

I. INTRODUCTION

** Sees your equipment *
OwO What's this?*

Ever wondered what those weird bits attached to that unit or weapon you just picked up that seemingly add some stats to the equipment are? Those are called **Special Abilities** or **Affixes**, as what most players call them.

Affixing is a player term used for adding and modifying affixes on their weapons and units. This process is done via the Item Lab located at the Shopping Area. The NPCs you are to look for are Dudu or Monica.



*" Monica is the 'bring your daughter to work' but she was forgotten and now is the horrible affix person. "
- Crescent 2k17*

Affixing generally boosts the player's performance by increasing raw stats or giving additional effects in combat. Outside of personal usage, affixing can also be a good source of income for players apart from doing Client Orders or selling Items from AC Scratch, Item Codes, or rare drops.

BASE AND FODDERS

When affixing, you can have up to a maximum of six pieces of equipment to work with in a single process. These would be the so-called **Base** and **Fodders**.



The base is the piece of equipment you will be upgrading, while the fodders are the pieces of equipment you will be consuming. **Fodders are lost forever after the process, so keep that in mind.**

AFFIXING COSTS

" I'm just a poor boy from a poor family! "

Nothing in the world is free (*sobs*) but we sure can make it cost less.

Affixing Costs refer to the process fee when affixes are placed on an equipment. The cost increases with the number of fodders used and it varies depending on the said equipment. Generally the higher the rarity of the equipment, the more expensive the process becomes so it has become common practice to use the cheapest equipment as Fodders.



II. METHODS

“ Say. How do affixes reproduce? ”

As stated earlier, dropped equipment can have an affix attached to them. In addition to this, most affixes have a specific quest or mob that they can drop from.

"Okay, I got the affix I wanted, but how can I place this on my equipment of choice?" you might ask. Simply put, placing an affix can be done either via **Transfer**, **Synthesis**, or through the use of **Support Items**.

SPECIAL ABILITY TRANSFER

Special Ability Transfer is done by taking and placing an already-existing affix from the fodder to the base.

This can be done in multiple ways:

- Having one or more copies of the desired affix,
- Having the desired affix and a corresponding **Boosting Affix**, or
- Having the desired affix and a **Receptor**

Certain affixes require only one copy for a chance of transfer while others require at least two or more. The rate of transfer is maxed at three copies of the affix, so using more than three would just be a waste.

"Fever" Types

Fevers are a group of affixes whose transfer only requires one copy to achieve a 100% transfer rate. These affixes usually drop from Special or Seasonal Variants of Rappies, Nyaus, or as an End of Quest Drop.

Emper Embrace and affixes ending in -Fever or -Smile belong to this group.

Receptors

Receptors are a kind of affix that boosts the transfer rate of another affix to 100% despite having only one copy. *Great, right?* Though the receptors themselves can not be transferred, they make transferring difficult and expensive affixes quite easier.

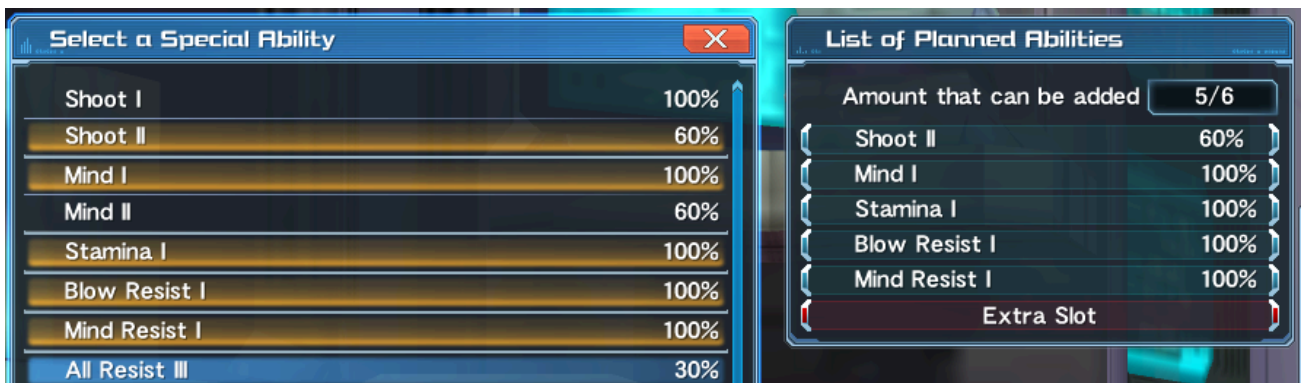
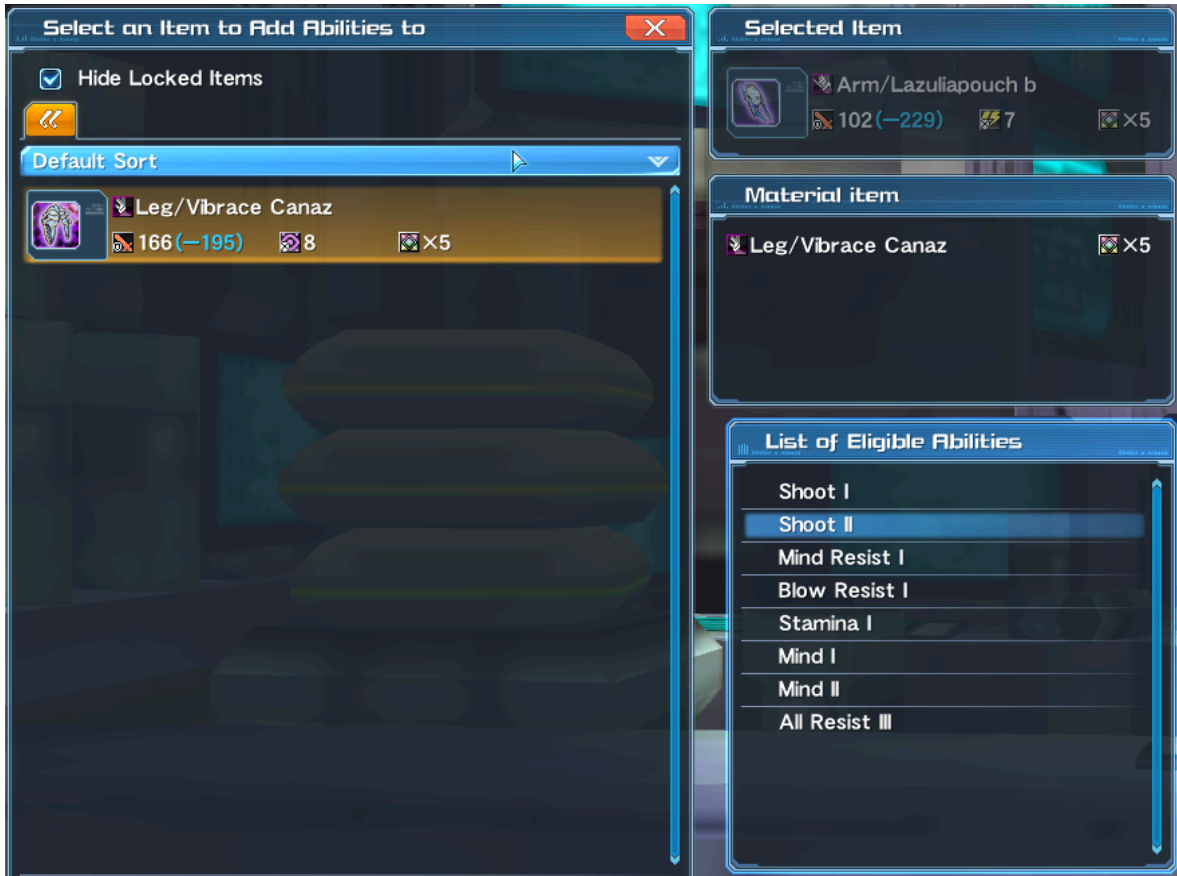
S-Class Special Abilities (SSA)

S-Class Special Abilities are a special type of Special Ability (*that's two special right there*) that can only drop from certain quests or as **Special Ability Factors (SAFs)** and can only be placed on weapons that can support them. These only need one copy for a 100% transfer rate, and are not affected by **Upslot Penalties** (*fsugoi!*). Details on these will be discussed later on.

In essence, SSAs can not fail in any affixing process and will not be lost unless you accidentally not select them.

SPECIAL ABILITY SYNTHESIS

Special Ability Synthesis, unlike transfer, uses two or more component affixes to create a different affix. Synthesis can also be boosted by some Special Abilities.

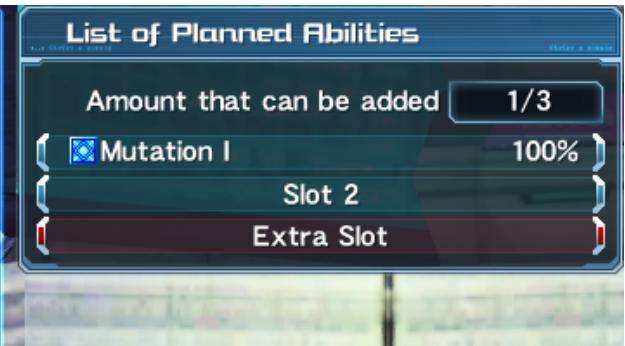
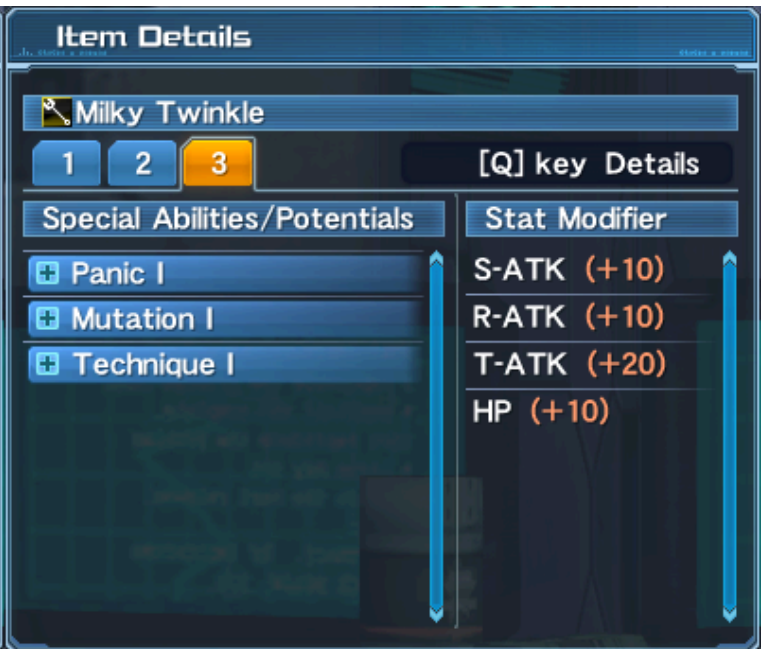
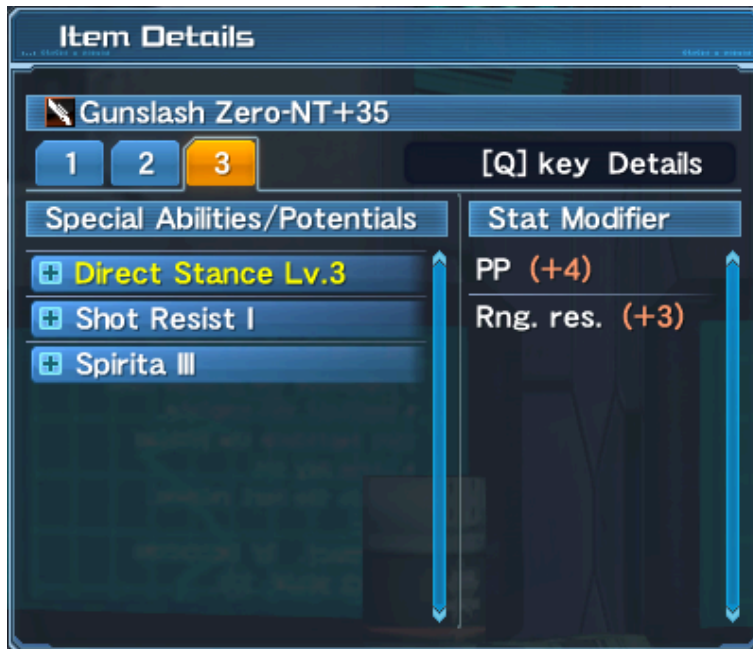
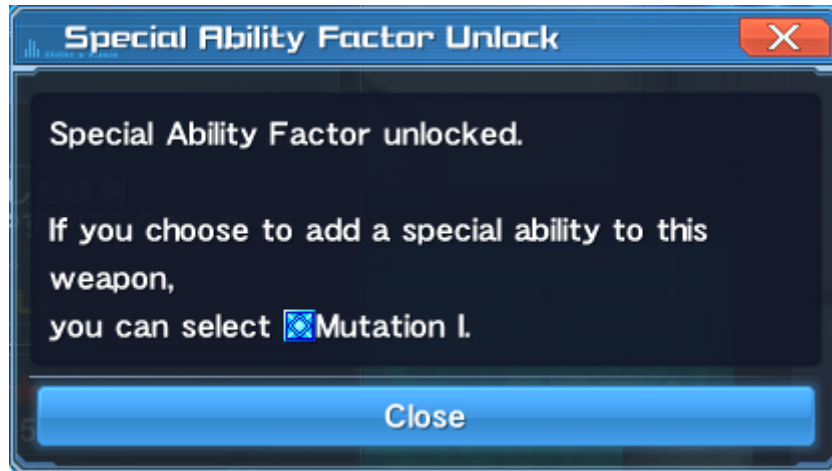


A new affix is born!

SPECIAL ABILITY FACTORS AND SUPPORT ITEMS

A few affixes can only be placed through the use of "Add Ability X" items from various Scratches or through the use of Special Ability Factors (SAFs). SAFs are obtained by grinding a New-Type Weapon to +35, with each weapon having different SAF associated with it.


These affixes are at base 100% affix rate but are still affected by upslot penalties.



Item Details

Add Ability (Shoot&PP)

1



Material used in Special Ability Synthesis. Grants "Noble Shot" when used in Special Ability Synthesis.

Rarity / ★★★★★★☆☆

Select an Item to Add Abilities to

You have support items that can add special abilities. Please select one to use.

Don't use anything

Add Ability (Shoot&PP) x1

Cancel

Emper Embrace
Poison I
Technique I
Ability II
Lucky Rise II

Select a Special Ability

Stamina III	80%
Stamina IV	20%
Noble Shot	100%
Freeze III	20%
Ice Resist IV	40%
Emper Embrace	100%

List of Planned Abilities

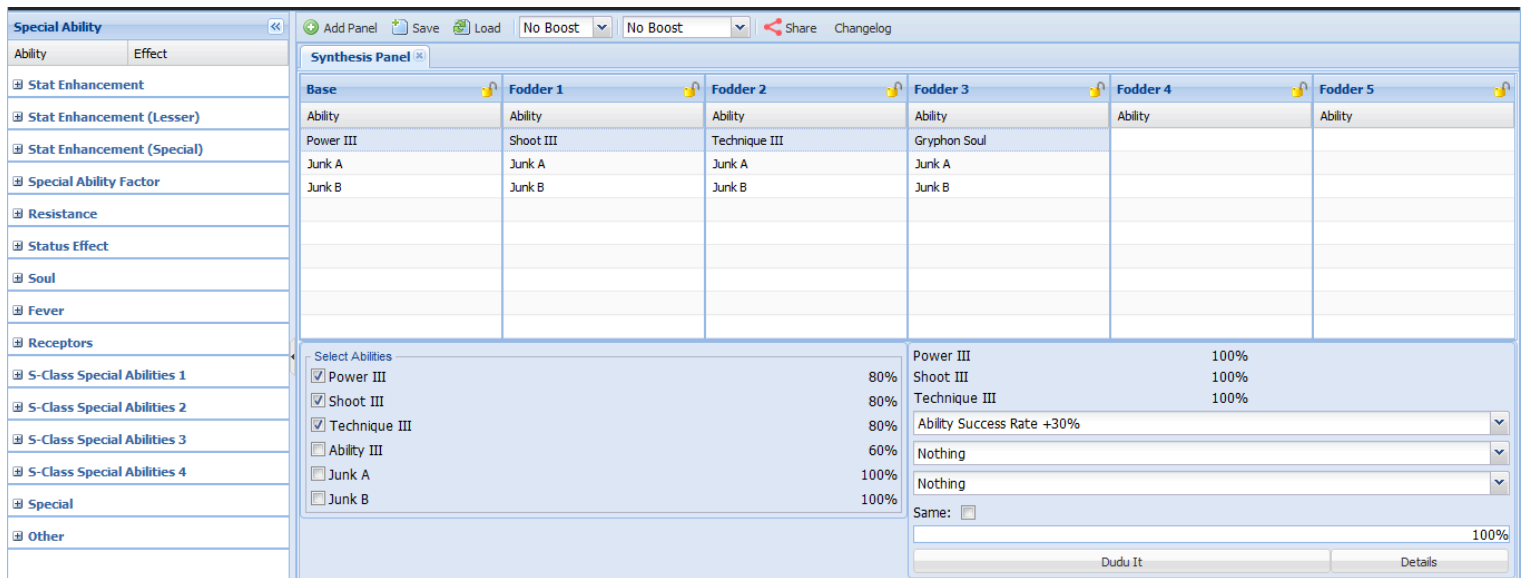
Amount that can be added

Noble Shot	100%
Slot 2	
Slot 3	
Slot 4	
Extra Slot	

III. AFFIX RECIPES

“ Just do the cooking by the book~ ”

Affix Recipes are simulations made with a third party program that allows you to place and arrange affixes that one needs to have on their base equipment and fodders without needing to waste resources in-game.



It's recommended to make a recipe for affixing to act as a guide for fodder preparation and to prevent wasteful buying due to misplaced affixes and forgotten rates.

DIRECT SLOT, UPSLOT, AND DOWNSLOT

Affixes take up slots in an equipment which can range from 1 to 8 slots. Knowing this, Direct Slot means having the same number of slots that you started with, Upslot means adding an additional slot for the final result, and Downslot is where the number of slots is reduced due to a failed affix.

When working with an Upslot, penalties are applied to the base rates of the affixes present. The penalty is different if you use 1 Fodder or 2 to 5 Fodders but it is generally advised to use 2 fodders for upslotting items. No one really knows why using only 1 Fodder has lower rates; it is just how the system is made.

Slots	1 Fodder	2 to 5 Fodders
0 → 1	100%	100%
1 → 2	85%	90%
2 → 3	75%	85%
3 → 4	60%	70%
4 → 5	50%	60%
5 → 6	45%	55%
6 → 7	35%	40%
7 → 8	30%	30%

There are cases when a player purposely takes a downslot to reduce the number of slots on the equipment due to the cost of fodders at higher slots.

BOOSTING

Boosting works by using affixes that can improve the rates of other affixes in the recipe. This is commonly seen in Soul affixes and Stat affixes with the Souls boosting certain Stats. There are a wide array of affixes that interact with each other. For a more complete list, please refer to the Appendix.

Boosting is not only limited to affix interactions. An affix can be boosted through other different ways:

- Using Boost Items: These items are applied on the final calculation of the affix success rate. They currently exist in-game as Ability Success Rate +5%, +10%, +20%, +30%, +40%, +45%, and +50%.
- Weapon Potentials: One of the three potentials of the Zeinesis Weapon Series is called “Guidance of Life.” The potential increases the rate of affixes by 2% at Lv 1, 5% at Lv 2, and 10% at Lv 3. Like the Ability Success Rate items, the rate is added on the final calculation of affixing. Do note that this only applies if a Zeinesis Weapon is used as the base.



- Special Affixes: The affix Guidance Trainer gives a 5% boost to all affixes at the final calculation. It needs to be present at the base for it to apply the boost however.



- “Same Name” Fodder Boost: The “Same Name” fodder boost is a special boost given when you are using the same type and name of equipment for your fodder (duh).



The boost is dependent on the base rate of an affix; using two same name foddors increases the base affix by 10% while using three or more same name foddors increases the base affix by 15%.



Using two same foddors increased the transfer of Shoot II by 6%.



Using three same foddors increased the transfer of Shoot II by 9%.

- Special In-Game Events: There are currently two events that boost affixes outside of items and fodder mechanics; Dudu Boost Day and a week long event that people refer to as "Affix Week."

Dudu Boost Day is a special day that occurs every Tuesday and the first day of every month. Certain Special Abilities on this day will receive a 5% affixing boost and the Abilities that qualify for this boost rotate each Tuesday. (For the list of Abilities that qualify for the different Dudu Boost Days, visit <http://www.bumped.org/psublog/dudu-boost-day>.)

Affix Week is a special week long event that is given to players from completing campaigns that gives an additional 5% or 10% affixing boost to all affixes. Affix Week happens thrice a year: one 5% and two 10%.

Sadly Dudu Boost Day and Affix Week do not stack.

ISOLATION

Affix Isolation is done to use the least amount of affix copies in the entire affixing recipe; the more complex a fodder is, the more steps and resources it takes to produce. This is usually done to the more expensive affixes to minimize the costs.

Let's take a simple direct slot affixing recipe for S-ATK with Act the Soul, Power III, Modulator, and Deus Factor.

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Zigmor Soul	Escarde Soul	Deus Factor	Modulator	Modulator	Modulator
Junk A	Deus Factor	Junk A	Junk A	Power III	Deus Factor
Junk B	Junk A	Junk B	Junk B	Junk A	Junk A
Junk C	Junk B	Junk C	Junk C	Junk B	Junk B

Select Abilities	Success Rate	Ability	Success Rate
<input checked="" type="checkbox"/> Power III	80%	Act The Soul	100%
<input checked="" type="checkbox"/> Act The Soul	70%	Power III	100%
<input type="checkbox"/> Till The Soul	70%	Modulator	100%
<input type="checkbox"/> Magi The Soul	70%	Deus Factor	100%
<input type="checkbox"/> Ares The Soul	70%		
<input checked="" type="checkbox"/> Modulator	80%		
<input checked="" type="checkbox"/> Deus Factor	70%		
<input type="checkbox"/> Junk A	100%		

“Mah boi. Look at that rates. We're totally in there.”

The recipe looks fine since nothing will fail as everything is at 100% success rate right? The issue with the recipe is that fodder 4 and 5 should be made from scratch or bought from the market.

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Power III	Modulator	Modulator	Modulator	Gryphon Soul	
Junk A	Junk A	Junk A	Junk A	Junk A	
Junk B	Junk B	Junk B	Junk B	Junk B	
Junk C	Junk C	Junk C	Junk C	Junk C	

Select Abilities	Success Rate	Ability	Success Rate
<input checked="" type="checkbox"/> Power III	80%	Power III	100%
<input checked="" type="checkbox"/> Modulator	80%	Modulator	100%
<input checked="" type="checkbox"/> Junk A	100%	Junk A	100%
<input checked="" type="checkbox"/> Junk B	100%	Junk B	100%
<input type="checkbox"/> Junk C	100%		

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Modulator	Modulator	Modulator	Escarde Soul	Deus Factor	Deus Factor
Junk A	Junk A	Junk A	Deus Factor	Junk A	Junk A
Junk B	Junk B	Junk B	Junk A	Junk B	Junk B
Junk C	Junk C	Junk C	Junk B	Junk C	Junk C

Select Abilities		
<input checked="" type="checkbox"/> Modulator	80%	Modulator
<input checked="" type="checkbox"/> Deus Factor	70%	Deus Factor
<input checked="" type="checkbox"/> Junk A	100%	Junk A
<input checked="" type="checkbox"/> Junk B	100%	Junk B
<input type="checkbox"/> Junk C	100%	Junk B

Ability Success Rate +30%	
Nothing	
Nothing	
Same: <input type="checkbox"/>	
	100%

That is about 6 copies of 4s Modulator, if we are to make them from direct slot, which can cost a lot of money. So by moving the affixes around, you can isolate the more expensive Modulator which cuts the needed copies to 3 per unit.

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Zigmor Soul	Escarde Soul	Power III	Modulator	Modulator	Modulator
Deus Factor	Deus Factor	Deus Factor	Junk A	Junk A	Junk A
Junk A	Junk A	Junk A	Junk B	Junk B	Junk B
Junk B	Junk B	Junk B	Junk C	Junk C	Junk C

Select Abilities		
<input checked="" type="checkbox"/> Power III	80%	Act The Soul
<input checked="" type="checkbox"/> Act The Soul	70%	Power III
<input type="checkbox"/> Till The Soul	70%	Modulator
<input type="checkbox"/> Magi The Soul	70%	Deus Factor
<input type="checkbox"/> Ares The Soul	70%	
<input checked="" type="checkbox"/> Modulator	80%	Ability Success Rate +30%
<input checked="" type="checkbox"/> Deus Factor	70%	Nothing
<input type="checkbox"/> Junk A	100%	Nothing

Same: <input type="checkbox"/>	
	100%

Of course isolation of affixes doesn't work for all affix recipes since eventually you'll need to have all fodders prepared.

IV. YOUR RECIPE

*“Just Monika.”
- Totally not Monika*

COMPONENTS

The components or the affixes that you would place on your equipment depends on a number of factors. The usual set of questions you should ask are:

- What class are you affixing for?
- Is it for a weapon or a unit?
- What is your budget?
- Are you doing the affix during a boost?
- Do you have a stockpile of foddors or are you buying?
- Do you have Excubes and boosters?

Your affix would revolve depending on the answers to these questions; although players usually tend to use Souls, Stat Affixes, Reveries, Fevers, and an Add Ability X for their equipment. The Appendix of this guide also contains the synthesis and transfer tables of common affixes that players tend to work with, so if you are curious on what affixes you should look out for, feel free to check the tables out.

As an example, suppose I wanted an affix on units for Su/Fi for my T-ATK character. Summoner has a skill called Dear Master that lets the pet take the damage instead of the player if the attack would kill. In addition to this, Summoner is notoriously a PP hungry class. From this, I wouldn't mind having a low HP or having defensive stat demerits while having a decent amount of T-ATK and PP:

- Magi The Soul
- Technique IV
- Doom Break II
- Persona Reverie
- Elegant Technique

DESIGN

Design is not much for making art but on laying out the steps in making your final affix for your equipment. This is also where you would consider if you would rely on Dudu Boost Day or Affix Week and how much Excubes or boost items you are willing to spend to finish everything. This step is usually done in tandem with Market Check, which would be explained later on, but making an initial recipe is also fine before checking.

Going back to my wanted affixes, the initial recipe would be:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Shrayda Soul	Technique III	Historia Soul	Persona Reverie	Persona Reverie	Persona Reverie
Technique III	Mutation II	Technique III	Doom Break II	Doom Break II	Doom Break II
Junk A	Junk A	Junk A	Junk A	Junk A	Junk A
Junk B	Junk B	Junk B	Junk B	Junk B	Junk B
Junk C	Junk C	Junk C	Junk C	Junk C	Junk C

Select Abilities	Percentage
<input type="checkbox"/> Technique III	100%
<input checked="" type="checkbox"/> Technique IV	70%
<input type="checkbox"/> Act The Soul	70%
<input type="checkbox"/> Till The Soul	70%
<input checked="" type="checkbox"/> Magi The Soul	70%
<input type="checkbox"/> Ares The Soul	70%
<input checked="" type="checkbox"/> Doom Break II	80%
<input checked="" type="checkbox"/> Persona Reverie	70%
<input type="checkbox"/> Junk A	100%

Magi The Soul	100%
Technique IV	100%
Doom Break II	100%
Persona Reverie	100%
Elegant Technique	100%
Ability Success Rate +30%	
Add Ability (T-ATK&PP/2)	
Nothing	
Same: <input type="checkbox"/>	
	100%

Checking through my storage, I would want to use these units for my T-ATK set:

Item Details

Rear/Clawdem Illic

1 2 3 [Q] key Details



背部ユニット。全知への渴望を背負う。
法撃、闇属性の耐性と最大PP
法撃攻撃、法撃防御を上昇させる。

Rarity / ★★★★★★★★
Req. T-DEF / 540 (Currently 795)


T-DEF / 286 Dark res. / 5%

Loser Reverie Shot Resist I
Shock Resist I Blow Resist I
Body I

Item Details

Arm/Hang Bode

1 2 3 [Q] key Details



腕部ユニット。生物的な模様が特徴。
打撃、射撃、法撃の耐性と最大PP
各種攻撃、防御を上昇させる。

Rarity / ★★★★★★★★
Req. DEX / 440 (Currently 620)


R-DEF / 270

Soul Catalyst Mutation I
Stamina I Vardha Soul
Stigma

Item Details

Leg/Evleda Serb

1 2 3 [Q] key Details



脚部ユニット。厳つく重厚な装甲。
打撃、射撃、法撃、炎、闇属性の耐性と
各種攻撃、防御を上昇させる。

Rarity / ★★★★★★★★
Req. S-DEF / 460 (Currently 822)

T-DEF / 269 Fire res. / 2%

Historia Soul Mind I
Arm I Omega Reverie
Shot Resist I

Since they dropped as 5s already, the plan would be to continue with the direct slot affix showed in the initial recipe.

Doom Break II gives +25 to All Atk / +3 PP; if I were to change Doom Break II, there are two affixes that come close to the stats that it gives: Flict Magia that gives +20 T-ATK / +3 PP and Sentence Technique that gives +20 T-ATK and +4 PP.

Flict Magia needs three copies of the affix for a transfer or one copy and an Extreceptor. However, checking up the price for Flict Magia at the time of writing shows an interesting result; while there are a few cheaper foddors to use for one unit, it quickly rises in price that will make finishing the whole set more expensive overall than when using Doom Break II.

The screenshot displays two main windows from a game's trading interface:

- Item Search Results (Left):** A list of items for sale. The first item, 'Arm/Heiremjees', is highlighted. It has a price of 735,000 Meseta, a base S-DEF of 211 (with a -120 modifier), and 3 other stats. Other items include 'Arm/Gloam Sign' (787,500 Meseta), 'Rear/Vardha Pack' (840,000 Meseta), and 'Arm/Sensias Ar' (3,148,950 Meseta).
- Shop Details (Right):** A detailed view of the selected 'Arm/Heiremjees' item. It shows the owner's name 'XrwhX', an advertisement image of a yellow character, and the following details:
 - Item Details:** 'Arm/Heiremjees' (tab 1 selected)
 - Description:** 腕部ユニット。黒色の盾型装甲が特徴。打撃への耐性を持ち、打撃防御と最大PPを大幅に上昇させる。
 - Rarity:** 7 stars (represented by 7 colored stars)
 - Req. S-DEF:** 420 (Currently 705)
 - S-DEF:** 211
 - Ice res.:** 3%
 - Affixes:** Ice Resist I, Technique III, Shot Resist I, Flict Magia, and Stamina I.

On the other hand, Sentence Technique can only be transferred with the use of Sentence Receptor. Sentence Technique and Sentence Receptor can be traded from the Buster Medals Exchange Shop for 200 and 100 Buster Medals, respectively, or bought from the Player Shop.

You can farm the Buster Medals but for our example, we are only interested in minimal grinding and only in using Meseta as much as possible. So checking their prices on the Player Shop:

Item Search Results

Can Equip

Price ▼

Refresh

	Sub/Add Spirita d	4,050,000
	75(-251)	X6
	Sub/Add Spirita d	4,200,000
	75(-251)	X6
	Sub/Add Spirita d	4,200,000
	75(-251)	X6
	Sub/Add Spirita d	4,724,998
	75(-251)	X6
	Sub/Add Spirita d	4,725,000
	75(-251)	X6
	Rear/Psytegral b	5,250,000
	126(-194)	X5
	Rear/Bergost b	6,300,000
	87(-233)	4 X5
	Sub/Add Spirita d	6,300,000
	75(-251)	X6

Shop Details

Owner Name
Galaxy.Nova

Advertisement
thanks for buying item from my little store (Y)

Item Details

Sub/Add Spirita d

1 2 3 [Q] key Details

An equippable all-purpose unit. Boosts PP +4.

Rarity / ★★★★★★☆☆☆☆

Req. DEX / 213 (Currently 633)

S-DEF / 75

<input checked="" type="checkbox"/> Sentence Technique	<input checked="" type="checkbox"/> Stamina I
<input checked="" type="checkbox"/> Spirita I	<input checked="" type="checkbox"/> Arm I
<input checked="" type="checkbox"/> Ability I	<input checked="" type="checkbox"/> Mutation I

Item Search Results

Can Equip

Price ▼

Refresh

	Sub/Add Spirita d	1,575,000
	85(-241)	X6
	Sub/Add Spirita d	1,785,000
	85(-241)	X6
	Sub/Add Spirita d	1,785,000
	85(-241)	X6
	Sub/Add Spirita d	2,100,000
	85(-241)	X6
	Sub/Add Spirita d	2,100,000
	85(-241)	X6
	Sub/Add Spirita d	2,165,236
	85(-241)	X6
	Sub/Add Spirita d	2,197,776
	85(-241)	X6
	Sub/Add Spirita d	2,215,369
	85(-241)	X6

Shop Details

Owner Name
レザス

Advertisement
適当に

Item Details

Sub/Add Spirita d

1 2 3 [Q] key Details

An equippable all-purpose unit. Boosts PP +4.

Rarity / ★★★★★★☆☆☆☆

Req. DEX / 213 (Currently 633)

S-DEF / 85

<input checked="" type="checkbox"/> Sentence Receptor	<input checked="" type="checkbox"/> Stamina I
<input checked="" type="checkbox"/> Spirita I	<input checked="" type="checkbox"/> Arm I
<input checked="" type="checkbox"/> Ability I	<input checked="" type="checkbox"/> Mutation I

The combined price of Sentence Technique and Sentence Receptor amounts to roughly 5.7-6m Meseta per unit which is considerably larger than using Doom Break II.

Deciding on Doom Break II, now we decide whether to make the foddors or just buy them straight from the market; Doom Break II can be synthesized using 3, 4 or 5 pieces of Doom Break I with rates of 30%, 40%, or 50% respectively. Looking up at the prices of 5s Doom Break I, however, shows that it is more expensive making Doom Break II over buying them.

The screenshot shows two windows from a game's interface. The left window is titled "Item Search Results" and lists various items with their prices and attributes. The right window is titled "Shop Details" and shows information for a specific item, "Leg/Ing Plate", including its owner name, advertisement, and detailed stats.

Item Search Results:

Item Name	Price	Attributes
Leg/Ing Plate	157,500	221 (-101) x5
Rear/Bulb Heggs	210,000	171 (-155) x3 x5
Rear/Flacuhate	210,000	179 (-147) x8 x5
Leg/Ing Plate	210,000	221 (-101) x3 x5
Leg/Lazuliastock b	211,050	102 (-220) x4 x5
Arm/Titodigo b	211,050	131 (-205) x4 x5
Arm/Flacubeny	211,050	199 (-137) x8 x5
Arm/Bertigal a	315,000	56 (-280) x4 x5

Shop Details:

Owner Name: Tsuyuha Bluest

Advertisement: エンペラッピー可愛い♪もふもふセール中♪ (Welcome to the fluffy♪)

Item Details:

Item: Leg/Ing Plate

Tab: 1 | 2 | 3 [Q] key Details

脚部ユニット。洗練された装甲は盤石。打撃への耐性を持ち、打撃防御と最大HPを大幅に上昇させる。

Rarity: ★★★★★★★★

Req. S-DEF / 420 (Currently 705)

S-DEF / 221

Requirements: Doom Break I, Spirita III, Mind I, Toh'oh Soul, Stamina I

Moving on to the remaining foddors, I would make fodder 2 as the base instead since I wouldn't want my base to risk of downslotting from a failed affix.

Base	Fodder 1	Fodder 2
Ability	Ability	Ability
Shrayda Soul	Technique III	Historia Soul
Technique III	Mutation II	Persona Reverie
Persona Reverie	Persona Reverie	Technique III
Junk A	Junk A	Junk A
Junk B	Junk B	Junk B

Base	Fodder 1	Fodder 2
Ability	Ability	Ability
Historia Soul	Technique III	Shrayda Soul
Technique III	Mutation II	Persona Reverie
Persona Reverie	Persona Reverie	Technique III
Junk A	Junk A	Junk A
Junk B	Junk B	Junk B

Preparing the base can be done using this recipe:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Technique III	Persona Reverie	Persona Reverie	Persona Reverie	Historia Soul	Historia Soul
Junk A	Loser Soul	Junk A	Junk A	Junk A	Junk A
Junk B	Junk A	Junk B	Junk B	Junk B	Junk B
Junk C	Junk B	Junk C	Junk C	Junk C	Junk C
Junk D	Junk C	Junk D	Junk D	Junk D	Junk D

Select Abilities		
<input checked="" type="checkbox"/> Technique III	80%	Technique III
<input checked="" type="checkbox"/> Historia Soul	60%	Persona Reverie
<input checked="" type="checkbox"/> Persona Reverie	70%	Historia Soul
<input checked="" type="checkbox"/> Junk A	100%	Junk A
<input checked="" type="checkbox"/> Junk B	100%	Junk B
<input type="checkbox"/> Junk C	100%	Junk C
<input type="checkbox"/> Junk D	100%	Junk D

Ability Success Rate +30%	90%
Nothing	
Nothing	
Same: <input type="checkbox"/>	
	90%

Some people are fine with taking chances, which is a viable path to take, but I wouldn't want to take any chances for my base to downslot, so I would invest a little bit more money in it by changing fodder 2:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Technique III	Persona Reverie	Historia Soul	Persona Reverie	Historia Soul	Historia Soul
Junk A	Loser Soul	Persona Reverie	Junk A	Junk A	Junk A
Junk B	Junk A	Junk A	Junk B	Junk B	Junk B
Junk C	Junk B	Junk B	Junk C	Junk C	Junk C
Junk D	Junk C	Junk C	Junk D	Junk D	Junk D

Select Abilities		
<input checked="" type="checkbox"/> Technique III	80%	Historia Soul
<input checked="" type="checkbox"/> Historia Soul	90%	Technique III
<input checked="" type="checkbox"/> Persona Reverie	70%	Persona Reverie
<input checked="" type="checkbox"/> Junk A	100%	Junk A
<input checked="" type="checkbox"/> Junk B	100%	Junk B
<input type="checkbox"/> Junk C	100%	Junk C
<input type="checkbox"/> Junk D	100%	Junk D

Ability Success Rate +30%	100%
Nothing	
Nothing	
Same: <input type="checkbox"/>	
	100%
Dudu It	Details

Fodder 2 can be made using 3 copies of Persona Reverie and 3 copies of Historia Soul; while Persona Reverie is relatively cheap, Historia Soul can be a bit costly.

Item Search Results

Can Equip

Price ▼

Refresh

	Arm/Lazuliapouch b	60,900	
	82 (-249)	 4	 x5
	Arm/Titodigo b	62,055	
	111 (-225)	 x5	
	Leg/Bersize a	63,000	
	5 (-325)	 4	 x5
	Arm/Lazuliapouch b	64,050	
	112 (-224)	 4	 x5
	Rear/Circuende b	65,100	
	44 (-356)	 3	 x5
	Arm/Bertigal a	73,500	
	56 (-280)	 4	 x5
	Arm/Bertigal a	73,500	
	36 (-308)	 4	 x5
	Arm/Circaledia b	73,500	
	113 (-231)	 3	 x5

Shop Details

Owner Name
Luxealus

Advertisement
固定価格 | ありがとうございます

Item Details


Arm/Lazuliapouch b



1 2 3 [Q] key Details

 腕部ユニット。高密フォトンで強化。雷および闇属性への耐性と打撃防御を上昇させる。


Rarity ★★★★★☆☆☆☆☆

Req. S-DEF / 297 (Currently 705)

 S-DEF / 82  Litn. res. / 4%

 Persona Reverie  Stamina I

 Shot Resist I  Mind Resist I

 Blow Resist I

Item Search Results

Can Equip

Price ▼

Refresh

	Leg/Deurotolc b	420,000
	166 (-164)	3
		x5
	Leg/Deurotolc b	420,000
	156 (-174)	3
		x5
	Leg/Flachante	420,000
	204 (-118)	8
		x5
	Arm/Flacubeny	420,000
	214 (-117)	8
		x5
	Rear/Flacuhate	420,000
	214 (-112)	8
		x5
	Leg/Flachante	420,000
	204 (-118)	8
		x5
	Leg/Lazuliastock b	421,050
	137 (-185)	4
		x5
	Leg/Lazuliastock b	441,000
	127 (-195)	4
		x5

Shop Details

Owner Name
Myuuriko

Advertisement
buy my things im very poor :c



Item Details

Leg/Deurotolc b

1 2 3 [Q] key Details



脚部ユニット。排熱と回転性能を強化。射撃への耐性、および射撃防御を
上昇させる。

Rarity / ★★★★★★

Req. R-DEF / 300 (Currently 681)

R-DEF / 166 Litn. res. / 3%

Historia Soul Shot Resist I

Shock Resist I Arm I

React I

Making the fodder would cost roughly 1.3-1.4m Meseta, not counting the price of an Ability Success Rate +30% and affixing costs. However, checking the prices of 5s Persona Reverie WITH Historia on them,

Item Search Results

Can Equip

Price ▼

Refresh

	Rear/Tireigear b	945,000
	136 (-184)	3 x5
	Arm/Titodigo b	945,000
	146 (-190)	x5
	Arm/Titodigo b	945,000
	136 (-200)	3 x5
	Arm/Titodigo b	945,000
	136 (-200)	x5
	Arm/Circaledia b	945,000
	138 (-206)	3 x5
	Rear/Bergost b	945,000
	92 (-228)	4 x5
	Leg/Circlignos b	945,000
	138 (-185)	x5
	Arm/Bergoilan b	945,000
	92 (-244)	4 x5

Shop Details

Owner Name: Kirk1225

Advertisement: [Redacted]

Item Details

Rear/Tireigear b

1 2 3 [Q] key Details

背部ユニット。大型下翼が振動を吸収。射撃への耐性、および射撃防御を
上昇させる。

Rarity: ★★★★★

Req. R-DEF: 300 (Currently 681)

R-DEF: 136 Light res.: 3%

Persona Reverie Historia Soul

Power I Light Resist I

Body I

The cost of buying the unit is less than the cost of making it yourself. In relation to this, for my Leg unit, since it already has a Historia Soul in it, my recipe for that would be:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Historia Soul	Persona Reverie	Historia Soul	Persona Reverie	Technique III	Historia Soul
Junk A	Loser Soul	Persona Reverie	Junk A	Junk A	Junk A
Junk B	Junk A	Junk A	Junk B	Junk B	Junk B
Junk C	Junk B	Junk B	Junk C	Junk C	Junk C
Junk D	Junk C	Junk C	Junk D	Junk D	Junk D

Select Abilities	Percentage	Success Rate
<input checked="" type="checkbox"/> Technique III	80%	100%
<input checked="" type="checkbox"/> Historia Soul	90%	100%
<input checked="" type="checkbox"/> Persona Reverie	70%	100%
<input checked="" type="checkbox"/> Junk A	100%	100%
<input checked="" type="checkbox"/> Junk B	100%	100%
<input type="checkbox"/> Junk C	100%	100%
<input type="checkbox"/> Junk D	100%	100%

Historia Soul	100%
Technique III	100%
Persona Reverie	100%
Junk A	100%
Junk B	100%
Ability Success Rate +30%	
Nothing	
Nothing	
Same: <input type="checkbox"/>	
	100%

Base	Fodder 1	Fodder 2
Ability	Ability	Ability
Historia Soul	Technique III	Shrayda Soul
Technique III	Mutation II	Persona Reverie
Persona Reverie	Persona Reverie	Technique III
Junk A	Junk A	Junk A
Junk B	Junk B	Junk B

Moving to fodder 1, it can be done by:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Persona Reverie	Persona Reverie	Persona Reverie	Technique III	Mutation II	Mutation II
Junk A	Junk A	Loser Soul	Junk A	Junk A	Junk A
Junk B	Junk B	Junk A	Junk B	Junk B	Junk B
Junk C	Junk C	Junk B	Junk D	Junk C	Junk C
Junk D	Junk D	Junk C	Junk C	Junk D	Junk D

Select Abilities		
<input checked="" type="checkbox"/> Technique III	80%	Technique III
<input checked="" type="checkbox"/> Mutation II	50%	Mutation II
<input checked="" type="checkbox"/> Persona Reverie	50%	Persona Reverie
<input checked="" type="checkbox"/> Junk A	100%	Junk A
<input checked="" type="checkbox"/> Junk B	100%	Junk B
<input type="checkbox"/> Junk C	100%	Junk C
<input type="checkbox"/> Junk D	100%	Junk D

Ability Success Rate +30%	100%	Technique III
Nothing	80%	Mutation II
Nothing	80%	Persona Reverie
	100%	Junk A
	100%	Junk B

Same:

64%

Again, some people are fine with taking chances and this fodder is relatively cheaper than the rest of the fodders in the recipe so spamming it until it succeeds is not that much of a bad choice. On the other hand, we can further minimize the chance of failing by adding an extra copy of Mutation II:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Persona Reverie	Technique III	Persona Reverie	Mutation II	Mutation II	Mutation II
Junk A	Persona Reverie	Loser Soul	Junk A	Junk A	Junk A
Junk B	Junk A	Junk A	Junk B	Junk B	Junk B
Junk C	Junk B	Junk B	Junk C	Junk C	Junk C
Junk D	Junk C	Junk C	Junk D	Junk D	Junk D

Select Abilities		
<input checked="" type="checkbox"/> Technique III	80%	Technique III
<input checked="" type="checkbox"/> Mutation II	80%	Mutation II
<input checked="" type="checkbox"/> Persona Reverie	50%	Persona Reverie
<input checked="" type="checkbox"/> Junk A	100%	Junk A
<input checked="" type="checkbox"/> Junk B	100%	Junk B
<input type="checkbox"/> Junk C	100%	Junk C
<input type="checkbox"/> Junk D	100%	Junk D

Ability Success Rate +30%	100%	Technique III
Nothing	100%	Mutation II
Nothing	80%	Persona Reverie
	100%	Junk A
	100%	Junk B

Same:

80%

Of course, fodder 1 requires more preparation and more resources which brings us to another recipe to consider: since Persona Reverie tends to drop often with Stat II Affixes and Mutation II can boost the synthesis of Stat II to Stat III, we can use a premade Persona Reverie / Technique II instead.

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Persona Reverie	Persona Reverie	Persona Reverie	Mutation II	Mutation II	Mutation II
Junk A	Technique II	Technique II	Junk A	Junk A	Junk A
Junk B	Junk A	Junk A	Junk B	Junk B	Junk B
Junk C	Junk B	Junk B	Junk C	Junk C	Junk C
Junk D	Junk C	Junk C	Junk D	Junk D	Junk D

Select Abilities		
<input type="checkbox"/> Technique II	80%	Technique III
<input checked="" type="checkbox"/> Technique III	70%	Mutation II
<input checked="" type="checkbox"/> Mutation II	80%	Persona Reverie
<input checked="" type="checkbox"/> Persona Reverie	50%	Junk A
<input checked="" type="checkbox"/> Junk A	100%	Junk B
<input checked="" type="checkbox"/> Junk B	100%	
<input type="checkbox"/> Junk C	100%	
<input type="checkbox"/> Junk D	100%	

Ability Success Rate +30%
Nothing
Nothing
Same: <input type="checkbox"/>
80%

Item Search Results

Can Equip

Price ▼

Refresh

	Arm/Circaledia b	73,500
	113 (-231)	x5
	Rear/Lazuliazac a	95,550
	65 (-261)	x5
	Leg/Berglide b	105,000
	92 (-238)	x5
	Arm/Lazuliapouch b	105,000
	122 (-214)	x5
	Leg/Lazuliastock b	137,550
	92 (-230)	x5
	Rear/Bertiwea a	149,100
	31 (-295)	x5
	Leg/Bertiray a	210,000
	56 (-274)	x5
	Arm/Lazuliapouch b	210,000
	102 (-229)	x5

Shop Details

Owner Name: velocity_7

Advertisement: よろしくお祈いします!



Item Details

Arm/Circaledia b

1 2 3 [Q] key Details



腕部ユニット。重厚軽量鋼で耐性強化。法撃への耐性、および法撃防御を上昇させる。

Rarity: ★★★★★

Req. T-DEF: 306 (Currently 709)

T-DEF: 113 Light res.: 3%

Persona Reverie Persona Soul
Light Resist I Technique II
Shot Resist I

On the last fodder of the recipe, fodder 2, it can be done via:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Persona Reverie	Persona Reverie	Persona Reverie	Technique III	Shrayda Soul	Shrayda Soul
Junk A	Junk A	Junk A	Junk A	Junk A	Junk A
Junk B	Junk B	Junk B	Junk B	Junk B	Junk B
Junk C	Junk C	Junk C	Junk C	Junk C	Junk C
Junk D	Junk D	Junk D	Junk D	Junk D	Junk D

Select Abilities		
<input checked="" type="checkbox"/> Technique III	80%	Shrayda Soul
<input checked="" type="checkbox"/> Shrayda Soul	50%	Technique III
<input checked="" type="checkbox"/> Persona Reverie	50%	Persona Reverie
<input checked="" type="checkbox"/> Junk A	100%	Junk A
<input checked="" type="checkbox"/> Junk B	100%	Junk B
<input type="checkbox"/> Junk C	100%	
<input type="checkbox"/> Junk D	100%	

Ability Success Rate +30%	
Nothing	
Nothing	
Same: <input type="checkbox"/>	
	64%

I could improve the rates of the affixes, but this time, I will choose to roll the dice and chance the making of this fodder.

Checking up the prices of Shrayda Soul it shows that it is moderately expensive and can be painful if I were to spam the affixing process until it succeeds.

Item Search Results

Can Equip

Price ▼

Refresh

	Rear/Circuhorn b	420,000
	Rear/Bergost b	420,000
	Leg/Deurotolc b	420,000
	Arm/Zesh Silt	525,000
	Leg/Brandydos b	577,500
	Rear/Circuhorn b	698,000
	Arm/Zesh Silt	714,000
	Leg/Berglide b	735,000

Shop Details

Owner Name
ローズミスト

Advertisement

Item Details

Rear/Circuhorn b

1 2 3 [Q] key Details

背部ユニット。角状鋭翼で耐性を強化。法撃への耐性、および法撃防御を上昇させる。

Rarity / ★★★★★★

Req. T-DEF / 306 (Currently 709)

T-DEF / 163 Litn. res. / 3%

Shock Resist I Body I

Shrayda Soul Light Resist I

Technique I

Shrayda Soul is in the recipe since it is a component for the Synthesis of X the Soul: a “Free Field Boss Soul” and Historia Soul; it also boosts the transfer of Technique III. So if I were to replace Shrayda Soul with another Soul, I would need a cheap “Free Field Boss Soul” and something that can boost the transfer of Technique III. Searching through various “Free Field Boss Soul”, Vol Soul appears to be a good replacement Shrayda Soul, price-wise:

The screenshot shows an 'Item Search Results' window on the left and a 'Shop Details' window on the right. The search results list several items, with the first one being 'Arm/Apbacudol b' priced at 315,000. The details window shows the selected item's stats, including its rarity (5 stars), required S-DEF (321), and various resistances and mutations.

Item Name	Price	S-DEF	Wind res.	Other Stats
Arm/Apbacudol b	315,000	163	3%	3, X5
Arm/Circlijua b	420,000	107	-	X5
Rear/Tireigear b	420,000	131	-	X5
Arm/Apbacudol b	420,000	153	-	3, X5
Leg/Legabacudol b	420,000	153	-	3, X5
Leg/Legabacudol b	420,000	153	-	3, X5
Arm/Vol Hands	420,000	138	-	6, X5
Leg/Vol Tail	420,000	128	-	6, X5

Shop Details:
 Owner Name: ちんカネ
 Advertisement: ワシだけのマイショを見て...
 Item Details for 'Arm/Apbacudol b':
 Rarity: ★★★★★ (5 stars)
 Req. S-DEF: 321 (Currently 705)
 S-DEF: 163, Wind res.: 3%
 Mutations: Mutation I, Wind Resist I, Shoot I, Body I, Vol Soul

While Vol Soul boosts the transfer of Power instead of Technique, Persona Reverie also tends to drop with Dark Falz Souls, including Loser Soul which boosts the transfer of Technique; with that in mind we can have the recipe as:

Base	Fodder 1	Fodder 2	Fodder 3	Fodder 4	Fodder 5
Ability	Ability	Ability	Ability	Ability	Ability
Persona Reverie	Persona Reverie	Persona Reverie	Technique III	Vol Soul	Vol Soul
Junk A	Junk A	Loser Soul	Junk A	Junk A	Junk A
Junk B	Junk B	Junk A	Junk B	Junk B	Junk B
Junk C	Junk C	Junk B	Junk C	Junk C	Junk C
Junk D	Junk D	Junk C	Junk D	Junk D	Junk D

Select Abilities		
<input checked="" type="checkbox"/> Technique III	80%	Vol Soul
<input checked="" type="checkbox"/> Vol Soul	50%	Technique III
<input checked="" type="checkbox"/> Persona Reverie	50%	Persona Reverie
<input checked="" type="checkbox"/> Junk A	100%	Junk A
<input checked="" type="checkbox"/> Junk B	100%	Junk B
<input type="checkbox"/> Junk C	100%	
<input type="checkbox"/> Junk D	100%	

Ability Success Rate +30%	80%
Nothing	100%
Nothing	80%
Nothing	100%
Nothing	100%
Nothing	100%
Same: <input type="checkbox"/>	
	64%

With every fodder prepared, Elegant Technique can just be bought through the Player Shop.

Item Search Results

Can Equip

Price ▼

Refresh

- Add Ability (Tech&PP/2) 3,139,500
- Add Ability (Tech&PP/2) 3,150,000
- Add Ability (Tech&PP/2) 3,150,000
- Add Ability (Tech&PP/2) 3,150,000
- Add Ability (Tech&PP/2) 3,150,000
- Add Ability (Tech&PP/2) 3,150,000
- Add Ability (Tech&PP/2) 3,150,000
- Add Ability (Tech&PP/2) 3,150,000
- Add Ability (Tech&PP/2) 3,244,500

Shop Details

Owner Name: pcx0020

Advertisement

Item Details

Add Ability (Tech&PP/2)

1

Material used in Special Ability Synthesis. Grants "Elegant Technique" when used in Special Ability Synthesis.

Rarity: ★★★★★★☆☆

After obtaining everything, we can now proceed to do the final affixing of the set.

Market check needs the player to know what Quests are in season to know which affixes are abundant. Of course it is difficult to monitor every Quest drops and drop rates of affixes, so asking someone for a second opinion on your plans is helpful.

V. AFTERWORD

“ It’s heckin’ done. Crist. ”

This ‘guide’ was written to hopefully make affixing a little less confusing; while this piece was written to make affixing appear as linear as possible, the real process can have simultaneous steps of market check, re-designing, and revising of recipes.

Affixing can appear tedious and bothersome, there is no denying that, but it can open an opportunity to make money in the game as well as a way of improving your gameplay. In relation to this, it can be a daunting task to keep track of everything: drops, prices, and rates, so don’t be afraid to ask for a second opinion on your affix choices and plans.

~~If you need help in understanding affixing more or need someone to plan or look over your recipe, feel free to approach me on discord, _____ . If you see any errors in the written ‘guide’ or something that is pretty ???, then feel free to drop a message too.~~

LOOK MAN I HAVEN’T BEEN PLAYING THE GAME FOR MORE THAN YEAR GO ASK SOMEONE ELSE. I AM SEVERELY OUTDATED. -Selena

APPENDIX

“Quick Karen! Give me a quote for the Appendix.” “What?”

COMMON TERMS

Affix - Refers to a Special Ability found on a weapon or unit

Recipe - Refers to an affix simulation that maps what foddors you need to prepare or Special Abilities needed

Fodder - Refers to the units or weapons that make up the Special Abilities desired on main item

Direct Slot - An affix made using the base number of Special Abilities on the desired main item

Upslot - An affix with the purpose of increasing the number of Special Abilities on a main item

Downslot - An affix made intentionally or unintentionally done by failing one or more Special Abilities on a main item

Dudu Day - Specific Special Ability type success rate boost for a day

Affix Week - Universal Special Ability success rate boost for a limited time

COMMON AFFIX SYNTHESIS TABLES

Stat Affixes

Synthesized Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Stat II	Stat I	Stat I	-	60%	-
	Stat I	Stat I	Stat I	80%	-
Stat III	Stat II	Stat II	-	30%	Mutation I - 60% Mutation II - 70% Soul - 50%
	Stat II	Stat II	Stat II	50%	Mutation I - 80% Mutation II - 90% Soul - 70%
Stat IV	Stat III	Stat III	-	20%	Mutation II - 50% Soul - 40%
	Stat III	Stat III	Stat III	40%	Mutation II - 70% Soul - 60%
Stat V	Stat IV	Stat IV	-	10%	-
	Stat IV	Stat IV	Stat IV	30%	-

X the Soul

Synthesized Affix	Component 1	Component 2	Base Rate
Act the Soul Til the Soul Magi the Soul Ares the Soul	Toh'oh Soul	Free Field Boss Souls	70%
	Full Vegas Soul		
	Escarde Soul		
	Fabula Soul		
	Historia Soul		
Act the Soul	Ex Act Soul		90%
Til the Soul	Ex Til Soul		
Magi the Soul	Ex Magi Soul		
Ares the Soul	Ex Ares Soul		

*Free Field Boss Souls are marked blue in the known affix simulators

Astral Soul

Synthesized Affix	Component 1	Component 2	Component 3	Component 4	Component 5	Base Rate
Astral Soul	Darkness Soul	Soul Catalyst	Soul Catalyst	Soul Catalyst	Soul Catalyst	60%
Soul Catalyst	Elder Soul	Loser Soul	Persona Soul	Apprentice Soul	Double Soul	10%

Ether Factor

Synthesized Affix	Component 1	Component 2	Component 3	Component 4	Component 5	Base Rate
Ether Factor	Ether Soul	Factor Catalyst	Factor Catalyst	Factor Catalyst	Factor Catalyst	60%
Factor Catalyst	Yamato Factor	Mother Factor	Deus Factor	-	-	10%
Ether Soul	Toh'oh Soul	Full Vegas Soul	-	-	-	10%
	Escarde Soul	Toh'oh Soul	-	-	-	10%
	Escarde Soul	Full Vegas Soul	-	-	-	10%

Mana Reverie

Synthesized Affix	Component 1	Component 2	Component 3	Component 4	Component 5	Base Rate
Mana Reverie	Omega Memoria	Reverie Catalyst	Reverie Catalyst	Reverie Catalyst	Reverie Catalyst	60%
Reverie Catalyst	Elder Reverie	Loser Reverie	Apprezina Reverie	Double Reverie	Persona Reverie	10%
Omega Memoria	Omega Reverie	Fabula Soul	Historia Soul	-	-	10%

Returner

Synthesized Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Returner II	Returner I	Returner I	-	70%	-
Returner III	Returner II	Returner II	-	50%	Darkness Soul - 60%
Returner IV	Returner III	Returner III	Returner III	30%	-
Returner V	Returner IV	Returner IV	Returner IV	20%	-

Crack

Synthesized Affix	Component 1	Component 2	Component 3	Base Rate
Crack II	Crack I	Crack I	-	70%
Crack III	Crack II	Crack II	-	50%
Crack IV	Crack III	Crack III	Crack III	30%
Crack V	Crack IV	Crack IV	Crack IV	20%

Lesser Stat and EV Stat

Synthesized Affix	Component 1	Component 2	Component 3	Base Rate
EV Stat Atk HP	Lesser Power V Lesser Shoot V Lesser Tech V	Lesser Stam. V	-	50%
EV Stat Atk PP	Lesser Power V Lesser Shoot V Lesser Tech V	Lesser Spiritu V	-	50%
Lesser Stat II	Lesser Stat I	Lesser Stat I	-	70%
Lesser Stat III	Lesser Stat II	Lesser Stat II	-	50%
Lesser Stat IV	Lesser Stat III	Lesser Stat III	Lesser Stat III	30%
Lesser Stat V	Lesser Stat IV	Lesser Stat IV	Lesser Stat IV	20%

Ability

Synthesized Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Ability I	Power I	Shoot I	Technique I	80%	-
	Body I	React I	Mind I		
Ability II	Power II	Shoot II	Technique II	70%	-
	Body II	React II	Mind II		
Ability III	Power III	Shoot III	Technique III	60%	Doom Break I - 80% Doom Break II - 90%
	Body III	React III	Mind III		

Doom Break

Synthesized Affix	Component 1	Component 2	Component 3	Component 4	Component 5	Base Rate
Doom Break II	Doom Break I	Doom Break I	Doom Break I	-	-	10%
	Doom Break I	Doom Break I	Doom Break I	Doom Break I	-	30%
	Doom Break I	Doom Break I	Doom Break I	Doom Break I	Doom Break I	50%

Doom Break III	Doom Break II	Doom Break II	Doom Break II	-	-	10%
	Doom Break II	Doom Break II	Doom Break II	Doom Break II	-	30%
	Doom Break II	Doom Break II	Doom Break II	Doom Break II	Doom Break II	50%

ARKS MAX

Synthesized Affix	Component 1	Component 2	Component 3	Base Rate
ARKS MAX	ARKS Fever	ARKS Fever	-	40%
	ARKS Fever	ARKS Fever	ARKS Fever	60%

COMMON AFFIX TRANSFER TABLES

Stat Affixes

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Stat I	Stat I	-	-	100%	-
Stat II	Stat II	-	-	60%	*Receptor - 100%
	Stat II	Stat II	-	80%	*Receptor - 100%
	Stat II	Stat II	Stat II	100%	-
Stat III	Stat III	-	-	60%	*Receptor - 100% Soul - 80%
	Stat III	Stat III	-	80%	*Receptor - 100% Soul - 100%
	Stat III	Stat III	Stat III	100%	-
Stat IV	Stat IV	-	-	40%	*Receptor - 100% Extreceptor - 60%
	Stat IV	Stat IV	-	60%	*Receptor - 100% Extreceptor - 80%
	Stat IV	Stat IV	Stat IV	80%	
Stat V	Stat V	-	-	20%	*Receptor - 100% Extreceptor - 40%
	Stat V	Stat V	-	40%	*Receptor - 100% Extreceptor - 60%
	Stat V	Stat V	Stat V	60%	*Receptor - 100%

*Receptor depending on the Stat used (e.g Attack Receptor vs Photon Receptor)

Souls

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Soul	Soul	-	-	-	Soul Receptor - 100%
	Soul	Soul	-	50%	
	Soul	Soul	Soul	80%	
Toh'oh Soul Full Vegas Soul Fabula Soul Historia Soul	Soul	-	-	-	
	Soul	Soul	-	60%	
	Soul	Soul	Soul	90%	
X the Soul	Soul	-	-	-	Soul Receptor - 50%
	Soul	Soul	-	25%	
	Soul	Soul	Soul	40%	

Factors

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Yamato Factor	Factor	-	-	-	Factor Receptor - 100%
	Factor	Factor	-	30%	Toh'oh Soul - 50% Factor Receptor - 100%
	Factor	Factor	Factor	50%	Toh'oh Soul - 70% Factor Receptor - 100%
Mother Factor	Factor	-	-	-	Factor Receptor - 100%
	Factor	Factor	-	30%	Full Vegas Soul - 50% Factor Receptor - 100%
	Factor	Factor	Factor	50%	Full Vegas Soul - 70% Factor Receptor - 100%
Deus Factor	Factor	-	-	-	Factor Receptor - 100%
	Factor	Factor	-	30%	Escarde Soul - 50% Factor Receptor - 100%
	Factor	Factor	Factor	50%	Escarde Soul - 70% Factor Receptor - 100%

Reveries/Memoria

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Elder Reverie Loser Reverie Apprezina Reverie	Reverie	Reverie	-	30%	Historia Soul - 50% Fabula Soul - 50%
Double Reverie Persona Reverie Omega Reverie	Reverie	Reverie	Reverie	50%	Historia Soul - 70% Fabula Soul - 70%
Omega Memoria	Memoria	Memoria	-	50%	-
	Memoria	Memoria	Memoria	80%	-

Doom Break

Transferred Affix	Component 1	Component 2	Component 3	Base Rate
Doom Break I Doom Break II	Affix	Affix	-	50%
Doom Break III	Affix	Affix	Affix	80%

Mutation

Transferred Affix	Component 1	Component 2	Component 3	Base Rate
Mutation I Mutation II	Affix	Affix	-	50%
	Affix	Affix	Affix	80%

Ability

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Ability I	Ability I	-	-	100%	-
Ability II	Ability II	-	-	20%	-
	Ability II	Ability II	-	40%	-
	Ability II	Ability II	Ability II	60%	-
Ability III	Ability III	-	-	10%	Doom Break I - 30% Doom Break II - 40%
	Ability III	Ability III	-	30%	Doom Break I - 50% Doom Break II - 60%
	Ability III	Ability III	Ability III	50%	Doom Break I - 70% Doom Break II - 80%

Stigma / Vinculum

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Stigma	Stigma	Stigma	-	30%	*UQ Souls - 50%
	Stigma	Stigma	Stigma	50%	*UQ Souls - 70%
Vinculum	Vinculum	Vinculum	-	30%	Anga Soul - 50%
	Vinculum	Vinculum	Vinculum	50%	Anga Soul - 70%

*UQ Souls are Soul Affixes dropped by Bosses in Ultimate Quest (e.g Diabo Soul)

Modulator

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Modulator	Modulator	Modulator	-	30%	Apprentice Soul - 40% Double Soul - 40%
	Modulator	Modulator	Modulator	80%	Apprentice Soul - 90% Double Soul - 90%

XQ Affixes

Transferred Affix	Component 1	Component 2	Component 3	Base Rate	Boosted Rate
Flict Arma Flict Tiro Flict Magia Alter Arma Alter Tiro Alter Magia	Affix	-	-	-	Extreceptor - 100%
	Affix	Affix	Affix	80%	Extreceptor -100%

Lesser Stat

Transferred Affix	Component 1	Component 2	Component 3	Base Rate
Lesser Stat I	Lesser Stat I	Lesser Stat I	-	80%
	Lesser Stat I	Lesser Stat I	Lesser Stat I	100%
Lesser Stat II	Lesser Stat II	Lesser Stat II	-	70%
	Lesser Stat II	Lesser Stat II	Lesser Stat II	100%
Lesser Stat III	Lesser Stat III	Lesser Stat III	-	50%
	Lesser Stat III	Lesser Stat III	Lesser Stat III	100%
Lesser Stat IV	Lesser Stat IV	Lesser Stat IV	-	40%
	Lesser Stat IV	Lesser Stat IV	Lesser Stat IV	100%
Lesser Stat V	Lesser Stat V	Lesser Stat V	-	30%
	Lesser Stat V	Lesser Stat V	Lesser Stat V	100%

Catalyst / Returner

Transferred Affix	Component 1	Component 2	Component 3	Base Rate
Soul Catalyst Factor Catalyst Reverie Catalyst	Affix	-	-	-
	Affix	Affix	Affix	30%
Returner I Returner II Returner III Returner IV Returner V	Affix	-	-	-
	Affix	Affix	Affix	100%

Glares

Transferred Affix	Component 1	Component 2	Component 3	Base Rate
Ange Glare Veluge Glare Dominus Glare Fordruss Glare Execour Glare Mitra Glare Varune Glare	Glare Affix	-	-	30%
	Glare Affix	Glare Affix	-	50%
	Glare Affix	Glare Affix	Glare Affix	50%
	Glare Affix	Glare Affix	Divine Will	70%

Guidance Trainer

Transferred Affix	Component 1	Component 2	Component 3	Base Rate
Guidance Trainer	Affix	Affix	-	50%
	Affix	Affix	Affix	80%

Receptor Only Affixes

Transferred Affix	Component 1	Component 2	Base Rate
Astral Soul	Astral Soul	Soul Receptor	10%
Ether Factor	Ether Factor	Factor Receptor	10%
Phrase Weak Phrase Restore Phrase Response Phrase Reduce Phrase Decay	Phrase Affix	Phrase Receptor	100%
Sentence Power Sentence Shoot Sentence Technique	Sentence Affix	Sentence Receptor	100%
Mark Joyo Mark Couragena Mark Angar Mark Grif	Mark Affix	Mark Receptor	100%