

Tiering Criteria:

The tier list is based on the fights listed below. These are considered the actual endgame fights, and the rankings follow what ends up being the strongest strategies for dealing damage on these fights. The fights are not ranked in each box, it's just whatever is in each box, that's how much importance that piece of content has to the rankings

Major Importance	The Calamity Gauntlet (Mul An-Kun, Mul Ki-Ka, Mul Nab-Zu Triple battle) An-Ki Dingir Voclan Chimera Hoplon Zeta Trials to refuse the Apex Order: Extreme Stage 4 & 5
Moderate Importance	Shade Alter Force Levigator Kaputnik Mul An-Kun Mul Ki-Ka Mul Nab-Zu Edaxian Meleviathan Edaxian Zennon Ogre Heavenly Tsukuyomi's Shadow Manifestation Tempered Challenge Modes: Isuka, Myrus, Yuna, Anabel, Lokido, Rosetta, Hismena, Claude, Felmina, Renri, Victor, Hozuki, Mariel Astral Archives Challenge Mode: Psychic Ego, Ogre Baron, Veilis, Sun Goddess, Flame Lord, Empress, Dragon Bearer, Paradise
Low Importance	Edaxian Goblin King Lucidium's Shadow Trials to refuse the Apex Order: Extreme Stage 1, 2 & 3 Manifestation Tempered Challenge Modes: Iphi and Cetie Astral Archives Challenge Mode: The ones that aren't in Moderate Importance

They are also ranked based on factors like potency of buffs, role compression, and hitcount for anyone that does damage, and have rankings for both their stellar awakening and non-stellar

Due to how the current damage softcap works (You deal damage normally until 2.5bil, then any value afterwards is reduced by 95% until 5bil, then you deal damage normally again, you cannot ignore the damage reduction with stuff like Overcrit or Song or Prayer damage buffs, it'll simply increase the numbers a little) you want to use multi-hit characters since it's trivially easy to hit

2.5bil+ damage with each hit given the current buffs, debuffs, equipment and grastas we have in this game, even with some lower mod skills

Mod rarely factors at all into the list, there exceptions (Mainly Nilya) but most of the time mod is a number you can just ignore unless the mod is under 1000, since at that point is when the damage starts to get harder to get to the softcap without something like Aldo AS's Death Rejection that lets you use Flame Crush as the dps move for higher hits despite the lower mod, since Death Rejection is an obscenely strong steroid self buff

Why split the free character and gacha character tier lists?

To put it simply: You cannot fairly rank the free characters to the gacha ones

Especially since some free characters are useless with even some low tier gacha characters, but are randomly godly for FTP clears, it's easier to put the FTP characters in their own tiers since they have their own niches and the higher tier FTP characters should be considered even when building a team filled with high tier gacha characters

What do these tiers actually mean?

****Disclaimer at the top to explain a thing**

I'm only explaining the Gacha list, the FTP list doesn't exactly have a very clear defined explanation for each tier and due to the nature of FTP clears/characters, it's a bit harder to define it since stuff will end up getting used even if they are a lower tier just due to the limited nature of said clears, so you scrape what you can, it's just an overall power estimate rather than something more defined, and that's for its benefit

SSS:

Reserved for a selection characters who stand above the rest, being completely generic so you aren't locked into any specific team, and have extremely powerful effects or damage that can carry any player throughout the endgame if used correctly

- Sesta AS is widely known to be the most braindead character, set weakness, win. Enables a lot of other extremely powerful wind characters that can deal more damage than her at a moments notice as well, although her damage is far from lacking. 1 button press = win in too many situations
- Alma AS is the anti boss design character, anytime she's good everything breaks. Her instant guardian, copy lunatic, and high damaging counters with a bit of support, can kill any boss with a stopper attack that can be countered in a single turn if done correctly. Also breezes through Astral Archives challenge modes like almost nothing else, letting you reach truly obscene damage amounts from all the counters you will be doing, letting you near-effortlessly brute forcing any challenge mode of your choosing, no party bonus required
- Yuna is one of the best defensive supports, period. The ability to both debuff power and int by 60% (while also debuffing phys/type res by 100%) with a condition that might as well not be there, in link with other good skills that heal, regen, mp regen, restore statuses, and even the party, is strong enough as is. But add to that the permanent stat reduction from her stacks, and with stellar awakening, start of turn 2 status immunity barriers and buff reversal on a spamable skill, she can easily cripple almost any fight

- Thillelille ES needs little introduction. Promised Land is one of the strongest buffing skills in the game, regardless of if you are a light or a shadow character, since you can just spam it with zero recourse (And sometimes need to as buff/debuff clears exist) Add to that, setting a zone that any character with an elemental attack fill af bar with (and take advantage of for damage if the target is weak) in Crystal Zone, combined with other useful utility in Moke to give the entire frontline Minds Eye Lunatic, just makes her an easy to use, easy to fit in, offensive support that is extremely hard to replace, if even possible to replace at all. Her damage is a nice bonus on top of it although not the main reason you use her, but it's there and worth considering sometimes
- Myunfa AC is probably the hardest to explain but it comes down to role compression. You get almost every offensive buff (Pwr/int/spd/focus/weakness/weapon/prayer) you need in 2 skills from her alone, and she has other things on top of it. Keep Me Safe gives cover + 60% phys/type res to the character to the left, meaning she is both an insane offensive drug (That can sometimes be better than Thillelille ES for a single dps) but also lets you make anyone into a cover tank that can tank any non-fixed HP% damage fairly easily with a bit of extra help in gear and debuffs. All only needs 3 skills, and she can awaken zone while filling AF bar + restoring HP, MP and restoring statuses on top of it with her basic attack replacement skill. She just does a ton in 1 character which eases up teambuilding
- Hismena AC is the dps, she is spammable 8 hits on a very easy condition (Another Zone), good self debuffs so she isn't as team reliant for that (Important since we have a lot more strong buffers than debuffers) and can change her own attack type depending on the team, letting her exploit any weakness easily and tear through boss healthbars with little issue, and with her damaging move being 2 moves, your Another Force gets extended for longer, letting her tear through even the high HP superbosses like Edaxian Melvilliathan and Shadow of Tsukuyomi without too much issue. There really isn't too much else to say, drug her up (Especially with characters like the aforementioned Thillelille ES which can make her 10 hits instead of 8, making her an even more insane monster) and watch the fireworks.
- Vulette AS is, just absurd. Almost everything but singular focus for thunder support you could ever desire, and has 0 locks, so you can use her with anyone. A big strategy with

her is using Necoco ES to kaleido ANYONE into Thunder, including the likes of Alma AS. The upside is a support that is almost incomparable offensively, and she also does not slack for damage. The infamous Velette AS Chain is one of the highest outside of af damage nukes, letting people not only kill high HP bosses outside another force, but Skip Boss Phases due to a weird interaction regarding her chain with multi-attacking moves against HP stoppers/lifepoints ([If you want a further explanation on it, read this post, it says it doesn't work on lifepoints I was just Wrong it does](#))

- Ewan needs no introduction. 4 hit, attack again, attack yet again. Good self buffs, only needs absorb or healing to spam. Simple, effective, extremely stupid in strength. Due to both his own self buffs and the sheer amount of hits and af you get, you can just ignore Singular Focus buffs entirely and he will still spam damage softcap hits both inside and outside another force with ease. Even AOE bosses like Edaxian Goblin King fall to the spinning hammer despite him only being a single target attacker. Just keep that 3 shadow in front (which all of his best supports are anyways), add a Renri AC to give him spammable 15 hitcount, and watch the fireworks
- Shigure ES is another double attack again dps, but that's not all he can do. Starting the battle with cover + damage avoidance dodge, and a spammable move that gives rage on the enemy, means basically anything that happens that deals damage during the first turn is completely meaningless as shigure just Dodges It. And he does more after the first turn dodge (albeit if you can get him to counter slash attacks, you can keep the dodge forever, but that's mostly impractical as not that many fights have slash attacks) Even post dodge he has a stacking power and int debuff for 60% pwr/int so the enemy will be nicely debuffed, a link that makes both his attacks and any katana users attacks stronger thanks to its good mod (500%) and the fact it sets Slash Break. With the link at base he has a total of 12 hits over the 3 attacks and double attack again is enough af that even if you can't softcap all of his hits (which can be difficult due to them being 50% mod per hit) your af will be so long that the damage will eventually get there and the boss's healthbar will be gone. Bonus points if you use Shion ES with him for the buffs, or Sesta AS as Sesta AS is the perfect enabler
- While not originally considered, due to the release of crystal zone grasta, Necoco ES earns herself a spot here, due to both being generically super useful for a lot of fights,

letting you superbuff a character, have good defense, and kaleido/expose (although has extreme skill slot issues and awkwardness), crystal zone grasta, letting you make anyone crystal and set crystal weakness regardless of team, means she just has a way to break fights with anyone. She's an absurd support for all the reasons above, and earns herself a spot here

SS

These characters are just, broken. Nothing more to say really, they are characters who are just completely overpowered and generally do too much or deal insane amounts of damage, and are characters you should be using all the time to clear content if you have it, as they will make things much easier for you

S

These are the Really Strong characters, characters you should be using a lot because they are very powerful and can easily fill in holes or deal very, very good damage

A

The "Toolbox" tier

Anything in here should be in consideration at all times when teambuilding. No less valuable than the SS crowd, as they each have their own strengths in different situations. They are good candidates to use when dealing with any of the criteria mentioned above when you are missing something key that they can provide, or if you are scrounging about for characters for a bad tempered pledge week

B

The "Somewhat Niche" tier

Characters that are decent but aren't something you normally always consider. They can come up and have an impact but are a bit more niche in application than the A tier, consider them every now and then if you are lacking options or struggling, but don't rely on them

C

The “Mid” tier

These characters are what I would call “mid at best” and the lowest tier I would ever think of considering for any of the fights I have listed, they can still do things in those fights but it’s generally advised to use something higher unless you're desperate

D

This is the start of the tiers where these are characters you shouldn’t consider using, they just do not hold up very well against the modern fights

E

Bad but not unusable

Mostly the same as D tier except they are worse than D tier

F

Don’t use these characters, ever

All SA Characters: If they are ranked lower or not without SA

Cerius: $S > D$. Literally unusable without SA, loses all of his damage and his multi move skill so you lose all the things that actually make him relevant and instead make him the most mid pierce support ever (and that's putting it nicely)

Oboro: $SS > C$. Not being able to get all 3 rajin modes in a 1 taf makes him extremely slow, so loses all of his archives utility. Can still be used outside archives but takes forever to setup and is generally not worth it, but not technically unusable

Suzette: $A > C$. Not having the stellar burst utility hurts, makes her dps more in line with the dps of C tier with a bit of utility without the SB zone break + reset AZ wind and 3 hits instead of 2 (Also just doesn't have much in the way of support)

Tsukiha: $SS > B$. Losing her SA skill hurts as it more than doubles her damage. Still an okay fire dps with good debuffs and a fire type attack buff but loses a lot of strength without her follow up attack, and her damage without SA is only really applicable outside of AF.

Wenefica: $B > E$. The biggest victim of the early SA design, completely unworkable without her SA as you can't even make use of all of her curses to get meh damage and the only thing she has going for her are the extremely slow stacking for shade zone (an already meh archetype) and a type res debuff which shade is not lacking at all.

Alma AS: No changes, SA skill doesn't do anything that she doesn't already do

Thillelille ES: No changes, Promised Land and crystal zone are just wayyyy too generically strong and you get moke and moke is ridiculous

Akane AC: $S > A$, Losing the extra move hurts AF extension and native synergies with Shigure ES Link and Shigure AC, but still solid otherwise in your native archetype

Melpiphia: No changes, even with SA you can't even fit her stellar skill half the time and it's not THAT useful anyways

Melissa: $B > C$, Not having the hornet hail stellar burst zone setting utility means she gets weaker in tempered manifests and astral archives, two modes she's already more niche in application for

Sazanca: $A > B$, Makes her less flexible and only useful in guiding light only teams without SA

Ewella AS: $A > B$, Not having the stack immediately makes 1tafs weaker and losing the weakness multiplier and barrier pierce does hurt

Daisy AS: $A > C$, Losing the attacking skill pretty much kills her utility in Id blunt teams and her support is fairly middling otherwise, not unusable but you probably shouldn't consider her in blunt without her SA

Tiramisu: No changes, Still C Tier with and without SA

Kuchinawa: $S > A$, Losing river of snakes hurts, still very good without river of snakes but does push him out of S tier

Xianhua: $S > A$, Losing tesseract hurts her application in izuna strats for tempered challenge modes, lowering her placement

Anabel ES: No changes, Justice is a very mid SA skill and you have to keep divine dusk anyways for your spam skill in AF for animation reasons, and her SA ability might as well not exist

Ciel AC: No changes, Due to the recent tier shift down to A, and stellar skill not doing THAT much to warrant a B tier placement without, no placement change

Yakumo AS: $A > C$, Not having the SA ability or skill hurts him a ton, not being able to get 50 seasoned so buffs last more than a single turn and his Stellar Burst being able to Zone Break and then set AZ Magic with 50 seasoned is extremely, extremely important, especially after a buff clear + the boss setting their own zone

Bertrand: No changes, Kingdom Lance SB is funny but it's easy to get 100% res on him anyways so it doesn't do anything functionally almost all of the time

Mazrika: No changes, Her stellar skill sucks balls. I love D E L A Y E D guardian! (This is a sarcastic statement)

Jillfunny: $S > A$, No Minds Eye Lunatic prayer makes her quite worse, puts her in A tier territory and not the S tier excellence that she normally is

Minalca AS: $SS > B$, REALLY hurts not having the ability to set 50 hearthflame stacks for her own damage or having the guardian at all until at easily turn 4 with A L O T of rng. Drops her down greatly without it

Ewan: No changes, his SA skill is the worst downgrade of all time to Lava Impact

Renri AC: $SS > A$, Loses a lot of buff potency without her SA and makes the overall shadow fire teams and shadow blunt teams she is a part of a lot worse without it. Still strong but not as effective as you would like

Utpalaka: No changes, His SA skill can actively hurt his gameplan (The mod of his eot is dependant on the stacks on the enemy and bluelotus blade removes that for a skill with a very bad payoff unless you SB it for the guardian) Still absurd even without the multi guardian, lots of very dumb things have been done without his SA that warrants him staying in SS

Zliva AS: $S > B$, B because he can still be used in archives without SA but uh, after turn 4 without SA he literally stops working as his SB is the only way to regain his mode and therefore his multi move dps which is why you use him (You can still use him as like a weird Yuna AS otherwise past that, just weird in general)

Melina: $A > B$ (Or maybe C honestly, kinda borderline), SA skill helps get the buff stacks quicker which means you get more effective buffs sooner, also the eot is useful. Also loses niche against The Eternal Diamonte without it and that's a big issue

Shanie AC: No changes, Her SA skill is not very good and her ability isn't great when you have to reapply that skill regardless due to both turn limits and bosses having buff/debuff clears

Lingli AS: $C > D$, Loses her self buffs which means her low mod doesn't really do anything, and there is never enough enemies to kill to sustain her own dps, rarely any at all or they punish you for killing them (Reve the Scholar, fore example)

Shigure ES: $SS > B$, Not having the dodge immediately or his 3 moves hurts him a lot. Still decent otherwise as just a generalist wind tank but no where near the power level he is without SA (And just worse than Soira AS or Shanie AC)

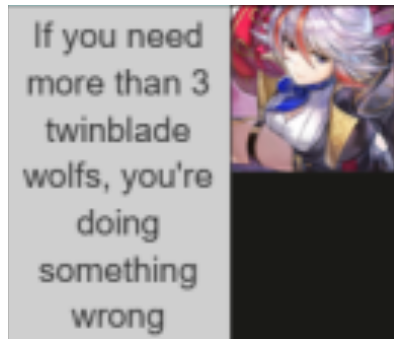
Shion: No changes, SA ability doesn't do much as it doesn't stack with Itto-Ryu: Dragon which you use anyways, and his stellar skill is already really, really niche in application as slash az is not hard to set in general and not many relevant things resist fire anymore that you would want to use fire on, the exception being Azami challenge mode. Don't find what he gains from SA to be beneficial enough to lower his ranking

Tsubame AC: $SS > A$, No immediate Neko Busheen mode means her support is limited for any 1taf strategies, and that also means her move count is limited for them. Also loses her 30 hit nuke which can kill pretty much anything if done correctly. Still good without but lots of value lost without it

Rufus AS: No Changes (I think), Pretty sure from use not having his link isn't really much of an issue, although maybe I could be wrong on this one

Shanie: No changes, She's still a C rate dps with and without SA

Sesta AS:



No changes

Izuna: SS > S, Still an insanely strong thunder dps with 8 hits outside AF, but losing the ability to AF back to back 3 times hurts a lot of her normal applications against the HP sponges. Just having access to the stellar burst option, not even necessarily to use Secret Art Thundercrack, is so important as well. Not enough lost to put her in A as her damage outside AF is still crazy

Mighty: A > C, Loses his entire thing which is the only water character in water locked characters to give singular focus to the party, without that he is just kinda eh

Id: A > B but I'm unsure, Not having the singular focus and 15 abide immediately feels like something that would be worth dropping a tier over but I'm unsure of in practice how much that actually matters. I could be wrong here

Elseal AS: SS > A, There is just not a reason to use her AS over her NS without her SA, her base kit is strictly worse than her NS (Which is already in S tier) which is why I'm pushing her down to A tier as power level comparison wise it doesn't make sense to put her no-sa as and ns in the same tier

Yuna: No changes? I don't think her SA changes that much since her base kit is already so absurdly strong as is and is the reason I consider her at SSS in the first place, SA feels like something that is a cherry on top more than anything. Plenty of silly things have been done without her SA so it doesn't feel necessary for this ranking, although this one I could be wrong on

Necoco ES: SS > S, She needs stellar burst, so bad. Needs it really bad for turns reasons for stuff like Ultimate God Relic or to not take an attacking move in a double sb strat where you use

something like Great Necoco Incoming in SB so she can spam an attacking skill otherwise instead of shortening your AF otherwise. Stellar skill is functionally terrible but not having stellar burst screws up so many interactions

Lokdio AC: $A > B$ but could honestly be C, Not having the +1 hit stellar burst hurts his damage output a lot, and not having the borne to play turn 1 can hurt some switch strategies if you are pairing him with Komachi AS

Kagurame: $B > C$, Not having the immortality stellar burst means she is more prone to death than other cover tanks, the SB immortality from all fixed damage is the reason she is in B (Oh also she needs SA for stats, her base MP is REALLY bad when compared to the cost of her skills)

Eva: $SS > A$, Not having finis draco means she goes from 6 hits to 4 and that's more A tier dps than SS tier dps, also having to rely on her manifest weapon and not elpis rod for damage output sucks

Krervo AS: $B > C$, Delaying the good staff damage buffs further hurts him, and he's already a bit more on the niche end of things as is

Toova: No changes, As The Toova Person, Clay Grave comes up every now and then but it doesn't realistically change anything as you go from a 1 hit skill to a slightly higher damage 1 hit skill that you can't spam

Yukino AC: No changes, The benefit to her SA is getting a very funny way to make Karna deal less damage but that's really niche in application and not very necessary, her support is A tier without it as well

Komachi AS: No changes, 4 hit dps is 4 hit dps, still solid A tier without it

Isuka: $A > C$, Loses all of her damage without SA, and that can be really, really important for her own tempered challenge mode. Only really has the debuffs and a 1 hit skill otherwise and that's rarely enough to justify a character, especially since you need 5 other debuffs to get the full effectiveness of the debuffs which means it's just not very consistent as the sole wind/phys res debuffer outside AF

Shion ACAS: No changes, once a meme, always a meme. Still not used with SA even in the new boss rush where the infinite barrier pierce would be valuable

Nilya: $A > C$, Turns out when you lose the ability to fight 70% of the fights in the game from not having your SA, you lose a lot of placements

Shion ES: $S > A$, Still a great slash support but not being able to give Singular Focus to the party hurts

Velette AS: No changes, Only thing you lose from not having her SA is the ability to implant thunder expose turn 1 and that doesn't really matter outside of hyper niche meme strategies

Myrus: No changes, Stellar skill sucks balls

Dewey ACAS: $A > B$, Not very distinguishable from his NS without stellar burst or the ability to deal way better damage in any reasonable manner, about the same power level

Laclair AC: $A > B$, Infinite pierce AZ is soooooo important for the current pierce support roster to have their abilities at full effect. Also having the focus on it means necoco es doesn't need to use Ultimate God Relic, which free's up her skillset more

Hismena: $B > C$, No stellar burst means no higher hitting nuke and she isn't particularly strong with it, and losing it hurts a decent bit for her own damage against her own tempered challenge mode where you might need it

Linaria: $A > B$, Not being able to get back her own AZ up without her stellar makes it inconvenient to have it in her own archetype, but she is still fine enough as like a generic support that she can be in B tier just fine without that

Cetie: $A > C$, No SA = No Clock and Retro Stacks, meaning your buff skills become way under the power level you would want and you don't have a multi hit spammable skill to extend AF (And loses the niche of being able to reapply every buff and debuff he has in one move in either an SB or a regular action after a buff/debuff clear)

Suzette ACAS: $SS > S$, Still has the zone break utility, still has decent damage, still has good defensive utility, but you become 5 hits 1 move instead of 10 hits 2 moves without your SA skill and that only makes you a similar power level to Melody AS (Who is in S tier) and not drastically exceeding it

Renri: No changes, SA skill is terrible

Shigure AC: No changes, SA skill is bad!

Raven AS: No changes, SA link is nice but 4 hits is 4 hits and that's still fine for A tier power level, and you don't always have the link anyways due to interactions with Kuchinawa's link

Mariel: No changes, you're still dog**** no matter what

Isuka ACAS: $S > A$, loses the nuclear bomb SB and shade expose that makes her an S tier dps, but still a strong A tier 5 hit dps otherwise

Myrus ES: $B > D$, functionally dead without her SA, loses her entire main niche (1tex skill) and a lot of flexibility as she sets sea of stars turn 1, so no 1taf

Lokido: $B > C$, No way to re-activate state without SA hurts quite a lot, and no self singular focus

Vares: $A > C$, Needs a turn of setup assuming the boss has a stopper attack, which isn't always true. Can take multiple turns to get beast orbs or a vc which makes him far more inflexible

Nina: $B > C$, not having constant crystal az hurts several strategies she is used in, and the extra stats are important for her main chain attack dps role

Anabel: $A > B$, Losing stockade and the stellar burst activation bonus means it gets harder to recover from getting hit extremely hard as her counter healing is quite low for how high her hp is. Still tanks decently well without her stellar skill but it comes in handy for long term sustain and letting you fight for forever with the mp counter

Dunarith ACAS: $A > C$, Probably some niche scenario with Jillfunny buffs that making someone else a cover tank could be useful but it's not particularly very good. His main role is a single target 6 hit dps over 2 moves regardless, something he cannot access without SA

Rosetta: $A > B$, You still keep the stack debuffs without SA and those are obviously still crazy, just miss out on the pain enhance and sot biblia utility without it, which moves her down but not super far

Mildy: $B > C$, although you could argue lower. Losing the double lunatic stacking interaction without her SA (and easier moonlight resetting) is like, pretty much the reason to use her. Her support is still fine enough to not be unusable without I think, but this is a placement I could see being lower

Clughorn: $SS > S$, DPS is still fine without SA as the no-sa guy has proven, but losing SB for damage and losing the guardian hurts his overall damage output, not enough to be SS without those

Premaya ACAS: $S > B$, Loses out on some defensive utility and the turn 1 utility, but still enables the turn 1 velette as chain max stacks without sa so she doesn't lose too much in terms of ranking

Thillelille: Unchanged, her sa is terrible please don't use it

Verdanta: $SS > S$ but subject to change, probably still fine enough just requires some more weakness setups (which isn't too hard to enable anymore) to work rather than just having the

expose. Might move down on the non-sa list at a later date but for now that's where I will place her

Myunfa ACAS: $SS > S$, Losing the focus's and multi upgrade hurts large aspects of her kit

Claude: Unchanged, Stellar skill is good, not necessary. Kit is plenty strong without it and pierce adores it

Hismena ES: $S > A$, Still good self damage, but loses the AF cheat and that's a large enough difference to drop her down

Cerius AS: $A > B$. DPS at base is more in line with B tier as is, and losing the pierce expose hurts quite a lot

Changelogs:

V14:

Welp, sorry for the late one. Meant to get this out earlier, but stuff with Hismena ACAS even now just remains inconclusive, so sorry that this is late

Before I get into the changes, I will address the elephant in the room: What is going to happen with the FFIIX cast

The current consensus is that we are keeping them in the free character tier list. Reason being, they are free. They were given to us for free, and were clearly balanced with free character power level in mind, so free characters they stay

This is open to a re-evaluation at a later date, but for the moment, they will stay on the free list, even if FFIIX never returns, unless future evaluation or polls would prefer it otherwise from both the reddit and discord side of the community

Now, lets get on with the changes

New additions!

Xianhua AS: S

- As mentioned in my analysis post, this is just Xianhua NS but with slight changes, and you will flip flop between the styles depending on which skillset you need more. Very similar kits, just better at certain things. Stays the same tier as her NS

Hismena ACAS: S

- I was a bit indecisive on her for a while tbh. The reason I ultimately decided on S is just the lack of an explosive buff that makes her stand out (something like Singular Focus on the P A R T Y or a link to the party would've changed the math most likely, and moved her up) There is also the elephant in the room of, her acns, which you could also just use as a 10 hit dps with either elseal, alongside the obvious Verdanta, with several of the lower board support options (even the buffed ones) that hismena acas has access too, which complicates the matter of putting her higher, even if there is nothing wrong with using either elseal with hismena acas to support someone like Verdanta
I will say however, if someone does figure out a consistent hardcap setup with a sub 80 light vedanta on something like Mul An-Kun/Dingir or Hoplon Zeta, then that could

change things for Verdanta's placement, but for now, nothing that I've seen outside of whales flexing

Retro buffs!

Mistrare: E > A

- Solid aoe crystal dps thanks to her stellar skill, with large amount of physical/crystal/wind res shred, and end of turn attacks to help with af refill. Pretty good, and depending on what people find in the future, could possibly move up, although that might be too ambitious of a statement

Amy: F > A

- Never thought I'd see the day....
So to preface this: She is N O T good in free teams. She is instead, like Colette, bolstered greatly by a specific gacha team, this time it's Havoc Blunt teams instead of Necoco Kaleido teams (although amy can also be good with necoco es to make all of her attacks wind) The attack again both inside and outside of another force, combined with it's good hitcount inside another force, makes her a pretty good Blunt and Wind dps for gacha teams, and has upscaled her pretty greatly. Even something miniscule like the 10% af refill from her stellar burst Does Matter! It can absolutely push some boundaries and let you get that back to back another force! Overall, competent in gacha teams, but in free you won't see her much

Moving down

Harle: A > B

- I thought the buffs she got would let her remain in A tier, but I was just sorely mistaken. All of her defensive utility is just not remotely good enough to use her over Steiner and Starky, and the magic res is great for Ryza, but only for a couple of aac's, and we've had solutions for that forever with Vivi funnily enough. This is a better vivi (still ranked higher than him at C) but compared to other f2p defensive options, falls off, and the magic res shred she has isn't good enough to compensate. Even empel can do better due to the buff reversal

V13:

God and I thought I had a lot to talk about with V10, this takes the cake and THEN some

Well first off all, lets address the biggest elephant in the room: Why am I removing top 2?

The biggest answer comes with the top tiers of the superbosses (that are now sectioned off nicely into a table on the criteria document)

Due to boss mechanics being more or less, forced to interact with them, these two, despite their ridiculous power level, no longer just offer an “I win” button to the hardest fights, and are instead just stupidly broken. I still consider them top 2 in my head (3 and 4 being thille es and velette as), but if they even have to respect boss mechanics now, there’s no reason to keep them in a tier of their own

Now, if you’re curious on the details on what I mean here, let me give you a rundown on why they aren’t really an autowin anymore for the top more important fights at an endgame level that is placed into the table:

Calamity Gauntlet: Both are really only usable on the ki-ka portion of that fight (and if you stretch the definition of usable, sesta as can be used on nab-zu) and it’s like, a fine option, but nothing super game breaking

An-Ki Dingir: Best Alma as gives you there is defense (and even then it’s not fantastic...), since not enough attacks for counter shenanigans. Sesta AS is almost completely useless due to there being no use for type expose here

Volcan Chimera: Counters both characters completely due to its specific weakness needs, don’t even try, it’s not worth it

Hoplon Zeta: Both are good for getting extra moves in to reduce the shield level, and sesta as helps with damage once it’s sufficiently lowered, while Alma AS solves the gigantic defense issue (so long as someone has hold ground for turn 3) But it’s not so ridiculous of a role that it needs to be a tier of difference compared to the SSS’s

Ex4 and 5: Sesta AS is already a little weird here anyways due to the lunar requirement for ex4 (even if there is nothing stopping you from doing wind here, but slash is generally preferred) but for ex5 she is definitely one of the stronger options. Alma AS similarly isn’t very good for ex4, but absurd for ex5

Overall, while yes both do get some use on some of these fights, it is not enough to justify An Entire Tier Of Difference. They’re still absurdly broken characters, but SSS is more fitting, rather than having a tier of their own. Everyone has to respect boss mechanics now, and honestly, that’s for the best

Anyways speaking of boss importance, the criteria document has a table for that now! You can now see which endgame fights matter more towards these rankings than others! Because there is obvious difficulty and HP discrepancy between the endgame fights. I’ve also shaved off Karna and the first 4 tower of wisdom fights due to not having enough HP to qualify (SAF only gets a pass because... it’s SAF, still absurdly stupid fight even for an endgame playerbase)

I also updated a bunch of the non-sa rankings on AnotherTier (I'll get to putting explanations for why they change/don't change tiers.. Eventually. It's a lot of work to make it look better and sound less ramby) So that should be way, W A Y more accurate now

And finally before we get onto the tier changes themselves (Spoilers: It's more than you think) It's the 1 year anniversary of the tier list! And since it's inception, it legitimately has more changes that have happened than I can count. Thank you all so much, both on reddit and discord, for helping make the tier list what it is today! I am not omnipotent, so I've always appreciated the feedback, and it has made the list so much better since its inception. Going from a list created out of spite in like 5 hours for altema's linaria ranking, to an entire site that's even referenced on AECheck of all places, could not thank you all enough!

Now, for the tier changes

New additions!

Melpiphia AS: S

- Very strong 3 hit attack again character with one of the strongest offensive prayers in the game, and a good defensive prayer on top of it to play double prayer mode. A very strong wind character, even if she doesn't push the envelope of wind much, due to how broken the element is. Nonetheless, very strong. Just uh, ignore the stellar skill in stellar burst
Non SA-Rank: S

Havoc: SS

- Despite some issues due to her stacking gimmick, she does just give every single buff blunt could ever ask for under the sun (outside of +1 hit) Add on blunt expose, and she is your all purpose blunt support now. She is absurdly strong, just for an archetype that isn't very good rn outside of ewan (SHE IS VERY GOOD WITH EWAN) Welcome addition to blunt, here's hoping we get another 2 blunts to help fix this archetype
Non-SA Rank: S

Rovella: D

- How am I supposed to write an analysis post for him.... He sucks. He is just unusably bad. Only thing he has is a counter mode that is actively counter intuitive with his stealth mode, and Fine stellar burst damage, but outside of that, he does nothing. The kit is actively confused with itself. Not only is he just a worse cyrus, he does worse in free teams than NONA NS for counter strategies for the new aac. Don't use him, please. Even if you are a newer player, he will offer nothing of use to you. Whenever I figure out how to make my analysis post of him, expect me to be extremely mean

Retro buffs!

Felmina: E > A

- She's interesting (Go to my analysis post if you want more about her). Feels very borderline between A and S, but I can't realistically give her S due to turn 1 issues. She can be a good 8 hit dps with attack again, but has a lot of setup issues doing that (needing like turn 3 for her stacks to get there). Her turn 1 damage also has some issues, despite the 5 hits on silent killer, due to lower mod and animation issues, but she can still do things. Big thing that sets her apart is the eot for af refill, both in zone and zoneless due to the 3 hits for it. Solid, but doesn't push the envelope on wind much
Non-SA Rank: B

Moving up!

Necoco ES: SS > SSS

- Crystal zone grasta... f***ing crystal zone grasta... Well with the ability to nekomata observance with supurr necoco mode in crystal zone with literally anyone in the game, suddenly my problems with her are no longer enough to justify not SSS, because being able to force crystal attack and weakness on everyone in the game with zero party restrictions is just flat Broken. The zone is broken, and she is by far the best abuser of the new grasta because of it. Expect people to abuse it to high heaven.
At least it puts mono crystal in a ditch, which is honestly too funny

Mariel ES: B > A

- Havoc upscale. Expose from havoc + the buffs make her better (and not entirely necoco es or die), just needs an int buffer to compensate. Gives her a little bit of extra consistency, even if she can still fail to hit softcap at times due to lower base numbers

Moving down

Alma AS: Top 2 > SSS

- Explained at the top of the post

Sesta AS: Top 2 > SSS

- Explained at the top of the post

Oboro: SS > S

- Cheesing aac is not as big as it used to be, and his hitcount isn't nearly enough for the SS tier. Add onto that, the thunder expose after another force is only a nice benefit, rather

than something that's super mandatory now. Velette AS existing at this point makes his niche less profound, as he gets shaved from more and more thunder teams. Victor retro buff was the nail in the coffin

Tsukiha: SS > S

- Hitcount issue. 7 hits with link is just not SS standard (where people are at 8 hits at base, while Tsukiha with links is 7, just objectively weaker)

Jillfunny: S > A

- Mind's eye is good, but that's where the amazing parts end really. The prayer is good but not enough to justify S when her support isn't very good otherwise (the zone stack is completely awful with Verdanta and Myrus ES), her damage is only 3 hits, and the zonebreak + set az water is fine but nothing crazy. Should not be in S tier

Mistrare AS: A > B

- Trend of most of the singers being moved down this update. Very few of them actually see that much use, and when I'm seeing lovinia as being used more the Mistrare AS half the time, there really isn't a reason to keep Mistrare AS higher, even if she has a stronger song effect. You now just pick your poison rather than one being objectively better

Milsha AS: B > C

- Singer downscale

Parisa AS: B > C

- Singer downscale

Pizzica: B > C

- Singer downscale

I'll also be putting in the non-sa changes this time because I think it's interesting, but won't be giving descriptions for the moves because I don't have a lot to say, it's more just fixing stuff that should've been changed

Moving up:

Clughorn: -1 > Unchanged

Necoco ES: -1 > Unchanged

Sesta AS: -1 > Unchanged

Daisy AS: -2 > -1

Isuka: -2 > -1

Suzette: -2 > -1

Tsukiha: -3 > -2
Wenefica: -3 > -2
Obor: -4 > -3

Moving down:

Anabel ES: Unchanged > -1
Ciel AC: Unchanged > -1
Hismena: Unchanged > -1
Komachi AS: Unchanged > -1
Raven AS: Unchanged > -1
Lokido AC: -1 > -2

V12:

I've been doing these updates for almost a year now? Sheesh. To think how far we've come from a list I made out of spite for a singular altmeta ranking in like 5 hours. Well, time for your regularly scheduled endgame tier list update, this time with retro buffs since we actually got retro stellars, so it no longer feels weird

New additions!

Tsukiha ACAS: S

- Very, VERY jack of all trades, master of very little type deal. The first not completely awful fire expose, but has a lot more utility than that. Good for tanking, offensive fire support, and can even deal damage herself. She's a little weird in the context of shadow fire currently as there are other supports that more than compete with her spot, but nonetheless has a very good skillset and is easily better than everything in A tier. Also if not playing shadow fire, welcome to a crazy Aldo AS buffer

Kuchinawa AS: SS

- Okay so this just fills in the rest of the holes earth needed to be More Than Competitive with the other archetypes (not necessarily exceeding things, I'm not going to say this is better than itto ryu, but actually very strong now) Having a link attack increases the damage ceiling of everyone by a lot (Toova ACAS is 10-15, Cerius and Zilva AS are 6) and the start of battle earth expose also lets us use Zilva AS in a 1taf scenario if the target isn't already weak to earth. I'll go more in depth into him when I do my analysis post, but just know he is Insane for earth, and has made the archetype feel significantly better to play, and him combined with Myunfa AC/ACAS, gives you basically every buff/debuff you could ever ask for

Retro buffs!

Riica: D > B

- She has, things going for her. 50% power/int buff (65% with prof boost), 50% physical resistance shred, 35% pwr/int debuff, decent healing with a phys res buff and status cleanse. But after that she just, doesn't do enough. The link as well is also useless due to it being non-type and it's animation issues, and compared to a lot of other f2p supports, she just doesn't feel like she does Enough. That said she has things going for her, which is more than the C tiers can say, and given the amount of things she does, even if it falls short compares to the titans of f2p, B tier is very fitting for her

Cyrus: C > B

- ... I guess by technicality he gets to go up because he has a thing he can do? But man I almost didn't want to raise him up, even if he is probably just better than the Cs. The buffs he got are BAFFLING, idle nirvana slash doesn't deal enough damage most of the time, the only other high mod skills are 1 hit, and he got a weird Counter mode (despite not having stockade or guardian to actually make use of him) They tried to do too many things with him and it all congealed into 1 kit that doesn't really synergize with itself, lacks focus buffs so his damage is hard to maximize (especially when the free water dps comparison is W R Y Z) and is overall just not very good. Despite the placement move up, I would not recommend using him.

Moving up!

Thillelille AS: D > C

- With Eleanor now giving her a +1 hit buff and good support otherwise, she is now a Fine dps for both Mul An-Kun and Renri temper. Does kinda need the enemy to be slash or fire and shade weak due to how her kit works, but she kills both fine and therefore is usable

Radica AS: D > C

- Okay so apparently we are all stupid and she's actually like plenty fine. With the advent of remembering mazrika's stack gives 200 luck, and Kid giving a luck buff, her mod scales to the point where her damage is not bad at all. Still needs some work and maybe later iterations on how she should be fully played will come to light to maybe see her move up to B, but uncapped luck scaling means she has negative 3 issues hitting softcap, even WITHOUT mental focus

Mariel: D > C

- Almost missed this one so adding this in post, but essentially, she has a very Specific niche now on An-Ki dingir, with her song in stellar burst giving you a bunch of buffs like pwr/int/spd, crit damage and focus, the song eot status cleanse which matters for the delayed petrification, and using moment of song grastas which are very strong for zoneless another forces. Having a niche against the literal hardest superboss in the game lets you be moved up, and I've seen like 40+ clears of people using her for this niche so this is a valid one

Moving down

Suzette: A > B

- ... Her time has just come and gone. Spammable 2 hit damage isn't very good, and her utility is Okay but nothing to write home about. Bolt Bahamut is zonebreak + set Wind AZ, but when we have 2 better options for that in wind already, and she doesn't bring much to the table as is, it's hard to say she should be ranked at A tier at all. Heck, even when talking about wind team options, I frequently mentioned Isuka (another A tier wind character) as a slot you sometimes put in, but never suzette, and that realisation made me realize that she, really does not hold up. Even just looking at her standalone, the zonebreak is all she has, otherwise she is comparable to the likes of Renri NS in damage and utility.

V11:

Happy 9th anniversary people!

I know the update is a little rushed compared to when the update dropped but it's been more than a month since the last (and I did promise monthly, it's just gone to bi-updately and JP anni update released on a bad day for my normal cycle) and I do just kinda, want to update the tier list so I don't have to be anxious thinking about it and can just Show Placements To People better rather than getting 20 thousand questions on where Eleanor and Flammelapis ES are

So keep in mind that for one of these rankings (mainly Ruvi and Flamme ES's no-stellar placement) they might change on the next update since we still haven't had them for too long to

iron it out completely. I just need to get the update out so those might be a little rushed but the rest of the placements here are extremely confident ones

Alright, let's talk about the meat of things

New Additions!

Mighty Alter: B

- Originally C on the analysis post, but Flamme ES exists now so the softcap argument no longer exists really. She makes it Significantly Easier for him to softcap spam, letting you find dps opportunities for him with nekoko for 2 hit attack again spam, and that's about where B tier level power ends up. Extremely stellar reliant tho. There are also some very niche zoneless strategies in temper which uses him with nekoko and xianhua with xianhua's magic expose and goes to town there. There are things he can do, even if he isn't particularly great at it

Eleanor: S

- She's pretty dang strong. +1 hit for swords, focus, infinite slash az, attack again, great defensive utility, decent personal damage. All good traits to have for sure. It's just, no power/spd buff which can be a little irritating, and Thillelille ES exists, and Thille ES is just better in most cases. There are some teams where Eleanor is preferred (Linaria/Eleanor/Hismena ES slash/pierce comps) but in general Thille ES will be superior. Also still feels a bit weaker than shion es so can't go into SS. S feels very fitting as she dogwalks A tier with her support, and her spamable dps is generally higher if you choose to go down that route (it's better than Thille es's as well which is one other advantage she has over Thillelille es)

Flammelapis ES: SS

- Direct Yakumo AS powercreep for magic, and a very welcome one. The rose with thorns effect being at 50% (doesn't stack with regular rwt btw) is a very, VERY strong unique modifier that doesn't actually count as buff, meaning it can't get buff cleansed and it

doesn't count as a buff for Shade Alter Force aura, so it's a crazy strong effect WITH protection and aura ignore which is Fantastic. Slash/Magic is also a generally flexible zone so long as you have the staff dps of choice in there (mainly Eva and Xianhua, although you can cope on stuff like Mighty Alter as well due to how large the buff effect is) so you can find a lot of things you can do in there. Does have some weird idiosyncrasies with some other things, and is better for supporting magic than physical, but she's so strong as is that she deserves SS. Hell while testing I was getting Eva to hardcap against Yuna Temper with finis draco in a 1taf scenario, which is Wild

Spirika: SS

- I don't know how you could possibly add something more game breaking than **Stellar Burst Without Needing AF Two Turns In A Row**. As you can probably imagine, there are about a million ways to break this. The downside is that you have to generally wait until turn 4 (for her Heavenly Power State due to how the stack math works) in order to get this benefit, but the upside is Armageddon. It has a TON of applications for just cheesing the living sh*t out of Astral Archives Challenge Mode specifically, and is great for several no-af strategies (or af very infrequent strategies) of stuff like Levitator. Speaking of levitator, she is an Insane counter to him, being able to clear it as the solo dps (oh yeah she has 4 hit spammable that changes its attack type to hit the weakness of the enemy) which is WILD. Spirika will continue to dominate a lot of astral archives clears, and will be GODSEND elsewhere for both damage and the stellar burst utility for a long time. Didn't expect Kid SA to be joined in f2p SS so soon, but she deserves it

Ruvi: B

- Okay so despite the fact that she is missing a skill and that she has 1 good skill, you have to realize the bar is On The Floor for f2p usables, and she is a reverse Guildna in comparison. Very good 1 skill (80% pwr/int/spd buff, 100% with soul eater sword + prof boost, with 60% phys res and speed debuff as well) and there are some chain attack things you can do with her, mostly for aac act bonus reasons. Eot attack is also very rare for f2p, so that might come up in some niche af fill scenarios. This might not sound like

B tier to most but remember that C tier has stuff like, Feinne NS, Cyrus, and Levia AS.
The bar is on the floor.

Moving up!

Nilya: A > S

- With the addition of Nekoko and general testing, the Necoco ES/Shadow DPS/Nekoko/Nilya omni team is not a meme, it's Extremely, Extremely Strong. Nilya is perfect for this since with Nekoko you can just Control What Attack Type To Expose. This leads to one team being able to clear most things pretty easily as the team covers everything very well. Victor and Clughorn especially just delete things in this team, to the point where you can 1 team all 3 An-Ki Dingir (the current hardest superboss at the time of writing this update, and it's not even close) fights in a row with 1 singular team, including the all malefics version afterwards for the achievement. It's shockingly Extremely strong, and Nilya without dps equips can even act as a sub dps in this team due to her insanely high mods meaning she is spamming an extra softcap hit very easily

Moving down

Alma: B > C

- Spirika's existence nullifies the need for her main niche in Levitator, as her ranking was Heavily carried by being able to be a good enough answer to Levitator. She is just worse than spirika in every way for it, so she gets lowered to compensate

V10:

I

HAVE A LOT TO TALK ABOUT
AND WE WILL GET THERE

DO NOT FREAK OUT ABOUT SSS, I HAVE MY REASONING LET ME JUST GET THERE

Soooooooooooo I want to start with the fact that before I rethought my dps philosophy a bit on SSS, Velette AS was already going up. Regardless of what I was thinking before this update, Velette AS was going to join the ranks of SSS (Rightfully) and I'll explain that placement more once I get to the tier shifts

The bigger thing is the movement of Ewan and Shigure ES, and it just comes down to a philosophy I've been thinking about over the past week

Both of them are just clear power outliers in SS tier, as their base damage ceiling of 12 hits is higher (or tied too) the highest damage ceiling of the SS cast (Suzette ACAS/Verdanta/Eva's 10, Link clughorns 12, Tsukiha's 7, Victors 10-12, so on and so forth) and then with their proper supports (Renri AC for Ewan, Shigure AC for Shigure ES) can just far surpass SS in terms of spammable damage output, at 15 hits. And this general philosophy will keep on for the rest of the tier list. If you have a base damage ceiling, with MINIMAL CONDITIONS (Sorry Toova ACAS) of 12 hit spammable, without any stupid Glenn-like animation issues, and then get bolstered further by links/+1 hit buffs you can easily receive, then you can be in SSS for a DPS. Ewan and Shigure ES both fit that bill (and frankly, were OBVIOUS POWER OUTLIERS in SS as is) and I think it's time I expanded the SSS view a little bit to fit the people who were just obvious power outliers, and this seems like the fair way to do it, and sets a precedent for any future dps where if this is the case, they can be added to SSS. Both more representative and fair to the power level of the characters in question, and after making the change I have just Liked SSS More. You can give your thoughts in the comments, but I've talked with a couple others and the reasoning to them made sense

Alright, with the lengthy explanation of the Elephant In The Room Done, lets get onto the actual tier changes and new characters

New additions!

Toova ACAS: SS

- The Savior Of Earth. Quite literally. All Earth was missing was a good, dps, AND SHE IS AN INSANE ONE. 4 hit, attack again in AZ, attack yet again in R.Zone (Which you have 2 R.Earth activations for thanks to Myunfa ACAS and Toova ACAS herself), with good self buffs, both a resonance stack effect and a stellar burst that gives Minds Eye Lunatic, and she is just insane. Both your afs will last longer, and you will deal at least double the amount of damage previous afs did compared to other earth dps in the past. Earth is now genuinely fantastic with her, and should be considered for use if you pulled/sidegraded her

Nekoko: S

- REALLY good and flexible, just not broken. Has one of the strongest links in the game and turns the entire party to the attack type of the person to her left, giving you tons of flexibility in weapon zone teams for experimentation. Add onto the fact, her power/int/spd debuff is pretty good, and she is the first person who can give a 100% magic res debuff (albeit with 3+ shadow characters in front, and only on odd-numbered turns) Pretty interesting option for a support, and while does want 3+ shadow, doesn't require it (although it's really helpful since it also comes with an attack again for af extension) Her main home is definitely in Xianhua teams for all of you Xianhua lovers. Slap her, Xianhua, Yakumo AS and any 4th staff character and watch as Xianhua feels both better to play and deals more damage. But ofc, she isn't exclusive to magic, so feel free to experiment with her wherever you want

Glenn: A

- 4 hit attack again. Remind you of anyone? Well don't get your hopes up, this is NO HISMENA ALTER. Both the 5 basic attacks of setup you need doesn't put her at her level, but that's not the biggest annoyance. Glenn has, probably the single worst attack animation in the entire game. I'm pretty sure Garnet's summons are faster in af, and that's saying A L O T. At least the first hit of the animation is soon so it could be worse? Still blows that this cool dps option is hampered by extreme animation issues. F2p will make it work regardless (His existence has helped a bit with several wind aac's and also makes the isuka temper f2p clear easier, so he has things going for him) but it is a little annoying. Damage is still probably high enough to be worth trying out if you have like a link user or a +1 hitter lying around as he does benefit a lot from gacha supports covering both his holes and ideally also attacking again (hi Shion ES) to make up for his animation shortcomings and setup need. Not going to crack into any wind meta, and his utility is just strictly worse than Zidane's despite Zidane technically having a lower damage output, so A feels around fitting

Retro buffs!

Victor: F > SS

- What an UNBELIEVABLE glowup. Just the mod increase alone on thunderous blade would've made him a fine contender for a good A tier dps, but they gave his stellar skill good mod on 3 hits and in his dps state, uses thunderous blade IN LINK. 8 hits over 2 move is what we love to SEE. Obviously has high competition as thunder and slash are broken in general, but he fits pretty well into that pie of broken thunder and slash characters, and any link/+1 hit buff goes a Long way. He also just has a ton of randomly strong self buffs so no matter what his damage will just be Insane, especially in Another Force as with charge lunatic and his 8 hits, you will have Plenty Of Combo so you can spam 3bil+ hits with relative ease. One of the best retro buffs in the games history

Kid: S > SS

- I cannot exaggerate when I say, her having access to stellar burst and the start of battle passive, fixes almost every single issue with her, period. No more stupid steal animations ruining another force, your initial 1taf is Faster because you start with a 41% speed buff (thank you prof boost grasta), enemy starts with a 36% power/int debuff (45% with korobo aura), so both your first turn setups are safer (and she can basic attack for stacks), and your afs are easier since either the start of battle Z-Pilfer or the Z-Pilfer you will use at max stacks in SB, will trigger a steal animation and not in the middle of your another force, removing one of the big gripes with her. But even outside of that, using Z-Pilfer in SB post a buff/debuff clear lets you regain so much tempo and gives her more skill flexibility, and the stellar skill itself is not bad at all. Buff/Debuff removal on the enemy might sound scary at first, removing their debuffs, but it's just a better version of the Banish grasta in multiple instances, as it means in any given another force, you can get rid of annoying mega resistance buffs/power/int buffs from the enemy and then just re-apply it to make life easier. Using the skill in SB only removes the debuffs and also gives her prio for 3 turns which like, SURE, why not. She used to be a contender for the best free character, now she is without a shadow of a doubt.

Starky: B > A

- Guardian with elements and other skills that aren't completely worthless? Bye bye partitio! Not steiner good for tanking but guardian lives some things steiner can't (several instances of fixed damage or non-type magic spam, for instance) So it's not like starky is bad in comparison, just not as valuable. It's still better partitio because having access to elements is just Extremely Flexible In General, and having guardian on top of it means there are just turns you can ignore defense, and that's just a Very Nice Thing To Have (Honary Harle B > A, she should've been B since steiners release, her retro buffs gave her more unique things like a very large magic resistance shred, so ryza teams can explore using her more and get some fun results out of it)

Serge: C > B

- THIS IS THE RANKING THAT COULD VERY WELL CHANGE OVER TIME. The buffs he got were good (MUCH higher base damage numbers, light scaling that isn't fucked, repeatable way to set double strike slash/magic), but there has been like, exactly 1 clear I've seen him in since the buff (A 5 turn f2p tsukuyomi clear using thunder serge) and nothing else really. There hasn't been enough practical application to say if his focus-less damage is actually sufficient outside of that one tsukuyomi clear. Add onto that, Slash/Magic dual zone boxes out the 2 strongest f2p DPS, Flame Crush Aldo AS (Blunt) and Wryz (Pierce), so it's effectiveness over starzone strats is tbd due to that. If serge moves up to A in the future, just know that we found uses for him and that either hte zone is good or his damage is actually very useful and made stuff easier for something. Right now we just have insufficient data

Moving up!

Velette AS: SS > SSS

- She should've been here since like, september. Both her absurd support, THAT WE USE NECOCO ES TO KALEIDO TOO BECAUSE IT'S THAT BROKEN, and her phase skipping broken chain, is just so far above the power level of SS it's insane. She gets to be here, rightfully, and not Necoco ES (Not sorry Froz)

Ewan: SS > SSS

- Refer to explanation at the top of the post for why, and criteria doc for a more detailed explanation, as I don't want to write it three times today

Shigure ES: SS > SSS

- Refer to explanation at the top of the post for why, and criteria doc for a more detailed explanation, as I don't want to write it three times today

Linaria: A > S

- She's gotten better over time, Hismena ES being the biggest helper for that as a character that Wants Slash/Pierce specifically and is Good, but she's just generally been more useful as of late. She isn't as strong as the SS counterparts by any means, but the link is genuinely really useful, and Slash/Pierce, if nothing else, is very comfortable and flexible. And with the whole comfortable thing, it makes sense to compare her to something like Melody AS, who while not the Meta or anything, is a very Comfortable pick for wind teams and just makes playing wind Nicer for any non-low turn scenario. She feels like a Melody AS in a since, and therefore to be reasonable (and thanks to Hismena ES) she can move up to S

Yakumo AS: A > S

- With magic back on the rise post Nekoko release, he has come up to be the primary Magic Support, and he just outclasses Pom AS so hard in most areas. He is better than her, and Pom AS is strong enough on her own to be A regardless, so it makes sense to raise him up a tier to reflect that he's better

Deirdre: E > D

- Why were you ranked below Cerrine? You have always been better than Cerrine. Go to D and Cerrine can go down to E. I think everyone just missed this because no one has thought about their kits in like, 3 years, so I can't blame them

Moving down

Cerrine: D > E

- See Deirdre placement change

V9:

Global Anniversary has come and gone, and with it, 2 new retros, a new character, and a new style, so got a bit to talk about

Nothing really in terms of other changes however, after last month there really isn't any call to change tiers since I got help with a TON of cleanup, so not too much to say here

With that, lets get into what you are here for

New additions!

Meryt: S

- While a bit risky, she is Strong. 3 hit attack again is very good for abusing stuff like Renri AC Link, and with her chain she can hit almost ewan levels of hits outside another force, with Rerni AC link. Add onto that, a self singular focus buff (which is great as fire lacks singular focus) and the fact that with her stellar and hp buff + stack, she just kinda Doesn't Die, she can do wonders. Does have the downside of the stack reducing the hp of people around her (which is annoying for survivability and HP thresholds for other fire characters who want HP for damage) but it isn't the worst thing in the world due to fire having multiple good guardian options (Minalca AS and Lovely AS mainly, although Prai can work in a pinch) to help out. She cannot go higher than S however, as while her damage is very good, not only does Ewan outclass her, Ewan is her best... teammate, so while she does more damage than the rest of people in A tier, she isn't going to compete or break into the current Shadow Fire meta

Lovinia AS: B

- Are they allergic to powercreeping Pizzica? She was released in 2021. We can have stronger song effects than 100% damage. Only mode that's worth using is Fire and in fire mode she is a slightly better but slightly less flexible Pizzica NS, as she trades the weapon damage buff and Being Able To Be Used Anywhere for magic crit damage (which doesn't have a home currently) and debuff removal, which is admittedly very good. Still not fantastic so putting her around Pizzica NS and Parisa AS is fair, given the similarities

Retro buffs!

Iphi: A > S

- Stellar skill fixes almost every issue with her, thanks to the fact it removes then resets blood contract in SB, letting her get her eot seance stacks much quicker and without

having to rely on weird rng. Also it gives singular focus which is great when we don't care about Yakumo and instead care about Senya, Clughorn and Isuka ACAS. Stacks being end of turn still means she doesn't compete with the SS support cast, but it does just make shade feel Better To Play which is always appreciated

Hozuki: E > A

- Despite her awful stat spread to start with, you can actually do a decent few things with her. Her damage is 4 hit spammable which I like, (9 hit sb as well which I love) (yes I know it's a 9+ unique debuff condition but her main dps skillset handles 4 and any luna reforge gets you to 9, so it's not hard) so if needing her damage, she can work. But she is also a pretty good just general Support, with 100% pierce and fire res down, 90% phys res down, and 45% power/int debuffs, giving her resistance shred unlike anyone else for fire and pierce. Feels kinda like a Fire Isuka in a sense, where it's not meta or crazy or anything, but if you need res shred, She Does Res Shred, and her own damage is decent enough to help out there if needed. Pretty good buff all around

V8:

Okay so while I was writing the changelogs for V8, CERIUS AS NOTICE JUST, DROPPED. So this post is out two entire days later than I wanted it too, so I could put Cerius AS on it because it would be weird if he wasn't. Especially since his kit is very easy to understand where it places.

There are going to be a LOT of changes this time! We did a ton of scrutinization of the lower tiers, the F2p list, and there is also just a missing change from last list I forgot to report on

The new boss rush is also part of the criteria, has the HP that fills the criteria for what an endgame fight is

Now, let's get going on what you're REALLY here for

New additions!

Myunfa ACAS: SS

- She is, by technicality, an upgrade for earth, sometimes. Multi upgrade while not having to rely on Claude ES is a good trait to have, and being able to fill stellar burst gauge faster is valuable. But she is not the same generically broken support she was with her ACNS, so she is just SS and not SSS.

Hismena ES: S

- Another in the series of “AF cheat” characters. Stellar burst fills af bar by 100% once, then next sb can consume 50% af bar to get back the stack needed for the 100% af bar. Also has good personal damage (5 hits) with a type resistance debuff, and multi upgrade which the Linaria teams were lacking. Great character, fits very well with linaria strategies or even just as a semi-generic af cheat character. Only downside is she doesn’t have a start of battle af fill passive, so she can’t counter start of battle af drains like Flammelapis AS, Myrus ES and Izuna can

Cerius AS: A

- He’s just kinda strange. His AF fill mode is so much worse than his NS’s that it’s mostly discardable outside of very specific outside of af situations. His dps in his dps mode is just okay. It’s 3 hits spammable, has a 6 hit extremely powerful stellar burst but it’s sb locked which is annoying. Pierce expose is quite nice. Solid A tier but is not like that special

Retro Buffs!

Claude: E > A

- He’s a hole-filler. Fills in a buffing and debuffing hole in pierce where there weren't many options for it. Just having the pierce res debuff, and 100% power/speed buff, on one skill is really valuable for both role compression and freeing up Necoco ES’s skill slots. He’s great. Stellar skill is a nice bonus with the stacks that give a bit of type res down, and buff removal on Stellar Burst, so has just a great amount of utility all across the board. Great buff

Moving up!

Premaya ACAS: A > S

- Underestimated the strength of her defensive utility, and the new boss rush shows that in spades. She is queen there. And she is greatly appreciated. Should've been S tier in the first place, as she is also great in lunar weeks for tempered manis, letting you act like you have 4 thunder characters with her attack again. She's damned strong

Thillelille: B > A

- Alis Geminae buff saved her. Getting +1 hit for the first 5 turns lets her actually have the cannon part of a glass cannon, since she can't use her ES's +1 hit as you can't have 2 styles of the same character in a team. Also not being solely reliant on Shigure AC is unbelievable. Opens up so much more and lets her be so much more flexible as a dps. She isn't good post turn 5 but if you're stalling with thille, who is one hit away from shattering at any point, you're using her wrong anyways

Claude AS: F > C

- Bet'cha didn't see this one coming! Turns out when your lower board gets buffed from your NS to enable AZ for the 100% buffs that need AZ, and the base kit is actually not completely useless with some status immunity for support, and it's like, yeah this is perfectly usable. Not good mind you, he is only in C tier, but 100% buffs in AZ is not bad at all. Perfectly usable, perfectly C tier. Never thought I'd see the day where Claude AS was ranked higher than Veina AS

Hismena AS: E > D

- Okay so the attack again on the lower board makes you good enough to not be E tier bad. It like, is a thing that exists. Not in C because she's still not good but like, idk it's better than the E tier cast in what it does

Myrus AS: E > D

- Lower board buffs makes your support and dps potential a bit less sus than before. Still not usable but better than the E tier cast

Rosetta AS: E > D

- Another lower board buff from NS situation. Not usable but not E tier bad in comparison

Mighty AS: F > E

- ANOTHER lower board buff that makes him actually better than the complete tier of unuables that was F tier.

Radius: $F > E$

- Why was better cress in F when cress was E on the f2p list? You should at least be in E, you are better than everything in F

Kamlanage: $B > A$

- Okay so we're just stupid and he's actually crazy. Turns out you don't actually need thunder lord all the time to do good damage for f2p clears (like the ex4 future mythos boss rush has shown) and in thunder lord your damage is fantastic, especially with how self contained all of his buffs are, which makes supporting him a lot easier and more flexible. A tier f2p dps for sure

Cerrine AS: $C > B$

- More valuable now in f2p archives clears with Zidane, as Zidane is a great outlaw partner, and Cerrine AS helps with Zidane's damage quite a lot

Azami: $D > C$

- Favors better now in the current wind f2p roster than she did prior. Decent enough zidane support sometimes

Moving Down

Kagurame: $A > B$

- ... I think I just coped on her too much. I think she should've always been here. She was always not as preferred as a blunt tank to Shanie AC unless you could make her counter for Id chain, and even then it wasn't great as outside of SB she was prone to dying fairly constantly. Not bad but definitely more niche than anything, rather than a reliable toolbox option

Akane: $B > C$

- ... Honestly I don't know why she was in B tier in retrospect. She is just a 1 hit dps, and without whale powers you aren't getting the low mod hits to deal that much. Far more in line with C tier damage

Nonold: $B > C$

- Everyone I talked too about nonolds placement on the every character ranked in 2025 list kept saying Nonold was unreliable and always fell short of what he needed to be able to

reliably tank. Which so, should not be in a niche tier if most people can't make great use of him even if they try and coping on him. The MP issues are too great for his MP shield tanking to work properly unfortunately. Not completely useless because he is a cover tank and that always has some utility, but he is definitely one of the worst ones

Mai: A > B

- Think this was part of a general KOF overrate on my part. The KOF characters generally don't show up too much in free clears, and while mai isn't bad, she isn't A tier f2p good either. Definitely good enough to be B tier

Terry: A > B

- Same type of deal as Mai. Still decent B tier, but his damage isn't fantastic and he isn't used too much as is to be warranted for A tier

Kyo: B > C

- Always a worse Mai, so if she drops he drops below her a tier

Gariyu: B > C

- Apparently he is just mid now, and Vivi is unironically a better staff character that supports Ryza than he is, as Vivi has fire shred and magic res down with Firaga and Flare, and can hold staffs prayer if needed. No longer worth being considered B tier anymore

Noahxis AS: B > C

- Why is he here? Like when he was pointed out to me as needing to be lowered, I just looked at his placement in B in befuddlement. He is not B tier. C tier is much better for what he does

Azami AS: C > D

- Man imagine telling this to someone in 2023 that Azami AS would be worse than her NS despite her NS receiving zero buffs. Yeah so the outside of AF heavy nuke for wind is no longer useful as we have Zidane who is the wind dps that is just better, so there is no reason to use her anymore. NS ends up being more useful in zidane wind comps in archives

I am, PRAYING TO GOD that is everything, and that I'm not missing something. There was a lot of changes and if I missed any PLEASE tell me so I can make sure the another tier guy also knows the inaccuracy

V7:

I want to preface this by saying I'm not adding Ozma to the superboss ranking. It's a limited superboss so ranking viability on it seems super weird to be ranking characters on a limited superboss despite it fulfilling the criteria mentioned for what a modern superboss is. This should be the literal only exception to this rule ever (I hope)

(Oh also I messed with the colors a bit because I like this better)

Now, for what you are all here for, and this one is a doozy

New additions!!

Premaya ACAS: A

- She's interesting. She is an interesting defensive thunder support that also doubles as an attack again af extender, which is neat. Issue is that thunder is not exactly lacking longer afs and Orleya AS tends to outclass her in terms of defensive utility. Still a solid option but not as strong as the other thunders we have. The one thing that stands out more than anything with her is that she can get all 5 of Velette AS chain stacks turn 1 thanks to her letting us have R.Pierce stacks, but it requires a copy lunatic character so it's mostly useful for messing around rather than something super practical

Verdanta: SS

- ... They remembered how to make good characters?
Water expose for the first three turns of battle, high modifiers with double attack again, and just blends in super well into the existing water roster as she doesn't need to be given singular focus and benefits a ton from stuff like Elseal AS +1 hit and Myrus ES link. She shreds things, plain and simple. Think of her as a Sesta AS who has a higher damage

ceiling but doesn't enable anything as she is super selfish, and also gets a lot worse past turn 3

Steiner: S

- THE ANABEL OF F2P. Genuine game changer for free teams. Galliard tanking but like infinitely better as he can actually easily get 100% res and a bunch of random status effect immunity thanks to the FFIIX gears, and also stellar burst just has a weapon damage buff, something free teams just kinda Lack outside of the prayer grastas, helena and altena, making options far more limited. He just combines tons of defense (thanks to the cover gear) with an offensive buff F2p teams have been lacking. Insanely strong character

Zidane: S

- Wryz but Wind. An actual free wind dps. And not just that either. Thanks to stellar burst enabling his trance state immediately, he has crazy good damage with Grand Lethal, and gets the crazy strong move Solution 9, which is a 99% power and int buff for the party (keep in mind f2p's best power and int buffer has been kid, at 65% with prof boost grasta) Which is already game changing on it's own. However he can be more flexible than just that, as he has Meteo Twister (in trance), which just removes enemy buffs, which is unbelievable. And then he also just have cover + dodge, so sometimes against some fights you just get to say I invalidate defense (so long as he is fast enough) Not as reliable defensively as steiner but is important to bring up. Crazy good. Amazing addition to f2p

Garnet: C

- She just doesn't have a ton going for her. Curaga is kinda outclassed by atelier heals, both of her spamable skills have stupidly long animations to the point where they are detrimental for another force (and not good for damage either) The only standout skill is Shell which is admittedly quite nice as it's one of the rare sources of magic resistance just in general. Might come up in the future but relegated to being a one trick with not much going for her

Vivi: C

- They did my boi so dirty 🥹 I tried my damndest to cope on him but he just takes too long to setup. Needs 5 focus to get trance (a non attacking skill, I might mention) or like 4 focus + 1 enemy attack, or 3 focus 2 enemy attacks, and it's like. There just isn't really a

reason to use him for that much setup when Aldo AS, Wryz and Kam do what he does but better and with way less setup. Will probably find occasional use in free thunder comps because free thunder is just kinda bad in general, but just has too much setup issues to do anything sadly.

Retro buffs!

Thillelille: E > B

- The attack again carries, A L O T. Like, a lot a lot. Lets you supplement her admittedly not great dps easier since you can take better advantage of +1 hits and links. Also attack again is great for AF extension, so frequently you can manage with her as the dps for whatever you need. She's not great, but she isn't as bad as people on reddit (hi guys) made her out to be

Moving up!

Shion ES: S > SS

- I need to stop lying to myself. The man is bonkers. Insane slash support, easy slash expose access now that we have myrus es, slash zone stacks make even weaker hits easier to softcap, I could go on. He should've been SS like 3 lists ago. Right where you belong

Myrus ES: A > S

- I need to stop lying to myself (Hey, where have I heard this before?) She's crazy. The link is crazy, the unconditional attack again is crazy, ignoring af drain is crazy, turn 1 slash expose is crazy, back to back af is crazy. Wish she has slightly better skills overall (and is why she isn't SS) but I've been downplaying her too much. S you go, you deserve it

Moving down

Bertrand: B > C

- I think I was just stupidly stubborn prior. Now actually playing earth more and he just doesn't fit anymore anymore. And I think I was stupid for calling him a better galliard sometimes, he is a worse galliard. I think it was my bladelord trauma where he saved my ass that got me being too stubborn. Down you go

V6:

BIG CHANGE HAPPENED IN AE

We got the introduction of Lunatic Stacking (Or as I will tend to refer to it as “double lunatic”) where multiple lunatics can stack on top of each other now, instead of overriding. This has obvious Very Broken implications with Thille ES + Moke, letting you get mind's eye + another lunatic, but even some others such as Mildy benefit from this interaction change. Expect several characters to move up because of this change

Also new boss in the criteria! Mul Ki-Ka. Not the hardest thing but fits with the other bosses in what I am looking for when ranking characters

Now, let's get to the thing people actually want, which is the changes

New additions!

Clughorn: SS

- In contention for the literal strongest character released this year (The only competition is like, Velette AS) He is just cerius if he had both insane Another Force damage and stronger-than-cerius outside Another Force damage. He singlehandedly makes shade better and makes pierce worth considering as an archetype for more than just diehard pierce fans, as he is just THAT strong. 3 hits attack again twice just goes insane, and he gets even crazier with links (such as Linaria) or the new Double Lunatic interaction, which lets him get farther into the damage softcap and lets him shred both overworld bosses (Edax Melvilliathan, Mul Ki-Ka, Heavenly Tsukuyomi, Mul An Kun, Yuna tempered challenge mode, the works) and astral archives alike.

Mildy: B

- Originally she was going to be C, as she didn't do that much, and moonlight zone is kinda screwed up by the existing roster really Not Wanting to be outside of their zones (or in the case of crystal, having the better zone) but now with clughorn, and her enabling double lunatic for him, she's a decent, if niche, support for Clughorn and moonlight zone offers some flexibility in team building, so you don't have too many issues filling in the last two slots with being able to use the entire lunar roster

Retro Buffs!

Kamlange: $C > B$

- He's... Better now? Not by a ton. He still has the glaring issue of thunder lord state activation being locked behind eot (so if you 1taf and then a zone break happens, no thunder lord) But his outside of thunder lord state dps is better now so he's better. Still not very good in ftp clears, definitely better with gacha teams, but not strong enough in gacha teams to warrant any higher than B

Tier Changes!

Moving up!

Eva: $S > SS$

- Easily the biggest beneficiary of the double lunatic interaction. She was already bordering on SS prior just due to the amount of clears she was used in everywhere and her good damage output, but having copy + minds eye (and most importantly, not getting bricked on accident from a moke activation) breaks her. She gets to sit in SS where she belongs, back on her throne three years later

Zilva AS: $A > S$

- Another character that was borderline prior but double lunatic has proven to also break him. Have seen multiple clears using the double lunatic interaction to get both his main hits and link hits dealing well into the 4 billion damage range outside another force, which is insanely impressive given the amount of softcap you have to push through to get there. Very much more S tier now

Toova ES: $B > A$

- With shade being more defined, and Iphi being less mandatory, she comes back into her own more. She's now a good alternative to (or teammate with) Iphi, especially due to the generally better immediate offensive support than iphi (although lacking the very important speed buff), and shade characters being less reliant on blood contract in general. Much more useful offensively and defensively than she was in the past

Nina: $C > B$

- Due to the introduction of a very consistent Shade Alter Force clear that hinges on her, and the double lunatic interaction which makes her chain attack dps playstyle far more realistic and usable, she's gotten better with both people using her and mechanically. Still on the more niche side of things, but you should consider her more often

Moving down

Pizzica AS: C > D

- She's just the worst singer, by far, and is so much worse than her NS that you really should never consider her. She's been worse than her NS by a large margin since her release, and I'm baffled I've had her at anything above useless for so long. Please don't use her

Cyrus Albright: C > D

- Another character that wasn't even very good on release. Time has not been kind to Albright, and his multi element niche isn't even very useful in free clears anymore. Worse than both of the other octopath collab characters easily

V5:

I actually made the written tier list this time!!!! Linking it [Here!](#) And at the end of the post just to be safe. Now people can just READ instead of having to do pictures, maybe help catch some more inaccuracies

Also with being able to write the tier list down, means I have officially made it completely alphabetised with 100% accuracy! So all tiers are now ordered alphabetically as there was never an order for the tiers to begin with in all fairness, doesn't really worth within anyways

Now with that out of the way, lets get to the actual thing most people are going to read anyways as the points above are probably going to be skipped by most

New additions!

Nina: C

- Does wfs not realize buff/debuff clears exist? Yeah so her entire kit is countered by a buff/debuff clear more than others as she needs to take multiple moves to reach the effectiveness of Kid in terms of debuffs and buffing, which is already not a good sign. She has crystal expose but it is both impractical to setup and impractical to use because we do not care for crystal expose, and if we do it's mostly from Thille ES or Necoco ES anyways and even then it's not very often, as the two main crystal characters in Thille ES and Alma AS, could not care less if the enemy was weak to crystal or not. The infinite crystal az is funny but just not practical, as there isn't really a way to do "mono crystal" without kaleido and at that point just use better characters, not Nina

Dunarith ACAS: A

- Disregard everything about his tank stuff, it's bad and we don't care. HOWEVER, he has a solid 3 hit 2 move single target skill (hi mazrika) that's setup is mostly just don't have Eva or Felmina ES in the party. A bit annoying but far from unmanageable. Solid ST water dps, perfect for A tier

Retro Buffs!

Anabel: F > A

- John Tank, Anabel The Eternal, is what you shall be known as now. She is THE tank, practically unkillable so long as you set her up, even against large amounts of fixed damage. She does literally nothing else but be immortal, but she doesn't need to

Rosetta: D > A

- The permanent debuffs from the stacks are godsend for so many bosses having self buff/debuff clears these days. She also has other great utility with her stellar skill, letting you set pain on the party in her state, cast biblia at the start of every turn, and even get permanent pwr/int/mp buffs after a few turns. It's quite strong. Can be a bit harder to utilize than other things but it's quite good. She can also kaleido the party to fire, which can definitely come up in magic teams to take advantage of the perma res shred

Tier Changes!

Moving up!

Myrus ES: B > A

- Honestly I could move you up to S in the future. Ended up being W A Y stronger than I thought, and several of us thought, as so many more applications for her have popped up. Does so much for easier tempering clears or just clearing them faster, and having budget flash zone in sea of stars is honestly good enough. She does a lot, and deserves to be moved up, possibly to S in the future but I'm unsure of that jump for the moment

Prai: E > C

- Iiiiiiiiiiiiiiiii completely missed the ewan interaction that makes Lovely AS and Radas AS not useable with Ewan as a guardian user for stuff like Cetie and Lokido challenge modes. That's an actual thing that's useful for fire/male/blunt weeks. Up to C you go bc you're still worse than those two overall

Laclair: F > E

- Right your true mani didn't make you completely worthless. Still not close to viability but not Ciel bad

Moving down

Ciel AC: S > A

- I think I just overvalued him in blunt. He's quite good for sure but I thought blunt didn't have something else that he did (type attack, Daisy AS has it) and that moved me to move him down. He's still good in blunt and does good things for blunt, but probably not like S tier game changing like something like a Cerius or Shion ES is

Radas AS: A > B

- Does too little outside of the guardians to be a consistent toolbox option anymore. Still decent zoneless damage and 3 on command guardians is decent, mp regen is also nice on her counters, and a power debuff is never bad, but not A tier strong. More niche in application these days

Dunarith AC: A > B

- Anabel exists now, and you are a worse Anabel

Lingli AS: B > C

- I dunno what I was on when I ranked you at this point prior. Ig I thought the few archives niches were fine? But not really you aren't very strong and really should not be anywhere higher than C because you can occasionally do something for a few archives, but it's not like a niche that's super useful really

V4:

Alright lets get this one started by saying I KNOW I WAS ASKED FOR A WRITTEN TIERLIST. It's not coming this update, I had to redo both the ftp and gacha tier lists from scratch because tier list maker is ass!! I am going through stressful stuff irl as well, just wanted to get this list out. Written list can come at a later date (Oh also a new fight has been added to the criteria, neat)

Third Image! Now there is a visual for if characters change tiers or not!

Request from the last list to have it in an image, and putting it in the main post makes sense over the doc where I have to constantly change it. Also just gives an immediate representation to people looking at a glance and not always looking at the doc itself (Oh also some placements have changed since then based on community feedback)

Now lets get into the fun part, where like 7 people are going to try and execute me for one change

New Additions!

Myrus ES: The Literal Top Of B

- She's so very close to A tier. She has a really interesting niche of enabling turn 1 ex move strategies, it's just we don't have a great one of those to abuse outside of Shion ES. Her own Ex move even makes it irritating to abuse the 100% af bar into 100% af bar into 50% af bar triple af idea as it decreases every turn. Still a strong niche, just missing any good Ex move to break her. But once we do she'll probably end up in A

Vares: A

- Solid character all around, good defensive debuffs, a strong physical resistance debuff, good defensive buffs with the HP shield and rage to re-direct single targets with his massive HP pool with beastfire stacks up, and has a good nuke of his own you can make use of.

Prai: E

- Somehow not only did I miss him entirely, NO ONE called me out on it. Remaking the tier list from scratch showed me I just flat missed him entirely. Well he is very powercrept at this point and not very useful anymore so E tier you go

Retro Buffs!

Lokido: D > B

- Well at least you can deal damage now and have strong self buffs and debuffs to help with that. Around the dps level of B tier

Guildna: D > B

- Good buff, although now desperately needs heavy shadow investment. Having a 3 hit nuke skill instead of 1 and decent self buffs helps him quite a bit. It's just unfortunate his competition is the ftp fire trio of Aldo AS, Senya AS and Ryza, all of which still outclass him

Tiershifts!

Turns out being forced to remake a tier list means you go back and look at placements and just go "why did I place them there" So there will be more changes than expected

Also I am prepared to be executed

Moving up!

Isuka ACAS: $A > S$

- ... Yeah turns out a 12 hit nuke into a 12 hit nuke on guaranteed weakness is more than A tier strong

Yakumo AS: $B > A$

- ... Why tf did I put you in B????? I was on something then and no one called me out for it. There is no reason why you should be below Pom AS

Ewan AS: $E > D$

- Someone has literally used you on Eternal Diamonte. I don't think you're viable but someone has done something and that should be recognized in better than E tier

Shanie AS: $F > E$

- You get your NS's low board skill buffs which means you aren't completely worthless anymore

Tithi: $D > C$

- Seven7AE has shown me how wrong I am, C tier you go

Moving Down!

Yakumo: $S > A$

And yes, I value my own life. Thank you for asking

- He just doesn't hold up. The inconsistency with his Deletion and stupidly high MP cost means it can't be spammed and that hurts a lot in an era where you need to be able to have consistent dps against giant HP sponges. Still a solid character, but I think I overrated him from the get go due to memory from when he was broken

Shion AC: A > B

- Resistance reversal is a niche, and one that is less valuable as less fights even resist attacks in the first place.

Tsubame: C > D

- Massive, massive overrate on my part. AF locked damage is not where you want to be in this age and she is generally worse than the C tier earth dps at this point in time

Bertrand AS: D > E

- ... Why did I rate you highly at all you suck

Sevyn: D > E

- Yeah idk why I rated you in D tier. You weren't even that fantastic on release and your kit can be mostly replaced by a grasta

Cerrine AS: B > C

- Zoneless is generally more effective nowadays and the characters she can enable aren't that good anymore

V3:

[V3 Post Link](#)

Links to each individual post!

This is here because some people want to be able to find the tier list easier, this is a temporary solution for the moment since I don't have a great place to put it in general, but also just generally useful for like archival purposes or to maybe laugh at the old tier list on how we could've gotten something so wrong.

Doc update: Placement lowering for non-SA!

This was a popular request on the V2 post

It doesn't really fit super well into the format of a tier list, but because I am decent at writing explanations for stuff like this, I can just write up every SA character and say how far they drop and why if they don't have their SA.

Hopefully this'll be helpful, none of the other things suggested is something that is either something I know how to do or something that would actually look intuitive from a glance

New additions!

Isuka ACAS: A

- She's fine. Spammable 5 hit skill on 3-6k mod is good but doesn't offer that much otherwise and has a major downside where that dps skill lowers your phys and magic res by upwards of 80%, meaning you are pretty much forced to bring someone like Shanie AC or Kagurame with her or she will just randomly die extremely quickly. Doesn't do a ton outside of the damage she deals so A tier is a good spot for her

Raven AS: A

- Good earth dps but has some weird nonbo situations with Kuchinawa's link overriding his if you need to reset it, lowering his damage in the process and can be annoying to work around. Solid A placement, no better than the other earth dps and can be a bit clunky since the MP drain without having kumos in the party can become quite the hassle, especially against stuff like Myrus Challenge Mode where rock spread drains 99 mp per use and is used often

Retro buff!

Mariel: F > D

- What did they do to you. Buff numbers are 2020 levels of numbers, doesn't really offer much, and the song is neat in theory but locking you in for 99 turns means it's just bait and does functionally nothing but have you play with a 3 party team for the rest of the fight so it's not even considered in the evaluation of her kit because you will never use it. Also pure cradle not having status cleanse should be a federal offense

Tiershifts!

More than I expected moving but I also made some changes myself as philosophy has been more refined and things I realised I probably overrated anyways

Moving up:

Nagi: D > C

- I forget you have 2 hits that actually does damage, worth a C tier placement

Lokido AS: D > C

- Definitely better than D tier looking over him again, although has consistency issues despite higher hit count than the Nagi I just moved up, definitely not unusable, accidental underate

Anabel AS: E > C

- Has the same niche as Hardy AS against Heavenly Tsukuyomi although generally worse and needs flame crush over Hardy's native 7 hit skill. Although if you don't have him she does great

Shigure AS: E > D

- Feels more in line with D tier power level than E tier

Myunfa AS: E > D

- Feels more in line with D tier power level than E tier

Mana: F > E

- Seven7AE told me to. I trust them way more than myself on free character placements as they are a way better FTP clear person than I am

Moving down:

Milsha AS: A > B

- Overate on my part. The more time goes by, the more the Non-Mistrare AS singers get worse in application as their song strength isn't always enough to cut it anymore. Hard to compete with a decent damage increasing song vs 125/150% damage increasing song

with 30 other useful things these days despite the element locks more modern characters have

Parisa AS: $A > B$

- Same as Milsha AS

Lovely AS: $A > B$

- Realizing the funny low turn clear application vs certain tempered manifests while using her as a guard tank is strong but far more niche in application as only 1 guardian doesn't make her that strong elsewhere. Goes better into the niche tier than A tier as the niche itself is very, very powerful if you lack great options defensively into those tempered manifests that she is good against (Mainly Hismena)

Alright hopefully that should be all of them, double checked the previous post to make sure I didn't miss anything important

Bigger changes talked about but aren't happening:

I should probably put this here anyways since it's good to note anything from a previous post that was talked about in a comment but god buried possibly (Or people don't want to go reading through a million reddit comments to find something which is understandable) Only covering bigger discussions and not all of them because this update is already taking 30 years to write up and as of writing this part I haven't even gotten to the moving up and moving down parts (Yes I did this first, don't ask me why I'm weird)

Zilva AS: $A > S$

With the release of Shigure AC it did give him a decent argument to move up as obviously a +1 hit buff is very beneficial to someone who attacks three times, essentially doubling his damage, but uh, we have Mazrika already who gives an insanely high damage link that does the same thing but better because she has more than one useful skill, and that didn't let him move up as is, so it won't happen

Lokido NS: $D > C$

Originally I agreed with this but then I read him over again and..... Delayed damage is not where you want to be for that bad of a payoff. Please don't use him

V2:

[Tier list V2 Reddit Post](#)

Criteria update!

Shadow of Tsukuyomi is now a boss that is definitely worth considering when ranking a character, and while it isn't going to change anything drastically it does impact a character ranking, and is a superboss that is worth considering for something like this and is definitely an "endgame level" superboss, being somewhere around Kaputnik difficulty, and has some bullshit going on (Confuse that ignores equipment) while having 139 billion hp x 4 healthbars, perfect for this tier list criteria in the doc provided

Better explanation for the tiers!

I realized I never explained the rest of the tiers and what they mean prior, so I added that now, look in the doc for more information on that. Also a bit less rambling now since it wasn't created in like 5 hours when I got pissed off enough at an Altema tier list so I decided to make a good one (Yes, that is why I made the tier list that the community wants me to give monthly updates for, welcome to 4 and a half years of hatred for Altema's tier lists manifesting in me actually being fed up enough to correct it)

New additions!

Suzette ACAS: SS

- A new wind dps to join the top tiers, Suzette ACAS already does decent damage (5 hits) but it cranks up to 10 hits once her stellar burst happens since it gives her a state that lets her attack again, both dealing insane damage and making your Another Force last long. Add to the fact she can zone break (And set AZ wind if there are 4 party members up front) without too much setup (Needs to setup R.Wind first then someone needs to use the basic attack replacement skill, a bit annoying but not hard to manage) multiple times per battle makes her a powerhouse in wind teams, and she has good defensive utility on top of it

Shigure AC: A

- He's weird. He has the problem of one good skill (The +1 hit count skill) but it's also only good in Itto Ryu Slash (And occasionally Linaria teams although harder to fit there since a number of partners that are good in that team are fire) Due to the conditions of needing 3+ element personalities up front (Not including himself) He still rockets up Itto Ryu Slash into insanity, making Akane AC deal 11 hits or Shigure ES deal 12 (Both assuming Shigure ES link is present) but other than that has a hard time finding a home. Being able to increase the potency of Itto Ryu slash to a new level is strong enough to land him comfortably in A, but he is so much better when you read him than when you use him. Even tried to break him by pairing him up with Alma AS and while it wasn't bad, it came with a lot of other complications that made it annoying to use, and she is independently strong enough to where you don't need him anyways

Akane: B

- Her dps isn't where you would want to be, and has heavy competition. Her damage isn't bad, it's why she is in B tier and not C tier, but considering she doesn't offer much besides her damage, she can't go higher. Still has about the damage output of B tier, so she sits there comfortably, although she could be moved to C tier if pushed, I wouldn't be that surprised, but for now B tier.

Retro buffs!

Renri: F > C

- She at least, does something, that something just isn't very good. They didn't give the buffs they needed to give her (Actual defensive debuffs past 25%) and instead made her

this weird overcrit dps with very few hits that can kaleido herself to fire in fire zone which makes her like, meh. She is at least usable now so she goes into C

Tiershifts!

.... So I got a number of things wrong

But of course, I was expecting this

As I mentioned in the comments of the original post, I am not omnipotent, I am going to get things wrong. It's why I made it as a discussion post in the first place, so I can be corrected for when I am wrong. So I am here to correct a lot of things I got wrong! Hopefully I won't have to move this many at once in the future

Moving up:

Ryza: $B > A$

- Completely missed the interaction that she could take advantage of, the Aldo + Feinne AS combo, which is very crucial for a lot of FTP archives challenge mode clears, that Senya AS cannot. She can rise to his level for sure

Hardy AS: $D > B$

- Originally I was going to move him up to C tier since he had the higher hit count and unconditional zonebreak but he was just a bit hard to find a use for it, but with Shadow of Tsukuyomi he has found his niche there for a good zonebreak target (Moonlight zone) and with his high hit count on weak, he will let you have a long zoneless weakness Another Zone against that fight, which you will need to get the damage you need for each of the 4 139bil healthbars

Shigure: $D > C$

- Bit better damage than I remembered, can move up to C tier to match where his actual power is

Melina AS: $D > C$

- Still decent all things considered, better than the people in D tier that's for sure, feels right in C tier power-wise

Chiyo AS: $D > C$

- Has a niche on Myrus tempered challenge mode for any earth/staff weeks, a use that the D tier people cannot say they have. C tier for you

Premaya AS: $E > C$

- I keep forgetting she actually does things that are mildly useful. Can go with Necoco NS which is about your support power level in C tier

Kikyo: $E > C$

- What kind of crack was I on when I placed you in E???? You're a C tier dps for sure, I have no idea why you were rated so low you're not unusable

Premaya NS: $F > E$

- Ehhhh your not F tier bad, cross laser does something, even if that something doesn't do much, better than F

Ciel AS: $F > E$

- You and your NS should not be in the same tier, so up a tier you go

Moving down:

Bertrand: $A > B$

- Overrated him, he's still one of the only two earth tanks we have, and can be better the galliard, but not A tier good

Yuna AS: $A > B$

- Forgot Mighty existed, which destroyed every argument I had about defensive water support, she is worse than him

Tiramisu: $B > C$

- Payoff is lower than I remembered, and has one of the worst Another Force animations in the game making her more annoying to use than the B tier people. C tier for you

Akane AS: $C > D$

- Has too many consistency issues out of AF, and annoying setup inside it, for a payoff that isn't very good.

Heena AS: C > D

- Technically has one funny thing you can do where you give Iphi Blood Contract or Myunfa AC Keep Me Safe or Yukino AC song to her for cover and have her dodge everything, but the setup is a bit too much for something that is ultimately a novelty and not the most practical thing, even if it can work, it's not worth it anymore

That was 14 tiershifts I think? I hope I didn't miss anyone I moved, feel free to mention in the comments if I did so I can add them to the doc. I thought there was more but there probably will be more as more people end up scrutinizing the lower tiers to make this tier list better

Tiershifts talked about but are NOT happening:

Xianhua: S > SS

Y'all glaze her too much, I'll say it

She's certainly very strong, don't get me wrong, you **SHOULD** use her, has some good interactions with Izuna in tempered challenge modes and is good against Shadow of Karna Genesis in general, as well as being a decent dps overall (6 hits spamable) with magic expose, all of these are good traits

But she isn't broken

She has issues to get over (A lot of newer fights using magic attacks so breakdown backfires against you, making it harder to reduce res of higher res down fights like Melvilliathan or Myrus Tempered Challenge) and she is a bit hard locked into a Magic Team which, while not bad by any means, is not as strong as you would like, and the main supports like Yakumo AS or Pom AS are good but not all you really want and have holes in them that can complicate things, and just need 4+ staff so it's even more inflexible. Her personal damage isn't high enough to put her into the SS tier despite those issues, she's 6 max against Izuna's 8, Tsubame AC's 10, Oboro's 10 hit SB into 5 hits after, Ewan's 12, and Shigure ES's 8.

Again, you **SHOULD** use her, but she does not compare to the damage of the SS tier characters

Bug fixes:

Fixed an issue where Aisha was incorrectly displayed on the Gacha tier list

Fixed an issue where Velvet was incorrectly displayed on the Gacha tier list

Fixed an issue where Senya AS was incorrectly displayed twice on the Free Character tier list (I thought I fixed that already but was mistaken)

V1:

[Tier List V1 Reddit Post](#)