

HUNTERS	RANGERS	FORCES
<u>HUmar</u> <i>(Male Human Hunter)</i> Hit Points (HP) :180 - 1800 Attack Power (ATP):110 - 760 (980)++ Mental Strength (MST):40 - 520 (800)-- Evasion Power (EVP):160 - 860 (960)+ Defence Power (DFP):70 - 540 (640)+ Attack Accuracy (ATA):100 - 262 (330)-- Luck [Crit Rate](LCK):10 - 50	<u>RAmar</u> <i>(Male Human Ranger)</i> Hit Points (HP) :170 - 1700 Attack Power (ATP):60 - 560 (840)-- Mental Strength (MST):30 - 450 (750)--- Evasion Power (EVP):170 - 870 (970)+ Defence Power (DFP):60 - 520 (620)+ Attack Accuracy (ATA):120 - 310 (350)+++ Luck [Crit Rate](LCK):10 - 50	<u>F0mar</u> <i>(Male Human Force)</i> Hit Points (HP) :160 - 1650 Attack Power (ATP):80 - 700 (920)++ Mental Strength (MST):70 - 710 (950)+ Evasion Power (EVP):180 - 860 (980)- Defence Power (DFP):60 - 460 (580)- Attack Accuracy (ATA):108 - 278 (338)- Luck [Crit Rate](LCK):10 - 50
<u>HUcast</u> <i>(Male Android Hunter)</i> Hit Points (HP) :200 - 2000 Attack Power (ATP):120 - 800 (1000)+++ Mental Strength (MST):N/A Evasion Power (EVP):150 - 800 (950)-- Defence Power (DFP):90 - 590 (660)++ Attack Accuracy (ATA):98 - 252 (328)--- Luck [Crit Rate](LCK):5 - 25	<u>RAcast</u> <i>(Male Android Ranger)</i> Hit Points (HP) :190 - 1900 Attack Power (ATP):80 - 640 (900)- Mental Strength (MST):N/A Evasion Power (EVP):140 - 770 (940)--- Defence Power (DFP):90 - 610 (680)++ Attack Accuracy (ATA):114 - 298 (344)++ Luck [Crit Rate](LCK):5 - 25	<u>F0mar1</u> <i>(Female Human Force)</i> Hit Points (HP) :150 - 1550 Attack Power (ATP):70 - 620 (880)- Mental Strength (MST):80 - 760 (1000)+ Evasion Power (EVP):200 - 880 (1000)- Defence Power (DFP):50 - 400 (520)- Attack Accuracy (ATA):110 - 294 (340)++ Luck [Crit Rate](LCK):5 - 25
<u>HUnewer1</u> <i>(Female Newman Hunter)</i> Hit Points (HP) :170 - 1750 Attack Power (ATP):90 - 700 (940)+ Mental Strength (MST):60 - 680 (900)++ Evasion Power (EVP):210 - 910 (1010)+ Defence Power (DFP):50 - 410 (560)-- Attack Accuracy (ATA):102 - 264 (332)-- Luck [Crit Rate](LCK):20 - 100	<u>RAmar1</u> <i>(Female Human Ranger)</i> Hit Points (HP) :160 - 1600 Attack Power (ATP):60 - 540 (820)-- Mental Strength (MST):50 - 610 (850)+ Evasion Power (EVP):220 - 920 (1020)+ Defence Power (DFP):50 - 370 (540)--- Attack Accuracy (ATA):118 - 308 (348)+++ Luck [Crit Rate](LCK):20 - 100	<u>F0newer1</u> <i>(Female Newman Force)</i> Hit Points (HP) :140 - 1400 Attack Power (ATP):20 - 450 (750)--- Mental Strength (MST):100 - 1000 (1200)+++ Evasion Power (EVP):230 - 910 (1030)- Defence Power (DFP):30 - 330 (480)-- Attack Accuracy (ATA):112 - 302 (342)+++ Luck [Crit Rate](LCK):20 - 100
<u>HUcaseal</u> <i>(Female Android Hunter)</i>	<u>RAcaseal</u> <i>(Female Android Ranger)</i>	<u>F0newm</u> <i>(Male Newman Force)</i>

Hit Points (HP) :180 - 1850	Hit Points (HP) :190 - 1950	Hit Points (HP) :150 - 1500
Attack Power (ATP):100 - 720 (960)+	Attack Power (ATP):70 - 560 (860)---	Attack Power (ATP):50 - 500 (800)--
Mental Strength (MST):N/A	Mental Strength (MST):N/A	Mental Strength (MST):90 - 880 (1100)++
Evasion Power (EVP):250 - 1000 (1050)+++	Evasion Power (EVP):240 - 940 (1040)+	Evasion Power (EVP):190 - 870 (990)-
Defence Power (DFP):80 - 430 (600)---	Defence Power (DFP):100 - 600 (700)+	Defence Power (DFP):40 - 380 (500)-
Attack Accuracy (ATA):104 - 274 (334)-	Attack Accuracy (ATA):116 - 292 (346)+	Attack Accuracy (ATA):106 - 290 (336)++
Luck [Crit Rate](LCK):15 - 75	Luck [Crit Rate](LCK):15 - 75	Luck [Crit Rate](LCK):15 - 75

- (Negative signs) and + (Positive signs) indicate lower or higher stat growth rate and total for that stat while leveling to 200.

Stats are formatted as: Level 1 minimum - Level 200 minimum (Stat maximum)

Recommended Mag Levels Per Class:

<u>HUmar</u> DEF :5 POW :50 DEX :115 MIND:30	<u>RAmar</u> DEF :5 POW :120 DEX :50 MIND:25	<u>F0mar</u> DEF :5 POW :60 DEX :70 MIND:65
<u>HUcast</u> DEF :5 POW :65 DEX :130 MIND:0	<u>RAcast</u> DEF :5 POW :130 DEX :65 MIND:0	<u>F0mar1</u> DEF :5 POW :65 DEX :50 MIND:80
<u>HUnewer1</u> DEF :5 POW :50 DEX :100 MIND:45	<u>RAmar1</u> DEF :5 POW :100 DEX :50 MIND:45	<u>F0newer1</u> DEF :5 POW :15 DEX :30 MIND:150
<u>HUcaseal</u> DEF :5 POW :100 DEX :95 MIND:0	<u>RAcaseal</u> DEF :5 POW :145 DEX :50 MIND:0	<u>F0newm</u> DEF :5 POW :20 DEX :50 MIND:125

Class Descriptions & Comparisons:

Stat Tiers

HP

1:HUcast	2:RAcaseal	3:RAcast	4:HUcaseal
5:HUmar	6:HUnewerl	7:RAmar	8:F0mar
9:RAmarl	10:F0marl	11:F0newm	12:F0newearl

ATP

1:HUcast	2:HUmar	3:HUcaseal	4:HUnewerl
5:F0mar	6:RAcast	7:F0marl	8:RAcaseal
9:RAmar	10:RAmarl	11:F0newm	12:F0newearl

MST

1:F0newerl	2:F0newm	3:F0marl	4:F0mar
5:HUnewerl	6:RAmarl	7:HUmar	8:RAmar
9: All CASTs			

ATA

1:RAmar	2:RAmarl	3:RAcaseal	4:RAcast
5:F0newerl	6:F0marl	7:F0mar	8:F0newm
9:HUcaseal	10:HUnewerl	11:HUmar	12:HUcast

EVP

1:HUcaseal	2:RAcaseal	3:F0newerl	4:RAmarl
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5:HUnewer1	6:F0mar1	7:F0newm	8:F0mar
9:RAmar	10:HUmar	11:HUcast	12:RAcast

DFP

1:RAcaseal	2:RAcast	3:HUcast	4:HUmar
5:RAmar	6:HUcaseal	7:F0mar	8:HUnewer1
9:RAmar1	10:F0mar1	11:F0newm	12:F0newer1

LCK

1: HUnewer1 RAmar1 F0newer1	2: HUcaseal RAcaseal F0newm	3: HUmar RAmar F0mar	4: HUcast RAcast F0mar1
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Hunters

Hunters are PSO's melee bruisers and it's official "easy mode." With high HP and Attack Power (ATP) Hunters are excellent at soaking up damage for their team and dishing it back out with impunity. However compared to the other classes they have the lowest Attack Accuracy (ATA) meaning some investment is required to bring all of that damage to bear later in the game.

HUmar

HUmar is an extremely well balanced class. They don't have the highest ATP of the hunters, but they also don't have the lowest ATA. They don't have particularly strong techs but they are actually able to use them. Their health pool and defensive options aren't the best but it's more than enough to deal with the vast majority of the game. HUmar is an excellent choice if both Solo and Multiplayer are important to you, as HUmar has no specific leaning toward either one. However they also lack the strong group utility and raw power HUcast brings to the table, aren't the god of solo content that HUnewer1 is, and their ATA is much lower than the graceful HUcaseal. HUmar sits comfortably in the middle of these options, and is equally comfortable in whatever situation the game throws at you.

HUcast

PSO's muscle man, HUcast has two very important things going for them: The highest base ATP in the entire game, and a whole mountain of Hit Points. On top of that as a CAST they lack techs but bring the incredible utility of traps to group play, making them overall an extremely desirable mainstay of any group. However the positives end there, HUcasts also have the lowest ATA of the entire game making them the most gear dependant Hunter class especially later into the game, and the inability to use Techs makes solo play fairly tricky without the staying power Resta gives you. If you can compensate for these drawbacks, especially with a good team on multiplayer, HUcast is a very important class to consider

HUnewer1

The tech focused Hunter. What they lack in ATP and HP, they more than make up for with an array of powerful support techs and competitive attack techs. Their ability to raise their own and their allies stats with a moderately powerful Shifta & Deband, paired with their Force tier Jellen & Zalure debuffs make HUnewer1 an extremely powerful class in Solo mode while providing important group utility in multiplayer for groups lacking a Force. However their support abilities are outshone by dedicated support Force characters, and their damage by melee powerhouses like HUcast, making them less desirable in group play. However if Solo mode is your jam, you aren't going to find a much better class for it than HUnewer1, and even in groups they are not to be underestimated with their higher than average ATA and excellent crit potential and paired with RAmar1, these two classes can almost duplicate the support capabilities of a Force.

HUcaseal

HUcaseal laughs at the other Hunters who miss every 3 seconds, and brings to the table the highest ATA out of all of them. Along with competitive ATP, better than average crit potential and the group utility of Traps, HUcaseal is a strong competitor with both HUcast and HUmar for the top DPS spot in any online group, and what they lack in DFP and HP they make for with the highest EVP in the entire game. However as a CAST they lack the solo staying power classes that Techs bring to the table, and their 3rd lowest ATP despite all their positives can hold them back. However if you value consistency more than potential, HUcaseal is as consistently accurate a Hunter can possibly be and looks like a cyborg ninja to boot.

Rangers

Ranger's are PSO's ranged support. While their ATP pales in comparison to Hunters, they more than make up for that deficiency with the highest ATA totals in the entire game, trading raw power for consistency. Rangers are also the best class to make use of weapon specials with things like Instant Kill and HP Reduce easily bridging any gap in firepower while a bevy of crowd control options makes Rangers very important to consider, especially in group play.

RAmar

The deadliest sniper in all of PSO, what RAmar lacks in ATP, HP and trap/tech utility they easily make up for by having the highest ATA in the entire game. RAmar hits with a consistency that will turn any other class green with envy and with clever use of weapon specials can make RAmar a powerhouse in his own right. However that focus comes at a cost. Namely below average ATP and HP causes RAmar to struggle with solo content, while lacklustre support techs and no trap support hinders their usefulness in group play. Still RAmar fits, like HUmar, into practically any situation, so if flexibility and consistency are what you want, RAmar brings both in spades.

RAcast

A deadly fusion of both power and accuracy, RAcast is the powerhouse of the Ranger classes while also suffering from the inflexibility that comes with being a CAST as well as having the lowest ATA of all the rangers. Being able to leverage both their ATP to deal competitive damage that rivals that of some Hunter classes, while also having enough ATA to proficiently use weapon specials gives RAcast an interesting place in group play along with the utility traps bring. However their ATA is, while much higher than most Hunters, still fairly low and needs good equipment later in the game to keep up.

RAmarl

The tech focused Ranger. With ATA that rivals RAMars, as well as powerful support and attack techs, RAMarl, along with HUnewerl, are the uncontested queens of solo content. RAMarl's Jellen and Zalure are not as strong as HUnewearl, but instead their Shifta and Deband buffs are max level, making these two classes an interesting combo in group play, as they can almost duplicate the support capabilities of a Force. However RAMarl suffers from many of the same things HUnewerl does such as lacklustre HP and ATP, and their support techs are still outshone by any Force, making them less attractive in groups. Still, they are not to be underestimated.

RAcaseal

An interesting balance of attack power, accuracy, trap support and extremely high defence makes RAcaseal stand out from the other classes. While not particularly strong on any front they have the unique position of having the most DFP in the entire game as well as the second highest HP, making them an extremely capable tank as well as a proficient damage dealer with their above average ATP for a ranger, while also having enough ATA to easily leverage weapon specials. Along with the Trap support that all CASTs bring to group play, RAcasts can provide an incredible amount of combat support to any group that chooses to take one along. Like most CASTs however RAcaseal struggles with solo content, although their incredible defence, good ATA and access to powerful ranged weapons means RAcaseal is the most solo competent of all the CAST classes.

Forces

The Force is an important part of any group. Their powerful healing and support techs are the glue that keeps the group working together. Along with their powerful attack techs and competence with melee weapons, Forces are also strong and well balanced characters in their own right although their low HP and defence makes them tricky to play.

F0mar

PSO's Spellword, F0mar is a powerful combination of close ranged attack techs and melee combat that is only let down by his below average HP. While not having the strongest Tech potential of the Forces F0mar's more balanced growth means he has a great deal of flexibility while also having the best melee capabilities of all the forces, while his tech boosts to GI techs and Grants gives him powerful attack options at any range. However his lack of any support range boosts means the F0mar needs to carefully consider his positioning inside of a group so that they can still perform their incredibly important support role. Altogether F0mar is a complicated class to play, their flexibility can be extremely rewarding for the discerning Force player.

F0newerl

PSO's glass cannon, the F0newerl is a fragile waif of a character that brings a level of sheer tech destruction that few other characters can match. With arguably the best tech boosts in the game for both single target offence and group support, actually decent ATA for leveraging weapon specials, and the highest MST in the entire game, F0newerl's only weakness is their lowest-in-the-game HP, DFP and ATP scores. Find a way to compensate for this, and F0newerl will be the gift that keeps on giving... As long as you can foot her colossal fluid bill.

F0marl

F0marl is the group conscious human force that is the archetypal white mage of PSO. Where F0mar brings better ATP, F0marl has better ATA. Where F0mar has better offensive tech boosts, F0marl's support tech boosts are unmatched. However like F0mar, F0marl has a great deal of flexibility being both competent with melee weapons and techs. While her lower than average ATP precludes her from dealing very high damage, her above average ATA lets her better leverage weapon specials and with her acceptable MST and very high Grants boost she is a capable ranged DPS as well. If group support, being loved by everyone and giving free hugs to anyone that asks is your idea of a great time, F0marl is probably the class for you.

F0newm

F0newerl's main competition in the race to burn everything to cinders with Tech damage, F0newm is a different take on the archetypal mage class. While F0newerl has raw single target damage, F0newm has significant boosts to Area of Effect damage

while also having a half decent ATP score and slightly more HP. However they do have slightly less MST, poor ATA and no support tech boosts. The result is a class better at solo play than most other Forces, reducing entire groups of enemies to ashes with ease, although their terrible HP total can make them difficult to play. However their single tech damage is not to be underestimated either and although they lack range their support techs are as good as any other Forces making them perfectly competent in group play as well.