

Espers all cost 3 Mist Gauges to summon and have equal, strategic use. Summon Duration may be variable based on the Esper.

Espers all have Renew to quickly heal themselves and their Summoner should they be close to death.

All Espers have:

Auto: Libra/Lure

Immune: Doom/Stone/Petrify/X-Zone/Confuse/Disable/Stop/Sleep

Innate: Mana Spring, Spellbound, Ignore Traps, Immune: Knockback, Ignore Weather/Terrain, Piercing Magick

BELIAS

Summon Time: 250

Absorb: Fire, Weak: Water

Role: Has balanced stats, focuses on using Oil to increase its overall DPS to scale late-game, uses Shades of White and Shades of Black to remain potentially useful even when Painflare starts falling off. Uses Bubble to keep itself and its summoner alive. Has the longest Summon Duration.

Painflare- Fire damage in a large AoE and inflicts Oil. 74 PWR, 10% Oil

Hellfire- Fire damage in a large AoE. 250 PWR

Bubble

Shades of White

Shades of Black

Oil

Blindna

Esunaga

Renew

Foe: Daring Attack -> Hellfire

Ally: HP < 30% -> Renew

Ally: Any -> Esunaga

Ally: Any -> Bubble

Ally: Any -> Blindna

Foe: Fire-Weak -> Painflare

Foe: Status = Oil -> Painflare

Foe: 3+ Foes Present -> Painflare

Foe: Party Leader's Target -> Shades of Black

Foe: Lowest HP -> Shades of Black

Ally: HP < 70% -> Renew

Ally: HP < 100% -> Shades of White

## MATEUS

Summon Time: 200

Absorb: Ice, Weak: Thunder

Innate: Ignore Vitality

Role: Focuses on constricting enemy movements and turning foes against one another with highly accurate debuffs augmented by Flash-Freeze, which also has a chance of freezing an enemy in place. Due to Mateus' attacks being magickal in nature, they will not awaken Sleeping or Confused foes.

Flash-Freeze- Ice damage to a single target with a chance to inflict Stop. 87 PWR, 15% Stop

Frostwave- Ice damage in a large AoE. 250 PWR

Immobilize

Disable

Sleepga

Charm

Reflectga

Dispelga

Renew

Foe: Daring Attack -> Frostwave

Ally: HP < 30% -> Renew

Ally: Any -> Reflectga

Foe: Any -> Dispelga

Foe: HP = 100% -> Sleepga

Foe: Party Leader's Target -> Flash-Freeze

Foe: Lowest HP -> Flash-Freeze

ADRAMMELECH

Summon Time: 200

Absorb: Thunder, Weak: Ice, Immune: Earth

Innate: Evasion+, Attack CT0, Magick CT0, Counter, Counter+, Accuracy+

Role: Focuses on being swift and evasive, using its high Evasion to emulate how it was Flying in its boss fight. His actions are instant and can allow him and his Summoner to fly into a frenzy, overwhelming enemies with swift and deadly attacks.

Flash Arc- Thunder damage to a single target with a chance to inflict Blind. 87 PWR,  
10% Blind

Judgment Bolt- Thunder damage in a large AoE. 250 PWR

Hastega

Slowga

Berserk

Float

Stop

Blindga

Renew

Foe: Daring Attack -> Judgment Bolt

Ally: HP < 30% -> Renew

Ally: Any -> Hastega

Foe: Thunder-Weak -> Flash Arc

Foe: Party Leader's Target -> Attack

Foe: HP = 100% -> Slowga

Foe: Thunder-Vulnerable -> Flash Arc

Foe: Lowest HP -> Attack

Ally: Any -> Float

## ZALERA

Summon Time: 125

Immune: Death

Role: Focuses on being an Undead tank, being completely unable to die while he is Summoned. Zalera is able to Arise fallen reserve party members while landing instant-death themed attacks on foes. Zalera is best used when the situation is dire as an attempt to bring the party back from the brink.

Kill- Inflicts Death on a single target. 66% ACC

Condemnation- Kills foes in a large AoE with less than 9999 HP, deals heavy damage otherwise

Drainga

Bubble

Countdown

Break

Darkra

Arise

Renew

Foe: Daring Attack -> Condemnation

Ally: HP < 30% -> Renew

Ally: Any -> Bubble

Foe: Undead -> Attack

Foe: Character HP < 70% -> Drainga

Foe: 3+ Foes Present -> Darkra

Foe: Party Leader's Target -> Attack

Foe: HP = 100% Countdown

Foe: Highest HP -> Kill

SHEMHAZAI

Summon Time: 150

Innate: Spellbreaker

Auto: Faith

Role: The strongest magickal-based Esper, capable of utilizing a variety of dangerous non-elemental attacks augmented by her Auto: Faith status.

Devour Soul- Drains a large amount of HP from the target. 132 PWR.

Soul Purge- Non-Elemental damage in a large AoE. 250 PWR

Flare

Scathe

Scourge

Silencega

Souleater

Shear

Renew

Foe: Daring Attack -> Soul Purge

Ally: HP < 30% -> Renew

Foe: 3+ Foes Present -> Scathe

Foe: Undead -> Scourge

Foe: Party Leader's Target -> Soul Devour

Foe: HP = 100% -> Silencega

Foe: HP < 10000 -> Scourge

Foe: HP > 10000 -> Flare

HASHMAL

Summon Time: 150

Absorb: Earth, Weak: Wind

Innate: Focus, Adrenaline, Brawler, Counter, Counter+, Combo+, Attack+

Auto: Bravery

Role: The strongest physically-based Esper, capable of inflicting large bursts of quick damage augmented by his Auto: Bravery status.

Roxxor- Earth damage to a single target with the chance to inflict Immobilize. 120 PWR, 20% Immobilize

Gaia's Wrath- Earth damage in a large AoE. 250 PWR

Bonecrusher

Hastega

Berserk

Quakega

Blitz

Expose

Renew

Foe: Daring Attack -> Gaia's Wrath

Ally: HP < 30% -> Renew

Ally: Any -> Hastega

Foe: 4+ Foes Present -> Quakega

Foe: 2+ Foes Present -> Blitz

Foe: Earth-Weak -> Roxxor

Foe: Status = Protect -> Roxxor

Foe: Party Leader's Target -> Attack

Foe: Lowest HP -> Attack

CUCHULAINN

Summon Time: 250

Auto: Regen

Immune: Poison, Disease, Sap

Innate: Item Boost, Reverse Items, Ignore Vitality, Reduce Gun/Measure Damage

Role: Focuses on employing "impure" tactics by throwing a large variety of debuffs at targets at once and is capable of reversing the effects of items (though he does lack any Remedy Lores).

Malaise- Inflicts a random debuff on a single target. 100% ACC

Blight- Deals heavy damage to units in a huge area, much larger than a normal Finisher, albeit at reduced power. 200 PWR, 255 AoE

Confuse

Bleed

Poison

Toxify

Bio

Scourge

Renew

Foe: Daring Attack -> Blight

Ally: HP < 30% -> Renew

Foe: HP = 100% -> Malaise

Foe: Party Leader's Target -> Scourge

Foe: Lowest HP -> Scourge

## ZEROMUS

Summon Time: 150

Auto: Sap, Poison

Role: Focuses on getting his HP as low as possible to take full advantage of Gravity Well/Big Bang, which deals damage based on current HP. Balancing his HP is tricky due to Auto: Sap/Poison, but helps speed along the damage process. His abilities are powerful yet slow, requiring support to reach his full, devastating potential. The only Esper to lack Renew, he instead gets Curaga to heal himself or his Summoner to potentially keep his HP low.

\*Does not have Safety to allow for vulnerability to Poison.

Gravity Well- Deals damage equal to lost HP to enemies in an AoE. Slow CT.

Big Bang- Deals damage equal to 2x lost HP to enemies in an AoE.

Poison

Stop

Cleanse

Esunaga

Horology

Gravity

Curaga

Foe: Daring Attack -> Big Bang

Ally: Any -> Cleanse

Ally: Any -> Horology

Ally: Any -> Esunaga

Foe: Character HP < 70% -> Gravity Well

Foe: Party Leader's Target -> Attack

Foe: HP = 100% -> Gravity

Foe: Lowest HP -> Attack



## EXODUS

Summon Time: 150

Immune: All Debuffs

Role: Exodus is a status tank, being immune to all debuffs. He is also adept at dealing with magickal issues, focusing on Dispelling buffs, removing debuffs, Silencing mages, etc. For non-mages, his Comet spell is quick- albeit random- damage that is unable to be interrupted by debuffs and Ardor for large swaths of enemies, and Balance is useful when Exodus is low on HP.

Comet- Deals random damage to a target between 1 and Exodus' max HP.

Meteor- Deals random damage between 1 and 30000 to enemies in a large AoE.

Ardor

Dispelga

Warp

Reflectga

Silencega

Erase

Balance

Renew

Foe: Daring Attack -> Meteor

Ally: HP < 30% -> Renew

Ally: Status = Disease -> Erase

Foe: Any -> Dispelga

Ally: Any -> Reflectga

Foe: Fire-Weak -> Ardor

Foe: Status = Oil -> Ardor

Foe: 3+ Foes Present -> Ardor

Foe: Party Leader's Target -> Comet

Foe: HP = 100% -> Silencega

Foe: Lowest HP -> Comet

## FAMFRIT

Summon Time: 250

Absorb: Water, Weak: Fire

Innate: Last Stand, Reduce Damage, Return Damage

Auto: Protect, Shell, Bubble

Role: Famfrit acts as a damage tank and has a long summon time, allowing his Summoner free reign to do as they will with little risk of being slain. Despite Famfrit's tanky nature, he lacks offense, having low ATK/MAG compared to the other Espers.

Briny Cannonade- Water damage to a single target with a chance to inflict Disable. 103 PWR, 15% Disable

Tsunami- Water damage to all enemies in a large AoE. 250 PWR

Protect

Shell

Bubble

Regen

Esunaga

Cleanse

Vox

Renew

Foe: Daring Attack -> Tsunami

Ally: HP < 30% -> Renew

Ally: Any -> Cleanse

Ally: Any -> Esunaga

Ally: Any -> Bubble

Ally: Any -> Shell

Ally: Any -> Protect

Foe: Water-Weak -> Briny Cannonade

Foe: Party Leader's Target -> Attack

Foe: Water-Vulnerable -> Briny Cannonade

Foe: Lowest HP -> Attack

Ally: Any -> Regen

## CHAOS

Summon Time: 200

Absorb: Wind, Weak: Earth

Innate: Shift (Elemental weakness changes when struck by an element)

Role: Chaos is a master of the traditional Final Fantasy crystal elements, using Fire, Water, Earth, and Wind to target individual elemental weaknesses for massive damage. If an enemy should lack these weaknesses, he is able to use Achilles to potentially inflict them with one.

Whirlwind- Wind damage to a single target with a chance to inflict Confuse. 120 PWR,  
15% Confuse

Tornado- Wind damage to all enemies in a large AoE. 250 PWR

Achilles

Firaga

Waterga

Aeroga

Quakega

Float

Renew

Foe: Daring Attack -> Tornado

Ally: HP < 30% -> Renew

Foe: Wind-Weak -> Whirlwind

Foe: Earth-Weak -> Quakega

Foe: Fire-Weak -> Firaga

Foe: Water-Weak -> Waterga

Foe: HP < 90% -> Attack

Foe: HP = 100% -> Achilles

Ally: Any -> Float

## ULTIMA

Summon Time: 200

Absorb: Holy, Weak: Dark

Role: Ultima is a mixed Esper, capable of healing/buffing with ease while also blasting enemies with large-scale AoE attacks.

Redemption- Holy damage to a single target. 170 PWR

Eschaton- Holy damage to all enemies in a large AoE. 250 PWR

Holy

Arise

Esunaga

Shellga

Protectga

Faith

Renew

Arise

Death

Foe: Daring Attack -> Eschaton

Ally: HP < 50% -> Renew

Ally: Any -> Esunaga

Foe: 3+ Foes Present -> Holy

Foe: Holy-Weak -> Redemption

Foe: Holy-Vulnerable -> Holy

Party Leader's Target -> Redemption

Lowest HP -> Redemption

Ally: Any -> Faith

Ally: Any -> Protectga

Ally: Any -> Shellga

Ally: HP < 100% -> Renew

## ZODIARK

Summon Time: 100

Absorb: Dark, Weak: Holy

Innate: Magick CT 0, Attack CT 0, Attack+, Focus, Adrenaline, Spellbreaker, Last Stand, Brawler, Attack+

Auto: Bravery, Faith, Haste

Role: The ultimate Esper, capable of using a variety of attacks. His stats are incredibly high and his durability is great, though this is counterbalanced by having the shortest Summon Duration.

Banish Ray- Dark damage to a single target. 190 PWR

Final Eclipse- Dark damage to all enemies in a large AoE. 255 PWR

Darkga

Holy

Scathe

Ardor

Flare

Hastega

Drainga

Blindga

Foe: Any -> Daring Attack

Foe: Holy-Weak -> Holy

Foe: Fire-Weak -> Ardor

Foe: Undead -> Scathe

Foe: 3+ Foes Present -> Darkga

Foe: Character HP < 50% -> Drainga

Foe: Dark-Vulnerable -> Banish Ray

Foe: Any -> Flare

Ally: Any -> Hastega