\*\*Force (Fo)\*\* is the long-ranged caster class for PSO2: NGS, this class utilizes techniques of different elements to dish out damage, and has access to \*\*Rod\*\* and \*\*Talis\*\* as a weapon. On this guide, I will mainly talk about using \*\*Rod\*\*, and despite the range \*\*Rod\*\* has to offer, and despite me, calling it \*“ the long ranged caster class for PSO2:NGS”\*, \*\*Force Rod\*\* is best played in the melee, abusing its long range for better positioning, and utilizing its \*\*360 degrees Parry\*\* & \*\*Elemental Bullets\*\* for achieving optimal DPS, unlike its relative, the \*\*Talis\*\*, who sits comfily in the safeties of the backline.

\*\*Pros:\*\*

• Long Range

• Best Elemental Down inducer in the game when played correctly

• Eases PP Management by boosting Natural PP Recovery and through \*Eradication PP Gain\*

• Does not have any PP Management problems when played in close range, e.g. fishing for parries

\*\*Cons:\*\*

• Softest Class in the game (Lowest base HP and Defense) \*but in content where you get one shot anyways, does it really matter? o -o\*

• Likewise, PP Hungry when not utilizing parries and Elemental Bullets

\*\*Fire:\*\*

\*\*Foie\*\*

Potency: 255

PP Cost: 15

Uncharged \*\*(Secondary DPS Tool)\*\*: Releases a fireball

Charged : Causes an explosion where you are locked-on to

\*\*Gifoie\*\*

Potency: 410

PP Cost: 20

Uncharged \*\*(Parry Substitute/Mobbing Tool)\*\*: Creates a vortex of flame around you

Charged \*\*(Main DPS Tool)\*\*: Creates a pillar of flame where you are locked-on to

\*Note: \*\*Uncharged Gifoie\*\* has a guard point roughly at the start of its animation, and a better alternative to parries when utilizing the Fire element\*

\*Successfully guarding an attack with \*\*Uncharged Gifoie\*\* will generate a \*\*Photon Bullet\*\* but does not recover 30 PP as how the \*\*Weapon Action\*\* does.\*

\*\*Ice:\*\*

\*\*Barta\*\*

Potency: 280

PP Cost: 16

\*\*Bossing Tool\*\*

Uncharged: Creates an ice spike that strikes in front of you

Charged: Increased Potency

\*\*Gibarta\*\*

Potency: 250

PP Cost: 21

\*\*Mobbing Tool\*\*

Uncharged: Creates a fan of ice in front of you

Charged: Increased Potency

\*\*Lightning:\*\*

\*\*Zonde\*\*

Potency: 300

PP Cost: 18

\*\*The all in one package for Lightning needs\*\*

Uncharged: Calls down a lightning bolt that can jump up to 5 enemies

Charged: Increased Potency

\*\*Gizonde\*\*

Potency: 320

PP Cost: 23

Uncharged \*\*(Support DPS Tool)\*\*: Creates a cluster of lightning that strikes an enemy within its range for a set duration

Charged \*\*(AOE Burst)\*\*: Shocks the air around you

\*Notes: \*\*Uncharged Gizonde\*\* will hit 10 times in intervals of 0.7 seconds, with the first one occurring 0.77 seconds after cast\*

\*\*Wind:\*\*

\*\*Zan\*\*

Potency: 260

PP Cost: 17

\*\*Mobbing Tool\*\*

Uncharged: Fires 3 gust of winds in front of you

Charged: Fires a crescent wave in front of you

\*\*Gizan\*\*

Potency: 250

PP Cost: 20

\*\*Bossing Tool\*\*

Uncharged: Creates a tornado where you are locked-on to

Charged: Increased Potency

\*\*Light:\*\*

\*\*Grants\*\*

Potency: 290

PP Cost: 18

Uncharged \*\*(Secondary DPS Tool)\*\*: Generates 3 swords where you are locked-on to

Charged \*\*(Main DPS Tool)\*\*: Generates 5 swords where you are locked-on to

\*\*Gigrants\*\*

Potency: 240

PP Cost: 21

Uncharged \*\*(Secondary DPS Tool/Secondary Mobbing Tool)\*\*: Generates a sword that cleaves around you

Charged \*\*(Main Mobbing Tool)\*\*: Generates 3 lasers that fires in front of you

\*\*Dark:\*\*

\*\*Megid\*\*

Potency: 280

PP Cost: 21

\*\*Mobbing Tool\*\*

Uncharged \*\*(Secondary DPS Tool)\*\*: Fires a dark ball in front of you that explodes upon contact

Charged: Fires a condensed dark ball that strikes enemies within its path

\*\*Gimegid\*\*

Potency: 310

PP Cost: 22

\*\*Bossing Tool\*\*

Uncharged: Generates a splash of dark photon where you are locked-on to

Charged: Creates a pillar of dark photon where you are locked-on to

\*\*Rod\*\*

Normal Attack: Typical 3-hit string.

Weapon Action: A 360 degrees parry that lasts for roughly 0.4 seconds. A successful parry will recover 30 PP.

\*\*Force Skill Tree\*\*

As I go through this guide, I will categorize each skill based on its importance, as follows:

\*\*(M)\*\* - Skills that are a core part of Force's kit

\*\*(O)\*\* - Skills that are completely optional/situational

My current skill tree setup

Link: https://bit.ly/3ArVPG0

\*check both Te and Bo tree as well\*

\*\*(M)\*\* \*\*PP Conversion\*\*

[Active Skill]

Consumes 20% of your Max HP in exchange for increased Natural PP Recovery.

\*\*(M)\*\* \*\*PP Conversion Increase\*\*

[Passive Skill]

Allows \*\*PP Conversion\*\* to stock up to 2 times.

\*\*(M)\*\* \*\*PP Recovery Boost\*\*

[Passive Skill]

Increases Natural PP Recovery.

\*\*(M)\*\* \*\*Eradication PP Gain\*\*

[Passive Skill]

Recover PP when nearby enemies are defeated or are downed.

\*Notes: These 4 skills are the reason why Fo is a generally good subclass to take, \*\*PP Conversion\*\* Allows for a massive burst in Natural PP Recovery, that is most useful during downs, \*\*PP Recovery Boost\*\* for easing PP Management, and \*\*Eradication PP Gain\*\*, that is most useful in combat zones for relentless PA/Tech spam during a PSE Burst.\*

\*\*(M)\*\* \*\*Technique Charge PP Well Up\*\*

[Passive Skill]

Allows for Natural PP Recovery to occur while charging up Techniques.

\*\*(O)\*\* \*\*Resta Field Force\*\*

[Passive Skill]

Turns your Restasigne into an AOE

\*Notes: Unlike \*\*Te's Resta Field Techter\*\*, this does not increase Heal amount from Restasigne, and does not have much significant use outside of \*\*Geometric Labyrinth\*\*, where Restasigne use is heavily limited.\*

\*\*(M)\*\* \*\*Slow Landing Charge Force\*\*

[Passive Skill]

Slows fall speed while charging a Technique.

\*\*(M)\*\* \*\*United Techniques: Force\*\*

[Passive Skill]

Allows for the usage of Compound Techniques. Can be stocked up to 2 times.

\*Notes: It's free, just take it o -o\*

\*\*(M)\*\* \*\*Technique Domination\*\*

[Passive Skill]

Increases damage dealt by Techniques to a downed enemy.

\*\*(M)\*\* \*\*Photon Flare\*\*

[Active Skill]

Increases Max PP by +50 and Weapon Potency by +20% for 30 seconds.

\*\*(O)\*\* \*\*Photon Flare Short Charge\*\*

[Passive Skill]

During \*\*Photon Flare\*\*, reduces Technique charge time to 60% but reduces Technique Potency to 90%.

\*Notes: Generally a reduction in DPS, and does not have much use outside of \*\*Gifoie Hold Spam\*\* and \*\*Grants Hold Spam\*\*\*.

\*\*(M)\*\* \*\*Photon Flare After PP Gain\*\*

[Passive Skill]

During \*\*Photon Flare\*\*, 25% of the total PP spent will be recovered once Photon Flare is over. (Maximum of +100 PP)

\*\*(M)\*\* \*\*Photon Flare Short Cycle\*\*

[Passive Skill]

Reduces \*\*Photon Flare\*\*'s duration but shortens cooldown time.

\*Notes: Recommended Levels are lv. 1, lv. 3, or lv. 5.\*

\*\*(M)\*\* \*\*Maintain PP Gain\*\*

[Passive Skill]

Not performing an attack, dodge, or weapon action after casting a Technique will recover PP.

\*\*(M)\*\* \*\*Rod React Advanced\*\*

[Passive Skill]

After a successful parry, following up with a Technique cast will make you invulnerable for a while.

\*\*(M)\*\* \*\*Elemental Bullet\*\*

[Passive Skill]

After a successful parry, the next Technique casted will be accompanied by a Photon Bullet of the same element.

\*Notes: The bread and butter of Force, utilization of Fo's parry is what separates virgin Fos from the chad Fos. PP Recovery from parrying and Elemental Bullets allow for Fo to practically have a limitless PP pool, allowing for constant Technique cast and ramping up Elemental Down much faster\*

\*\*(M)\*\* \*\*Elemental Bullet Extended\*\*

[Passive Skill]

Not performing an attack, dodge, or weapon action after casting a Technique will generate a Photon Bullet. (20 second cooldown)

\*Notes: does not stack with \*\*Elemental Bullets\*\*, proper utilization of this skill eases PP management when parries are not possible.\*

\*\*\*Notes: Photon Bullets count as an uncharged Technique cast\*\*\*

\*\*(M/O)\*\* \*\*Rod Technique Hold\*\*

[Passive Skill]

Sidestepping or using weapon action while charging a Technique will maintain the charge status. Next use of the same Technique will have reduced charge time and consume no PP.

\*Notes: Depending on how you have learned how to play Fo, this skill will hover between being an \*\*(M)\*\* or an \*\*(O)\*\* skill.\*

\*Useful for pre-charging techniques (i.e. Charging a Gifoie during the timers in \*\*Kvaris Devastators\*\*).\*

\*\*(M)\*\* \*\*Rod Technique PP Well Up\*\*

[Passive Skill]

Natural PP Recovery Occurs when casting Techniques, however, Natural PP Recovery is Reduced.

\*\*Cast Bonuses\*\*

Each of your cast is done with the goal of generating these \*\*Sigils\*\* \*(The game doesn't have a uniform term for these skills, so I will refer to them as \*\*Cast Bonuses\*\* and \*\*Sigils\*\* on this Guide when referring to from a general standpoint)\* 4 of these \*\*Cast Bonuses\*\* have a predefined gameplay of doing \*\*Uncharged until Sigil Appears, then Charged\*\*, while the other 2 are much more flexible, and are not necessarily reliant on having to perform a \*\*Charged Technique\*\* to proc the \*\*Sigils\*\*.

\*\*Cast Bonuses\*\* are not [Main Class Only] and can be obtained on the \*\*Fo\*\* Skill tree, or either the \*\*Te\*\* or \*\*Bo\*\* Skill tree as a subclass, getting these skills on the subclass tree instead saves precious \*\*Skill Points\*\* that can be spent elsewhere.

All \*\*Cast Bonuses\*\* are treated as an \*\*(M)\*\* skill.

\*\*Foie Brand\*\*

Hitting an enemy a number of times with a \*\*Fire Technique\*\* will generate a \*\*Seal of Flame\*\*. \*\*Seal of Flame\*\* can be detonated by using another \*\*Fire Technique\*\*, dealing damage and recovering PP.

\*Notes: The number of times an enemy has to get hit to generate a \*\*Seal of Flame\*\* and to detonate it is dependent on which \*\*Fire Technique\*\* is used.\*

\*\*Barta Blot\*\*

Hitting an enemy a number of times with an \*\*Uncharged Ice Technique\*\* will generate an \*\*Ice Sigil\*\*, \*\*Ice Sigil\*\* has two stages which progresses the more \*\*Uncharged Ice Techniques\*\* are used, \*\*Ice Sigil\*\* can be detonated using a \*\*Charged Ice Technique\*\*, dealing additional damage depending on which stage the \*\*Ice Sigil\*\* was detonated on.

\*Notes: It requires \*\*4 Uncharged Ice Techniques\*\* to reach Stage 1, and \*\*7 Uncharged Ice Techniques\*\* to reach Stage 2.\*

\*\*Zonde Clad\*\*

Hitting enemies a number of times with an \*\*Uncharged Lightning Technique\*\* will cause you to enter a \*\*High Voltage State\*\*, during this state, the next \*\*Uncharged Lightning Technique\*\* is strengthened, after which, you will return to normal.

\*Notes: To generate \*\*Zonde Clad\*\*, it does not count the cast per se, but the number of \*\*"Zaps"\*\*, thus, to generate \*\*Zonde Clad\*\*, you need to perform \*\*10 "Zaps"\*\* from \*\*Uncharged Lightning Techniques\*\*.\*

\*\*Zan Gale\*\*

Hitting an enemy with an \*\*Uncharged Wind Technique\*\* will generate a \*\*Vortex\*\*, \*\*Vortex\*\* can be detonated with a \*\*Charged Wind Technique\*\*, and the type of attack caused by the \*\*Vortex\*\* depends on what \*\*Charged Wind Technique\*\* was used.

\*Notes:\*

\*Using a \*\*Charged Zan\*\* to detonate the \*\*Vortex\*\* will cause an AOE explosion the will cause other \*\*Vortexes\*\* to detonate as well.\*

\*Using a \*\*Charged Gizan\*\* to detonate the \*\*Vortex\*\* will cause additional attacks to the targeted enemy.\*

\*\*Grants Glitter\*\*

Hitting an enemy with \*\*Light Techniques\*\* will generate a \*\*Halo\*\* around you, while this is active, casted \*\*Light Techniques\*\* will be followed up by an additional attack.

\*Notes: The \*\*Halo\*\* can be continually refreshed even when the last instance of the \*\*Halo\*\* has not ended yet.\*

\*\*Megid Sphere\*\*

Hitting an enemy with \*\*Uncharged Dark Technique\*\* will generate \*\*Dark Orbs\*\*, \*\*Dark Orbs\*\* can be stocked up to 3 times and consumed when casting a \*\*Charged Dark Technique\*\*. The power of the \*\*Charged Dark Technique\*\* is dependent on how many \*\*Dark Orbs\*\* where consumed.

\*Notes:\*

\*Using a \*\*Charged Megid\*\* will generate more balls depending on how many \*\*Dark Orbs\*\* were consumed, with each \*\*Dark Orb\*\* generating one.\*

\*Using a \*\*Charged Gimegid\*\* will generate additional attacks depending on how many \*\*Dark Orbs\*\* were consumed\*.

\*\*And Remember\*\*

\*\*\*Photon Bullets\*\* count as an \*\*Uncharged Technique cast\*\*, thus \*\*Cast Bonuses\*\* can be generated much faster and more \*\*Sigils\*\* can be detonated within a run when fully utilizing the kit revolving around \*\*Fo\*\*'s parry\*

\*In the event that a \*\*Sigil\*\* is detonated by a \*\*Charged Technique\*\* followed up by a \*\*Photon Bullet\*\*, the \*\*Photon Bullet\*\* will count after the \*\*Sigil\*\* detonates. More on this will be discussed when going into specifically the \*\*Dark\*\* and \*\*Wind Technique\*\* gameplay.\*

\*\*Compound Techniques/United Techniques (UT)\*\*

\*from this point on, I will abbreviate \*\*Compound Technique\*\* to \*\*UT\*\* (for \*\*United Technique\*\*).\*

These are techniques that differ from normal Techniques, for one, you need to fill the \*\*Compound Technique Gauge\*\* in order to use one, and upon cast, the used \*\*UT\*\* will go into a 60 second cooldown.

The \*\*Compound Technique Gauge\*\* can be filled up by using Techniques and landing \*\*Photon Bullets\*\*. \*\*Compound Technique Gauge\*\* can be stocked up to 2 times.

Some other Keynotes for UT:

• \*\*UT\*\* generates \*\*Cast Bonuses\*\* and \*\*Sigils\*\* respective to the elements of the used \*\*UT\*\*.

• Unlike normal Techniques, \*\*UT\*\* does not benefit from \*\*Elemental Weakness Multipliers\*\*

\*\*Fomelgion\*\*

\*Fire and Dark Compound Technique.\*

\*Slash down in front of you with a massive sword forged from fire and dark.\*

It got everything, the damage, AOE, decent cast time, and most of all, \*\*It’s cool\*\*. If you were stubborn enough to only ever want to cast \*\*Fomelgion\*\* and nothing else, no one’s gonna blame ya for it, except for those who somewhat notice that the Elemental Down isn’t occurring as much often for non-fire weak and non-dark weak bosses.

\*Notes:\*

\*\*\*Megid Sphere\*\* and \*\*Foie Brand\*\* generates upon impact\*

\*Always try to aim yourself directly in front of the weak point, particularly for bosses like \*\*Ams Kvaris: Armored Form\*\* and \*\*Frostyl Sword\*\*.\*

\*\*Barantsion\*\*

\*Ice and Light Compound Technique.\*

\*Hurl a spear forged from ice and light in front of you, creating an ice vortex.\*

You might feel like this is the slowest \*\*UT\*\* between the 3, but having to do the entire combo of \*casting \*\*UT\*\*, detonating the \*\*Sigils\*\*\*, relative to its potential damage, it’s not significantly slower, however, its long windup to the final blast is something to account for, as it’s roughly \*\*27%\*\* of the entire damage of \*\*Barantsion\*\*.

\*Notes:\*

\*\*\*Grants Glitter\*\* Generates upon first attack, and \*\*Stage 2 Barta Blot\*\* at the final blast.\*

\*Due to the nature of this UT, upon cast of \*\*Barantsion\*\*, there is enough time to cast a \*\*Charged Barta\*\* to detonate \*\*Barta Blot\*\* before the final blast, more on this on \*\*v-gameplay\*\*\*.

\*Generates where you are locked-on to, but rare occurrences of it not exactly landing where you are locked-on to will happen when you are not directly in front of where you are targetting.\*

\*\*\*Additional Note:\*\*\*

\*The damage of \*\*Barantsion \*\* is reduced if you bring out a different weapon while the attack is ongoing.\*

\*\*Zandion\*\*

\*Lightning and Wind Compound Technique.\*

\*After charging in and lashing about clad in lightning and wind, you retreat, leaving a tornado in your wake.\*

It’s flashy, fast asf, and has a long ass blink that can be reliably used to close in distance in an instant, but suffers from one crucial weakness, its final blast is incredibly hard or near impossible to land on some bosses, which is roughly \*\*37%\*\* of the total damage of \*\*Zandion\*\*, \*\*\*whack\*\*\*.

\*Note:\*

\*Generates \*\*Zan Gale\*\* and \*\*Zonde Clad\*\* at the final blast\*

\*The knockback from the final blast can be negated by quickly casting another \*\*UT\*\* or \*\*Photon Blast\*\*.\*

\*The final blast of the attack can be “blocked” when you are locked-on to a part that is \*\*somewhat\*\* below something, (i.e. \*\*Fortos’\*\* legs & weakpoint, \*\*Dustyl’s\*\* chest when it’s down, and \*\*Ams Kvaris: Armored Form’s\*\* belly).\*

In terms of \*\*subclass\*\* choices, there’s really only \*\*one\*\* and \*\*only\*\* choice, and it’s \*\*Bouncer\*\*

\*\*Bouncer (Bo)\*\*

• Gives you access to \*\*Jet boots\*\* as a multiweapon option

• \*\*Defeat Amplifier\*\* further strengthens your role as the \*\*Elemental Down\*\* inducer of the team, and \*\*Partial Destroy Advantage\*\* for a tad bit of potency and damage resistance for every destroyed parts of a boss.

• \*\*Bo\*\* has access to \*\*Cast Bonuses\*\*, which can save skill points on the \*\*Fo\*\* skill tree

\*If you’re not convinced of what I have to say about \*\*Bo\*\* then be my guess and read the rest of these o -o\*

\*\*Techter (Te)\*\*

• Similar to \*\*Bo\*\*, \*\*Te\*\* has access to \*\*Cast Bonuses\*\*

• \*\*Weak Element Amplifier\*\* and \*\*Awake Aile\*\* allows you to charge your \*\*Photon Blast\*\* much faster

• \*\*Te\*\* has access to 5 of the 6 \*\*Talis\*\* skills, 1 - 3 of which, can be obtained here instead to save skill points on the \*\*Fo\*\* skill tree when using \*\*Te\*\* as a subclass \*(I can talk more about the talis skills, but you’re here with me for \*\*Rod\*\* mainly o -o)\*.

\*If there were to be a point in time in the game where casting your \*\*Photon Blast\*\* becomes much more important than causing an \*\*Elemental Down\*\* much faster, then \*\*Te\*\* will be better than \*\*Bo\*\* as a subclass, but as of now, \*\*Te\*\* is 2nd best subclass for \*\*Fo\*\*, but has more value if you use \*\*Talis\*\* with \*\*Rod\*\*.\*

Below, I will now mention classes that don’t have access to \*\*Cast Bonuses\*\*, but offer certain passives that are somewhat niche, in order to use these as a \*\*subclass\*\* for \*\*Fo\*\* however, some points put in \*\*PP Conversion\*\*, \*\*PP Recovery Boost\*\*, \*\*Photon Flare Short Cycle\*\* and other skills treated as an \*\*(O)\*\* have to be omitted in order to get \*\*Cast Bonuses\*\*.

\*\*Hunter (Hu)\*\*

• \*\*Hunter Physique\*\* and \*\*Flash Guard\*\*, basically makes you beefy, and paired with \*\*Hunter Physique Short Cycle\*\*, \*\*Hunter Physique\*\* becomes a reliable panic button

\*Notes: Can be useful when still trying to learn how to play \*\*Fo\*\* as it improves your survivability.\*

\*\*Fighter (Fi)\*\*

• \*\*Defeat Advantage\*\* increases your potency against downed enemies, and \*\*Defeat PP Recovery\*\* which increases your Active PP Recovery

\*\*Gunner (Gu)\*\*

• \*\*Attack PP Recovery\*\* increases your \*\*Active PP Recovery\*\*, and \*\*Overwhelm\*\* which does the same, but only applies against non-boss enemies.

\*Notes: Active PP Recovery means PP recovery from attacks, and for \*\*Fo\*\*, that would be your \*\*Photon Bullets\*\* and \*\*Normal Attack\*\*, as mentioned, \*\*Fo\*\* does not have any PP problems (outside of downs) as long as you can get your parries and properly utilize \*\*Elemental Bullet\*\* and \*\*Elemental Bullet Extended\*\*.\*

\*\*Force as a Subclass\*\*

\*\*Force Rod\*\* can be notably seen being played as either a \*\*Techter (Te)\*\* or a \*\*Ranger (Ra)\*\* as a main class, this is because of:

• When maining \*\*Te\*\*, you have access to \*\*Shifta/Deband\*\* and can still use \*\*United Techniques\*\*

• When maining \*\*Ra\*\*, you have access to \*\*Blight Rounds\*\* and other tools of \*\*Rifle\*\*.

Now \*\*Fo\*\* as a \*\*subclass\*\* loses a lot of its tools, particularly in PP management and of course damage. This loses, however, are mitigated when you are able to fill a supporting role within a group, and in contents that are limited to 4-man, this allows you to fill more roles while still contributing to \*\*Elemental Downs\*\*, albeit to a much lesser effect.

In this section, I will talk about weapons you can use in conjunction of \*\*Rod\*\*, while staying relatively, most of the time on \*\*Rod\*\*, and simply having a multiweapon that fills a supporting role on \*\*Rod’s\*\* overall kit.

\*Don’t let this section limit you to what you want to multiweapon tho, if you think having a \*\*Rod\*\* and \*\*Sword\*\* multiweapon is fun, then you do you mayn o -ob\*

\*\*Jet Boots (Bo)\*\*

In the previous section, I mentioned something about \*\*\*Fo\*\* having PP problems during downs\*, a problem that becomes even more apparent when bosses get continually downed, which is why subclasses such as \*\*Fighter (Fi)\*\* and \*\*Gunner (Gu)\*\* are picked, as it somewhat fills this problem, by giving you increased Active PP Recovery, but what if I told you, \*you don’t have to spend PP at all?\* Meet my trusty tool, the \*\*Jet Boots (jb)\*\*.

I already mentioned that \*\*Bouncer (Bo)\*\* is the \*\*one\*\* and \*\*only\*\* choice for subclass, so you might as well multi to a \*\*jb\*\*!

• Gives you access to \*\*Jet Intensity\*\*, holding down the \*\*jb\*\* normal attack button will cause you to charge up, kicking and gradually getting faster, and finishing it up with one big kick for some \*\*big damage\*\*,

\*Notes: There is relatively enough time to perform one \*\*Jet Intensity\*\* cycle every time a boss gets downed, some bosses are downed for longer, some shorter, but I leave it to ya to discover those o -ob\*

• Jetsweep Jolt can be utilized as a \*Pocket PP Regen\* Tool, this freely charges up every time you perform a full \*\*Jet Intensity\*\*.

• Against Bosses that \*\*like to hover like a motherfucker\*\*, you have access to \*\*Thrust Drive\*\* to have better positioning for fishing parries. \*(Altho it is rare to have a use for this o -o)\*

\*\*Talis (Fo / Te)\*\*

Sigh, you’re here again, I already told ya, that \*\*Bouncer\*\* reigns supreme and you should multi to a \*\*jb\*\*! Anyways. \*\*Talis\*\* is another popular option you can go for, it gives you access to \*\*Talis\*\* tools, but one other use for \*\*Talis\*\* is \*\*Floating Pillbox\*\*, the weapon action for \*\*Talis\*\*

\*\*Floating Pillbox\*\* leaves a floating talis where you cast it, it attacks enemies on intervals of \*\*1 second\*\*, lasts for roughly \*\*18 seconds\*\* and recovers 2 PP per hit, take note however, deploying a \*\*Floating Pillbox\*\* and switching to a \*\*Rod\*\* while it’s active, will reduce the damage of \*\*Floating Pillbox\*\* by half, and will only recover 1.5 PP every attack.

\*\*Rifle (Ra)\*\*

As I mentioned before on the last section, you can play \*\*Force Rod\*\* as a subclass to either \*\*Te\*\* or \*\*Ra\*\*. Having a multiweapon to a \*\*Rifle\*\* gives you easy access to \*\*Blight Rounds\*\*.

\*\*Blight Rounds\*\*

[Active Skill]

Increases damage dealt to the hit part

\*\*Rifle Grenadier\*\*

[Weapon Action]

Holding down the weapon action for rifle will release a grenade (30 second cooldown)

\*\*Trap\*\*

Potency: 700

Not inputting a direction while performing \*\*Rifle Grenadier\*\* will put a trap in place.

\*\*Grenade\*\*

Potency: 560

Inputting a direction while performing \*\*Rifle Grenadier\*\* will throw a bomb at the target

\*\*Spread Shot\*\*

[Active Skill]

Fires a close ranged shotgun blast at the target

\*Notes: It's important to get the passive skills below \*\*Spread Shot\*\*, particularly \*\*Spread Shot Auto Charge\*\*, as it is the passive that makes it possible to fill the gauge for \*\*Spread Shot\*\* to begin with, while staying on \*\*Rod\*\*.\*