

First off, skill crafting is when you craft not only a piece of equipment, but also attempt to improve upon an already added skill. There are two types of skills that equipment can have, a pre-existing skill(s) which already come on a piece of equipment, and added skills which can be crafted on to some equipment using various stones/gems. Fixed skills are preeminent and cannot be added, changed or removed. Added skills can be both added, changed or skill crafted.

1. Different equipment/weapons have different number of skill slots (the number of skills that can be crafted onto them) some have 0/0, (no skill slots), some have 0/1 (1 skill slot) and some have 0/2 (2 skill slots). Once you fill a skill slot it will become 1/1 or 1/2. When adding abilities, it is important to remember that the top one will always be removed first. Example on my Ivy sword I have [Assault] Attack Damage +2% (on top) and Deal Block Damage (on bottom) if I were to add a new ability like Fire Damage +3%, the [Assault] Attack Damage +2% would be removed and Deal block damage would then move up to the top and Fire Damage +3% would move into the bottom. So be very careful in the order that you place your abilities on, if it's one that's ok but you might want to replace it later, craft it on first so that it will be removed first when you want to replace it. You can check the number of skill slots any item has on the first tab of the "selected item" screen, between "Craft Rank" and "Price"

There are many abilities in this game to choose from, including:

[Assault]

[Continuous]

[Tact]

[Charm]

[Revenge]

[Victory]

[Beginning]

[Barrier]

And many more. An explanation of each ability can be found in the chapter select screen of many of the master quests where it says [TIPS], as well as the loading screens throughout the game.

One very important thing you want to do, especially as a newer player is to hold onto your stones with better abilities until you are about to finish crafting your better equipment. You get quite a few stones with good abilities earlier in the game which many people end up wasting because they don't know how crafting works. Good skills to look out for are stuff like

[Assault] Vertical Attack Damage +2% or 3%

[Assault] Horizontal Attack Damage +2% or 3%

[Assault] Attack Damage +2% or 3%

[Assault] (Element) Damage +2 or 3% isn't too bad if it matches your weapon's element

[Tact] Counter Damage +5%

[Continuous] Deal Block Damage

generally anything from one of the large S rank stones

[Continuous] Guard Breaker +3% isn't bad

[Continuous] (element) resistance +4% isn't bad early in the game

Another thing to remember is that in this game there are several different classes of equipment/weapons. These range from:

C class: very weak, most common early on, not worth adding good skills too

B class: weak, common throughout the game, good to use early on but not to add skills too

A class: Strong, very rare early on but much more common as you advance. This is generally the highest rank of equipment that free players can obtain outside of events (Daily giveaways, Soul Scramble, ect). These are good to use and to add skills to)

S class: generally only from purchasing premium chests or from special events. These are Very strong and very good, but also very costly to level up.

2. A) The way that skill crafting works is that if you've already added a skill to an item and then craft with another stone that matches with a similar ability, you will be prompted with a popup asking you if you want to perform a skill craft yes/no. If you select yes, there is a slight chance (and I do mean slight) that the ability you have on the time will be improved upon. More often than not however the skill craft will fail. This simply means that the ability wasn't successfully improved, but the item will still receive experience as it normally would. Example: Say I have the ability Guard Breaker +2% added to an item and I use a stone with Guard Breaker +1% or +2% and select to skill craft. If the skill craft is successful, green letters will appear saying "Success" and then you get a popup window telling you it was successful. My item would now have the skill Guard Breaker +3%. If the skill craft fails, you instead will get white letters saying "Success" but then it will say "skill crafting failed" (yes, that is a bit misleading of them). Should it fail, the ability will remain Guard Breaker +2%

B) If you should use a stone that doesn't match that same ability as the one already added onto an item, the new one will replace the old one.

3. Once you've decided on an ability you what to add and skill craft to a piece of equipment, you will first need to add the ability onto the item in the first place. When doing this, you will want to use your highest % version of the ability first as this will require much less effort to skill craft. Example: say I have some stones with Guard Breaker 2% and 1%, you want to first lay down the 2% first as it is already partially skill crafted and thus will require less work to max out. Every skill has a certain amount of skill growth that it can have. You can check it out once you've crafted it onto an item, below the ability it will say "Skill growth _/_", so it might be 0/3 or 1/2 or 3/3 which would be maxed out, and 0/0 means it can't be skill crafted (such as with deal block damage). Once you decided to start skill crafting, the single most important thing to remember is to **ONLY CRAFT ONE STONE AT A TIME**. If you use multiple stones at a time and the skill craft fails, the second stone will replace your original ability. Example: I already have Guard Breaker +2%, if I were to use 2 stones at a time with Guard Breaker +1% and I failed the craft, my 2% would get replaced with the 1% from the second stone. Also if say I used a Guard Breaker +1% and a

second unrelated skill such as Knock back on hit -1 and failed, the non-matching ability (Knock Back on hit -1) would also replace my original ability. So remember, if you actually care about the ability and want to keep it, **ONLY EVER CRAFT ONE STONE AT A TIME**

4. Another thing to think about is what item will you craft certain abilities onto? It is important to remember this, while every piece of equipment can be worn by different characters, each weapon can only be wielded by a single character. So it is better to craft abilities that are good for a specific character/weapon onto the weapon and abilities that are good all round onto equipment. That way if you get a piece of equipment that is better, you can move the old item to one of your other characters, but if you replace your weapon with a better one, the old one is now basically worthless.

Example: say I have a weapon that is Fire/Fire (single element) and I have stones for [Assault] Vertical Damage +3%, [Assault] Fire Damage +3%, and [Continuous] Deal Block Damage. Since the fire damage +3% is good for your weapon, it should be added directly to the weapon while the Vertical Damage +3% and Deal block damage are good for any element combination of weapon so it they should be added to your equipment (good equipment as those are both very good abilities). That way if in the future you switch your weapon for that character to say (Water/Wind), you will still have the Vertical and Block damage abilities which help support you new weapon also. The Fire Damage +3% wouldn't do any good with your new, non-fire weapon.

Advance Skill Crafting

5. A) While normally you would use the exact same ability to skill craft, you can use similar abilities to skill craft as well. Example: If I have Fire Damage +2% already crafted onto an item, I can use other elemental damage boosting stones to skill craft. So I could use a stone with Water Damage +1% or with Light Damage +2% to perform the skill craft. If successful it will skill craft as normal and become Fire Damage +3%, and if it fails it will remain unchanged as normal. This also works with Elemental Resistance abilities such as using a stone with Water Resistance +3 to craft onto Wind Damage +3%.

B) While you would normally same skill type [Assault] or [Continuous] to craft onto a skill type, you can also use other skill types with the same ability to perform a skill craft.

Example: Say I have an item with [Tact] Counter Damage +5%, I can use other Counter Damage + stones to skill craft even if they aren't [Tact]. So I could use [Barrier] Counter Damage +10% or [Charm] Counter Damage +8% and if successful it will remain [Tact] and become Counter Damage +10%.

That should be all that you need to know about skill crafting, good luck

P.S. Remember, if you care about the ability and are going to skill craft, **ONLY EVER CRAFT ONE STONE AT A TIME!!!**

~BlackFire