# Introduction

The upcoming release of an English language option is likely to lead to an influx of new players. The first question those players will likely have is should they re-roll, how do they re-roll and what should they re-roll for. This is an attempt to categorically answer this question. The information in this document is drawn from a number of sources and supplemented with info from various online discussions of granblue (and thus likely compromised by undetected shit-posting).

If you haven't read any of the other guides available for Granblue you should, the Ultimate Guide is a little out-dated but is still chock full of information you'll want and need to know. But to save you the onerous task of opening another tab I'll try and quickly summarise the information relevant to re-rolling below.

# Background Information

## The Party

Characters, weapons and summons have four levels of rarity, in ascending order they are (N)ormal, (R)are, (SR)are, (SSR)are. Your party/loadout/murder death kill attack squad/etc. in this game consist of four parts, the player character (PC), your NPC squad, your weapon pool and your summon pool. The synergy between each of these elements is essential to your overall performance and each individual element can be customised to a greater or lesser extent. So no matter how good an SSR is one character simply can't "carry" you particularly well in this game (there is one exception to this detailed below). Secondly most top tier SSR's rely heavily on team synergy with other SSR's so using them solo won't let them shine. Thirdly most top tier SSR's only get going after significant investment (e.g. the 5* ones) and can be sub-par starting out. Finally, as mentioned above, every SSR/party relies on a solid weapon pool which you won't have starting off.

## The Gacha

That's the first thing to keep in mind, the second thing to keep in mind is the game's gacha system. Like similar systems in other games the gacha uses either an ingame currency or a premium purchased currency. When you roll a SSR weapon you get the character that "comes with" that weapon. There are two special gacha (the Start Dash and Surprise Ticket) options which let you select the exact SSR unit or summon you want.

The Start Dash option is available for the first week after you create your account. If you don't avail of it within that time period then it will re-appear every month (for 72 hours) until you do. The Start Dash costs 3000 mobacoins i.e. ¥3000. You will receive a Star Dash Ticket and a 10 pull ticket. The Start Dash ticket expires within seven days so you need to use it within that time frame. The 10 pull ticket has no expiry date so you can use it whenever you like (it's recommended to save it for a Legend Fest).

The Start Dash ticket allows you to choose any character (by picking the weapon they come with) or summon that was available in the gacha whenever your account was created. This means that if there was a limited character available when you created your account e.g. SSR Rosetta, you would be able to chose her no matter when you avail of the Start Dash.

Surprise tickets function similarly to the Start Dash. It costs 3000 mobacoins i.e. ¥3000. You will receive a Surprise ticket and a 10 pull ticket. The Surprise ticket expires within seven days so you need to use it within that time frame. The 10 pull ticket has no expiry date so you can use it whenever you like (it's recommended to save it for a Legend Fest).

The surprise ticket allows you to choose any character that is CURRENTLY available in the gacha. Surprise tickets have no set criteria for when they appear (hence the name).

## The Grind

This game is "grindy", very grindy. Progression is generally continuous but it is also generally incremental. You can broadly (and inaccurately) split the game into three phases:

**Early game:** You're just getting started, assembling basic teams for each elements (often made up of SR's or R's if you're unlucky), putting together rudimentary weapon pools and increasing your rank to at least 30 so you have access to some of the lower level content. (Rank 30 gives you access to Magna battles, Rank 40 gives you access to special summon battles and Rank 50 gives you access to Proto Bahamut). Once you reach Rank 50 and have assembled a pool for each element (or a good pool for one or two elements), and got a few decent weapons you could consider yourself at the start of the mid-game (there is no real hard and fast delineation).

**Mid-Game**: The mid-game is fairly hazily defined but you could consider it to be tackling the content available between Ranks 50 and 100. At this stage you'll likely be focusing on farming particular magnas to build strong teams of specific elements.

**End-Game / High Level (HL)** : This involves tackling content that requires rank 101+ to access. Depending on how lucky you are with drops (and to a certain extent how much you spend) this stage will take you a long while to access (generally a few months of grinding through earlier content). Of course once you reach this stage there's more grinding to do.

In parallel to the various game phases you also have farming Magna's (multiplayer battles that drop specific loot) which runs in parallel to all stages of the game. Farming Magna's generally relies on trying to MVP the battle by dishing out the most damage. Farming Magna's are important because most end-game worthy weapon pool's and party compositions rely on weapons and summons the magna drops.

Why is any of this important? Well, different characters perform better or worse depending on what they're doing. So when re-rolling you'll need to decide if you want a character that's good for early game to get through it faster or do you want to invest in the long term by picking a character that blossoms in late game, etc.

## The Elements

The game uses an elemental weakness system. A element does extra damage, has an increased debuff chance, receives less damage, etc. against its inferior element. The elemental system is Wind > Earth > Water > Fire > Wind. There are two additional elements, Light and Dark, which are neutral to the four basic elements but superior/inferior to each other. The elemental system is important for two reasons, the first is for farming/progression and the second is for HL potency.

As mentioned above farming magna's is closely tied to progression, each magna has a certain elemental alignment. The Wind magna drops two SSR weapons that have an elemental attack up on them, compared to the other magnas which have only drop one SSR weapon of that type. The Wind magna also has one of the best drop rates for a Magna. You start the game with a Wind Carbuncle (one of the only useful SR summon types). You can farm chips in the Casino to get Anat, a powerful SSR wind summon. Taken together this means that Wind is the (relatively) easiest element to start out with. If you do decide to start building your Wind party first this will dictate the order you build in (as it's best to take advantage of elemental advantage by moving on to Earth next and so on). Light and Dark are two hardest/slowest pools to build as the drop-rates from their Magna are the lowest and they have weak SR weapon drops.

When you reach HL play some elements perform better than others, due to a combination of Job class/characters/weapons and summons. At present (March 2016) the rough power level for HL play is Light > Dark > Water > Wind = Fire = Earth. The last three aren't really equal, but while Light and Dark's positions are generally universally agreed there is nothing but contention over the placement of the other elements.

So much like with characters themselves you'll need to look at the elements and decide if you want to focus on early/mid game speed or long term viability.

# Re-Rolling

## Do I need to re-roll?

It depends. You strictly do not need to, the games fairly generous so with a bit of luck, or by spending a bit of money, you can get a few SSR's and progress well enough. There's also the fact that most SSR's can't carry you by themselves so they aren't a huge power boost. However, starting with an SSR gives you a powerful boost in assembling a mid/late-game team, especially if you combine it with a well thought out use of the Start Dash. If you're going to try and go entirely F2P starting with a good SSR is arguably mandatory.

## How do I re-roll?

The wiki has an excellent and comprehensive guide with a detailed step-by-step guide on exactly how to re-roll - https://granblue-wiki.com/index.php?title=Rerolling

# Re-Roll Tiers

## What do I keep?

In some ways any SSR will do. But if you're going to the trouble of re-rolling you might as well put a little more thought into it. There are a number of approaches to determining what you should keep and a few questions you'll need to answer. If you don't want to bother with any of that you can just go with the unit's listed next:

### Yodaraha



In the introduction I mentioned there was one exception to the rule that a single character can't carry you. This character is that exception. His special ability allows him to potentially do 999,999 damage with his Ougi (special attack). This will easily allow you take down early and mid-game story bosses as well as make it significantly easier to get MVP (thus getting one of the superior red treasure chests) in multi-battles. When you get to endgame you'll likely be replacing him but he could help you get there a lot quicker.

### Lucifer / Bahamut / Order Grande



These three are summons and while their leader effect is very nice the real reason you might consider starting with them is the fact that you can only get them via the Gacha. You can't use a Start Dash or Surprise ticket to get them. Lucifer and Bahamut are key elements of late game teams for their respective elements so not having to rely on luck (or spending a boatload of cash) later on makes starting with them attractive.

Ok, so if you've decided to put a bit more thought into it then the first question you'll have to ask yourself is are you going to spend money or not? If you're going to spend money then you stand a better chance of getting SSR's down the line (if you spend money on the Start Dash and/or Surprise tickets you can assemble specific teams as well). This means that you can afford to take units that work well in the early and mid game and hope to get your end game units as time goes on. If you are going entirely F2P you may be better served going with units that work well in the late game. While the game is generous and you will likely pick up a few SSR's as you go you are unable to mitigate bad luck with money so investing in the distant future is a viable strategy.

In conjunction with whether you are going to go F2P or not you also have to think about issues of availability. There are characters that appear only in limited time gacha's based on the season or the year or certain events. Some, such as the ones based on the year, are only available for a limited time and won't be coming back (well not for the next decade, so never). If exclusivity matters to you you should try and re-roll for one of those units.

A related, and the final, consideration you need to make is practicality vs emotional attachment. Some SSR units are just simply better than others. If you value practicality you should focus on those units. However the artwork and voice acting in this game are certainly a big part of the appeal. If there is one SSR character you think is cool, then go with them. The game is very grindy and being able to keep your spirits up by looking at your cool unit is honestly not to be underestimated.

So with all that in mind I'd suggest the following priorities:

**Exclusivity > Appearance > IF F2P > Late game > Early Game > Mid Game**
**ELSE > Early Game > Late game > Mid game**

So with that out of the way we'll now list each phase and give the top three units, Yodahara won't be listed here as he's covered above. Why is Mid game listed as the lowest priority directly above? Well most top tier units work very well in at least two phases of the game, so you'll generally see a lot of repetition in the list below. Most units that are good in late game are also good in mid game or early and mid i.e. very few units are exclusively good in mid game and those units that are? Probably not worth taking over units that are good in two phases. Units are listed with primary attackers first as having a powerful attacker helps in the early game no matter what. Generally you want to build your elemental teams by going DPS / Support / Healer / Other. Which is the way the units are grouped below. As mentioned having a powerful DPS unit is a big plus early in the game and helps clear content quicker, which lets you progress faster and so on. Comboing a good DPS character with a good support character can be seen as a force multiplier and will be needed as you progress through mid game (even if you are going F2P consider paying for just the Start Dash and setting up a DPS+Support combo). Healer's are less important because they are mainly used for HL content so you have longer to acquire them, the same goes for more unique or hybrid characters.

# Early Game
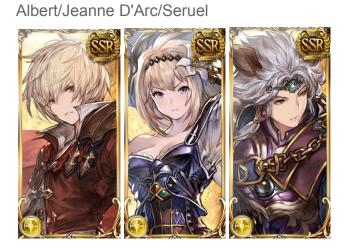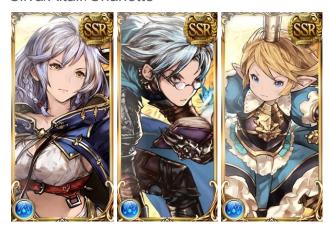
## Fire

Percival / Clarice / Yuel



## Water

Silva/Altair/Charlotte



## Earth

Altheia / Arurumeiya / Sara



## Wind

Nezahualpilli/Metera/Petra



## Light

Albert/Jeanne D'Arc/Seruel



## Dark

Narumea/Vampi/Lady Grey



*Bazarage and Vira can stand in for Naru

# Mid Game

## Fire

Percival / Magisa / Zeta



*Clarice and Yuel are equally good for mid-game (in that order)

## Water

Silva/Altair/Riruru
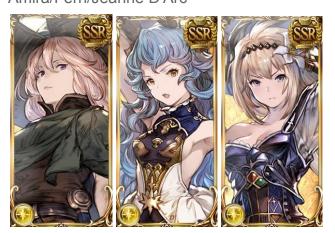


## Earth

Altheia / Cagliostro / Sara



## Wind

Nezahualpilli/Petra/Henriette



## Light

Amira/Ferri/Jeanne D'Arc



## Dark

Narumea/Vampi/Lady Grey



*Bazarage and Vira can stand in for Naru

# Late Game / HL

## Fire

Percival / Clarice / Yuel



*Magisa works here as well

## Water

Lancelot/Altair/Charlotte



## Earth

Catherine / Cagliostro / Sara



## Wind

Nezahualpilli/Petra/Lennah



* Metera works heres as well

## Light

Albert/Jeanne D'Arc/Sophia



*You can replace Jeanne with Ferri when you unlock Berserker (well into end game)

## Dark

Narumea/Vampi/Lady Grey



*Cerberus/Bazaraga/Vira can stand in for Naru

# Version

1.0 - Need to add more details on the characters