

Final Fantasy Brave Exvius
Abigail Character Sheet

Rarity: 5 Star - 6 Star

Job: Pirate Captain

Role: Physical and Support(Buff/Debuff), Minor Tank Capabilities

Origin: FFBE

Gender: Female

Race: Human

Trust: Fortuna

Weapon Type - Gun

+120 ATK

Element: Water/Wind

Weapon Description:

A once trusted pair of pistols wielded by the legendary Captain of The Nightingale Pirates. These pistols were always by the Captain's side and saved her life countless times in the face of peril. One of the Fortuna however were destroyed in the Nightingale's final battle and the remaining one sleeps at the bottom of the ocean with the ship's remains. The ore the gun was forged with prevents the gun from rusting and having been submerged for years the weapon has imbued itself with the element of the seas.

Description

Backstory

5 Star

Once hailed as the Captain of the esteemed Nightingale Pirate Ship and Crew. Abigail was a pirate who often stole from the greedy masses of the rich and would rescue and escort impoverished citizens of cities she robbed aboard her ship. She would help these refugees on her ship to new lands and with the plunder she stole from the rich she would gift it to the refugees so they could start a new beginning in various cities around the world. She was hailed as a hero for her deeds and history has left many stories of her crew's adventures. The legends of The Nightingale Crew and their Captain's Adventures continued to be told to this day as stories of altruism and heroism.

6 Star

Once hailed as the Captain of the esteemed Nightingale Pirate Ship and Crew. Abigail met her end trying to escape the aquatic fleet of a tyrannical warlord while having both stolen his treasure and escorting refugees of his city to safety. She sent the refugees to the lifeboat with the treasure and would hold off the fleet for as long as

she could so they could escape to safety. Her crew were so moved by her efforts that they fought to their dying breath alongside her for five straight days and nights till finally the Nightingale and Abigail sank to the bottom of the ocean. With a smile on her face her last thoughts were wishing all those she rescued a prosperous and happy future. It was often believed that Abigail was an orphan of war and she took up piracy to help those less fortunate like she once was because the military and law enforcements of her hometown would never lift a finger to help those suffering so when she was old enough she joined a pirate crew till she was finally experienced enough to sail her own rebels flag.

Statistics

5 Star

HP: 2809

MP: 115

ATK: 110

DEF: 105

MAG: 80

SPR: 75

ATTACK HITS: 4

6 Star

HP: 3651

MP: 170

ATK: 160

DEF: 121

MAG: 102

SPR: 108

ATTACK HITS: 4

Maximum Stat Increase

5 Star

HP: 300

MP: 50

ATK: 20

DEF: 20

MAG: 20

SPR: 20

6 Star

HP: 450

MP: 75

ATK: 30

DEF: 30

MAG: 30

SPR: 30

Element Resistance

+100% Water(through passive)

Status Ailment Resistance

Blind, Confuse, Paralysis(through passive)

Equipment

Weapons

Guns, Daggers, Swords

Armor

Light Armor/Clothes, Hats, Accessories

Ability Slots

5 Star

4

6 Star

4

Innate Abilities

Specials

5 Star

Level 12

Hawkeye

Critical Damage to All Enemies

Level 20

Cruel Seas

Inflict Physical Water Damage to an Enemy

Level 40

Hoist The Sails!

Raise Party's ATK and MAG by 50% for 3 turns

Batten Down The Hatches!

Raise Party's DEF and SPR by 50% for 3 turns

Passives

5 Star

Level 12

Watery Grave

Boosts Water Resistance to 100%

Level 32

All Hands Hoay!

Limit Gauge Charges 100% Faster

Level 55

No Quarter!

30% chance to counter Physical Hits and break the targets ATK/DEF by 40% for 1 turn

Level 65

No Parley!

30% chance to counter Magical Hits and break the targets MAG/SPR by 40% for 1 turn

Level 80

Dual Wield-Guns Only

Equip a Gun on each hand

Innate Abilities

6 Star

Level 70

Cruel Mistress

Physical Damage to all enemies and reduce ATK/DEF/MAG/SPR by 50% and reduce water/wind resistance by 50% for three turns

Level 99

Flight of The Nightingale

Deals Wind Damage and adds Wind Element to all party members(except Abigail) and Temporarily Unlocks Three Abilities for Abigail for Three Turns. Locks Tides of The Nightingale till K.O'd or Flight of The Nightingale wears off.

Tides of The Nightingale

Deals Water Damage and adds Water Element to all party members(except Abigail) and Temporarily Unlocks Three Abilities for Abigail for Three Turns.

Locks Flight of The Nightingale till K.O'd or Tides of The Nightingale wears off.

Flight of The Nightingale (All have high MP Costs)

Ability 1: Captain's Punishment

Deal Partial Unmitigated Wind Damage against all enemies. Single hit.

Ability 2: Winds of Victory

Allows party to automatically dodge 1 physical attack and boost wind resistance by 50% for 1 turn

Ability 3: My Final Gift

Heals a unit for 100% HP and 100% MP and transfers her LB to said unit at the cost of her life. Completely drains MP and HP and LB KOing Abigail.

Tides of The Nightingale Abilities (All have High MP Costs)

Ability 1: Spirit of The Nightingale

Deal High Partial Unmitigated Water Damage Against one target. Single Hit.

Ability 2: Rally of The Nightingales

Boost Parties ATK/DEF/MAG/SPR by 100% and increase water resistance by 50% for 1 turn

Ability 3: Fire The Cannons!

Deal Six Partial Unmitigated Attacks against enemies.

Passives

6 Star

Level 1

Captain's Resolve

Provides Auto-Refresh and a 20% chance to evade physical attacks.

Level 25

Nightingale Jolly Roger

Boost DEF, SPR, and HP by 30%

Level 44

Call of the Seas

Increase DEF by 20% when equipped with a Water Elemental Weapon

Guiding Winds

Increase SPR by 20% when equipped with a Wind Elemental Weapon

Level 67**Buccaneer Queen**

Gain a 50% ATK boost when equipped with a Gun

Gain 20% HP and MP boost when equipped with Light Armor

Level 88**Life At Sea**

Increase Resistance to Confusion, Paralysis, and Blind to 100%

Level 100**Nightingales Boon**

Doubles the duration of all buffs cast by Abigail

Magic

N/A

Limit Burst**5 Star****Nightingales Last Stand**

Min Rank

Single Hit Physical Water/Wind Damage(2x multiplier) to all enemies with 100% LB Gauge increase for three turns for all allies(except Abigail) and Abigail gains a 75% increased chance of being targeted

Max Rank

Single Hit Physical Water/Wind Damage(2.25x multiplier) to all enemies with 120% LB Gauge increase for three turns for all allies(except Abigail) and Abigail gains a 75% increased chance of being targeted

6 Star**Nightingales Last Stand**

Min Rank

Single Hit Physical Water/Wind Damage(3x multiplier) to all enemies with 150% LB Gauge increase for three turns for all allies(except Abigail) and Abigail gains a 75% increased chance of being targeted

Max Rank

Single Hit Physical Water/Wind Damage(4x multiplier) to all enemies with 200% LB Gauge increase for three turns for all allies(except Abigail) and Abigail gains a 75% increased chance of being targeted