

How much investment do I need to play each roles in SInoALICE:

Introduction:

Every guild in SInoALICE consists of 15 members, typically 5 DPS (in the frontline position) and 10 supports (in the backline position). The main reason is because when you use a damage -dealing weapon, for example sword, at the backline position, you will deal 90% reduced damage, making backline position DPS very ineffective.

For support, there are 3 main roles:

Cleric (main weapon: Staff) - healing

Minstrel (main weapon: Instrument) - buff allied team

Sorcerer (main weapon: Tome) - debuff enemy team

Each of these roles need different weapon variety and stats to function properly, as a result building different roles require different degrees of investment.

Disclaimer:

This comparison is based on the assumption that players play them at the same tier (such as comparing the investment among division 1 top 1000 players), do note that even if a role has 2/10 rating on investment needed, it will still require more investment than a role with 9/10 rating who is played in a lower division.

[DPS / Vanguard]

There are 4 types of DPS jobs:

Breaker (main weapon: Sword) - single target physical damage

Crusher (main weapon: Hammer) - AoE physical damage

Gunner (main weapon: Ranged) - single target magic damage

Paladin (main weapon: Spear) - AoE magic damage

To be functional, any DPS (even low tier ones) needs to be able to play AT LEAST 2 roles, and the common combinations are listed as below:

1. Pure Physical / Pure Magic DPS

- This type of DPS is the cheapest to build.
- Focus purely on **sword / hammer (physical)** or **ranged / spear (magic)** only.
- It is cheaper to build because you can skip anything on the other spectrum (for example, if you main Physical DPS, you can skip any character that grants magic-related stats).
- Sword and Hammers are always on the same banner during monthly Spec Gacha, if you try to roll for Hammer, you are bound to get some Swords along the way so you spend less (same applies to Ranged and Spear)
- **Stats you need to invest in:** **HP** + **both defenses** + either **physical** OR **magic attack** (depending on your main).

Pros:

- You can contribute to Shinma no matter what combination it is.
- You can switch between farming scores (single target weapons) and wiping out enemy teams (AoE weapons) depending on your strategic needs.

Cons:

- You are helpless against enemy guilds who have specialized debuffer (for example, if you are a Physical DPS main, you suffer if the enemy has a Physical-specialized Sorcerer).
- **Investment rating: 6/10**

2. AoE mixed DPS

- Focus on AoE weapons (**Hammer** and **Spear**) only.
- Slightly more expensive to build than Type (1) DPS because you need to invest in both physical and magic attack.
- Hammers and Spears are also always on separated banners during Spec Gacha, so you'd need extra investment to roll both banners.
- Reason of choosing AoE weapon combination (Hammer + Spear) over single target weapon combination (Sword + Ranged) is because wiping out the enemy team is the bigger win condition than farming scores out of the enemy team in most situations.

- **Stats you need to invest in:** HP + both defenses + BOTH physical AND magic attack.

Pros:

- You can contribute to Shinma no matter what combination it is.
- You have high kill potential no matter which grid you are using.

Cons:

- You lack the tool to farm score from weaker enemy guilds, they will die way too quickly before you get to farm.

- **Investment rating: 8/10**

3. True Flex DPS

- Able to wield all 4 weapon (Sword, Hammer, Ranged, Spear) grids with good quality.
- Most expensive to build among DPS because you will need at least 4 grids.
- **Stats you need to invest in:** HP + both defenses + BOTH physical AND magic attack.

Pros:

- You can contribute to Shinma no matter what combination it is.
- You can fully coordinate with whatever strategy your guild wishes to deploy. Want to farm scores from enemies with magic damage? Go gunner. Want to wipe out the enemy team with physical damage? Go crusher. You can be anything.
- Not as weak to specific debuffs compared to the earlier types.

Cons:

- It is not F2P friendly.

- **Investment rating: 10/10**

[Supports]

1. Cleric

- Cheapest support to build, less investment needed compared to any other kind of support.
- You only need to gacha for Staff.
- **Stats you need to invest in:** Both defenses ONLY

Pros:

- Cheap to build, easy to play (healing doesn't require properly targeting because healing automatically aims at the lowest health ally).
- Every guild, no matter what composition they are going for, needs you.

Cons:

- It is stressful to play, the weight of the entire team is on your shoulder, you determine their life and death.
- Common for Clerics to not receive enough recognition and acknowledgement for what they have done.
- **Investment rating: 3/10**

2. Specialized pure Minstrel / pure Sorcerer

- Build only 1 type of weapon, either Instrument (Minstrel) or Tome (Sorcerer).
- Specialized in buffing or debuffing 1~2 specific stats (For example, a Minstrel specialized in buffing physical attack + physical defense)
- Relatively cheap to build because you only need to aim for 1 type of weapon, and often only heavily invest in 1~2 stats.
- **Stats you need to invest in:** both defenses + physical + magic attack, whichever is relevant to your buff / debuff.

Pros:

- You function excellently in a guild which DPS are highly compatible with you (for example, a guild with 4 Physical DPS main when you are a physical attack buff main).

- Or in Sorcerer's case, you function excellently when the enemy DPS lineup is weak against you (for example, the enemy is running a 5 Magic DPS team and you specialize in magic attack debuff).

Cons:

- You are a one-trick, which means you are completely useless when there's no compatibility, so it is not useful for higher level plays where DPS have to switch around their grids very often.
- You cannot contribute to important shinma half of the time.
- **Investment rating: 4/10**

3. Utility pure Minstrel / pure Sorcerer (\$ ~ 5 pts)

- Also build only 1 type of weapon, either Instrument (Minstrel) or Tome (Sorcerer).
- However, you need a wide variety of Instruments or Tomes to fit into whatever strategy your guild wishes to deploy.
- **Stats you need to invest in:** both defenses + physical + magic attack.

Pros:

- You can perform well in any team comp / against any team comp by providing the correct buff / debuff needed.
- This type of support still has some usage in higher level plays.

Cons:

- You cannot contribute to important shinma half of the time.
- **Investment rating: 6/10**

4. Minsorc / Sorcmin with Inclination

- You build mainly one support weapon type, and build the other type on the side (for example, Minsorc will mainly use Instrument, and have a few Tomes in their grids).

- Basically as a Minsorc you act as a Minstrel that carries 3~5 Tome on the side (or opposite for Sorcmin)
- More expensive to build than pure Minstrel and pure Sorcerer because you need to roll both Instrument banners and Tome banners.
- Usually more specialized in buffing and debuffing specific stats (for example, a Minsorc that is specialized in buffing both attacks and debuff both attacks)
- **Stats you need to invest in:** both defenses + physical + magic attack, whichever is relevant to your buff / debuff.

Pros:

- You can provide both buff and debuff support to the team, very valuable in competitive plays.
- You can contribute to both important shinma (Instrument / Tome shinma).

Cons:

- If your incline / specialization is too obvious (like 90% of your grid buff and debuff physical) you will need to find a more specialized guild to fit you in.
- **Investment rating: 7/10**

5. True Flexible Minsorc / Sorcmin

- Similar to type (4) support, but the line between Minstrel and Sorcerer is getting blurry, you are almost equally strong on both sides.
- You can flexibly adjust your grid according to your team and enemy team on the day, and cover whatever the other Minstrels and Sorcerers in your guild are lacking in.
- More expensive to build than standard Minsorc / Sorcmin because you need to have equally heavy investment in both, not just 1 main 1 side.
- Basically you can morph into any Instrument - Tome composition required on the day, for example if enemy's Minstrel is strong today you can go 13 Tomes - 7 Instruments, and next day if one of the Minstrel in your guild can't make it you can shift to 15 Instruments - 5 Tomes to cover for them, etc.
- You will need to invest in all stats and have weapons that buff / debuff a wide variety of stats combination to fit the guild's strategy.

- **Stats you need to invest in:** both defenses + physical + magic attack.

Pros:

- You can provide both buff and debuff support to the team and finetune the ratio on demand, extremely valuable in competitive plays.
- You can contribute to both important shinma (Instrument / Tome shinma).

Cons:

- It is not F2P friendly.

- **Investment rating: 9/10**

If you like the guide and wish to support me, here:

<https://ko-fi.com/pupperwolfie>

Appendix: How are the required investment estimated? (emphasize on estimate)

- Need investment in HP (2 pts)
- Need investment in both defenses (2 pts for Cleric, 1 pts for the rest)
- Need investment in physical attack (1 pts)
- Need investment in magic attack (1 pts)
- Build only 1 type of weapon (1 pts)
- Build 2 types of weapons from the same spec banner (2 pts)
- Build 2 types of weapons from different spec banner (3 pts)
- Build 4 types of weapons from different spec banner (5 pts)
- Need some degree of variety for coordination (1 pts)
- Need high variety of skills to coordinate with your guild (2 pts)