Algorithm Stats		Offense				Stability				Special			
		2 Set	2 Slots	1 Slot	Sub Stat	2 Set	2 Slots	1 Slot	Sub Stat	2 Set	2 Slots	1 Slot	Sub Stat
Max HP	Flat				1080	2500 [1]	1800	900	1080				1080
	Percentage					15.0% [2]	12.0%	6.0%	7.2%				
Attack	Flat		54	27	32				32				32
	Percentage	15.0% [3]	12.0%	6.0%	7.2%								
Hashrate	Flat		54	27	32				32				32
	Percentage	15.0% [4]	12.0%	6.0%	7.2%								
Physical DEF	Flat				33		56	28	33		56	28	33
	Percentage					15%, 10% [5]	7.2%	3.6%	4.3%		7.2%	3.6%	4.3%
Operand DEF	Flat				33		56	28	33		56	28	33
	Percentage					15%, 10% [6]	7.2%	3.6%	3.3%		7.2%	3.6%	3.3%
Attack Speed	Flat	30 [7]								30 [8]			
	Percentage												
Crit Rate	Flat												
	Percentage				4.8%				4.8%	10.0% [9]	8.0%	4.0%	4.8%
Crit Damage	Flat												
	Percentage				9.6%				9.6%	20.0% [10]	16.0%	8.0%	9.6%
Physical PEN	Flat	80 [11]	20	10	12				12				12
	Percentage	20.0% [12]	7.2%	3.6%									
Operand PEN	Flat	80 [13]	20	10	12				12				12
	Percentage	20.0% [14]	7.2%	3.6%									
Dodge Rate	Flat												
	Percentage									8.0% [15]			3.9%
HP Recover	Flat				432		720	360	432				432
	Percentage												
Skill Haste	Flat												
	Percentage									10.0% [16]	8.0%	4.0%	4.8%
Debuff Resist	Flat	50 [17]			30	50 [18]			30				30
	Percentage												
Backlash	Flat												
	Percentage					5.0% [19]							
Damage Boost	Flat												
	Percentage	5.0% [20]			3.9%								
Injury Mitigation	Flat												
	Percentage					5.0% [21]			3.9%				
Healing Effect	Flat												
	Percentage									7.5% [22]	4.0%	2.0%	2.4%
Life Steal	Flat												
	Percentage	10% [23]											
HP Regen	Flat												
	Percentage					2%/5s [24]				2%/5s [25]			

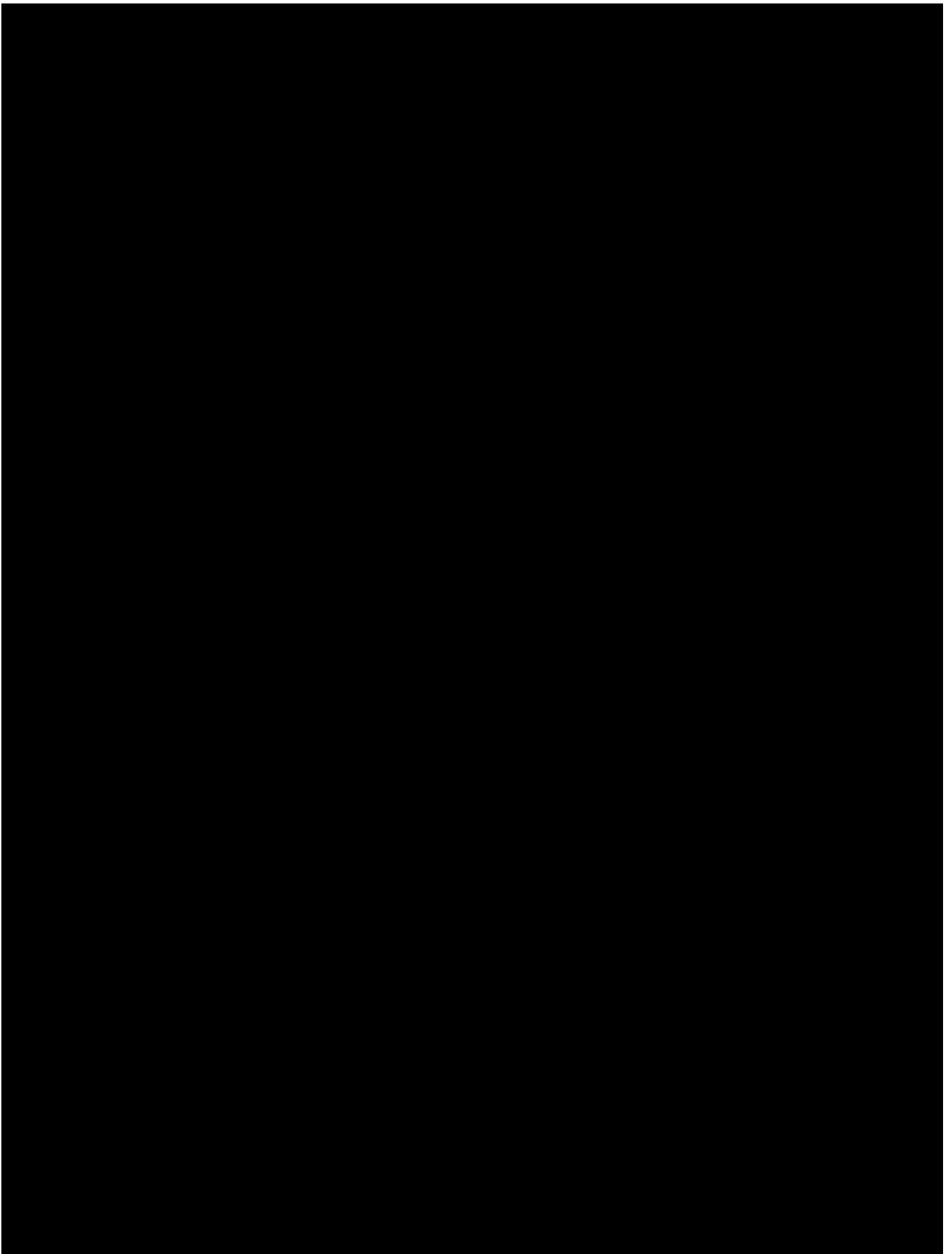| Threshold	Max HP	Attack	Hashrate	Phys DEF	Op DEF	Phys PEN	Op PEN
2-Set Bonus	16666.6					400	400
Main Stat	15000	450	450	777.7	777.7	277.7	277.7
Sub Stat	15000	444.4	444.4	767.441...	1000		

Can only get gold 1-Slot Sub Stat through farming.
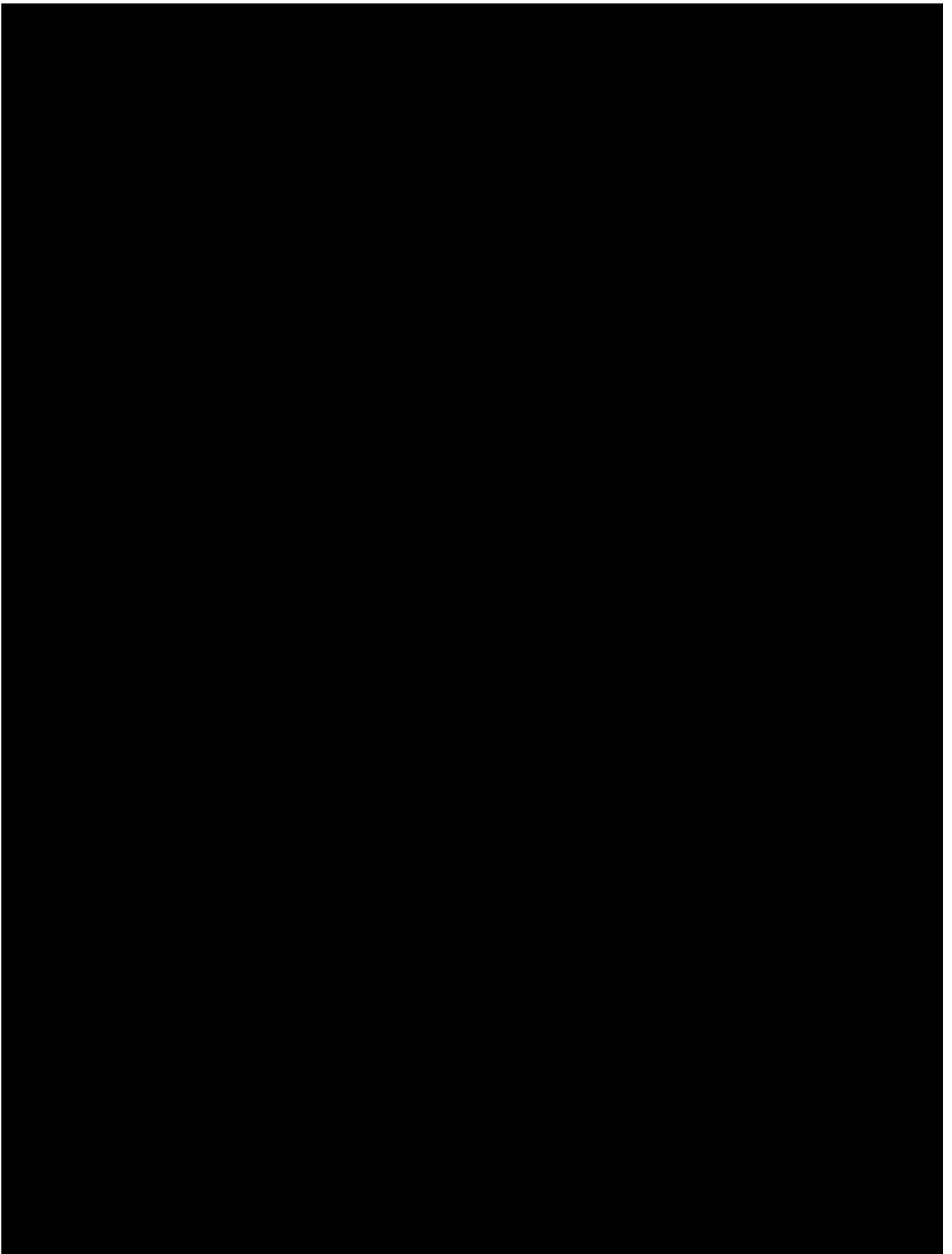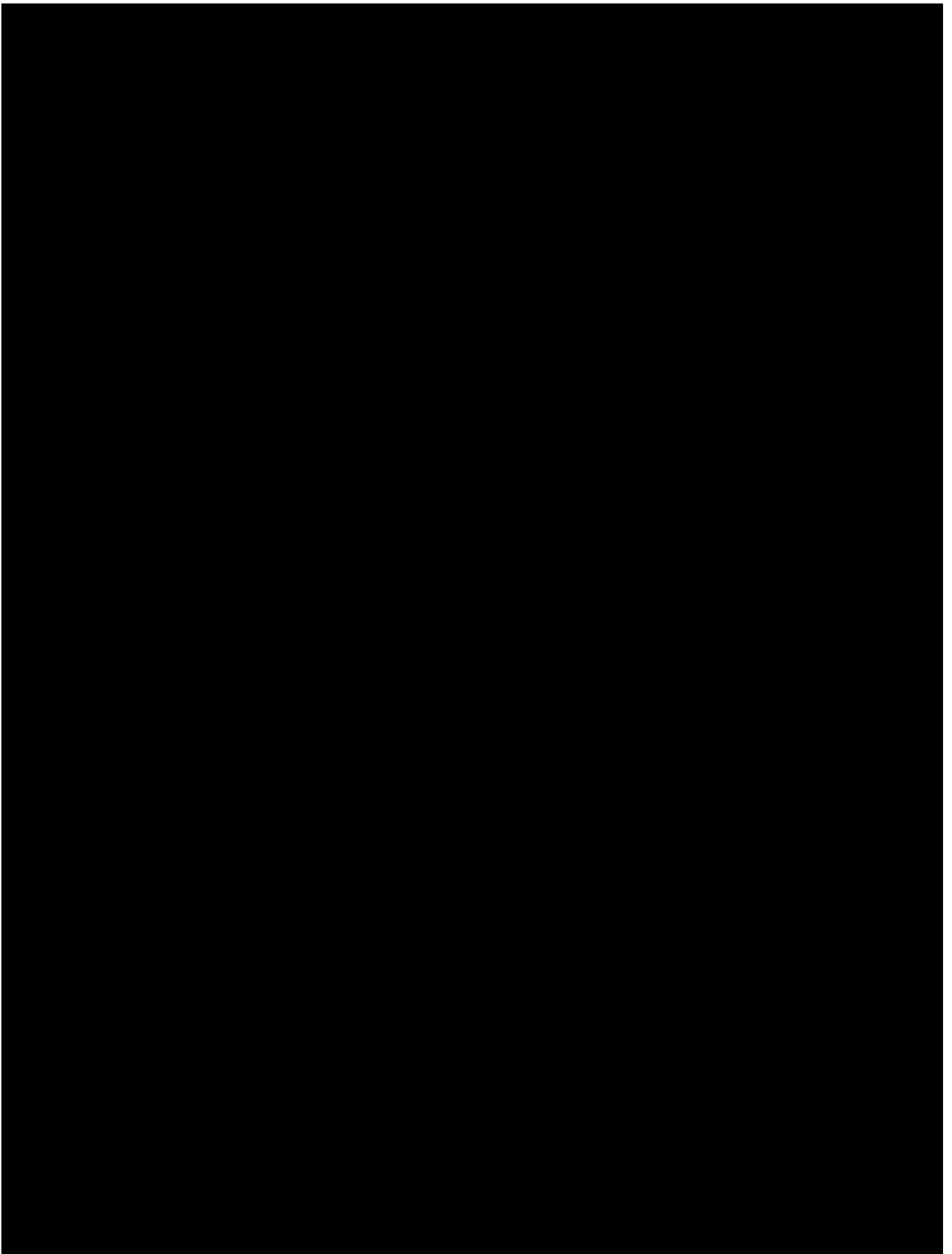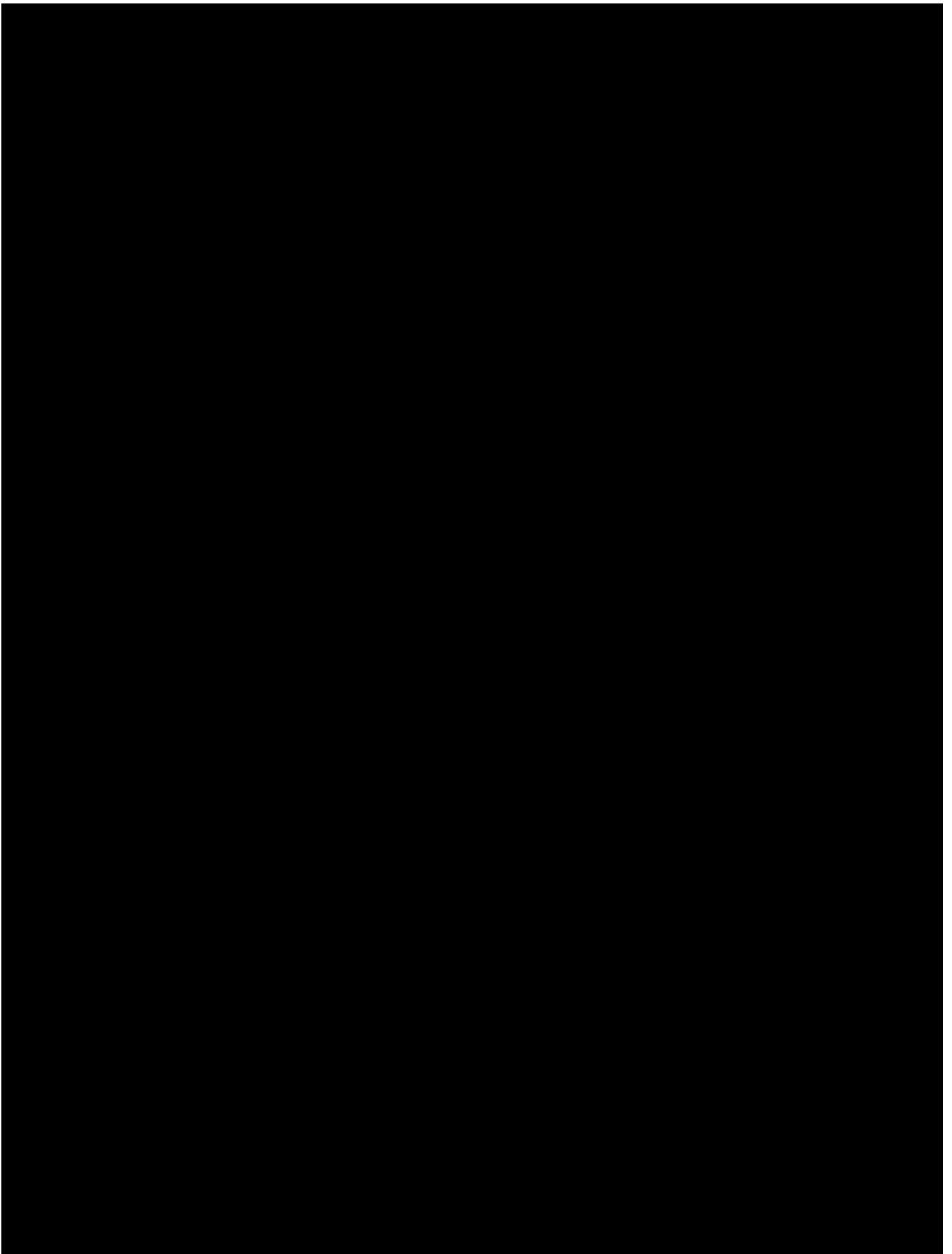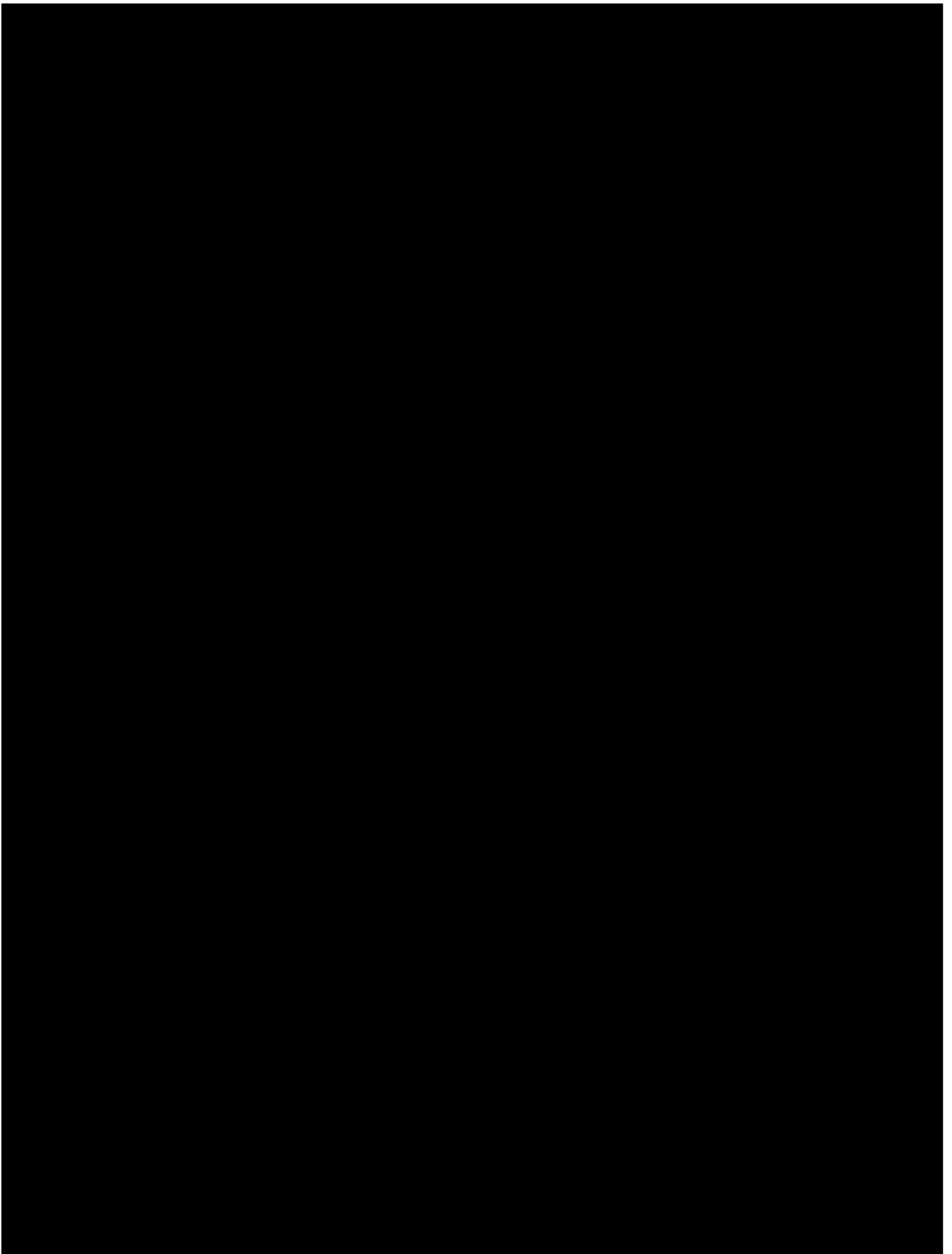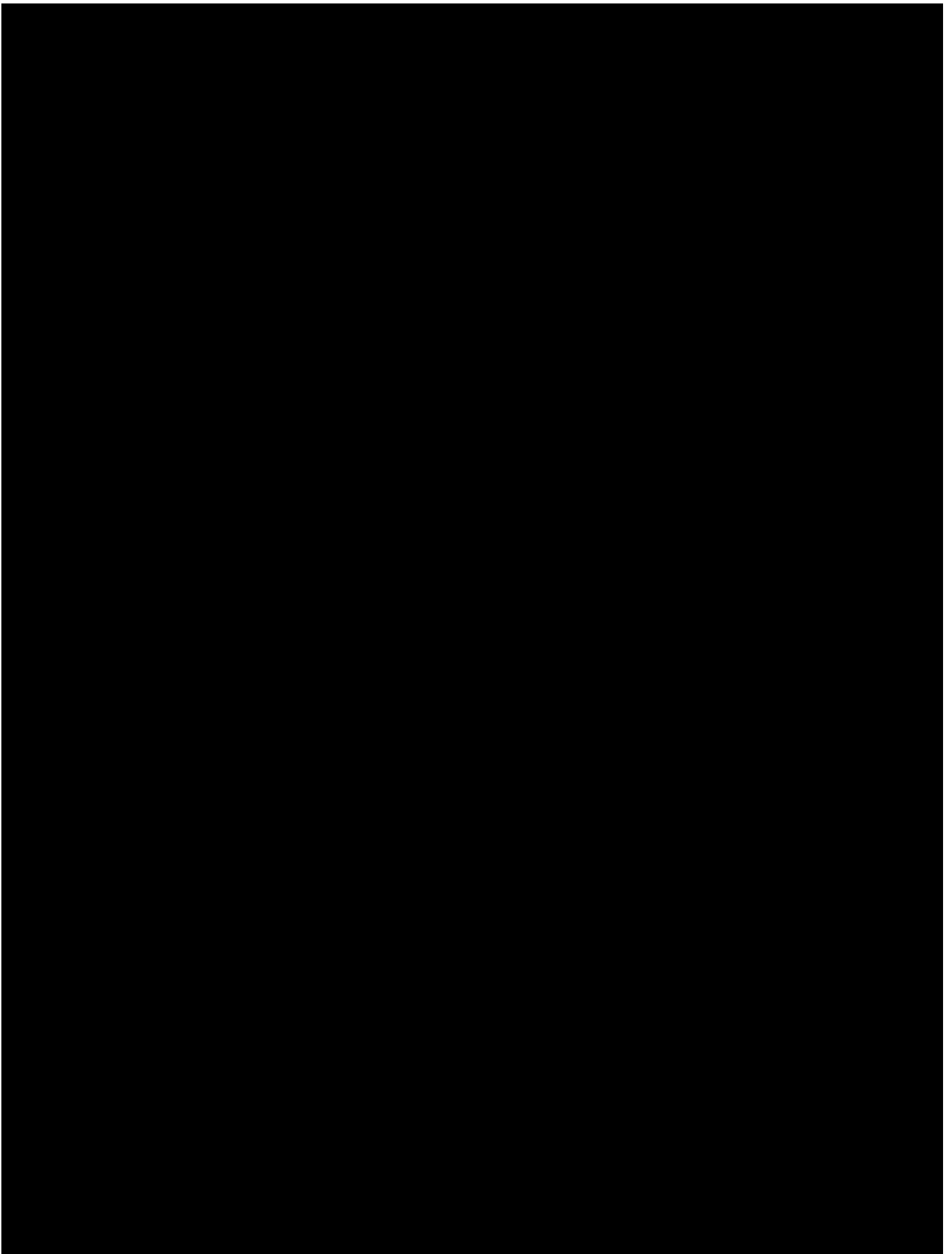
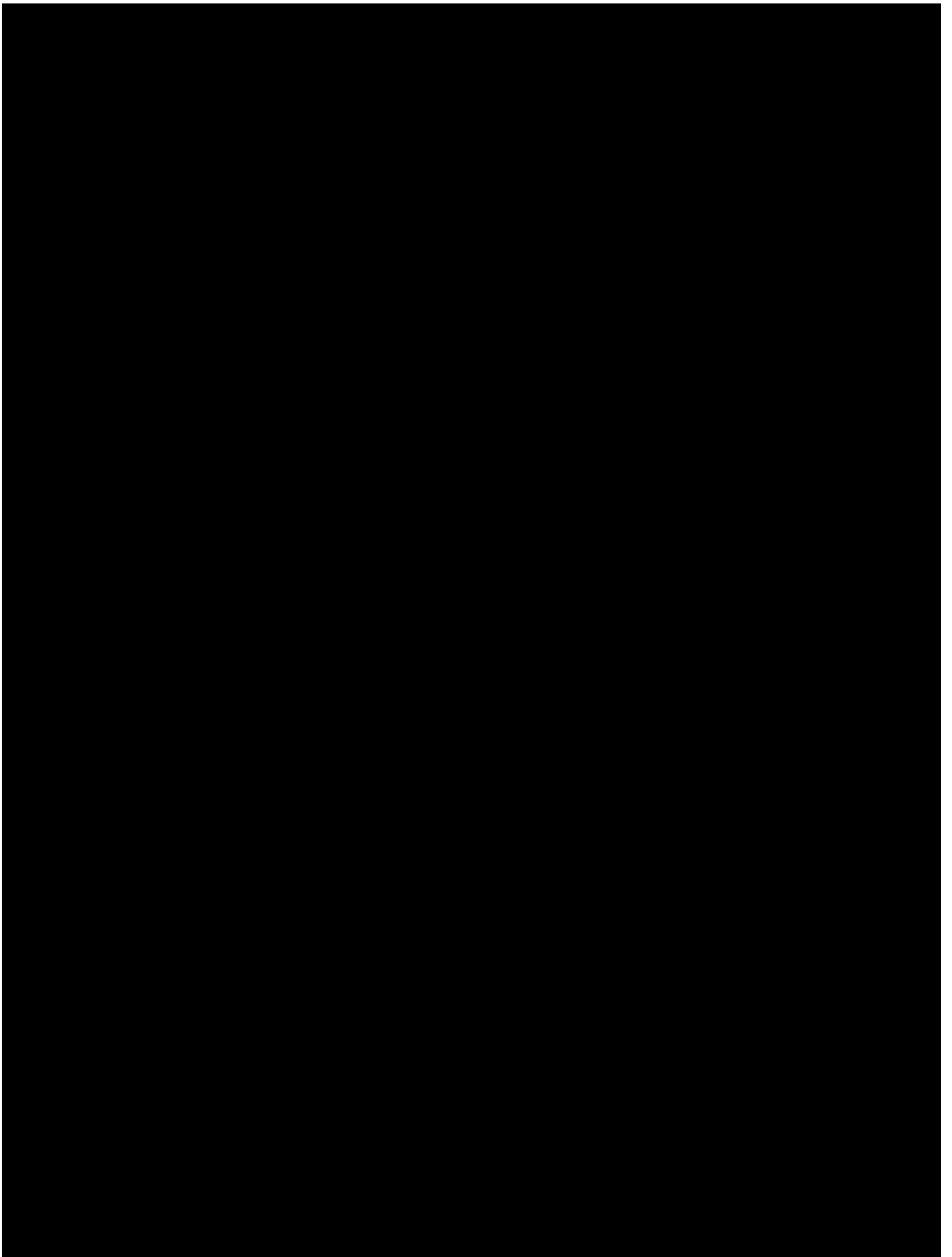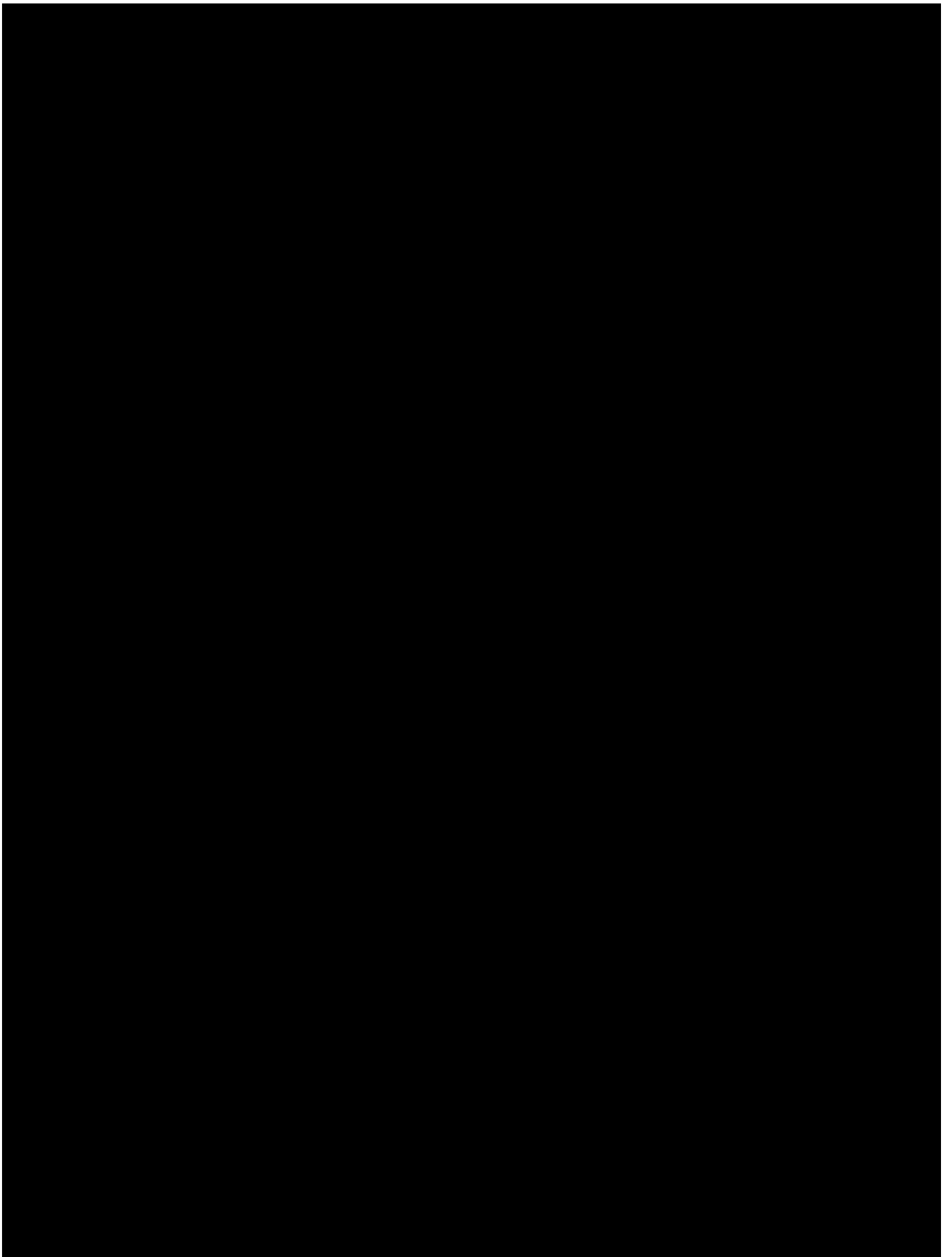| Unit Stats		Guard	Sniper	Warrior	Specialist	Medic
Max HP	Flat	1200		1200	1200	
	Percent	21%		21%	21%	
Attack	Flat		38	38	38	
	Percent		22%	22%	22%	
Hashrate	Flat		38	38	38	38
	Percent		22%	22%	22%	22%
Physical DEF	Flat	31				31
	Percent	21%				21%
Operand DEF	Flat	31				31
	Percent	21%				21%
Crit Rate	Flat					
	Percent		9%	9%		
Crit Damage	Flat					
	Percent		18%			
Physical PEN	Flat		65			
	Percent		7%			
Skill Haste	Flat					
	Percent	20%			25%	15%
Debuff Resist	Flat	150		150		
	Percent					
Healing Effect	Flat					
	Percent					9%
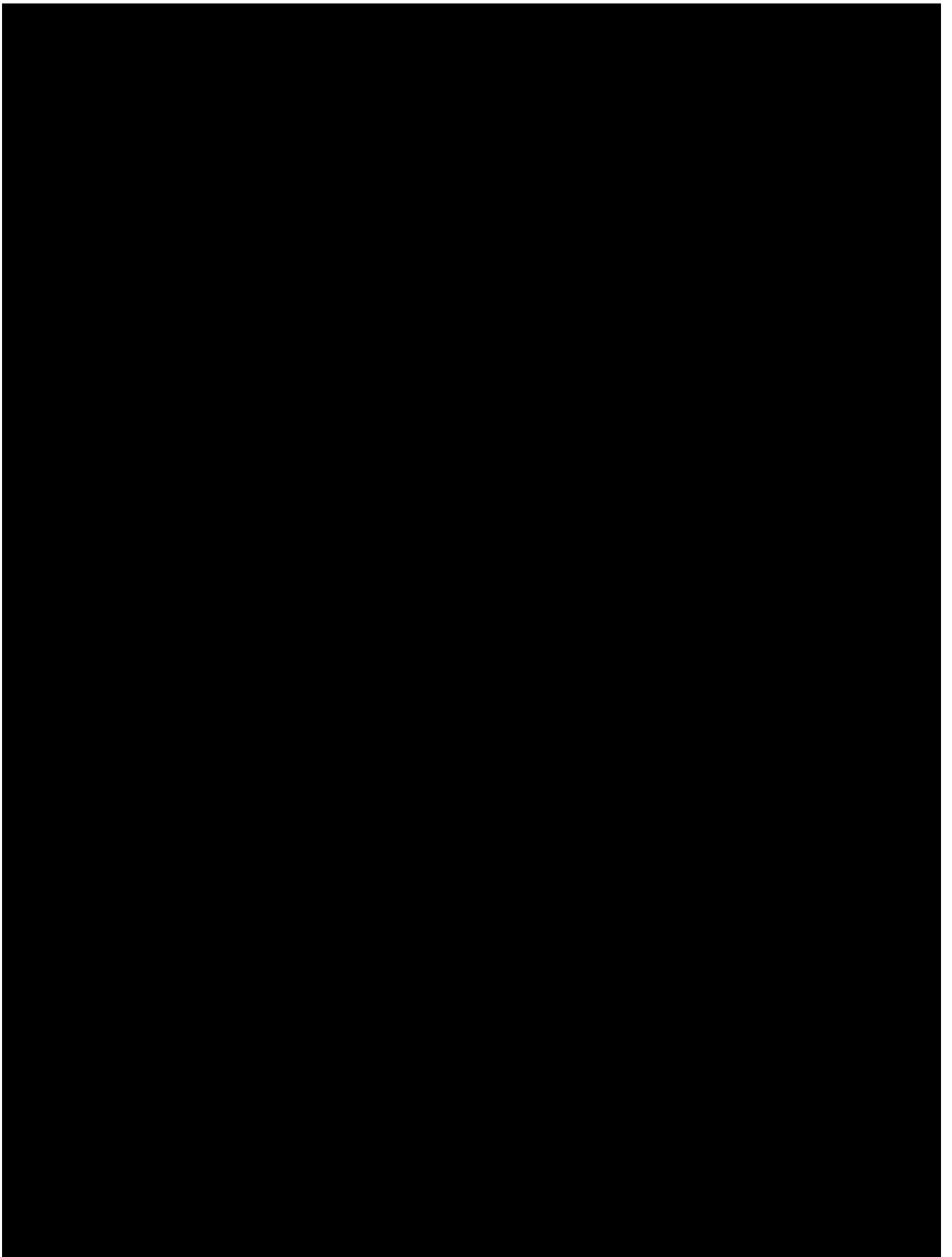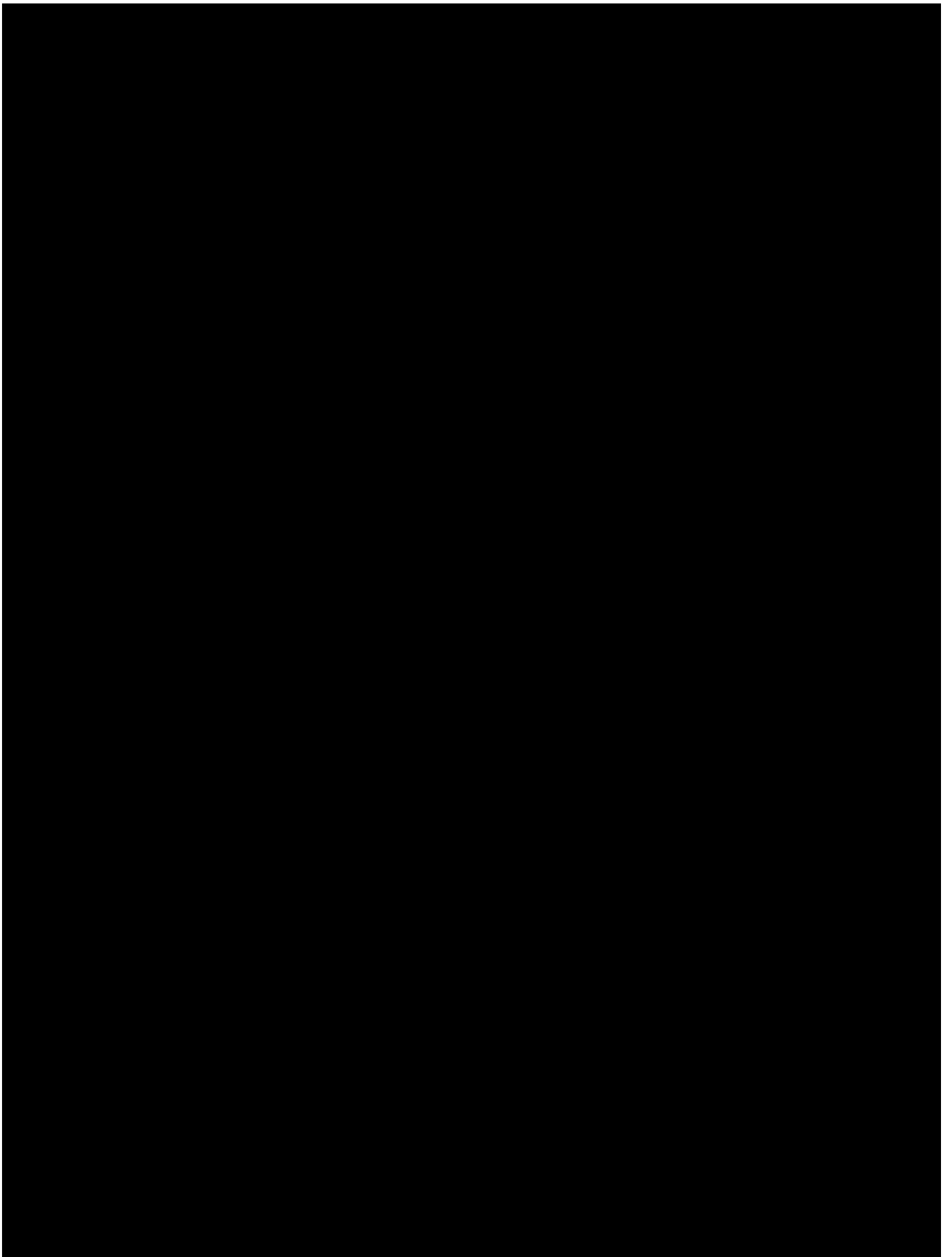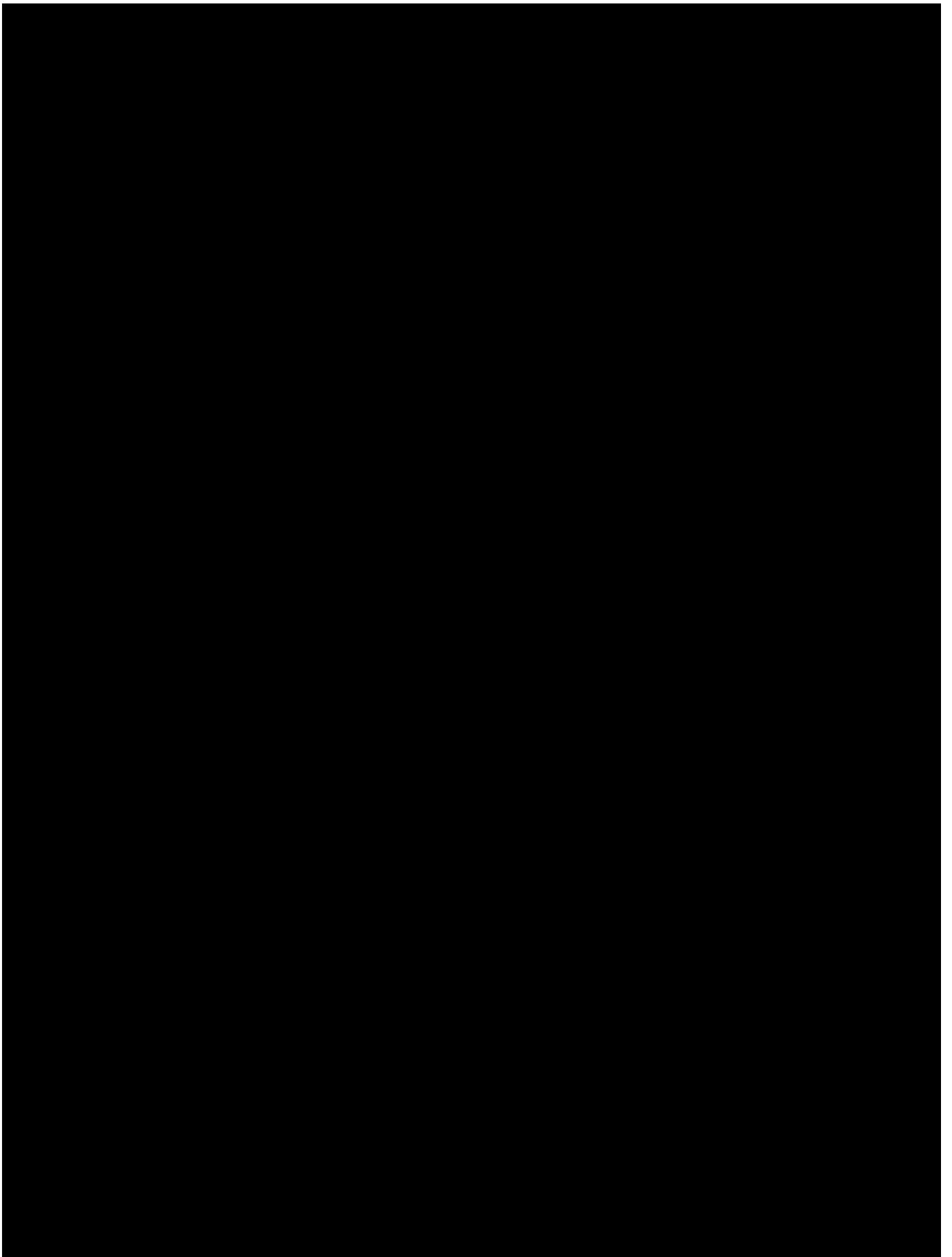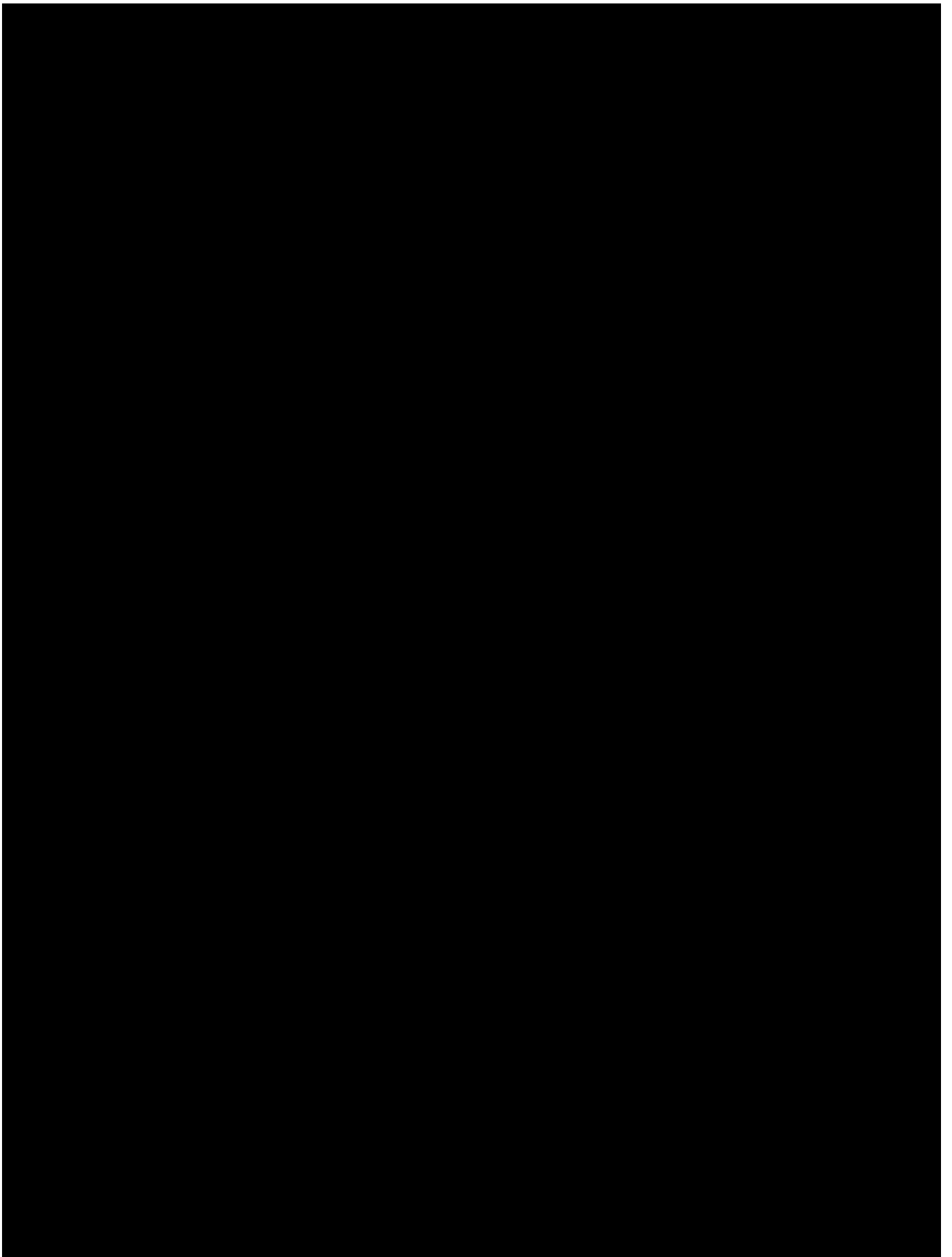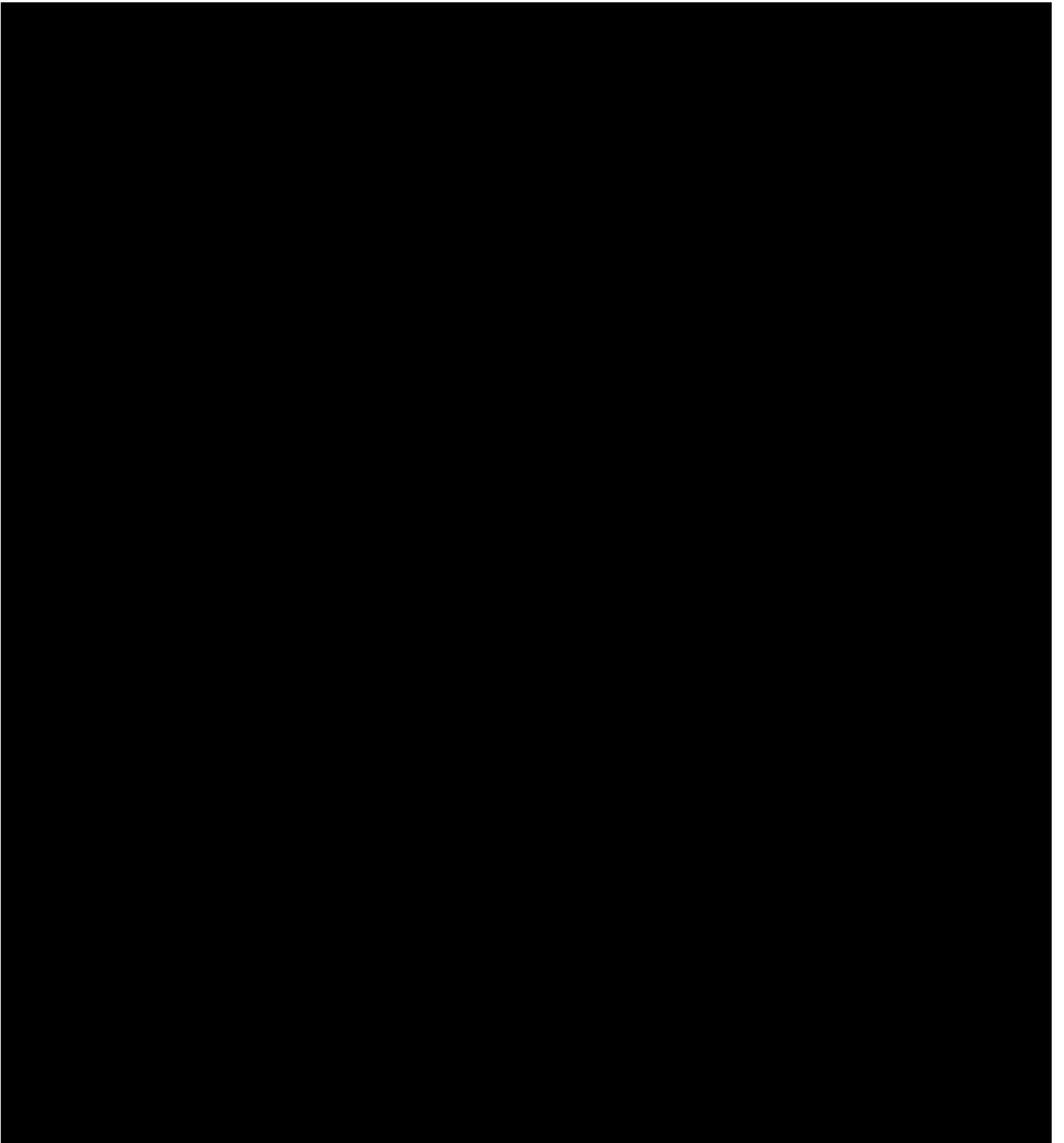
Source	Quartz Send	Advanced Search	Quartz	Special Pulls	Frequency
Daily Missions	60				Daily
Weekly Missions	300	1			Weekly
Special Supplies - Support Exchange		1			Weekly
Monthly Supplies	2400		300		Monthly
Monthly Sign-In	200	2			Monthly
Magrasea Battle Pass (Free)	50 x (0~2)	2			Monthly
Magrasea Battle Pass (Paid)	1200	8			Monthly
Exception Protocol	1200				Every 2 Weeks
Maintenance	150				Every Maintenance (~2 per month)
Major Event	60 x (25~30)	15			Every Major Event (barring exceptions)
Special Pulls*				10	Every Limited Unit Debut
Character Events		3			Every Character Event
Points Redemption Center		1			200 Discrete Points
Training Mission	240				Every Lv.60 Doll
Achievements	8220				All Achievements Completed
Divergent Neural Cloud		5			May take about 1 month for all 5
Dormitory Comfort	1650	9			Requires 10000 Comfort
Career Milestones					
Enigma Black Hole – Wide-Area Search	3500	18			First Clear Rewards up to Floor 180
Enigma Black Hole - Crevice Exploration		(1 + 2) + (1 + 2)			Micron Fusion + Energy Level Transition, Floors + Ranking
Main Storyline - Oasis Defense		10			Chapter 00 - Oasis Sector
Main Storyline - Rosaum	1200				Chapter 01
Main Storyline - Cyclops	1350				Chapter 02
Main Storyline - Helios	1350				Chapter 03
Main Storyline - Enigma	1350				Chapter 04
Main Storyline - Pierides	1350				Chapter 05
Main Storyline - Copley	2050				Chapter 06 - Divine Heresy
Main Storyline - Aberrance's Chain	1350				Chapter 07 - Ascension Sector
Main Storyline - Critical Cascade	1050				Chapter 09 - Rosaum Sector
Main Storyline - Perilous Advancement	750				Chapter 10 - Oasis Sector
Main Storyline - Entropic Dichotomy	1120				Chapter 11 - Enigma Sector
Main Storyline - Endless Exploration		210			30 pulls per Endless, Chapters 01-06, 11

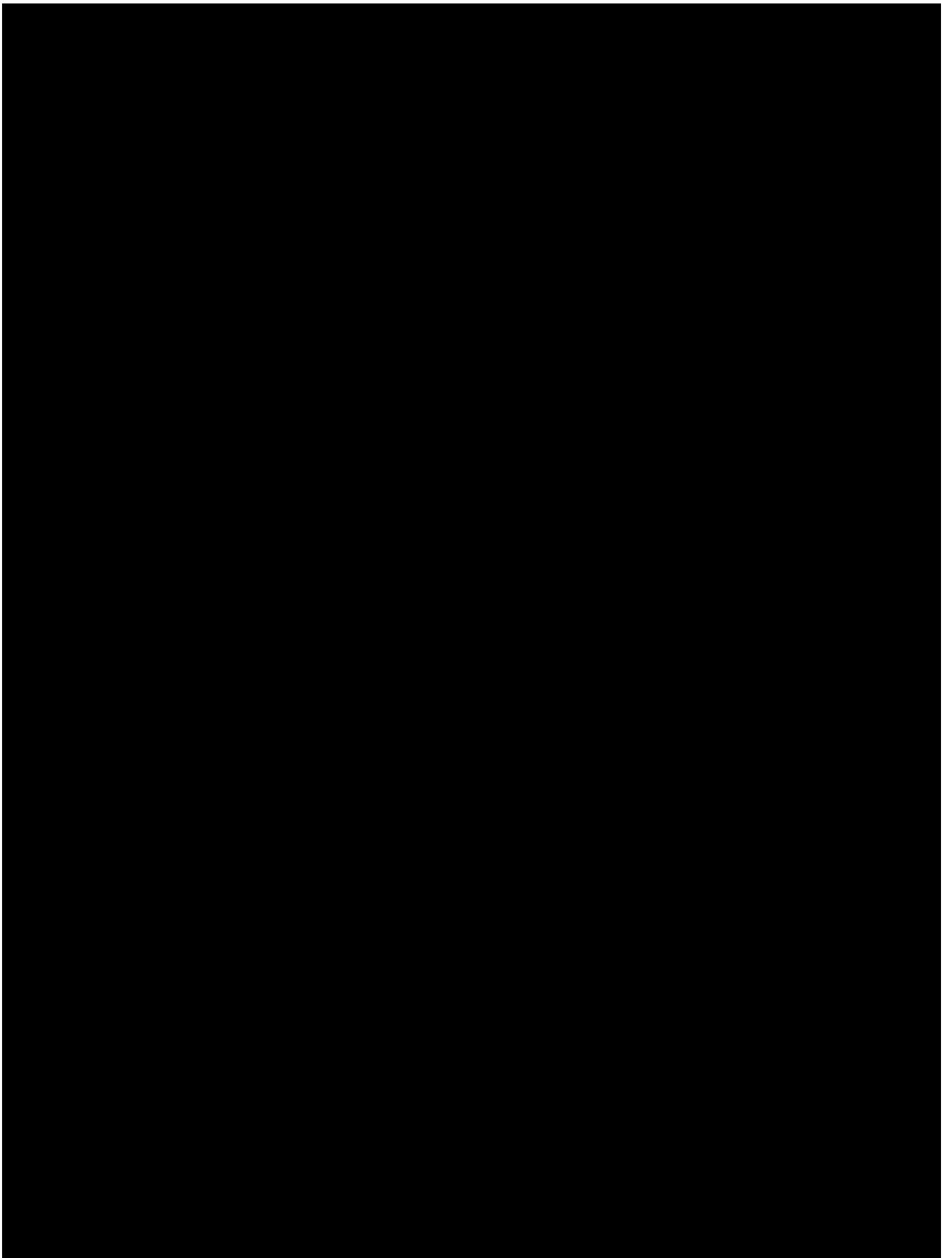|					
Currencies per Pull	150	1	150	1	

One-time events will not be included, unless they occur frequently or in a schedule.
1 Spark = 180 Pulls
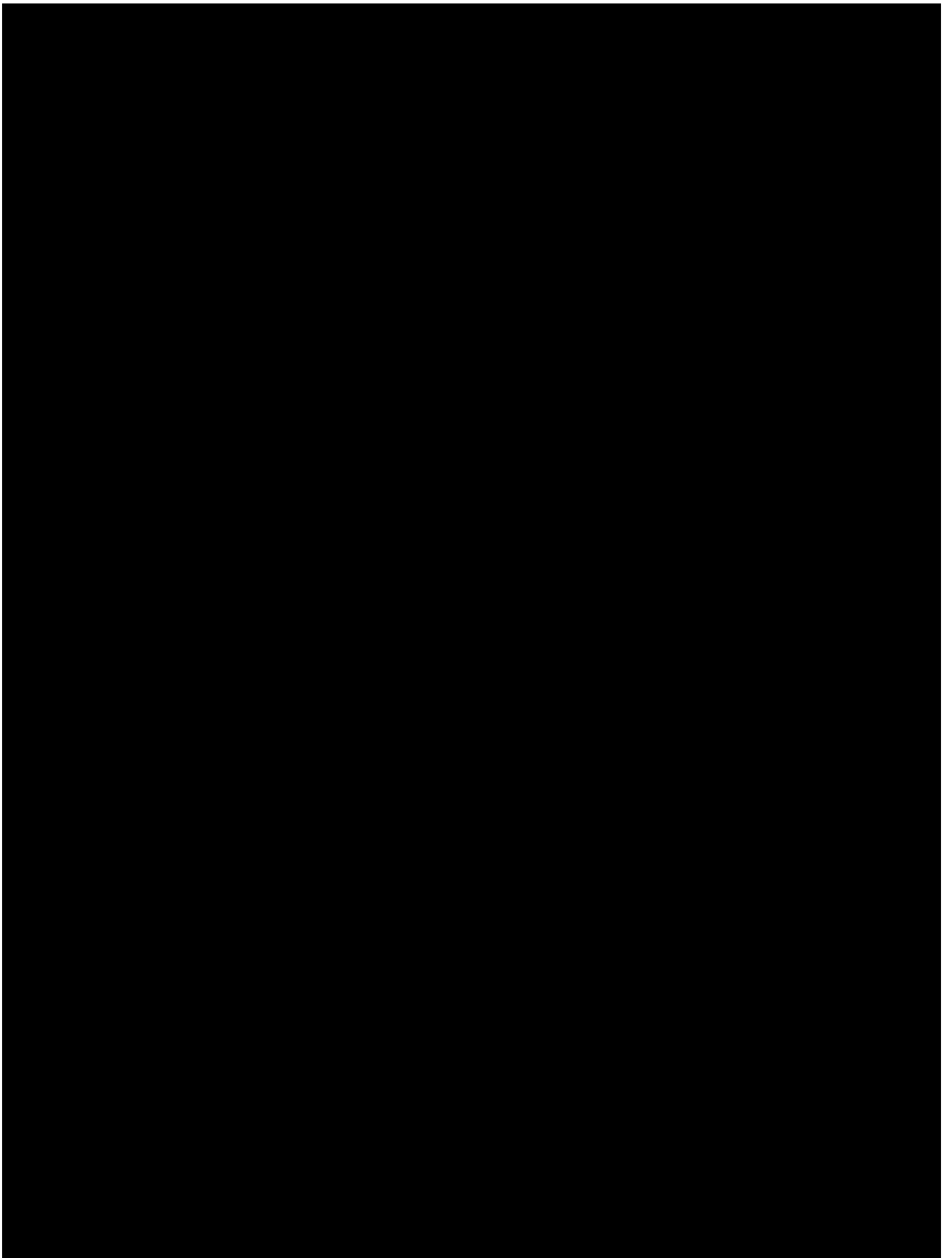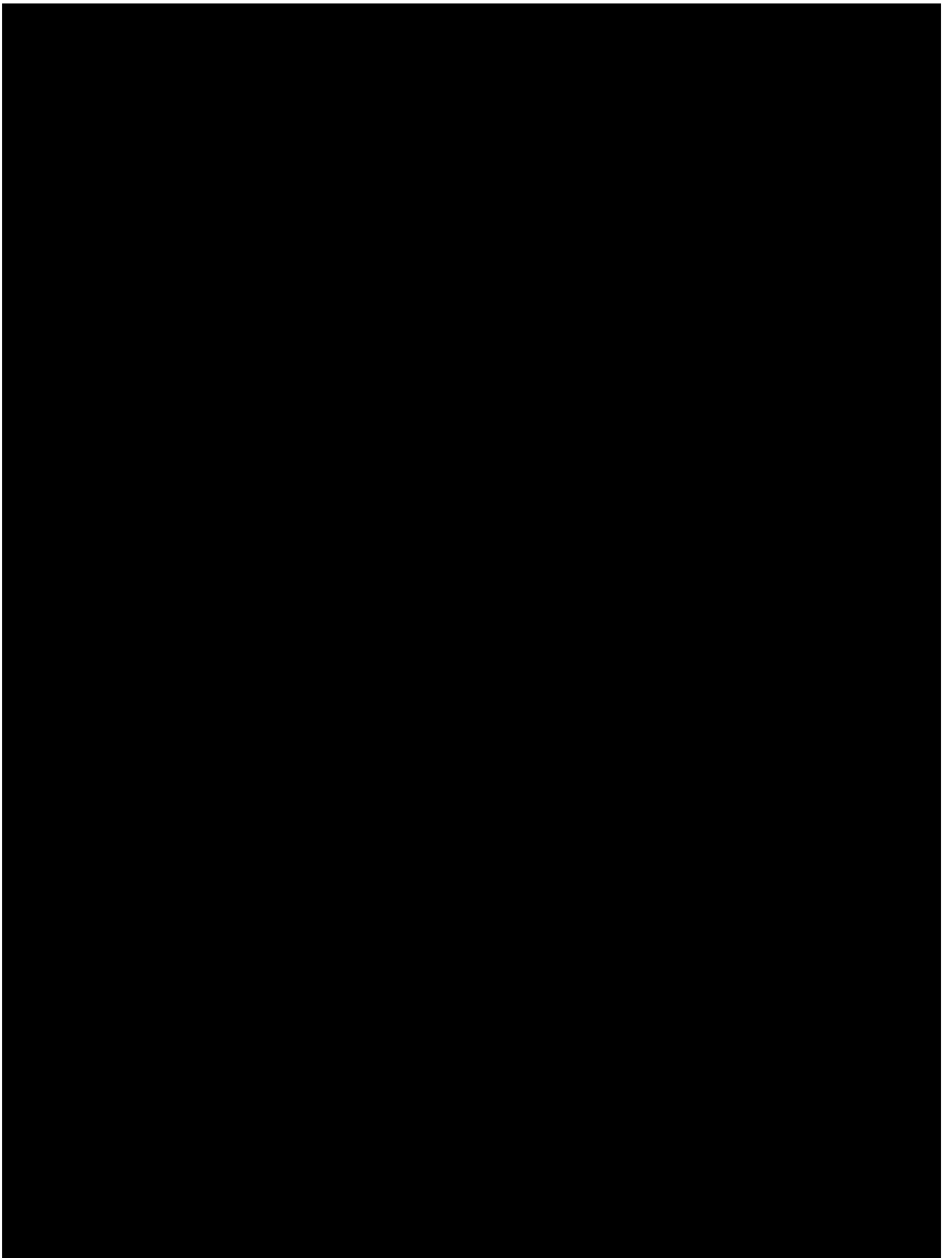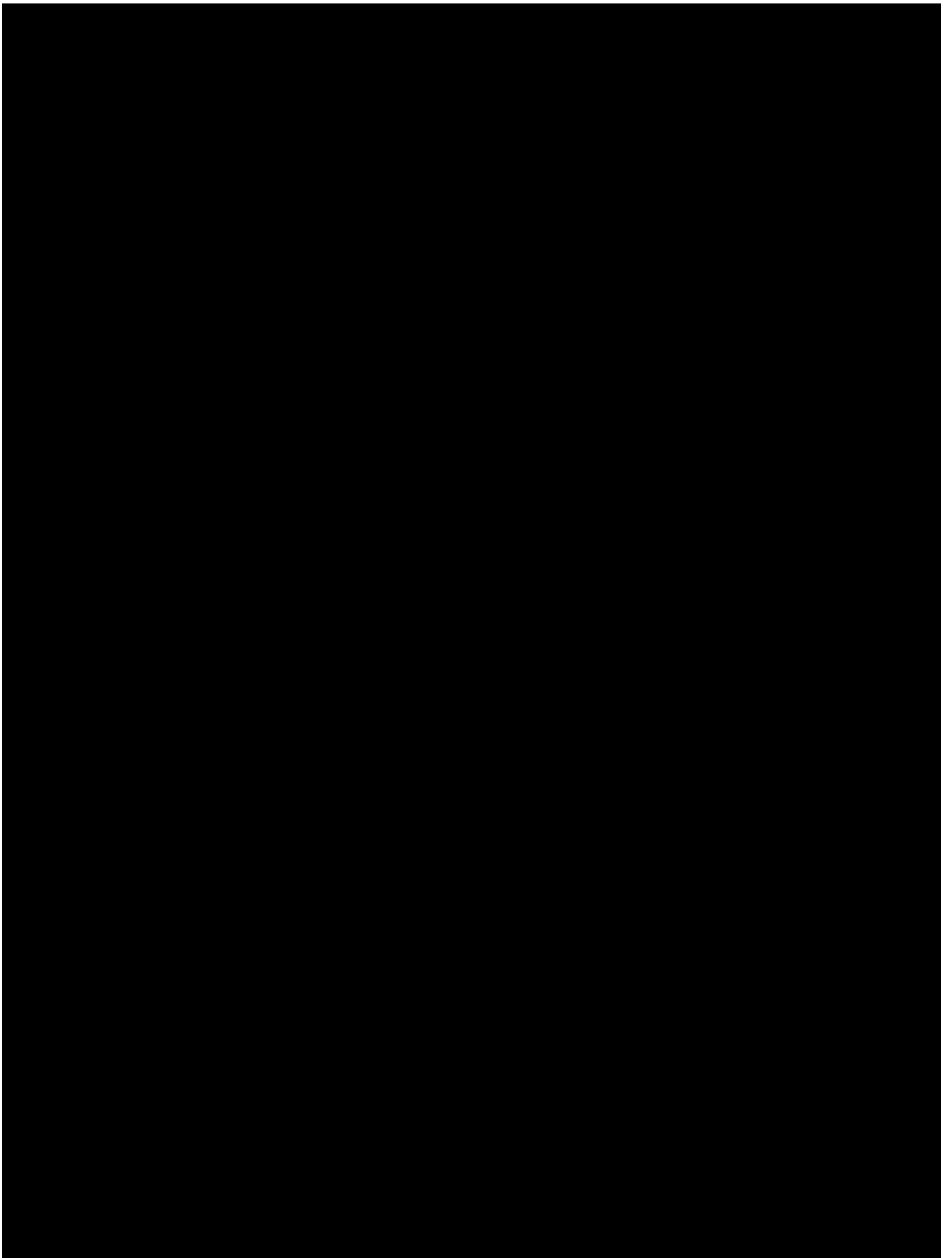
[1] Threshold

[2] Perception
Acclimate

[3] Feedforward

[4] Progression
Stack

[5] Rationality

Twinform
Buildup

[6] Lattice

Twinform
Buildup

[7] Deduction

[8] Paradigm
Rapidity

[9] Cluster

[10] Convolution

[11] Puncture

[12] Permeate
Polybore

[13] Puncture

[14] Permeate
Polybore

[15] Stratagem

[16] Delta.V
Exploit
Fast Load
Delivery
Flush

[17] Data Repair

[18] Connection

[19] Iteration
Reflection

[20] MLR Matrix
Limit Value
Surplus

Hyperpulse

[21] Encapsulate
Resolve

[22] Loop Gain
S.V.M
Increment

[23] Lower Limit

[24] Overflow

[25] Inspiration