

# PHANTASY STAR: RAGOL'S CURSE



A Tabletop RPG Based on *Phantasy Star Online: Blue Burst*



[www.psohb.com](http://www.psohb.com)

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This work is meant as a salute to the computer game upon which it is based. It is an unsanctioned, unauthorized homage, a parody of Phantasy Star Online: Blue Burst. This work was begun as a result of a forum discussion at <http://www.1km1kt.net/community/> I had observed that the forums had on more than one occasion received posts from browsers who arrived at the site looking for computer games. I became aware that there may be people in today's world who may have played computer RPGs, but who knew nothing of the original tabletop RPGs that inspired the genre. I purposed the "Adapt A Computer Game Into A Tabletop RPG" challenge as an attempt to bridge this divide. The idea is that computer game players might recognize familiar concepts, settings, whatever, and be more willing to give the tabletop game a try. The competition was purposed as part of the "24 Hour RPG" challenge. What I wanted to do with PSO would require more from me than I felt the 24 hour time constraint could possibly allow, but I wanted to do it anyway. I did not attempt a 24 Hour Game for the competition, but I did set to work on what you have in your hands (or on your screen.) My congratulations to the winner of the challenge, Errin Famiglia, for "Quiz and Dungeons," and to everyone who completed the challenge. You can see all the entries at <http://www.1km1kt.net/results.php?terms=24-Hour-Computer-Game-Challenge> In the meantime I hope that you enjoy "Phantasy Star: Ragol's Curse."

Regards,  
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# PHANTASY STAR: RAGOL'S CURSE

A Tabletop RPG Based upon Phantasy Star Online: Blue Burst

*The Pioneer Project:*

*A plan born of desperation, conceived in response to the imminent destruction of their home worlds.*

*As plans for the evacuation began, unmanned probes were sent into deep space to find a habitable planet.*

*When a potential site was discovered, the first interstellar transport ship, Pioneer 1 was sent to establish a colony. Pioneer 1 confirmed that the Planet Ragol was a suitable location, and the initial colonists started preparing the planet for the main wave of refugees, beginning with the construction of the Central Dome.*

*7 years later...*

*Pioneer 2 completed its long voyage with the main wave of refugees aboard. But as Pioneer 2 entered orbit and opened a communications link with the Central Dome, an enormous explosion shook the entire planet.*

*All contact with the thousands of men and women of Pioneer 1 was lost...*

## **From PSO BB** **Official Community** **Site**

Since its debut on Dreamcast in 2000, the revolutionary PHANTASY STAR ONLINE series has received 17 awards worldwide. Now the PSO journey continues on PC! Each player takes on the role of a Hunter on the Planet Ragol and

ventures deep into lush worlds filled with mystery, intrigue, and powerful enemies. You'll battle in real-time and draw off the magic of more than 1,000 powerful rare items as you continue to search the planet for survivors of the Central Dome explosion, as requested by Governor-General Tyrell.

The planet Coral is the center of civilization, not far from humanity's own future.

As a seemingly never-ending war rages across the planet's surface, a new problem arises: the world's environment is degrading rapidly. The damage is irreparable and soon the planet will be uninhabitable to human life. The Alliance of Nations, a group of 10 of the most powerful countries on Coral, comes together and forms a plan to abandon the planet and search for a new world to call home.

Countless probes are sent into the furthest reaches of space, and yet only one happens to find a world that is suitable for human life. The Alliance of Nations names this planet "Ragol" and proceeds with The Pioneer Project, beginning construction on the first deep-space colony vessel, Pioneer 1. Pioneer 1 arrives on Ragol a year later, carrying the first emigrants. These settlers are charged with surveying and inspecting the surrounding area, ensuring its safety and its level of viability, along with priming the landing site for further colonization. Fortifications are set up, and the budding colony's hub is constructed: the Central Dome.

...Seven years pass.

Upon receiving a confirmation signal from the colonists of Pioneer 1, the second colony ship, Pioneer 2, leaves Coral bound for Ragol. After Pioneer 2 enters orbit around Ragol, they attempt to make contact with the Central Dome. The moment that they attempt to open

transmissions, a gigantic explosion erupts on the planet's surface.

All communication with the Central Dome is cut off. With a growing sense of danger and unease, the Principal orders Hunters (the players) to visit the surface and investigate the situation.

What are the untold secrets of the mysterious "Photon" energy? Why is the native wildlife of Ragol going berserk at every turn? Why are the Lab and the military both carrying out harried operations separate from the government and how are these groups all connected? The answers to all of these questions and many more await players as they take their first steps on the mysterious planet of Ragol...

## Ragol Timeline

**A.U.W.3060-** Endless warring on the homeworld of Coral is so devastating to the environment, it becomes uninhabitable. The Alliance of Nations, a group of 10 of the most powerful nations on Coral, bands together to plan a mass exodus to another planet. The search for a suitable world begins, and an intricate plan known as the Pioneer Project are is mapped out to construct a hyperspace vessel to transport colonists to their new home. to this new world.

**A.U.W.3068** Out of the countless unmanned probes sent into space to search for a n inhabitable suitable new world to colonize, only one finds a suitable makes a match. The Alliance of Nations names this new world "Ragol" and the construction of the first of the colonization vessel s, Pioneer 1,

begins. The main purpose of the maiden voyage of Pioneer 1 is research and planetary trailblazing.

**A.U.W.3076** Pioneer 1 takes off for Planet Ragol.

**A.U.W.3077** Pioneer 1 lands on Ragol. The scientific research team investigates the planet's surface, and deems it to be suitable for colonization. Construction begins on the preliminary habitat foundation, and the Central Dome is set up as the headquarters for the budding colony. Rico Tyrell is assigned to the Surface Exploration Team, which is (in charge of survival planning and terraforming opportunities).

**A.U.W.3081** The Alliance of Nation's power base continues to weaken due to the unending wartime carnage on Coral.

**A.U.W.3082** Construction of the Central Dome and fortification of the surrounding colony area are completed. The colonists contact the homeworld, and send the message for to clear the second colony ship to head out for Ragol. Also during this year, Heathcliff Flowen, the Deputy Commander of Pioneer 1's military forces, mysteriously disappears.

**A.U.W.3083** Upon receiving the transmission from Pioneer 1, Pioneer 2 is launched for Ragol. An alarming number of violent outbursts increases near the Central Dome amongst the local wildlife, including new forms that are unknown to homeworld scientists. Rico Tyrell and her companions are the first to form the Hunters, a self-defense group that seeks to find the cause of these

incidents and to ensure the safety of the colonists.

**A.U.W.3084** Pioneer 2 enters orbit around Planet Ragol. Just as the ship makes contact with the Central Dome, however, an enormous explosion occurs within the Central Dome itself.

**A.U.W.3084+** After teleporters are installed on the planet's surface, the Principal sends the first round of Hunters to investigate the surface of Ragol.

## Important People

### Principal Colin Tyrell

As the Principal of the Pioneer 2 colony ship, he has the highest position of authority onboard, including the military duties of governor-general and those of top political executive. He is an austere, just man of integrity, and is very popular with his subordinates and the colonists.

He is a widower and the father of the famed Hunter hero, Red Ring Rico. He has become deeply involved with his official duties in order to hide his deep concern for his only daughter's safety; one rarely catches a glimpse of the emotional hardship that he suffers.

On their home planet, Tyrell served as a high-ranking government officer and knew Heathcliff Flowen. There are rumors that he has a history with the Hunters, and compared to other political figures, his trust and faith in their organization is quite high.



### **Rico Tyrell**

Beyond being the daughter of Pioneer 2's Principal, Rico Tyrell has established quite a name for herself in her own right, both as a Hunter and a scientist. The people affectionately call her 'Red Ring Rico,' due to a red armband accessory that she always wears. Her trademark 'Red' weapon set was crafted for her by Heathcliff Flowen.

As a young girl, she showed great talent, and spent a large amount of time in the company of heroes such as Flowen and Donoph. These men acted as father figures and helped to shape her as she grew as a Hunter. Now she effectively represents the modern generation of Hunters.

In order to escape the confines of her father's authority, Rico signed onboard Pioneer 1, along with Flowen. Holding several doctoral degrees in science and linguistics, she took part in the surface exploration parties in charge of

survival assistance and terraforming. She also founded the self-defense team that was in charge of investigating Ragol's bizarre mutants, but her entire group was destroyed in the mysterious explosion incident. Hunters have confirmed that she was the only survivor after finding message pods she left highlighting her ongoing investigations after the accident. Rico's current fate and whereabouts are unknown.

### **Heathcliff Flowen**

This military hero known as "Sir Greybeard" is the adoptive father of Alicia Baz, and mentor to Red Ring Rico. Along with Zoke Miyama and Donoph Baz, he is one the heroes of the previous generation. The three of them together fought many battles for their home nation, and later became high-ranking government officials. However, the trio parted ways when Flowen's comrades became disgusted with the government's activities, and absconded, while Flowen himself remained. Despite being a military man, he had a very influential voice in political affairs. To this day, the military still uses Flowen's weapon designs, and the man himself is seen as a model by which to live.

He joined the Pioneer 1 crew as Deputy Commander. There is reason to believe that the report received by Pioneer 2 shortly before entering Ragol orbit, which announced Flowen's death, was fabricated. His whereabouts are still unknown.

### **Dr. Osto Hyle**

As an authority in the fields of genetic engineering, bionics, and

mechanical engineering, he served as the Lab Chief on the Pioneer 1 Research Team. Fellow scientific magnate, Dr. Montague, also joined up with the project aboard Pioneer 2. Together, the scientific pair invented and developed "Mags." The two also initiated a series of plans known as the MOTHER Project, which caused interference and resistance against several organizations, beginning with the military...

Dr. Osto was deeply interested in the ecosystem of Ragol, and studied a previously unknown set of lifeforms with D-cellular structure, secretly sending the results of his research back to Coral. The results showed that these creatures had been restructured on a genetic level by some kind of intelligent scientific design. Fascinated by these newly-evolved lifeforms, he immersed himself fully in his studies. There is the possibility that the many strange mutants now found on Ragol may be the results of his experiments.

Regretfully, it has been confirmed that Dr. Osto Hyle is deceased.

### **Jean-Carlo Montague**

The genius of this renowned young scientist is on par with the great Dr. Osto Hyle. While his mannerisms and attitude are unbearably off-putting, he is not a malicious person at heart. He is an authority on biomechanics and mechanical engineering, with his primary specialty in Photon Engineering. Part of this field involves weapon construction, and in that area, Montague excels. While not as talented as Dr. Osto, he also holds

a doctorate degree in genetic engineering.

He worked alongside Dr. Osto in developing Mags and initiated plans for the MOTHER Project. Once Hyle had departed aboard Pioneer 1, however, Montague executed a sweeping change of plans for the Project. With an enormous budget at his disposal, he pioneered a new form of emotional A.I., and developed the androids Ult (Prototype) and Elenor Camuel. Shortly after instituting these changes, the military assumed control of the funding of projects. At this point, even Montague's daily life on Coral was under total military direction.

Later, the military decided to incorporate Montague's plan with the launch of Pioneer 2; intending to continue the Project on Ragol. Montague insisted that he be put in charge, claiming that he needed to be responsible for the project, and joined the ranks of the Pioneer 2 crew. In reality, Montague wanted to escape governmental supervision, and had grown intrigued by Hyle's data reports on the bizarre lifeforms he was studying. He also had a certain scientific interest, as well as a sense of pride in having an environment in which to test out Elenor.

The military then seized the android prototype Ult. After this incident, Montague took Elenor and went into hiding; the whereabouts of Ult are also currently unknown. With Dr. Hyle dead, Montague may be the only living person who holds the key to the MOTHER Project.

## Leo Grahart

Formerly Captain of the Space Mechanized Mobile Infantry 32nd WORKS Division, he comes from a very distinguished military family lineage. He is currently a high-ranking official in Coral's Alliance of Nations and through his hard work and charisma, he founded WORKS. His trustworthiness and influence grew, but he ended up with too much power. As a result, the government, in order to halt his actions, ordered the more skilled members of WORKS to join the crew of Pioneer 1, leaving Leo with what weak portion of WORKS remained behind. The current WORKS division on Pioneer 2 is vastly inferior to the previous force.

In the hope of regrouping with his personal team among the WORKS forces on Pioneer 1, Leo took his family and remaining supporters on Pioneer 2 with him, but the explosion on Ragol's surface destroyed what plans he had. He currently commands a nearly-powerless WORKS force on Pioneer 2, along with some trusted companions, secretly working against the MOTHER Project behind the scenes.

His father was the leader of the special military tactical force "Team 00," but was killed during training. There is talk that this was a government assassination, and at the same time as that incident, Leo lost one of his arms in a tragic "accident." These incidents have led people to see a sort of cat-and-mouse rivalry between WORKS forces and the governmental assassination group, Black Paper.



## More Important Information

### **Coral (The Homeworld)**

This is the planet from which the people of Pioneer 1 and Pioneer 2 emigrated.

The entire planet had been caught under the chaos and turmoil of war, and as a result, the environment and ecosystem began to collapse. Due to the high degree of infighting, the power held by the military grew, and as of present, the government and the military have an unusually close relationship.

The Pioneer Project was the brainchild of the most powerful national group on Coral, the Alliance of Nations.

### **Pioneer 2 Principal Government**

The office of Principal Colin Tyrell oversees all government functions aboard Pioneer 2.

While nominally having a cooperative relationship with the government, organizations with strong homeworld backing like the military and the Lab have their own plans and agendas about which Tyrell knows nothing.

Due to the rapidly-changing situation on the planet Ragol, as well as the strange activities of other organizations, the Principal and his office have formed their own security team and research team.

### **Pioneer Military**

The bulk of the military forces for the Pioneer Project were sent aboard Pioneer 1 due to initial colonization duties. Pioneer 2 is populated mostly by ordinary citizens, and therefore their forces are quite limited in terms of both manpower and weaponry. As a result, they have fallen behind the hunters in terms of strength and clout.

However, there are rumors that WORKS, a secret military faction headed by Leo Grahart, is currently conducting maneuvers behind the scenes...

### **WORKS (Military Special Ops Task Force)**

This is the colloquial name for the 32 nd Space Mechanized Mobile Infantry.

Because they grew to such power within Coral's military forces, the government assigned the division's captain, Leo Grahart, to a non-military rank government office. Furthermore, Grahart's own inner

circle of elite troops were all assigned to special duty aboard Pioneer 1, in order to further weaken the core of their might and influence.

As for the WORKS force aboard Pioneer 2, Grahart does have a number of followers, and he has some type of operation in motion, but his supporter on the technical side, Professor Montague, has disappeared. Any details of the operation itself are shrouded in secrecy. There are also rumors that the Lab has some hand in strange dealings.

The government's directly-controlled special ops force, Black Paper, while officially a cooperating entity with WORKS, is actually working against them.

### **Pioneer 1 Research Group (P1 Lab)**

Pioneer 1's research team was headed by Dr. Osto Hyle, and was charged with study and experimentation of Ragol's native wildlife, including genetic engineering.

Whereas Pioneer 2's research group operates in the public eye, the P1 Lab carried out the combined intentions of the government and military behind the scenes.

During the initial colonization, they set up an underground facility in order to study previously-unknown energy dynamics. Also, Dr. Hyle set up another facility on Gal Da Val Island, away from the Central Dome, for the purposes of carrying out bioengineering experiments.

It is believed that the energy experiments were part of the homeworld's plan all along, but that Dr. Hyle conducted the large-scale biological experiments on his own accord, outside of any project guidelines approved by Coral.

### **Pioneer 2 Research Group (P2 Lab)**

The Pioneer 2 Research Group was set up to be the primary establishment for analyzing Ragol research data, performing additional genetic and mechanical engineering tasks, as well as Photon energy research and experimentation. They report to both the Principal and to Coral.

There was strong support from the military side for Dr. Montague, but the current government-appointed Lab Chief is Natasha Millarose. The organization, despite existing aboard Pioneer 2, has strong backing from the homeworld, and has achieved a strong degree of independence. Nominally, they work under the orders of the Principal, but they have been known to operate with military and government backing without reporting these functions.

### **Black Paper (Gov. Special Ops Task Force)**

Known to most as an underworld syndicate that operates in the shadows. On the surface, they appear to be a small organization, but they are actually the secret ops task force under direct control of the Alliance of Nations on Coral.

On Ragol, they carry out their activities in secret, working to recover data and information

regarding the research performed by Pioneer 1 on behalf of the Alliance of Nations.

Recently, there have been rumors that they have been operating in concert with the Pioneer 2 Lab.

Leo Grahart's WORKS team is ostensibly cooperating with them, but in reality, the two organizations are at odds in their goals.

### **Hunters Guild**

This is under the direct jurisdiction of Principal Tyrell himself.

Nowadays, hunters perform a wide variety of tasks, such as providing bodyguard service, reclaiming lost valuables, and other beneficial services. Until recently, they had been seen as little more than a gang of uncultured rogues, looked down upon by the public and especially so by upper-class citizens. In order to create a more useful organization, they were put under governmental management.

Back on Coral, when this move was first made, a number of hunters decided to remain unaffiliated, and worked as mercenaries in the multitude of internal planetary conflicts. Because of this, hunters established quite a name and reputation for themselves and there is a great deal of enmity between hunters and the military.

Even aboard Pioneer 2, with the Principal's specially sanctioned status for hunters, there exists a gap between the lifestyle of average and high-class citizen and hunters. However, as the reputation of hunters performing good deeds for the people has grown, the general outlook toward them has

improved greatly, and their numbers are growing rapidly as more and more aspiring folk (as well as people with a need to duck out of the public eye) join their ranks.

### **Pioneer Project**

This is the name given to the large-scale emigration project devised by the people of the planet Coral when it was learned that their planet's ecosystem was collapsing.

The project began with the search for a suitable planet to colonize. Out of countless unmanned probes that were sent into the reaches of space, only one responded with the signal of having discovered such a planet. This planet was dubbed "Ragol."

After the discovery of Ragol, work quickly went into the production of the hyperspace colony vessel set to lead the colonization effort, Pioneer 1.

Due to the high number of unknown factors surrounding this new world, a well-equipped military presence and a number of highly-skilled professionals were sent to accompany the ship's immigrant crew. The war hero Heathcliff Flowen was assigned on board, as was the renowned genetic engineer Dr. Osto Hyle. Also aboard the ship was hunter and scientist "Red Ring" Rico Tyrell. This primary group was hand-picked by governmental authorities to set up a strong presence on this new world.

Pioneer 1 was launched in AUW 3076. When it arrived at Ragol, the crew began construction on the Central Dome, set to be the home

base of the fledgling colony and serve as the command center for task forces securing the surrounding area for the second wave of settlers.

Seven years later, construction of the Central Dome was complete. With that, clearance was given for the second colony ship, Pioneer 2, to make its way to the planet.

### **Photon**

In ages long past, mankind performed experiments to study "ether," a substance that was believed to be an intrinsic element that existed in empty space.

It was eventually discovered that "Photons" in the atmosphere were responsible for binding the universe together. In other words, all forms of energy in the atmosphere could be grouped together to form "Photons."

One of the most revolutionary devices in the history of mankind was the Photon Generator, which was able to take raw atmospheric energy and reduce it down to its particulate nature in order to extract Photons.

As research continued, more and more uses were found for the practical application of Photon energy. It was soon discovered that using certain minerals as the source for Photons made it possible to harness this energy to create Photon weapons.

This new energy source was a double-edged sword: Photon energy had saved the world from its energy crisis and spurred on scientific advancement, yet it also

doomed the nations of the world into falling into another arms race in the name of war and self-defense.

### **D-Factor**

On Coral, one of the most rapidly-advancing areas of scientific research was Photon Technology. One event that accelerated the development was a meteor impact, which caused a tremendous earthquake.

Cells of previously-undiscovered lifeforms were detected on the surface of the meteor, and from those cells, a new form of energy was detected. This energy phenomenon was termed the "D-Factor."

The D-Factor bore a striking resemblance to the high-technology Photons that mankind had developed. Renowned and esteemed scientists began research on this energy signature, thinking that it could shed some light into unlocking the secrets of Photon energy. The Photons that were produced by artificial means had no "will" to them, and were simply pure energy. The D-Factor, however, did seem to have a sort of "will," as if its very nature were urging it to evolve into something else.

The most stunning property of D-Factor's effects on natural and artificial lifeforms alike was its ability to infect, fuse, divide, transmit, and interfere with functions. Despite competition between varying organizations in their research, mankind's unlocking the secrets of the D-Factor is still far off. "Emotional AI" was developed for the expressed

purpose of controlling the D-Factor; lifeforms that become infected with the D-Factor are known as D-Cellular Lifeforms.

### **MOTHER Project**

Photon Technology had become indispensable in ensuring the future of the human race, and yet science itself had not been responsible for these advances.

The meteor impact on Coral... The discovery of the D-Cells on the meteor... The discovery of the D-Factor within those cells, which so resembled Photons...

Science demanded, "We must investigate these D-Cells from the meteor if ever we are to find the true nature of Photon Energy!"

And so, renowned and esteemed scientists began research on this energy signature, thinking that it could shed some light into unlocking the secrets of Photon Energy. The first result was the joint creation of the two genius scientists Professor Osto Hyle and Professor Jean-Carlo Montague: the Mag. That was only a starting point in their research; they continued their work and began to develop and create things like Androids, and the artificial lifeforms known as Newmans.

The full body of their experiments, research, and development plans is known as the MOTHER Project.

However, as might be expected, the varying expectations of different factions (the government, the military, scientific institutions) were mixed. Unlocking the secrets of Photon Energy and developing new

artificial lifeforms could conceivably lead to world domination. Under the surface, while each group continues to vie with one another, struggling for true control, things go deeper than anyone had ever expected. The people of Coral did not choose Ragol by chance. Something on Ragol chose them...

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## PHANTASY STAR: RAGOL'S CURSE

is an RPG for the tabletop based upon the groundbreaking console / computer game: Phantasy Star Online.

This is an unauthorized work of fan fiction. It is intended as parody. It is an homage to the computer game upon which it is based. It cannot be distributed for profit.

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### Welcome to the Tabletop!

#### "Role-playing Game?"

Many gamers today relate role-playing games to computer games. The computer role-playing game (abbreviated RPG) is actually a migration of a game that people can play together around a table. The migration from tabletop to computer is a popular trend in gaming.

Many games have made this transition. When is the last time you saw someone playing solitaire at a table with a deck of playing cards? When is the last time you saw someone play solitaire at their computer?

Like solitaire, computer RPGs and MMORPGs began life at the tabletop. The document you hold in your hand, (or read on your computer screen) contains systems

and mechanics for playing the tabletop version of an RPG.

"Phantasy Star: Ragol's Curse" is a set of guidelines for playing your own role-playing game at home with your friends.

### "How does it work?"

Imagine that you are sitting around your dining room table with a few of your friends. One of your friends is describing a scene to you:

You are standing in a lush forest clearing. This is the planet Ragol. Rich foliage of purple, green and red assaults your senses. A path cuts through the clearing forming a primitive road. On the other side of the road opposite you is the forest's edge. You think that you can see some kind of animal tracks on the ground near the trees. On the road ahead of you an android is approaching. From the looks of the large energy rifle that he carries you can tell that he is RAcast. He is heading your direction and appears to want to speak with you. What do you do?

### GAME MASTER (GM)

Phantasy Star: Ragol's Curse like many tabletop RPGs assumes that one person will take the role of a special kind of player called the Game Master. This person will describe the game world to the other players, set the scene for them and help them to "visualize" in their imaginations where their characters are and what they are doing at the moment. The Game Master basically serves the same purpose as the computer. The GM creates the environment that you as a player character will explore.



### PLAYER CHARACTER (PC)

The other players each adopt the role of a singular character within the game world. These players (generally from 2 to 4 in number) will listen to the descriptions provided by the GM and respond to the GM's descriptions by answering the question, "What do you do?"

Jennifer responds to the GM's description. "I want Cally my HUnewearl to go look at the animal tracks to see what they are. But since this guy seems like he wants to talk to me, I'll wait to do that for a minute and go up to him. Cally will walk up to the RAcast and say, \*Greetings, Ranger. Were you sent here by the Hunter's Guild to explore Ragol?\*"

Jennifer speaks on behalf of her character and addresses the GM as though he were the android that was described to her earlier. Other players around the table will each

take a turn to describe the actions of their characters. This is how role-playing around a tabletop works. The Game Master will have a set of "encounters" in mind before the game session begins. These encounters are meant to provide an impetus for the other players and to give their characters some motivation to take action. The string of encounters and player responses when taken together will work to tell a sort of adventure story.

### **"Interesting, but what makes this a game?"**

RPGs are generally meant to simulate dramatic adventure stories. Adventure stories are often filled with perilous action sequences that endanger the heroes of the story in some manner. To simulate this sense of danger an element of uncertainty is introduced into the game play.

Before there were RPGs there were miniature battle games. War game simulations that used miniature figures to represent troops have been used by combat tacticians for centuries. These war simulations evolved over the years into battle games played by hobbyists. At first the intent of these games was to recreate historical battles. Then, thanks largely to the popularity of a fictional work of magical high fantasy called, "The Lord of the Rings" players began to introduce more fantastical elements into their battle simulations.

This was the beginning of an evolution that was to become the modern RPG. It is important to note the origins of this hobby because it will help to explain the other primary focus of an RPG.

## **BATTLES**

The RAcast steps up to you. He wears concern on his face and diverts his gaze over to the tree line and into the forest. "Greetings ..." He addresses you. "I was told that help might be coming. The wildlife on Ragol has become very hostile. There are some large wolf-like creatures up ahead... more than I can handle alone. I could use some help."



Assuming the player characters decide to help the Ranger, the above encounter is meant to provide the PCs with a reason to venture out into the forest and do battle with the beasts of Ragol. In most role-playing games combat is very structured and played in turns just like any other game a group of people might play around a table. On their turn each PC could roll some dice and consult the rules of the game to determine if they were able to hit and injure their target. The GM would also take a turn on the creature's behalf rolling dice to try to hit and injure one of the PCs.

## THE RULES IN PLAY

The GM tells Jennifer that a gigantic wolf like monster, part-panther, part-wolf and part-android has jumped out from the underbrush to attack her.

The GM tells Jennifer to roll to see who goes first.

The GM rolls for the monster and Jennifer also rolls.

Jennifer rolls higher so she gets to go first.

Jennifer explains that she wants Cally to hit the wolf-beast with her energy saber. The GM tells Jennifer what she must roll in order to hit, and she rolls her dice. The roll is high enough so Cally hits the beast with her saber.

Jennifer rolls more dice to determine how much damage her weapon does to the beast and the GM reduces the monster's "life" by the damage amount.

Both the GM and Jennifer have note paper in front of them. On this paper are various pieces of information. Like how much damage Cally's energy saber inflicts or how much "life" the wolf-beast has.

It's now the GM's turn and he describes to Jennifer how the giant wolf-borg lunges back at Cally and tries to bite her. The GM rolls the dice but doesn't roll high enough for the monster to hit Cally, so Cally evades the attack and is able to take her turn again.

Jennifer rolls to hit the monster again and rolls high enough to hit.

She rolls damage again and the GM reduces this additional damage from the wolf's remaining "life." This new damage drops the wolf's life total down to less than zero and the GM reports to Jennifer that the wolf falls to the ground lifeless and defeated.

"How does the GM know what number Jennifer needs to roll in order for Cally to hit?"

"How does the GM know how much "life" the wolf has? Or how much damage an energy saber does?"

That's what these rules are for. The following rules will answer these questions and make it possible for the Player Characters and the Game Master to simulate all manner of physical conflicts.

If you can, find someone who has played a tabletop RPG before and ask them to be your GM. If not, review this introduction again, and then read the rules presented here. Once you think you have a good "feel" for how things should go in your head, give it a try. There is no teacher better than hands-on experience.

## DICE

PS:RC uses standard six-sided dice like those found in most board games. References to dice rolls are notated as a number followed by the letter "d" for dice. If you see a note that says roll 3d for example, it means roll three dice and add them together. If you saw a note that said to roll 2d+1 it would mean to roll two dice and then add one to the sum.

## CREATING YOUR CHARACTER

Most of the players who play PS:RC will take the role of a single character. Each player who is not the GM must select a character for themselves. This character acts as the player's avatar in the game world. By describing the actions and behaviors and conversations of this character to the GM, the player is able to interact with the game world. Working together the player characters (PCs) and the GM can weave the adventures of these characters forming thrilling action stories.

Selecting a character for PS:RC is an incredibly simple process. It involves combining the two choices of Race and Guild. This is a much simpler process than you will find in other tabletop role-playing games, but the hope is that with PS:RC, as with the computer game upon which it is based, players will be able to select characters very quickly and jump right into the action!

### Step One: Select Race

#### **Human (mar/marl)**

Humans are the most balanced of the races. A good all around mix of strength, speed and psyche, humans make good additions to every guild. Strong leaders with a powerful urge to blaze a trail that others can follow often leads humans to the Hunter's Guild where they are the most prominent. Human males are known in the world of PS:RC as "mar" while human females are known as "marl."



#### **Newman (newm/newearl)**

Newmans evolved from artificially created lifeforms. They are smaller and more frail than humans but they are very graceful and have incredibly powerful psyches. Newman rarely join the Rangers Guild as they find ranged weaponry awkward when compared to the Focus disciplines to which they are far more easily attuned. Graceful Newman Hunters are not uncommon, but certainly it is the Focus Guild where the Newman race has found its home. In the world of PS:RC Neman males are called "newm" while newman females are known as "newearl."



## **Android (cast/caseal)**

Like Newmans, Androids evolved from artificial lifeforms. Although physically more robotic and synthetic in appearance than Newmans, Androids are just as alive. Androids are fully sentient independent beings. Unlike Newmans, Androids are exceptionally strong but lack both the grace and the psychic ability of their smaller, flesh based cousins. Androids are capable of incredibly accurate fine manipulations however, and make ideal Rangers. They are also the most durable of all the races. They are however very weak psychically and Androids rarely join the Focus Guild. Male Androids are called "casts," while female androids are referred to as, "caseal."



## **D-Cellular Lifeforms**

The key difference between Newmans and Androids lies in the way that these two races were originally created.

Newmans were grown from "living cells" while Androids were forged wholly grown and assembled from manufactured components.

The secrets of these creation processes have been lost with the disappearance of Jean-Carlo

Montague, along with all data concerning the Mother Project. However, a remarkable and unexpected side effect of the infusing of D-Factor Energy into the artificial beings of Doctors Montague and Osto was the creation of the D-Cellular lifeform.

Both Androids and Newmans are D-Cellular lifeforms, and each has both male and female gender representations. Miraculously despite appearances both of these races are true lifeforms and are capable of procreation.

The magnificent properties of D-Factor energy has also led to many advances in the medical sciences including the developments of potions, fluids and atomizers that work equally well for all three races.

## **Step Two: Select Guild**

The next thing to do after selecting your race is to choose a guild. Your character's guild affiliation will determine what manner of combat training they have received.

### **Hunters Guild (HU)**

Hunters are the front line explorers of Ragol. These brave explorers must push forward into the unknown forests and caves of Ragol and they must be prepared to face any threat that they encounter. Hunters are experts in close combat and all Hunters begin play with an energy saber.

### **Rangers Guild (RA)**

Rangers are expert marksmen. Trained in the use of all manner of energy guns and rifles: Rangers

generally back up Hunters, providing support and coverage. All Rangers begin play with an energy pistol.

### **Focus Guild (FO)**

Members of the Focus Guild are adept at "focusing" and using psychic energies. These energies can produce spectacular levels of elemental damage that it is difficult for their targets to resist. Focus characters are very powerful but their disciplines take time to implement and Focus characters can render themselves helpless should they drain all of their mental energies. All focus characters begin play with an elemental energy wand.

### **Step Three: Record Character Type**

Now that you know which Guild your character belongs to, it is a simple thing to record your character's information on your character sheet (or a piece of paper if you don't have a character sheet.)

PS:RC uses a very specific format for recording character information. This format is consistent with the computer version of the game and makes referring to characters quick and easy.

To start, write down the first two letters that begin the spelling of your Guild affiliation. For example: HU for the Hunter's Guild, or RA for Ranger the Rangers Guild. To make this part of your notation easily identifiable make both letters uppercase or capital letters.

Now record the gender specific designation for your race right next to your Guild notation. Write this information in lower case. For example: mar or caseal. There is no need to place a space between the Guild and Race designations.

This combination of Guild + Race written in the shorthand notation as indicated above is known as your character type.

#### Examples:

**RAcaseal** RANGER  
android, female

**HUmar** HUNTER  
human, male

**FOnewearl** FOCUS  
newman, female

### **Step Four: Record Starting Attributes**

Attributes represent the different things you can do during a game. In PS:RC everyone begins play with the same attribute values. All character types set foot on the planet Ragol as equals. However characters will not remain the same for very long. In PS:RC characters change and evolve quickly. For now let's review your character's attributes we will talk more about character advancement later.

**ATP** is your attack power statistic.

The higher your ATP, the more damage you will do when you hit your target with an attack. This determines how powerful a melee weapon you can wield. All characters begin play with an ATP of 0.

**DFP** is your defense power statistic.

The higher your DFP, the less damage you will take when you are hit by an enemy attack. All characters begin play with a DFP of 0.

**MST** is your technique mastery statistic.

The higher your MST, the more easily you can target enemies with your psychic attacks. This determines how powerful a cane, rod, or wand you can wield. All characters begin play with an MST of 0.



**ATA** is your attack accuracy statistic.

The higher your ATA, the more likely you are to hit your target with an attack. This determines how powerful a gun-type weapon you

can wield. All characters begin play with an ATA of 0.

**EVP** is your evade power statistic.

The higher your EVP, the harder you are to hit with an attack. All characters begin play with an EVP of 10.

**LCK** is your lock statistic.

Acquiring a target lock is required to score a critical hit. All characters begin play with a LCK of 0.

**TP** is your Technique Points

This is the energy used to fuel psychic techniques. All characters begin play with a TP of 5. Every technique has a TP cost. You must reduce your TP total by this amount in order to perform that technique.

**HP** is your Hit Points

Determines how much damage you can suffer in combat before becoming disabled. All characters begin play with an HP of 10.

### Step Five: MAGs

A MAG is a small floating metallic lifeform about the size of a grapefruit. Like Androids and Newmans, MAGs are alive. But they are a more primitive form of life than any of the three player races.

Some say MAGs are parasitic, living off the life energies of those races with which they bond. But this is not entirely the case. A MAG bonded with a host represents a symbiotic relationship.

Unlike the truly sentient Android player race, MAGs are still electronically programmed and artificially manufactured. The small floating drones are then teamed with a Human, Newman or Android host. The MAG will float just behind its host from this point forward feeding off of and sharing in its host's experiences.

The remarkable thing about MAGs is that any programming entered into a MAG is transferred as knowledge to the MAG's host. This means that the Guilds can prepare trained explorers quickly and easily simply by programming a MAG and assigning it to one of their recruits.

### Mobile Android Guardian

The programming of a MAG is unique to each Guild so the types of training that an explorer receives from their MAG will differ depending upon their Guild affiliation.

Further MAGs do not seem to be able to interface with all beings in an identical fashion. For this reason each race seems to react to their MAG differently.

MAGs have attributes just like the player character races do. But, MAGs are less complex than the other races and are defined by only four basic attributes.

All MAG attributes begin with a value of 1.

### MAG ATTRIBUTES

**POW** - (Power) Primary Attribute of Hunter MAGs.

**DEF** - (Defense) Evasion and resistance to damage.

**MIND** - (Mind) Primary Attribute of Focus MAGs.

**DEX** - (Dexterity) Primary Attribute of Ranger MAGs.

Every character begins play with a MAG symbiot. The MAG that you are assigned has been built and programmed by your Guild to assist your character in performing functions relevant to that Guild's agenda.

Your MAG bonds with you permanently and will stay with you for the rest of your character's life.

Your bond with your MAG adds bonuses to your character's Attribute Scores. Different Guilds and Different Races receive different bonuses. When calculating bonuses drop all fractions, do not round up. Always round down keeping only whole numbers.

	Hunter	Ranger	Focus
<b>ATP</b>	POW x 1.5	POW x 1.0	POW x 0.34
<b>DFP</b>	DEF x 1.0	DEF x 0.5	DEF x 0.34
<b>MST</b>	MIND x 0.5	MIND x 0.34	MIND x 1.0
<b>ATA</b>	DEX x 0.5	DEX x 1.0	DEX x 0.34

	Human	Newman	Android
<b>EVP</b>	DEF x 0.5	DEF x 1.0	DEF x 0.34
<b>LCK</b>	DEX x 0.5	DEX x 0.34	DEX x 1.0
<b>HP</b>	POW x 1.0	POW x 0.5	POW x 1.5
<b>TP</b>	MIND x 1.0	MIND x 2.0	MIND x 0.34

Your MAG's attributes are not static. They can be improved. As your MAG's attributes are improved your character's attributes will also improve.

For now let's look at how your MAG's attributes will change your character.

Jennifer is creating a HUnewearl character. Looking at the charts above, she learns that some of her attributes will change.

ATP, DFP, MST and ATA have bonuses that are applied according to her Guild affiliation because the Guilds each program MAGs differently.

EVP, LCK, HP and TP have bonuses that are applied according to her Race because the MAGs react differently according to the Race with which they have bonded.

Jennifer belongs to the Hunter's Guild and her MAG has attributes that all begin with 1.

**ATP Bonus =**

$$\text{POW} \times 1.5 \quad (1 \times 1.0 = 1.5)$$

**DFP Bonus =**

$$\text{DEF} \times 1.0 \quad (1 \times 1.0 = 1)$$

**MST Bonus =**

$$\text{MIND} \times 0.5 \quad (1 \times 0.5 = 0.5)$$

**ATA Bonus =**

$$\text{DEX} \times 0.5 \quad (1 \times 0.5 = 0.5)$$

Jennifer's character will get a +1 bonus to her ATP and her DFP attributes, but because fractional bonuses are never applied her MST and ATA attributes cannot be improved at this time.

Jennifer's character is a Newman. She gains some additional bonuses by virtue of her race.

**EVP Bonus =**

$$\text{DEF} \times 1.0 \quad (1 \times 1.0 = 1)$$

**LCK Bonus =**

$$\text{DEX} \times 0.34 \quad (1 \times 0.34 = 0.34)$$

**HP Bonus =**

$$\text{POW} \times 0.5 \quad (1 \times 0.5 = 0.5)$$

**TP Bonus =**

$$\text{MIND} \times 2.0 \quad (1 \times 2.0 = 2)$$

Because of her race, Jennifer's HUnewearl has a +1 bonus to her EVP and a +2 bonus to her TP.

This gives Jennifer's character a starting profile that looks like this:

**Cally  
HUnewearl**

<b>ATP</b>	0	+1	<b>1</b>
<b>DFP</b>	0	+1	<b>1</b>
<b>MST</b>	0	+0	<b>0</b>
<b>ATA</b>	0	+0	<b>0</b>
<b>EVP</b>	10	+1	<b>11</b>
<b>LCK</b>	0	+0	<b>0</b>
<b>HP</b>	10	+0	<b>10</b>
<b>TP</b>	5	+2	<b>7</b>



## Step Six: Level

Your character's level is used by the GM to determine the kinds of "drops" received by your party while you are adventuring (more about "drops" later...) For now, what you need to know is that your character's level is always equal to the value of your MAG's primary attribute.

Jennifer's character is a member of the Hunters Guild so she has a Hunter MAG. The Hunter MAG's primary attribute is POW. So Jennifer's HUnewearl's level will always be equal to her MAG's POW. Right now Jennifer's MAG's POW is 1. So, her character's level is also 1.

## Step Seven: Equipment

Your character can't 'port' down to the planet Ragol empty handed. In addition to your MAG your character is going to need some initial equipment. Your guild will give you a standard equipment package to explore Ragol.

### **WEAPONS**

The planet Ragol is a dangerous place, the thousands of colonists of Pioneer 1 lost their lives on Ragol. Your characters are meant to explore the planet and unlock its secrets but you must not go there unprepared.

Your guild will equip you with a standard issue energy weapon to help you on your quest.

Hunters begin play with an Energy Saber.

Rangers begin play with an Energy Pistol.

Focuses begin play with a Fire Wand.

Weapon	Damage	Attr Req	Element
Energy Blade	1d + ATP	ATP 1	None
Energy Gun	1d	ATA 1	None
Fire Wand	1d + MST	MST 1	Fire

When you hit a target with a weapon that target reduces the total amount of damage that you inflict by their DFP. Any damage remaining is then subtracted from the target's HP. Some weapons have elements. The damage from these weapons is not reduced by DFP. Elemental Damage like that inflicted by a Focus Guild Fire Wand cannot be resisted by normal means at all.

None of the races has natural resistances to the psychic elements not even the psychically empowered Newmans, however where nature falters, technology steps in.

### **FRAMES**

Frames are pieces of armor. They are able to resist specific types of damage to varying degrees. Frames are expensive technology and the most desired of these have been designed to resist the dangerous effects of psychic techniques. Frames have attributes that tell you what types of damage these pieces of armor can block and how well.

## FRAME RELATED attributes:

ARM ("Armor" add to DFP to reduce non-psychic dmg)

EFR ("Eliminate Fire" reduce dmg from fire techniques)

EIC ("Eliminate Ice" reduce dmg from ice techniques)

ETH ("Eliminate Thunder" reduce dmg from lightning techniques)

ELT ("Eliminate Light" reduce dmg from light techniques)

EDK ("Eliminate Dark" reduce dmg from dark techniques)

All three Guilds assign their explorers a Basic Frame.

FRAME	ARM	EFR	EIC	ETH	ELT	EDK
Frame	1	0	0	0	0	0

## Meseta

The Guilds pay explorers on a case by case basis. For every mission your character completes successfully you will get paid a predetermined commission. The monetary unit in PS:RC is the meseta. Once a Guild has trained and equipped an explorer, that explorer is released from any future obligations to the guild. Starting equipment is considered payment and the Guilds therefore pay new explorers very little in way of initial compensation.

New explorers begin play with a scant 3d meseta. To gain any real wealth an explorer must complete freelance mission assignments for the guilds.

## THE HUNTERS GUILD

Explorers who wish to use their new training and equipment to go down to the planet Ragol can complete missions for the Hunter's guild. In this way, your characters work as mercenaries taking mission assignments to the planet Ragol on a freelance basis in exchange for commission. This frees the Guilds from any financial obligations to their trainees whose life expectancies tend to be regrettably short.

The Hunters Guild trains its recruits for the perilous task of leading explorer teams into the unknown dangers of the planet Ragol. This role places the Hunters Guild in something of a leadership position among the guilds and all exploration assignments now come from the Hunters Guild directly. The high profile nature of the guild has created the convention amongst the population of Pioneer 2 to refer to all mercenary explorers as "Hunters" regardless of their guild affiliations. And members of all three guilds report to the Hunters Guild to receive mission assignments to the planet Ragol.

## TECHNIQUES

Any process for focusing psychic energies to manifest elemental effects has come to be called a technique. In primitive times before science had learned to quantify such energies, techniques might have been called spells, and technique points (TP) might have been called magic.

The Focus Guild will train all explorers in the use of techniques regardless of guild affiliation; however, members of the Focus Guild are afforded a discount for this training.

### Techniques Descriptions:

Starting Focus characters get the Zonde (TH) Technique for free. Techniques are divided here by element. Some techniques must be learned before other techniques become available.

### FIRE TECHNIQUES (FR)



#### **Foie (FR)**

cost 4 TP  
MST REQ 2  
prerequisite: none

Select 1 target. Make a Psychic Attack against the target. If the attack hits, the target is HOT for a number of turns equal to your MST. Each Turn when rolling Initiative, this target suffers 1d Fire Damage (Reduced by EFR.)



#### **Gifoie (FR)**

cost 8 TP  
MST REQ 7  
prerequisite: Foie

Select up to two targets. Make a Psychic Attack against each target. For each target successfully hit that target is HOT for a number of turns

equal to your MST. Each Turn when rolling Initiative, HOT targets suffer 2d Fire Damage (Reduced by EFR.)



#### **Rafoie (FR)**

cost 12 TP  
MST REQ 14  
prerequisite: Gifoie

Select up to three targets. Make a Psychic Attack against each target. For each target successfully hit that target is HOT for a number of turns equal to your MST. Each Turn when rolling Initiative, HOT targets suffer 3d Fire Damage (Reduced by EFR.)

### ICE TECHNIQUES (IC)



#### **Barta (IC)**

cost 4 TP  
MST REQ 2  
prerequisite: none

Select 1 target. Make a Psychic Attack against the target. If the attack hits, the target is COLD for 1d turns minus the target's EIC. A COLD victim is frozen in a block of ice and cannot move. COLD targets cannot attack, but are still able to defend and all damage to a COLD target is halved. (Half damage BEFORE subtracting DFP or making any reductions for psychic elemental resistances. Drop fractions.)



### **Gibarta (IC)**

cost 8 TP  
MST REQ 7  
prerequisite: Barta

Select up two two targets. Make a Psychic Attack against each target. For each target successfully hit, that target is COLD for 2d turns minus the target's EIC. A COLD victim is frozen in a block of ice and cannot move. COLD targets can not attack, but are still able to defend and all damage to a COLD target is halved. (Half damage BEFORE subtracting DFP or making any reductions for psychic elemental resistances. Drop fractions.)



### **Rabarta (IC)**

cost 12 TP  
MST REQ 14  
prerequisite: Gibarta

Select up two three targets. Make a Psychic Attack against each target. For each target successfully hit, that target is COLD for 3d turns minus the target's EIC. A COLD victim is frozen in a block of ice and cannot move. COLD targets can not attack, but are still able to defend and all damage to a COLD target is halved. (Half damage BEFORE subtracting DFP or making any reductions for psychic elemental resistances. Drop fractions.)

## LIGHTNING TECHNIQUES (TH)



### **Zonde (TH)**

cost 2 TP  
MST REQ 1  
prerequisite: none

Select 1 Target. Make a Psychic Attack against the target. If the attack hits, the target suffers 1d damage (reduced by ETH of the target.) If target is an Android DOUBLE the damage before reducing by ETH. (Members of the Focus Guild are trained in the use of Zonde free of charge.)



### **Gizonde (TH)**

cost 4 TP  
MST REQ 6  
prerequisite: Zonde

Select up to two targets. Make a Psychic Attack against each target. Each target successfully hit suffers 2d damage (reduced by ETH of the target.) If any target is an Android DOUBLE the damage to that target before reducing by ETH.



### **Razonde**

cost 8 TP  
MST REQ 12  
prerequisite: Gizonde

Select up to three targets. Make a Psychic Attack against each target. Each target successfully hit suffers 3d damage (reduced by ETH of the target.) If any target is an Android DOUBLE the damage to that target before reducing by ETH.

### LIGHT TECHNIQUES (LT)



#### **Deband (LT)**

cost 6 TP  
MST REQ 3  
prerequisite: none

Increase the DFP and EVP of 1 target by +3 for a number of turns equal to your MST. (Effects of multiple Deband castings do not stack.)



#### **Shifta (LT)**

cost 9 TP  
MST REQ 8  
prerequisite: Deband

Increase the ATP and ATA of 1 target by +3 for a number of turns equal to your MST. (Effects of multiple Shifta castings do not stack.)



#### **Grants (LT)**

cost 12 TP  
MST REQ 16  
prerequisite: Shifta

Select 1 Target. Make a Psychic Attack against the target. If the attack hits, the target suffers 5d damage (reduced by the ELT of the target.)

### DARK TECHNIQUES (DK)



#### **Zalure (DK)**

cost 6 TP  
MST REQ 3  
prerequisite: none

Select 1 target. Make a Psychic Attack against the target. If the attack hits, the target's DFP and EVP are both reduced by 2d each minus the EDK of the target for a number of turns equal to the caster's MST. (No attribute can be reduced below zero. Effects of multiple Zalure castings do not stack.)



#### **Jellen (DK)**

cost 9 TP  
MST REQ 8  
prerequisite: Zalure

Select 1 target. Make a Psychic Attack against the target. If the attack hits, the target's ATP and ATA are both reduced by 2d each minus the EDK of the target for a number of turns equal to the caster's MST. (No attribute can be reduced below zero. Effects of multiple Jellen castings do not stack.)



### **Megid (DK)**

cost 12 TP  
MST REQ 16  
prerequisite: Jellen

Select 1 Target. Make a Psychic Attack against the target. If the attack hits, the target suffers 5d damage (reduced by the EDK of the target.)

### **RECOVERY TECHNIQUES (RE)**



### **Resta (RE)**

cost 6 TP  
MST REQ 3  
prerequisite: none

This spell heals a target restoring lost HP. The spell works equally well on all races. Restore 2d + MST of lost HP to one target (HP restored cannot exceed maximum.)



### **Anti (RE)**

cost 9 TP  
MST REQ 8  
prerequisite: Resta

This spell negates the status effects of any one of the following status conditions: HOT, COLD, Deband, Shifta, Zalure, or Jellen.



### **Reverser (RE)**

cost 12 TP  
MST REQ 16  
prerequisite: Anti

This spell negates the status effects of DOWN. It also heals the target restoring 3d + MST of lost HP.

### **GAINING TECHNIQUES**

Cost to learn a Technique is TP COST x 1000 meseta or TP COST x 100 meseta if the character is a member of the Focus Guild.

Every technique has a minimum MST requirement. The character's MST attribute must be equal to or greater than this value or the character cannot learn the technique.

Many Techniques have "prerequisites" these are techniques that must be learned before the character can be taught the new Technique.

### **DROPS**

When the beasts and creatures of the planet Ragol are slain in combat, mysterious D-Factor energies are released into the atmosphere. The characters' MAGs are able to absorb this energy as it is released and distill it into potions that are then "dropped" by the MAGs. The types of potions that a MAG is able to produce is unpredictable, but as the MAGs grow more powerful they will be

able to produce and drop more powerful potions.

A typical combat encounter with the creatures of Ragol will produce 1d Drops.

To determine what types of potions are dropped find the average level of all characters in the group. This is the Party Level.

### Party Level 1-5

#### **Roll 2d6**

- 2 Monomate
- 3 Monofene
- 4 Monofluid
- 5 Monofene
- 6 Moon Atomizer
- 7 Monomate
- 8 Monofluid
- 9 Moon Atomizer
- 10 Monofene
- 11 Monomate
- 12 Monofluid

### Party Level 12+

#### **Roll 2d6**

- 2 Trimate
- 3 Trifene
- 4 Trifluid
- 5 Trifene
- 6 Sol Atomizer
- 7 Trimate
- 8 Trifluid
- 9 Sol Atomizer
- 10 Trifene
- 11 Trimate
- 12 Trifluid

### Party Level 6-11

#### **Roll 2d6**

- 2 Dimate
- 3 Difene
- 4 Difluid
- 5 Difene
- 6 Star Atomizer
- 7 Dimate
- 8 Difluid
- 9 Star Atomizer
- 10 Difene
- 11 Dimate
- 12 Difluid

## ITEM USE

Potion effects take place immediately.

The table below shows the effects of each type of potion.

Item	Use
Monomate	Restore 1d HP
Dimate	Restore 2d HP
Trimate	Restore 3d HP
Monofluid	Restore 1d TP
Difluid	Restore 2d TP
Trifluid	Restore 3d TP
Monofene	Reduce duration effects 1d*
Difene	Reduce duration effects 2d*
Trifene	Reduce duration effects 3d*
Moon Atomizer	Revive with 1d each HP/TP**
Star Atomizer	Revive with 2d each HP/TP**
Sol Atomizer	Revive with 3d each HP/TP**

## DURATION EFFECTS AND DOWN STATE

Duration Effects include the status effects of HOT, COLD, Deband, Shifta, Zalure, or Jellen. Monofene, Difene and Trifene will diminish the duration of these effects.

Atomizers revive a character that is DOWN. A character is DOWN when their HP has been reduced to 0 (zero.) There is no such thing as a negative attribute value. HP (or other attributes) cannot be less than zero.

A DOWN character cannot be healed by any means until the DOWN state is reversed. When a character is DOWN, all Duration Effects on the character end. Also a DOWN character has their TP instantly set to zero.

DOWN is not considered a Duration Effect, the duration of the DOWN state is permanent until the state is reversed.

## MAGs to the RESCUE!

If a character has a recovery item in their possession that they cannot use because a status effect is preventing them from using it, the character's MAG will (if the character's player desires it) use the recovery item on the character's behalf.

For example, Jennifer's HUCaseal character, Cally, loses all her HP in a battle and is DOWN. Jennifer has a Moon Atomizer in her possession. On her next turn Jennifer declares that since her character is unable to take the potion for herself that her MAG feeds the potion to Cally reviving her!

Your MAG's action counts as your action for the turn, your character cannot act again until their next turn. On her next turn, Cally will be able to perform actions normally.

## CHARACTER IMPROVEMENT (Feeding your MAG)

The Distilled D-Factor Energy that creates these curative potions can also be fed back to and consumed by a character's MAG. When a potion is fed to a MAG its effects are quite different.

Any time you feed a potion to your MAG, roll the number of dice indicated and compare the roll to the MAG attribute indicated. If the die roll is GREATER (not equal too... but higher... ) than that attribute, then the attribute improves by +1.

Item	Feed to MAG
Monomate	roll 1d, if > POW then up POW+1
Dimate	roll 2d, if > POW then up POW+1
Trimate	roll 3d, if > POW then up POW+1
Monofluid	roll 1d, if > MIND then up MIND+1
Difluid	roll 2d, if > MIND then up MIND+1
Trifluid	roll 3d, if > MIND then up MIND+1
Monofene	roll 1d, if > DEX then up DEX+1
Difene	roll 2d, if > DEX then up DEX+1
Trifene	roll 3d, if > DEX then up DEX+1
Moon Atomizer	roll 1d, if > DEF then up DEF+1
Star Atomizer	roll 2d, if > DEF then up DEF+1
Sol Atomizer	roll 3d, if > DEF then up DEF+1

As your MAG's Attributes improve, your character's Attributes will also improve.

When calculating bonuses drop all fractions, do not round up. Always round down keeping only whole numbers.

	Hunter	Ranger	Focus
<b>ATP</b>	POW x 1.5	POW x 1.0	POW x 0.34
<b>DFP</b>	DEF x 1.0	DEF x 0.5	DEF x 0.34
<b>MST</b>	MIND x 0.5	MIND x 0.34	MIND x 1.0
<b>ATA</b>	DEX x 0.5	DEX x 1.0	DEX x 0.34

	Human	Newman	Android
<b>EVP</b>	DEF x 0.5	DEF x 1.0	DEF x 0.34
<b>LCK</b>	DEX x 0.5	DEX x 0.34	DEX x 1.0
<b>HP</b>	POW x 1.0	POW x 0.5	POW x 1.5
<b>TP</b>	MIND x 1.0	MIND x 2.0	MIND x 0.34

As your MAG advances your character advances. As your MAG's attributes improve it will require better and better items to cause these attributes to advance.

The quality of items your characters will receive is dependent upon your party level. Your individual level is always equal to your MAG's primary attribute so it becomes important to give that attribute priority as you are advancing your MAG to ensure that your party will always receive the best possible drops.

## EQUIPMENT

Weapon	Damage	Attr Req	Element	Price
Energy Blade	1d + ATP	ATP 1	None	1000
Energy Gun	1d	ATA 1	None	1000
Fire Wand	1d + MST	MST 1	Fire	1000

FRAME	ARM	EFR	EIC	ETH	ELT	EDK	Price
Frame	1	0	0	0	0	0	1000
Barrier	1	0	0	0	0	0	1000

Weapon	Damage	Attr Req	Element	Price
Energy Saber	2d + ATP	ATP 6	None	4000
Energy Carbine	2d	ATA 6	None	4000
Fire Cane	2d + MST	MST 6	Fire	4000

FRAME	ARM	EFR	EIC	ETH	ELT	EDK	Price
Diframe	4	0	0	0	0	0	4000
Dibarrier	2	0	0	0	0	0	2000

Weapon	Damage	Attr Req	Element	Price
Energy Sword	3d + ATP	ATP 12	None	8000
Energy Rifle	3d	ATA 12	None	8000
Fire Rod	3d + MST	MST 12	Fire	8000

FRAME	ARM	EFR	EIC	ETH	ELT	EDK	Price
Triframe	8	0	0	0	0	0	8000
TriBarrier	4	0	0	0	0	0	4000

Barriers are small shield generators that can be worn on the arm. Their bonuses combine with Frame bonuses. Only 1 Frame and 1 Barrier can be equipped at a time.

For Frames and Barriers each bonus increases the cost by 1000 meseta. To find the cost of a frame or barrier total all bonuses and multiply by 1000.

### Examples:

FRAME	ARM	EFR	EIC	ETH	ELT	EDK	Price
Frame X	1	1	0	0	1	0	3000
Frame Y	4	1	2	1	0	0	8000
Frame Z	8	0	0	0	3	3	14000

Wands, Canes and Rods can be any element, Fire is used here as an example. Elemental damage is resisted by the elemental attributes of Frames and Barriers but these weapons do not recreate other special effects that are associated with Techniques of the same element.

Characters can resale items for 10% of their original price. For example: something that costs 1000 meseta can be sold for 100 meseta.

## MISSIONS

The Hunters Guild offers mission assignments to freelance teams of Guild trained Mercenaries. As these "Hunter" teams grow in experience and reputation the Guild will offer them more dangerous (and more profitable) missions.

Any team that is sent to explore the planet Ragol must be teleported down to the planet's surface. Team members carry special devices called "Telepipes" that will allow the team to recall back up to Pioneer 2.

Teleportation to and from Ragol uses a lot of energy and is therefore a costly process. Teams sent down to Ragol are paid based upon how many times the Hunters Guild is required to transport them.

A standard Commission is equal to average Party Level x1000 meseta. This fee is paid per Mission to the Party as a whole. The party is responsible for dividing the commission fairly between its members.

Trips to Ragol		Payment
Mission Completed in one round trip!	<b>Bonus!</b>	Commission x 1.5
Mission Completed in two round trips.	<b>Standard</b>	Commission x 1
Mission Completed in three round trips	<b>Deduction</b>	Commission x 0.5
Mission Not Completed in three round trips	<b>Failure</b>	Mission Failure. No payment received



### **Nightfall**

Hunter teams cannot spend the night on Ragol. Any team who has stayed on Ragol after nightfall has never returned. If the players decide to allow their characters to stay on Ragol after nightfall then the entire group is automatically destroyed. No natural recovery on the planet Ragol can therefore occur. Groups who return to Pioneer 2 can benefit from free hospital facilities and can recover quickly with one very important exception...

### **DEATH**

A character whose status is DOWN is in danger of dying. In such a delicate condition teleporting back to Pioneer 2 can be more trauma than the body can handle.

Any character that is teleported while DOWN must roll a 1d test to see if they survive the trip. If the character rolls a 5 or 6 they survive. Humans get +1 to this roll, and Androids get +2 to the roll.

If the roll is failed the character dies.

### **RESPAWNING**

When a MAG's character dies, their MAG will return to the Guild for reassignment. A player whose character has died has the option of playing a new character who has been paired with their old character's MAG.

A MAG who has formerly been assigned to an explorer will retain much of the knowledge and memories from their experiences with their previous host.

The strain of losing a symbiotic link with one host and then establishing a new link with a new character is stressful for the MAG. All of the MAG's attributes are reduced by -1 (minimum 0.) This reflects the knowledge lost in the strain associated with reassignment.

However the MAG will retain memory of much of its experiences and it will pass these memories on to its new host. The new host will be a different person with a unique past and background, but once bonded, this person will remember the experiences of the MAG's previous host as though they were their own.

Persons who undergo this kind of bonding will often find themselves

confusing the MAG's memories with their own and will seek out old associates and loved ones to try and reestablish these relationships.

A player who chooses to adopt a new character that has "respawned" in this fashion will remember their character's experiences with their old adventuring party, and will seek them out, looking to reestablish the friendships and camaraderie that they "remember" from their previous life.

A "respawned" character must be affiliated with the same Guild as the original character because MAGs are Guild specific in design and programming. However, the new character does not need to be of the same Race or even the same gender as the original character.

A player is not required to "respawn" their character; they may choose to select an entirely new character with a new inexperienced MAG.

## **COMBAT**

The creatures of Ragol are almost entirely violent and dangerous. Adventuring parties to the planet's surface must be prepared to deal with the threats of Ragol through the application of force.

Combat in PS:RC proceeds around the table in "turns" much like playing a board or card game. The GM allows the players to take their turns first and will proceed around the table from player to player allowing each player to take a turn.

Since PS:RC is a role-playing game it is not competitive. The players

are working together to explore the planet Ragol. It is therefore not important which player takes their turn first. After all the players has taken a turn, the GM will take a turn for all of the characters (called Non-player characters or NPC's) that are not controlled by the players.

## **Taking a Turn**

On their turn a player can have their character:

- 1) *move then act ...*
- 2) *act then move ...*
- 3) *prepare then act ...*
- 4) *or move and move...*

### **move ...**

The character changes their physical location. For example: closing in on an enemy.

If the players are using miniature figures or tokens to represent their characters, a figure can travel 5 inches on the tabletop in a single move.

### **prepare ...**

A character that does not need to move this turn can prepare their action. This gives them a +1 on the action's task roll for this turn only.

### **act ...**

The character does something that is not movement. Performing an Attack or a Technique for example.

## TAKING ACTION

To perform an action roll 3d and add to this roll one of your character's attributes. Most commonly players will add MST or ATA to these rolls.

### ATA

**Attack Accuracy** - this is added to action rolls when your character is attacking with a weapon. This can be any weapon, a gun, a blade or even a wand.

### MST

**Mastery** - this is your skill with psychic techniques. Add this to action rolls when attempting a Psychic Attack.

The value of this roll must be compared to a difficulty number. When making an attack that difficulty number is the EVP of your target.

### EVP

**Evade Power** - this is your character's ability to avoid attacks. Any attack whether it is from a weapon like a blade, gun, or wand, or a psychic attack like from the Zonde (TH) technique is opposed by EVP.

## ATTACK SUMMARY

Make an Attack roll on 3d and add either your ATA or your MST. Compare the result to the EVP of your target. If your roll is equal to or greater than the EVP of your target then your attack successfully "hits."

## TAKING DAMAGE

The listings of weapons show how much damage a weapon will do. ATP (Attack Power) adds to the Damage of close combat weapons like blades, sabers, and swords. MST adds to the Damage of Psychically Powered Weapons like Wands, canes and rods.

Damage is subtracted from a character's HP after the effects of resistances have been applied. There are two categories of resistances.



### **Defensive Power**

Guns and blades and almost all attacks that are not generated by psychic techniques are resisted by your character's Defensive Power or DFP. Armor (ARM) can help to increase this resistance. Add ARM and DFP together to find the total resistance to these kinds of attacks.

## Elemental Resistance

Damage created through the use of Psychic Techniques is not resisted with DFP or ARM. It is reduced by Elemental Resistance. There are many types of Psychic Elements and resistances for each. They are:

**EFR** - the ability to eliminate FIRE damage.

**EIC** - the ability to eliminate ICE damage.

**ETH** - the ability to eliminate LIGHTNING (Thunder) damage.

**ELT** - the ability to eliminate LIGHT damage.

**EDK** - the ability to eliminate DARK damage.

Elemental Resistance is not a character attribute at all. Frame and Barriers are pieces of technological equipment that a character can wear to grant themselves the benefit of these resistances.

Each Technique has a specific element associated with it. If a technique has a LIGHTNING element than the character should look at the ETH value of their Frame and their Barrier to determine how much resistance they have against the attack, for example.

Wands, canes and rods also inflict Elemental Damage and are not resisted by DFP or ARM.

If your character's HP are reduced to zero your character is DOWN (see page 17.)

## GETTING A LOCK-ON

When performing an attack action, if the attack roll is 3 or more greater than the target's EVP the character should check for a LOCK-ON.

To check for a LOCK-ON roll 3d and add your LCK (Lock) attribute to the roll. If the result of this roll is equal to or greater than the target's EVP, then you have scored a LOCK-ON.

A LOCK-ON indicates that your character has successfully hit a vulnerable area of the target.

If you score a LOCK-ON your character inflicts critical damage.

## Critical Damage

If your character achieves Critical Damage double the total dice of damage inflicted by your weapon or technique. Any weapon can achieve a lock on and thereby score critical damage, as can any technique that requires a Psychic Attack to hit its target.

Any modifiers to the dice rolls are not doubled, only the total number of dice that are rolled.

## THE FLOW OF COMBAT

The GM will go around the table and allow each player to declare an action. Once every player has had a turn the GM will perform actions on behalf of every NPC (or monster) involved in the combat.

Characters should remember to reduce HP to show damage taken and to reduce TP to pay for Techniques that they have used.

Remember lost or spent HP and TP can only be restored by potions, techniques (in the case of HP) or by returning to Pioneer 2.

Once the GM has completed actions for all NPCs it becomes the players turns again. This cycle continues until all enemies (or the players) are DOWN.

At the end of the combat the GM rolls for DROPs and tells the players which potions their MAGs have produced. Players can choose to use the potions themselves, feed them to their MAGs or save them for later use. Effects of potions are resolved immediately upon use.

## OUT OF COMBAT ACTIONS

Frequently players will want to do things not defined by the combat rules. Much of this can be accomplished just through dialogue with the GM. But sometimes circumstances will require that the player resolve some action where the outcome is uncertain. In these cases, the GM should have the player roll an action check for their character.

### **Difficulty**

First the GM should decide just how difficult the action requested by the character actually is. A scale has been provided defining a range of difficulties and the target number the player must roll in order for their character to succeed in the action. In the scale of difficulties below inexperienced characters will have a really tough time completing "DIFFICULT" actions and will not be able to complete "REALLY DIFFICULT" actions at all. At higher levels "NEARLY IMPOSSIBLE" and

even "IMPOSSIBLE" actions might be achievable.

### Difficulty Levels:

<b>3</b>	- Automatic
<b>7</b>	- Simple
<b>11</b>	- Routine
<b>15</b>	- Difficult
<b>19</b>	- Really Difficult
<b>23</b>	- Nearly Impossible
<b>27</b>	- Impossible

### **Action Categories**

Next the GM should decide how to categorize your action. Action Categories define the nature of the task your character is attempting and will reveal which character attribute you should add to your roll.

**Athletic** - Actions of strength, stamina and physical grace or balance. Roll 3d and add **ATP**.

**Mental** - Actions of intelligence and reason. Roll 3d and add **MST**.

**Technical** - Actions involving interaction with technology and any use of fine motor skills. Roll 3d and add **ATA**.

**Social** - Actions that involve interacting with others. Roll 3d and add **DFFP**.

**Combat** - See COMBAT rules.

To perform an action roll 3d and add to this roll one of your character's attributes. The value of this roll must then be compared to the difficulty number.

If the roll is equal to or greater than the difficulty number, the action has been completed successfully.

## **THE ROLE OF THE GAME MASTER**

As the Game Master, your job is to paint the universe of PS:RC for the players, adjudicate the rules, take the roles of countless other characters in the universe for the players' characters to meet and interact with, and to write exciting adventures that will unfold before the players eyes.

That seems like an awful lot of responsibility doesn't it? Being a GM isn't nearly so daunting as it may seem. Let's look at each of the aspects of GMing mentioned above.

## **PAINT THE UNIVERSE OF PS:RC**

The Universe of PS:RC is really only two key areas. There is the colony ship, Pioneer 2, and there is the planet Ragol.

### **Pioneer 2**

The Pioneer 2 colony ship is a huge vessel like a large city. Millions of people live here anxiously awaiting any information they might receive about the mysterious fate of Pioneer 1. Tensions are high as people grow impatient with the close quarters. Many colonists and crew had family or friends lost when the Pioneer 1 was destroyed and pressure is high on the Hunters Guild to find answers.

The characters live on Pioneer 2. They report to the guild headquarters for mission assignments and free hospital services. They shop in the malls,

drink in the bars and visit their friends here.

Pioneer 2 is so vast that it may be possible to run an entire game campaign on Pioneer 2 and never venture down to the surface of ...

### **Ragol**

The planet Ragol is a dangerous place full of mysteries... it is a world of lush forests, and deep caves ... and the fragmented remains of the Pioneer 1 colony. Pieces of colony walls are fused with trees and underbrush as though they had grown there. Working powered doors open and close with no obvious source of power. Nature seems to have consumed the city and the technology that's left has found a place of its own as part of the landscape and nothing here makes sense.

Getting to the surface of the planet requires use of Pioneer 2's teleportation systems. Use of these is supposed to be restricted to the Hunters Guild but powerful special interest groups and rich investors have found a way to get access on occasion. The players will only be able to teleport to the planet with the aid of such a group. Generally this sponsoring group will be the Hunters Guild and the players will be working as a mercenary team on a Guild sponsored mission assignment.

## **ADJUDICATE THE RULES**

As GM it's your job to answer questions about the rules and make decisions about rules interpretations. Just be fair and open minded and don't be afraid to



change your mind. Make a decision and the players will abide by your choice, later, if you decide the rule should work differently, change it and let the players know. These rules are guidelines... they are really only suggestions on how to play. Feel free to work with your players to change any rules that don't work for you.

### **TAKE THE ROLE OF OTHER CHARACTERS**

Shop owners, scientists, prostitutes and policemen ... Pioneer 2 is full of all manner of person each biding their time and trying to survive the best that they can from day to day. As the GM you will fill these roles and more. When a player goes to a shop to buy new equipment, you suddenly become a shop owner... you speak as the shop owner speaks and interact with the player as a shop owner would until that player has purchased what they need for their character and announces that the character has moved on.

You are the world that the players experience... you are their interface to the game... you are the monitor, the keyboard, the mouse and the speakers... have fun with it... try giving different characters different voices or strange personality quirks... try not to get too serious about casual encounters... have fun... make stuff up as you go. Being GM is fun.

### **WRITE EXCITING ADVENTURES**

This is your chance to really shine. Adventures are loose story outlines that create an impetus and motivation for the players to follow. Maybe there's an Android rights riot in the public square smack in the middle of Pioneer 2 and the Hunters Guild has asked the PCs to try to help make peace. Maybe the players are at the rally themselves. Or the players might be sent to Ragol to find a missing scientist who went down to the planet's surface to gather samples of the wildlife. Maybe the players are sent to Ragol to find working remnants of technology and recover any data they can from the data stores of this technology.

Your adventure is meant to set-up the possibility for action... then it's up to the players to respond. Their responses will sometimes follow exactly with the story outline that you have envisioned or they will sometimes surprise you and go in a completely new direction... it's your job to keep pace with the players and help them tell the best story possible.



## PHANTASY STAR ONLINE: BLUE BURST

This work is unauthorized and its content is not sanctioned by Sega Corporation in any way. This game is a work of parody, an homage to the ground breaking PHANTASY STAR ONLINE game series! This game can never be distributed for profit of any kind.

If you enjoyed playing "Phantasy Star: Ragol's Curse" you should try the computer game that inspired it! PHANTASY STAR ONLINE: BLUE BURST is the latest incarnation of this award winning computer / console game and is available for free down load at:

<http://www.psobb.com>



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