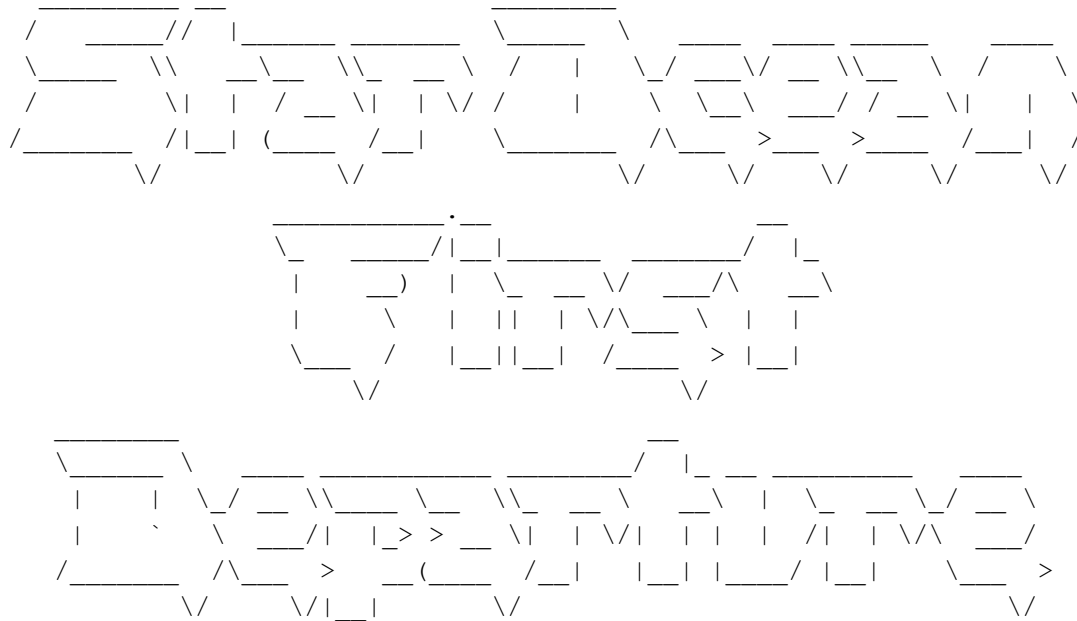


# Star Ocean: The First Departure Customization Guide

by Rikki\_chan

Updated to v1.3 on May 7, 2009



## Customization Guide for Star Ocean: First Departure for Playstation Portable

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| Introduction [01.00] |

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Customizing is an item creation/specialty process, in which you take a weapon and then somehow add a mineral of some kind to it. After the process is done, both the weapon and the mineral will be gone, leaving a new weapon which may or may not be a "failure". Almost all of the most powerful weapons in the game must be acquired through this method (except those found in the Cave of the Seven Stars), so you can't really afford to do without it. Weapons can only be customized by the characters who can equip them: everyone does their own customization.

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| Getting Started [02.00] |

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But how do you get it? First you must buy the skills "Aesthetic Design", "Smithing", and "Eye for Detail". You can buy Technical 2 in Tatori/Tropp, and you can buy Technical 3, and Sense 3 in Eckdart/Ionis/Van/Silvalant. Anyway, once you have those, the talent that will assist you is "Originality." If you don't have it, they can be acquired fairly easily by doing Crafting.

What do you need in the way of materials? Well, uh, weapons and random minerals will do... if you find yourself short of minerals, some can be bought in stores while most others you will probably have to rely on Alchemy to create.

As far as alchemy is concerned, as long as you have a Lezard Flask and someone with level 10 (preferably a Mage) in that specialty you should be able to make all of them. You can't get the Flask until you get to Ionis, but you shouldn't -need- kick ass weapons then anyway.

Orchestra is a big help when your customizing, especially when you only have 1 weapon available to customize. Reloading and reloading until you get it right can be annoying at times. Using the super specialty "Orchestra" while doing any kind of item creation will basically increase the odds of success to about 99%, regardless of that character's talents or level in that specialty. Very good to help with customizing.

You need about 6 different compositions of songs (that means 6 different instruments) to be able to use the super specialty "Orchestra", as well as the item creation/specialties "Music" and "Art" on most of your party members.

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| Essential Concepts [03.00] |

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Now as you most likely know, there are a number of weapons that can be made through customizing. What you may not know is that for a given character, only around 4% of the combinations possible will actually give you something. For example, everyone knows that if Roddick combines a Luxurious Sword with a Damascus, he will get a Dueling Sword. However, if he combines, say, a Sabre with a Green Beryl, he will not actually make something new per se. The same applies with all the other "non-combinations," like Sinclair + Gold, Longsword + Silver, etc. Let me explain:

If you are making a "real" combination (like Luxurious Sword + Damascus),



Luxurious Sword		
Mithril Sword		
Souleater		
Meteor Crusher		
Force Sword		
Dueling Sword		
Silvance		
Murasama		

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Sword of Stealth	Diamond	Sword of Marvels (700 ATK)
Sword of Strength		
Moonfalx		
Luxurious Sword		
Mithril Sword		
Souleater		
Meteor Crusher		
Force Sword		
Dueling Sword		
Silvance		
Murasama		

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Moonfalx	Mithril	Mithril Sword (900 ATK)
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Luxurious Sword	Rainbow Diamond	Dueling Sword (1200 ATK)
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Force Sword	Philosopher's Stone	Silvance (1600 ATK) [Light, Wind, Dark]
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CYUSS		[04.02]
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INVALID PILE	Zweihander (300 ATK)	
	Claymore +1 (400 ATK)	
	Claymore +2 (600 ATK)	
	Magnifying Blade (800 ATK)	
	Searing Sword (1000 ATK) [Fire]	
	Slayer Sword (1200 ATK) [Wind]	
	Berserk Sword (1400 ATK) [Earth]	

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FAILED COMBINATION	Dull Blade	
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CORRECT COMBINATIONS		
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WEAPON	MINERAL	CREATION
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Shockwave Sword	Diamond	Astral Sword (700 ATK)
Searing Sword		
Vorpal Sword		
Luxurious Sword		
Slayer Sword		
Blade of Doom		
Berserk Sword		
Force Sword		
Meteor Striker		
Cyuss Special		

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Claymore +1	Green Beryl	Shockwave Sword (900 ATK)
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Flameberge		
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Claymore +2		
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Astral Sword		
Magnifying Blade		
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Astral Sword	Star Ruby	Vorpal Sword (1000 ATK) [Water]
Luxurious Sword	Mithril	Blade of Doom (1400 ATK) [Dark]
-----		
Force Sword	Moonrock	Meteor Striker (1800 ATK) [Light]
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ERYS	[04.03]
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INVALID PILE	Ruby Wand (50 ATK, 20 MAG)
	Rod of Jewels (150 ATK, 100 MAG)
	Mindsoother (300 ATK, 200 MAG)
	Scepter of the Bunny (400 ATK, 150 MAG)
	Rod of the Feather (600 ATK, 600 MAG)

FAILED COMBINATION	Creaky Rod
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CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Mindsoother	Moonrock	Holy Rod (350 ATK, 250 MAG) [Light]
Rod of the Feather	Philosopher's Stone	Dragonstaff (1000 ATK, 350 MAG)

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ILIA	[04.04]
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INVALID PILE	Knuckles +1 (150 ATK)
	Knuckles +2 (400 ATK)
	Silver Knuckles (600 ATK)
	Blazing Knuckles (700 ATK) [Fire]
	Cestus of Poison (800 ATK)

FAILED COMBINATION	Rickety Knuckles
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CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Blazing Knuckles	Rune Metal	Metal Fang (500 ATK)
Cestus of Poison		
Cestus of Poison	Moonrock	Dragon Claw (900 ATK)

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IOSHUA	[04.05]
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INVALID PILE	Ruby Wand (50 ATK, 20 MAG)
	Rod of Jewels (150 ATK, 100 MAG)
	Mindsoother (300 ATK, 200 MAG)
	Scepter of the Bunny (400 ATK, 150 MAG)
	Rod of the Feather (600 ATK, 600 MAG)

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-----|-----|-----
| FAILED COMBINATION | Creaky Rod |
-----|-----|-----
| CORRECT COMBINATIONS |
-----|-----|-----
| WEAPON | MINERAL | CREATION |
-----|-----|-----
| Mindsoother | Moonrock | Holy Rod (350 ATK, 250 MAG) [Light] |
-----|-----|-----
| Rod of the Feather | Philosopher's | Dragonstaff (1000 ATK, 350 MAG) |
| | Stone |
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| MAVELLE | [04.06] |
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| INVALID PILE | Water Orb (440 ATK) [Water] |
| | Crescent Orb (520 ATK) [Light] |
| | Orb of the Valkyrie (600 ATK) |
| | Rune Orb (800 ATK) |
| | Flame Orb (1000 ATK) [Fire] |
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| FAILED COMBINATION | Creaky Rod |
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| CORRECT COMBINATIONS |
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| WEAPON | MINERAL | CREATION |
-----|-----|-----
| Orb of the Valkyrie | Silver | Silver Orb (700 ATK) |
-----|-----|-----
| Flame Orb | Philosopher's | Orb of Darkness (1200 ATK) [Dark] |
| | Stone |
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| MILLIE | [04.07] |
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| INVALID PILE | Ruby Wand (50 ATK, 20 MAG) |
| | Rod of Jewels (150 ATK, 100 MAG) |
| | Mindsoother (300 ATK, 200 MAG) |
| | Scepter of the Bunny (400 ATK, 150 MAG) |
| | Rod of the Feather (600 ATK, 600 MAG) |
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| FAILED COMBINATION | Creaky Rod |
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| CORRECT COMBINATIONS |
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| WEAPON | MINERAL | CREATION |
-----|-----|-----
| Mindsoother | Moonrock | Holy Rod (350 ATK, 250 MAG) [Light] |
-----|-----|-----
| Rod of the Feather | Philosopher's | Dragonstaff (1000 ATK, 350 MAG) |
| | Stone |
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| PERICCI | [04.08] |
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| INVALID PILE | Hard Knuckles (100 ATK) |
| | Knuckles +1 (150 ATK) |
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	Knuckles +2 (400 ATK)	
	Metal Fang (500 ATK)	
	Blazing Knuckles (700 ATK) [Fire]	
	Cestus of Poison (800 ATK)	

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 | FAILED COMBINATION | Rickety Knuckles |

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CORRECT COMBINATIONS		
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WEAPON	MINERAL	CREATION
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Brass Knuckles	Gold	Taloned Knuckles (200 ATK)
Hard Knuckles		
Knuckles +1		

Cestus Knuckles +2	Silver	Silver Knuckles (600 ATK)
Metal Fang		

Blazing Knuckles	Meteorite	Cat Fang (750 ATK)
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Cestus of Poison	Moonrock	Dragon Claw (900 ATK)
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PHIA	[04.09]
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INVALID PILE	Gladius +1 (200 ATK)	
	Gladius +2 (250 ATK)	
	Rouel Dagger (350 ATK)	
	Bloody Sword (400 ATK) [Dark]	
	Fameface (500 ATK) [Water]	
	Flare Baselard (650 ATK) [Fire]	
	Assassin's Sickles (700 ATK)	

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 | FAILED COMBINATION | Wimpy Sword |

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CORRECT COMBINATIONS		
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WEAPON	MINERAL	CREATION
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Assassin's Sickles	Meteorite	Elemental Blade (600 ATK)
Death Bringer		
Dragon Blade		
Luxurious Sword		
Force Sword		

Luxurious Sword	Mithril	Ice Blades (650 ATK) [Water]
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Ice Blades	Philosopher's Stone	Death Bringer (700 ATK)
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RODDICK	[04.10]
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INVALID PILE	Sinclair (130 ATK)	
	Longsword +2 (350 ATK)	
	Holy Sword (630 ATK) [Light]	
	Sword of Marvels (700 ATK)	

		Sword of Stealth (750 ATK) [Fire, Water]	
		Sword of Strength (750 ATK) [Water]	
		Moonfalx (800 ATK) [Light]	
		Souleater (950 ATK) [Earth]	

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	FAILED COMBINATION		Dull Blade	
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	CORRECT COMBINATIONS			
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	WEAPON		MINERAL		CREATION	
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	Longsword		Crystal		Longsword +1 (200 ATK)	
	Sabre					
	Sinclair					

	Longsword		Sapphire		Walloon Sword (270 ATK)	
	Sabre					
	Sinclair					
	Longsword +1					

	Walloon Sword		Damascus		Damascus Sword (560 ATK)	
	Longsword +2					
	Dwarven Sword					
	Air Slicer					
	Holy Sword					
	Sword of Marvels					

	Moonfalx		Mithril		Mithril Sword (900 ATK)	
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	Mithril Sword		Star Ruby		Meteor Crusher (950 ATK) [Fire]	
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	Luxurious Sword		Damascus		Dueling Sword (1200 ATK)	
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	Force Sword		Philosopher's Stone		Silvance (1600 ATK) [Light, Wind, Dark]	
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	RONYX				[04.11]	
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	INVALID PILE		Long Bow (150 ATK)			
			Crossbow (200 ATK)			
			Arbalest (300 ATK)			
			Silver Bow (600 ATK)			

	FAILED COMBINATION		Creaky Rod			
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	CORRECT COMBINATIONS			
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	WEAPON		MINERAL		CREATION	
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	Silver Bow		Philosopher's Stone		Bow of Explosion (800 ATK) [Fire]	
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	T'NIQUE				[04.12]	
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	INVALID PILE		Long Spear +1 (500 ATK)			
			Whirlwind (500 ATK) [Wind]			



	Three Section Staff (550 ATK)	
	Long Spear +2 (600 ATK)	
	Flamelancer (850 ATK) [Fire]	
	Dragon Lance (1000 ATK)	

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 | FAILED COMBINATION | Wimpy Sword |

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CORRECT COMBINATIONS

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WEAPON	MINERAL	CREATION
Spear	Diamond	Halberd (750 ATK)
Long Spear		
Long Spear +1		
Three Section Staff		
Long Spear +2		
Spinning Spear		
Whirlwind	Damascus	Spinning Spear (800 ATK)
Flamelancer		
Saint's Halberd		
Dragon Lance		
Enhanced Halberd		
Star Lance		
Flamelancer	Orichalcum	Saint's Halberd (900 ATK) [Light]
Dragon Lance	Meteorite	Enhanced Halberd (1200 ATK)

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WELCH [04.13]

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INVALID PILE	Tense Handy Stick (600 ATK)	
	Worrying Handy Stick (700 ATK)	
	Annoying Handy Stick (800 ATK)	
	Stern Handy Stick (1000 ATK)	

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 | FAILED COMBINATION | Creaky Rod |

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CORRECT COMBINATIONS

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WEAPON	MINERAL	CREATION
Handy Stick	Gold	Playful Handy Stick (350 ATK)
Fuzzy Handy Stick		
Handy Stick	Green Beryl	Tedious Handy Stick (500 ATK)
Fuzzy Handy Stick		
Playful Handy Stick		
Annoying Handy Stick	Rainbow Diamond	Furious Handy Stick (900 ATK)
Stern Handy Stick	Moonrock	Final Handy Stick (1600 ATK)

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Frequently Asked Questions [05.00]

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1) What is the best non-elemental sword in the game?

- That would be the Dueling Sword for Roddick/Ashlay, and Shockwave Blade for Cyuss (Pure customizable ones, not the ones found in the CSS).

2) Do I need Orchestra to customize?

- No! It just helps a lot, but I've easily customized my weapons without it

3) Are these the best weapons in the game?

- The best weapons stat wise are found in the Cave of the Seven Stars (the optional secret dungeon). Most of those weapons, however, are elemental which enemies like the final boss absorb. The ones you can customize are second best stat wise with no elements (most of them anyway).

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|      Version Info                                [06.00]      |
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Version 1.3 (7/07/09)

- Added Sinclair to Roddick's invalid pile. Added a few to Ashlay's invalide pile

Version 1.1 (?)

- Fixed Blade of Doom element.

Version .99 (05/06/09 - 05/07/09)

- Finally got around to compiling a list of combinations, took me a good 15 hours, but I did it!

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O=====O
|      Credits/Thanks                             [07.00]      |
O=====O
```

Thank you Krustster for making the Star Ocean: The Second Story: Customizing Guide. I used a bunch of your information in this guide.

Thank you people who made cwCheat, and the codes to go along with it (I really really love debug mode).

VeghEsther for letting me know about the Blade of Doom element.

Remmington, for letting me know about Sinclair not being in the invalid pile.

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O=====O
|      Contact Info                               [08.00]      |
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My name is Rikki, and my e-mail is rinoa\_10@yahoo.com

Feel free to e-mail me any questions/comments/advice/mistakes.

However, when you e-mail me please arrange your subject header like this:

SOFD: "Subject Here"

Putting the SOFD: in front of your subject will help me filter e-mails related to the Star Ocean: First Departure guides/walkthroughs I've done. Will I read your e-mail if you don't do this? Probably not, I'm paranoid so I don't

read e-mails if I don't know who they're from. Adding the SOFD will allow me to read it.

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