

God Kefka 6 Limit Break Strat

Original Article: <https://shimo.im/docs/7kFF8tMadG8yZMQy/>

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Traslation: 月半

Before Pull

PLD: Divine Veilwar

AST: Largesesq Nocturnal Sect Aspected Benefic + Aspected Helios -> DRG

Diurnal Sect Aspected Benefic + Aspected Helios -> WAR

SCH: Adloquium -> WAR & PLD

Pet: Selene -> Fey Wind @ 3s before pull

Pull!

Heartless Angel

Tank: Reprisal

SCH: Indomitability (1.3w) + hot*2 + Natural Regen = **1.6w** HP face Ultima

(Reprisal + Ultima = 2.8w, Nocturnal Sheild 9k, Divine Veil 9k. Thus should left with 3k-5k HP)

<Ultima>

AST: Earthly Star

BRD: Troubadour (last till **Forsaken**)

SMN: Addle (Reprisal & Addle will affect Celestriad)

Celestriad

After the damage healer left with 1.2w HP, ~6k more than dps

AST: **Aspected Helios 8500** + HOT 1400 *2 + Regen = Total heal 2.4w

BRD: Nature's Minne -> PLD

PLD: Convalescence

SCH: Largesse Adloquium -> PLD & Deploy (1.3w shield); Fey union -> WAR

<Ultima>

3.1w raw damages, so Fine play is triggered

SCH: Succor

AST: Aspected Helios + Collective Unconscious

<Forsaken>

NIN: LB3

SCH: Succor

AST: Aspected Helios * 2

SCH: Fey Wind After Fey union

Heartless Angel

ALL: Taking off protect

WAR: Shake It Off

SCH: Indomitability 1.3w + Absorb Fairy + Succor

DPS: **<Mad Head>** (5k after the head)

AST: Aspected Helios

Wings of Destructions

BRD: Nature's Minne -> War

WAR: Rampart

PLD: Rampart + Sheltron + Intervention

2w HP is Enough.

After The Damage:

SCH: Adlo -> PLD

AST: Essential Dignity -> War

<Ultima>

SCH: Succor

AST: Aspected Helios + Earthly Star Explosion

PLD: Divine Veil

Heartless Angel

SCH: Swifcast emergency tactics + succor, then succor again, then Indomitability, then summon Eos.

DPS: **Mad Haed** (after emergency tactics, as divine veil is in effect, should left w/ 5k HP)

SCH: Succor + Sacred Soil

AST: Aspected Helios + Helios

<Light of Judgement>

(Cannot use reprisal to replace Sacred Soil)

BRD: Palisade -> War

Melee: Feint

NIN: Ib3

Trine

Wings

Ultima

Tank: reprisal

BRD: Nature's Minne -> PLD

PLD: Convalescence

SCH: Fey Illumination, Adloquium, deployment, manually control pet to heal WAR

Melee: Feint

<Pasts Forgotten>

SCH: Whispering Dawn + Succor + Union War to stop fairy to heal low hp dps

AST: DELAY Earthly Star

DPS will left w/ 8k HP + hot + succor 4.5k

DPS: When the HP is higher than 2.5-2.7k. [USE MACRO to Click off Whispering Dawn.](#)

Although dps and healer will take more damage during split, they will take less damage during ultima , so it's not a big factor

If the adlo Crit, Split do not decrease hp, and no need for whisper. (Happened in the vid)
Succor 4500 + regen 3k + 1.9w left is still sufficient for the Ultima. If Succor also crit, then lb might not be awarded

SCH: Fey Covenant (This does not count as lb mitigation, so if the party don't need it, dont use it)

<Ultima>

AST: Earthly Star Explodes

SCH: Indom + Succor

Everyone Full health & w/ shields

<Forsaken>

BRD: Troubadour ASAP even it will delay GCD

AST: Collective Unconscious after the damage, Largesse, lightspeed, Aspected Helios, HOT ->Two range dps

SCH: Succor

BEFORE the ROCK hits

SCH: Succor

AFTER the ROCK hits

SCH: Indom + Succor

PLD: Divine Veilwar

DPS: Second Wind+Refresh

NIN: LB3

<Light of Judgement>

AST: (Helios) + Earthly Star

ALL: Click off whisper after full health

Celestriad

Reprisal + Addle

SCH: Largesse + Dissipation + Succor

WAR: Shake it off

Reprisal 2

<Ultima>

Melee: Feint

AST: Aspected Helios

ALL: Click off HOT after 1.8w HP

WAR: Convalescence

BRD: Nature's Minne ->WAR

SCH: Dissipation, Largesse Adlo WAR, Deploy

<Pasts Forgotten>

NIN LB3

SCH: Whisper

AST: Earthly Star

Ultima

AST: Aspected Helios

SCH: Indom + Succor

All Party at Full HP

<Forsaken>

AST: **Collective Unconscious** after the damage is done
after should ~2k HP

SCH: Succor

Ultima

WAR: Shake it off

SCH: Succor+Indom

Heartless Angel

SCH: Whisper

Ultima

PLD: Divine Veilwar

<Light of Judgement>

NIN LB3

Rush

Basically the 6 lb3s are coming from

- First: Ultima + Ultima + Forsaken
- Second: Head + Wings of destruction (target version) + Ultima + Head
- Third: Light of Judgement + Split (Past forgotten etc.) + Ultima
- Fourth: Forsaken + Light of Judgement + Ultima
- Fifth: Split + Ultima + Forsaken
- Sixth: Head + Wings + Ultima + Light of Judgement

(All relevant Mechanics were marked with <>)