - It's a small cane. Don't bother trying to whack things with it.
- Card (Rare only)
  - For throwing at things. That's not your job, bro.
- Rod

A large staff. Highest offensive melee power of any force weapon. Seriously, this isn't your job.

Wand

A small wand. These tend to boost the power of your techniques, even the non-rare versions. Now get back to work.

Techniques

The range, power, and cost will always go up as the technique becomes stronger. I'm not going to mention this in each individual description, because no.

Fire

Foie

Shoots a fireball in a straight line. Higher levels make the fireball sleeker and faster. Will stop upon hitting a target.

Gifoie

Generates a fireball that starts in front of you and spins outwards around you. It wobbles a lot at low levels, but higher levels will see it becoming sleeker, more stable, and go significantly faster, along with the addition of a second fireball. Will keep going even if it hits something.

Rafoie

A large explosion centered on a single point. Higher levels make the explosion look more awesome. It gets bigger too.

Ice

Barta

A somewhat-slow-moving patch of frost that crawls along the ground. It has a low chance to freeze anything it hits, and it'll continue moving even if it hits something. Higher levels turn the frost into jagged ice, increase the chance to freeze, and make it much faster.

Gibarta

The classical cone of cold. A cone of frost and small bits of ice shoot out, with a decent chance to freeze those hit. Higher levels create less frost and more ice, a larger cone, and are more likely to freeze.

Rabarta

A wave of frost spreading out from the caster's base. This spell has a high chance of freezing those affected. Higher levels see the frost replaced with ice, the radius increase, and the chance of freezing go up.

Lightning

Zonde

A bolt of lightning comes down from above and strikes the target, and it may shock machines. The number of bolts go up at higher levels, but they all hit the same target. It's basically aesthetics/an explanation for the power increase.

Gizonde

A bolt of lightning shoots out from the caster towards the targeted enemy, then very quickly jumps from enemy to enemy until it's hit every target within its range. Again, higher levels increase the number of bolts. Can still shock machines.

Razonde

A circle of lightning is formed around the caster, instantly hitting all nearby enemies. Can shock machines, again, and the number of bolts goes up, again.

Support

Resta

Heals yourself and, after level 3, all allies in a radius around you. Higher levels see more healing and a larger radius.

Shifta

Grants the caster a percent bonus to their attack power. After level 3, it'll affect nearby allies as well. Higher levels see a larger increase and radius.

Deband

Like Shifta, but for Defence.

Jellen

The inverse of Shifta. Where Shifta raises your attack, Jellen lowers your opponent's. Will affect multiple enemies at level 3. Range and effectiveness go up with level.

Zalure

As Deband is to Shifta, Zalure is to Jellen. Lowers your foe's Defense.

Anti

Only 7 levels. At level 1, it cures poison on the caster. At level 2, it cures shock and will affect other nearby players. At 3, it cures paralysis, and at 4, confusion. At 5 it cures slow, at 6 jellen and zalure, and at 7, freeze.

Reverser

Revives a nearby, recently deceased target, so long as both their body and soul are still present. Only a single level.

Ryuker

The caster creates a portal to a preset location. The default location is on-board the Pioneer II, but the caster can change the destination so long as they are familiar with it. The caster must be present at the location to set it as the destination for this spell. Like Reverser, this spell only has the single level.

Light

Grants

The only light technique, it is suitably powerful. It is in fact the most powerful technique in the game, and also the most expensive. The enemy is bombarded by small beams of light which then explode into a column of light. It's also undodgeable—once the spell finds it's target, it won't lose them. On the downside, the spell is slow. It takes time to cast, and it has to charge even after it's been cast.

Dark

Megid

The only dark technique in the game, but it isn't very good. It does no damage—instead, it either instantly kills the target or it does nothing at all. Higher levels will increase the speed and allow it to penetrate targets, continuing on whether it kills them or not.

Special Effects

Some weapons have special effects that can be activated through a special attack. Here's a quick rundown of the common ones seen in game. Left to right is weakest to strongest

Fire

Heat < Fire < Flame < Burning

Your special attacks deal fire damage. PSO doesn't actually have a burn status effect, but it's added in later games (PSU/PS0), so feel free to fanwank it if you want.

Lightning

Shock < Thunder < Storm < Tempest

Lightning damage, yay. Also has a chance to shock machines.

Freeze

Ice < Frost < Freeze < Blizzard

Ice damage. Chance to freeze foes hit.

Paralyze

Bind < Hold < Seize < Arrest

Chance to paralyze your foe.

Confuse

Panic < Riot < Havoc < Chaos

Chance to confuse your opponent, causing them to attack their own allies.

Drain

Draw < Drain < Fill < Gush

Successful special attacks drain a portion of your enemy's HP.

Kill

Dim < Shadow < Dark < Hell

Small chance to instantly kill your foe.

Mind

Heart < Mind < Soul < Geist

Steals TP from your enemy.

Charge

Charge/Spirit/Berserk

Easily the best special effect in the game. Charge effects burn a resource in exchange for doubling damage dealt. Charge burns Meseta, Spirit burns TP, and Berserk burns HP.

Master

Master < Lord < King

Steals a small portion of your opponent's experience.

Devil

Devil < Demon

Halves/Quarters a target's current HP.

Jump by PSO_Anon

Thanks to /jc/ for their help.

Changelog

V1.1:

Monsters purchasing items can choose to make the item part of their body, where/when applicable.

Cake Sisters take a single companion slot. Added a bit of info on them.

Added some notes on Android traps.

Forgot to mention Mags evolve. Added pso-world Mag link.

Added a link to schtserv for anyone who wants to see the game for their jump.

Slight wording change on Perpetual Destruction for clarification. You can have copies of different techniques stored.

1.1a

Cake Sisters are followers. Can be imported as a single companion.

You can keep the Rappy suit from Happy Rappy if you'd like. Also, the Rappy Suit is self-cleaning… because yuck.

Updated intro to better reflect setting.

The Way the World Works won't protect you from planes/dimensions you're actively interacting with.

1.2

Added the knowledge necessary for creating various PSO items to **Walk Towards the Light**, since that should've been there already.
Added Artificial Intelligence to **Dr. Osto's Successor**, since that should've been there too.
Reduced the cost of **"Minor" Infection** to 500 CP.
Added Ryuker and Reverser to the Technique notes, because I *somehow* forgot them.
Please don't bring the Cake Sisters to Toriko.
Added some Armors to the Items section.
Added Barriers to your starting equipment, because I somehow forgot those too.
Added some info on Armor, Barriers, Weapons and Units to the Item Section.
Added discounts to the item section. Monsters get a 300 CP stipend instead of any discounts.
Added a bunch of items.
Dropped Heaven Punisher to 400 CP to go with the other weapons, but swapped it to it's in-game state. You can have the satellite cannon back post-jump, if you'd like, or keep it as-is.
Slightly changed **Dark Falz Unleashed** and **The Ultimate Hunter**. Dark Falz is focusing on growing stronger and breaking free, and will mostly ignore you (although you do need to deal with him), whereas Olga Flow is focusing on hunting you down.

1.2a

Somehow, I forgot to state that you start with 1000 CP. How?
Also clarified that **"Minor" Infection** is a capstone booster.