

How to custom

Let's learn about dmg modifies and convert rate to Overall Damage.

- overall dmg is the best modification to your dmg output: "5%overall damage" increases your dmg by 5%.
- Element/ Damage Value/Status dmg are the second priority because of the diminishing return rule.

The convert rate of element: **If you have 400 element, 40 element increase your dmg by 6.32% aka 40 element = 6.32% overall damage.**

Formula: $1,05 + 0,0045 * \text{Element}$

80% DFO: <https://discord.gg/AmtqjPxMas>

Element	100	200	300	400	500	350
15	4%	3,46%	2,81%	2,37%	2,05%	2,57%
18	5%	4,15%	3,37%	2,84%	2,45%	3,09%
20	6%	4,62%	3,75%	3,16%	2,73%	3,43%
25	8%	5,77%	4,69%	3,95%	3,41%	4,29%
35	11%	8,08%	6,56%	5,53%	4,77%	6,00%
40	12%	9,23%	7,50%	6,32%	5,45%	6,86%

The convert rate of atk. increase: **If you have 150.000 atk. increase, 10.000 atk. increase increases your dmg by 6.67% aka 10.000 ai=6.67% overall damage**

Formula: $\text{Dmg Value} / 1000$

80% DFO: <https://discord.gg/AmtqjPxMas>

DV	50000	100000	150000	200000	250000	300000
5000	10%	5%	3,33%	2,5%	2%	1,67%
10000	20%	10%	6,67%	5,0%	4%	3,33%
15000	30%	15%	10,00%	7,5%	6%	5,00%
20000	40%	20%	13,33%	10,0%	8%	6,67%
25000	50%	25%	16,67%	12,5%	10%	8,33%

You may build status and there are some lines like bleed +10%, poison +30%,...

Here is the convert rate: **If you have a total 60% bleed/poison/burn/shock dmg, 10% bleed/poison/burn/shock dmg increases your dmg by 3.85% aka 10% bleed/poison/burn/shock dmg =3.85% overall damage..**

Convert rate: 50%

80% DFO: <https://discord.gg/AmtqjPxMas>

Status dmg	50%	60%	70%	80%	90%	100%
10%	4,00%	3,85%	3,70%	3,57%	3,45%	3,33%
15%	6,00%	5,77%	5,56%	5,36%	5,17%	5,00%
20%	8,00%	7,69%	7,41%	7,14%	6,90%	6,67%
30%	12,00%	11,54%	11,11%	10,71%	10,34%	10,00%

What is custom?

[Custom is epic with <Custom option> tag](#)

Why custom is the best gear in the end game?

[Let's check the best fixed earring vs a perfect earring custom.](#)

If you don't know how the formula works, do a simple math:

Hazy has a 15% overall dmg and the Custom has $5+5+5+4=19\%$ overall damage.

$19\% > 15\%$ so custom gives more damage than fixed earrings.

What is 3.5.4 or 4/4 people talking about?

Usually, people call overall damage and cooldown reduction line being 1 line.

Ele/ai line being 0.5 line.

3.5 custom means it has 3 overall damage/cdr lines and 1 ele or ai line.

4/4 custom being a perfect custom with full 4 overall damage/cdr lines.

Note: Some custom has a huge ele/ele line that can beat 4 or 5 overall dmg line at a certain rate, please check the convert tables. Some people call huge ele/ai line 0.8 for that reason.

How can custom beat fixed epic?

When you swap a fixed to a custom, you usually lose a bit of atk. increase.

For example, my atk. increase went down from 316849 to 306957, which means 3.2% dmg lost.

If you are doing the correct math:

- Fixed epic: $1.15 * 1.032 = 1.1868$
- Custom: $1.05 * 1.05 * 1.05 * 1.04 = 1.20393$

When I swap to a 4/4 custom, my dmg increases by 1.44%.

Yes, it's only small like that, Neople doesn't want a huge power creep when you switch from a fixed epic to a 4/4 custom, around a 2-4% dmg increase at best.

By far with a perfect custom setup your dmg will increase by 40-70% depending on class compared to a fixed setup.



When you switch to a custom remember these rules:

1. Top: a weak slot needs 3/4 custom
2. Bottom: a weak slot needs 3/4 custom.
3. Shoulder: a strong slot 3.5/4 custom, blue pirate 3/4 if you are hungry for cooldown.
4. Belt: a strong slot needs 3.5/4 custom.
5. Shoes: a very busted slot, only ent shoes for 70/75 class or bp shoes for freeze burn build can barely beat fixed epic.
6. Bracelet: a strong slot and being the core slot of 90% setup. You usually don't need custom on this slot and if you do roll a 4/4 perfect bracelet.
7. Neck: a strong slot needs perfect 4/4 custom to beat fixed, the exception is blue beryl for 40/70/75 class.
8. Ring: a strong slot needs 3.5/4 custom, fw ring is an exception cause it has a cdr line, usually 3/4 fw ring is usable.
9. Sub: weak slot needs 3/4 custom.
10. Earring strong slot needs 3.5/4 custom.
11. Magic Stone: strong slot needs 3.5/4 custom.

How to make a good custom setup?

Usually, a good custom setup mix of best generic customs for dmg + specific customs to boost your strongest skill.

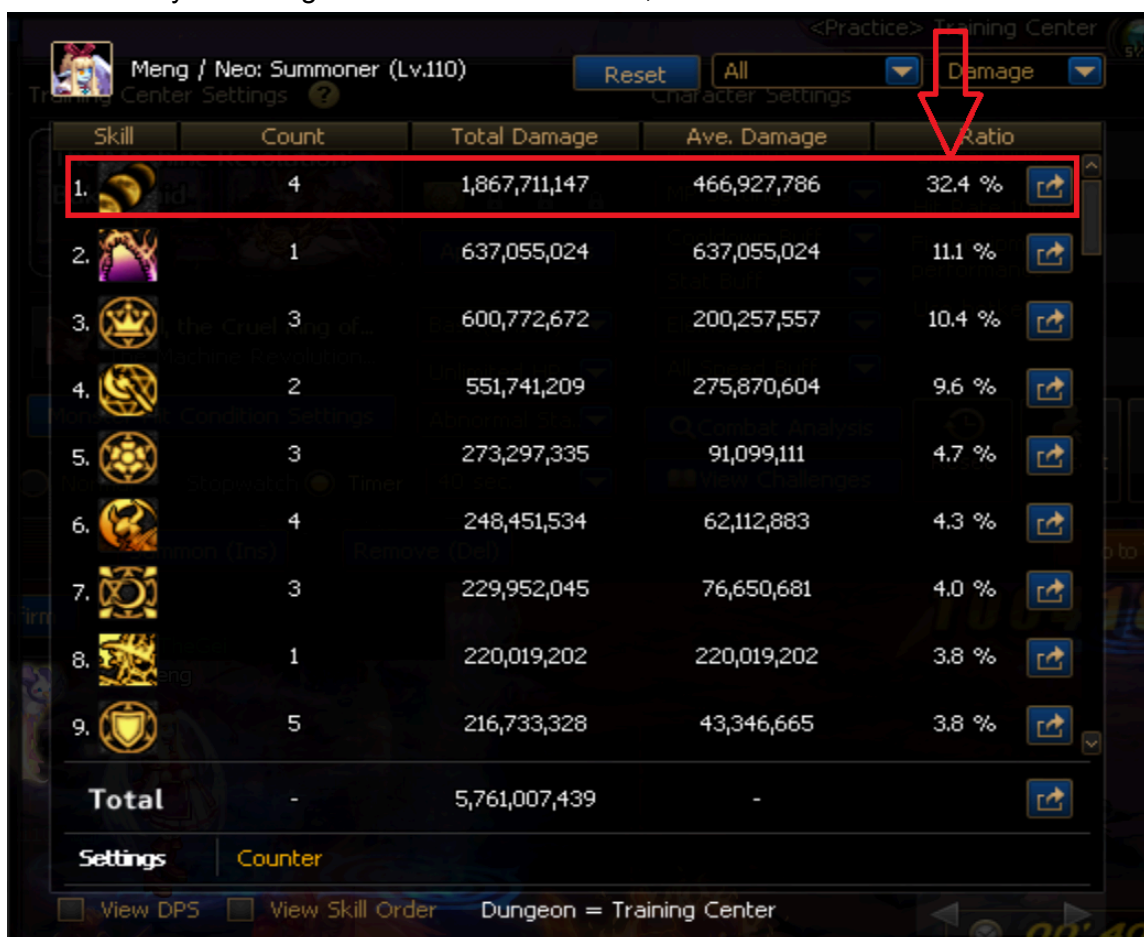
For example, my Summoner wants to boost 75 skill cause it eats 32% of my total damage, so i want to find some lv.75 customs and mix it with bleed build for example.

The convert rate of %skill line is heavily depending on your total chart.

For example, if i add a 75+20% dmg, my level 75 skill will increase by: $32.4 * 1.2 = 38.88\%$

Which means my dmg output increases 8.88% in total aka **Lv.75+20% dmg in this case can treat as more or less than 8.88% overall damage.**

The more % your strongest skill takes in the chart, the more valuable %skill line is.



The screenshot shows the 'Training Center' interface for a character named 'Meng / Neo: Summoner (Lv.110)'. The 'Character Settings' tab is active, and the 'Damage' dropdown is selected. A table lists skills with their counts, total damage, average damage, and percentage of total damage. The first skill is highlighted with a red box and a red arrow pointing to its percentage value.

Skill	Count	Total Damage	Ave. Damage	Ratio
1. [Skill Icon]	4	1,867,711,147	466,927,786	32.4 %
2. [Skill Icon]	1	637,055,024	637,055,024	11.1 %
3. [Skill Icon]	3	600,772,672	200,257,557	10.4 %
4. [Skill Icon]	2	551,741,209	275,870,604	9.6 %
5. [Skill Icon]	3	273,297,335	91,099,111	4.7 %
6. [Skill Icon]	4	248,451,534	62,112,883	4.3 %
7. [Skill Icon]	3	229,952,045	76,650,681	4.0 %
8. [Skill Icon]	1	220,019,202	220,019,202	3.8 %
9. [Skill Icon]	5	216,733,328	43,346,665	3.8 %
Total	-	5,761,007,439	-	

At the bottom, there are checkboxes for 'View DPS' and 'View Skill Order', and a note 'Dungeon = Training Center'.

You can check my custom guide for knowing which custom boost your skill: [DFO Dictionary - Google Sheets](#) and what is the best skill dmg of your class (usually it's your rune skill)

We have 35/40/45/60/70/75/80 focus build, and for some reasons, 40/70/75 skills are being favored in this cap.

Second, you want to pick a setup and then build customs around that.

- Your setup is picked by skill focus build example, 40 class wants to build bleed or shock cause the ent pants have a bleed/shock + double lv. 40 lines.






- Your setup is being chosen by Mist Gear or if RNG keeps throwing poison you build poison for example.
- The traditional way is to use cubes and keep rolling till you get a perfect 4/4 custom.

Custom setups breakdown


- The image is the core piece of each build, you have to use them if you want to build that setup.
- Keywords help you search custom options from dfopedia or if you see a keyword on custom you need a specific build to make it works.



We split into 2 categories:


Status builds: If you check dfcat or dfo.gg 80% of players will focus on status build


- Bleed build : Keyword "Bleed dmg +x%".
Bleed is the most popular from the beginning of 105 cap still lasts to this day.
- Poison build : Keyword "Poison dmg +x%".
After seon poison is as good as bleed.
- Shock build: : Keyword "Shock dmg+x%".
After Seon, shock is good status but this build only works on good multi-hit class.
- Freeze burn build:  +  Keyword "Burn dmg+x%" "lump sum burn dmg by freeze +x%".
Other than burn dmg, you need some epics to help you inflict freeze on the target..

Non-Status Builds:


- Full custom build : There is no keyword for this build.
If you use deep driver bracelet usually your setup will mix with the best non-status customs.
Very famous build because we have two overall dmg lines with huge speed which is the most brutal utility that every custom build lacks.
The problem with this build you need to spend extra resources to roll a perfect dd bracelet, other builds can skip the bracelet slot.


- TP build  + : Keyword "Tp" "Skill range bonus option..."
This build focus on TP skills which are 30-60 skills (70 usually use Ent Shoes)
You only need tp shoes+bp earring so you can mix them with other builds, if you search dfcat you will see many 35/40/45/60 class use these shoes.


You have to make a perfect Blue Pirate Earring . **You never build tp shoes without BP earring.**


The main point of this build is the tp shoes  and it needs some skill range bonus to activate 12% overall damage.



There is a line 6% overall dmg when total range >30% on earring, so usually people go for over total 30% range 1 stone 2 birds.


- Barrier  Keyword "When hp below 40%....."
Trade your hp for a barrier and mess around for thicker shield, very good custom build if you are scared of dying a lot in endgame content because the barrier from equipment can auto regen.
They remove the barrier condition in May, making any barrier lines become a plain % overall dmgline.


- Mana Shield : Keyword "When hp below 40%..."
Use your mp as hp, a friendly fixed setup for all players but the huge mp pool drops when you switch to customs and this build loses its identity as a tanky build.

- Sleep  Keyword "Sleep Tolerance from equipment -x%..."
If mist gear and rng keep throwing you sleep custom you build sleep, fixed setup being famous for very high cdr but it lost its uniqueness when people decided to add many good customs with cdr.

- Self staus  Keyword [4 self-CC] or "every Abnormal Status effect cast on you..."
In May, you only need bracelet for proc 4 self status on you and enemy but sadly we don't have many customs have 4 self-cc lines only from Blue Pirate Pants and Ring slot.

- Cube Burn  + : Keyword "overall dmg+ x% if spending at least 10/15 Clear Cube Fragments for a single skill"
This setup is for whale because it costs you more ccfs per skill, 5-10mins fight can cost you 1-2m gold.


Beside that you can use  Death-Ridden Armor to keep you alive at 0 hp as long as you spend cube, some people call this immortal setup for that reason. You can search keyword "Death-Ridden Armor" there is a custom line for that top.

- Mana burn : Keyword "Mp Cost increase option"

Very niche build because you need x700% mp cost of each skill, usually you will run out mp after 1-2 skills or your awakening needs 50% mp to cast.

Only a few class has low mp cost like eb or blood mage doesn't use mp at all can abuse this build.

Custom doesn't have many good mp cost lines either makes it very sad to build.

- Awakening build :Keyword "Lv. 50/85/100..."
Focus on awakening skill (50/85/100) aka nuke build.

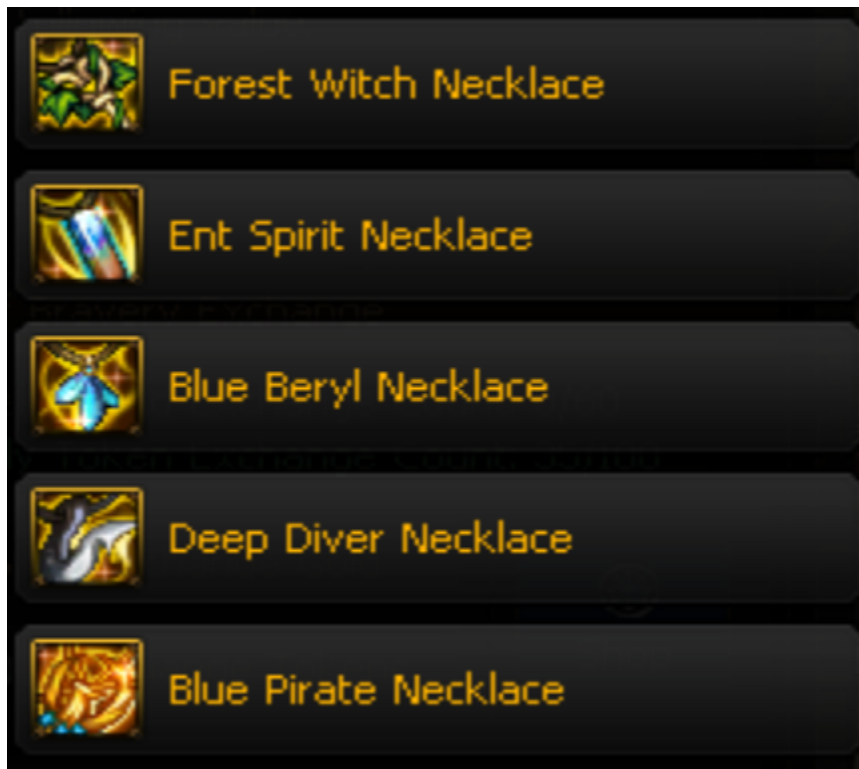
Customs breakdown

Ring: Aim for FW ring, unless mist gear throws you other dmg rings you always want fw ring.



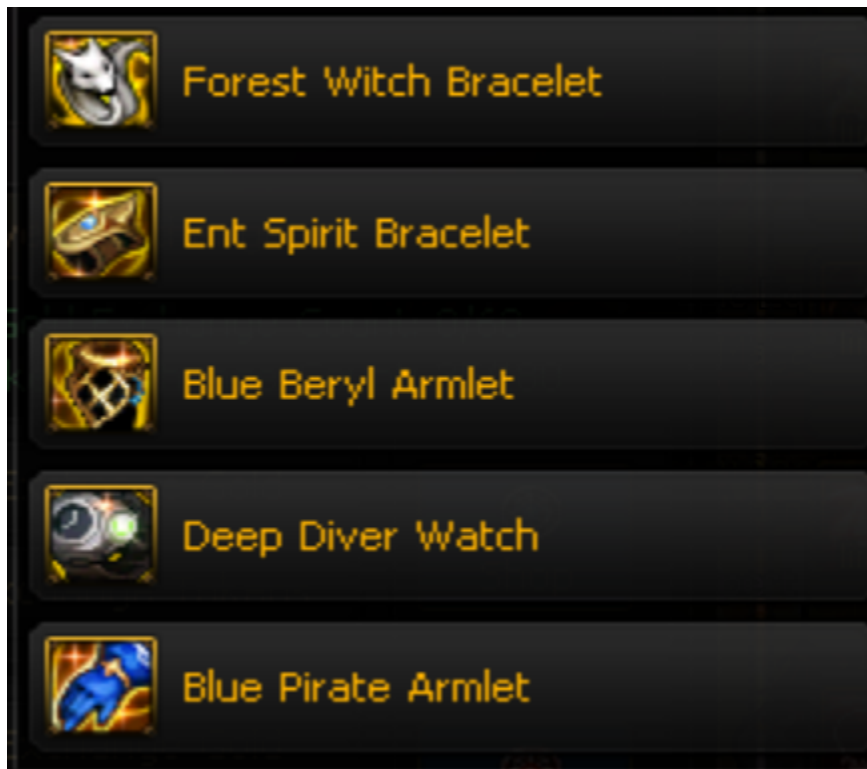
- **FW is the best custom ring for all build and the first thing you want to hunt, the ring being op with high cdr and decent dmg.**
- Ent ring is the best dmg ring for status builds.
- Blue pirate is good dmg ring for all builds.
- Deep driver and Blue Beryl are trash.

Neck: Last slot to hunt, usually dmg gain is very tiny. Unless you are 40/70/75 class, bb neck is hella broken.



- BB necl is another op custom for 40/70/75 class. 2% overall dmg+ ~20% cdr for these skills are just stupid broken.
- Fw neck is the best neck for bleed build.
- Blue Pirate neck has a +10% range and works well with TP shoes build or all build
- Deep Driver for Cube Burn build which is a niche case.
- Ent is just so so custom, not many people use it.

Bracelet: Slot needs perfect 4/4 custom and we have many core epics are bracelets so people usually hunt this last



- FW/Ent/Bp are trash custom
- DD is a good custom with speed line.
- BB is very good bracelet for TP shoes build with 35/45//60 cdr lines on it.

Top



- BB for status builds
- Ent for Mana Shield/Barrier only, we have lv.80 skill on ent so usually 80 class will use Mana shield/Barrier build.
- FW for Non status builds that not Mana shield/Barrier..
- DD for Awakening build.
- BP is trash

Bottom: pick bottom depends on custom setup



- FW for poison+Lv.45 class..
- DD for poison+Lv.70/75/80 class.
- Ent for bleed/shock and Lv. 35/40 class. Usually, you can see 35/40 class stick with bleed or shock build (there is poison line but it's only 15%, bleed/shock are 20%)
- BB for Sleep build
- BP for Self status/ Awakening build/Freeze Burn/Cube Burn.

[illegible]

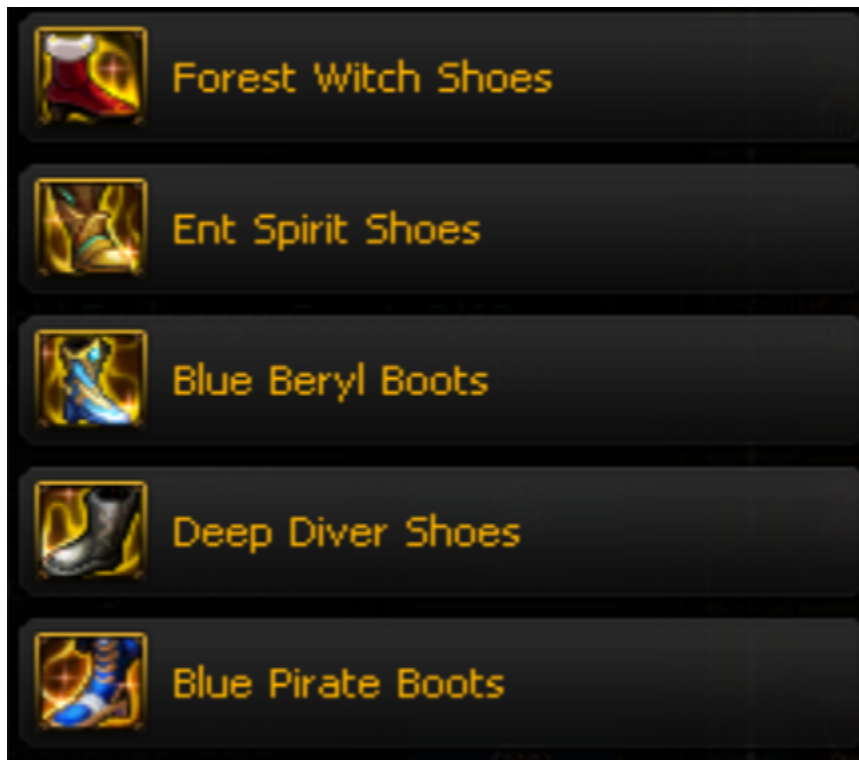
- FW belt is the best custom here cause cdr and being able to fit in many builds
- Ent for poison/burn + lv.60 class
- BP for sleep build.
- BB+DD are just ded cause of FW belt.

Shoulder: many good choices depending on what you need



- BP shoulder is very popular due to cdr +bleed lines on it, since it is only 10% cdr you can ditch it for a better custom for dmg.
- DD is the next famous shoulder for dmg, brings amazing barrier+speed utilities.
- Ent famous for non clear cube fragment class like f.mecha/battle sader,... and lv 45 class. This shoulder is annoying cause you need to play full manual.
- BB being niche with 35-45+3 level which is best in slot for some class like traveler/kunoichi,...
- FW is for Lv.30/40 class but imo better spend resources on bp shoulder if you need cdr or dd for speed.

Shoes: is just whatever slot, try not to spend cubes on this slot unless you need ent or bp shoes.



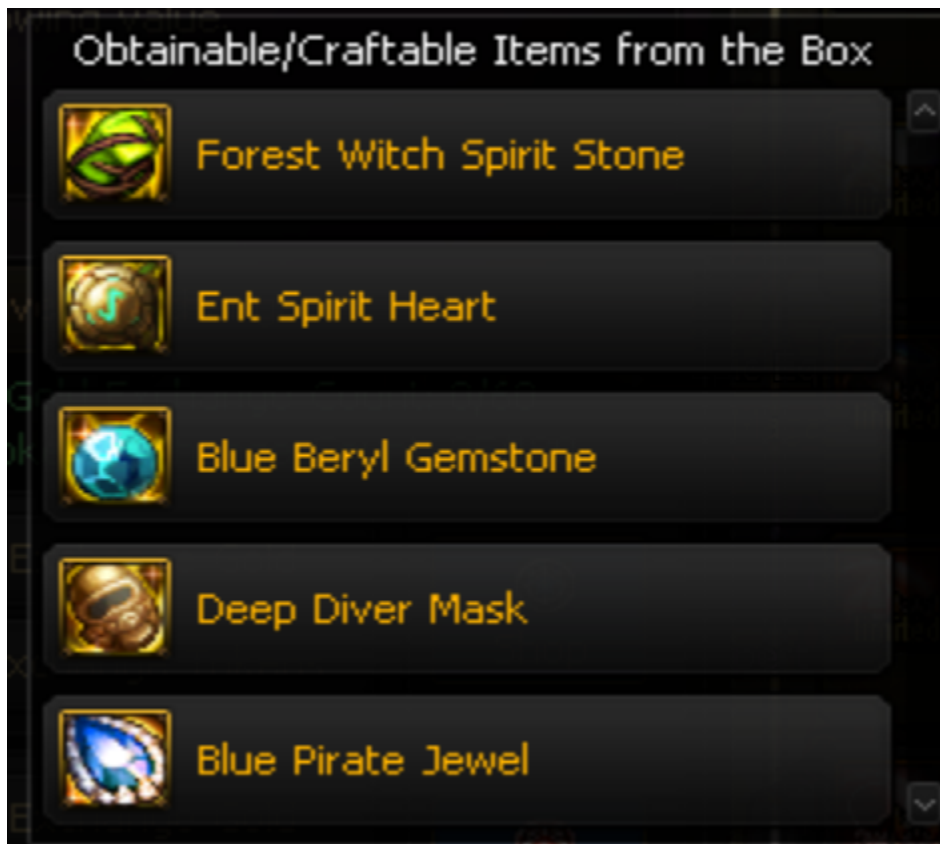
- Ent is op shoes for lv.70/75 class and you need to play manual.
- Bp for freeze burn build
- FW/DD/BB are just not that good to use

Special slots are very unique slots because you can create a good Sub/Magic Stone/Earring with these generic lines, and we don't usually use cdr line on specials, you build cdr on other slots.

- overall dmg+5% against Shocked enemies
- overall dmg+5% against Bleeded enemies
- overall dmg+5% against Poisoned enemies
- overall dmg+5% against Burned enemies
- overall dmg+4% If your highest damage-type status effects additional damage value is <20%

Sometime people use 5555 or 5554 are refering to these lines.

Magic Stone: Deep Driver or go home



- DD stone is the best stone for all build with 8% counter line, it beats the shit out of other stones by 3% dmg.
- Other stones useable with 5555 or 5554.

Sub



- FW is the best sub for shock build
- Ent is the best sub for bleed build
- BP is the best sub for poison build
- BB is the second best sub for bleed build if you can't build total 250 element resist
- DD is funny sub with "Counterattacks reset CD of a random Level 1-30skill. (5s cd, cannot reset same skill twice)" work well on some lv.30 classes like witch,

Earring:



- DD earring is the best generic earring to reroll with 6% boss line can use in any builds
- BP is a must for TP shoes build or usable in sleep build
- Ent is the best earring for shock build.
- BB has 2 8% lines but you need to attack from front/back, very weird build but usable for shadow dancer, or force yourself to attack from front.
- FW is whatever, useable with 5555 or 5554