

Phantasy Star Portable (Import) Weapon FAQ

by hahnsoo

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= Phantasy Star Portable Weapons FAQ =
= Version 0.06                        =
= by Hahnsoo                          =
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This guide is a work-in-progress, and may take some time to complete. I felt that it was sufficiently complete to post on GameFAQs for now. If you have any questions, corrections, or concerns, e-mail me at: hahnsoo(^at^)gmail(^dot^)com

The latest version will always be at Gamefaqs!

Note: This FAQ pertains to the US version of Phantasy Star Portable. The information listed below may not be the same in the JP or EU versions.

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= Introduction (WPint) =
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All weapons in this FAQ are listed according to the order that is in the game's Weapon Log. To access this, enter the GUARDIANS Colony, and go to Your room > Game achievements > Weapon Log.

The stats listed (aside from Cost/Other) are also what is listed in the Weapon Log. Actual cost and attributes may vary, depending on upgrades and element. Melee weapons and R-Mags in particular vary in cost depending on the elemental attribute. Higher elemental attributes are more costly. Where applicable, the weapon costs refer to the non-elemental versions.

Each section has a brief description of the weapon followed by a section that states "Why should I use this weapon?" and "Why shouldn't I use this weapon?". This should NOT be read as a "Pros and Cons" list. If you like two-handed weapons (playing a Protranser, for example), then it's obviously not a negative point for you. It is provided for the beginner as a way of looking at each weapon at a glance.

Tables are listed in the following format:

Manufacturer (G = GRM, Y = Yohmei Corp, T = TENORA WORKS, K = Kubara product) and Grade (C, B, A, or S grade, with C as worst and S as best)

Name of the item		Rarity of the item in stars				
		Photon Points				
		Attack Power				
		Accuracy				
		Cost to buy the item or				
		Other notes				
Mfr	Name	Rar	PP	Att	Acc	Cost/Other

G/C Sword 1* 168 93 30 475

		Technique Power				
Mfr	Name	Rar	PP	Tech	Cost/Other	

G/C Rod 1* 660 128 430

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= Swords (WPswd) =
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Description

Swords are large two-handed weapons that attack with a sweeping motion around the wielder. They are a great choice for a beginner, as it's difficult to miss a monster completely even without lock-on. Swords attack with a 3-hit combo.

Swords are generally useful for taking on clumps of enemies and slow monsters

with multiple hitzones (like bosses). They are less useful on single targets and fast targets (which tend to run out of melee range quickly).

Why should I use this weapon?

- * Large damage per hit
- * Hits multiple targets (up to 3 in a 90 degree arc)
- * Readily available (all manufacturers make at least one of this weapon type)

Why shouldn't I use this weapon?

- * Slow
- * Two-handed prevents the use of R-Mags
- * Less accurate than other two-handed weapons
- * Only usable by Hunters, Fighmasters, and Protransers

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Sword	1*	168	93	30	360
G/C	Gigush	2*	196	140	48	
G/C	Breaker	3*	224	210	72	2250
G/B	Claymore	4*	252	293	100	5400
G/B	Calibur	5*	280	383	131	8100
G/B	Ascalon	6*	308	458	157	12150
G/A	Hanzo	7*	339	596	180	36000
G/A	Jogiri	8*	370	704	206	54000
G/A	Caliburn	9*	399	816	232	81000
G/S	Huge Cutter	10*	427	930	260	Lightning Beasts S, Bal Soza@
G/S	Kan Yu	11*	454	1042	292	Plains Overlord S Boss box
G/S	De Ragan Slayer	12*	476	1146	327	Sword Collector title
G/A	Creasword	7*	339	655	198	Eco Protection area drop #
Y/C	Saud	1*	218	70	38	390
Y/C	Gigasaud	2*	255	105	60	990
Y/C	Breakaud	3*	291	158	90	2475
Y/B	Claymaud	4*	328	220	125	5940
Y/B	Calaud	5*	364	287	164	8910
Y/B	Ascaud	6*	400	344	196	13365
Y/A	Cresaud	7*	440	536	198	
Y/A	Haktora	7*	440	447	225	
Y/A	Shuzak	8*	480	528	258	
Y/A	Aoryu	9*	519	612	290	
T/C	Sodad	1*	101	117	27	430
T/C	Soda Gigassa	2*	118	175	43	
T/C	Soda Brekka	3*	134	263	65	2700
T/B	Soda Clayma	4*	151	367	90	6480
T/B	Soda Caliba	5*	168	478	118	
T/B	Soda Accas	6*	185	573	141	14580
T/A	Soda Crea	7*	203	774	144	
T/A	Soda Hazzo	7*	203	745	162	43200
T/A	Soda Joggi	8*	222	880	185	
T/A	Soda Riban	9*	239	1020	209	
K/B	Swordoc	6*	62	504	62	7290, Train Rescue area drop
K/A	Hanzoc	8*	74	774	74	32400, Train Rescue area drop
K/S	Hugecuttuc	10*	85	1023	286	Train Rescue area drop
K/S	Kan Yuc	11*	91	1147	321	
K/S	De Ragan Slayic	12*	95	1261	360	
K/B	Saudoc	6*	123	413	173	7290,Hill of Spores area drop%
K/B	Sodadoc	6*	31	596	126	7290, Dark Satellite area drop
K/A	Soda Hazzoc	8*	37	915	165	
K/S	Agito Repca	12*	500	1381	366	Flaming Horns S Boss box

K/A	Ice Sword Lum	7*	198	536	138	
K/A	Ice Sword Pi	7*	198	536	138	
K/S	Ice Sword Mil	11*	273	931	321	
K/S	Svaltus Sword	10*	491	1070	299	Sleeping Warriors S, Svaltus
K/A	Chainsawd	9*	345	898	236	Story Mode Ch8:Act 2 Block 2^&
K/A	Flowen's Greatsword	7*	224	685	28	Sleeping Warriors B Boss box
K/A	Soul Eater	7*	218	774	144	Story Mode Ch6:Act 2 Block 2^
K/S	Soul Banisher	10*	275	1209	208	True Darkness S, Delnadian
K/A	Genfu	8*	148	633	227	32400, Hill of Spores S area
K/S	Spinteil Diska	11*	486	1084	321	Stolen Weapon S Boss box
K/B	Caelum Fluge	4*	270	305	110	The Holy Ground C/B, Tengohg
K/A	Bloody Fluge	9*	428	849	255	The Holy Ground A/S, Tengohg
K/S	Dunas Fluge	12*	510	1192	360	Claws & Bullets S Boss box
K/B	Beefslayer Rare	4*	144	220	90	Flaming Horns?
K/A	Beefslayer Medium	8*	218	440	185	Grinding Beefslayer Rare x10
K/B	Beefslayer Welldone	6*	180	330	141	Fail grinding Beefslayer Rare
K/S	Magana Slayer	13*	666	1058	421	Creature Master title
K/S	Ely Sion	15*	360	1374	505	

@ Also available from AMF HQ Recovery S, Special Ops (Sparda)

Also available from Lightning Beasts area drop

% Also available from Dancing Birds area drop

^ Hunter, Fighmaster, Acromaster, or Protranser type needed for item drop

& Also available from Moonlight Beast A, S Boss box

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 = Knuckles (WPknu) =
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Description

 Knuckles are two-handed dual weapons with a fast attack that hits a single target. They are slightly more powerful and accurate than other similar weapons, but this comes at a cost of weapon range. Knuckles attack with a 4-hit combo.

Why should I use this weapon?

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- * All types can equip this weapon
 - * Fast 4-hit combo is ideal for single targets
 - * Readily available (all manufacturers make at least one of this weapon type)

Why shouldn't I use this weapon?

-
- * Very short range
 - * Two-handed prevents the use of R-Mags

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Knuckles	1*	132	43	52	310
G/C	Fists	2*	154	64	83	780
G/C	Brass Knuckles	3*	176	96	125	1950
G/B	Wire Gloves	4*	198	135	173	4680
G/B	Rivet Gloves	5*	220	176	227	7020
G/B	Graters	6*	242	210	272	10530
Y/C	Neacle	1*	172	32	65	340
Y/C	Histacle	2*	200	48	104	850
Y/C	Brassacle	3*	229	72	156	2140
Y/B	Wirecle	4*	257	101	216	5140
Y/B	Rivetacle	5*	286	132	283	

Y/B	Gratacle	6*	315	158	340	11580	
Y/A	Brebacle	7*	346	205	289	34320	
Y/A	Gotsdacle	8*	378	242	445	51480	
Y/A	Grentacle	9*	408	281	502		
T/C	Gudda Nukel	1*	79	54	47	370	
T/C	Gudda Fest	2*	92	80	75		
T/C	Gudda Brana	3*	106	121	112	2340	
T/B	Gudda Waya	4*	119	168	156	5610	
T/B	Gudda Ribat	5*	132	219	204	8420	
T/B	Gudda Greta	6*	145	263	244		
T/A	Gudda Breba	7*	160	342	280	37440	
T/A	Gudda Godda	8*	174	404	321	56160@	
T/A	Gudda Gant	9*	188	468	361		
T/S	Gudda Skela	10*	201	533	405		Sleeping Warriors S, Polavohra#
T/S	Gudda Hon	11*	214	598	455		Desert Terror S Boss box
T/S	Gudda Igga	12*	224	657	509		Knuckle Collector title
K/B	Nuckluc	6*	48	231	299		Plains Overlord area drop
K/B	Neacluc	6*	97	189	299		6318, Rainbow Beast area drop
K/A	Brebacruc	8*	116	291	392	28080	
K/B	Gudda Nuckluc	6*	24	273	273		Moatoob missions area drop
K/A	Gudda Brebac	8*	29	420	285		
K/S	Gudda Skelac	10*	34	555	360		Desert Goliath area drop
K/S	Gudda Honc	11*	36	622	404		
K/S	Gudda Iggac	12*	37	684	453		
K/S	Drill Knuckles	11*	214	525	556		True Darkness S, SEED-Ardite^
K/S	Melan Knuckle	13*	448	666	728		
K/A	Sacred Dusters	7*	290	377	377		Story Mode Ch5:Act 2 Block 2*
K/S	Rocket Punchers	10*	366	589	486		

@ Also Story Mode Ch7:Act 3 Reward

Hunter or Fighmaster type needed for item drop

^ Also AMF HQ Recovery S, SEED-Ardite

* Also obtained from Super Elite title. non-CAST only.

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 = Spears (WPspe) =
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Description

Spears are 2-handed weapons that attack with a forward thrusting motion, which can hit two targets. They have better Accuracy but less Attack Power than other similar weapons. Spears attack with a 3-hit combo.

The Photon Arts for the Spear generally remove the disadvantage of the skinny arc, as they tend to be wider sweeping motions.

Why should I use this weapon?

- * All types can use this weapon (except Acromaster)
- * Large damage per hit
- * Hits multiple targets (up to 2 in a small arc forward)
- * Long range
- * Readily available (all manufacturers make at least one of this weapon type)

Why shouldn't I use this weapon?

- * Forward piercing attack means complete misses if not locked on a target
- * Two-handed prevents the use of R-Mags
- * Less power than other large two-handed weapons

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Spear	1*	144	77	44	330
G/C	Pike	2*	168	115	70	840
G/C	Lance	3*	192	173	104	2100
G/B	Partizan	4*	216	241	145	5040
G/B	Halbert	5*	240	314	190	7560
G/B	Berdys	6*	264	377	228	11340
Y/C	Spinata	1*	187	58	44	360
Y/C	Pikenata	2*	218	86	70	
Y/C	Lacanata	3*	250	130	104	2310
Y/B	Parzanata	4*	281	181	181	
Y/B	Halbenata	5*	312	236	237	8310
Y/B	Berdynata	6*	343	283	285	12470
Y/A	Gungnata	7*	378	367	326	36960
Y/A	Futsnata	8*	412	434	373	
Y/A	Gatranata	9*	445	503	421	Hill of Spores S Boss box
Y/S	Gekitsnata	10*	476	573	471	SEED Awakened A, Gaozoran HU
T/C	Mukpear	1*	86	96	39	400
T/C	Mukuke	2*	101	114	63	1000
T/C	Mukpat	3*	115	216	94	
T/B	Mukalbe	4*	130	302	131	
T/B	Mukrudi	5*	144	393	171	9070
T/B	Mukarad	6*	158	471	205	13600
T/A	Mugungri	7*	174	612	235	40320
T/A	Mukfet	8*	190	723	269	60480
T/A	Muktrand	9*	205	839	303	90720
T/S	Mugunruk	10*	220	956	339	Awoken Serpent S, Vanda Merha\$
T/S	Muktengek	11*	233	1071	381	Grove of Fanatics S Boss box%
T/S	Mugunburga	12*	245	1178	427	Spear Collector title
K/B	Spearc	6*	53	414	250	6800
K/B	Spinatac	6*	106	339	250	
K/A	Gungnatac	8*	127	521	329	30240
K/S	Gekitsnatac	10*	146	688	415	
K/B	Mukpearc	6*	26	490	182	6800
K/A	Mugungric	8*	32	752	239	
K/S	Mugunrukuc	10*	37	994	302	
K/S	Muktengekic	11*	39	1114	339	
K/S	Mugunburgac	12*	41	1225	379	
K/A	Hand Spear	7*	317	490	261	
K/S	Hand Spear S	10*	366	764	377	
K/S	Bardiche	12*	469	1083	545	Annihilator title.&
K/A	Demonik Fork	9*	393	771	387	
K/C	Halva Rafagga	3*	192	190	115	Story Mode Ch1:Act 2 Reward
K/B	Halva Tubola	6*	264	414	250	
K/A	Halva Tornado	9*	342	738	370	Story Mode Ch8:Act 2 Block 2*

HU Hunter or Fighmaster needed for item drop
 \$ Also available from Plains Overlord S, Polty HU
 % Also available from Lightning Beasts S Boss box
 & CAST only
 * Ranger or Gunmaster type needed for item drop

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 = Double Sabers (WPdsa) =
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Description

Double Sabers are large 2-handed weapons that attack with a very wide arc. While they do less damage per hit than the other large 2-handed weapons, they hit multiple targets in a wide arc, with a fast 6-hit combo. Vivienne uses a Double Saber.

Why should I use this weapon?

- * All types can use this weapon
- * Fast 6-hit combo
- * Hits multiple targets (up to 4 in a 180 degree arc)

Why shouldn't I use this weapon?

- * Rare (this weapon is available at 7* and above)
- * Two-handed prevents the use of R-Mags
- * Less damage than other two-handed weapons

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/A	Double Saber	7*	351	265	162	43200
G/A	Bone Dance	8*	383	313	185	64800
G/A	Nightwalker	9*	413	363	209	97200
G/S	Sweet Death	10*	442	414	234	Sleep effect@
G/S	Double Agito	11*	470	464	263	Lightning Beasts S, Gainozeros#
G/S	Ragan-Ragan	12*	493	510	294	D. Saber Collector title
Y/A	Ohsobra	7*	456	199	203	47520
Y/A	Hodrisobra	8*	498	235	232	
Y/A	Yoakisobra	9*	537	273	261	106920
Y/S	Raikasobra	10*	575	311	293	Grove of Fanatics S Boss box
K/A	Double Sabic	8*	77	345	204	
K/S	Sweet Deathic	10*	88	455	257	Plains Overlord S, Go Vahra
K/S	Double Agitoc	11*	94	511	289	
K/S	Ragan-Ragac	12*	99	561	324	
K/A	Ohsobrac	8*	153	282	204	38880
K/S	Raikasobrac	10*	177	373	257	
K/S	Crea Doubles	10*	472	472	269	
K/S	Carriguine-Rucar	10*	509	476	272	
K/A	Vivienne	9*	300	380	280	Story Mode Ch8:Act 3 Reward&
K/S	Double Cannon	12*	326	540	265	
K/S	Girasole	11*	311	491	237	
K/A	Demolition Comet	8*	274	364	220	
K/S	Fraulein Rose	10*	293	438	211	
K/B	Pretty Baton	4*	288	111	90	Story Mode Ch4:Act 2 Reward*

@ Lightning Beasts S, Gainozeros (Ranger or Gunmaster needed for item drop)

Acromaster or Protranser needed for item drop

& Fire Element at 15%, 30%, or 50% depending on ending received

* Charm effect

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 = Axes (WPaxe) =
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Description

Axes are large 2-handed weapons that deal the highest damage per hit among all the two-handed weapons. The Axe can also inflict knockdown on an opponent.

Why should I use this weapon?

- * Knockdown
- * Highest damage per hit

Why shouldn't I use this weapon?

- * Rare (this weapon is available at 7* and above)
- * Two-handed prevents the use of a R-Mag
- * Slowest attack speed among the two-handed weapons
- * Only usable by Hunters, Fighmasters, and Protransers

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
Y/A	Matohonoh	7*	503	673	158	42240
Y/A	Hadernoh	8*	549	795	180	63360
Y/A	Bragnoh	9*	593	922	203	
Y/S	Okanoh	10*	634	1051	228	
T/A	Ank Tomho	7*	232	1122	113	46080
T/A	Ank Barde	8*	253	1326	130	
T/A	Ank Pikor	9*	274	1537	146	
T/S	Ank Dedda	10*	293	1752	164	
T/S	Ank Zagza	11*	311	1964	184	Awoken Serpent S Boss box*
T/S	Ank Buti	12*	326	2159	206	Axe Collector title
K/A	Matohonoc	8*	169	954	159	
K/S	Okanoc	10*	195	1261	200	The Eastern Peril area drop
K/A	Aksuc	8*	42	1379	115	34560
K/S	Ank Deddac	10*	49	1822	146	
K/S	Ank Zagzac	11*	52	2042	164	
K/S	Ank Butic	12*	54	2245	183	
K/A	Ank Bico	9*	290	1700	163	One to Watch title
K/S	Bil De Axe	11*	596	1806	235	
K/A	Lollipop	8*	449	1060	144	Berzerker title
K/B	Bil De Horn Axe	4*	331	509	81	
K/S	Morat Machinas	13*	361	2471	205	
K/B	Roasted Rare	4*	163	240	225	
K/A	Roasted Medium	8*	247	400	290	Grinding Roasted Rare x10
K/B	Roasted Wellldone	6*	204	300	258	Fail grinding Roasted Rare

* Also, Claw & Bullets S Boss box

=====
 = Twin Sabers (WPtsa) =
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Description

Twin Sabers are 2-handed dual weapons that attack swiftly. It does less damage per hit than a Saber (or other 2-handed weapons), but it attacks with an impressive 6-hit combo.

Why should I use this weapon?

- * Fast 6-hit combo
- * Readily available (all manufacturers make at least one of this weapon type)

Why shouldn't I use this weapon?

- * Two-handed prevents the use of R-Mags
- * Less damage than other two-handed weapons

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Twin Saber	1*	156	45	39	
G/C	Twin Brand	2*	182	67	62	840
G/C	Twin Buster	3*	208	101	94	2100
G/B	Dual Pallasch	4*	234	141	130	5040
G/B	Dual Slasher	5*	260	183	170	7560
G/B	Dual Durandal	6*	286	220	204	11340
G/A	Death Dancer	7*	315	286	234	33600
G/A	Sharp Twins	8*	343	337	268	50400
G/A	Heavy Twins	9*	371	391	302	75600
G/S	Two-headed Ragnus	10*	397	446	338	Eco Protection S @ HU
G/S	Grand Cross	11*	421	500	380	Plains Overlord S Boss box
G/S	Tyrant Spada	12*	442	550	425	T. Saber Collector title
G/A	Twin Crea Saber	7*	315	314	257	
G/S	Tiga De Ragan	13*	460	605	476	
Y/C	Ryo-Sabra	1*	203	34	49	360
Y/C	Ryo-Branera	2*	237	50	78	920
Y/C	Ryo-Basta	3*	270	76	117	2310
Y/B	Ryo-Palasma	4*	304	106	163	5540
Y/B	Ryo-Deran	5*	338	138	213	8310
Y/B	Ryo-Slasha	6*	372	165	255	
Y/A	Ryo-Creasabra	7*	404	257	257	
Y/A	Ryo-Sabed	7*	409	214	293	36960
Y/A	Ryo-Surdoh	8*	446	253	335	55440
Y/A	Ryo-Juriba	9*	482	293	377	
T/C	Al Sevara	1*	94	56	35	400
T/C	Alseva Brada	2*	109	84	56	1000
T/C	Alseva Bata	3*	125	126	84	2520
T/B	Alseva Palassa	4*	140	176	117	6040
T/B	Alseva Drada	5*	156	229	153	9070
T/B	Alseva Falsan	6*	172	275	184	13600
T/A	Alseva Cresa	7*	189	371	187	
T/A	Alseva Bonga	7*	189	357	211	40320
T/A	Alseva Borgia	8*	206	422	241	
T/A	Alseva Borega	9*	222	489	271	
K/B	Twin Sabic	6*	57	242	225	
K/A	Deathdancerc	8*	69	371	295	
K/S	Two-Headed Ragnuc	10*	79	490	372	
K/S	Grand Crosc	11*	84	550	418	
K/S	Tyrant Spadac	12*	88	604	468	
K/B	Ryo-Sabrac	6*	114	198	225	Grove of Fanatics area
K/A	Ryo-Sabedoc	8*	137	304	295	
K/B	Al Sevac	6*	29	286	163	6800
K/A	Alsevacuc	8*	34	439	214	
K/C	Twin Harisen Fans	3*	171	152	100	
K/A	Frying Pan Set	7*	333	299	218	
K/C	Twin Flour. Bulbs	3*	155	166	92	
K/B	Twin Bouquets	5*	286	178	166	
K/B	Del Jagnus	6*	329	253	235	SEED Awakened, Deljaban^
K/S	Tiga De Ragac	13*	92	665	523	
K/A	T. Durandal Replica	7*	312	376	45	
K/A	Twin DB Swords	9*	369	250	43	
K/S	Sangeyasha	14*	506	666	523	True Darkness S Boss box HU
K/S	Setsuko's Skillet Set	11*	423	525	362	
K/S	Twin Cannon	12*	286	786	286	
K/S	Hyakkaryolan	15*	360	952	447	PS Perfect title
K/B	Twin Beefedge R	4*	132	75	82	
K/A	Twin Beefedge M	8*	201	180	208	Grinding Twin Beefedge R x10
K/B	Twin Beefedge W	6*	162	110	151	Fail grinding Twin Beefedge R

HU Hunter or Fighmaster needed for item drop

@ Grass Assassin drops the item. Also available in Lightning Beasts S.

^ Drops from any Deljaban (GUARDIANS Colony missions)

=====
 = Twin Daggers (WPtda) =
 =====

Description

 Twin Daggers are 2-handed dual weapons that attack swiftly. In general, they do less damage than Daggers or other dual/two-handed weapons per hit, but they have a very fast attack and a whopping 7-hit combo against a single target.

Why should I use this weapon?

-
- * Forces/Masterforces can use this weapon
 - * Fast 7-hit combo
 - * Readily available (all manufacturers make at least one of this weapon type)

Why shouldn't I use this weapon?

-
- * Two-handed prevents the use of R-Mags
 - * Less damage than other two-handed weapons
 - * Short range

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Twin Dagger	1*	162	36	42	
G/C	Twin Knife	2*	189	55	67	720
G/C	Twin Stinger	3*	216	82	101	1800
G/B	Twin Sucker	4*	243	115	140	4320
G/B	Twin Ripper	5*	270	149	183	6480
G/B	Last Survivor	6*	297	179	220	9720
G/A	Twin Crea Dagger	7*	376	256	277	
G/A	Dual Stream	7*	327	233	252	28800
G/A	Dual Strauss	8*	356	275	288	
G/A	Lumiess Blau	9*	385	319	325	64800
Y/C	Ryo-Dagan	1*	211	27	53	310
Y/C	Ryo-Nafli	2*	246	41	84	790
Y/C	Ryo-Stizashi	3*	281	62	126	
Y/B	Ryo-Sagazashi	4*	316	86	175	4750
Y/B	Assino-zashi	5*	351	112	229	7120
Y/B	Tsisava-zashi	6*	386	134	275	10690
Y/A	Shintsuki-zashi	7*	425	174	315	31680
Y/A	Nokoku-zashi	8*	463	206	361	47520
Y/A	Katsuno-zashi	9*	500	239	406	71280
Y/S	Gizaha-zashi	10*	535	272	455	
Y/S	Togeha-zashi	11*	569	305	511	Demons Above S Boss box&
Y/S	Tamagiri-zashi	12*	597	336	572	T. Dagger Collector title
Y/A	Ryo-Crezashi	7*	376	209	277	
T/C	Al Daga	1*	97	46	38	340
T/C	Al Naf	2*	113	68	60	
T/C	Aldaga Steg	3*	130	103	91	
T/B	Aldaga Sank	4*	146	143	126	5180
T/B	Aldaga Rippa	5*	162	187	165	7770
T/B	Aldaga Sabba	6*	178	224	198	11660
T/A	Aldaga Cresa	7*	282	302	202	

K/S	Dagger of Serafi	10*	271	472	291	SEED Awakened S Boss box&
K/B	Twin Daggac	6*	59	197	242	5830
K/A	Dual Streac	8*	71	302	317	
K/B	Ryo-Dagac	6*	119	161	242	Demons Above B area
K/A	Shintsuki-zashic	8*	143	247	317	25920
K/S	Gizaha-zashic	10*	165	327	400	
K/S	Togeha-zashic	11*	175	366	450	
K/S	Tamagiri-zashic	12*	184	403	504	
K/B	Al Dagac	6*	30	233	176	
K/C	Rappy Tippies	3*	248	94	116	
K/A	Al Tippies	7*	376	267	290	
K/S	Amore Tippies	13*	550	566	550	Dancing Birds S, Rappy Igg
K/S	Lavis Blades	12*	275	582	366	Dancing Birds S Boss box?
K/A	Cross Scar	8*	354	220	32	
K/A	Twin Diska	8*	214	345	269	
K/S	Double Slasher	11*	262	500	381	

& Also available from True Darkness S Boss box

=====
 = Twin Claws (WPtcl) =
 =====

Description

Twin Claws are 2-handed dual weapons with a wide attack arc. Claws attack with a 5 to 6-hit combo.

Why should I use this weapon?

* Fast 6-hit combo

Why shouldn't I use this weapon?

* Rare (this weapon is available at 7* and above)

* Two-handed prevents the use of R-Mags

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
Y/A	Ryo-Misaki	7*	378	260	270	39600
Y/A	Mijin-Misaki	8*	412	307	309	
Y/A	Ran-Misaki	9*	445	356	348	89100
Y/S	Fuka-Misaki	10*	476	406	390	
Y/S	Yamata-Misaki	11*	505	455	438	
Y/S	Shide-Misaki	12*	530	500	491	T. Claw Collector title
T/A	Arza Breboa	7*	174	434	194	43200
T/A	Arza Bogoda	8*	190	512	222	
T/A	Arza Garbot	9*	205	594	251	97200
K/A	Ryo-Misakic	8*	127	369	272	32400
K/S	Fuka-Misakic	10*	146	487	343	
K/S	Yamata-Misakic	11*	156	546	385	
K/S	Shide-Misakic	12*	163	601	432	
K/A	Arza Breboac	8*	32	533	198	
K/S	Twin Bearclaw	11*	447	698	403	
K/A	Twin Kitty Claw	8*	364	471	284	Male only.
K/A	Twin Snowy Claw	8*	364	471	284	Female only.
K/C	Vahra Claw	3*	221	141	99	
K/S	Twin Falclaws	13*	489	845	505	True Darkness S Boss box HY
K/A	Twin Neiclaws	9*	393	546	320	Dancing Birds S, Go Booma *
K/A	Daylight Scar	8*	422	524	422	

HY Acromaster or Protranser needed for item drop

* HP Absorb

=====
 = Sabers (WPsab) =
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Description

Sabers are one-handed weapons that attack 1 target in a 30 degree arc in front of the attacker. They are the "default melee weapon" and thus they are readily available in nearly every shop. Sabers attack with a 3-hit combo.

Why should I use this weapon?

- * All types can use this weapon (except Protranser)
- * Fast 3-hit combo
- * Readily available (all manufacturers make at least one of this weapon type)

Why shouldn't I use this weapon?

- * Average damage

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Saber	1*	120	70	41	240
G/C	Brand	2*	140	106	65	600
G/C	Buster	3*	160	158	97	1500
G/B	Pallasch	4*	180	221	135	3600
G/B	Durandal	5*	200	288	177	5400
G/B	Falchion	6*	220	345	212	8100
G/A	Jitseen	7*	242	449	243	24000
G/A	Rapier	8*	264	530	278	
G/A	Buccaneer	9*	285	615	313	
G/S	Crimson	10*	305	701	351	
G/S	Blackheart	11*	324	785	394	Lightning Beasts S Boss box
G/S	Apocalypse	12*	340	864	441	Saber Collector title
G/A	Crea Saber	7*	242	494	267	
G/S	Tiga Ragan	13*	354	950	494	
Y/C	Sabra	1*	156	53	51	260
Y/C	Branera	2*	182	79	81	
Y/C	Bastara	3*	208	119	122	1650
Y/B	Palasra	4*	234	166	169	3960
Y/B	Derdira	5*	260	216	221	5940
Y/B	Falchiora	6*	286	259	265	
Y/A	Creasabra	7*	315	404	267	26400
Y/A	Murasamera	7*	315	337	304	26400
Y/A	Masamunera	8*	343	398	348	39600
Y/A	Kusanagira	9*	371	461	392	59400
T/C	Sevara	1*	72	88	36	
T/C	Seva Brada	2*	84	132	58	
T/C	Seva Sata	3*	96	198	87	1440
T/B	Seva Palassa	4*	108	276	122	
T/B	Seva Drada	5*	120	360	159	5180
T/B	Seva Falsan	6*	132	432	191	7770
T/A	Seva Cresa	7*	145	583	194	
T/A	Seva Bonga	7*	145	561	219	23040
T/A	Seva Borga	8*	158	663	250	43200

T/A	Seva Borega	9*	171	769	282	64800	
K/B	Sabic	6*	44	380	233	4860	
K/A	Jitseec	8*	69	583	306	21600	
K/S	Crimsic	10*	79	771	386		
K/S	Blackheartic	11*	84	864	434		
K/S	Apocalypsic	12*	88	950	486		
K/B	Sabrac	6*	88	311	233		
K/B	Severac	6*	22	449	170		
K/A	Murasamerac	8*	106	477	306		
K/A	Sevacuc	8*	26	689	222	21600	
K/C	Harisen Battle Fan	3*	177	141	108		
K/A	Frying Pan	7*	288	462	213		Awoken Serpent (any)^
K/C	Fluorescent Bulb	3*	165	169	89		
K/B	Bouquet	5*	210	277	189		
K/B	Deljabaner	6*	253	397	244		SEED Awakened, Deljaban&
K/A	Durandal Replica	7*	238	376	245		Story Mode Ch6:Act 1 Block 2
K/A	DB's Sword	9*	287	620	314		Story Mode Ch7:Act 2 Block 2
K/S	Sange	14*	386	1045	554		Stolen Weapon S Boss box
K/S	Tiga Ragac	13*	92	1045	544		
K/A	Setsuko's Skillet	9*	299	634	283		
K/S	Lavis Cannon	12*	204	1123	353		
K/S	Gekkavijin	13*	407	1093	568		Moonlight Beast S Boss box HU
K/S	Shippujinlai	14*	447	1203	637		Desert Terror S Boss box HU
K/B	Beefedge Raria	4*	93	150	83		Story Mode Ch3:Act 2 Reward
K/A	Beefedge Media	8*	142	350	214		Grinding Beefedge Raria x10
K/B	Beefedge Wellda	6*	115	220	154		Fail grinding Beefedge Raria
K/S	Elec Distortion	10*	439	631	386		Lightning Beasts S HU

HU Hunter or Fighmaster needed for item drop

^ Also Grove of Fanatics Boss box

& Drops from any Deljaban (GUARDIANS Colony missions)

=====
 = Daggers (WPdag) =
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Description

Daggers are 1-handed weapons that attack a single target in front of the user. Compared to Sabers, they have more PP and are slightly more accurate, but they have reduced Attack Power. Daggers attack with a 4-hit combo (2-1-1).

Why should I use this weapon?

- * Forces/Masterforces can use this weapon
- * Very fast 4-hit combo
- * Readily available (all manufacturers make at least one of this weapon type)

Why shouldn't I use this weapon?

- * Less damage than a Saber

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Dagger	1*	138	52	44	190
G/C	Knife	2*	161	79	70	480
G/C	Stinger	3*	184	118	104	1200
G/B	Sucker	4*	207	165	145	2880
G/B	Ripper	5*	230	215	190	4320
G/B	Survivor	6*	253	257	228	6480

G/A	Crea Dagger	7*	278	368	287	
G/A	Rapid Stream	7*	278	335	261	19200
G/A	Dark Straal	8*	304	395	299	28800
G/A	Blumier	9*	328	458	336	43200
Y/C	Dagan-zashi	1*	179	39	54	
Y/C	Nafli-zashi	2*	209	59	87	
Y/C	Stina-zashi	3*	239	89	131	1320
Y/B	Sakano-zashi	4*	269	124	181	
Y/B	Ripa-zashi	5*	299	161	237	4750
Y/B	Sava-zashi	6*	329	193	285	7120
Y/A	Asami-zashi	7*	329	251	326	21120
Y/A	Mimimi-zashi	8*	362	296	373	31680
Y/A	Shiratsuno-zashi	9*	395	344	421	47520
Y/S	Deva-zashi	10*	456	392	471	Moonlight Beast S, Goshin
Y/S	Shiraha-zashi	11*	484	439	529	Grove of Fanatics S Boss box
Y/S	Deraga-zashi	12*	508	483	593	Dagger Collector title
Y/A	Crea-zashi	7*	326	301	287	
T/C	Daga Daga	1*	83	66	39	230
T/C	Daga Naf	2*	97	98	63	
T/C	Daga Steg	3*	110	148	94	1440
T/B	Daga Sank	4*	124	206	131	3450
T/B	Daga Rippa	5*	138	269	171	5180
T/B	Daga Sababba	6*	152	322	205	7770
T/A	Daga Cresa	7*	167	435	209	
K/S	Halp Serafi	10*	403	601	434	Demons Above S Boss box FO
K/B	Daggac	6*	51	283	250	Plains Overlord area drop
K/A	Rapid Streac	8*	61	435	329	Plains Overlord area drop
K/B	Dagan-zashic	6*	101	232	250	
K/A	Asami-zashic	8*	121	356	329	17280
K/S	Deva-zashic	10*	140	470	415	
K/S	Shiraha-zashic	11*	149	527	466	
K/S	Deraga-zashic	12*	156	579	522	
K/B	Daga Dagac	6*	25	335	182	
K/C	Rappy Tip	3*	212	136	120	
K/A	Al Tip	7*	320	385	300	
K/S	Amore Tip	13*	468	815	610	Dancing Birds S, Rappy Gugg
K/A	Diska	8*	349	455	344	
K/S	Diska Slasher	11*	428	673	487	

FO Force or Masterforce needed for item drop

=====
= Claws (WPcla) =
=====

Description

Claws are 1-handed weapons. (TO BE COMPLETED AFTER TESTING)

Why should I use this weapon?

Why shouldn't I use this weapon?

* Rare (this weapon is available at 7* and above)

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
Y/A	Misaki	7*	330	324	259	29040
Y/A	Ga-Misaki	8*	360	383	296	

Y/A	Giza-Misaki	9*	389	444	334	
Y/S	Daiga-Misaki	10*	416	506	374	Cost of Research S Boss box
Y/S	Zanshu-Misaki	11*	442	568	420	Moonlight Beast S Boss box
Y/S	Ohga-Misaki	12*	464	624	470	Claw Collector title
T/A	Zaks Breba	7*	152	541	186	31680
T/A	Zaks Bogoda	8*	166	639	213	
T/A	Zaks Gabot	9*	180	741	240	
K/A	Misakic	8*	111	460	261	23760, Demons Above A area
K/S	Daiga-Misakic	10*	128	608	329	
K/S	Zanshu-Misakic	11*	136	681	369	
K/S	Ohga-Misakic	12*	143	749	414	
K/A	Zaks Brebac	8*	28	664	190	
K/S	Falclaw	13*	427	1053	484	Flaming Horns S Boss box HY
K/B	Neiclaw	6*	292	497	238	
K/B	Vanda Claw	6*	266	383	208	

HY Acromaster or Protranser needed for item drop

=====
 = Whips (WPwhi) =
 =====

Description

Whips are one-handed weapons that attack in a very wide arc (270 to 360 degrees depending on the attack) against multiple targets. Against bosses, it can hit against multiple strike zones as well. The wide arc and multiple targets make this weapon a powerful area of effect weapon which can be paired with other weapons like R Mags.

Why should I use this weapon?

- * Forces/Masterforces can use this weapon
- * Attacks multiple targets in a very wide arc
- * Long range

Why shouldn't I use this weapon?

- * Slow attack speed and recovery time
- * Low damage

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/A	Splasher	7*	218	147	225	
G/A	Peace Breaker	8*	238	174	258	
G/A	Bloody Shower	9*	257	201	290	
G/S	Sonic Splendor	10*	275	229	325	True Darkness A Boss box
T/C	Vi Dorre	1*	65	29	34	
T/C	Vi Budd	2*	76	43	54	860
T/C	Vi Gudde	3*	86	65	81	
T/B	Vi Irra	4*	97	90	113	
T/B	Vi Orre	5*	108	118	147	7770
T/B	Vi Bapp	6*	119	141	177	11660
T/A	Vish	7*	131	184	203	34560
T/A	Vish Tien	8*	143	217	232	
T/A	Vish Kuseb	9*	154	252	261	
T/S	Vish Adan	10*	165	287	293	SEED Awakened S, Deljaban\$ FO
T/S	Vish Feara	11*	175	321	329	SEED Awakened S Boss box%
T/S	Vish Diraga	12*	184	353	368	Whip Collector title
K/A	Splac	8*	40	191	283	

K/S	Sonic Splendoc	10*	48	252	358	
K/B	Vi Buc	6*	20	147	157	5830
K/A	Vishic	8*	24	226	206	
K/S	Vish Adac	10*	27	298	298	
K/S	Vish Fearac	11*	29	334	292	
K/S	Vish Diragac	12*	31	367	327	
K/B	Amore Rose	5*	234	101	205	Combat Newcomer title
K/S	Gigas Spinner	10*	398	443	1	

FO Force or Masterforce needed for item drop

\$ Also available in True Darkness S, Deljaban FO and Awoken Serpent A Boss box

% Also available in Awoken Serpent S Boss box

=====
= Slicers (WPsli) =
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Description

Slicers are one-handed melee weapons that imitate ranged weapons. They swing in a wide arc, hitting multiple targets at close range, and each swing throws an energy blade that resembles a boomerang in front of the user. While the range is short for a ranged weapon, it allows the melee hand to deal ranged damage. Slicers hit more slowly and for less damage than other similar weapons, with a 3-hit combo.

The Photon Arts for slicers are geared toward hitting things in circle around the user. They do not have as much range as, say, Tornado Break, but they are decent for crowd control.

Why should I use this weapon?

- * All types can use this weapon (except Protranser)
- * Close swings are in a wide arc, hitting multiple targets.
- * Ranged attack in the melee hand.

Why shouldn't I use this weapon?

- * Rare (this weapon is available at 7* and above)
- * Slower than a Saber
- * Less damage than a Saber

Mfr	Name	Rar	PP	Att	Acc	Cost/Other

Y/C	Beni-kunai	1*	148	36	30	
Y/C	Ai-kunai	2*	173	55	48	
Y/C	Hisu-kunai	3*	198	82	72	
Y/B	Kou-kunai	4*	222	115	100	
Y/B	Kara-kunai	5*	247	149	131	
Y/B	Fuji-kunai	6*	272	179	157	
Y/A	Hiken	7*	299	233	180	
Y/A	Fuma-hiken	8*	326	275	206	
Y/A	Kubiri-hiken	9*	352	319	232	
Y/S	Shura-hiken	10*	377	363	260	
Y/S	Sanzu-hiken	11*	400	407	292	The Holy Ground S, Zamvapas HU
Y/S	Asura-hiken	12*	420	447	327	Slicer Collector title
K/B	Kunaic	6*	84	215	138	6310
K/A	Hikec	8*	100	330	181	28080
K/S	Shura-hikec	10*	116	436	229	
K/S	Sanzu-hikec	11*	123	488	257	

K/S Asura-hihec 12* 129 537 288
 K/B Rappy Fan 4* 186 176 144
 K/S Blitzgazer 10* 50 335 186 The Holy Ground S, Zamvapas HY

HU Hunter or Fighmaster needed for item drop
 HY Acromaster or Protranser needed for item drop

=====
 = Rifles (WPrif) =
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Description

 Rifles are 2-handed ranged weapons. They deal a decent amount of damage per hit and fire as fast as a Handgun, although you cannot move while you are shooting. The long range of the Rifle makes it a good choice for hitting bosses in flight.

Rifles are the recommended ranged weapon for beginners, as they are easy to use and do not run out of Photon Points quickly.

Why should I use this weapon?

-
- * Large Photon Point supply
 - * Large damage per hit
 - * Long Range
 - * Readily available (all manufacturers but TENORA WORKS make this weapon)

Why shouldn't I use this weapon?

-
- * Only Hunters, Rangers, Gunmasters, and Protransers can use this weapon
 - * Two-handed
 - * Can't move while shooting

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Rifle	1*	504	83	27	360
G/C	Sniper	2*	588	125	43	900
G/C	Blaster	3*	672	187	65	2250
G/B	Shooter	4*	756	261	90	5400
G/B	Vullseye	5*	840	341	118	8100
G/B	Falcon	6*	924	408	141	12150
G/A	Assasin	7*	1016	530	162	36000
G/A	Burst	8*	1109	627	185	54000
G/A	Phantom	9*	1197	727	209	
G/S	Blackbull	10*	1281	828	234	Plains Overlord S, Go Vahra RA
G/S	Rattlesnake	11*	1361	928	263	SEED Awakened S Boss box
G/S	Killer Elite	12*	1428	1021	294	Rifle Collector title
Y/C	Raihoh	1*	655	62	34	390
Y/C	Snihoh	2*	764	94	54	990
Y/C	Brahoh	3*	874	140	81	2470
Y/B	Saiyuhoh	4*	983	196	113	5940
Y/B	Burzaihoh	5*	1092	255	147	8910
Y/B	Falgohoh	6*	1201	306	177	13360
Y/A	Haktsurahoh	7*	1321	398	203	39600
Y/A	Kaurasuhoh	8*	1441	470	232	59400
Y/A	Kiujibahoh	9*	1556	545	261	89100
Y/S	Mizurakihoh	10*	1665	621	293	
K/B	Riflic	6*	185	449	155	
K/A	Assassic	8*	222	689	204	32400

K/S	Blackbullic	10*	256	911	257	
K/S	Rattlesnac	11*	272	1021	289	
K/S	Killer Elic	12*	286	1123	324	
K/B	Raihoc	6*	84	367	155	7290
K/A	Haktsurahoc	8*	444	564	204	
K/S	Mizurakihoc	10*	512	745	257	
K/S	Edel Fucil	15*	719	1224	454	
K/B	Holy Ray	6*	554	510	127	Story Mode Ch4:Act 1 Block 2^
K/S	Bringer Rifle	10*	368	952	269	Super Hero title
K/S	Skull Sorceror	13*	1710	1292	379	SEED Awakened S Boss box RA
K/A	Crimson Nova	9*	1377	836	240	Story Mode Ch8:Act 1 Block 2&
K/A	White Meteora	8*	1669	610	186	Story Mode Ch7:Act 3 Reward
K/A	Black Meteora	7*	1275	721	213	

RA Ranger or Gunmaster type needed for item drop

^ Also found in Story Mode Ch5:Act 1 Block 2. Must not be TECHNIC-caster type.
& Ranger, Gunmaster, Acromaster, or Protranser type needed for item drop.

=====
= Shotguns (WPsho) =
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Description

Shotguns are 2-handed ranged weapons. They have extremely short range compared to other ranged weapons, but they fire up to 5 "bolts" per shot in a wide spread. While they are slow and have low accuracy/attack power, a point-blank shot with a shotgun will hit a single target 5 times. The wide arc makes the shotgun effective for groups.

While it may seem that the cons outweigh the pros, Shotguns can be very effective at close range and they are a good alternative to melee weapons for folks like Gunmasters.

Why should I use this weapon?

- * 5 shots in a wide arc
- * Point blank attacks hit 5 times

Why shouldn't I use this weapon?

- * Only Rangers, Gunmasters, and Protransers can use this weapon
- * Two-handed
- * Can't move while shooting
- * Short Range
- * Low Accuracy
- * Low Attack Power
- * Slow Attack Speed
- * No first person mode

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
Y/C	Sandanoh	1*	562	11	24	360
Y/C	Bradano	2*	655	16	39	920
Y/C	Ryokadano	3*	749	24	59	2310
Y/B	Higredano	4*	842	33	81	5540
Y/B	Anzadano	5*	936	43	106	8310
Y/B	Suzakidano	6*	1030	52	128	12470
T/C	Shigga Damud	1*	259	18	18	
T/C	Shigga Spud	2*	302	26	28	1000

T/C	Shigga Wadda	3*	346	40	42	2520
T/B	Shigga Bigul	4*	389	55	59	6040
T/B	Shigga Amza	5*	432	72	77	9070
T/B	Shigga Stam	6*	475	86	92	13600
T/A	Shigga Boma	7*	523	112	105	40320
T/A	Shigga Brada	8*	570	133	121	60480
T/A	Shigga Bines	9*	616	154	136	90720
T/S	Shigga Desta	10*	659	175	152	Eco Protection S \$ RA
T/S	Shigga Baret	11*	700	196	171	
T/S	Shigga Pakuda	12*	734	216	191	Shotgun Collector title
K/B	Shigga Damduc	6*	79	90	82	6800
K/A	Shigga Bomac	8*	95	138	107	
K/S	Shigga Destac	10*	110	182	135	Awoken Serpent S drop
K/S	Shigga Barec	11*	117	204	152	
K/S	Shigga Pakudac	12*	122	225	170	
K/B	Sandanoc	6*	317	62	112	6800
K/S	Van Brella	10*	1098	150	159	Male only. S rank Rappy Gugg.
K/S	Madam Brella	10*	1098	140	169	Female only. S rank Rappy Igg.
K/S	Spread Needle	13*	1400	209	267	Desert Terror S Boss box RA
K/B	Final Impact	6*	792	69	102	Crusher title

\$ Grass Assassins drop it. Also available from Awoken Serpent S, Vanda Merha RA Ranger or Gunmaster needed for item drop.

=====
= Longbows (WPlon) =
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Description

Longbows are 2-handed ranged weapons with a long range attack. In general, they are weaker than Rifles and attack slower. However, they are the only long range alternative for TECHNIC casters, making them useful for hitting flying bosses.

Why should I use this weapon?

- * Forces/Masterforces can use this weapon
- * Large Photon Point supply
- * Long Range

Why shouldn't I use this weapon?

- * Two-handed
- * Can't move while shooting
- * Lower Attack Power than Rifles
- * Slow Attack Speed

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Longbow	1*	456	80	33	330
G/C	Arrowshooter	2*	532	120	53	840
G/C	Tillarc	3*	608	180	79	2100
G/B	Bowgency	4*	684	251	110	5040
G/B	Lumars	5*	760	328	144	7560
G/B	Izooka	6*	836	393	173	11340
Y/C	Alteri	1*	593	60	41	360
Y/C	Dalteri	2*	692	90	66	920
Y/C	Compadri	3*	790	135	99	2340
Y/B	Rikalbari	4*	899	188	138	5540

Y/B	Baybari	5*	988	246	180	8310
Y/B	Hikauri	6*	1087	294	216	12470
Y/A	Hanmateric	7*	1195	383	248	36960
Y/A	Roksari	8*	1304	452	283	55440
Y/A	Ulteri	9*	1408	524	319	83160
Y/S	Hirokteri	10*	1507	597	358	Grove of the Fanatics S, Bysha
Y/S	Rikauteri	11*	1601	669	402	Sleeping Warriors S Boss box%
Y/S	Nasuyoteri	12*	1680	736	450	Longbow Collector title
K/B	Longboc	6*	167	432	190	6800, Plains Overlord area drop
K/B	Alteric	6*	334	353	190	6800, Demons Above area drop&
K/A	Hanmateric	8*	401	542	249	30240, Demons Above area drop&
K/S	Hirokteric	10*	464	717	315	Demons Above area drop&
K/S	Rikauteric	11*	492	803	353	
K/S	Nasuyoteric	12*	517	883	396	
K/A	Kohibumiteri	7*	920	510	234	
K/B	Tengoh Bow	4*	787	289	127	
K/S	Vapas Shooter	13*	1547	1242	463	The Holy Ground S, Zamvapas FO
K/S	Velos Escudo	10*	1159	795	338	Story Mode Ch8:Act 2 Block 2*
K/S	Edel Arrow	15*	976	1634	454	

FO Force or Masterforce needed for item drop

% Also available from The Holy Ground S Boss box

& Also available as a Moonlight Beast area drop

* Force or Masterforce type needed for item drop. non-Beast and non-CAST only.

=====
 = Grenades (WPgre) =
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Description

Grenades are 2-handed ranged weapons that shoot a projectile which explodes on impact. They are useful for knocking down opponents and dealing damage to large groups. Unlike other projectiles, they fire in an arc which lands on the ground some distance away.

Why should I use this weapon?

- * High Attack Power
- * Area attack hits multiple enemies
- * Knockdown

Why shouldn't I use this weapon?

- * Only Rangers, Gunmasters, and Protransers can use this weapon
- * Rare (this weapon is available at 7* and above)
- * Two-handed
- * Slow
- * Difficult to aim
- * No first person mode
- * High Power Point consumption

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/A	Blanc Grenade	7*	1694	653	139	43200
G/A	Bomber Noir	8*	1848	771	159	64800
G/A	Azul Fire	9*	1995	894	179	97200
T/A	Gur Neda	7*	1016	816	125	51840
T/A	Gurn Napam	8*	1109	964	143	77760
T/A	Gur Missal	9*	1197	1118	161	

T/S	Gur Bazga	10*	1281	1274	180	Awoken Serpent S,Drua Gohra\$
T/S	Gur Asted	11*	1361	1428	202	Awoken Serpent S Boss box%
T/S	Gur Hanab	12*	1428	1570	227	Grenade Collector title
K/A	Blanc Grenadoc	8*	370	848	174	38880
K/A	Gur Nedac	8*	185	1003	127	
K/S	Gur Bazgac	10*	214	1325	160	
K/S	Gur Astec	11*	227	1485	180	
K/S	Gur Hanabic	12*	238	1633	201	
K/S	Robopitch Grenade	13*	2800	1800	200	Ultimate Warrior title
K/S	Song for Death	12*	2222	1420	240	Awoken Serpent S Boss box
K/B	Koltova Gun	6*	1771	578	139	Story Mode Ch3:Act 2 Reward
K/S	Inferno Bazooka	10*	976	1121	200	
K/A	Tippo Rabna	7*	1548	558	192	
K/A	Tippo Nazra	7*	1548	638	152	
K/S	Tippo Dogma	11*	1952	1210	222	

\$ Also available from Vanda Orga (Ranger or Gunmaster needed for item drop)

% Also available from Lightning Beasts S Boss box

=====
 = Laser Cannons (WPlas) =
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Description

Laser Cannons are 2-handed ranged weapons that penetrate a straight line, which can hit multiple enemies. They are slow and powerful.

Why should I use this weapon?

- * High Attack Power
- * Hits multiple targets in a straight line

Why shouldn't I use this weapon?

- * Only Rangers, Gunmasters, and Protransers can use this weapon
- * Rare (this weapon is available at 7* and above)
- * Two-handed
- * Slower rate of fire than a Rifle
- * High Power Point consumption

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/A	Laser Cannon	7*	1452	473	117	38400
G/A	Maser Cannon	8*	1584	559	134	57600
G/A	Thunder Cannon	9*	1710	648	151	86400
G/S	Meteor Cannon	10*	1830	739	169	Sleeping Warriors S,Polavohra@
G/S	Needle Cannon	11*	1944	828	190	Grove of Fanatics S Boss box
G/S	Love Inferno	12*	2040	911	213	Laser Collector title
Y/A	Kouhakanoh	7*	1888	355	146	42240
Y/A	Shinhakanoh	8*	2059	419	167	63360
Y/A	Raihakanoh	9*	2223	486	189	95040
Y/S	Ryusaikanoh	10*	2379	554	211	
K/A	Laser Cannoc	8*	317	615	147	34560
K/S	Meteor Cannoc	10*	366	813	186	
K/S	Neddle Cannoc	11*	389	911	209	
K/S	Love Infernoc	12*	408	1002	234	
K/A	Kouhakanoc	8*	634	503	147	Hill of Spores S area
K/S	Ryusaikanoc	10*	732	665	196	
K/S	Degahna Cannon	12*	2346	1047	244	Grove of Fanatics S Boss box*

K/S Nug-2000 Bazooka 10* 1281 924 152
 K/B Laser Pannon 4* 869 268 75 Super Rookie title

@ Acromaster or Protranser type needed for item drop

* Ranger, Gunmaster, Acromaster, or Protranser type needed for item drop

=====
 = Twin Handguns (WPtha) =
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Description

 Twin Handguns are 2-handed dual ranged weapons that fire a pair of shots consecutively per attack. They deal less damage than a single handgun, but they fire rapidly. Like Handguns, you can move while shooting. While you have a large Power Point supply, this is offset by the high rate of fire. Still, this is a mobile alternative to the Rifle that is good for taking on other ranged attackers.

Why should I use this weapon?

- * Large Power Point supply
 * High mobility (move while shooting)
 * High attack speed
 * Readily available (all manufacturers make this weapon)

Why shouldn't I use this weapon?

- * Two-handed
 * High Power Point consumption
 * Lower damage than a Handgun

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Twin Handgun	1*	360	28	21	330
G/C	Twin Powergun	2*	420	41	34	840
G/C	Twin Autogun	3*	480	62	50	2100
G/B	Twin Lockgun	4*	540	86	70	
G/B	Dual Beatgun	5*	600	113	92	7560
G/B	Dual Railgun	6*	660	135	110	11340
G/A	Bulletmaster	7*	726	175	126	33600
G/A	Evil Twins	8*	792	207	144	50400
G/A	Deathmaker	9*	855	240	162	75600
G/S	Hyper Viper	10*	915	274	182	Plains Overlord S, Koltova RA
G/S	Twin Tornado	11*	972	307	204	Plains Overlord S Boss box
G/S	Battlestopper	12*	1020	338	229	T.H. Gun Collector title
Y/C	Ryo-Pistatore	1*	468	21	26	360
Y/C	Ryo-Powertore	2*	546	31	42	920
Y/C	Ryo-Ortotore	3*	624	46	63	2310
Y/B	Ryo-Louktore	4*	702	65	88	5540
Y/B	Ryo-Betatore	5*	780	84	115	8310
Y/B	Ryo-Rayratore	6*	858	101	137	12470
Y/A	Ryo-Bimtore	7*	944	132	158	36960
Y/A	Ryo-Komatore	8*	1030	155	180	55440
Y/A	Ryo-Bisotore	9*	1112	180	203	83160
T/C	Arb Had	1*	216	34	19	400
T/C	Arb Pam	2*	252	52	30	1000
T/C	Arb Oga	3*	288	77	45	
T/B	Arb Roga	4*	324	108	63	6040
T/B	Arb Biga	5*	360	141	83	9070

T/B	Arb Rega	6*	396	169	99	13600	
T/A	Arb Magana	7*	436	219	113	40320	
T/A	Arb Biso	8*	475	259	130		
T/A	Arb Boa	9*	513	300	146		
K/B	Twin Handguc	6*	132	149	121	6800	
K/A	Bulletmasteric	8*	158	228	159	30240	
K/S	Hyper Vipric	10*	183	301	200		
K/S	Twin Tornadoc	11*	194	338	225		
K/S	Battlestoppric	12*	204	371	252		
K/B	Ryo-Pistatorec	6*	264	122	121	30240	
K/A	Ryo-Bimtorec	8*	317	187	159	30240	
K/B	Arb Hadoc	6*	66	176	88		
K/A	Arb Maganac	8*	79	269	132	30240	
K/B	Twin Real Handgun	4*	621	99	81		
K/A	Twin Real H.gun G	8*	911	238	166		The Eastern Peril S Boss box
K/A	Twin Varista	7*	629	193	139		
K/A	Twin Ruby Bullet	9*	755	264	179		Dancing Birds S, Kudetob
K/S	Guld & Milla	14*	1031	450	316		SEED Awakened S Boss box RA &
K/S	Tension Blasters	10*	1052	315	209		non-CAST only
K/B	Samba Maracas	6*	360	130	88		Up and Coming title
K/S	Twin Glasher	12*	1173	388	263		CAST only

RA Ranger or Gunmaster type needed for item drop
& Also available from True Darkness S Boss box RA

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= Handguns (WPhan) =
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Description

Handguns are one-handed ranged weapons. They have average damage, average rate of fire, and average range. All types can use a handgun of some sort, except for the Protranster (which doesn't use any 1-handed weapons). They are the main backup ranged weapon for most melee types, as they can shoot in First Person mode for flying bosses.

Why should I use this weapon?

- * All types can equip this weapon (except Protranster)
- * High mobility (move while shooting)
- * Readily available (all manufacturers make this weapon)

Why shouldn't I use this weapon?

- * Low damage

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Handgun	1*	240	35	24	240
G/C	Powergun	2*	280	53	38	600
G/C	Autogun	3*	320	79	58	1500
G/B	Lockgun	4*	360	111	80	3600
G/B	Beatgun	5*	400	144	105	5400
G/B	Railgun	6*	440	173	126	8100
G/A	Beamgun	7*	484	224	144	24000
G/A	Raygun	8*	528	265	165	36000
G/A	Python	9*	570	307	186	54000
G/S	Viper	10*	610	350	208	Plains Overlord S, Distova RA
G/S	Storm	11*	648	393	234	Plains Overlord S Boss box

G/S	De Ragun	12*	680	432	262	Handgun Collector title
Y/C	Pistatore	1*	312	26	30	260
Y/C	Powertore	2*	364	40	48	660
Y/C	Ortotore	3*	416	59	72	1650
Y/B	Louktore	4*	468	83	100	3960
Y/B	Betatore	5*	520	108	131	5940
Y/B	Rayratore	6*	572	130	157	8910
Y/A	Bimtore	7*	629	168	180	26400
Y/A	Komatore	8*	686	199	206	39600
Y/A	Bisotore	9*	741	231	232	59400
T/C	B'duki Had	1*	144	44	22	280
T/C	B'duki Pam	2*	168	66	35	720
T/C	B'duki Oga	3*	192	99	52	1800
T/B	B'duki Roga	4*	216	138	72	4320
T/B	B'duki Be	5*	240	180	94	6480
T/B	B'duki Re	6*	264	216	113	9720
T/A	B'duki Magana	7*	290	281	130	28800
T/A	B'duki Biso	8*	317	331	148	43200
T/A	B'duki Boa	9*	342	384	167	64800
K/B	Handguc	6*	88	190	138	4860
K/A	Beamguc	8*	106	292	181	21600
K/S	Vipric	10*	122	385	229	
K/S	Stormic	11*	130	432	257	
K/S	De Ragnuc	12*	136	475	288	
K/B	Pistatorec	6*	176	155	121	21600
K/A	Bimtorec	8*	211	239	181	
K/B	B'duki Hadoc	6*	44	225	100	4860
K/A	B'duki Maganac	8*	53	345	132	
K/B	Real Handgun	4*	414	127	92	
K/A	Real Handgun G	8*	607	305	190	
K/A	Varista	7*	645	247	158	Story Mode Ch6:Act 3 Reward
K/S	Guld	13*	931	523	332	
K/A	Ruby Bullet	9*	752	338	204	Story Mode Ch7:Act 1 Block 2
K/S	Milla	13*	942	515	322	
K/S	Tension Blaster	10*	720	403	239	non-CAST only
K/S	Glasher	12*	782	497	301	CAST only

RA Ranger or Gunmaster type needed for item drop

=====
 = Crossbows (WPcro) =
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Description

Crossbows are one-handed ranged weapons. They are similar to shotguns in that they can shoot multiple shots (at higher Bullet levels), but they allow you to strafe and move. They do not deal nearly as much damage as shotguns, but they are a good one-handed alternative to handguns.

Crossbows shoot 1 bolt at bullet level 1-10, 2 bolts at bullet level 11-20, and 3 bolts at bullet level 21+. Obviously, they are most effective when you reach bullet level 21+.

Why should I use this weapon?

- * Multiple shots
- * High mobility (move while shooting)

Why shouldn't I use this weapon?

- * Only Rangers/Gunmasters can use this weapon
- * Low damage
- * No first person mode
- * Rare (this weapon is available at 7* and above)

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
Y/A	Yurasogi	7*	818	138	169	39600
Y/A	Kokrosoki	8*	892	163	193	59400
Y/A	Aikasoki	9*	963	189	218	89100
T/A	Cubo Upinde	7*	378	230	122	43200
T/A	Cubo Dunga	8*	412	271	139	64800
T/A	Cubo Mamba	9*	445	314	157	97200
T/S	Cubo Musrana	10*	476	358	176	
T/S	Cubo Tuma	11*	505	402	197	Awoken Serpent S Boss box
T/S	Cubo Simba	12*	530	442	221	Crossbow Collector title
K/A	Yursogic	8*	275	195	170	32400
K/A	Cubo Upindec	8*	69	282	124	32400
K/S	Cubo Musranac	10*	79	373	156	
K/S	Cubo Tumac	11*	84	418	175	
K/S	Cubo Simbac	12*	88	459	196	
K/S	Drill Launcher	10*	793	287	195	CAST only
K/S	Kaiser Viera	13*	726	350	302	non-CAST only
K/B	Din De Bel	6*	558	127	130	Super Ace title

=====
 = Cards (WPcar) =
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Description

Cards are one-handed ranged weapons. They work similar to handguns, since you are able to strafe while shooting. Once you achieve a lock-on (red crosshair) you can throw the Cards, which will shoot a homing projectile, allowing you to dodge after throwing. The homing is of little practical benefit, but it still looks fairly neat. At bullet levels of 11 and higher, you can throw 3 cards instead of the default 2 cards.

Why should I use this weapon?

- * Forces/Masterforces can use this weapon
- * Homing shots
- * High mobility (move while shooting)

Why shouldn't I use this weapon?

- * Low damage
- * No first person mode
- * Rare (this weapon is available at 7* and above)

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/A	Card Fante	7*	387	204	225	
G/A	Card Regina	8*	422	241	258	
G/A	Card Regas	9*	456	280	290	
Y/A	Kikami	7*	503	153	281	34320
Y/A	Ageha-kikami	8*	549	181	322	51480
Y/A	Mira-kikami	9*	593	210	363	77220

Y/S	Shi-kikami	10*	634	239	406	AMF HQ Recovery S*
Y/S	Hoshi-kikami	11*	674	268	456	Demons Above S Boss box
Y/S	Kaza-kikami	12*	707	294	511	Card Collector title
K/A	Card Fantec	8*	84	265	283	
K/A	Kikamic	8*	169	217	283	28080
K/S	Shi-kikamic	10*	195	287	358	
K/S	Hoshi-kikamic	11*	207	321	402	
K/S	Kaza-kikamic	12*	218	353	450	
K/S	Cadianna	10*	448	319	325	
K/B	Primera Fiore	4*	288	101	125	Story Mode Ch4:Act 2 Reward

* Drops from YG-01U BUGGES, a rare spawn

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 = Machineguns (WPmac) =
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Description

Machineguns are 1-handed ranged weapons. They are different from other ranged weapons in that they require you to hold down the attack button rather than tapping the attack button repeatedly. The result is a steady stream of damage on a single target. They burn through Power Points quickly, but can deal a massive amount of damage in a short time.

One of the special Photon Arts for this weapon is Meseta Fury (obtained from the title reward for Meseta Tycoon, 1 million Meseta). It allows you to use Meseta instead of Power Points for ammunition. This gives you a continuous stream of damage as long as you have the cash to support it.

Why should I use this weapon?

- * All types can equip this weapon (except Protranser)
- * Extremely fast hits
- * Readily available (all manufacturers but Yohmei make this weapon)

Why shouldn't I use this weapon?

- * Low damage per hit
- * High Power Point Consumption

Mfr	Name	Rar	PP	Att	Acc	Cost/Other
G/C	Machinegun	1*	360	8	12	190
G/C	Assault	2*	420	12	19	480
G/C	Greasegun	3*	480	17	29	1200
G/B	Repeater	4*	540	24	40	2880
G/B	Gatling	5*	600	31	52	4320
G/B	Vulcan	6*	660	38	63	6480
G/A	Beam Vulcan	7*	726	49	72	19200
G/A	Yasminakov 0002	8*	792	58	82	28800
G/A	Drumline	9*	855	67	93	43200
G/S	Muzzlefever	10*	915	76	104	
G/S	Bulletedance	11*	972	86	117	SEED Awakened S Boss box
G/S	Deathrain	12*	1020	94	131	Machinegun Collector title
G/S	Germinus Gun	13*	1062	104	146	
T/C	Maggan	1*	216	10	11	230
T/C	Magga Aza	2*	252	17	17	
T/C	Magga Gres	3*	288	22	26	1440
T/B	Magga Rit	4*	324	30	36	3450

T/B	Magga Gat	5*	360	39	47	5180
T/B	Magga Bar	6*	396	47	57	7770
T/A	Magga S'bina	7*	436	61	65	23040
T/A	Magga Draga	8*	475	72	74	34560
T/A	Magga Guin	9*	513	84	84	
K/B	Machineguc	6*	132	41	69	3880
K/A	Beam Vulcanic	8*	158	64	91	17280
K/S	Muzzlefevic	10*	183	114	183	
K/S	Bulletdancic	11*	194	128	194	
K/S	Deathraic	12*	204	144	204	
K/S	Germinus Ganuc	13*	212	114	161	
K/B	Maggac	6*	66	49	50	3880
K/A	Magga S'binac	8*	79	66	66	17280
K/S	Magana Revolta	10*	3172	80	190	Stolen Weapon S Boss box*
K/A	H&K38 Combat	7*	944	50	90	

* Force or Masterforce needed for item drop. Beast only.

=====
 = R-Mags (WPrma) =
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Description

R-Mags are one-handed ranged weapons. However, they require no attack button input to fire. Instead, they fire automatically when enemies approach. While they tend to deal less damage than their manual counterparts, the automatic nature of the R-Mag allows it to be paired with a one-handed melee weapon for stacking multiple sources of damage.

It's difficult to quantify how much R-Mags help with a one-handed melee weapon. Although they clearly add more damage, many folks believe that a two-handed melee weapon would do more damage than a R-Mag and a one-handed melee weapon combined. Of course, some one-handed weapons have no two-handed counterpart (like Slicers and Whips), so R-Mags are useful in this case. R-Mags also continue to fire even if your character is knocked down, which is a bonus.

Why should I use this weapon?

- * All types can equip this weapon (except Protranser)
- * High mobility (move while shooting)
- * R-Mags fire automatically, thus they can stack with a 1-handed melee weapon
- * Unlimited ammunition
- * Readily available (all manufacturers but Yohmei make this weapon)

Why shouldn't I use this weapon?

- * Low damage
- * Short range
- * Rate of fire varies depending on the R-Mag type

Mfr	Name	Rar	PP	Tech	Acc	Cost/Other
G/C	Duke	1*	0	37	42	210
G/C	Giduke	2*	0	56	67	540
G/C	Raduke	3*	0	84	101	1350
G/B	Giraduke	4*	0	117	140	
G/B	Goraduke	5*	0	152	183	
G/B	Rogaduke	6*	0	182	220	7290

G/A	Yactdike	7*	0	237	252	21600
G/A	Galdike	8*	0	280	288	32400
G/A	Graldike	9*	0	324	325	48600
G/S	Ebrozike	10*	0	369	364	
G/S	Frauduke	11*	0	414	409	The Dual Sentinel S Boss box
G/S	Elsral	12*	0	455	458	R Mag Collector title
T/C	Shag Shij	1*	0	46	38	250 3-way shot, slow rate
T/C	Shag Hodda	2*	0	70	60	640 3-way shot, slow rate
T/C	Shag Hagg	3*	0	104	91	1620
T/B	Shag Azza	4*	0	146	126	
T/B	Shag Zazza	5*	0	190	165	5830
T/B	Shag Omur	6*	0	228	198	8740
T/A	Shag Hodogg	7*	0	296	227	25920
T/A	Shag Goagg	8*	0	349	260	
T/A	Shag Hejiz	9*	0	405	292	
K/B	Rogadukuc	6*	0	200	242	3880
K/A	Graldikuc	8*	0	308	317	
K/S	Ebrozikuc	10*	0	406	400	
K/S	Fraudukuc	11*	0	456	450	
K/S	Elsralac	12*	0	501	504	
K/B	Shaguc	6*	0	237	176	
K/A	Shag Hoc	8*	0	363	231	17280
K/S	Preta	14*	0	634	660	The Dual Sentinel S Boss box^
K/A	Sonichi	9*	0	373	374	True Darkness S Boss box
K/S	Opaopa	11*	0	100	500	Title Collector title&
K/C	Mark III	2*	0	64	77	Story Mode Ch1:Act 2 Block 2*
K/B	Master System	4*	0	134	161	Story Mode Ch2:Act 2 Block 2*
K/B	Genesis	6*	0	209	253	Story Mode Ch4:Act 2 Block 2*
K/A	Sega Saturn	8*	0	321	332	Story Mode Ch6:Act 3 Block 2*
K/S	Dreamcast	10*	0	425	419	Story Mode Ch8:Act 3 Block 2*

^ Acromaster or Protranter needed for item drop

& The Opaopa has continuous Rapid Fire on a single target

* All of these R Mags are available as drops from rare enemies in the following missions: The Holy Ground (Lutus Jigga) and Sleeping Warriors (Orgdus)

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 = Rods (WProd) =
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Description

Rods are two-handed TECHNIC weapons. They can store up to 4 TECHNICs.

If all of the TECHNICs on a Rod are the same element, then the rod gains an elemental bonus equal to 4 percent per TECHNIC above the first one. Thus, a rod with two TECHNICs has a 4 percent bonus, a rod with three TECHNICs has 8 percent, and a rod with four TECHNICs has 12 percent. If a rod has even one TECHNIC that isn't of the same element as the others, it is effectively neutral and does not have a bonus.

Why should I use this weapon?

- * Can stack up to 12% elemental bonus with 4 slots
- * High Power Point supply

Why shouldn't I use this weapon?

- * Two-handed prevents the use of R-Mags
- * Slower casting rate than Wands or TECH-Mags

Mfr	Name	Rar	PP	TECH	Cost/Other
G/C	Rod	1*	660	128	430
G/C	Helixen	2*	770	192	1080
G/C	Luciel	3*	880	288	2700
G/B	Strega	4*	990	402	6480
G/B	Malgisa	5*	1100	524	9720
G/B	Viedima	6*	1210	628	14580
Y/C	Rod	1*	858	96	470
Y/C	Ulrod	2*	1001	144	1180
Y/C	Rayharod	3*	1144	216	2970
Y/B	Slyrod	4*	1287	302	7120
Y/B	Hajirod	5*	1430	393	10690
Y/B	Tomoirod	6*	1573	471	16030
Y/A	Granarod	7*	1730	612	47520
Y/A	Mayrod	8*	1888	723	71280
Y/A	Howrod	9*	2038	839	106920
Y/S	Halarod	10*	2181	956	Moonlight Beast S, Ollaka
Y/S	Kazarod	11*	2317	1071	Sleeping Warriors S Boss box%
Y/S	Okarod	12*	2431	1178	Rod Collector title
K/B	Roc	6*	242	691	8740, Eco Protection area drop
K/B	Rodoc	6*	484	565	8740, Hill of Spores area drop
K/A	Granarodoc	8*	581	868	Hill of Spores area drop
K/S	Halarodoc	10*	671	1147	
K/S	Kazarodoc	11*	713	1285	
K/S	Okarodoc	12*	748	1413	
K/A	Pumpkinhead	7*	1531	938	Story Mode Ch6:Act 3 Reward
K/S	Gaozoran Rod	11*	2049	1642	SEED Awakened S, Gaozoran
K/S	Rutsularod	15*	2707	2406	
K/S	Dallgunrod	10*	700	820	Top Contender title
K/S	Rabbitwand	12*	614	1230	Demons Above S Boss box FO &
K/A	Chao Staff	9*	565	898	Lightning Beasts A, Bal Soza FO
K/S	Caduceus	10*	1929	1465	True Darkness S Boss box
K/S	Psycho Wand	12*	2151	1806	Claws & Bullets S Boss box FO *

FO Force or Masterforce needed for item drop

% Also available from The Holy Ground S Boss box and Demons Above S Boss box & Female only

* Photon Arts are boosted to 120% of normal power.

=====
 = Wands (WPwan) =
 =====

Mfr	Name	Rar	PP	TECH	Cost/Other
G/C	Wand	1*	348	61	240
G/C	Staff	2*	406	92	600
G/C	Baton	3*	464	138	1500
G/B	Scepter	4*	522	193	3600
G/B	Cane	5*	580	252	5400
G/B	Crozier	6*	638	301	8100
G/A	Prest	7*	702	392	24000
G/A	Geist	8*	766	463	36000
G/A	Serdote	9*	827	537	54000
Y/C	Wandra	1*	452	46	260
Y/C	Starra	2*	528	69	660
Y/C	Batnara	3*	603	104	1650
Y/B	Septara	4*	679	145	3960

Y/B	Canara	5*	754	189	5940
Y/B	Crozara	6*	829	226	8910
Y/A	Cometara	7*	912	294	26400
Y/A	Lidra	8*	995	347	39600
Y/A	Majimra	9*	1074	402	59400
Y/S	Uransara	10*	1150	459	Moonlight Beast S, Olgothmon
Y/S	Tesbra	11*	1221	514	Moonlight Beast S Boss box
Y/S	Bajura	12*	1282	565	Wand Collector title
Y/S	Granahodora	13*	1335	622	
T/C	W'ganga	1*	120	67	280
T/C	W'gasta	2*	156	138	720
T/C	W'ganba	3*	180	209	1800
T/B	W'gasep	4*	204	280	4320
T/B	W'gacan	5*	216	348	6480
T/B	W'gacros	6*	228	416	9720
K/B	Wandoc	6*	128	332	4860
K/A	Prestoc	8*	153	509	
K/B	Wandrac	6*	255	271	Sleeping Warriors area drop
K/A	Cometarac	8*	306	416	Sleeping Warriors area drop
K/S	Uranusarac	10*	354	550	Sleeping Warriors area drop
K/S	Tesbrac	11*	376	617	
K/S	Bajurac	12*	394	678	
K/S	Granahodorac	13*	411	746	
K/B	W'gangac	6*	64	392	4860
K/A	Twinkle Star	8*	880	532	Story Mode Ch6:Act 2 Block 2^
K/S	Motav Prophecy	10*	1017	703	Sleeping Warriors Boss box FO
K/B	Papillon Dance	4*	321	123	Female only, Plains Overlord area
K/B	Papillon Ciel	4*	321	123	Male only, Plains Overlord area
K/B	Beefkebob Raria	4*	300	150	
K/A	Beefkebob Media	8*	500	300	Grinding Beefkebob Raria x10
K/B	Beefkebob Welllda	6*	400	250	Fail grinding Beefkebob Raria
K/A	Bukra Famitsu	8*	880	532	?
K/A	Bukra Dengeki	8*	880	532	?
K/A	Bukra EGM	8*	880	532	?
K/A	Bukra Gemaga	8*	880	532	?
K/A	Bukra LOGIN	8*	880	532	?
K/A	Magical Wand	9*	950	617	Stolen Weapon S, Rogue

FO Force or Masterforce needed for item drop

^ Ranger, Force, Gunmaster, or Masterforce type needed for item drop

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= TECH-Mags (WPtma) =

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Mfr	Name	Rar	PP	TECH	Cost/Other
G/C	Pit	1*	456	35	190
G/C	Gipit	2*	532	53	480
G/C	Rapit	3*	608	79	1200
G/B	Girapit	4*	684	111	2880
G/B	Gorapit	5*	760	144	4320
G/B	Rogapit	6*	836	173	6480
G/A	Pegi	7*	920	224	9720
G/A	Pegita	8*	1003	265	14580
G/A	Ranpegi	9*	1083	307	43200
G/S	Dori	10*	1159	350	
G/S	Coni	11*	1231	393	Cost of Research S Boss box FO #
G/S	Delpi	12*	1292	432	TECH Mag Collector title
Y/C	Nakon	1*	593	26	210

Y/C	Shibakon	2*	692	40	520	
Y/C	Kusakon	3*	790	59	1320	
Y/B	Nahakon	4*	889	83	3160	
Y/B	Ryulikon	5*	988	108	4750	
Y/B	Ramlakon	6*	1087	130	7120	
Y/A	Jinjin	7*	1195	168	21120	
Y/A	Kabjinjin	8*	1304	199	31680	
Y/A	Ogjinjin	9*	1408	231	47520	
Y/S	Okikudohg	10*	1507	263	Willing Martyr title	
K/B	Pitoc	6*	167	190	3880	
K/A	Pegic	8*	201	292		
K/S	Doric	10*	232	385		
K/S	Conic	11*	246	432		
K/S	Delpic	12*	258	475		
K/B	Koncuc	6*	334	155		
K/A	Dadajinjic	8*	401	239		
K/A	Shato	9*	1245	354	Story Mode Ch8:Act 1 Block 2&	
K/S	Pushan	14*	1700	600	Moonlight Beast S Boss box FO	
K/S	Lukmin	11*	1416	452		
K/S	Rappy Madog	10*	1333	403		
K/C	Pannon Madog	2*	612	61		
K/B	Koltova Madog	4*	787	127		
K/B	Lunga Madog	6*	961	199	Story Mode Ch5:Act 3 Reward	
K/A	Kakwane Madog	8*	1154	305		

FO Force or Masterforce type recommended for item drop

Also available from Moonlight Beast S Boss box

& Hunter, Force, Fighmaster, or Masterforce type needed for item drop

=====
 = FAQ (WPfaq) =
 =====

Q) Why is your drop list incomplete?

A) This guide is a work-in-progress. I'm taking the time to verify the weapon drops in my game. While there are many good resources for the game, most of these have information from the Japanese version, so the information may not necessarily apply to the US version.

Also, I have not been listing most of the drops that are buyable in the store. I may add these drops at a later date, but once you complete the Story Mode, you should have access to all of these weapons.

Q) What are the weapon restrictions for each battle type?

A) Here is a table:

Weapon Name	HU	RA	FO	FM	GM	MF	AM	PT
Swords	A	-	-	S	-	-	-	S
Knuckles	A	B	B	S	A	A	A	S
Spears	A	B	B	S	A	A	-	S
Double Sabers	A	B	B	S	A	A	A	S
Axes	B	-	-	S	-	-	-	S
Twin Sabers	A	B	-	S	A	-	S	-
Twin Daggers	A	-	A	A	-	S	S	-
Twin Claws	B	-	-	A	-	-	S	S
Sabers	A	B	B	S	A	A	S	-
Daggers	A	-	A	A	-	S	S	-

Claws	B	-	-	A	-	-	S	-
Whips	B	-	A	-	-	S	S	-
Slicers	A	B	B	S	A	A	S	-
Rifles	B	A	-	-	S	-	-	S
Shotguns	-	A	-	-	S	-	-	S
Longbows	-	-	A	-	-	S	-	S
Grenades	-	A	-	-	S	-	-	S
Laser Cannons	-	A	-	-	S	-	-	S
Twin Handguns	B	A	B	-	S	-	S	-
Handguns	B	A	B	A	S	A	S	-
Crossbows	-	A	-	-	S	-	-	-
Cards	-	-	A	-	-	S	A	-
Machineguns	B	A	B	A	S	A	S	-
R-Mag	B	A	B	A	S	A	S	-
Rods	-	-	A	-	-	S	-	S
Wands	-	B	A	-	A	S	S	-
TECH-Mag	B	B	A	A	A	S	S	-

HU = Hunter RA = Ranger FO = Force
 FM = Fighmaster GM = Gunmaster MF = Masterforce
 AM = Acromaster PT = Protranser

Q) What are the differences between the manufacturers?

- A) * GRM weapons are average in just about every respect. The main GRM shop is on Parum. GRM also produces high grade Sabers, Double Sabers, Twin Sabers, Swords, Handguns, Twin Handguns, Machineguns, R-Mags, Rifles, Laser Cannons, and TECH-Mags.
- * Yohmei weapons have lower Attack Power/Technique Power, but they also have higher Photon Points and Accuracy. The main Yohmei Corp shop is on Neudaiz. Yohmei Corp also produces high grade Daggers, Twin Daggers, Claws, Twin Claws, Cards, Longbows, Wands, and Rods. They are the ONLY manufacturer that makes Slicers (other than Kubara).
- * TENORA WORKS weapons have higher Attack Power/Technique Power, but they also have lower Photon Points and Accuracy. The main TENORA WORKS shop is on Moatoob. TENORA WORKS also produces high grade Whips, Knuckles, Spears, Axes, Crossbows, Shotguns, and Grenades.
- * Kubara product is the catch-all category for "everything else." It consists of the following:
- * Imitations of the other manufacturer weapons (usually duplicating 6*, 8*, 10*, 11*, and 12* weapons) which have extremely low PP and higher Attack Power/Technique Power.
 - * "Gag" weapons like umbrellas, frying pans, and gigantic white gloves.
 - * Unique and powerful high grade weapons.

Q) How can I buy higher grade weapons?

- A) The grade of weapons that you can purchase in the various shops are based on how many chapters you have completed in Story Mode. All of the shops start selling Grade C/1* rarity weapons, and gain another "star" of rarity for every chapter that you complete. You can buy up to 9* rarity items by the time you finish the Story Mode.

While you will get better drops from missions, the shops are a great place to fill up your Weapon log. You can just buy weapons that you don't have in your log and sell them back.

Q) How does weapon grinding work?

- A) You can obtain Upgrade Grinders as random drops, title rewards (for every 10 levels except 50 and 100), and for achieving S rank at the end of a mission. To use the Upgrade Grinder, go to the Shop:Upgrade (available on all of 4 of the planets). Upgrade Grinders can be used up to 10 times on any weapon.

The upgrades received from the grinders are random, but the range only differs by 2 or 3 points. Thus, the most that any weapon at the end of 10 grinds will be is about 20 to 30 points, assuming that one person gets the best grinds on all stats and another person gets the worst grinds. Under normal circumstances, you'll probably be off the maximum possible stats by 5 to 10 points.

If you absolutely need the maximum stats for a weapon, you can grind the weapon a few times, noting the stat increases with each grind, reload your game, then attempt an upgrade. If it comes up as the maximum number, then save your game and repeat. Otherwise, just load the game and try again. This is a tedious and largely unnecessary process, but it's available for all of you perfectionists out there.

I generally upgrade weapons that are 6*, 9*, and 10* plus. These are the breakpoints for the weapon grades compared to rarity stars (6* is B grade, 9* is A grade, etc.) and thus are the highest rarity weapons usable by various battle types in different weapon categories. It's easy to get more Upgrade Grinders and since you can only upgrade 10 times, you'll have plenty of them to go around.

If you are running low on Upgrade Grinders, you can repeatedly run the Story Mode mission Plant Recovery C. It is only 2 blocks, and can be finished in 2 to 3 minutes (my record time is 1:29). S-ranking that mission will get you an Upgrade Grinder.

Q) What's the deal with the "beef" weapons?

A) Your first experience with the beef weapons probably will be the story missions on Moatoob, where an encounter will drop several of them at your feet. The beef weapons all start out as the "Rare" version, as in rare steak. If you use Upgrade Grinders on the beef weapons, you have a chance of over-cooking them into the Welldone versions. If you successfully use 10 Grinders on a beef weapon, then it upgrades to the Medium version (the highest grade) and get the Cooking Fighter title. You can save, upgrade a couple of times, and if it doesn't work, reload your game.

Q) Where can I find the Story Mode ChX: Act X Block 2 weapons?

A) Almost every Block 2 section of all of the Story Mode missions have a box which has a secret weapon or armor unit. Just dig around until you find it. Here are some hints:

- * Chapter 1: Act 2 - One of the rooms has 4 boxes in a square.
- * Chapter 2: Act 2 - Behind a tree in a small bush "container" after a short cave.
- * Chapter 3: Act 2 - Near a trap left of Drua Gohra near entrance.
- * Chapter 4: Act 1 - After jumping through a teleporter, look behind you.
- * Chapter 4: Act 2 - There is a Y branch with two locked doors. Right door.
- * Chapter 5: Act 1 - To the left of a Jishagara spawn x3.
- * Chapter 5: Act 2 - Small room with a Bil De Veer.
- * Chapter 5: Act 3 - Room locked by Key 2.
- * Chapter 6: Act 1 - North end of a room after a teleporter.
- * Chapter 6: Act 2 - In the "open maze" area, after a teleporter.
- * Chapter 6: Act 3 - Behind doors south of Key 1.
- * Chapter 7: Act 1 - Left after the Jarba.
- * Chapter 7: Act 2 - Box near the Photon Point Charger.
- * Chapter 7: Act 3 - Right at the first T-section.
- * Chapter 8: Act 1 - Room to the east of the starting room.
- * Chapter 8: Act 2 - Right branch in the northern path.
- * Chapter 8: Act 3 - Near a Dilnazen.

- Q) Every so often, I notice that my weapon does a "critical hit". How do I do this more often?
- A) This is the Exact Attack and Exact Counter system. They both appear with a yellow flash when you attack and your damage is increased by 40-50%. You can perform an Exact Attack on the 2nd or 3rd attack (NOT hit) of a combo. Some fast weapons will actually do two hits in the first press of the Square button. Near the end of the 1st attack's animation, press the Square button again to activate the 2nd attack. If timed properly, you will see a yellow flash and you will deal higher damage. You can also perform Exact Attacks with Melee Photon Arts. Exact Attacks also fill up your Photon Points faster than regular attacks.

Exact Attacks are slightly slower than just spamming the attack button. They are more useful with slower weapons (which are going to hit slower for more damage anyway) than faster weapons. Conversely, the timing is easier to nail down on the faster weapons.

Exact Counter means that when you block an attack (your character is in the blocking animation and you take zero damage), you press the Square button and counter the attack with a powerful hit. Even ranged weapons can do a "critical hit" this way.

- Q) Why can't I find Axes/Laser Cannons/Double Sabers/(insert weapon here)?
- A) Several weapons don't show up until Rarity 7*. These include Double Sabers, Axes, Twin Claws, Claws, Cards, Crossbows, Grenades, and Laser Cannons. Also, the battle type of the person hosting a game influences the kind of drops from the various bosses and monsters. Hunters/Fighmasters will find rarer melee weapons, for example.

- Q) Are there any good websites for Phantasy Star Portable?
- A) There is indeed a Phantasy Star Portable wiki:
http://psupedia.info/PSP:Phantasy_Star_Portable
The information mostly pertains to the JP version of the game, but dedicated fans are working on the US version.

=====
= End Notes (WPend) =
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Version History

-
- 0.01 First Draft! Currently working on getting some weapon costs.
 - 0.02 More weapon costs. Fixed some tab errors.
 - 0.03 Fixed Sword section (missing two). Added title weapons.
 - 0.04 More weapon costs. Some boss boxes and other item drops labeled.
 - 0.05 More weapon costs. More boss boxes and other item drops labeled.
 - 0.06 Still more of the same.

Credits

Thanks to my sweetie, Erica, for adventuring with me throughout the Gurhal system. Rocks fall, and everyone dies!

Thanks to SEGA, Sonic Team, and Alfa System for making such a great game.

Thanks to SONY Computer Entertainment for the Playstation Portable. Between this game and Monster Hunter, I'm completely swamped in awesome games.

Thanks to PSUpedia, for being an awesome resource for all Phantasy Star Portable fans.

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"But I'd feel better about it if you'd do that without staring at my chest."

-Maya

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