

Crafting Guide

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This is still a work in progress. My contact in discord is **Uber#0002** if you have any suggestions, corrections, or anything else.

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Changelog:

- **November 21** - Weapon Crafting actually has a proper section now that it is coming to Global. Still working on a Daily Craft section.
- **October 5** - Crafting shop is in. Updated a few things accordingly
- **August 19** - Added some clarifications on Timed Ability areas.

**FORWARD WARNING: THIS
GUIDE MAY CONTAIN EPISODE
6 SPOILERS.**

0. Table of Contents

Codes such as “#9999” are provided so that you can Ctrl+F to a section of the guide easily. This is to provide the same functionality of jumping to sections while Google Documents puts this into “heavy traffic mode.” First 2 numbers are chapter and second two are subsection.

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1. Introduction to Crafting

#0100

Crafting is a system that was introduced long before Episode 4, but NA is getting it in Episode 4. This system provides users with new means of min-maxing gear and PAs, causing many to actually become usable and better with very few being arguably “optional.” This also allows people to make techniques more powerful through a rather grindy system. However, as grindy as the system can be, those that opt to make their way through that grind can offer their services to others to prevent them from needing to grind as much. *Currently unknown at the time of writing is if these techniques will be tradable or not as well.*

Target farming specific locations can also be min-maxed thanks to Timed Abilities, which allow you to add an ability to a unit which does not replace any of the abilities already on the unit -- it has its own slot. These work in specific areas only, but will provide additional bonus stats as well as effects such as a percentage chance to negate damage, small amounts of rare drop rate or experience bonus, negating freeze effects, and more. These are arguably minor but they exist - and can actually be a major quality of life to trying to get high scores on things like Endless.

For those that aren't interested in grinding the crafts and such themselves, crafting as a whole is still beneficial! This allows you to desynthesize things for materials to sell for those that are crafting, and so it adds new markets for everyone to participate in. On top of this, no matter who you are, crafts will more than likely improve your class and it's gameplay, but you don't need to delve deep into crafting in order to get the benefits.

All crafting takes place inside of your Personal Quarters. When requesting a craft from someone else, you have to go to their Personal Quarters to request it, and when it is done you will be able to claim the craft at the Visiphone. This also results in a new way to farm Personal Quarter visits for those rankings (no more of this “VISIT MY ROOM PLEASE” begging!)

2. What you Should Know Before Deciding to Level Crafting

#0200

- **Daily crafts are free, do not use any of your resources, and contribute towards multiple achievements to level crafting.** You should be doing these daily for free rewards if you can, especially because **they count as requests for titles!**
- **Players can offer services for crafts so you don't have to level the crafts in order to get what you need.** This means you don't need to put in the work and can opt to get the things you need from others instead. If you are only looking to request crafts, you can skip towards the end of the guide.
- **Premium users are able to level crafting faster due to having more crafting lines available. Each craft you do puts the crafting line you used on cooldown.** You can also buy 3 extra crafting lines for 300 AC each which are permanent, but these crafting lines are **ONLY UNLOCKED ON THE CHARACTER YOU UNLOCKED THEM ON.**
- **All Type-0 Crafts are available for all players immediately.** Also means you don't have to grind for various Type-0 crafts. This is especially useful for those that are playing melee/ranged builds, as all Melee and Ranged PAs are Type-0s.
- **Crafting levels, crafting unlocks, and crafting line cooldowns are on a per-character basis.** Alts are powerful. What else is new.
- **Cooldowns on crafting lines can be lowered with Lillipariums.** These are gotten through in game drops (mining base), daily craft rewards, and titles. There's also an AC item that generally isn't worth getting. The more Lillipariums you have, the less a Premium player has an advantage over you.
- **Daily Crafts are available per character and are the same for everyone.** Doing these has various rewards, a few of which can be marketed. Rewards are based on the number of crafts you do, not which ones. Certain days will have Daily Crafts where only high leveled crafters will be able to do them, others will have days where anyone can do all of them.
- **All the materials used in crafting can also be marketed to other players, and most of these are received through desynthesizing which has no level progression or cooldowns on being used.** This gives you the option to just sell the things you get and also more options for loot to look out for.
- **People with multiple characters can hold even more crafting services, as your advertisements for crafting are PER CHARACTER.** This means that, as an example, you could be running tech crafting services on 2 characters, timed ability services for different areas on 5 characters, and more!
- **Various Furnishing items can be added to your room to either lower cooldowns or raise the Great Success rate of various crafts.** If you designed your PQ down to the brim you might want to go find some place to put/hide these large hunks of machinery before crafting comes out.

3. The Crafting Menu

#0300

When you enter your room and use the terminal, you should see an option called “Craft” which pulls up this menu.



- **My Crafts:** Lets you access your crafting options. This includes Weapon Extension (not confirmed to be in NA yet), Equipment Extension for units, PA Customization, Technique Customization, Timed Ability Installation, and Item Desynthesis. *Item Desynthesis will not require you to use a crafting line.*
- **Crafting Requests:** Shows any pending requests you have from other people. There will be a Red ! over the terminal if you have a request that hasn't been seen yet.
- **Daily Craft:** A list of crafts you can complete for NPCs each day without spending any of your own resources -- all it does is put the crafting line you used on cooldown. These give various crafting rewards each day based on the number you complete, and there are also achievements for doing these requests which contribute towards crafting levels. These can be completed on each character you have.
- **Signboard Settings:** This is basically your “My Shop” for crafting, which allows people to request crafting for you. You can have 3 options listed for craft services at a time. People will be able to find your listed craft services while searching on the visiphone.
- **Achievements:** Shows your various crafting achievements as well as your current crafting level for that crafting type, and the amount of achievements needed to be completed for the next crafting level. *Fair warning -- this screen is a goddamn mess and there's no way to really organize it well with the options they give.*
- **View Craft Recipe:** Allows you to view all of your available crafts.
- **View Craft License:** Shows all the boosts you are gaining for each crafting type based off your crafting level.

4. Item Desynthesis

Because going in order on the menu is dumb when this is the core thing for people to know first and foremost. #0400

Item Desynthesis is something that does not require any crafting line usage, and so can be done without a cooldown. This is done in order to receive stackable crafting materials (which also fit in your material storage) for crafting -- and in the future may also be used as part of making higher rarity weapons. This is also the primary reason people have been saying to stock up on certain items for crafting which are probably filling your storage up.

There is nothing you can do to boost the great success rates of desynthesizing items.

Items that can be desynthesized are 7* or higher weapons, 7*-12* units, and level 11+ skill discs. The received rewards are as follows:

Item Type	Normal reward	Great Success Reward
7*-9* weapons	4-36 Iro	9-49 Iro + 1-9 Rubiard
10* weapons	16-49 Stee	25-64 Stee + 4-16 Rubiard
11* weapons	36-64 Silve + 4-9 Rubiard	49-81 Silve + 9-25 Saphard
12* weapons	64-81 Silve + 6-9 Saphard	81-99 Silve + 25-36 Saphard
13* weapons	36 Gold + 36 Saphard	63 Gold + 63 Saphard
14* weapons	3 Plat + 1 Emerard	9 Plat + 3 Emerard
15* weapons	4 Plat + 1 Diard	16 Plat + 3 Diard
7*-9* units (non sub)	4-36 Iro	9-49 Iro + 1-9 Neodit
10* Units (non sub)	16-49 Stee	25-64 Stee + 4-16 Neodit
11* Units (non sub)	36-64 Silve + 4-9 Neodit	49-81 Silve + 9-25 Promethit
12* Units (non sub)	64-81 Silve + 6-9 Promechit	81-99 Silve + 25-36 Promethit
Level 11-15 Skill Discs	1 PA Fragment	3 PA Fragments
Level 16-17 Skill Discs	2 PA Fragments	6 PA Fragments

Note: All NA names pending on materials. These are likely to be shortened -- for example, "Plamia" is the Platinum material for Melee weapons.

Certain listings have variance -- REPORTEDLY, this is because it depends on the lowest difficulty that the item can drop. I don't have the time to test this but this is based off of what the JP Swiki says and it was doing my head in trying to understand what the hell was happening causing a 9* unit to desynth for more than a 7* unit.

It should be noted that the material types, such as iron, steel, silver, and gold are specific to each weapon or unit type. So Leg units give materials specific to legs, melee weapons give materials specific to melee, so on and so forth. The additional bit (Saphard, Neojit, etc) is not specific to a damage type.

The same goes for PA fragments. Melee weapon PAs (as well as Gunblade PAs) give Melee PA Fragments. The same goes for Ranged and Techniques. Jet Boot PAs are considered Technique, and so give Technique Fragments. And of course, techniques... well it's in the name.

Sub units give only the Neojits or Promechits, and honestly should be ignored. Only bother desynthesizing them if you're title hunting. And definitely don't desynthesize your Stella Walls because they're extremely good for alts.

Also worth noting is a lot of the materials can be traded up at the Crafting Shop (in the Shopping Area Swap Shop), but only to a certain point. As a matter of fact, gold unit materials are only obtainable through the Crafting Shop. The limits for the tradables are Gold materials, whereas the limits for the secondary materials are Promechits and Saphards. 10 of the lower material will trade into 1 of the higher material.

5. Crafting Lines

#0500

When selecting a craft to do that isn't Desynthesis you'll get a menu that looks something like this:



However, your crafting lines 2 and 3 won't be unlocked immediately. So here's how you unlock them.

- **Craft Line 02:** Level 5 in any crafting type.
- **Craft Line 03:** Level 15 in any crafting type.
- **Premium Craft Line 04-06:** Gained by having premium.
- **Extended Craft Line 07-09:** Each one is a permanent unlock **for that character only**. Costs 300 AC to unlock one of the three lines. 900 AC for all three lines.

This means that Premium players will be able to do more crafts at a time without the usage of Lillipariums. However, the more lillipariums you have and use, the less of an advantage premium players have over you.

Lillipariums can be used to lower the cooldowns of a Craft Line that has been used. These are gotten through in-game drops, title rewards, and the AC shop. *Some of these item names are pending on NA.*

- **Lilliparium (Mini):** Lowers the cooldown of a single crafting line by 15 minutes.
 - Drop locations: Various Mining Base wave rewards.
 - Also available from Daily Crafts sometimes, as well as title rewards.

- More drop locations for the above will hopefully show up over time.
- **Lilliparium (Small):** Lowers the cooldown of a single crafting line by 30 minutes.
 - Drop locations: Random Mining Base wave reward.
 - Also available from Daily Crafts sometimes and various title rewards.
- **Lilliparium Full Charge:** Takes all crafting lines off cooldown.
 - Available from crafting related titles and some daily crafts
- **Lilliparium (Max):** Lowers the cooldown of a single craft line by 12 hours.
 - Costs 150 AC. **Don't buy this trash even if you're whaling.**
- **Lilliparium All (Max):** Lowers the cooldown of all craft lines on a character by 12 hours.
 - Costs 600 AC for 1, or 2700 AC for 5. This really is not recommended to be bought unless you seriously know what you're getting into. At most it's 2700 AC for an instant 45 extra crafts.

Naturally if you're grinding craft bonuses as fast as possible, Lillipariums will play a gigantic part in speeding this up.

Cooldowns of Crafting Lines can be lowered by having the relevant furnishing item that lowers the cooldown of a craft placed when you do said craft. Furnishings will be explained in another section.

6. Weapon Crafting

#0600

What Weapon Crafting Does

Lets cut straight to the point here: Weapon Crafting is extremely niche and will never create a weapon that is straight out always better than the main 15* series available such as Atlas Ex, Trailblazer, Rivalate, Million, and so on. In addition, the costs are very high. However, they can be situationally better or useful for utility purposes.

Weapon Crafting enables you to extend a 13* or lower weapon to base attack levels of a low-end 15* weapon. It also allows you to make these weapons equippable on other classes. The downside, however, is that a crafted weapon will have a very wide range of damage variance -- the amount of attack shown on the weapon is the top-end damage, and the damage dealt can use as low as 10% of the listed value unless you get a critical hit (or have insanely high DEX, which you shouldn't go for)

A fully extended 1* weapon will have the same attack as a fully extended 13* weapon of the same type. This generally means that you base your choice of weapon to extend on the potential that it has, though there are exceptions.

However, rarity also matters in this. Lower rarity weapons have the ability to take advantage of certain specific affixes. Ultimate Buster, Reapers, and Slayers. Ultimate Buster only works on 12* weapons and below, giving 10% damage against ultimate enemies. Reapers and Slayers work against specific elemental weaknesses and enemy types respectively, and have less of an effect on higher rarity weapons -- 12% for 1-10*, 7% for 11-13*, 3% for 14*, and 1% for 15*. These bonuses are multiplicative. However, keep in mind that **these affixes have a very low transfer rate, so making one can be VERY hard.**

As such, weapon extension sees niche uses for the following:

- Making weapons with an innate PA stronger (such as Lambda Bigglow V2 Piercing Arrow for Luther in Endless Quest)
- Making extremely specific powerful weapons for specific situations only by utilizing Ripper, Slayer, and Ultimate Buster affixes)
- Making a weapon that enables the usage of your subclass PAs to help with situations that a class is weak at (such as Invade Partisan on FiHu to deal with far away enemies)
- In addition to the above, creating strong weapons for off-meta builds such as FiBo

Realistically, this is for very high end players OR people that want to be special with an off-meta build -- but you really, REALLY should know what you're doing before this. The investment required to do this is VERY high, especially going into episode 6 when we don't have

much of the materials required for the crafts, and content requires you to be pulling your weight so you can't just go straight into off-meta.

Costs of Weapon Crafting

Weapons that are 13* will cost less than 1-12* weapons to extend to maximum, as they have less extension levels to go through. Thankfully, there is no grinding out unlocks for doing weapon extensions. The costs are as follows:

1-12* weapons	Material 1	Material 2	PA Fragment	Meseta	Requirement
Ex Lv1	Gold x 10	None	16	520,000	680
Ex Lv2	Gold x 30	None	16	560,000	700
Ex Lv3	Gold x 50	Emerard x 2	16	600,000	720
Ex Lv4	Gold x 70	Emerard x 4	20	640,000	740
Ex Lv5	Gold x 90	Emerard x 6	20	680,000	760
Ex Lv6	Plam x 30	Emerard x 8	20	720,000	780
Ex Lv7	Plam x 36	Emerard x 10	24	760,000	800
Ex Lv8	Plam x 42	Diard x 2	24	800,000	820
Ex Lv9	Plam x 50	Diard x 4	24	840,000	840
Ex Lv10	Plam x 60	Diard x 6	28	880,000	860
Ex Lv11	Plam x 70	Diard x 8	28	920,000	880
Ex Lv12	Plam x 80	Diard x 10	28	960,000	900
TOTAL COSTS	Gold x 250 Plam x 368	Emerard x 30 Diard x 30	264	8,880,000	900 Pwr OR 550 DEX

13* weapons	Material 1	Material 2	PA Fragment	Meseta	Requirement
Ex Lv1	Gold x 20	None	16	540,000	
Ex Lv2	Gold x 50	Emerard x 2	16	600,000	
Ex Lv3	Gold x 80	Emerard x 5	20	660,000	
Ex Lv4	Plam x 30	Emerard x 8	20	720,000	
Ex Lv5	Plam x 39	Diard x 1	24	780,000	
Ex Lv6	Plam x 50	Diard x 4	24	840,000	
Ex Lv7	Plam x 65	Diard x 7	28	900,000	
Ex Lv8	Plam x 80	Diard x 10	28	960,000	900
TOTAL COSTS	Gold x 150 Plam x 264	Emerard x 15 Diard x 22	176	6,000,000	900 Pwr OR 550 DEX

The Gold and Plam mats required are based on the weapon type. Any Melee weapon (an orange background icon) will use Plamia -- this includes Gunblades, Partisans, Soaring Blades, and so on. **Similarly, the PA Fragments required would be Melee for Melee weapons.**

The requirements are mostly the same in that a Melee weapon will mostly require Melee Power. **However, Gunblade, Bows, and Katanas will require DEX instead, capping at 550 DEX for a max level extension.** Adding a "Gear Requirement Assist" will guarantee a Great Success that lowers the requirements.

Stats of Extended Weapons

All stats shown will assume the weapon has been grinded to +35 with no affixes. As there is no reason to only go halfway on a weapon extension, **I will also be assuming maximum Extension Level on the weapon.** Note that all weapons will end up with the same base power amongst their respective weapon types regardless of rarity.

Weapon Type	Power at +35	Base Requirements
Sword	2215 MEL	900 MEL Pwr
Wired Lance	1929 MEL	900 MEL Pwr
Partisan	1833 MEL	900 MEL Pwr
Twin Daggers	1497 MEL	900 MEL Pwr
Double Saber	1593 MEL	900 MEL Pwr
Knuckles	2119 MEL	900 MEL Pwr
Gunblade	1737 MEL, 1655 RNG	550 DEX
Katana	1891 MEL	550 DEX
Soaring Blades	2127 MEL	900 MEL Pwr
Rifle	1973 RNG	900 RNG Pwr
Launcher	2150 RNG	900 RNG Pwr
Twin Machine Guns	2056 RNG	900 RNG Pwr
Bow	2344 RNG	550 DEX
Rod	1598 MEL, 2214 TEC	900 TEC Pwr
Talis	1903 TEC	900 TEC Pwr
Wand	2061 MEL, 2019 TEC	900 TEC Pwr
Jet Boots	1980 MEL, 2039 TEC	900 TEC Pwr

Example Weapons for Utilizing Extension

Obviously not every weapon is going to be good for extensions, so I'll list a few weapons that are good for this purpose. **These are not a complete list of every good weapon extension, but rather examples to showcase why someone would use them.**

I will also note again that weapon extension is not going to give you a weapon that is better than the main 15* series at all times. Atlas Ex, Trailblazer, Ophistia, Millionaire, and so on will all do more damage than an extended 15* most of the time while costing far less to make. The extended weapons can situationally be made better due to Ultimate Buster, Reapers and Slayers -- or just be there to give a powerful weapon that helps deal with a class weakness.

Invade series (any weapon): This is one of the go-to weapons for an extension to use as off-class. With a potential increasing power by 12% and critical rate by 10% as well as access to S-Grade Augments, this series is solid to help cap crit and get solid damage bonuses at all times. This is a 13* weapon so it's a bit cheaper to extend as well. Some Fighters end up using an extended Invade Partisan to be able to hit mobs up on cliffs or in a line, as an example.

Ardillo (Sword): A 9* sword that has a potential allowing you to gain 22% damage on Just Attacks. The low rarity enables the usage of Reapers, Slayers, and Ultimate Buster extremely effectively. Good for Hero, FiHu, and HuEt.

Lambda Bigglow V2 (Bow): An all class 13* bow with an innate Piercing Arrow usable by any class. This is commonly used by Endless players to hit Luther while he is offstage, as he's still hittable -- he's just hiding behind a massive barrier. This is the ONLY New-Type bow with innate Piercing Arrow in the game, even on JP. Unfortunately as of right now, the only way you were able to get it in Global was from the Rain and Wind seasonal that happened on PC Microsoft launch.

Yasminokov 9000M (TMG): A 10* weapon that increases damage at point-blank range by 16%. Some gunners will use this with 6 Reapers against an infection core on a boss, however it should be noted that this does not work on EP6 specific infection cores. Also used for big rockbear parse memes. Remember that a 6 Reaper affix weapon is SUPER hard to make.

Elder Rifle (rifle): A 12* weapon exclusive to Global which increases damage while moving by 21%. While this sounds good on paper, a Ranger cannot get 100% crit with this unless they have Critical Field, Techter buffs, or Phantom subclass. It does have access to Ultimate Buster, though, and can also be used by Phantom and Gunner main class while having capped crit.

Evil Curst (wand): A 10* wand with a 18% crit damage + 70% crit chance potential, this wand practically negates the entire downside of extensions by nearly capping your crit chance instantly. Very good target for a Ripper/Slayer/Ultimate Buster set up, especially on Etoile.

7. Unit Crafting

#0700

Unit Crafting is not really relevant on Global at all but I can at least sum up why you don't really need to worry about this. The only reason to worry about it realistically is that you can potentially get extra Full Charge Lillipariums from the Daily Crafting every month by leveling this to 20.

What Unit Crafting Does

#0701

Unit crafts are for any units between rarity 1 and 11. Rarity 12 or higher units can not use unit crafting at all. This gets rid of the base stats on the units, meaning the only units that are worth extending are ones with a good set bonus. This also removes the ability to market the unit until you use an ownership cancel pass, which will get rid of the Extend level on the unit. Each unit can be extended to a maximum of level 10, and some will need to be grinded out to unlock.

This also means you can not slot Left rings into your units, as ring slotting can only be done on Rarity 12 or higher units. 13* units also have access to S-Grade Augments, so this has no actual serious use other than titles and unlocking more daily crafts.

The bonuses for Specialized unit extends at level 10 are as follows:

- **Attribute Craft:** 30 HP, 3 PP, 336 MEL Def, 308 RNG Def, 308 TEC Def, +4 Resistance to all elements, +4 TEC resistance. Requires 500 TEC Def to wear.
- **PP Craft:** 10 PP, 336 MEL Def, 308 RNG Def, 308 TEC Def, +4 RNG Resistance. Requires 500 RNG Def to wear.
- **HP Craft:** 100 HP, 336 MEL Def, 308 RNG Def, 308 TEC Def, +4 MEL Resistance. Requires 500 MEL Def to wear.

Anything outside of these crafts (which are unlocked after a couple crafts at level 20 extensions which you can't do without having Gold unit mats) is pretty much irrelevant.

Items called "Relax Equipment Conditions" can also be used to lower the requirements of crafted units guaranteed. These also force a Great Success Roll when used.

Remember that these stats are completely replacing the base stats on your unit. A 1* unit with Extend level 10 will have the exact same stats/requirements as an 11* unit with Extend level 10.

Going into Episode 6, this basically sees no usage whatsoever. Again, the only reason to do this is for Daily Crafting rewards by getting to Crafting Level 20 for Day 6, 15, and 31. I may make a guide for how to get this soon for those wanting more Full Charges per month.

8. Customize Photon Arts

#0800

What a Custom Photon Art Does

#0801

*Forward warning: **Because of the awkwardness of the naming, I will refer to these crafts as Type-0's a lot.** The name of a Photon Art craft in NA is called "[PA Name] Zero" which is a bit weird for me to call it a "zero craft." I understand calling it something like, "Divine Launcher Zero" but the generic name of "Zero Photon Arts" is far too weird for me.*

Custom Photon Arts create a Custom disk which, when used, changes the functionality of a Photon Art, turning it into a Type-0. **Not all Photon Arts have a Type-0 -- as a matter of fact, there's generally only two per weapon.** However, **most of these crafts become a part of your core kit on the respective class that you use it on, drastically changing the way the skill works.**

Additionally, the customization of a photon art takes up it's own "slot" which is separate from the photon art's level. **This means that you don't need the level 17 version of the PA in order to have a craft modifying it, and learning a higher level version of the PA will not get rid of the Type-0 craft you have.** So if you are a new player who is low level, crafting a type-0 for your PA's is still something you can do -- and you probably want to as well.

Creating a Custom Photon Art

#0802

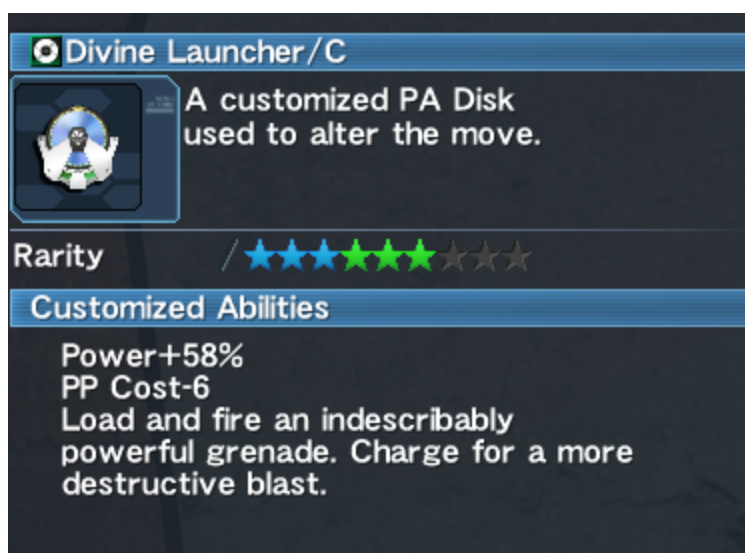
Creating a Custom Photon Art requires 15 PA fragments of that type. Melee PAs will use PA Fragment (Melee) which are gained from desynthesizing Melee Skill Discs. Ranged PAs will use PA Fragment (Ranged) which are gained from desynthesizing Ranged Skill Discs. The singular Technique PA uses PA Fragment (Technique) which is gained from desynthesizing Technique Skill Discs.

It is worth noting that **all Type-0 crafts are available regardless of crafting level.** This means you can make them all yourself and the only reason to request crafts from someone else is if you are aiming for higher rolls due to them having higher level crafts, especially if you don't have premium.

When you create a custom Photon Art disc, it will go into your inventory with the rolls that it has. These generally have a fairly wide range of rolls, and there are always two different rolls. Generally this is a change in power and pp cost. For example, Divine Launcher will roll with a

power of +0% to +87%, and a pp cost of -10 to +0. And generally speaking, no matter what the roll is, the first one you make is almost always just going to make the skill stronger -- but you can choose to come back later to try to get a better roll. *This also provides a new source of "gambling" for good rolls to sell on the market if we are able to market these on EP4 release.*

Here is the result of the Divine Launcher I created while writing this up. Screenshot is from JP server.



Above average on both rolls, very usable. *But I already made a Divine Launcher and am using it!* No worries, you can click to use it and it will pop up a confirmation screen before it actually consumes the item asking if you're sure you want to, and comparing the before and after.

You will customize **Divine Launcher** by using this Custom Disc.
Continue?

Item	Prev	Item	Next
Lv.	17	►Lv.	17
Pow.	1719%	►Pow.	1698%
PP Cost	39	►PP Cost	39
Custom Type 1	Power+79%	►Custom Type 1	Power+58%
Custom Type 2	PP Cost-6	►Custom Type 2	PP Cost-6
Behavior Change	Charging increases blast size	►Behavior Change	Charging increases blast size

So it's the same PP cost reduction while being lower power than the one I already have. Well then it's useless for me. What do I do with it now?

You have three options:

1. Throw it out
2. Feed it to a DEX Mag (this gives 5x the exp of a normal disc, and 2.5x the exp of a DEX mini device)
3. Sell it on the market.

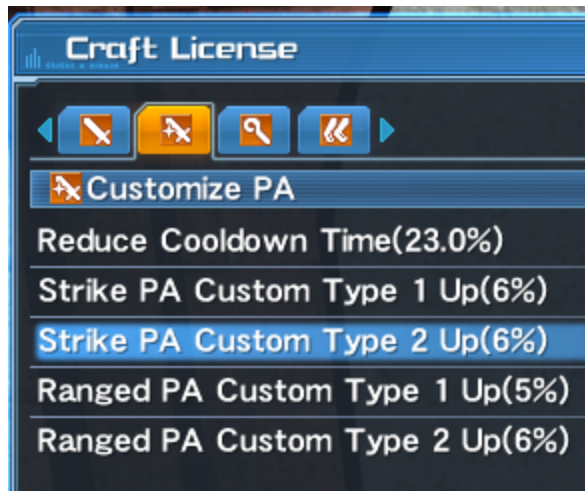
Because of point number 2, even a trash tier custom craft has the ability to sell for at least a bit of meseta, though you may find that it wastes too much precious shop space or takes too long to sell even at a 1050 meseta price.

Getting better rolled Photon Arts

#0803

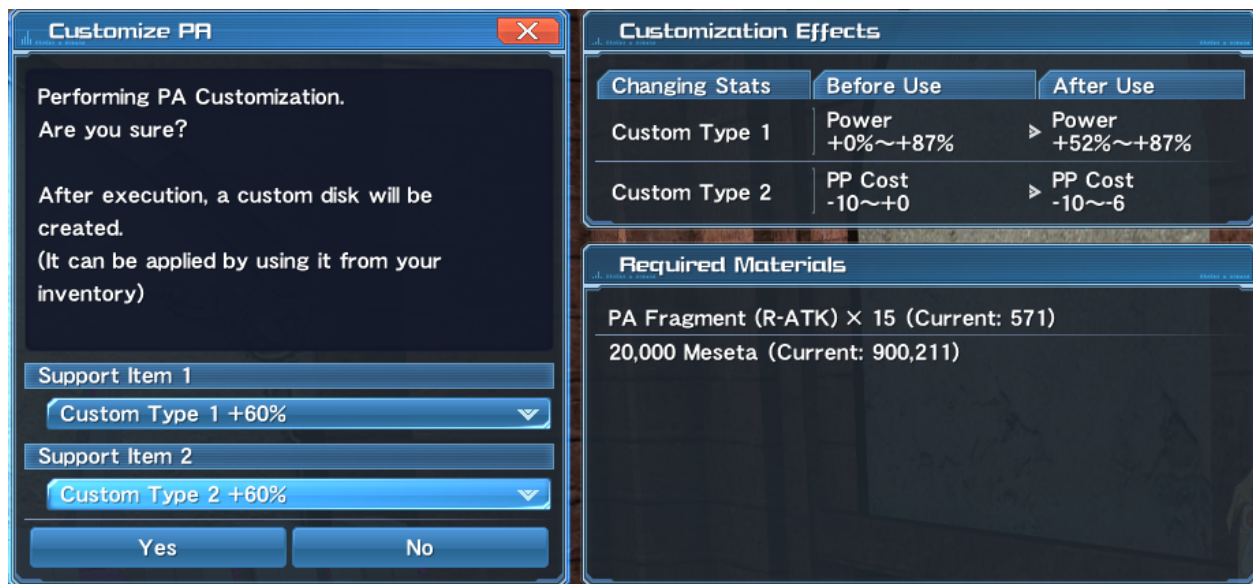
Having higher level Photon Art Customizations will lower the cooldown timer after making a Custom Photon Art as well as improve the lowest possible roll you can get (but not raising the maximum).

This is what my Craft License shows at Level 26 PA Customization on JP servers, as an example:



You can also use support items that boost your chances of getting higher crafts by similarly increasing the minimum rolls. These are called “Custom Type 1 +x%” and “Custom Type 2 +x%” where x is a number. These come in 10s, 20s, 30s, and more! Some of them are marketable but not all of them, and come from various places such as FUN Scratch (which gives +10%’s). It’ll even show you the changed roll ranges if you select the item (although this preview does not include your craft license bonuses)

Here is an example using one of the highest boosts in JP available on the market, +60%. You can also get this on NA from PvP, so it is available.



Now even with those ranges you aren't guaranteed a great success. My roll ended up being JUST short of a "great success" which is the top 75% of rolls (rounded up). I got +65% and -7, which is literally... the best you can get without a great success -- and honestly still probably sellable, it just means it won't have the "green thumbs up icon" on it when you post it on the market. ~~Game sucks though why do I even play this garbage~~

That said, even just using +10% will improve your average roll -- so as long as it's not overly expensive, you might as well use them unless you're just trying to level your crafting.

Getting rid of a Photon Art Customization

#0804.

In the extremely rare case where you have a Photon Art Customization and wish to get rid of it, the person that runs the Swap Shop in the shopping area offers a Crafting exchange where you can buy a Reset Disc. The price is 4 excubes. Or 2 AC exchange items I guess, but I don't know why you'd ever do that instead of 4 excubes other than memes.

Using one of these will get rid of the Customization and only the customization on that PA. **It will not require you to get another level 17 version of the disc. You will also not get the "custom craft" that you had on it back -- it will be destroyed, so BE CAREFUL IF YOU HAVE A GOOD CRAFT!**

9. Technique Customization

#0900

Alternate title: Achievement grind hell

Wow, that Photon Art Customization section sure was short and simple. Should be fairly easy to get into tech customization then, right?

Wait, what do you mean I have to unlock the techniques? And why the hell do I suddenly need thousands of Technique fragments to unlock them? WTF IS THIS?

Yes, Technique Customization (outside of the Type-0s, which are all good) is its own hell. Should you choose to walk this path instead of requesting crafts or buying them off the market, you should prepare for one hell of a grind. It's also going to force you to look through the garbage that is the achievement screen's organization for techniques in order to figure out what you're missing and need to craft for achievements. Even worse -- those good Type-0s aren't going to help you get your crafting achievements at all. Fun. Oh and even more worse? Not every technique can be customized right off the bat.

That said, even shitty crafts can be upgrades over the base versions of the techniques until the higher level ones become available. In some cases, the higher level versions can even roll worse than a lower level version.

What Custom Techniques do

#0901

Custom Techniques that aren't Type-0s will not really alter the behaviour of the technique substantially. In some cases the projectiles will have higher speed or better tracking but that isn't the same level of change as the majority of the Type-0 Photon Art crafts. On top of this, there are 2 options of crafts for each Technique, unless there is a Type-0 which you more than likely want to be using instead of one of the two options. Due to the fact that JP has been out for a while, it's pretty much known which ones are the best already, though there are cases where arguments can be made in the other direction -- and even arguments for not having a craft at all in very rare cases such as Ilfoie.

Translation Table for Cross-Referencing Guides

#0902

Almost every guide right now uses JP Terminology. I've taken the liberty to find what the translations are before we get them, but keep in mind these are dataminers names and so could change when Episode 4 actually drops. Also, by saying I've taken the liberty to find these, I mean Aida Enna did all the hard work of getting them from the files, bless her heart.

NA Names	JP Names
Zero	Type-0
Abundant	Multi
Vast	Wide
Intense	Concentrated
Potent	Efficient
Swift	Swift
Dire	Fierce
Scorching	Blazing
Glacial	Ice Fang
Voltaic	Supercharged
Turbulent	Windslicer
Radiant	Brilliant
Abyssal	Umbral

If you're reading a guide that isn't updated with NA terminology that is also recommending certain technique crafts to get, this should help you figure out which one you're looking for when requesting. *It unfortunately will not help with buying them because sorting through the market can be completely obnoxious, which I will get into later.*

Creating Techniques

#0903

Creating a Technique is easy enough as well, but having the Technique craft that you want might not be so easy. *We'll get into that hellhole later.* Similar to PA Customization, however, is that all Type-0 crafts will be available from the start.

For non type-0 crafts, the ranges of rolls are generally tighter in comparison to PA crafting, with 1 of the rolls often not mattering as much as the other one. For example, status rate down vs power up on Gizonde. The difference between a +120/-13 gizonde and a +120/-19 gizonde is basically nothing for most people.

To sum up the costs of Creating Techniques alongside their cooldowns:

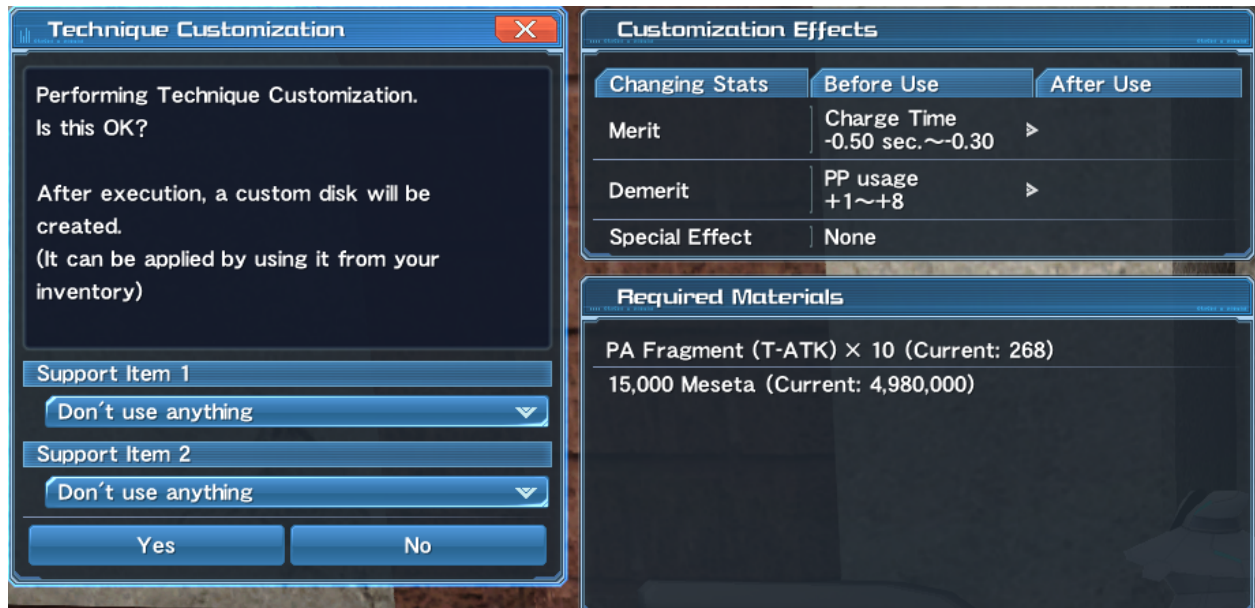
- **Level 1 crafts** cost 5 PA Fragment (Technique) + 5000 meseta with a cooldown of 1 hr.
- **Level 2 crafts** cost 8 PA Fragment (Technique) + 10000 meseta with a cooldown of 2 hr
- **Level 3 crafts** cost 10 PA Fragment (Technique) + 15000 meseta with cooldown of 3 hr
- **Type-0 crafts** cost 15 PA Fragment (Technique) + 20000 meseta with cooldown of 3 hr

Similar to PA crafting, items can be used to boost your minimum rolls. And the same thing with crafting levels -- having higher level technique crafting will boost your rolls. Finally, having furnishing items in your room can both raise Great Success Rates and lower cooldown timers.

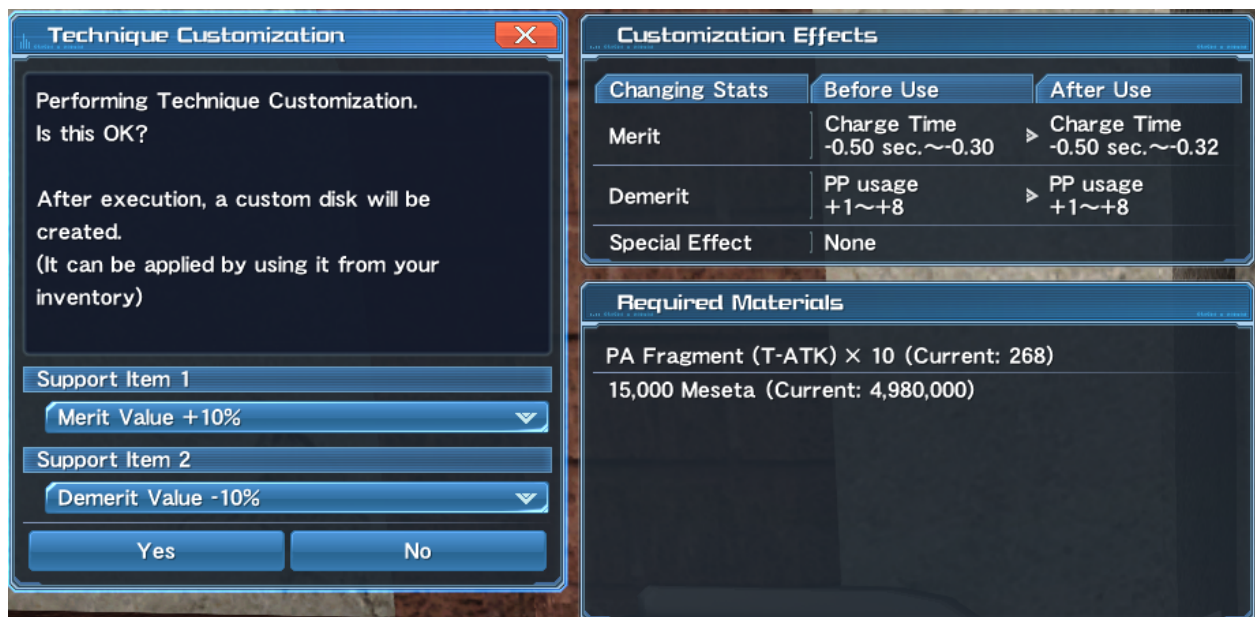
The items that can be used to boost your minimum rolls are called "Merit Value +x%" and "Demerit Value -x%" where x is a number. These are received through title rewards, FUN scratch, and sometimes daily orders. Most common one you'll see is the +10% ones which come from the FUN scratch. They are not required to get a good roll, but will help by minimizing the ranges and increasing your average roll.

Crafting level bonuses can be viewed under the techniques tab in "View Craft License."

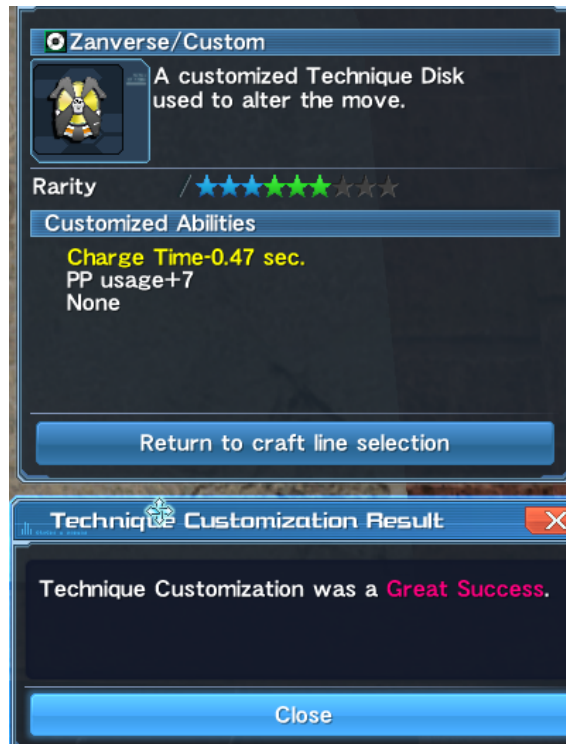
So let's say we want to make a Concentrated Zanverse 3 and have it unlocked. Simple enough, going to the wind tab and selecting Zanverse, then picking "Concentrated Zanverse 3." This will pop up this window:



Using a Merit Value +10% and a Demerit Value -10%, it will look like this:



The Demerit Value -10% has no effect. And here's the good news -- PSO2 actually will not consume that Demerit Value -10% and instead say "Cannot use item that will have no effect" or something along those lines. The craft will still go through though.



Hey, that charge time is nice! But that PP cost is REALLY bad. Regardless, if you're not going to use it you might be able to sell it to someone who values the better charge time over the PP cost.

In that same regard, a **Great Success** roll does not necessarily mean you will find the roll **better for you**. I personally am willing to sacrifice some charge time on my Zanverse in exchange for a MUCH better PP cost.

You will customize **Zanverse** by using this Custom Disc.
Continue?

Item	Prev	Item	Next
Lv.	17	>Lv.	17
Pow.	20%	>Pow.	20%
PP Cost	22	>PP Cost	27
☘Mirage	20%	>☘Mirage	20%
Merit	Charge Time-0.44 sec.	>Merit	Charge Time-0.47 sec.
Demerit	PP usage+2	>Demerit	PP usage+7
Special Effect	None	>Special Effect	None

Charge time improves from -0.44s to -0.47s, but the PP cost goes up by 5. I don't think I'm willing to replace mine, so I'd rather sell it.

Unlocking Custom Techniques

#0904

So as mentioned before, you probably don't have the custom technique that you want to craft right away.

Not only will you not be able to craft level 3 custom techniques right away, but you'll only have 1 of the 2 types of technique crafts for that technique. On top of this, only half the techniques will be able to be crafted at level 1 or 2 at first. These are the techs that start with either no prefix, gi-, ra-, and il-. So for fire, that would be Foie, Gifoie, Rafoie, and Ilfoie. *Safeoie will be available as well, but that's because it has a Type-0.* **You will need to do specific achievements in order to unlock specific techniques.**

To simply this into a list:

- **Each element** has achievements for doing any tech craft of that element at specific levels. **These must be done in order** -- you cannot progress the achievements requiring level 2 crafts before the ones that require level 1 crafts are complete.
 - **Element Customization 1** - 1 craft of that element at level 1.
 - **Element Customization 2** - 5 crafts of that element at level 1.
 - **Element Customization 3** - 25 crafts of that element at level 1.
 - Unlocks the base version of the techs starting with na-, sa-, and the special version (such as Shifta) at level 1.
 - **Element Customization 4** - 10 crafts of that element at level 2.
 - Unlocks the base version of the techs starting with na-, sa-, and the special version (such as Shifta) at level 2.
 - **Element Customization 5** - 25 crafts of that element at level 2.
 - **Element Customization 6** - 25 crafts of that element at level 2.
 - Unlocks the base version of the techs starting with ra-, gi-, and the no prefix version at level 3.
 - **Element Customization 7** - 50 crafts of that element at level 3.
 - Unlocks the base version of the remaining techs (special version & prefixes na-, sa-, and il-) at level 3.
- **Each specific technique** has achievements that unlock the other version of the technique
 - **Technique Customization 1** - 5 crafts of a specific technique at ANY level.
 - Unlocks the other version of the technique at level 1.
 - **Technique Customization 2** - 10 crafts of a specific technique at level 2.
 - Unlocks the other version of the technique at level 2.
 - **Technique Customization 3** - 15 crafts of a specific technique at level 3.
 - Unlocks the other version of the technique at level 3.

Sidenote: Instead of a Sa- tech, Light element has 2 "special version" techs - Anti and Resta.

Even shorter list to sum things up:

- Element Customization 3: Unlocks 3 missing techs at level 1 (31 lvl 1 crafts)
- Element Customization 4: Unlocks same techs as previous at level 2 (10 lvl 2 crafts)
- Element Customization 6: Unlocks no prefix, gi-, and ra- techs at level 3 (50 lvl 2 crafts)
- Element Customization 7: Unlocks remaining techs at level 3 (50 lvl 3 crafts)
- Specific Tech Customization 1: Unlocks other level 1 version of a tech (5 lvl 1 crafts)
- Specific Tech Customization 2: Unlocks other level 2 version of a tech (10 lvl 2 crafts)
- Specific Tech Customization 3: Unlocks other level 3 version of a tech (15 lvl 3 crafts)

There are further achievements to the general element customization but I won't get into that.

With some basic math utilizing the numbers from earlier, we can see how much crafting is necessary to unlock the crafts of a technique.

- Element Customization 3: 31 level 1 crafts
 - 155 Technique Fragments + 165,000 meseta
- Element Customization 4: 10 level 2 crafts
 - 80 Technique Fragments + 100,000 meseta
- Element Customization 6: 50 level 2 crafts
 - 400 Technique Fragments + 500,000 meseta
- Element Customization 7: 50 level 3 crafts
 - 500 technique fragments + 750,000 meseta

This will give you every single technique's base craft of an element at level 3. The total to reach this is 1,135 technique fragments + 1,505,000 meseta, with 141 crafts being done. **THIS IS FOR A SINGLE ELEMENT.** This also will not unlock all level 1 and level 2 versions of some techniques, and the last techniques you get will still need the other version unlocked at level 3 if that's the technique you want. Assuming you have the level 1 and 2 achievements finished, you'll need to do an additional 15 crafts for any na-, sa-, il-, or special version of techniques to unlock the other level 3 version of the technique -- adding an additional 150 technique fragments and 225,000 meseta. **None of this even gets into the amount of cooldown timer that you'll have either.**

To get every single technique crafting option of a single element, the lowest amount you can spend is 1,880 fragments in a total of 224 crafts (44 level 1, 70 level 2, 110 level 3). Not that you need to, but for the achievement hunters out there.

Generally speaking there's usually at least 1 or 2 techniques which don't really need a craft as it sees very little use. Others will have the best version unlocked by default. As such, I personally believe getting to the level 3 crafts faster is better, and just focusing on crafting level 2s of the techs that are either important or where the other version of the technique is better. But your goal might differ from mine, so that's up to you to decide.

For the most part, everyone tends to agree on what the best version of techniques are. There are some where there are multiple versions that are both good in their own right, as well as

some that are competitive depending on their usage. The only debatable one is fire, which doesn't see much use by most people anyways due to extremely low PP efficiency -- and as time goes on, less and less things have fire weakness. For more information on optimal tech crafts, I'd highly recommend checking out Ace's Force guide:

https://docs.google.com/document/d/1TMO8zro-8rhB61R73-rNlg_CC5BnqzEvKgVg6vg5oxM/vi#heading=h.n2sxvkvxperi

Fast Paths for Unlocking Important Techniques

#0905

I have moved this section to a different guide entirely as I don't want to potentially mislead people down the wrong path. On top of this, the Force guide already covers a lot of what you need to know and what techs are something to aim for. And this section was taking over 5 pages of the guide which doesn't need to be there.

The basic thing is that with the knowledge of how achievements are laid out you can plan based off of the techs you want to unlock. Skipping lesser used techs, or techs which have their better version unlocked by default, allows you to save resources and get the best versions -- although you're sacrificing bonuses from crafting levels for it.

These are the paths that I'm following to unlock the best versions of techs. **Do not follow this as if it is the only way to do this. I'm simply providing it as an example as to how I am doing it, NOT as a "do it this way or you're stupid."**

https://docs.google.com/document/d/18XrmpCPOnChX3gnMqkfz8o9_YqYtrpAdefLy5SEHPjE/edit?usp=sharing

Buying Custom Techniques (WIP)

#0906

So if you don't want to go through the hassle of rolling for high roll custom techniques, there's always the option of buying them. Unfortunately, this isn't exactly the easiest market to navigate in the world due to a lack of search options. You will need to cross-reference a website with the roll ranges on the techniques you want to make sure you're buying the right version.

PSO2JP Visiphone with Tech Craft data: https://pso2.arks-visiphone.com/wiki/Fire_Techniques

JP Swiki with Tech Craft data (just in case arks-visiphone won't load):

<http://translate.google.com/translate?js=n&sl=ja&tl=en&u=https://pso2.swiki.jp/index.php?%E3%82%AF%E3%83%A9%E3%83%95%E3%83%88%2F%E3%83%86%E3%82%AF%E3%83%8B%E3%83%83%E3%82%AF%E3%82%AB%E3%82%B9%E3%82%BF%E3%83%9E%E3%82%A4%E3%82%BA%E3%83%AC%E3%82%B7%E3%83%94#ka2b45cf>

More information coming soon with images and examples.

Getting Rid of the Customization on a Technique

#0907

Due to cases like Ilfoie where uncrafted can be better than either of the crafted options, you're actually a lot more likely to potentially want to do this. Same deal as the PA customization removal: 4 excubes to remove. Or 2 AC items if you're insane.

Again similar to PA's, this will only remove the bonuses that the craft was adding on to the technique. You will not need to get another level 17 technique after using this. **Remember that this DESTROYS the customization on the technique with no refunds -- and there is no way to get a craft back once you have used it, even temporarily.**

10. Timed Abilities

#1000

AKA: How to make something more complicated than Technique crafting, but thankfully isn't anywhere close to a necessity. Also known as "how to inflate the stats on your units to make them look better than they actually are"

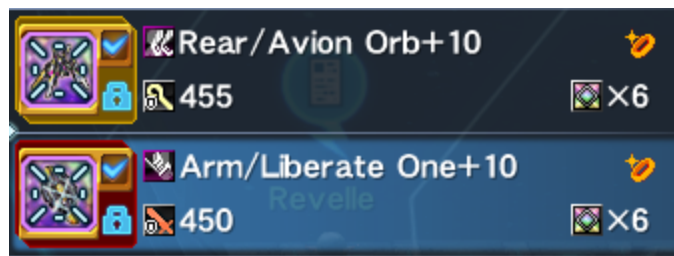
Timed Abilities are complicated as hell and I really wouldn't recommend diving into making them unless you are either looking to run a service for other people OR if you're looking to grab a specific effect that people don't have listed. On top of this, **the data creation comes with some of the longest cooldown timers of any craft available, and a massive meseta sink.** Requesting them from others is a much more simple process that costs almost nothing at least!

What Timed Abilities Do

#1001

Timed Abilities are an additional thing that can be added onto units. They provide bonuses while you are in certain areas that last 7 or 14 days. These give a bonus stat in said area, as well as also providing an effect such as Rare Drop Rate, randomly negating damage, negating Freeze effects, and more.

While the Timed Ability is applied to the unit, it will look very similar to a weapon with the potential unlocked, with the Timed Ability showing up at the top of the unit similar to a potential as well. When this Timed Ability runs out, the name of the Timed Ability turns red, as does the background of the unit in your inventory. This doesn't mean the unit is unusable or dead however! It just means you *had* a timed ability on it, and that timed ability ran out.



Pictured: Top has an active Timed Ability, bottom has a timed ability that expired. Units with no timed ability will continue having a normal blue background.

Timed Abilities can also be used to make your units look even better, as the stats they give will show up in the unit stats regardless of if you're in the relevant area or not. So basically if you're someone who's affixed a ton but feels like being a lobby warrior that flexes, you may want to look into some +70 attack timed abilities.

Rear / Avion Orb+10	
1 2 3	[Q] key Details
Special/Timed Abilities	Stat Modifier
+ Rare Drop Bonus 5	R-ATK (+145)
+ S6:Wise Skill	T-ATK (+205)
+ Astral Soul	S-DEF (+65)
+ Mana Reverie	R-DEF (+65)
+ Ether Factor	T-DEF (+65)
+ Doom Break III	DEX (+65)
+ Grand Tech	HP (+85)
	PP (+24)

Rear / Avion Orb+10	
1 2 3	[Q] key Details
Special/Timed Abilities	Stat Modifier
- Rare Drop Bonus 5	R-ATK (+145)
Divide Quest Time Remaining: 6d.	T-ATK (+255)
+ S6:Wise Skill	S-DEF (+65)
+ Astral Soul	R-DEF (+65)
+ Mana Reverie	T-DEF (+65)
+ Ether Factor	DEX (+65)
+ Doom Break III	HP (+85)
+ Grand Tech	PP (+24)

Hell yeah! I haven't even done Divide Quest in ages but LOOK AT HOW MUCH BETTER I AM NOW! And this isn't even a +70 attack Timed Ability!

Creating a Data Drive

Wait, I thought we were making Timed Abilities, what the hell is a Data Drive. #1002

Data Drives are what are needed before you can make a Timed Ability for a unit. These store “data” of the roll that you get when creating a Timed Ability, determining everything except the duration of the Timed Ability that will be created. **This means that once you have a decent roll of data, you can repeatedly make that roll over and over again!** You can even put it up for a service for other people to grab and use!

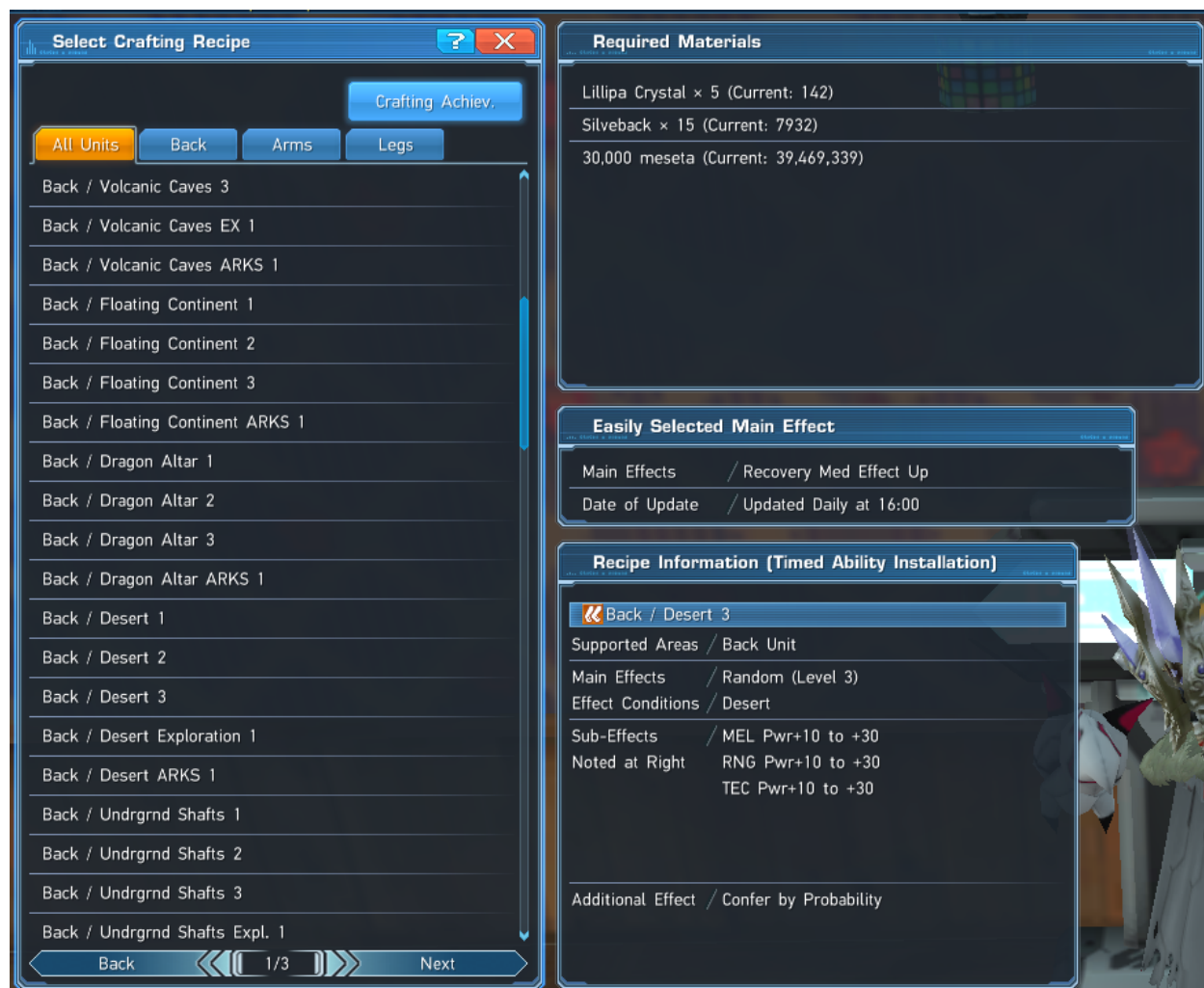
Unfortunately due to area limitations and specific roll types, this gets insanely complicated. On top of this, the timed ability only works on a specific unit type. Data created for a Rear will not work on a Leg. On top of all of this, it's not always clear if a craft will work in a specific area. Even worse is the bonus effects such as “Randomly negate tech damage” aren't very clear in their chances as well.

To make matters worse: not all options are available at the baseline. Once again you're looking to grind to get things unlocked. Thankfully, Photon Boosters help a ton with this process, completing multiple achievements at once by making Advance Quest specific timed abilities and completing a bunch of different achievements at once.

With that said, it's pretty clear what most people are looking for when it comes to Timed Abilities. **People generally want more damage, as well as either more Rare Drop Rate or Quality of Life.** By quality of life, I mean timed abilities that **Negate Status Effects** such as Freeze, Panic, or Shock in the area that you are in -- things that are generally considered extremely annoying to deal with. Rare Drop Rate is usually the most in demand, and Status Negation is usually

meant for people going for challenging content -- especially solo. EXP Timed abilities are also a popular thing for certain situations like leveling characters on PSO2 Day, or when the level cap goes up.

So let's check out what the data creation screen looks like.



Oh god there's a lot of information to take in.

Easily Selected Main Effect: This is the **Main Effect** that is the most likely to happen when you make a Timed Ability, and this changes on a daily basis based on the **NUMBER OF THE DAY**. Today's effect is Randomly Negating Physical Damage. It will change when it is 23:00 where I live.

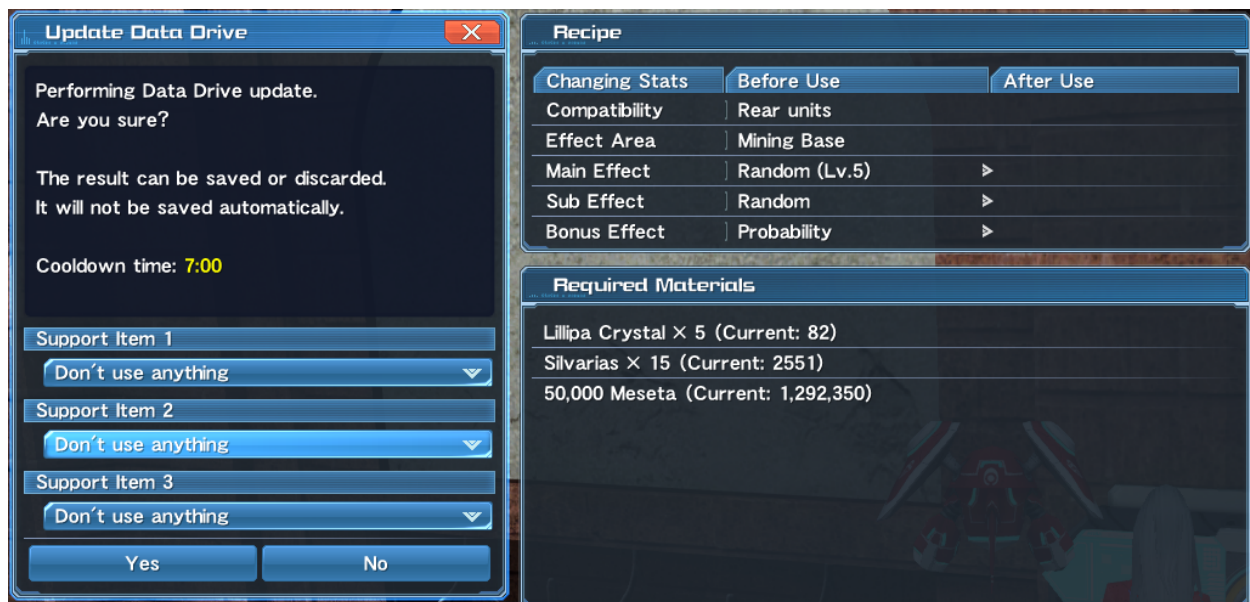
Swiki thankfully has a calendar that displays the different days and what the Main Effect is most likely to be. I have a chart below that shows this as well. **Note that this doesn't guarantee the roll unless you use a Main Effect (Fixed) while creating the data.**

Main Effects: This will tell you what level the effect will be. *Note that the negation of status effects is the same regardless of level.*

Sub Effect & Additional Effect: The bonus stats you'll get in this area. A great success can either give you a maxed sub effect, a bonus effect, or both. The sub effect and bonus effect will only boost 1 thing, and the bonus effect will not necessarily give the same type of stats as the sub effect did. This means that on most high end crafts, getting a +50 Pwr isn't too bad, getting something higher is quite rare, and getting a +70 Pwr is extremely rare.

Required Materials: Depending on the level of the craft this will have different costs and materials needed. **Many crafts for certain planets will require "Crystals" from said planet, which should randomly drop from locations on that planet, such as Expeditions, Advance Quests, Ultimate Quests, and Urgent Quests.** These can also be marketed, and some crystals can be received through daily crafts (but not all of them). Later on some crystals for Timed Abilities will need to be obtained by doing certain content and exchanging for the crystals.

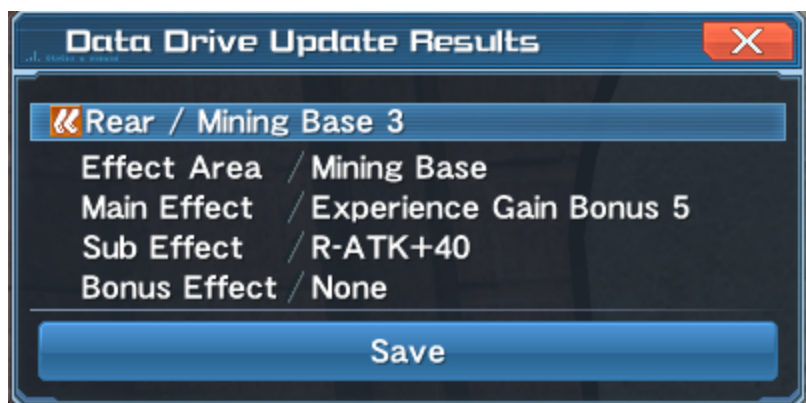
When trying to update the Data drive you'll get a screen like this:



Holy crap that cooldown time.

BEFORE CONTINUING MAKE SURE YOU HAVE ANY CURRENTLY ACTIVE DATA SAVED THAT YOU DONT WANT TO LOSE! BACKUPS ARE IMPORTANT!

Support Item 1 can be used for Main Effect (Fixed) which will guarantee the “Probable Main Effect” for the day. Support Item 2 and 3 do not have any use and seem to be like they were accidentally left in and never removed. At least as far as I can tell, there is no use for them.



Meh. It will ask us after this if we want to keep this roll or not, overwriting the currently active Data Drive. **Note that you should always make sure to save your best rolls, which I'll get into in a moment. If you do not have a roll saved and you overwrite it you cannot get it back.**

Data Drive will be saved. Continue?		
Item	Current Data Drive	New Data Drive
Compatibility	Rear units	➤ Rear units
Effect Area	Mining Base	➤ Mining Base
Main Effect	Rare Drop Bonus 5	➤ Experience Gain Bonus 5
Sub Effect	T-ATK+40	➤ R-ATK+40
Bonus Effect	T-ATK+20	➤ None

You can opt to discard it and it will still count towards all the achievements just as much as if you saved it. We're gonna discard this one. But let's say I want to save it and keep rolling -- this is where **Save to Backup Data Drive** comes in.

Note that you have 3 active data drives at one time -- one for rear, one for arm, and one for leg. You can't have 3 active arms at once.

Saving Backup Data Drives

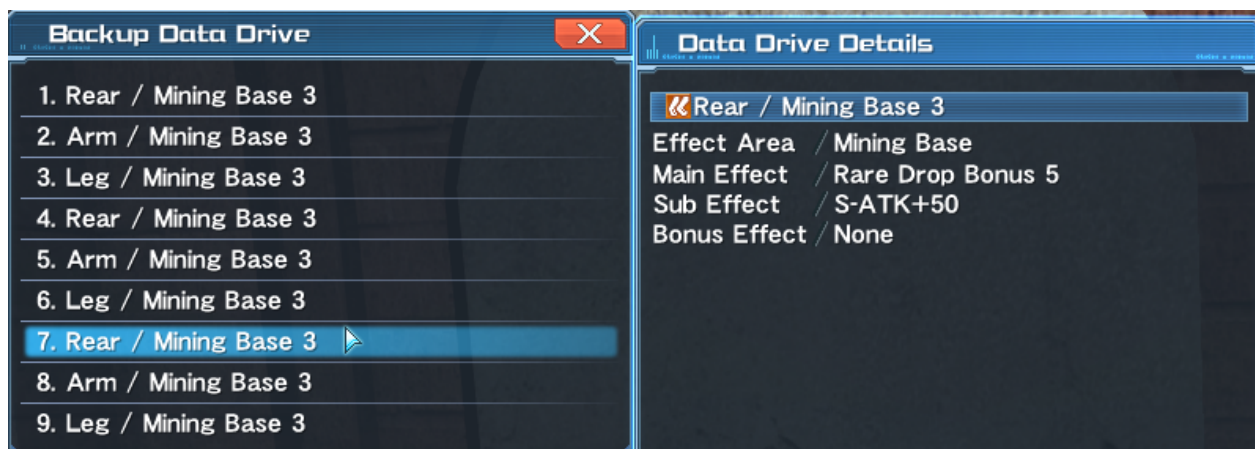
#1003

You can actually keep multiple sets of Data Drives backed up by saving them, and load them from your backup data drives in order to make a different set! **This allows you to save 9 different data drives at once.** Conveniently, this allows you to make MEL, RNG, and TEC sets for a specific zone if you'd like!

Selecting "Save to Backup Data Drive" will give you the option of picking either the Rear, Arm, or Leg Data to put into your backup drive slots.



Selecting one will then show you the 9 slots of your backed up data drives and allow you to save, or overwrite, another Data Drive.

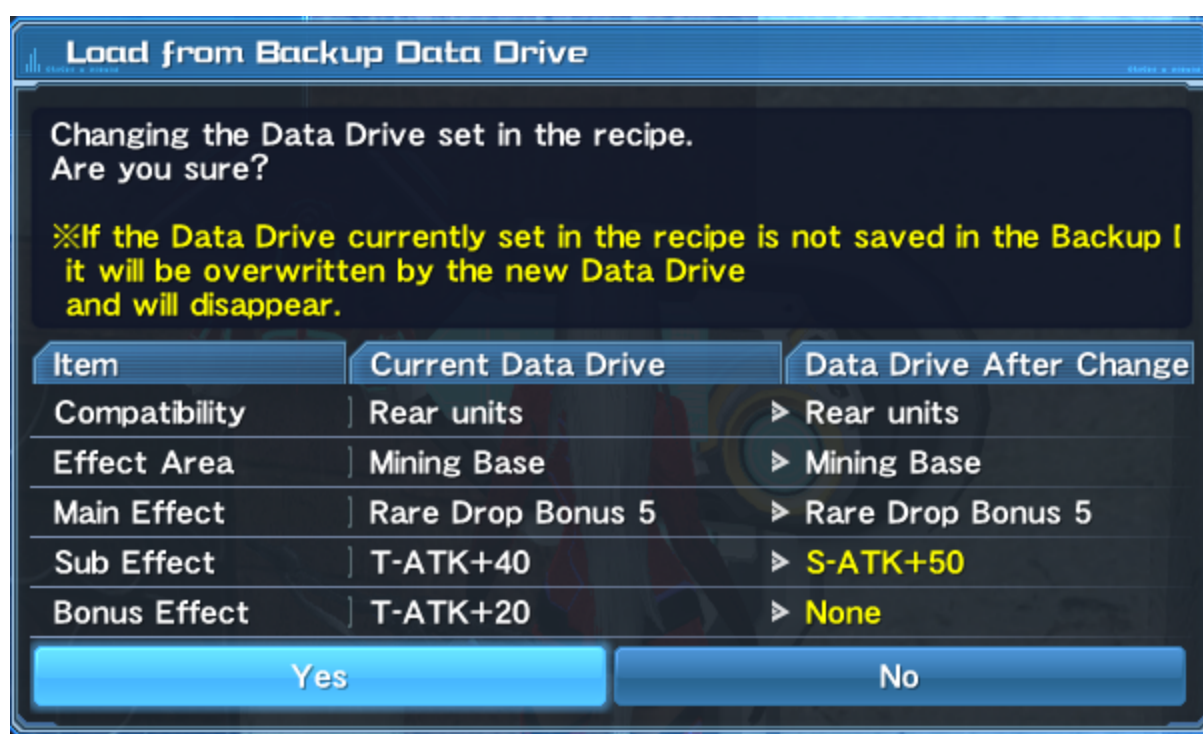


I have 3 sets of Mining Base timed abilities here. One with MEL, one with TEC, and one with RNG. This means I can load different ones up to craft for people, however there are some nuances to deal with when it comes to loading data drives for services.

Load Backup Data Drive & Running Services

#1004

Loading Backup Data Drive is pretty simple. You pick a Data Drive you saved to and it will replace the data in your active drive. **Make sure you don't replace the data in the active drive without saving it if it's a good roll!**



When running a Timed Ability service, you'll be able to let people see your Data Drives you have up for request. **If advertising multiple attack types, you'll need to put your other rolls in your request description.** On top of this, **if people need to request an attack type that you don't have up, you need to put it up AND change your advertisement BEFORE they request it.** If you have TEC up for order, and someone wants MEL and requests with the 3 TEC still up, you will need to refuse the requests, put up the MEL Data Drives, and tell them to request again.

While running a service on JP, my advertisement looked something like this for Mining Base (as Mining Base VR Training had just gotten an Ultra Hard mode and could drop leg units with one of the most sought after abilities on it)

Recipes That Can Be Ordered	
⌘ Rear / Mining Base 3	
⌘ Arm / Mining Base 3	
⌘ Leg / Mining Base 3	
Advertisement	
法撃(T-atk) +60/+60/+45	TDVR
射撃(R-atk) +35/+50/+50	Rare Drop 5
打撃(S-atk) +50/+50/+50	レアドロ倍率5

I usually had the TEC power timeds set up but would rotate them out sometimes and would have a message telling people to either:

1. Leave a request and a message on my room board for what attack type you need
2. Whisper by searching my Player ID name and clicking “send whisper” (note that this doesn’t tell you if the player is offline however)
3. Send a Mail in-game

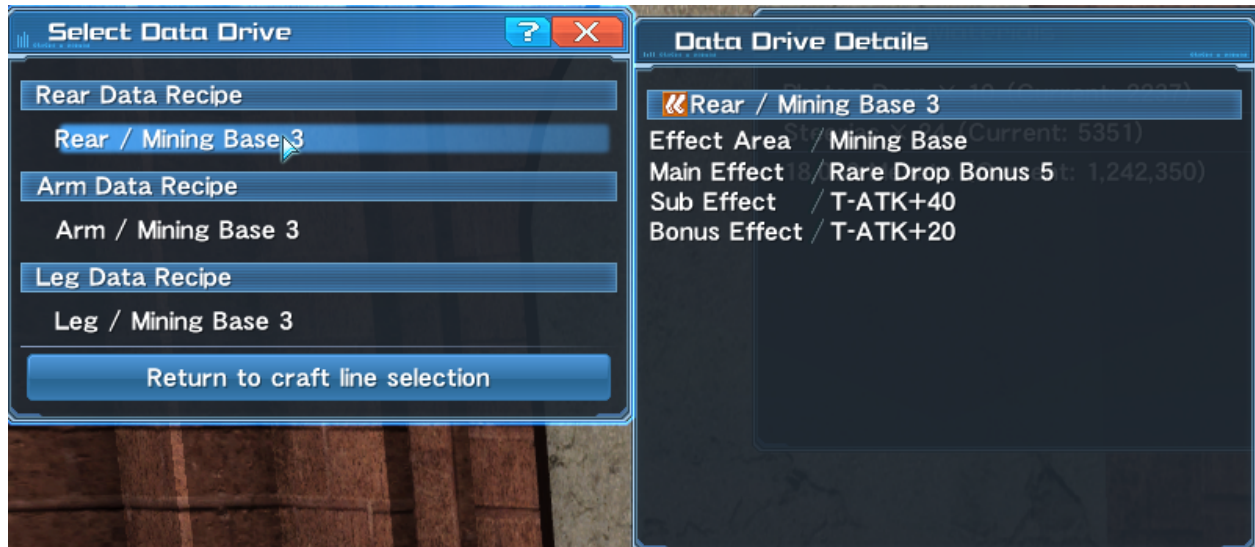
I would then set up the requested timed abilities and message them that it had been changed. If they were offline I’d usually just leave a Kudos telling them to do another craft request for the Timed Abilities.

Creating Timed Abilities

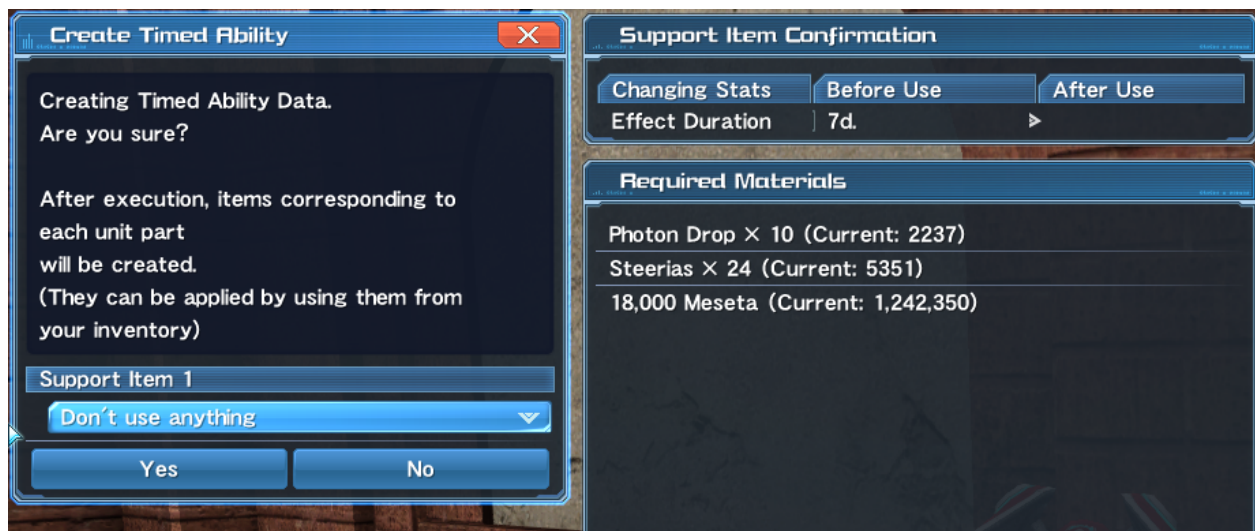
#1005

Okay so you have a Data Drive, it can’t get more complicated anymore right? ... Actually, correct! Making the actual Timed Ability once you have a Data Drive setup is insanely simple, and also doesn’t have a long cooldown!

When you select to create a Timed Ability this window will pop up with your three active data drives showing.



We're gonna make a rear. So we select rear.

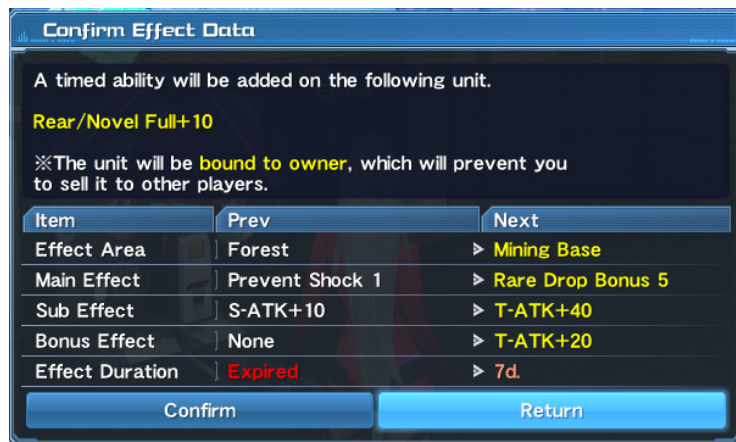


The Support Item that can be used is called "Timed Effect Extension +7 Days" and it guarantees a great success by extending the duration to 14 days. This can happen even without a great success though, and these items aren't the most common -- but they are very useful to the OCD players that hate potentially getting 1 timed ability with 14 days and the other 2 with 7 days. And to prevent spamming crafters too much.

Once you create the item, you'll have this in your inventory.



Simply select the item, press use, and it will prompt you to add it to your unit.



And then you're done once you press confirm! Now while in mining base Urgent Quests you'll be rocking extra attack, a small bit of rare drop bonus, and as an extremely important part: your units look +60 TEC Pwr stronger even in the lobby when people inspect you! *Because that's obviously super important.* Also remember - this doesn't replace any affixes on your unit! Timed Abilities have their own slot entirely.



Area Terminology

Due to there being a bit of confusion going around about what each Timed Ability supports in terms of areas, I wanted to clarify a few things for people.

A more fleshed out reference for where timed abilities work will be linked to in the future here.

As a forward note, if you ever want to check if a timed ability works in a specific area, you can put it on your unit and then compare the stats you would lose based on where you are by taking that unit off. So for example, when I was checking if general Lillipa timed abilities worked in Mining Base, taking off my unit in the campship only would have lowered my MEL Pwr by 145 which is what it gives without the timed ability. However, taking it off while in the last mission of Episode 3 (which is basically mining base 4) would have lowered it by 195 (and my MEL Pwr was 50 higher in there as well).

[Planet] - Works in ALL QUESTS on that planet. Includes Expeditions, Advanced Quests, Urgent Quests, Ultimate Quests, ARKS Quests, anything you can think of. Basically, if you look at an area and the location lists that Planet, the Timed Ability works.

Basically, this combines all the AD, UL, ARKS, Exploration, and Area timed abilities into one -- and can only roll bonuses to MEL/RNG/TEC Pwr.

Example: Back - Naverius will apply to Forest Expeditions, Running Maneuvers: Naverius I, Corruption Survey: Naverius, Ruins Advanced Quests, and more.

Area (such as Forest 3, Tundra 3, etc) - Works in quests for a specific area of that planet. Can apply to more than just expeditions.

Example: Back - Ruins 3 will work in Ruins Expeditions, Ruins Advanced Quests, and the third area of Running Maneuvers: Naverius I. *Forest 3 actually applies to Corruption Survey: Naverius.*

[Area] ARKS - Only works in ARKS Quests of that area. Pretty much ignore this lol.

[Area] Exploration - Only works in Expeditions of that area. Can pretty much be ignored as well.

[Planet] AD - Works ONLY in Advanced Quests for that planet. Can roll offensive or defensive bonuses. Commonly made to level timed abilities as it hits multiple achievements at once and saves on the lower supply resources.

Example: Back - Wopal AD3 will work in the Advanced Quests for Floating Facility, Coast, and Seabed.

[Planet] UL - Works ONLY in the Ultimate Quest for that planet. Only rolls defensive bonuses. Example: Naverius UL3 will work only in Corruption Survey: Naverius.

Arks Fleet - Works for missions where the fight takes place on the ARKS Ship. This is a bit more complicated to describe. Examples include Elder, Profound Darkness, Corrupted Mothership (Luther).

Extreme - Works in all extreme quests.

[Quest] EX - Works only in that extreme quest.

EP# Story - Works in story missions of the episode of that story. Only available for Episodes 1-3. *Literally sees no use.*

More timed ability options will be available in the future when they are relevant -- but SEGA did away with the subcategories of Planets. This is probably due to the generic planet timed abilities covering everything. **Which should answer any of your questions regarding “why does ARKS/AD/UL/Exploration/etc even exist?”** -- it’s just a relic of old game design that has been done away with when it comes to future content.

AD timed abilities still being there helps tons for leveling Timed Abilities due to Photon Boosters being much more available than planet crystals. But for the most part, the general planet timed abilities and Arks Fleet are the only ones you need to care about when it comes to actually putting Timed Abilities on your units.

Areas of Relevance for Timed Ability Crafts

#1006

This is a list of Timed Ability Crafts that most players would care for in my opinion in terms of EP4 content. *Nothing for EP5 or EP6 content will be listed here due to spoilers and needing crystals from that content which we can't get right now anyways.* It will include good effects for the timed abilities as well, which all include Rare Drop Rate for obvious reasons -- but for those that want to worry less about annoying status ailments such as Shock and Panic, those are included as well.

Omega: *Rare Drop Rate, Freeze Nullified (Masquerade and Endless Quest), Poison Nullified (Masquerade)*

Covers most EP5 content -- this includes **Bewitched Woods, Apprentice, Buster Quests, Omega Luther, and more.** It should be noted that **Dark Falz Persona is NOT Omega, but rather Arks Fleet.**

People running Endless and trying to get far will usually run a Freeze Nullified timed ability, as there's a lot of things in Omega that can freeze you and lose you a lot of time.

ARKS Fleet: *Rare Drop Rate, Freeze Nullified (Dark Vestiges), Panic Nullified (Profound Darkness)*

IMPORTANT NOTE: THE END BOSS OF EP5 IS CONSIDERED ARKS FLEET, NOT OMEGA.

Please be warned about this!

This is a "location" that is extremely vague. It applies to the **Urgent Quests for EP5's Final Boss, Dark Falz Elder, Dark Falz Luther (but not Omega Luther), Corrupted Mothership, and Profound Darkness.** It also applies to City Area Advanced Quests, Time Attack Abduction events, and the last area of the Dark Vestiges Time Attack.

With Solo Profound Darkness triggers existing now, there's even more reason to have these. And with Ultra Hard revivals of bosses coming, even moreso.

Amduskia (general): *Rare Drop Rate, Panic Nullified (ultimate)*

Currently works in the Winged Ones seasonal technically -- however, the drops in the quest do not warrant running these timed abilities. Otherwise, useful in future seasonals and expeditions.

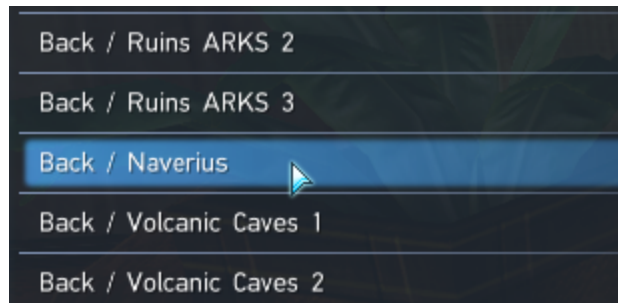
Lillipa (general): *Rare Drop Rate*

Noted for being applicable to the Trick or Treat urgent quest we got in EP5.

Applies to Ultimate Lillipa, as well as also applying to Tower Defense/Mining Base urgent quests. Unfortunately, EP4's MBVR got skipped which means the hunt for Orbit just never happened. Rather unfortunate, given that we're still missing accessible PP batteries.

Naverius (general): *Rare Drop Rate, Shock Nullified (ultimate), EXP Gain (future EP6 recommended quest)*

This applies to all areas of Naverius, including Expeditions, Time Attacks, and Ultimate Naverius. **This is also likely to apply to the Christmas Seasonal in Episode 6.** EXP Gain Timed Abilities will also apply to the bulk of the exp gained from a Featured Quest that is commonly used for leveling. **Does not apply to Profound Darkness.**



Visual example as people were having trouble finding this while requesting.

Earth: *Rare Drop Rate, Increased EXP Gain (Bonus Keys), Freeze Nullification (Endless Quest)*

Most of the EP4 urgent quests take place here, such as Deus, Yamato, and Mother. Bonus mention for EXP Gain timed abilities due to Bonus Keys! Freeze Nullification was also a popular thing to get for a while in Endless, as every Earth stage has some way to just randomly freeze you -- but I'm not sure how popular that kind of timed ability is today on JP.

An EP5 Urgent Quest also takes place here, but I suspect the urgent is being skipped until Episode 6. It also should be noted that despite Apprentice being called "Earth Depths," it is considered Omega because it ... uh, doesn't take place on Earth.

Armada War Zone: *Rare Drop Rate*

EP6 area for many Urgent Quests as well as the Ultimate Quest. Also applies to the last area of one of the main pieces of rerunnable content we get in Episode 6, however that will have its own timed abilities as well.

Harukotan (general): *Rare Drop Rate*

Purely a guess that we'll get this -- applies to a Limited Quest we may get in Episode 6. Also has usage in Ultra Hard Expeditions.

Dates for Easily Selected Main Effect

#1007

Day of the Month	Main Effect	Day of the Month	Main Effect
1	Trial Self-Enhancement	17	Blind Nullified
2	Recovery Medicine Effect Increase	18	Physical Resist Rate Up
3	Physical Resist Rate Up	19	Ally Enhance
4	Shock Nullified	20	<u>Rare Drop Rate Increases</u>
5	<u>Rare Drop Rate Increases</u>	21	Burn Nullified
6	Panic Nullified	22	Recovery Medicine Effect Increase
7	Recovery Medicine Effect Increase	23	Physical Resist Rate Up
8	Trial PP Recovery	24	Rate of Magic Resist Increases
9	Rate of Magic Resist Increases	25	Increased EXP Gained
10	Increased EXP Gained	26	Trial HP Recovery
11	Auto HP Recovery	27	Freeze Nullified
12	Recovery Medicine Effect Increase	28	Physical Resist Rate Up
13	Poison Nullified	29	Rate of Magic Resist Increases
14	Rate of Magic Resist Increases	30	<u>Rare Drop Rate Increases</u>
15	Increased EXP Gained	31	Auto HP Recovery <i>and special rules for this day</i>
16	Auto HP Recovery		

There is also a rule where only 1 status type removal roll can happen each day. For example, on the 2nd of the month, only burn negation can roll -- no other status removals can roll.

However on the 31st, all status removals can roll, and many other rolls simply can't happen or are heavily reduced in roll chance. I won't include this right now as if you want certain status removals you'd probably just roll on the day where it's likely anyways.

What each Main Ability does

Note -- values in parentheses are used for level 1 to level 5 effects, and are sourced from JP Swiki. #1008

Auto HP Recovery: Recovers 1% of your maximum HP every x seconds. (15/14/?/10/7)

Recovery Medicine Effect Increase: Increases the effect of healing items by x%. (6/7/8/9/10)

It is worth noting the above bonus is multiplicative and stacking it will give even more boost.

Two level 5s of this will boost a Monomate from 30% to 36.3% as opposed to just 36%.

Rate of Phys Resist Increases: Chance to negate (or lower?) Melee or Ranged attacks that hit you. Further details unknown. *The details of how this exactly works are not clear unfortunately.*

Rate of Magic Resist Increases: Same as above but for tech attacks.

Rare Drop Rate: Boosts Rare Drop Rate by x%. (1/2/3/4/5)

This effect is additive according to Collection Files ~~but i still swear by it.~~

Increased EXP gain: Increases Experience gained by x%. (5/6/7/8/9)

[status effect] Nullified: Prevents the status effect from happening. *This is a 100% chance regardless of level. As such, these can provide IMMENSE quality of life while farming certain things.*

Trial HP Recovery: Potential to recover 33% HP at Emergency Trial start

Trial PP Recovery: Potential to recover an unknown amount of PP at Emergency Trial start.

Trial Self-Enhancement: Potential to activate Shifta and Deband at Emergency Trial start.

Ally Enhance: NPC stats increase by x%? (??/15/18/20) *This one is super unclear to me to translate and I've never used it so I have no idea how this works. Not that it should ever be actually relevant...*

11. Using Room Decorations to Boost Crafts

#1100

Certain Furnishing items you can get for your room can boost your Great Success rates or lower crafting line cooldowns by certain percentages. However, you can only have one or the other as a boost for a crafting type. As such, most people tend to do Great Success Rate. These can either be purchased FUN or with Star Gems.

The free machines come in 4 different levels, but due to the Crafting Shop not existing in NA, only level 1 is available for makers, with level 3 also being available for builder without paying Star Gems. The level 4 version does the same thing as the Star Gem reward -- so eventually, people that don't want to spend Star Gems will be able to get the same boosts as those that pay Star Gems.

The advantage of paying star gems is that the machines will take up much less space in your room as well as have a lower "placement cost." *They give a higher boost, but only for now.*

Simple quick list of what each does. Future machines are crossed out for now.

- Type of Craft (1 machine allowed per type)
 - **EX** - used for Unit and Weapon Extensions
 - **Tech** - used for Technique Customization
 - **Time** - used for Timed Abilities (data + creation)
 - **Arts** - used for Photon Art Customization
- Type of Machine (you can only have 1 of the 2 for a craft type)
 - **Builder** - lowers cooldown
 - **Level 1** = 2% reduction -- *Available from FUNporium for 2000 FUN*
 - **Level 2** = 4% reduction -- *Available from Craft Shop*
 - **Level 3** = 6% reduction -- *Available from Craft Shop or Title*
 - **Level 4** = 8% reduction -- *Available from Craft Shop*
 - **"S" version** = 8% reduction -- *Available for 230 SG*
 - **Maker** - raises Great Success rate
 - **Level 1** = 1% increase -- *Available from FUNporium for 4000 FUN*
 - **Level 2** = 1.5% increase -- *Available from Craft Shop*
 - **Level 3** = 2% increase -- *Available from Craft Shop*
 - **Level 4** = 2.5% increase -- *Available from Craft Shop*
 - **"S" version** = 2.5% increase -- *Available for 460 SG*

Example: A "Craft EX Builder 3" will lower the cooldown of unit and weapon extensions by 6%.

12. Crafting Services - Requesting and Running

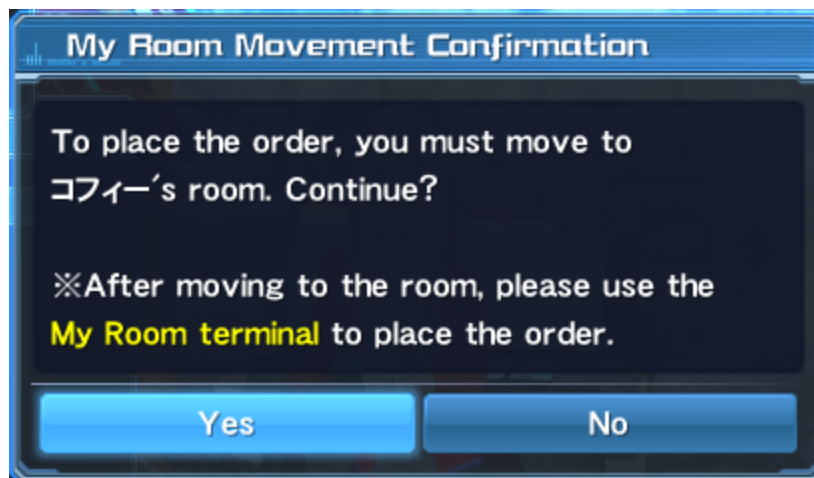
#1200

So you might be like, holy hell this crafting thing seems terrible I'm just going to request. What's the cost, and better yet, what are they gaining out of me requesting from them?

The cost of requesting crafts basically just adds a 5% meseta fee to give to the person doing the craft for you. That usually amounts to about 1,000 meseta. Man, that sounds bad. **However, you had to go to their room for the craft.** This means they gain room visits for the Personal Quarters Visitor ranking rewards that get handed out per week. This means they can get Star Gems if they are the highest visited room!

That said, requesting a craft from someone really doesn't cost much especially considering it can skip the entire grind of unlocking crafts yourself.

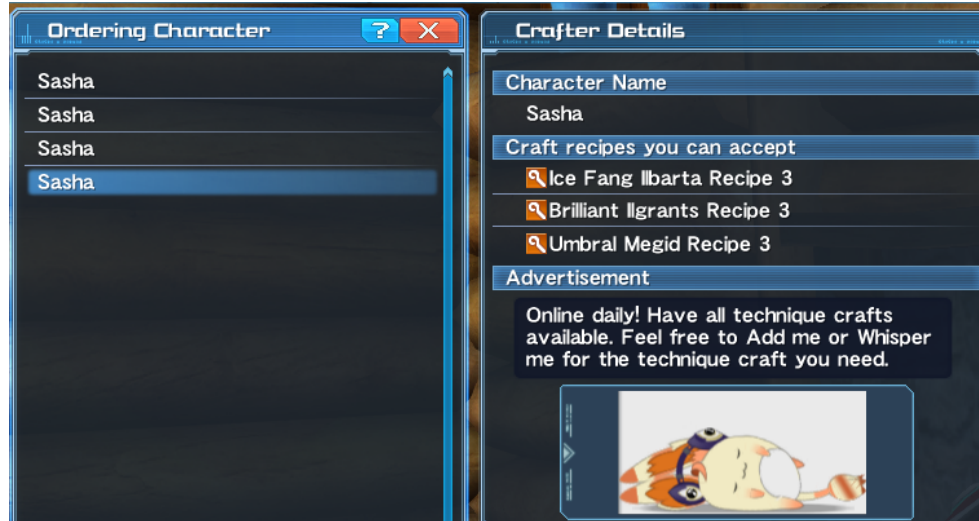
You can search for crafts through the Visiphone under the crafts section in the "crafter search." When you click on a craft that you want, a list of names will pop up. Mousing over their name will pull up their advertisement, and clicking on them will bring up a prompt to move to their room. *Note that many people will have additional info on available crafts in their descriptions which allow you to contact them for additional services that aren't listed!*



Once you're in their Personal Quarters, you can go to the Room Terminal and select Craft. You will see six different terminal requests that you can put in. *I would highly suggest only doing 1 request of a technique from someone at a time early on in NA -- chances are a lot of people are going to want crafts from the people hosting services, and getting ANY upgrade is about the best you can ask for.*



Once you click on an open crafting slot, you will see a list of their characters that have crafting requests available. **Yes, this means people can have multiple characters with different crafting options available!**



Sorry airoh, I just needed to find someone to use as an example

Once you request, the crafter will receive a mail in-game saying that they have a request for x item on y character from you. This means even if they are offline, they will have a mail notification when they log in. When they go to their room there will be a red ! over the terminal saying there's new crafting requests if they are logged into the character with the said crafting request.

When the crafter completes your request, you will receive mail telling you the craft has been completed. You'll be able to go to the Visiphone and pick up your Craft by going to Crafts -> Pending, which will bring up the original 6 slot request screen.

Additionally, if you wish to CANCEL a request, you can do this in the same location.

For crafters, it's recommended to let people know that you have been logging in recently through your advertisement or by changing your welcome mat message.

13. Credits and References

#1300

Somehow I completed this in only about 15 hours of work. There may be mistakes in this but this was one of the things I engaged with a lot on JP and am ready to engage with a lot on NA to try to help people get the crafts they want.

Special thanks to:

- Aida Enna - for the Tweaker and for helping me find the names of crafts ahead of time
- Fhorte - helped me find out what the nonsense with desynthing materials was
- Airoh - for unwillingly ending up being a source for craft request screenshots (she still doesn't know while I'm typing this KEKW)
- Ace - for the force guide which honestly saved a lot of work and also has a similar section for tech crafting

References:

- JP PSO2 Swiki -
<https://pso2.swiki.jp/index.php?%E3%82%AF%E3%83%A9%E3%83%95%E3%83%88>
- Force guide:
https://docs.google.com/document/d/1TMO8zro-8rhB61R73-rNlg_CC5BnqzEvKgVg6vg5oxM/view#heading=h.n2sxvkvxperi