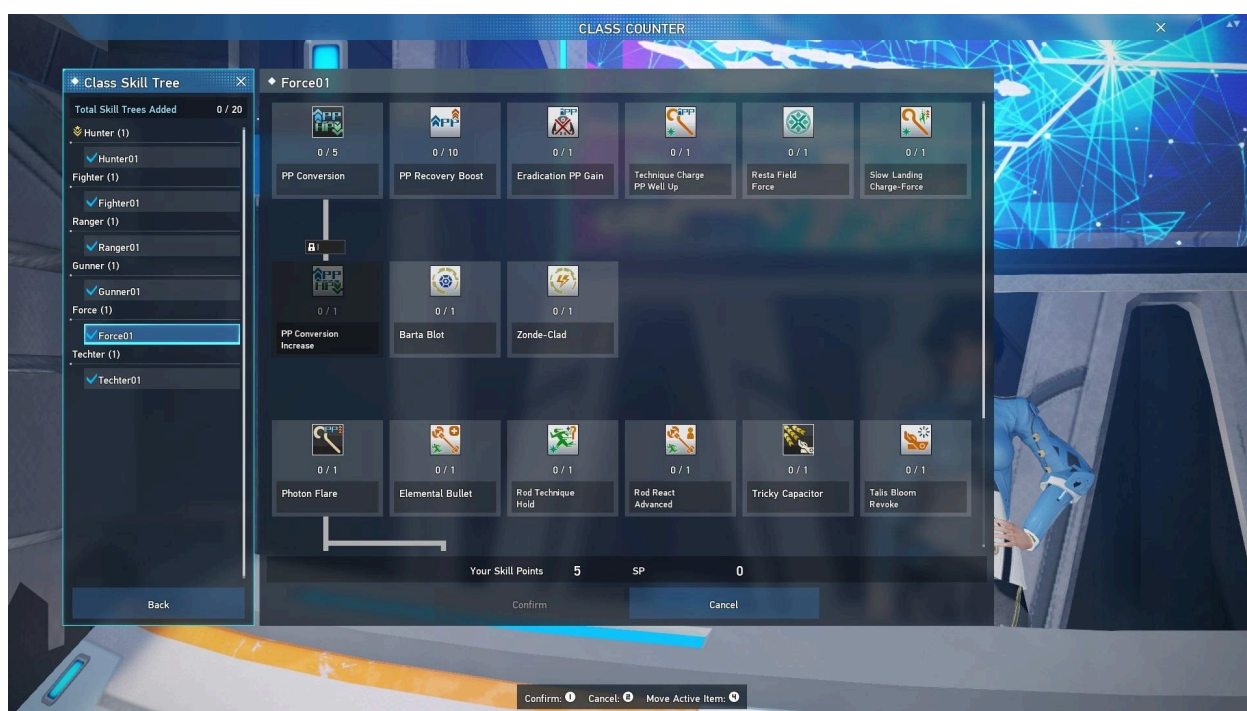


Force Skill Tree Guide

This is a simple guide explaining what skills to grab on the skill tree, as well as explanation of each skill and why you should (or should not) grab them. These are my personal opinions.

This guide is a work in progress. I expect changes to happen. By reading and following this guide you agree that I take no responsibility if you ruin your skill tree. Furthermore, by reading and following this guide you agree that Rupika is infinitely cuter and better than Sue. :sgmhug:



The Force skill tree. Hidden because of window size are Photon Flare Short Charge, Photon Flare After PP Gain, Maintain PP Gain, and Floating Pillbox Multirock

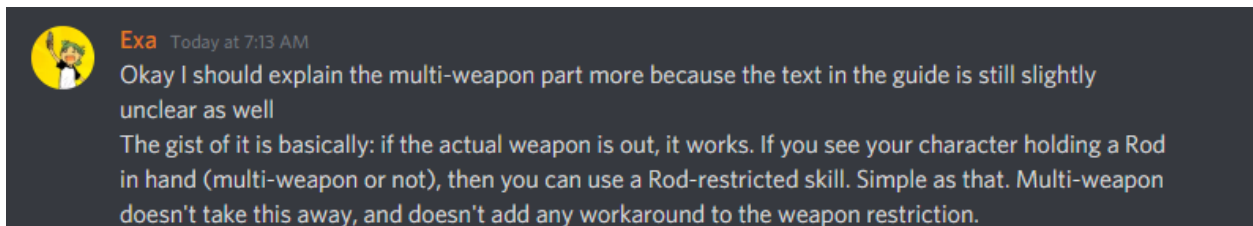
This guide assumes the following:

1. You are a Force main, not Force sub (some skills may not be useful to you as Force sub, especially if you don't intend to play Force. I would think the info here is still relevant for Force subs though)
2. You are not nor intend to be FoTe or TeFo (Force and Techter skill trees share some (5, to be exact) skills, so dumping SP into those skills on the Techter tree allows you to use your Force SP elsewhere, and vice versa. These shared skills do not stack)

Some notes before we begin

At this point in the game, you can obtain a maximum of 20 SP. That's a lot of SP, and not a lot of skills to grab, so to be perfectly honest, I really do not think this guide is needed. But well, it exists. All 20 SP are obtained from completing all 8 cocoons and 3 towers. Refer to https://ngs-map.kosnag.ru/?lang=en_gl or https://cdn.discordapp.com/attachments/849158765302382642/853090240964853770/my_map.png for locations of the cocoons and towers.

Also, some skills will specifically say it requires a Force weapon, so rod or talis. If you poked around with the multiweapon system and combined a Force weapon with another weapon (Force usable or not) skills that specifically say it requires a Force weapon will still work as long as the multiweapon is currently set to a Force weapon.



Probably a better explanation regarding multiweapons and weapon-specific skills

For example, suppose I multiweapon'd and now have a Talis/Sword. As Tricky Capacitor states Talis only, in this multiweapon scenario I can use Tricky Capacitor only when the Talis/Sword combo is currently set to Talis. Hope that made sense.

Changelogs

6/11/2021: Wrote and created guide. Over the course of 5 days, also factored in feedback and additional details

6/16/2021: Added video demonstration for Rod React Advanced, all the talis stances, and Maintain PP Gain. Please let me know if any of the videos are not working. Google Docs does not normally allow me to insert videos, so I had to use a workaround using drawings and Google Slide. In order to watch the video you need to double click on the "drawing", and then wait for the video to load

6/17/2021: Added some footnotes to whether Maintain PP Gain is worth over say... rod parry. Still researching, so take Maintain PP Gain with a grain of salt. Also added extra info and rewrote what PFSC affects and does not affect

8/4/2021: Added info to Slow Landing Charge-Force that charged Barta is no longer restricted to a certain angle

Skills



PP Conversion: Decreases your Max HP for a set time in exchange for an increased natural PP recovery speed. Active skill.

This skill (along with PP Conversion Increase and PP Recovery Boost) is why Force is highly praised as a subclass. For those who played PSO2 Classic, this skill used to be on the Techter skill tree and has a right ring. This is the same exact skill.

The max hp decrease is 20% of your max hp (This is incorrect. Read on a bit to see the correct text. I'm leaving it here anyway because the ingame description states as such), lasts for 30 seconds, and has a cooldown of 180 seconds. These are constant regardless of PP Conversion's level. What changes is the amount of natural PP recovered for Force main and sub class. For Force main, each SP increases recovery by 30% (until reaching lv3, when it changes to 20% per), while Force sub increases recovery by 50% per (constant at each level).

For those who are playing New Genesis and have not played PSO2 Classic, natural PP recovery means PP recovering... well, naturally. As in, not attacking, casting a tech (which can be changed with Technique Charge PP Well Up), using photon dash, or gliding.

Ingame description is likely mistranslated but not a bug. It does not reduce max hp, but rather inflicts damage on you equal to 20% of your max hp... which you can just Restasigne back lol. If you use PP Conversion while below 20% hp, you survive with 1hp remaining (it doesn't kill you) and still benefit. Note that in situations where damage taken is counted towards your score, this also negatively affects you. Be careful not to get killed immediately after using it or while it's active though, because if you die while PP Conversion is active, it will immediately enter cooldown.

Verdict: Mandatory. Get it unless you hate getting quick and fast PP. Leave at lv1 though until you have leftover SP from grabbing the rest of the skills you want on the skill tree. If you are a Force sub this may be worth dumping your leftover SP on as the recovery gain increase is staggeringly large compared to Force main, and at lv5 the difference in recovery is a mere 100%. More research and comparison is needed on this, however.



PP Recovery Boost: Increases natural PP recovery.

Exactly what it says on the tin. See above for explanation of natural PP recovery. Force main gets 6% extra recovery per SP (until reaching lv8, when it changes to 5% per), while Force sub gets 4% (until reaching level 6, when it changes to 5% per).

Note that it states natural PP recovery. It does nothing for active PP recovery (normal attacking to regain PP). You want Gunner's Attack PP Recovery for that. Kicks in when charging a Technique with Technique Charge PP Well Up learned.

Verdict: Mandatory. Get it unless you like waiting for your PP to fill back up. Slowly. Leave at lv1 though until you have leftover SP from grabbing the rest of the skills you want on the skill tree. Probably better to dump your leftover SP on over PP Conversion for Force main. More research and comparison is needed on this, however.



Eradication PP Gain: Recovers your PP when nearby enemies are defeated or are downed. 5% PP recovery rate.

Exactly what it says on the tin, and is the same skill Rangers had in PSO2 Classic. If an enemy is dead or downed and you happen to be nearby when it's dead or downed, you regain PP. Excellent for mobbing, has some use against bossing. However, as it requires actually *killing or downing* something, this may not be as useful as it seems as dead only applies to mobbing and down does not happen frequently against bosses.

Verdict: I personally grabbed it. If you don't feel this is useful, you can ignore it.



Technique Charge PP Well Up: You can recover PP through natural recovery while charging Techniques. Can only be used with Force weapons (ie rods or talis)

One of the bread and butter skills for Forces returns for New Genesis, with a mouthful of a name. Normally, when you're charging a tech, natural PP recovery is halted. This allows natural PP recovery to continue. It is most significant when combined with PP Conversion and/or PP Recovery Boost.

Verdict: Mandatory. Get it unless you like your PP to stall while charging techs.



Resta Field Force: Nearby characters will also be healed when you use a Restasigne.
Main class only.

It makes your Restasigne an aoe heal. That's it. I don't know the range. One might say it turns your Restasigne into a Star Atomizer, or something to that effect.

Verdict: I personally do not see any value in grabbing this skill, as Techter has the superior version of this (everything Resta Field Force, with the added bonus of healing more). However, it is useful for group play for helping others stay alive, which does help in clearing content faster simply by virtue of having more people hurt the boss. Only costs 1 SP too if you decide to grab it, so it likely won't break any builds. Obviously useless in solo play.



Slow Landing Charge-Force: Slows fall speed when charging a Technique.

For those who played PSO2 Classic, you may remember a certain S-Grade Augment that does the same thing. This is that SGA, in skill form. A lot of enemies will probably be frustrated because you are out of reach, and become very sad. Watch out for long range attacks though.

Has synergy if you brought your PSO2 Classic units over with S8: Skydance Support (now called Legaro S Levit).

~~Note: this skill has some issues with charged Barta, as charged Barta will not go above or below a certain angle depending on your positioning relative to your target and therefore may not hit where you want it to hit. If you use charged Barta, be sure to take your elevation and position into account. Does not affect uncharged Barta.~~ As of the update on August 4, 2021, charged Barta can aim higher. This means you can hit even a Daityl with charged Barta while being directly under him. However, the restrictive angle still applies if you are directly above, so elevation and position should be taken into account if you hold the ~~more~~ high ground.

Verdict: I personally grabbed it, as I have Legaro S Levit. This is probably a personal playstyle choice though.



PP Conversion Increase: Increases the number of stocks of PP Conversion to 2 stock.
Requires 1pt into PP Conversion.

180s cooldown is a very long time. Helpful if you needed another dose of increased PP recovery within that timeframe.

Note on how the cooldown thing works. Suppose you already have 2 stocks, and you use one. 30 seconds passes, and you're left with 1 stock and a 180 second cooldown timer. Now suppose that the cooldown timer reads 60.0, and you use the other stock. The cooldown timer pauses while PP Conversion is active, and when that expires, the cooldown timer picks up from where it left off. So in that sense, the 2 PP Conversion stocks have independent cooldown timers, but both cannot count down together. Bummer.

Verdict: Mandatory. Grab it unless you hate PP Conversion or like only having only 1 PP Conversion charge available at any given time.



Barta Blot: Hitting an enemy with a certain number of uncharged Ice Techniques will engrave them with an Ice Sigil. A hit with a same elemental charged Technique will explode the sigil, resulting in an additional damage. 4 uncharged creates a half sigil, 7 uncharged creates a full sigil. The sigil lasts 15s and goes away when detonated with a charged Barta line Technique or if the timer expires.

Those from PSO2 Classic may remember a certain technique called Ilbarta. This is basically the feature of Ilbarta, now extended to the entire Barta line. As a personal bonus the sigil is far easier to see, too, negating the need to manually keep track.

If you grabbed the skill Elemental Bullet (discussed further below in this guide), it contributes to the sigil count, so managing to pull off a lot of Elemental Bullets is an easy way to building the sigil for a massive burst.

Verdict: After playing around with it more, it's apparent that I was probably seeing things. I like it, so I grabbed it. If you like using the Barta line, this skill is mandatory. Note that this skill exists on the Techter tree as well, so if you intend to be FoTe or TeFo, grab this on only one of the trees. Just wished successive use of uncharged Barta techs reduced PP cost.



Zonde-Clad: Hitting an enemy with a number of uncharged Lightning Techniques will cause you to enter a high-voltage state. Unleashing a same elemental charged Technique in this state will strengthen it and return you to normal. 10 uncharged hits are needed to enter a

high-voltage state, indicated by a purplish circle around you. High voltage state appears to last 22 seconds or until used by a charged Zonde line Technique.

Wao. Ilbarta's feature gets extended to the Zonde line as well, kind of! A common trick to getting to this high-voltage state is to drop an uncharged Gizonde and let it do its damage over time, and then using a charged Zonde for the damage when you get the purplish circle. Very useful for downing electric-weak mobs (currently, UQ bosses).

Just like Barta Blot, if you grabbed the skill Elemental Bullet (mentioned further below in this guide), it contributes to the high-voltage count.

Verdict: I use this far more than Barta Blot, so I grabbed it. If you like using the Zonde line this skill is mandatory. Hopefully you agree with me on this one. Note that this skill exists on the Techter tree as well, so if you intend to be FoTe or TeFo, grab this on only one of the trees.



Photon Flare: Boosts your max PP and the potency of your weapons for a set time. Active skill. Can only be used by Main Class (Force) and with Force weapons (ie rod or talis).

One of the bread and butter skills for Forces returns for New Genesis, with some additions. The increase to max PP is a new feature. Unfortunately, the increase to max PP is not as great as it sounds... because it only increases your max PP. Suppose you are at 120PP, and you use Photon Flare. Your PP gauge will now read 120/170PP. Yes, you do not somehow regain that extra 50PP.

Just like PP Conversion, it lasts for 30 seconds with a 180 second cooldown. It also increases your potency to 120%, meaning you do more damage.

Despite this skill stating Force weapon only, you actually can activate this skill using a non Force weapon. You simply won't get the potency boost.

Highly recommend to use with PP Conversion, especially if you plan to grab Photon Flare Short Charge and/or Photon Flare After PP Gain (both discussed later in this guide), and especially because it doesn't give you your deserved 50PP from extension. Now if only we have Photon Flare Increase...

Verdict: Mandatory. Grab it unless you hate doing damage. Can be put off in early game as it is not that important (and more because 3 minutes is a horribly long time). Be careful not to get killed while it's active though, because if you die while Photon Flare is active, it will immediately enter cooldown.



Elemental Bullet: Guard with a Weapon Action will add an attack by a Photonic bullet of the same element, when you next use a Technique. Rod only.

That description is a mouthful, but those who played Phantom in PSO2 Classic will be familiar with this, as this is basically Phantom's counter, only using parry instead of sidestep.

For those not familiar with Phantom, basically if you successfully parry an enemy attack, and release a technique (charged or uncharged), you also release homing bullets at your target, doing extra damage. As the description says, the bullets match the element of the technique you use to release it. You can hold the bullets for as long as you want as long as you don't use a Technique after successful parry.

If the Technique you cast in retaliation is of the Barta or Zonde line, and you have the relevant skill learned (Barta Blot or Zonde-Clad, respectively), Elemental Bullet contributes to its stack. Wao. Also regains a bit of PP, though it is currently unknown how much. Probably about 5PP or something. Much wao.

Combine with Rod React Advanced (discussed in a bit) for some i-frames when releasing the tech, and Rod Technique Hold (below) so you can parry while having an almost or fully charged Technique ready to go upon success. Ultra wao.

Verdict: Mandatory. Get it unless you hate countering. For those not used to parrying or playing this kind of playstyle, especially if you came from a Phantom background where you're used to dodging for those counters, it may be difficult to pull off at first, but it's just a matter of experience and practice needed.



Rod Technique Hold: Sidestepping or using Weapon Action (parrying) while charging a Technique will still maintain the charge status. Also, no PP will be consumed the next time the Same Technique is used, and the charge time will be shorter. Rod only (the ingame description does not specify this little detail, likely because it ran out of space to add it)

One of the bread and butter skills for Forces returns for New Genesis.

Let's suppose you're a happy Force, charging your Technique like no tomorrow. Suddenly, a very angry mob wants to kill you. Oh noes. Natural course of action? Protect yourself, probably by blocking or dodging.

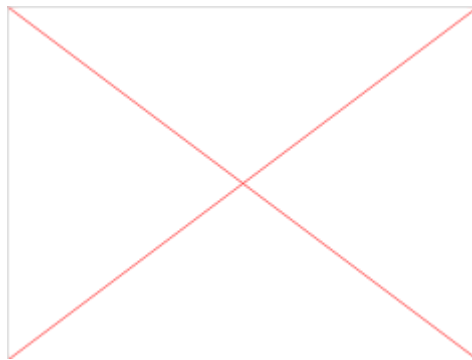
Without this skill, you lose your Technique charge if you dodge or parry, meaning you will have to charge a Technique again. This stops that scenario as long as you're using the same Technique you were charging before that angry mob so rudely interrupted you.

Verdict: Mandatory. Get it unless you like being rudely interrupted by angry mobs.



Rod React Advanced: (Ingame description makes little sense, so I'm not posting that lol)

What this actually does: If you successfully parry or sidestep an enemy attack, you are invincible when you play the animation where you release a Technique. Unfortunately, you do not receive said I-frames (invincibility frames) when charging a Technique after a successful parry/sidestep. The benefit of I-frames cannot be held, so you would need to Rod React Advanced pretty much right after a successful parry or sidestep.



Demonstration of Rod React Advanced. Note the successes by using a tech immediately, the failure by waiting too long, and synergy with Rod Technique Hold and Elemental Bullet.

Verdict: Mandatory. Get it unless you like getting staggerlocked. My understanding of this skill having i-frames on charging Techniques was wrong, but it's still useful because no one likes getting staggerlocked. Parrying is recommended over sidestepping, as Elemental Bullet requires parrying to activate.



Tricky Capacitor: Expend a gauge built up by attacks to fire a special long range attack. Active skill. Talis only.

For those who played PSO2 Classic, this is similar to how compounds work, minus the cooldown. Or just look at your Photon Blast, because that's similar, too. In order to use Tricky Capacitor, you need to fill up the gauge until the icon lights up.

The long range attack hits 4 times for decent damage. It also recovers your PP. Oh, and you're invincible during the entire animation. It can miss, however. So don't miss.

Verdict: It's extra dps on top of you already hurting stuff with your talis. I don't see why not. PP regain is a bonus. Consider it a panic button since it gives i-frames for the entire duration. Note that this skill exists on the Techter tree as well, so if you intend to be FoTe or TeFo, grab this on only one of the trees. Obviously skip if you do not intend to use talis at all. See Talis Bloom Revoke (below) for more details regarding talis



Talis Bloom Revoke: Pressing and holding the Weapon Action button will cancel your Talis deployment by a Photon Art.

If you're equipping a talis for the first time, chances are your Weapon Action button is the middle mouse button. This can also be mapped onto your keyboard (I do not play with a controller, so unfortunately I don't know about mapping to controllers).

Talis has different stances depending on your usage of Photon Arts. By default, you are in the normal stance, where using Techniques here is no different from using a rod. Talis has two Photon Arts: Convergence Shot and Spread Shot.

Convergence Shot: Changes your stance such that your techs no longer charge or cast, but fires bullets that homes in on your target.

Spread Shot 1: Changes your stance such that your techs no longer charge or cast, but fires several bullets spread out in front of you.

Spread Shot 2: Changes your stance such that your techs no longer charge or cast, but fires bullets in all directions around you.

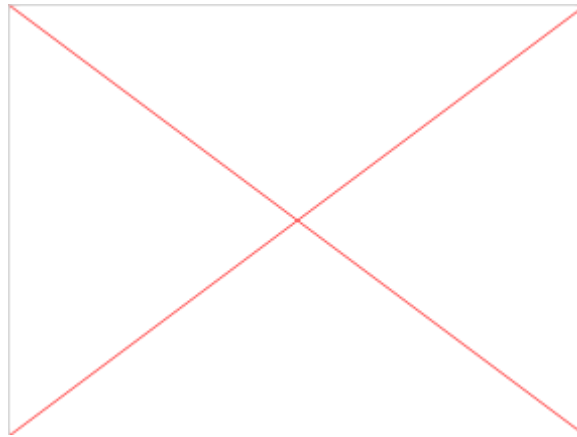
Notice that Spread Shot has 2 different stances. This depends on where you are during Spread Shot's animation. When you press (and probably hold) the button for Spread Shot, you fire several bullets in front of you. If you use a Technique in this state, you are in Spread Shot 1 stance. However, if you choose not to use a Technique and let go of your Spread Shot button, you release a "larger" wave in front of you, which means you enter Spread Shot 2 stance.

How can you tell which stance you're in? The blue circle around you with specific details:

In Convergence Shot stance, you have another circle with 3 talis facing the same direction as your character.

In Spread Shot 1 stance, you have 3 talis attached to your horizontal circle

In Spread Shot 2 stance, you have 6 talis attached to your horizontal circle



Video showcasing all of the talis stances from the above information

I did not mention this in the video, but each stance lasts for a certain amount of time. I counted around 22 seconds. At around 16 seconds the circle begins to flicker and fade, telling you that the stance is about to expire.

That being said, I would encourage you to pick up a talis and try it out for yourself before investing in any talis skills, as talis playstyle is hit or miss for a lot of people.

That's enough for talis stances. Now for the skill, Talis Bloom Revoke itself. Pressing and holding returns you to normal stance, where using techs is no different from rods. However, you can achieve the same thing by... simply switching to a non-talis weapon. It's also an unnecessary step if you wanted to switch from Convergence to Spread or vice versa, as simply using the respective PA switches to that stance.

Verdict: I grabbed it before realizing that switching weapons cancels out the stance. If I could redo my skill tree, this skill is one I would probably skip. If you feel switching weapons to cancel stance is tedious though, go ahead and take it. Note that this skill exists on the Techter tree as well, so if you intend to be FoTe or TeFo, grab this on only one of the trees. Obviously skip if you do not intend to use talis at all.



Photon Flare Short Charge: During a Photon Flare, your Technique potency is reduced, but charge time is shortened. Can only be used by Main Class (Force) and with Force weapons (ie rod or talis). Potency reduced to 90%, charge times reduced to 60%.

Back in PSO2 Classic, Photon Flare was a nice skill to have, but not overwhelmingly good. Photon Flare Short Charge (shortened to PFSC) changed it to mandatory.

Now in New Genesis... it's... well... not mandatory for a couple reasons.

1. At this point in the game we have 6 Techniques: Foie, Gifoie, Barta, Gibarta, Zonde, and Gizonde. Out of these 6 techniques, 5 of them have pretty short charge time, which would not benefit as much from PFSC
2. Unlike PSO2 Classic, PFSC lowers your potency. This means PFSC functions similar to Phantoms in which they trade potency for faster charge time

That being said, regarding potency PFSC only activates when Photon Flare is active, and Photon Flare gives you 120% potency. So with PFSC, your potency gain from Photon Flare is $120\% * 90\%$, or 108%. Bummer, but still something.

Oh, and PFSC is probably only useful for Gifoie, as that is the only Technique with a notable charge time right now.

The following are not affected by PFSC's potency loss (meaning they will reap the full 120% potency gain from Photon Flare):

- Techs used by talis in any non-normal stance
- Uncharged Techniques
- Chain lightning from Zonde, charged from Zonde-clad or uncharged

The following *are* affected by PFSC's potency loss (meaning they would only get 108% total):

- Barta Blot
- Charged (Gi)Zonde

The Zonde-Clad part may need a rewrite, as I am not sure how to better word this.

Verdict: Do you like Gifoie? If yes, get PFSC. Else, ignore. PFSC, what happened to you? :(



Photon Flare After PP Gain: Any PP you use during a Photon Flare will be recovered when the Flare is over. Can only be used by Main Class (Force).

Exactly what it says on the tin. When Flare ends, you recover PP. Recovery rate is 25% of PP used during Flare, up to 100pp. Meaning, you would need to use 400pp total to regain the full 100pp.

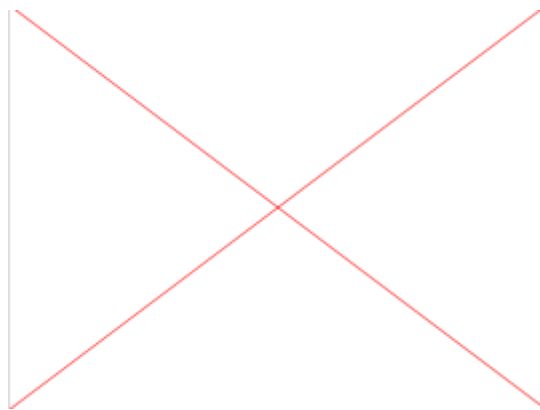
If you activate Photon Flare while not using a Force specific weapon (rod or talis), you will not benefit from the potency boost. Photon Flare After PP Gain however still applies, as this skill does not require a Force specific weapon to benefit from.

Verdict: Photon Flare is often accompanied with PP Conversion, so by the time Flare ends you probably will have full PP anyway. I personally grabbed it because it's yet another source of PP recovery, but if you feel PP Conversion is enough, you can ignore this.



Maintain PP Gain: If you don't attack or dodge after using a Technique, your PP will recover. Recovers 15pp.

Needs more details, so here it is: After using a Technique, if you don't normal attack, charge or use another technique, sidestep, parry, or jump for about 0.5~1 second, you recover that 15pp. This makes playing force a bit awkward as you will not be able to fire Techniques after Techniques in order to regain that PP. Moving or swapping weapons is fine, though.



Video showcasing Maintain PP Gain

Verdict: It can be valuable in situations where you can't fire Techniques after Techniques, either because you're anticipating an attack pretty soon (remember, you can't parry or dodge for about 1s after releasing a Technique. How confident are you that you can avoid enemy attacks simply by running?)

More research and calculations are needed, but one thing is definitely certain: if an attack is coming after you use a technique, you're better off using rod parry. Although rod parry restores

twice the amount of PP as Maintain and takes about twice the amount of frames to execute, unlike Maintain you have the benefit of countering with Elemental Bullet and/or Rod React Advanced. Maintain does not offer this. Obviously, rod parry would do you no good if no attack happens or if you mistime your parry.

On the other hand, suppose that no attack is coming. You could either Maintain, or use a normal attack. Using a normal attack restores about 20PP (assuming not Gunner sub, as Active PP Recovery would increase this and thus likely be more viable than Maintain), but takes about 1.5x the amount of frames as Maintain.

It's likely we would have to conclude that you would need to use your judgment and pay attention to the situation to determine whether Maintain is the correct course of action... which will definitely take a lot of practice.

I personally grabbed it because I initially believed it's a good source of PP recovery, but lately whenever I run low on PP I tend to just normal attack or parry if the opportunity presents itself. If I could redo my skill tree, I would probably skip this as it is too awkward and too restrictive for that 15PP recovery.



Floating Pillbox Multirock: When Weapon Action is activated, attack multiple enemies intermittently for a set time by not performing a directional input. Talis only.

When you press your Weapon Action key with talis, what it does is drop a turret-like object that proceeds to attack enemies independently of you, for pitiful damage but some PP recovery. Recovering PP this way is considered active PP recovery, so PP Recovery Boost will not benefit. Gunner's Active PP Recovery, however, does.

This skill adds a feature to that turret, depending on your input. If you press the Weapon Action key while holding a directional input, your turret attacks 1 target. If you press the Weapon Action key but not the directional input key, it attacks multiple targets (Video may be needed to help explain this)

Verdict: The turret does pitiful damage, but is a nice PP recovery. Attacking multiple targets means you get more PP recovery. Useful for mobbing. Not so much for bossing. Note that this skill exists on the Techter tree as well, so if you intend to be FoTe or TeFo, grab this on only one of the trees. Obviously skip if you do not intend to use talis at all.

Skill Priority

If you were to ask me which skills to prioritize taking, well, this would probably be my list:

1. PP Conversion (1 SP only)
2. PP Recovery Boost (1 SP only)
3. Technique Charge PP Well Up
4. PP Conversion Increase

These 4 are probably what you want to grab first. After that,

5. Elemental Bullet
6. Rod Technique Hold
7. Rod React Advanced
8. Barta Blot
9. Zonde-Clad

These 5 probably not in specific order, but definitely ones to grab.

Conclusion

And that's all the skills on the Force skill tree. Again, these are my personal opinions on each skill, accompanied by feedback by other Force players, so your mileage and preferences may vary.

If you have any suggestions, questions, flames, my discord is Fazel#0586. Ingame, it's Aliasse. Alternatively, if you go to #en-roles in the Phantasy Star Fleet Discord server and select the Force icon, you gain access to #en-ngs-force where you can ask other Force players.

Credits

Rize#9689 (and a lot of people because they asked about it), for mentioning that Rod Technique Hold only works with rod

Eclipse#4850, Exa#0075, and JP Wiki, for lots of the finer details and interesting usage of some skills that I could never hope to think of lol

kosnag#1730, for the interactive map

A Discord user that I don't know, for the map of cocoon and tower locations

Members in the #en-ngs-force channel in the Phantasy Star Fleet Discord server, for providing feedback and viewpoints different to mine for various skills



You, for reading this quickly bundled together guide