

5 buff/debuff ext vs kamura mastery+3buff debuff - 150% (bahamut) vs 140% (kamura)

- Bahamut just feels overall better unless you don't have silver/centipede/marching horn high OBs (OB5+) for base buff debuff stats *but if you dont have centipede just pull anyway*
- 20 pdef mdef and 10% flat heal vs 10 heal rability ultimately just falls short as we need like 15 to 20 per level for it to be effective at high levels
- Whereas here we have a flat 10% 100% of the time so its just better as we dont want to go above 55 or 65 heal if low ob weapons that struggle to reach that

Orienting attacks to her - Tank/healer Aerith

- Similar to Lucia and Barret it allows for a degree of control for a fight
- Atb boost being lower hp, also synergises with this aspect
- ATB boost is easy to trigger for most of the relevant fights, even at OB6, OB10 makes it even easier to trigger, but 70% is usually a threshold that is easy to manage in relevant content.

Matk all allies

- **As support** - heal stat is really good, gets rid of the usual useless r.ability on healing weapons (elemental resist for example) to gain a full matk all allies slot which is usually a sub for your healer/support. You gain one subweapon for anything (mdef pdef all allies, atb boost, extra hp-heal-defenses)
- *As dps setup* - still bis main hand dps setup since her weapon are hp so good on second hand - all back slot matk + element - makes her setup good
- As a sub for your usual healer - its better to use this than 6 month OB0 zack or seph to buff matk all allies

ATB boost

- OB thresholds (1,6,10) effectively increase atb value by 1 per threshold
 - Example: if a nuke reduces your Aerith hp to 1k, your max hp is 10k, you heal for 3k and to heal aerith back to full, you'd need 3 casts, it results in:
 - +1 ATB at OB0/1 per party member
 - +2 ATB at OB6 per party member
 - +3 ATB at OB10 per party member
 - The 15 ATB (the cost of casting 3 times) would be used anyway, so the ATB boost is effectively a bonus.
 - healing in atk stance is now a tech that can be utilized here:
 - it allows you to gain more ATB boosts out of it if you know you can survive and don't have other actions to do.
- **Is basically a mini haste that can be planned around more than caits randomness (similar to how vincent's haste can be planned too)**
- It gives Aerith **her much needed filler downtime moment that she lacked before this**, if you know you have enough time to heal in attack stance and make the most value
- **Ultimately, the best part of this weapon, and the main reason why you should be considering pulling**

Esuna all *(not mandatory but a nice addition, especially for fatigue - fog - darkness)*

- saves 6 atb
 - Removing the risk from the fight as a result
- Allows for more materia slots to be used on other characters
- 3 atb materia is always janky with manual/semi/auto AI
 - Sometimes AI doesn't heal the right person even on manual plays and this removes that risk
- It's a comfort slot
 - No need to target, plug and play type deal

Cura 20% (Just because centipede has it and you need a single target cure one day)

Versus Centipede (Aerith kit vs Matt kit)

- Aerith now has access to a strong pdef and mdef option like matt
- Aerith also has better LBs and her ultimate removes atk/matk down from party members
- Aerith's B.rod has better Materia slots
- B.rod provides atb boost, which effectively increases everyone's atb to do more things (debuff, buff, dps)
- Matt's abilities on his Mdef weapon are pretty bad compared to kamura
- Matt has a good LB3 but it's a lot more niche compared to aerith's and you would prefer red over matt for this also as it allows you to bring aerith + a debuffer/sub healer
- If the boss requires -5 pdef, aerith and matt both have +2 per atb cast and the same atb
- Aerith however, can enhance her party members to cast more pdef if needed with atb boost
- Matt, can get to high pdef if possible
- high (+3) isn't mandatory so far with guild weapons + brands + materia but if +3 ends up being mandatory, then it may warrant bringing two healers anyway or barret (as debuffer/support healer with microlaser or electrocannon + assault gun)
- **So ultimately, atb boost has more value when comparing to centipede only because you have alternative high pdef options that can synergise with ATB boost**

Obs discussion

- OB1 "low" value but the above sections (matk, costume, esuna) are still relevant
 - it still goes to mid pdef at low potency if you have this time available
 - Still has esuna slot
 - Cura slot
 - Atb boost is weakest here, but still 1 use per nuke or tank Aerith bait
 - Still has 25 matk all allies
 - 15 as sub if at OB0/1 lvl 120
 - Heal r.ability is low, but still solid as a secondary r-ability
 - Note: this + her ultimate = 35 heal at OB1 lvl 110

Janille: would not consider it a pdef weapon at ob1 but for all the other reasons it still a great weapon to have when we did all last events with main hand mdef all + cure all showing how much of a free spot Aerith kit has at the moment – extra points if playing a magical team not mandatory

Nankama (Jack): Pdef has uses but needs to be combined with another unit and therefore takes up another party slot, overall a great weapon at OB1: however, healing wise, you will have to supplement with a strong heal stat or fairy tale, and it may be better to make Aerith a sub healer/support at OB1 and bring a main healer (red, matt) instead.

General conclusion: when discussing a limited weapon, unless you desperately want the weapon due to the character being a favorite etc, it should be taken ob6 minimum. If you do page 1 for costume, page 2 has insane value to be skipped on limited banners. Ultimately, if you only pull for 1 page on a limited weapon, then you aren't going for the weapon for its abilities: you are planning long term via limited parts, or you just want the costume and the weapon is a consolation prize.

Note: we focused on OB1 because it's likely a place where people would consider to stop/aim for. but we both agree that it's better to go for OB6 if you want to use the weapon at all

- OB6 (main hand) is a huge jump in power
 - Huge step up from OB1 C.ability wise
 - 70% hp is a threshold that is always going to be reached
 - Allows for ATB boost to be cast far more often than usual
 - If OB6 it adds more value R.ability wise too (main hand)
 - 40 pts matk all (lvl 5)
 - 27 heal (lvl 4)
- OB6 (offhand) however, doesn't add much
 - 20 matk all (level 3 same as OB1)
 - 13 heal (lvl 2)
 - If considering this as a sub weapon, recommended to get to OB7 for 15 heal
 - However, it is still a fantastic second weapon for aerith to use at OB6, but it is recommended you main hand it.
- Becomes a lot better than centipede but still not needed if only using for pdef
- OB10 (main hand) is one of the best weapons in the game
 - Hits 90% threshold
 - Huge gains, as 90% will almost always be achievable even with chip damage, meaning the atb boost is almost always going to activate
 - A long end game fight, it can represent 3 or 4 hits more dps hits, resulting in an easier dps check.
 - 59% healing pot is strong enough to heal most content in the game
 - All of this, by clicking 1 button
 - R.abilities

- 45pts matk all (lvl 6)
- 39 heal (huge enough value)
 - 39 heal + 20 ultimate means you only need 1 high OB "centipede" as a sub to reach level 9 heal
 - Frees up 2 slots for pdef/mdef/patk all
 - Allows for aerith to hit lvl 6 buff extension and higher HP with a good OB shuriken
 - Allows for a tankier aerith if pdef/mdef slots are used by someone else
- Weapon only gains in value as harder fights produce and atb is needed to do more things, OB10 will last a very long time

Should you pull:

General opinion:

- Wait for tifa
 - So you can have a full scope of all 4 banners and choose base on your account
- Always evaluate your account and pull based on your own preferences (faves, opinions etc)
 - However remember that good support weapons are quite rare over dps, and generally last longer value wise.
 - If you have good support, you can clear most content even with "lower" dps values outside of the crash level or maybe launch ex 2 summons etc.
- As with content released recently, it's more important to have strong supports than strong DPS, less likely to be powercrept and the first goal on a fight is to survive and then increase damage if needed.

Janille:

- If main heal is Matt only (no kamura on account) skippable, esuna will rarely feel required if you are a full manual player
- If main heal is Aerith, possible to pass but to be considered OB1 (high centipede? Like the unit/costume?) good/best costume for Aerith & has matk all slot for free (1 more free weapon on back) + everything discussed above
- Aim should be ob6 (2 pages) - If possible to OB6 for you, **should really be considered**
- **Biggest issue of the weapon is being a limited one as always - not a must pull**

Nankama (Jack):

- If considering OB1 - solid pull choice for niche situations but will mainly be used for Esuna all over atb boost
- Aerith already has a very stacked kit, but she always had too much atb to play with and nothing utility wise to do other than materia breach or debuffs
 - This weapon fills that downtime with something beneficial that doesn't hinder her gameplay at all, only enhances.
- Aim for OB6
 - **However, out of the 3 banners so far, OB10 on this weapon is far more worth it than Cloud or Yuffie, if you have the option to do so.**