

FATE/GRAND ORDER NEW PLAYER GUIDE!

BY: KHADROTH

Hello everyone! My name is Khadroth and I'm a content creator and veteran FGO player of both the NA and JP servers!

Throughout my years of playing the game, I've often noticed that many of the new player guides for the game are out of date, many of the resources give poor advice, or sites confuse players with how they present info. My goal here will be to give you quality, up-to-date advice to make starting FGO as fun and painless as possible.

I don't expect you to read everything here, so I've divided it into **two main parts**. The initial starting guide and then other game knowledge. There's plenty of helpful advice on every aspect of the game included in the second half. So feel free to search the document, use the quick summary links, or the table of contents to navigate.

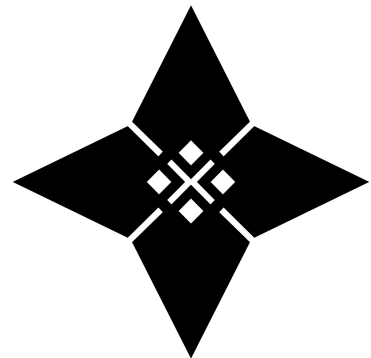
I get plenty of questions from new players whenever I stream, so I will try to address any of your concerns as we go. Either by linking you to some of my other content covering that, or to appropriate and more exhaustive resources when applicable. If you notice any issues or corrections that need to be made you can contact me at the following:

[Khadroth#0001 on Discord](#)

[Twitter](#)

[Twitch](#)

[Youtube](#)



Change Log:

12/5/22 - Huge update to multiple sections/servants.

Added Ruler Skadi and Proto Merlin Sections.

8/8/22 - Updated for all Anni 7 changes except the daily schedule change, reworked carding section.

7/13/22 - Update for game changes and early additions via NA's 5th Anniversary

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FORWARD: WHEN IS THE BEST TIME TO START PLAYING FGO?

I see this question asked all the time. While there are times that are more advantageous to begin playing, the popular belief is that it's not good to wait too long for them. FGO occasionally runs what are called "Start Dash Campaigns" in which new accounts receive double rewards for beginning the game. These amount to gacha currency (Tickets, Saint Quartz, and Friend Points), Unit Experience (Embers), Enhancement Currency (Quantum Particles), and Action Point Refills (Apples). All the rewards are highly useful to a new account, so why shouldn't you wait? It's because of the opportunity cost of not beginning now. Once you begin playing you'll be able to start accumulating all those same things just from playing the game. FGO, like most other gacha games, is a marathon. Patience and persistence win out over a temporary gain.

Most of these Start Dash campaigns occur during celebratory banners like New Years, or "Download Campaigns" but they're typically 4-6 months in between runs. If you can wait just a couple weeks before a start dash campaign begins that's perfectly fine. But don't get caught out waiting too long for one to begin as you'll miss out on events and rewards in-game in the meantime!

Also if you are trying to play without a mobile device or in an unsupported area of the world, please check the section at the end of the guide that details what you'll need!

BEGINNING THE GAME: TUTORIAL AND SUMMONING FOR THE FIRST TIME

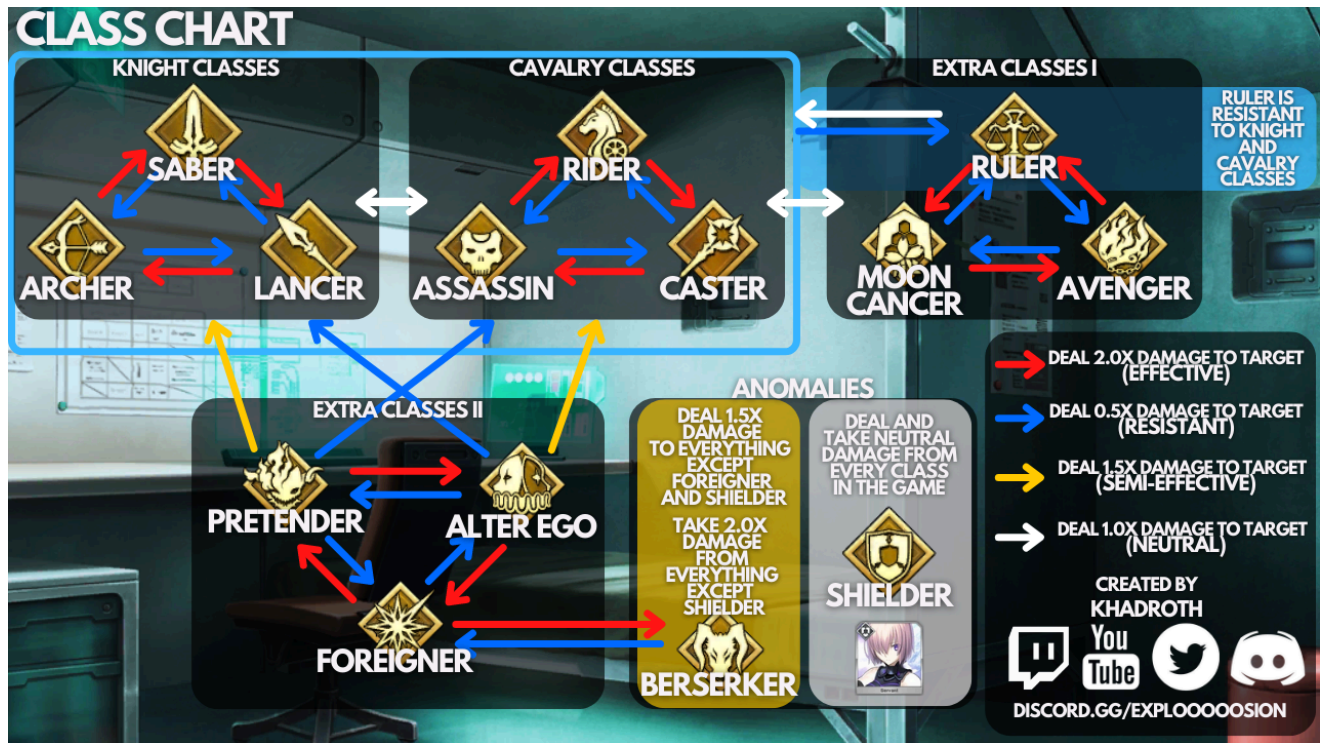


After you download the game and begin playing, you'll wind up having to do a lot of reading at first. FGO is primarily modeled after the visual novels from the Fate Series and so its very story and lore rich. Many people will tell you this is their reason to play.

Regardless of your reasons, eventually you'll find yourself in your first battle. The game at this point puts you in pretty much your first and only tutorial segment. I would advise paying attention here as it covers some basic concepts that are necessary for understanding the rest of the game. It's also one of the last times the game will hold your hand regarding combat mechanics. You'll be on rails throughout this entire experience so just do what it says and you'll move on fast enough.

Shortly after this you'll finally be afforded your first opportunity to summon (roll the gacha for units). This first time summoning is special. It doesn't obey normal rules for the gacha system. It's a free pull that must be done as part of the story in order to

progress. But first, we need to catch you up on the basics of the class system in this game so that you understand what you're going to summon.



Class relationships shown above. Red lines mean deals more damage to what it's pointing at. Blue means deals less.

The graphic above can get confusing, so to dumb it down for you: There are 7 basic classes in FGO. The Knight classes: Saber, Archer, Lancer. The Cavalry classes: Rider, Caster, Assassin. And then the double-edged class, Berserker. The others are “extra” classes but you don’t have to worry about them for the tutorial summon and their interactions are a bit more complex. We’ll discuss them later in the guide.

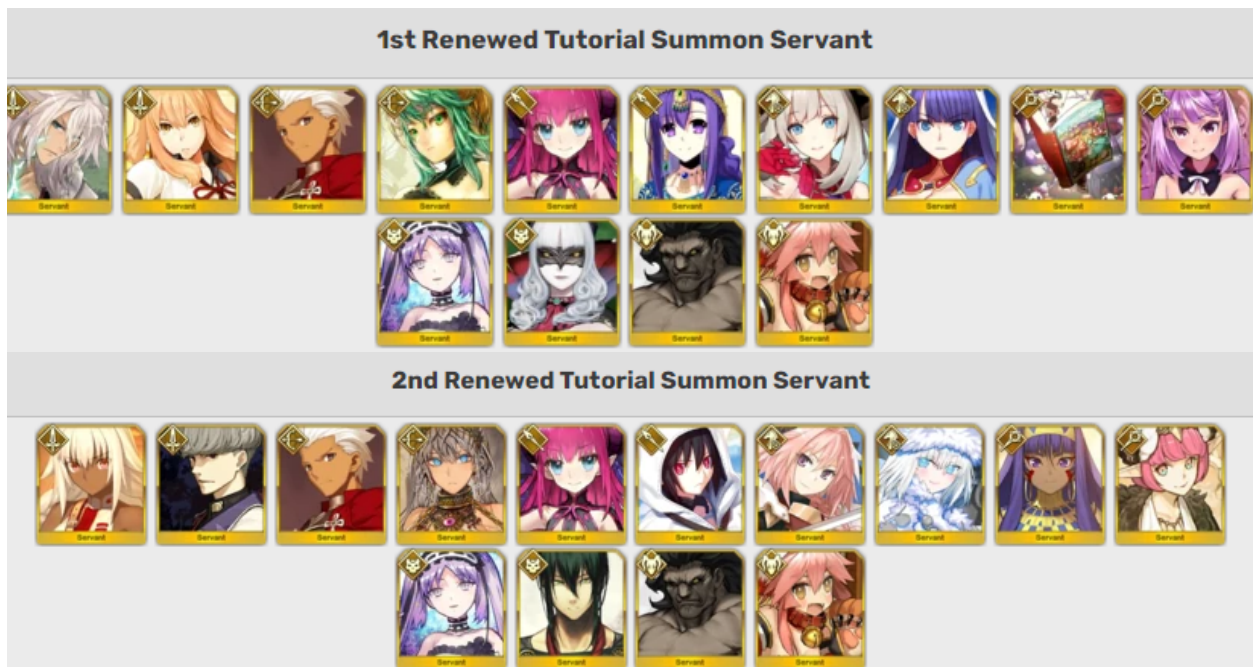
Essentially just view the class system as groupings in a rock-paper-scissors type scenario. A class will have an advantage (2x dmg) against one class and a weakness (deals 0.5x damage) against another in its triangle grouping. For instance the Saber class will deal more damage to and take less damage from Lancers. But the Saber class will deal less damage to and take more damage from Archers.

As such the triangles work as follows: **Saber** counters **Lancer**, which counters **Archer**, which counters **Saber**. **Rider** counters **Caster**, which counters **Assassin**,

which counters **Rider**. And everyone deals more damage to (2x) and takes more damage from (1.5x) **Berserker** (until we start talking about extra classes). Otherwise, they're all neutral (1x) against each other.

The classes do have other traits but we'll save that for another time. The important thing is to understand that these 7 classes will make up the majority of your account's servants. You want to have good options for every single one of them if you're going to have a well-rounded account that can face whatever the game throws at you.

Now back to the tutorial summon, which is interesting for several reasons. Firstly, you can not pull a 5 star unit (SSR, the highest rarity) with it. Secondly, you will receive at minimum a guaranteed 4 star unit (SR, second highest rarity), from a restrictive pool of units available, as well as a 4 star craft essence (an enhancing type of equipment to put on units). As of the [New Years 2022 Campaign on JP](#) (Jan 2024 on NA), the odds of getting 4 star units and craft essences are increased for this summon as well. The pool of units also changes with the [25 Million Downloads Campaign](#) (May 2024 on NA), so pay attention to what options are available for your time period/server. **1st Renewal:** until 2024 on NA, **2nd Renewal:** Thereafter on NA and from now on for JP.



Pictured above is the pool of available units for you to start the game with. They're known as "Servants" in fate lore, and come with various classes and skill kits to help you along the way. Servants all have 3 skills, a Noble Phantasm (NP, ultimate move), and typically ascribe to one of the 3 card types (**Buster**, **Quick**, **Arts**). A lot of guides focus on telling you who the best unit is. While I will offer my advice, this tutorial summon will not make or break your account. Some units can be an early boon to your progress, but it's better to know a bit about them and decide for yourself who you're comfortable starting with.

Each of these units is permanently available in the game, as opposed to being part of a time-limited banner or locked behind story completion, so don't fret if you don't get the one you preferred. Rerolling for different starting servants is an option but is totally unnecessary. Below, I'll give you some useful tidbits about each as well as my thoughts on starting out the game with them.



[Siegfried](#) - Saber Class - **Buster**, AOE NP - Nickname: "Sumanai"

Do not confuse him with "Sieg", another 4* caster servant in the game. Part man, part dragon, Siegfried is a decent option for starting with as it can be hard to get your hands on Sabers in the early game. The saber class notoriously only has a couple of "low star" (3 star and lower) options. While he does take some investment to become good, his upgrades over the years have helped his performance significantly and given him a good niche against Dragon-traited enemies with which there are several lancer units that would overlap. His most recent [upgrade](#) (June 2024, NA) improves his firepower and NP charge capability even more after he's left the tutorial pool, but this does make him a good investment. After the 2nd renewal, he is no longer an option to be rolled.



[Suzuka Gozen](#) - Saber Class - **Buster**, AOE NP - Nickname: “JK Fox/Saber”.

If fox girl shrine maidens are your thing, Suzuka is a good choice. Her kit has an interesting blend of NP gauge charge (NP Charge), offensive capability, and charm (a debuff skill). She holds up very nicely with where the game is currently headed for farming due to that charge, and can still be a nice early acquisition due to the saber class issues discussed in Siegfried’s comments. Her 10-hit NP can generate quite a few stars in conjunction with her first skill. She also has a sure hit buff, which helps her ignore dodge that any enemy might use to prevent damage. After the 2nd Renewal, she is no longer an option.



[Lakshmibai](#) - Saber - **Quick**, AOE NP - Nicknames: “Lakshmi” “Jeanne D’Arker” “Jeanne-tan” “Indian Jeanne”

A “Jeanne Face” and “Saber Face” unit, she’s not to be confused with Jeanne D’Arc. This one is an AOE quick saber, something of a rarity. While her damage isn’t the best, she comes with a multitude of nice supportive effects like party-wide Attack-Up and Critical Damage increase, to targeted Invuln and healing capability. She also has a guts skill making her quite survivable in a pinch, and buff success chance which helps the party’s skills that have a chance to fail, succeed. She’s only available as an option after the 2nd Renewal.



[Watanabe No Tsuna](#) - Saber - **Buster**, Single Target NP - Nicknames: “Bowlcut Samurai” “K-Pop Saber”

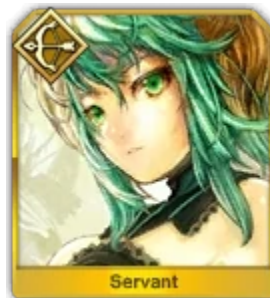
Watanabe is a quality single target saber option. He’s often likened to [Rama](#) due to their similarities, but Watanabe shows the difference between a year one and year five released unit. Most of his kit has 3 turn durations, he has a good survival skill in his dodge, and the ability to shift critical stars to the cards he wants to use. While the Anti-Oni damage on his NP

isn't the widest of niches, it comes in addition to its wider cousin Anti-Demonic damage. Thankfully he has both on that NP so it's easy to see how he can be useful. He's only available as an option after the 2nd Renewal.



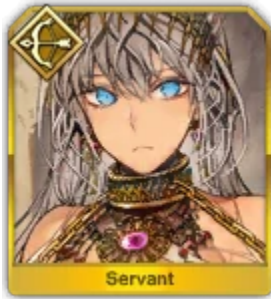
[EMIYA](#) - Archer - **Buster***, AOE NP - Nickname: "Nameless"

Don't confuse him with the Assassin Emiya. A familiar face for veterans of the Fate franchise, Emiya is an archer who has been improved in many ways over the years. Often a bonus unit in events, he deals decent aoe damage with his noble phantasm, and has triple arts card-deck allowing him to card his NP gauge to full faster. He comes equipped with survival and crit enhancing skills. As of Anniversary 5 (July 2022 NA), he also has the ability via his third skill to change his NP card type from Buster to Arts, allowing for some amazing gauge refund capability.



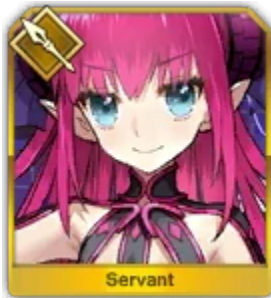
[Atalanta](#) - Archer - **Quick**, AOE NP - Nickname: "Nyanta"

Don't confuse her with her Alter Berserker form. Atalanta is a fantastic quick looping (repeatedly able to fire her NP) aoe archer. Her star generation rate can be truly amazing allowing her to flood the party with crit stars after an NP and drastically increase the chance to crit. [Caster Skadi](#) and [Ruler Skadi](#) are amazing pairings with her but can be hard to acquire. For newer accounts, it will be hard to acquire adequate supports, especially at a low rarity for quick servants. She's fantastic when you can get her in the correct party composition, but you likely won't be able to unless you can get your hands on a version of Skadi. After the 2nd Renewal, she is no longer an option.



[Zenobia](#) - Archer - **Arts**, AOE NP - Nickname: "Zeno"

While Atalante certainly isn't bad, Zenobia seems to be a quality of life addition to the starter pool for archers. Being Arts and having charge per turn, she is quite a good looper. Even if you don't have your own [Castoria](#) to help her, one can be taken on support, and thanks to the multitude of other low star options, Zenobia can still excel as a great farming option for even the newest of accounts. She has 3 turns of increased Arts performance, stars per turn, and party-wide Attack-up (Charisma) to help her in this goal. And she also gets a guts skill, crit-star bomb, and star absorption skill to help her secure crits. To top it off her AOE np has an overcharge effect that increases her crit-damage for 3 turns, meaning it can be stacked. She's only available as an option after the 2nd Renewal.



[Elizabeth Bathory](#) - Lancer - **Buster**, AOE NP - Nickname: "Liz"

Do not confuse her with any one of her numerous other variant's all going collectively by "Liz". Liz Lancer is a capable aoe lancer who has carved out a niche for buffing other female units in the party. While not the strongest, and lacking any sort of NP charge for herself, she is a decent option for your lancer given her kit's ability to both enhance the party and debilitate your foes. She does however possess a good survival ability in her Guts, which can revive her one time and return some health after a hit that would have otherwise killed her.



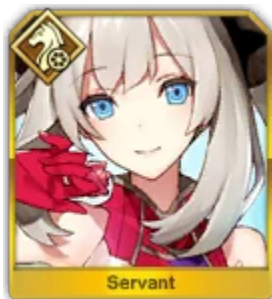
[Parvati](#) - Lancer - **Quick**, AOE NP - Nickname: “Parv”

Parvati was a fantastic new addition to the tutorial summon. A capable aoe quick lancer who refunds well even outside of being in a full quick support team, she can generate a decent amount of crit-stars and charm her enemies. Parv also possesses an odd targetable charge skill that drains her own gauge, though it can be used on herself as well for a net gain. She will require [Skadi Caster](#) or [Ruler](#) to reach her full potential in the future, but she can still perform decently without due to her kit. After the 2nd Renewal, she is no longer an option.



[The Valkyries](#) - Lancer - **Quick**, AOE NP - Nicknames: “Valks”
“Ortilinde” “Hildir” “Thrud”

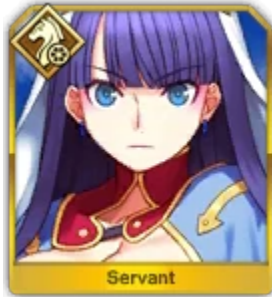
The Valks are a 3-in-1 servant with each form being a different person. They’re very similar to Parvati in that they’re a quick looper if set up properly. They have a charge per turn skill to help automate that but they still are reliant on good quick supports. Otherwise, their consistent damage output will suffer. They do have a dodge to help their survivability, alongside debuff immunity and healing per turn. But just like with Parvati you’re going to be beholden to finding [Skadi Caster](#) or [Ruler](#) on your support list. They’re only available as an option after the 2nd Renewal.



[Marie Antoinette](#) - Rider - **Quick**, AOE NP - Nickname: “Marie”

Known for her trademark phrase “Wassup my homies?” Rider Marie is an amazing survival unit for an early account. While she’s really not known for her damage, her multi-hit self Invuln, healing, and charm skills help her outlast her enemies while whittling them down. She can loop against casters with a devoted Skadi support party, but this is

unrealistic for most new accounts to be able to achieve. Since her NP also has the ability to cleanse the party of any debuffs on them, she can be a really hard unit to stop or bring down. After the 2nd Renewal, she is no longer an option.



[Martha](#) - Rider - **Buster**, AOE NP - Nickname: None

The unit I started the game with, is sadly not very good offensively. Her NP does middling damage, but that's not really her purpose. She has a very nice kit that can both heal the party and cleanse it. Martha has a third skill you can unlock with strengthenings that applies defense down to an enemy as well as removes all their

buffs. This has some very good applications and can be used to get rid of certain annoying fight gimmicks while boosting your damage output. So while a unit not known for damage in a game that largely centers around damage seems a bit rough, Martha can still be an intriguing choice. After the 2nd Renewal, she is no longer an option.



[Astolfo](#) - Rider - **Quick**, AOE NP - Nickname: "Stolf" "Femboy"
"Monster Can"

If you've watched the Apocrypha series you know who this is. Everyone's favorite cross-dressing AoE Rider. While people obsess over his personality and character, Astolfo is quite good as

a starting option. His damage is not bad and he has a 50% charge upgrade to his 3rd skill making him a proficient farmer capable of 3 turning in the right setup. Unfortunately, his first and second skills only have one turn durations, but he does get a chance to get crit-stars per turn, star generation, and crit-damage on his 3rd skill. His np also pierces defense buffs, gives himself a dodge for 3 attacks on use, and has a star bomb to boot. You'll obviously want some good quick support units to help him, but thanks to his charge he can perform adequately without. He's only available as an option after the 2nd Renewal.



[Dobrynya Nikitich](#) - Rider - **Buster**, AOE NP - Nicknames:

“Dobrynya” “Nikitich”

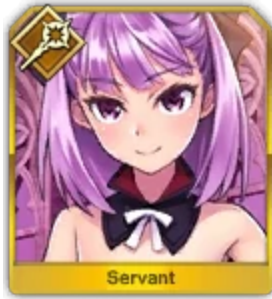
Dobrynya is an interesting option to begin with. While I personally prefer the charge capability that Astolfo begins with, she’s no slouch herself. She has a 20% charge skill which by the time she’s added to the pool means that Oberon is in the game, making 3 turning difficult to achieve with her, but possible. Specializing in Anti-Dragon damage, her kit also comes with a 3 turn duration Buster and Arts buffs, A Guts skill, Debuff Immunity, and stars per turn. Her noble phantasm, while not terribly hard hitting, synergizes with the multitude of buster supports that exist. It ignores defense buffs, and burns the target while lowering its defense afterward. She’s only available as an option after the 2nd Renewal.



[Nursery Rhyme](#) - Caster - **Arts**, AOE NP - Nicknames: “Nursery Crime”, “Cursey Rhyme”, “The Book”.

Nursery Rhyme is an odd unit. She has a significant self-charge skill, crit damage boost, and defense up. She can also cleanse herself and use her NP to drain all the enemies it hits of their gauge.

Sounds great in premise, but just like with Martha her damage is a bit lackluster. You’ll also have to give her crit-stars to take advantage of that damage boost. In an Arts party that allows her to loop her noble phantasm, she can really shine but there are certainly more damage-dealing options even at lower rarities. After the 2nd Renewal, she is no longer an option.



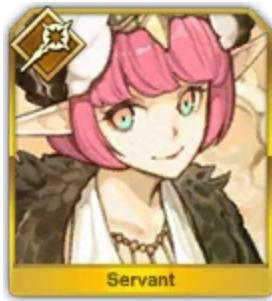
[Helena Blavatsky](#) - Caster - **Arts**, AOE NP - Nicknames: "Helena", "Granny".

Easily the best addition to the tutorial summon. Helena is often thought of as a 4* (SR) version of a very popular 5* (SSR) support named Waver. She provides a party-wide, 3 turn, all card type buff. She can also charge the party by 20% of their gauge (out of 100%). And if that wasn't enough she actually punches well above her weight in terms of her NP damage as well. She becomes a legitimate contender against her 5* star damage dealer compatriots when she also gets a buff granting herself 30% charge with the [Waltz Event Pre-Campaign](#) (April 2023 NA). Just beware that her second skill has a chance to fail the NP damage up. After the 2nd Renewal, she is no longer an option.



[Nitocris](#) - Caster - **Arts**, AOE NP - Nickname: "Nito"

Do not confuse her with her summer assassin form. Nitocris is an amazing choice to start with due to her ability to charge her np gauge to full from 0%. While her damage itself is not the greatest for an AOE caster, she makes up for this by having the ability to death proc enemies. In fact, she is one of the premier units for this. Death memes as they're commonly referred to, frequently work on fodder type enemies, especially of bronze rarity. Enemy Servants on the other hand are extremely resistant to this type of tactic so it won't save you from everything. That being said she's an extremely useful farmer and someone who would likely help carry you through a lot of easy waves of content. It's also worth mentioning that she has both a cleanse and a guts skill to help survivability. She's only available as an option after the 2nd Renewal.



[Circe](#) - Caster - **Buster**, Single Target NP - Nickname: None

Circe is an interesting starting option. For years players have been stuck with only Medea as their early game option for a single target caster. While you lose the ability to strip buffs if you go with Circe, you gain greater damage potential and the ability to “Piggify” (stun) your enemies for a turn. She also has the ability to cleanse the entire party of debuffs, while poisoning and reducing the defense of enemies. All in all, Circe is a quality unit if a little low on damage herself. She’s only available as an option after the 2nd Renewal.



[Stheno](#) - Assassin - **Buster**, Support NP - Nickname: “Rare Prism”

If you’re aware of that nickname, it’s a rather bad one for her. But while she’s not as bad as people think, Stheno is not typically the best unit to start with. While like with the Sabers, quality assassins used to be hard to come by, over time the low star assassin pool has been improved significantly. Stheno on the other hand has a non-damage dealing NP that can cause Instant death to males, but it’s not very likely to occur. Thankfully she has received some upgrades over the years, unlocking her 3rd skill that buffs Divine-traited allies, and giving her NP the ability to also remove buffs. In tandem with her sister Euryale (3* archer), she can be used to “charm-lock” and drain enemy bosses to deny them their ability to get a noble phantasm, but sadly Aniplex has seen fit to give many bosses Mental debuff immunity going forward because of those tactics.



[Carmilla](#) - Assassin - **Buster**, Single Target NP - Nickname: None

Not to be confused with her summer rider variant. Carmilla has always been a quality starting choice. A rarity amongst assassins as a buster unit, she also boasts the rare Anti-Female niche making her a quality choice in certain fights even if she doesn't have class advantage. Carmilla is also a vampire and can both drain her foes as well as heal herself with her NP. Strong assassins can be hard to come by in the early game, but the pool is much better than it used to be at the start of the game. Carmilla at least still stands out thanks to most of the welfare assassins being AOE focused at the moment. After the 2nd Renewal, she is no longer an option.



[Yan Qing](#) - Assassin - **Quick**, Single Target NP - Nicknames:
"Shinjuku Assassin" "Mr. Fister"

Yan Qing is an odd addition to the tutorial summon. He's never been considered the best of the 4 star assassins, and while his kit allows him to manipulate crit-stars like no other, this is mostly unimportant these days due to the multitude of options available to Masters who need stars. Nonetheless, by the time he's added to the pool, he'll be your only option for a single target Assassin, so it should be emphasized that he gets a bad rap from the community and is a lot better than he seems. Yan Qing has come a long way with upgrades that have improved his niche damage as well as giving him an actual Quick steroid and still crit quite hard especially with proper quick support units, giving you some mileage against annoying rider bosses. He's only available as an option after the 2nd Renewal.



[Heracles](#) - Berserker - **Buster**, Single Target NP - Nicknames:
"Hercules" "Herc" "BerserCar".

Standing out amongst most other 4 star berserkers, Heracles is what's known in the game as a "cockroach". Namely, he's hard to kill. For those of you who know a little bit about the classes already, this might strike you as odd. Berserkers are sort of the glass cannons of the game and are not known for their survivability. They're effective against just about everyone, but everyone is also effective against them, giving them a very kill or be-killed mentality. A lot of early guides caught on to this fact and put Herc up on a pedestal as one of the best units to start with.

To a degree they're right. Even to this day, Herc holds his value due to his truly amazing Bond CE and kit, though the upgrade he gets at [5th Anniversary](#) (July 2022, NA) really helps keep his damage on par with the scaling of the game. The thing that a lot of guides won't tell you is that until you've significantly ascended and skilled him, Herc will still be extremely squishy like a normal berserker. I have seen many a new player complain that the survivability they were told about hasn't been as easy to achieve as they expected, making Herc more of a long-term project and investment for your account than an early carry. While he is an amazing solo option and backline defeat protector when at his peak potential, the question is do you have the diligence and patience to work on him over time versus taking someone who's useful faster?



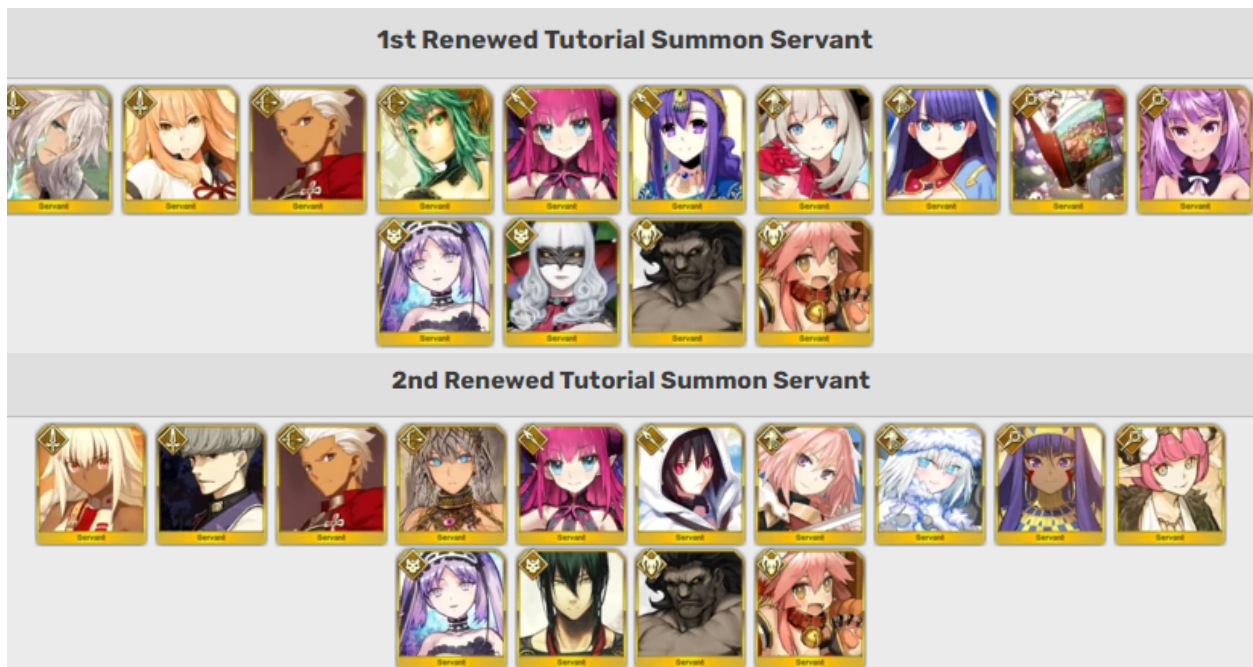
[Tamamo Cat](#) - Berserker - **Quick**, AOE NP - Nickname: "TamaCat"

Don't confuse her with other Tamamo characters. Tama cat has come a long way over the years. She has an upgrade that deals with her most significant demerit, now allowing her to not stun herself on use of her Noble Phantasm, and another that gives her a much needed increase to her survivability. This allows Cat to be a nice blend of both offensive power and survival, on a class that can be lacking at times. What you get by starting with TamaCat is an effective damage dealer against plenty of the waves of enemies you'll encounter in the game. This makes her a decent option for farming for resources and materials, which you'll be doing a lot of in the future. Just be careful that you don't try to take her the distance in carding situations for too long.

Analysis - Now to address the question you're all wondering. With all of these possible 4 stars to get... who is the best?

Well, there's no right answer. You can start the game with all of them and do well, especially since they've gotten rid of some of the poorer choices from the past. My personal recommendation before the 2nd renewal is Helena because she covers not only your aoe caster department, but also doubles as a decent support. This is great both in the early game (helps your friend support unit carry) and late game when we're working on a budget.

After the second renewal, it becomes a little less clear with Helena's removal, but I recommend Nitocris for how much she can help a new player. You will have to invest in her some, but with pure prisms already out, getting her online quickly is very possible. Herc is still an amazing long-term investment for your account and can be brought at least decently up to speed with some early attention. Other than that, they're all fine to begin with, so don't stress it if you don't feel like rerolling. Speaking of, this would be one of the points to reroll/restart if you didn't like the result of your tutorial roll.



CLEARING THE FUYUKI SINGULARITY: TUTORIAL MISSIONS AND SUPPORTS

Now that you've completed your tutorial summon it's best to begin progressing through Fuyuki in earnest. Completion of the "tutorial singularity" is required if you want to receive rewards from most special campaigns or be able to participate in events. Some events will be locked behind the completion of other singularities (read: FGO's term for part 1's story chapters) that are further along, but Fuyuki is considered the baseline requirement.



Tutorial missions give you free early materials to help your account along, including Statues, Monuments and Skill Gems. While they don't need to be rushed, they certainly make it easier for new players to progress leveling their units, but we'll talk more about that later. If you need a list or just would like to reference them, check out this [link](#).

As you move through the story now is a good time to mention its structure. Arc 1 is considered Fuyuki through the Temple of Time. Arc 1.5 is what's known as Epic of Remnant (**EoR**). These side stories are full-scale singularities on their own but are not required for completion to reach Arc 2. I recommend passing them in favor of catching

up to the current story and completing them later, but you can attempt to tackle them first if you wish. They are somewhat standalone in structure (think of it as a filler arc) but do connect to the main storyline in various ways. Arc 2 is known as the Lostbelts (**LB#**) and is the current story arc of both the JP and NA servers. The NA server is currently 2 years behind JP, giving it clairvoyance with regards to when events and banners will happen, though Aniplex has been trying to mess with that some. Don't get in so much of a rush that you don't read the story though. While it doesn't start out the strongest, it's widely considered one of the best in the industry and definitely an attraction to playing the game.

With that explained, I should mention that Arc 1 is fairly easy. You'll hear stories of people just soloing content with certain strong characters. And while I can say that knowing how to solo (using a main unit and 2 sacrificial characters) can have its advantages. You should also take the time during part 1 of the story to use plenty of different units for support. Doing so will help you immensely! You'll not only learn how the units and their skills function, but you'll learn how to team build properly and what sorts of unit combinations are strong.

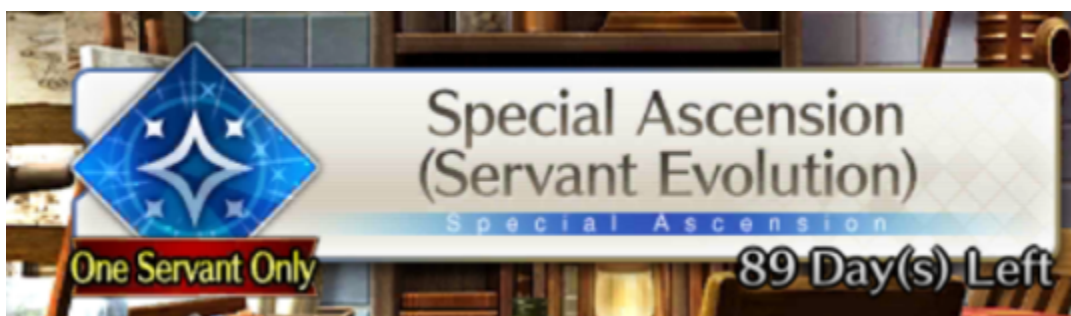
My goal with this guide is to get you all familiar with the game and its mechanics, so I'm not going to guide you through the story after this. Instead we'll begin discussing more mechanics in detail in the hopes of answering your many questions!

SPECIAL ASCENSION: MAXING OUT YOUR BEST UNIT

After [Anniversary 4](#) a new feature called the [Special Ascension](#) is added to the game. What this allows you to do is raise a unit to their maximum ascension level (rank 4) for free, instantaneously at no material cost to the player. You have 90 days to use the feature from the creation of your account. This feature can only be used once per account. And as such it bears special consideration for who to use it on.

After Anniversary 6 (July 2023, NA), the logical choice is to use it on your Free 5 Star Ticket Unit of choice (mentioned in the following section). But before that point, a “wait and see” approach is warranted. Since this feature jumps you over all the requisite levels and negates the cost of ascension, it should be used on the highest rarity unit possible that an account has, ideally a 5 star. If your account doesn’t have an SSR unit yet, the Special Ascension feature can be used on a SR, but you won’t get as much mileage out of the feature as you otherwise would have. 4 stars cost less resources to ascend and their max ascension occurs at a lower character level. As such, waiting until a 5 star unit is pulled or the 90 day cap to use it nears, is advisable.

As for the other requirements to use this feature, you need only have cleared chapter 3 of the Fuyuki singularity, and the target unit must not already be max ascended. Not that this will matter to most new players, but you also can’t use this feature on an uncompleted 4 star welfare unit to gain missing ascension materials either. You can find this feature under the enhancement section of the menu.



THE SSR TICKET: YOUR FIRST FREE 5 STAR SERVANT!

Starting with [Anniversary 6](#) (July 2023, NA) and forever after, you'll also receive a permanent SSR ticket for completion of the Fuyuki Story Chapter. This will allow you to pick a 5 star of your choice from a list of all permanent and story-locked ones released up to that moment. Because this won't be out on NA for a while, I'm not going to break it down like I did the starter 4 stars. Instead, I'll link you to my current video covering the [First SSR ticket from the 20 Million DL campaign](#) (April 2022, NA) that isn't permanent. It doesn't cover all the options because the Anni 6 ticket has more, but it covers a bunch of them. If you miss this though (it lasts for 1.5 months) you'll be waiting until Anni 6 reaches NA before we get another ticket.



The Anni 6 SSR Ticket pictured above.

GACHA AND YOU: ROLLING STRATEGIES AND GUIDELINES

To say that FGO and its gacha systems can be confusing for newer players would be an understatement. To dumb it down the game has two basic systems: Your normal Quartz Gacha and the Friend Point (FP) gacha. The quartz gacha is where all your desirable high rarity units will come from. You can use summoning tickets (another form of currency) or Saint Quartz on it, and it can yield 3 star through 5 star servants. The FP gacha on the other hand is meant to be a more day-to-day occurrence. You use your friend points earned from various sources, to summon and can get yields of 1, 2, and 3 stars though there are a couple of exceptions as I'll explain later. That's the basic rule of thumb though.

Quartz Gacha: Permanent, Story-Locked, and Limited Units

Within the Saint Quartz Gacha, there's actually 2 types of banners. The Story Banner, and Rotating Rate Up Banners. They each use the same currencies but have different pools (rosters) of units and craft essences available to them.



Story Banner Depicted Above

The story banner is always available and contains all the “permanent” units in the game. Denoted by the blue “Story” icon in middle-right of the screen, it will also include any “story-locked” units you’ve managed to unlock from completing story chapters. Thus your progress in the story determines the pool of available units for this banner. Early in your account’s history, this banner isn’t bad to roll, as you likely won’t have many of the units in it. Conventional wisdom would state that the more servants you own, the less desirable it is to roll. This is largely due to the fact that the story banner has no rate up or pity mechanic. As such it’s entirely possible to keep getting units you don’t want or already have, making the rate-up banners better options for most people.



Rate-up banners, on the other hand, rotate typically on a 2 week basis. There’s no hard rule about this though as some banners have lasted only for 2 days or had a unit rotation inside that lasted for one.

They will almost always include all permanent servants and craft essences in the game but are primarily used to summon the units on rate up. The rate up units can be permanent, story-locked, or limited. Unlike permanent and story-locked servants though, Limited servants and craft essences can only be found on these rate ups and thus players plan their rolling habits around them.



Examples of Rate up Banners above. Denoted by “Limited Time” on the middle-right of the screen.

Rate-up banners are often determined by the current campaigns, events, or even story releases happening in the game at the moment. And as mentioned before, they can have unit rotations inside of them. These typically happen on a day to day basis and sometimes include solo or dual rate-ups of the same rarity unit.

Quartz Gacha: Mechanics

The mechanics of the quartz gacha (except where excluded as stated about the story banner) are thus that an SSR (5*) servant has a 1% rate of acquisition. This is made up of: the rate up SSR having an 0.8% chance; and a permanent (spook) having a 0.2% chance of appearing. A single roll on the banner will cost you 1 ticket or 3 saint quartz each. A “multi” roll costs 30 saint quartz, gives you 10 rolls, and affords you several benefits. I should also mention that every 10 rolls you do (10 singles or 1 multi) will award you with a free 11th roll. This however does not carry over between banners.

The benefits of multi rolls are often misunderstood by people. Namely, a multi comes with 2 assurances that singles don’t. Firstly, in a multi you are guaranteed at least 1 servant. Secondly, you are guaranteed at least 1 item of 4* rarity or higher.

Contrary to popular belief, they are not mutually exclusive, and they can be upgraded. So this means you're not restricted to only 1 servant, and your 4* star item can be a craft essence (CE) or a servant. It also means that they could be a 5 star variant too. As such over the years I've seen people make claims of singles being better but never seen it backed up without misrepresenting facts or data. The only real use for singles that I can see are when you don't have enough to do another multi and you're desperate, or you just want to yolo some pulls.

Now there are also two other prevalent mechanics added more recently you should know about. The "paid single" summon and the Pity System.



Paid Single Orange Button depicted above.

The paid single is a new mechanic implemented with Anniversary 6 (July 2023, NA). You can use a single "paid" saint quartz to complete a roll rather than it costing you 3 quartz like normal. The quartz though must be from a purchased pack of quartz (it cannot be the "bonus" amount the pack awards) and it does not contribute towards your extra 11th roll. It is also restricted to once per day, per banner. And it's not usable on the story gacha. It has the same rates as any other roll for pulling the unit, so its only real use is in cheaping the cost of that one single for people who spend money on the game. Its merit though is based entirely on your desire to roll the banner in the first place.



Pity Indicator Highlighted in the red box above.

The Pity System is the other big addition to the gacha system that happened as of New Years 2022 on the JP server but NA got already less than a year later. Basically with any 330 rolls on a single banner, you can trigger a pity for the rate-up unit. This finally puts a cap on FGO's most notorious system for screwing people over. Unfortunately, it still isn't a perfect system. The good news is, paid singles and bonus 11 spins do count towards the pity. With bonus effectively reducing it to only 300 rolls being necessary. Free and Bonus quartz, and tickets given out from campaigns also count for it, making it not a spending-only tool. The bad news is, there's a bunch of other restrictions.

Firstly, the pity will only trigger once per banner. If you see the highlighted segment above, it means you can still get pity. If it's different though, you've already triggered it and can't get it again. And if it's not there at all it means the banner doesn't have a pity (I'll explain in a second). Next, is the fact that the pity resets its progress if the banner rotates rate up units, meaning you really need to roll it all at once rather than work your way towards it. The pity system also does not carry over to other banners or affect the story banner. This is to incentivize saving, but it will take players quite a bit to

save up enough to trigger it (A free to play can save up about enough for three pity rolls a year if they spend on nothing else). Lastly, it's not going to exist on banners that don't have a rate-up. This means banners like the story banner, class banners, or others might not have the pity, so be careful where you spend your currencies.

Quartz Gacha: GSSR

Guaranteed SSR (GSSR) banners happen twice yearly. Once at New Years and once at the Anniversary (Early August for JP, Early July for NA). While Aniplex keeps changing the conditions of these over time, they always make sure that it gives you at least one SSR. However, this also requires 15 paid quartz (it used to be 30). Now if you remember from before "paid" quartz must be quartz purchased from a pack, and it can not be from the bonus amount of the pack. Thankfully the gacha system is designed to normally use all of your free/bonus quartz first whenever you roll, saving your paid currency for last.



Structurally, you typically have multiple banners to choose from. They'll be divided up in any number of ways, but you only get 1 multi across all of them, so choose

wisely! What you get out of this though is an extremely cheap, limited SSR at minimum. The roll is considered a typical gacha multi though otherwise, so people can get great CEs and additional servants out of it depending on their luck.

This is why GSSRs are regarded as the best way to spend money on the game. There are many people who play otherwise free-to-play (F2P) but spend money on the GSSRs when they roll around because they can be such a cheap and easy investment. The GSSRs guarantee you a 5 star unit, giving you the best bang for your buck considering you would probably have to roll much greater quantities to acquire them.

Friend Point Gacha: The Value of Good Friends!



The Friend Point gacha is the second rolling system in the game. Friend points and how to treat them will be discussed more later. But for now, just know that you get friend points from a multitude of ways, and the biggest amongst them are lotto boxes (depending on how many you grind out) and your friends using your support roster units. A single roll in the FP gacha costs 200 Friend points, while a multi costs 2000. There is no pity, no method to pay, no GSSR, and no bonus 11th spin after every 10 you do.

You do however get a free multi every day to roll as a trade-off. Though as stated before you can generally only get 3 star and lower units here with a couple of exceptions.

The exceptions are limited and story-locked 3 stars will not be summonable normally in the FP gacha, and at the moment two different 4 star units have been added. There's another one called Angra Mainyu who's treated differently than any other unit in the game but you don't have to worry about him. The 4 star units have a lower rate of summoning than all the other units (exception: Angra Mainyu), but do afford you some decent options for their classes. One of them is Saber Lily, a decent 4 star AOE saber who's been much improved over the years. The other is Habetrot who is locked behind the completion of a story that's close to the end of Arc 2, so not likely to be unlocked for a long time.



A typical friend point multi. Embers, craft essences and servants all showing up.

But what's the purpose of rolling your FP then if it gives me units everyone else has? There's actually far more reasons to roll here than you'd realize. Compared to other gacha games, FGO's "low star" (3 star and lower) units are actually quite good. They certainly won't have the best stats, and they might not perform the best in class, but most have their uses. Low stars typically have unique kits that fill niches the player likely needs. They help you fill out your roster until you can roll good units, and still help you afterwards due to party cost restrictions or having bonuses for events. But the servants themselves are not the only reason to roll.

Rolling the friend point gacha can also give you craft essences, which are in effect your “gear” for your characters. They’ll be what you equip to augment their performance and some of them can be quite good for starter accounts. Early on you won’t have a lot of party cost to fit many of them, but later you’ll be using them all the time. On top of this, you can also get Experience cards referred to as “Embers”. Embers are the only good way to level your units, and while you can farm them by other means, your FP rolls will begin to add up over time if you’re diligent.

Silver Fou’s can also be acquired from your FP rolls and is pretty much the only way to “farm” them. Though other means of acquisition do exist. They’re used for enhancing a servant’s Attack and HP stats up to 1000. That’s not all either, as you can roll low rarity command codes occasionally (not pictured above). These are augments for your servant’s cards but we’ll talk more about them later as well.

Lastly, any servants you roll will also award you their “servant coins”. These are yet another way to further augment your units but they also are used in the grailing (palingenesis) and the new Grail Casting systems that we’ll discuss later. Needless to say, you’ll be wanting a lot of servant coins and at the moment your FP rolls are the best way to get them.

As a result, friend point rolls can be an influx of various resources for your account. Even if you don’t plan to use some of them, FGO has burning and feeding mechanics in place to afford you some benefit for them, so it’s a good idea to at minimum do your free FP multi every day, and early on to spend as much FP as you can get your hands on.

LOW STAR UNITS: EARLY GUIDANCE TO HELP YOUR ACCOUNT!

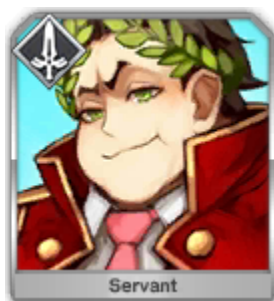
You'll recall earlier our discussion of the class system in the game and the need to have a good variety of options for each one of them. Unless you're a whale (term for someone who spends a lot of money on the game) you likely won't be able to accomplish this early on without the help of the low star units from the FP pool. While this won't be an exhaustive list, I'm going to give you a couple units here for each class to focus on, so that you can address any holes in your account. Keep your eye out for them when rolling your FP, but ultimately you should acquire every single low star unit and **LOCK** them until you get at least 5 copies (referred to as NP5) that you can combine in the noble phantasm enhancement screen. That's the maximum NP level you can get in this game, and you want all your low stars to at least have that taken care of since they're virtually free.



Saber Class

Deals 2x dmg to Lancers and takes 0.5x from
Deals 0.5x dmg to Archers and takes 2x from

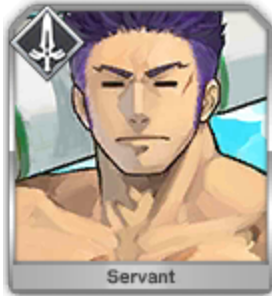
Low stars to keep an eye out for:



Julius Caesar - 3 Star - Quick, Single Target NP - Nickname: "Faber"

Caesar can be a fantastic single target nuker for your account. The biggest downside he's going to have though is his low health and lack of survival skills, making him very easy to be knocked out without proper protection. But as long as you can get him to his

NP, he'll hit hard.



Fergus mac Róich - 3 Star - Buster, AOE NP - Nickname: "Fergus"

Probably your best option for a lowstar AOE saber. Fergus has a fairly balanced kit giving him offensive power and survivability. With your only other option being Jason, who doesn't hit hard and is hard to loop without advanced supports and CE's, Fergus will suit you better until you can get a Saber Lily from FP rolls or another high rarity option.



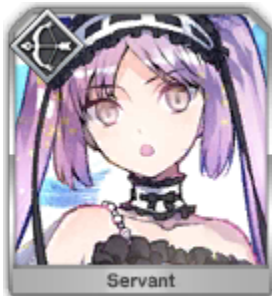
Bedivere - 3 Star - Buster, Single Target NP - Nickname: "Bedi"

Honorable mention here to Bedivere, as he's story locked behind singularity 6, limiting you to only 1 copy of him. He won't out damage your Caesar, but he has better survival skills and charge, and you may eventually acquire more copies from a Quartz gacha banner, since you can't roll him in the FP pool. Just make sure you lock him when you get him, as he's rather good.



Archer Class

Deals 2x dmg to Sabers and takes 0.5x from
Deals 0.5x dmg to Lancers and takes 2x from
Low stars to keep an eye out for:



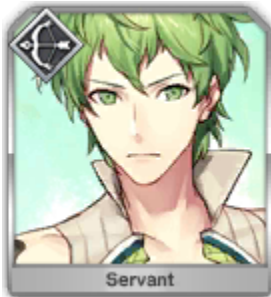
Euryale - 3 Star - Arts, Single Target NP - Nickname: None

This Greek goddess specializes in killing male sabers, a very frequent enemy type in the game. Even if your target isn't male, she has a fairly balanced kit that really helps her out. One of the best solutions to singularity 6, just be careful of her need for Hearts of the Foreign God as a material, they can be annoying early on for accounts. However since the Pure Prism update, she's my absolute recommendation.



Robin Hood - 3 Star - Arts, Single Target NP - Nickname: "Robin"

Robin hits well above his rarity as long as he can land his poison debuff on enemies. He's probably the cheapest single target option to level and does have some survival in his kit. Be wary of his card performance though as he doesn't hit hard with normal attacks and np gain suffers when his buff isn't active.



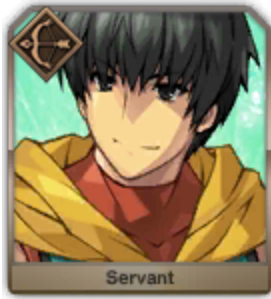
David - 3 Star - Buster, Single Target NP - Nickname: None

The famous king of Israel is known for his niche ability to keep the party alive with his healing skill that triggers dodge. This can be invaluable to newer accounts and makes him a good alternative to some higher damage options on the list. Just be careful again about his need for Hearts of the Foreign God. He does get upgrades down the line, but he's still a great unit for emergencies.



Tawara Tōta - 3 Star - Buster, AOE NP - Nickname: "Rice man"

Tota is an amazing budget, conventional AOE archer for you. He specializes in dealing more damage to demonic traited enemies, of which there are a ton. He has 3 turns of buster up on two skills one of which is party-wide and gives 10% charge to the party, party healing, 2 times dodge and some defense. Why am I suggesting you level a conventional AOE? You'll see here with the next unit.



Arash - 1 Star - Buster, AOE NP - Nickname: "Stella"

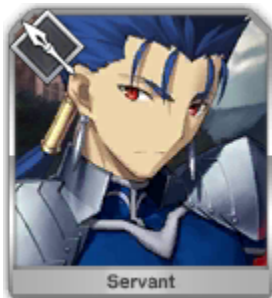
Known as the suicidal nuker of the game, Arash is regarded by some as the best farmer in the game. How is a 1 star who kills themselves the best? Well, for starters the ability to swap the party is an amazing thing, as it lets you leverage more units without or in addition to using a party swap mystic code. Add to that the fact that Arash can have up to 30% charge, and hits way beyond what a 1 star should, and you have a potent unit that even whales use. Just be careful about investing in him as your only AOE archer since again, he does kill himself and you might need something with more staying power. He also can't achieve his peak potential until you unlock his NP interlude (upgrade) towards the end of singularity 6.



Lancer Class

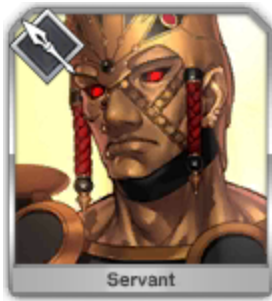
Deals 2x dmg to Archers and takes 0.5x from
Deals 0.5x dmg to Sabers and takes 2x from

Low stars to keep an eye out for:



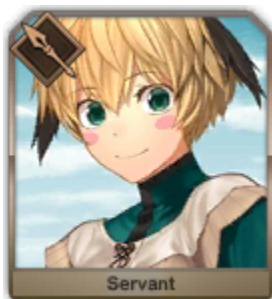
Cú Chulainn - 3 Star - Quick, Single Target NP - Nicknames: "Cu" "OG Cu" "Irish Hercules"

Do not confuse him with the Prototype version who's also a 3 star. No guide would be complete without recommending Cu for your lancer though. He's a cockroach like we mentioned with Heracles before, meaning he's really hard to kill if you invest in him. This makes him amazing for your backline as an emergency unit, but with his upgrade coming at Anniversary 5 (July 2022, NA) he becomes even stronger. That cements him as a legitimately good recommendation for your single target needs.



Romulus - 3 star - Buster, AOE NP - Nickname: "Roma"

Don't confuse him with his 5 star version. Roma is a very capable AOE lancer for your account. While he doesn't have a lot of competition for that slot, his performance is equal to or exceeds his rivals with a much better kit. Just be wary of his imperial privilege skill's ability to fail its attack up proc as this will significantly reduce his offensive output. Even then it's probably as good as his rivals.



Gareth - 2 Star - Buster, Single Target NP - Nickname: None

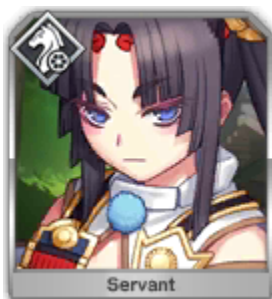
One of our newer low star units, Gareth can fill a sometimes important need for your account. She can be your Tank. While not the most defensive of tanks, Gareth trades this for the ability to charge herself, and have an offensive noble phantasm. She still has a taunt ability and guts to keep herself alive, but you can actually make her NP hit decently hard for her rarity. Her NP also comes with Invuln pierce allowing her to ignore dodge and invuln buffs your enemy might have, which is very useful for a low star unit to have and something your account might otherwise lack.



Rider Class

Deals 2x dmg to Casters and takes 0.5x from
Deals 0.5x dmg to Assassins and takes 2x from

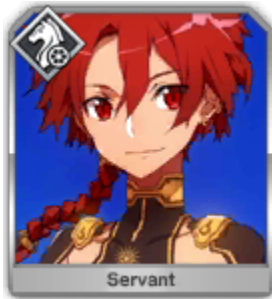
Low stars to keep an eye out for:



Ushiwakamaru - 3 Star - Quick, Single Target NP - Nickname: "Ushi"

Ushi is easily the single target of choice here for riders. She's been upgraded so many times that she's managed to power creep the higher rarities. Equipped with a balanced kit that has survival, np gain, and steroids for her offensive output, she manages to

perform very well if you don't have better options. One of the only things she lacks is charge.



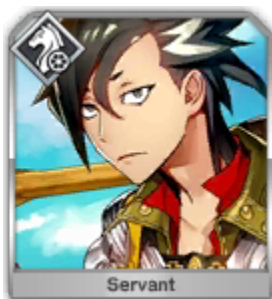
Alexander - 3 star - Quick, AOE NP - Nickname: "Alex"

Alexander the Great is a great choice (haha...) for your 3 star AOE rider. He hits hard and has skills that can also affect the party around him. His biggest issues are his lack of a real survival skill and charge. You could go with Medusa first instead of Alex, but you trade his damage output for her flat charge skill. The choice is yours, but with Alex having an upgrade that gives him buff removal on a skill, I find he has the higher upside.



Georgios - 2 Star - Arts, Single Target NP - Nicknames: "St. George" "George"

George is your gold standard for lowstar tanks in the game. Equipped with a 3 turn taunt, strong defense up, and guts, he can weather most things you throw at him. He's also known for his amazing bond CE which acts as a party-wide invuln on death. If you're going to level a tank besides mash, George is your man.



Mandricardo - 3 Star - Arts, Single Target NP - Nicknames: "Mandy" "Mandi" "Ricardo"

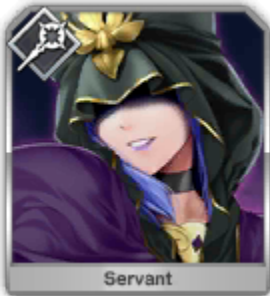
Mandricardo is here as an honorable mention for single target riders. While on average he won't perform as well as Ushi, he is a different card type and offers a unique benefit. Just like with Arash, he can kill himself. The only issue is the move requires him to be at half health or less, but thankfully he has a taunt to help him get there. His 2nd skill hits hard when it triggers too making him the perfect nuke and switch unit for certain annoying bosses.



Caster Class

Deals 2x dmg to Assassins and takes 0.5x from
Deals 0.5x dmg to Riders and takes 2x from
Low stars to keep an eye out for:

A brief blurb about casters here. You're going to need a lot of them as not only do you need them for Single Target and AOE needs, but you're also going to want several support variants from this class. Supports really help drive your account forward and expand your capabilities so if you don't have high rarity options this is where you'll need to invest.



Medea - 3 Star - Arts, Single Target NP - Nicknames: None

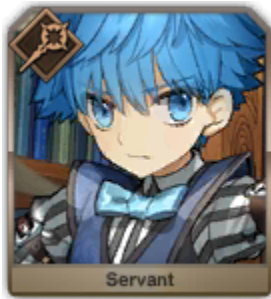
Nothing good can be said about Medea's damage output. The scaling of her modifiers is just bad. However she is likely your only option for a single target caster and so you're sort of forced to invest. That said, it's not all bad. She has an amazing charge skill that at level 4 charges her 100%+, and good np gain with her 3rd skill. Combined with her ability to heal and cleanse debuffs and she's got a nice kit. I'd also be remiss if I didn't mention the fact that her NP removes all buffs from the enemy, unfortunately it's after damage. So if the enemy is using Defense, Invuln, or Evasion skills you damage will do even less or possibly nothing at all before it's removed. Still this can be extremely useful to have for some fights.



Chen Gong - 2 Star - Arts, AOE NP - Nicknames: "Gong" "The Gong" "Chen Dong" and other inappropriate plays on his name.

While newer, Chen Gong is easily one of the best choices for your AOE caster. He hits hard and has a 10% charge with DEF in his kit. The downside is he kills the leftmost unit in the party that isn't himself, and he can't NP if no one other than himself is left. Still this makes his np an abusable party swapping mechanic, and other supports can be easy fodder once they've expended their usefulness. His 3rd skill acts as a Buster buff

and pseudo Berserker support skill too. But if you need more conventional AOE there are other options like Babbage or Geronimo.



Hans Christian Anderson - 2 Star - Arts, Support NP -
Nickname: "Hans" "Banterson"

Hans is one of the best low level supports you can invest in. He's gifted with a lot of charge, a targetable charge over time skill and his np's ability to heal the party and give them attack and def up.

Sounds great but as a 2 star he's not the most robust unit himself and can be easily focused down by enemies so be careful with him. There are other good lowstar support casters you can level but Hans is your best "all-rounder".



Paracelsus von Hohenheim - 3 Star - Arts, AOE NP - Nickname:
"Paracelsus" "Para"

Para is a great utility unit for your account. He has a targetable guts that grants up to 50% np gain. He also boasts a party wide arts up skill, and a self charge that can scale to 80%. So what's the downside? His damage isn't great and investing in his skills

can be draining. Para ultimately gets used as a support who can take out an early wave for you.



Assassin Class

Deals 2x dmg to Riders and takes 0.5x from
Deals 0.5x dmg to Casters and takes 2x from

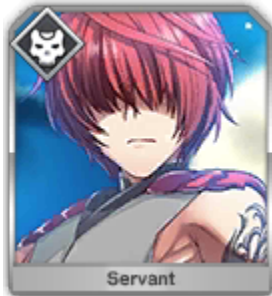
Low stars to keep an eye out for:



Hassan of the Hundred Faces - 3 Star - Arts, Single Target NP -
Nickname: "Hundred Faces" "100 Faces" "Hundred Abs"

100 Faces is a solid single target option for your assassin. With 3 turn steroids of all 3 card types tied to evasion, and np gain she

has decent carding performance during uptime. Be careful of her strong self heal though, as it will remove all your buffs if you choose to use it. There are other options to invest in like Hassan of Serenity and Jing Ke, but 100 Faces tends to be my go to.



Fuma Kotaro - 3 Star - Quick, AOE NP - Nickname: Fuma

Fuma is basically your only option for aoe in the assassin class. Thankfully he has a decent kit, touting buff block and other debilitating skills, and an NP that hits decently hard for his rarity. Fuma also fulfills one of assassins primary roles as a star generator and engine for crit memes you may wish to pull off.

You're only other option here though is Phantom of the Opera and he doesn't do good damage at all.



Cursed Arm Hassan - 2 Star - Quick, Single Target NP - Nickname: "Cursed Arm"

Cursed Arm gets an honorable mention here for 2 reasons. One, he's a cockroach with his protection from arrows, multi-dodge skill. And 2 he's an excellent star generator with his natural generation and an intuition skill to boot. With his death proc on NP, he can

have some niche uses or just be someone who's tough to bring down.



Berserker Class

Deals 1.5x dmg to Berserkers and takes 1.5x from
Deals 1.5x dmg to All other normal classes and takes 2x from
Low stars to keep an eye out for:



Lu Bu Fengxian - 3 Star - Buster, Single Target NP - Nickname: "Lu Bu"

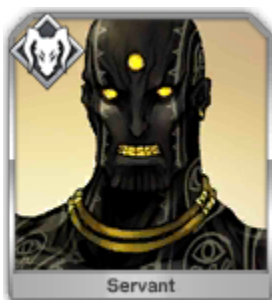
Lu Bu hit harder than Herc pre-buff. That should tell you he's a good investment if you lack another single target Berserker.

Unfortunately he doesn't have a hard survival skill, but as a glass cannon that's sort of par for the course. He still retains what we call the "Gorilla" deck though which is triple buster cards and allows him to card hard for good damage.



Spartacus - 1 Star - Buster, AOE NP - Nicknames: "Sparty"
"Oppression"

Spartacus is an amazing AOE berserker for his rarity. Equipped with a charge skill that levels up to 30%, a buster steroid, and guts and healing he actually can be a decent farming option for people. That being said he will lack damage somewhat so if you need more there are other options.



Darius III - 3 Star - Buster, AOE NP - Nicknames: "Darius"

Darius is an interesting choice as a backup AOE option, he requires no investment in his skills to operate at maximum damage, making him very cheap. He does have both np gain, guts and cleanse though. So having a hard survival skill can give him some staying power, but he lacks the charge that Sparty has to get to his NP faster. Kiyohime is another option here but requires much more investment to reach peak potential.

And that's it for the recommendations! Do understand that these are not all the good 3 star and lower units, just some ones that will benefit you early. As stated before I highly recommend collecting and combining all your spare copies of all your low star units so that they reach their peak potential. After 5 copies though they can be burned and will provide you with a steady flow of another much needed resource, mana prisms.

HOW TO GET THE MOST CURRENCY: MILESTONES, BONDING AND MORE!

Gaining Gacha currency is going to be one of your key goals playing the game. That means anything that can give you Quartz and Tickets are going to be a big priority for you in your time in FGO. Thankfully there's a couple easy ways to do this, so let's start with the first. Your login bonus and weekly missions.

In FGO one of the easiest ways to stockpile Quartz is to simply log in every day. The rewards you get from doing so every week include 4 Quartz and a Summon Ticket, among other fantastic things like material exchange tickets, FP, experience cards, and Fou Paw prints. While the gacha currencies themselves might not feel like much, you also have a cumulative login counter that scales in terms of reward.

10 Days	Saint Quartz x4
20 Days	Saint Quartz x4
30 Days	Saint Quartz x4
40 Days	Saint Quartz x4
50 Days	Saint Quartz x4
75 Days	Saint Quartz x10
100 Days	Saint Quartz x30
Every 50 Days after	Saint Quartz x30

Each day you log in, adds to this counter and will yield plenty of currency overtime. Conversely, each day you skip logging in, you lose that potential day adding to your total rewards. FGO really does benefit you just for paying attention to it, even if you do nothing other than log in. It doesn't stop there though.

You also have weekly missions that give you “Saint Quartz Fragments”. It takes 7 fragments to equal 1 total saint quartz, but you get 7 missions each week. So if you complete all your missions in a given week, you’ll get another 3 quartz just from this. This brings your weekly total to 7 quartz and 1 ticket. And this isn’t including longer term things like timed campaigns or milestones. Speaking of which...



Weekly Missions pictured above. You can see what they typically entail.



Milestones tab pictured above. Interludes, Strengthening Quests, Free Quests and more are here.

Milestones can be an amazing way to get Quartz for your account though they'll take time. This is a big reason to invest in all your units as you might need to level and ascend them to have access to various interludes and strengthenings that they have. Milestones basically serve the purpose of expanding the rewards for doing normal things you should already be doing in your account. Things like, your free quests, which give you quartz for first time completion; Or your Interludes which can also yield Quartz and materials, while giving you background story on a unit and possibly improving them; Or your Strengthenings which can also yield Quartz and materials and will always improve the unit.

Over time Milestones have been added to roughly at Anniversary or even rarely in some download campaigns. They're the developers' way of improving the reward structure of the game. Making it more rewarding for having been playing for veteran existing players and easier to get started for newer players. You'll find them under the Extra tab as shown above in Mash's little clipboard at the bottom-center of your screen.

Bonding: Eternal Quartz At The Cost Of Time And Action Points

Bonding is a very lucrative venture in FGO. It typically awards you Quartz for your higher rarity units and servant coins as well. Low star bonding is a bit of a different story but you can get Apples (AP refill currency) instead in most cases for them, but the goal here isn't to bog you down in minutia. As you spend your AP on battles in FGO, you'll slowly begin to accumulate bond points for them as indicated by the little colored diamonds. There's 10 bond levels for each servant and then the ability to go beyond with Bond grails (1 for each level up to 15).

Not only is bonding an essential requirement to unlock a servant's strengthenings and interludes, but those will also increase your quartz and progress your milestones. Bonding to 10 unlocks a servant's unique bond craft essence (some of which are good, others not so much) and the ability to use Bond Grails. Bond Grails as mentioned before unlock another tier of bonding for the servant, which when complete will reward you with 30 more saint quartz. As such between this and the servant coin situation at the moment, players place a lot of importance on efficient bonding of their units.



Post-Battle Bonding shown above. The number in parenthesis is the bonus amount being added by CE's and teapots.

There are ways to increase your efficiency. Namely using select craft essences you can acquire from the Mana Prism and Rare Prism shops that increase the amount of bond generated per battle for the party. If you need a list of them, I keep an infographic up to date with their release dates followed by their return date (in the RP shop), but everything is listed for JP dates, so just subtract 2 years if you're on NA:

[CE Cheat Sheet](#)

But otherwise a quick recommendation of CE's that you should target in order, are:



Chaldea Lunchtime - Cost: 5000 MP, 1 RP

Increases Party Bond Points gained by 2% (10% when all 5 copies are combined = MLB)



Detective Fou-mes - Cost: 5000 MP, 1 RP

Increases QP gained by 1%. (5% MLB)

Increases Bond points gained by 1%. (5% MLB)



Chaldea Teatime - Cost: 5000 MP, 1 RP

Increases Party Bond points gained by 1%. (5% MLB)

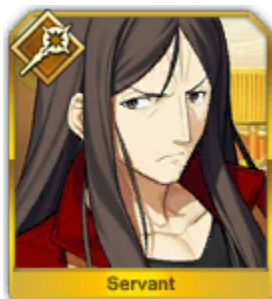
(When using a Friend Support with this CE: 3% (15% MLB))

All 3 of these CE's can increase your bond efficiency, but be careful of them costing rare prisms to unlock again as their campaigns have already run their course. This combined with 5000 mana prisms required to purchase all 5 copies in total makes it a slow process to unlock. There are other CE's beyond these too that help bond gain. Otherwise, the advice I can give you is not to worry too much about bond in the early game. Use the units that are best for your account and try to progress through the story, as bonding becomes an endgame goal later on.

ROLL TARGETS: ADVICE FOR ROLLING FOR GAMEPLAY NEEDS

Let me preface everything that I'm about to say by saying that this game is ultimately a waifu/husbando collector. It is never wrong to try and go after the units that make you enjoy the game more. That being said, it's my philosophy that if you start the game out pursuing units who are better for gameplay purposes, that the game becomes markedly easier to succeed and farm in. This in turn frees you up to roll for whoever you want after that. Chief amongst these and who I'm going to spend the majority of this section talking about are the "Meta Supports".

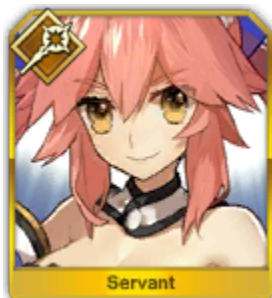
These are all the high rarity units who can make or break your account's capabilities in several key events and farming opportunities. Part of this is because typical farming structures in the game focus on having 2 or 3 of these servants, often with doubles of the same unit. This is achieved via having your own version of them and then taking another from a friend's support (otherwise you can't have 2 of the same unit in the party). As such a lot of people find that until they get at least 2 of these units they really struggle to do content efficiently, but even having 1 can be a huge quality of life improvement. Your goal should eventually be to collect the majority of them, if not all. Since all of them are SSR (5 Star, 5*) rarity, acquisition can be difficult, but there are lower rarity units who can help fill the gap until you get them. You'll find them detailed in other sections. In the meantime I'll do my best to detail the SSR ones here, as Aniplex does add to these every year or so.



Zhuge Liang (Lord El-Melloi II) - Caster - Arts, Support NP -
Nicknames: "Huge Wang" "Waver" "El Melloi"

Just call him Waver for simplicity. Waver is basically this game's original meta support. He was used for farming just about everything and since nothing in his kit limits him to any particular card type it's easy to see why. With skills that charge the party and

can focus charge one person to 50%, he's great for getting to an NP fast. Blessed with Attack up and Def down for the party, he's a good balance of both offense and defense. His np drains enemies of their charge gauge, curses them, lowers their defense, and has a chance to stun them. This gives him practical stall party applications. He still has crit damage to boot, so even though other supports tend to be favored over him nowadays he's still incredibly strong at boosting damage potential. You'll remember him from the SSR ticket section, and for that reason he's viewed as the "Welfare" Support now. He is your easiest option to obtain since he can be picked there at the beginning of the game if your server is past Anni 6 (July 2023, NA).



Tamamo no Mae - Caster - Arts, Support NP - Nicknames: "Tamamo" "OG Tamamo" "Tammy"

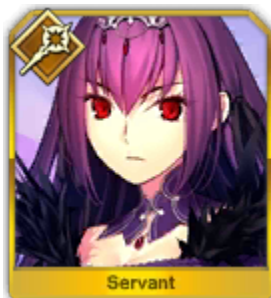
Don't confuse her with her other forms. This one was the game's second meta support caster released. While she has lost some of her shine over time due to the presence of a newer Arts support, Tamamo is still an amazing Arts buffer in her own right. Capable of giving a target 50% arts up and healing them, as well as draining an enemy and increasing the party's NP damage, she has a nice offensive kit for Arts units she's paired with. Having one of the best morph skills in the game too, has afforded her great defense for going the distance in long fights, though she does lack a party wide protection that many other meta supports have. Her NP though, can heal, lower the cooldown of skills, and charge the party's NP gauge, making her an amazing choice in challenge content. And that's where she finds herself now, as a great challenge support, or just someone who can really amplify damage output for arts teams.



Merlin - Caster - Arts, Support NP - Nicknames: "Cock Wizard" "The Scummiest Mage"

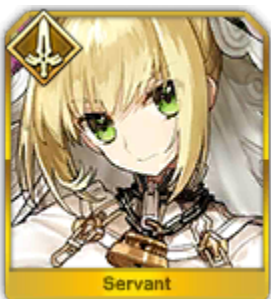
Merlin is our first real Buster Meta Support. His first skill is a party wide 20% charge with attack up. His second is a party-wide 1 turn Invuln skill that makes him an amazing choice for protecting the party in long drawn out fights. His 3rd skill is a targeted 50%

Buster up, with 100% crit damage, that also heals its target. And his NP heals the party over time, as well as giving them crit stars and charging their gauge every turn. As if that weren't enough his traits also give him a natural ability to charge himself every turn by 5%. hilariously enough, some people think he needs to actually be buffed due to the presence of newer more charge focused buster supports. Regardless he is one of the singular best units you can ever have for completing content in this game. This is largely due to his NP making him arguably one of the best healers in the game, in conjunction with his party wide invuln keeping you safe from enemy NPs. Unlike the first two units on this list though, he's limited making him much harder to acquire.



Scáthach-Skaði - Caster - Arts, Support NP - Nicknames: "Skadi" "Skadoodle" "Shishou Caster"

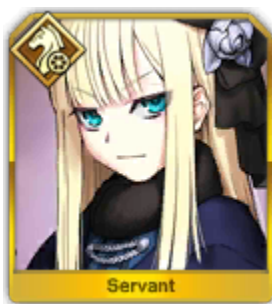
Skadi, is the game's first real Quick support. With a kit that boasts a targeted 50% charge, targeted 50% quick up with quick crit damage, and a defense down that can be applied to her enemies. She does an adequate job of allowing Quick units to really amplify damage and refund. When she was released she ushered in a new era of Quick Meta allowing many quick units to loop (NP 3 times in a row). On JP now though she finds herself down in a weird spot with other supports making their respective card types more efficient. As it stands she's one of your only options for quick systems, so she still holds a lot of value. But only time will tell if she fits into some new system or the changes they're making to Quick. If nothing else, anyone that can provide 50% charge and enhance damage is going to be extremely useful, so please do not overlook Skadi if the opportunity to roll her presents itself, as she's a limited unit.



Nero Bride - Saber - Arts, Single Target NP - Nicknames: "Umu Bride" "Bride"

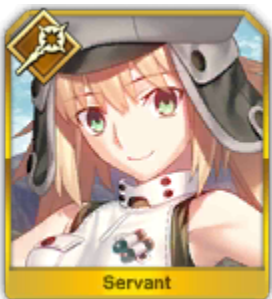
What's a saber doing on this list? Umu Bride is our first non-caster meta support you'll see here. Released much earlier in the game for the original valentines day event, Bride didn't really achieve her spot as a support until a buff to her first skill. That skill was

improved from having 45% np gain to also having 30% charge for the target as well. This with her targetable attack up allows her to function as a non-card specific looping aide. Her buff caused a bit of a renaissance for Arts in the middle of the Skadi meta, but ultimately she later gets out shown by the next arts support on this list. Still, possessing the ability to NP for damage herself, she also gets a buff down the line (March 2023, NA) that allows her to give a target extra damage against Sky traited enemies. This allows her to stand out in the face of more focused Arts and Quick Supports. However she too is limited.



Sima Yi (Reines) - Rider - Arts, Support NP - Nicknames: "Reines"

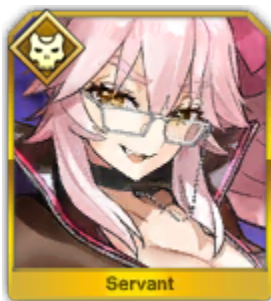
Reines is another non-card specific support. Often compared to Waver, who she takes after, she's also a 50% charger. She differs though in that she can break up her charge in more distinct ways, and has a targeted invuln rather than his crit damage skill. She also buffs a single target by up to 40% attack as opposed to his 30% attack for the party. Her np can cleanse her own debuffs, apply defense down to enemies, and negate their class advantage against your party. Later she gets an NP Interlude (January 2024, NA) that gives her party wide NP gain and increases their overcharge rank by 1. Reines ends up being better for looping setups since she can buff one target for more damage, while Waver can help more in situations where you have multiple damage dealers or need to prevent an enemy from getting to their NP. Still for her advantage, she's also limited, meaning Waver is the much easier acquisition.



Artoria Caster - Caster - Arts, Support NP - Nicknames: "Castoria"

Castoria is the game's premier Arts support at the moment. Blessed with a charisma that gives 30% party charge and a 2nd skill that's targetable 20% charge with 30% np gain, she easily charges her target 50% and has enough overflow to help other units in the party. Her 3rd skill is a targetable 50% arts up that grants them invuln for 1

turn and extra damage against enemies with the “threat to humanity” trait. The sum total of her kit easily facilitates most Arts units to be able to loop, but that’s only part of what makes Castoria so strong. Her NP also cleanses debuffs, increases the party’s attack for 3 turns, and grants them stacks of Solemn Defense. Solemn defense, or true invulnerability is basically an invuln that is impossible to negate using invuln pierce. This allows her to protect the party from all sorts of situations that would otherwise hamper other supporters. The number of stacks it grants also scales if given overcharge buffs, 200% charge is reached, or you put her NP later in an NP chain. Thought that was enough? In a double Castoria setup, she also has ways to naturally reach her NP within 3 turns due to all that party charge and her triple arts deck. A limited unit, but probably one of the best you can own in the game, Arts or not.



Koyanskaya of Light - Assassin - Buster, AOE NP - Nicknames: “Koyanskaya” “Koyan”

Yes before you ask there is a Koyanskaya of Darkness, but while she has some supporting capabilities, I don’t consider her as much of a must roll. Koyanskaya of the light on the hand is quite meta with her targeted 50% charge and 50% buster up skills.

Boasting the ability to reduce cooldowns, Koyan actually allows units to double up on their skill activations if the skill is sufficiently leveled. This results in quite the increase in power potential depending on the unit and helped usher in a new era of Buster Meta on JP when she came out at 6th anniversary (July 2023, NA). Even her middle skill is nice as it gives targeted anti-man trait damage, a star bomb, and the ability for buster cards to generate charge. Even though she’s an assassin, her np can pack quite the punch, drain her enemies, and charge her allies by 10%. Limited, as you’d expect, the real issue is having her. As in order to pull off the cooldown reduction double skill activation, you’re going to need 2 of her. She’s also only the first part of Buster's renaissance.



Oberon - Pretender - Buster, AOE NP - Nicknames: "Sussy Baka"

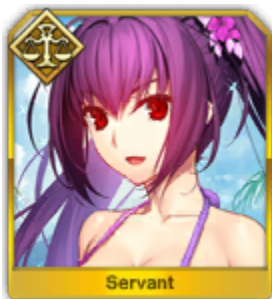
Sussy Baka (yes I'm not kidding) is our first Pretender-class unit in the game, as such he's a little odd. That being said, his kit is bonkers. Oberon has the ability to charge the party by 20% and give them 30% np damage. He also has a targeted 50% charge making him the first 70% charging support in the game. To top it all off his 3rd skill can increase a target's buster damage by 50% and boost their sources of NP damage buffs twofold. What does this mean? Anything, and I mean anything, that gives someone an NP dmg buff gets doubled. This results in some hilariously high damage numbers nowadays, but it's not without its drawbacks. Oberon's 50% charge skill also drains you 20% the next turn. And his third skill will permanently put your unit to sleep the turn after they blow their load until the end of battle or death, whichever happens first. Still Oberon's damage potential can't be denied, and regardless of his buster buff, he works for all card types if need be. His NP is also unique in that it does damage then sleeps the enemies for one turn and applies invuln to them. Not exactly ideal but it has some interesting stalling applications. Oberon, is limited and to date only has one banner right after anni 6, with the lostbelt 6 part 3 release campaign (August 2023, NA), so make sure you get him when you have the chance!



Lady Avalon - Caster - Arts, Support NP - Nicknames: "Proto Merlin" "LA"

The best thing we can say about Proto Merlin is that she's just like Merlin. Her first skill is a targeted 50% Arts up, with 100% crit damage, that also heals its target. Her second skill is a party wide 20% charge with attack up, and one time np overcharge for 3 turns. Her third is a party-wide 1 turn Invuln skill that makes her an amazing choice for protecting the party in long drawn out fights, but unlike her male counterpart also prevents all enemies on the field's next pip of charge to their gauge. This means that it won't prevent an enemy from NPing on the turn you have invuln but rather will

temporarily stop their attempts to get to another one. Like Merlin, her NP heals the party over time, as well as giving them crit stars and charging their gauge every turn. Unlike Merlin this is done via Max HP up rather than raw healing and only lasts three turns instead of five. This means that while it can't ever be wasted like conventional healing can if the party is already capped on health, it doesn't last as long as merlins does, so keeping her NP looping and active is much more critical. As if that weren't enough, she keeps his trait that gives him a natural ability to charge himself every turn by 5% while adding one that simply increases her starting charge at the beginning of battle by 20%. Just like merlin she too is one of the singular best units you can ever have for completing content in this game. She is limited and comes out with Summer 7 (August 2024, NA) and if you have other units at this point is far from essential. She does however open up all Arts combinations to the "Invincible comp", an extremely good party formation for overcoming challenge content, typically involving Merlin for healing, Castoria for Solemn Defense stacks, and a dps who gives party wide NP overcharge ranks. Since she'll replace Merlin and provide a rank of overcharge every six turns (two rotations of the cadence), she opens up the damage dealer to be anyone you want (though preferably arts due to synergy).



[Scáthach-Skaði \(Ruler\)](#) - Ruler - Quick, AOE NP - Nicknames: "SSkadi, Summer Skadi, RSkadi"

Not to be confused with her Caster form. This limited, summer 7 (August 2024, NA) variant is a ruler with an AOE quick offensive NP instead of something more defensive. This means she can function as both a meta support unit as well as a primary or complementary damage dealer. In fact that's the theme for her whole kit. She's decidedly more party and offensive focused than her counterpart while still sharing a lot of similarities. She comes with a 50% targetable charge and Quick steroids just like her original form. However, what tends to throw people for a loop is when they see all the buster buffs in her kit. Initial impressions to her release was that she didn't bring much to the table due to how weird her kit was. But in reality this allowed her to cover 2 of the 3 possible card types

when paired with her caster counterpart making carding solutions more viable than ever. Similarly because her 2nd skill was a buff to the party rather than a debuff to the enemies, it meant that its effects can carry through all 3 waves of battle rather than having to be selectively used to help out only on one turn. Ruler Skadi doesn't solve all of quick's issues, but she certainly does get rid of some of the problems the system had in dealing with non-standard node types as well as allowing more access to a meta support for the system.

Now you might wonder, what do I do when I have some of these units or they're not available to roll? The answer is to either save for more or try your hand at getting some good damage dealing units. Remember just like with the lowstars, I recommend a single target and aoe damage dealer for every class. Rather than advise you as to which one specifically to pick, I'm going to say this was the point of telling you to roll the Meta supports. If you have them, you're free to pursue who YOU want.

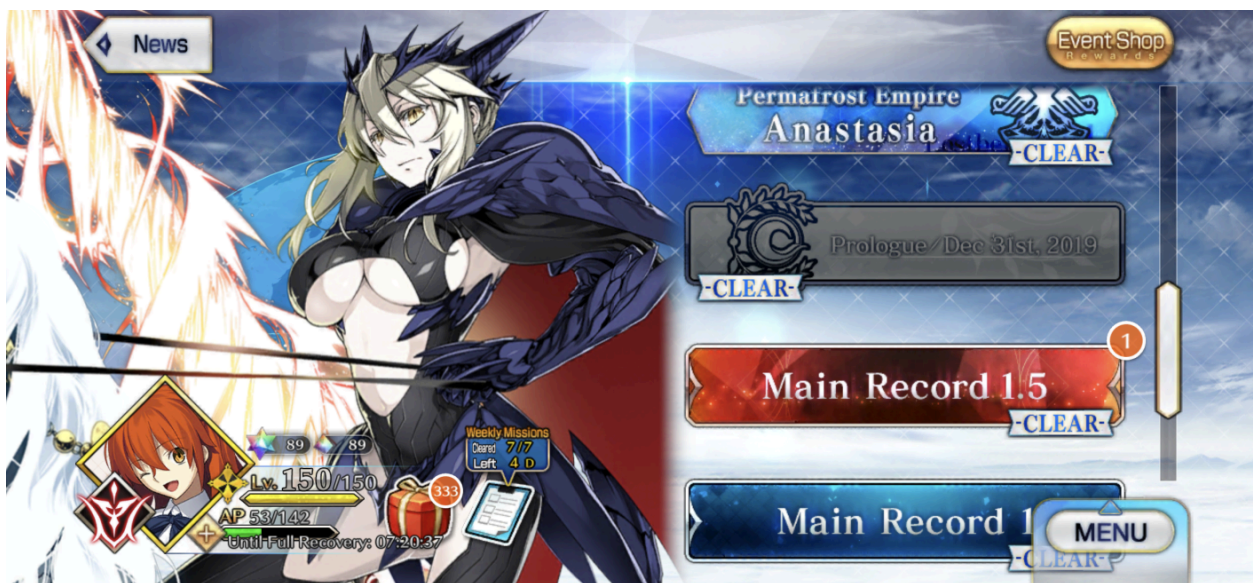
If you would like a quick reference list for all upcoming banners, check out the imgur link below. It's kept up to date with dates being listed for JP (so for NA just add 2 years). Otherwise if you'd like a more detailed breakdown check the resource links in the next segment pertaining to "events".

[All Banners in FGO](#)

HOW TO SPEND YOUR AP: BEING EFFICIENT IN ADDRESSING YOUR NEEDS

We've talked a lot about the Servants in the game but not really how to go about tending to your account. Your Action Points (AP) are your lifeblood for doing anything in this game. You'll need them to progress in story, farm materials, and do dailies/weeklies.

The first thing to tell you is you'll need to progress in the main story. FGO locks a lot of its event's behind story completion, and now as of Tunguska (post LB6, December 2023, NA), a new game mechanic as well. You really don't want to miss out on these events, so while they're active they're priority #1. The reason for that is because event shops have some of the best AP efficiency in the game for your resources. Events also often give exclusive things like craft essences or even welfare 4 star units. The last thing you want is to miss out on a welfare because you weren't far enough in the story to do it. So early on you need to be doing any events that are active and otherwise working story progression.



There is a lot of story to complete in FGO.

But what happens if you get stuck in story? This is the real problem. You're going to have to find a way to balance some of your time farming for embers to level your characters, statues to ascend them, and skill gems to level their skills. I will

say that early on the game levels you up very fast, so as you level do a couple Ember Gathering and Training Grounds dailies under the Chaldea Gate section of the main interface to advance your servant progression. Your goal should be to never let your AP “rot” by sitting at full. When in doubt, do more of those dailies and stockpile resources.



The location of the daily quests section in Chaldea Gate. That’s where to get your Embers, Statues, and QP.

Speaking of “rot”, this is one of the biggest bad habits people have when playing the game. Rather than keeping their AP from capping out during the day, people have a tendency to let it sit full. There’s numerous reasons this happens (work, school, etc) but the goal should always be to prevent it. Your ap regens at a rate of 1 point for every 5 minutes, so spending too long there can really cut into your efficiency and cost you potential runs that could be used to get more resources or complete an event. The latter is where people tend to get in the worst situations. If you fall behind in an event you often have to pop apples to catch up. Using your apples in such a way ends up costing you down the line.

FGO tends to have very lucrative farming opportunities every couple of months. Chief amongst those are Lotto Events. There’s at least 2 every year and they represent the best “bang for your buck” style of material farming the game has to offer. In order to get the most out of events like lotteries, hunting quests, or raids though, you need to have apples. Apples allow you to refill your AP meaning you can repeatedly farm at a

high efficiency. As such your goal should be to avoid rot, so that you're not pressured to use apples to keep up. Using one here and there in an emergency is fine, but using them every event is discouraged. But this is how you can preserve apples for those lucrative farming opportunities.

Half-cost Campaigns also happen frequently in the game. These are a great time to improve your AP efficiency in whatever the campaign is effecting. They range from first time free quest completion, to daily quests in chaldeas gate, to temporary story cost reductions. You don't have to drop what you're doing, but it's generally advisable to use them to your advantage. If you play the NA server (which is two years behind JP) you can find a list of upcoming such campaigns here:

[1/2 AP Campaigns](#)

It's interactive and sortable to be able to find what you need. This will allow you to plan for the future some if you want. Just be careful as the story half cost campaigns have a tendency to overlap with other things like events.

Blue Apples & Bronze Saplings: Banking your AP for the Future



With the 25 Million Downloads campaign (May 2024, NA) we get an AP banking system. Bronze Saplings are the item that's given and they can be acquired from Main

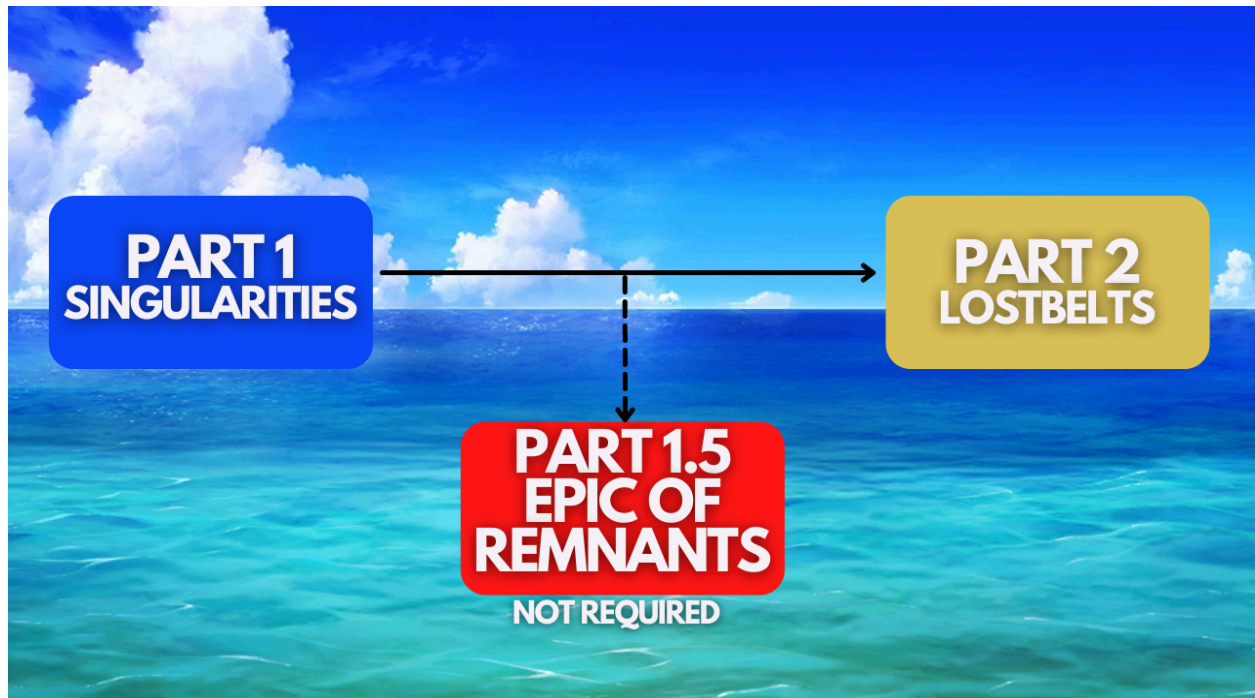
Story Completion or special campaigns. They allow you to store your unused AP for later use in the form of Blue Apples. The conversion rate is 1 sapling per 40 unused AP. When combined it then turns into a Blue Apple which can give you back that 40 AP when used. The logic behind “blapple” creation is that you should only bank your ap for later use if it would otherwise go unused (busy real life schedule or obligations), or if there’s currently no lucrative campaign that you care to spend your AP on (basically a “dead week”). I don’t advise creating them during an event, half-cost campaign, or hunting quest week. It’s also worth mentioning that newer players probably shouldn’t bank all their AP as you’ll want to use it to progress your account quickly.



The good news is there’s no limit to how many blue apples you pop at once, so this can allow you to hoard for good times like Hunting Quests, Raids, or Lottos. You’ll get over 1300 bronze saplings given to you if you’ve completed up through LB6 when the campaign comes out. So while they’re not infinite you will acquire a huge supply of them. Just be sure not to be wasteful in their creation or use.

Story Pacing: What you need to know about the (Grand) Order of Singularities

FGO's story progression works as follows:



What this means is that you need to do part's 1 and 2. But part 1.5 is non-essential and can be saved when you have the time to complete it. Part 1.5 is supposed to be leftover stories that happened between the two major story arcs of the game. Their content is still great and well worth doing, but it doesn't need to be your priority unless you need access to the free quests locked behind them for material farming (some mats are unique to the lost belts). They're never required for event completion either.

Early on FGO's story was released at a fairly quick 3-4 month pace. Over time however, this has slowed some with the Lostbelt chapters being both longer in dialogue and higher in production value. Now it runs about every 6 months between major releases and what's considered a major release has also expanded. FGO has started to include interim chapters between the Lostbelts. You don't need to care too much about this now, but it's worth noting so that you have an idea as to how often story

releases will pop up versus events and other campaigns. When a story chapter is released tends to be some of the best time to make progress and catch up yourself.

Event Pacing: How Often they Appear and How to Handle them

Events in FGO are typically 2 week affairs that give you all kinds of rewards, from free craft essences, to welfare 4 star units, to ascension materials and more. Almost all events utilize a shop, and have accompanying event-specific currencies that allow you to buy said rewards from it. That being said there are other mechanisms that can deliver you the rewards in an event, but this varies from event to event. Ladders and Missions for instance are common event mechanics that give players rewards based on completion, but they're not part of every one.

As stated before, events in FGO should be your primary focus while they're active. Nowadays they're nearly all made to be completable on natural ap regeneration rates, but this assumes you spend all your AP in the event and for the full duration of its availability. As such starting late or trying to blitz it with apples is typically ill-advised. Even then sometimes this isn't even possible to nodes or missions being time locked until later.

Over the past couple years, events have started to be 3 week long affairs sometimes due to Aniplex wanting to pad for time. In some cases this means it was actually supposed to be a 2 week long event that gives you extra time. And in others the shop or currency rates may be tuned for the full 3 weeks. Typically though the extra week affords you more wiggle room, which can be great for F2P players or those who didn't roll the gacha for event CEs. This can allow them to get more rewards out of the event shop than they otherwise would.

With regard to currencies, typically these are gainable from running nodes in the event. But there's usually ways to enhance the amount and rate at which you can acquire them. Most events will have both a shop craft essence and gacha craft essences that will help you in this department. Other times you might even see servants giving a bonus to specific currencies.

Priority for what to buy out of event shops typically works as follows, top to bottom in order of importance:

Shop Craft Essences
Welfares Servant Copies/Ascension Mats/Servant Coins
Crystallized Lores, 4* and 3* Fous
Gold Embers and Normal Ascension Mats
Silver Embers, Statues and Monuments, Skill Gems

Obviously there will be situations that might change this specific to your account needs, but typically the CE is always first to improve event efficiency. From there the Welfare is your biggest priority as it provides a new unit that can expand the capabilities of your account. After that you go for high value, limited items. These include Crystallized lores, grails (though rarely available in a shop), Gold Fous, and 3 star Fous. After that it typically becomes a race to get all the Gold Embers and Ascension mats out of the shop before the event ends. Remember this is normally doable on "nat ap".

The Silver Embers, Statues and Monuments, and Skill Gems (if available), get purchased only if certain factors come into play. Typically if you finish an event early because it was padded and have extra time, you're more than welcome to get these items. Similarly if you rolled the gacha because you wanted the servant, and thus got gacha CEs that improved your efficiency, it can also be fine to grab these.

A couple other worthy notes about events here.

- 1.) **Silver Embers aren't that great for Experience Efficiency.** They're fine for leveling early. But due to exponential costs, they quickly lose their value the higher the unit gets in levels. This is because they're only 1/3rd as effective as a gold ember despite using the same amount of QP. This in effect would triple your QP cost of leveling someone. As such most players instead choose to treat them as a source of Mana Prisms, which you get when you burn them. This is due to the fact that you get the same amount of mana prisms for burning a silver ember as you do a gold one. Bronze Embers are even worse FYI.
- 2.) **Never roll gacha for CE's just to improve your efficiency in an event.** This is a common gambler's fallacy. CE's on their own might be worth rolling for if they're very good in the effects they give, but rolling purely to increase event efficiency doesn't work. This is because if that's your only goal, then the quartz you spent rolling would instead be better spent as a "rainbow apple" instead for refilling your AP bar (yes this is something you can do, though not normally advised). Typically the efficiency added from a CE will not exceed the amount of extra refreshes it would have taken from apples.
- 3.) **Rolling your FP for 3* event CEs can work, kind of.** This is a mixed bag. While yes you can get the 3 star event CEs from the FP gacha, it can take forever and use a lot of your FP. This is because the FP pool has no rate up whatsoever. Also over the years, the amount of total CEs available in the pool has increased over time, making it more diluted and harder to land one specific CE. You could get a CE on your first roll. It could also take you 200k FP before you see one. As such this take has waned some over time, but it does still work to a degree.
- 4.) **Command Code Removers Aren't Worth it.** Long story short these have been made functionally useless by a game update. It's not a bad idea to have a couple handy, but over time the game will give you them for free during campaigns. Save yourself some efficiency and sanity by not bothering to purchase them from shops.

If you would like a nice resource that details the order of events coming for either server check out these links, just make sure to scroll down to “past events”:

JP: [Event List | Fate/Grand Order Wiki | Fandom](#)

NA: [Event List \(US\) | Fate/Grand Order Wiki | Fandom](#)

Similarly if you would want a resource that details all the materials each event gives you, I with the help of my community members keep a nice spreadsheet up to date with tabs for all years. It's very nice for planning your account:

[2022 NA Event Shop Materials + more](#)

Dailies: Chaldea Gate and Literally Just Doing Anything 3 Times

Here I'll try to elaborate on the various daily quests available to you in the Chaldea Gate section of your main menu.


Before that though it's also worth mentioning that as of the game update that came with [Anni 5](#) a “daily quest reward” was put in the game. That should not be confused with these other nodes I'm about to list, because it doesn't require you to do them. Rather it simply rewards you with mana prisms for doing literally any node (even story and event) for the first 3 times in a day. This is a great change that helps players offset the monthly mana prisms shop's cost and allows them to slowly work on saving mana prisms for much needed special Craft Essences that I'll detail later. You can get up to 30 mana prisms per day this way or around 900 per month. The total cost of everything monthly in the mana prism shop is 1550, though you don't need to buy everything. As such it's advised that you spend your AP at least 3 times a day if nothing else.

After [Anni 7's update](#) (July 2024, NA) those same daily mission rewards will also grant an additional monthly exchange ticket on top of the 1 you already get per daily login. As such this will also drastically increase the amount of free ascension materials you can get.

V. Extra Mission Update




Renewal Date

August 11, 2020 00:00 - JST

From the Renewal Date onward, all Daily Quests will no longer have  as reward. In conjunction to that, there will be a new Daily Refreshed "Extra Mission". (*Weekly Master Missions Refreshes Weekly, while this one refreshes daily, do take note*)

Daily mission rewards will be automatically received whenever the missions are cleared. You won't have to "receive" the rewards from the mission list.

Daily Extra Mission

Mission	Reward
Clear any Quest 1 time.	 10
Clear any Quest 2 times.	 10
Clear any Quest 3 times.	 10

Daily Mission Reward Depiction, Image Credit: Fandom

First up is **Ember Gathering**, your primary way to acquire experience cards for your servants outside an event. Also referred to colloquially as doing "Hands" for fairly obvious reasons that will become apparent to you when you do it, Ember gathering is a spot that many people frequent early on in their account's lives. Each day has a grouping of enemy classes that will drop corresponding embers, and operates on rotation. This rotation changed for JP as of [Anni 7](#) (July 2024, NA).

NA:

Sunday	Monday	Tuesday	Wednes	Thursday	Friday	Saturday
Random	Lancer Assassin Berserker	Saber Rider Berserker	Archer Caster Berserker	Lancer Assassin Berserker	Saber Rider Berserker	Archer Caster Berserker

JP:

Sunday	Monday	Tuesday	Wednes	Thursday	Friday	Saturday
All Variants	Lancer Assassin Berserker	Saber Rider Berserker	Archer Caster Berserker	Lancer Assassin Berserker	Saber Rider Berserker	All Variants
		Archer Caster Berserker				

Berserkers are available every day, but never on rate up. Yes I said rate up.

Another little known, hidden mechanic to ember gathering is that each day has a class that it favors out of the 3 it can spawn (except Sunday as its class makeup is random). All this does is make the hands of that class type more likely to appear. When in doubt though you can tell by which class appears on top, on the right side of the node. That's your dominant class.



Example: In this case it would be Sabers.

I should mention that in the past some people have used the 30 ap variant of ember gathering to farm silver embers for mana prisms, but this is not terribly efficient and should only be done in a small amount in case of an emergency. Otherwise it's simply not worth it, and better to be patient. There's also an "Extreme" Variant that can drop 5* embers now for NA.

Next up is **Training Grounds**. These are your primary sources of Statues and Monuments, and Skill Gems outside of events. They also operate on a daily class rotation schedule in a similar manner to ember gathering, but a lot more straightforward. This rotation changed for JP as of [Anni 7](#) (July 2024, NA).

NA:

Sunday	Monday	Tuesday	Wednes	Thursday	Friday	Saturday
Saber	Archer	Lancer	Berserker	Rider	Caster	Assassin

JP:

Sunday	Monday	Tuesday	Wednes	Thursday	Friday	Saturday
All Variants	Archer	Lancer	Berserker	Rider	Caster	All Variants
			Assassin	Saber		

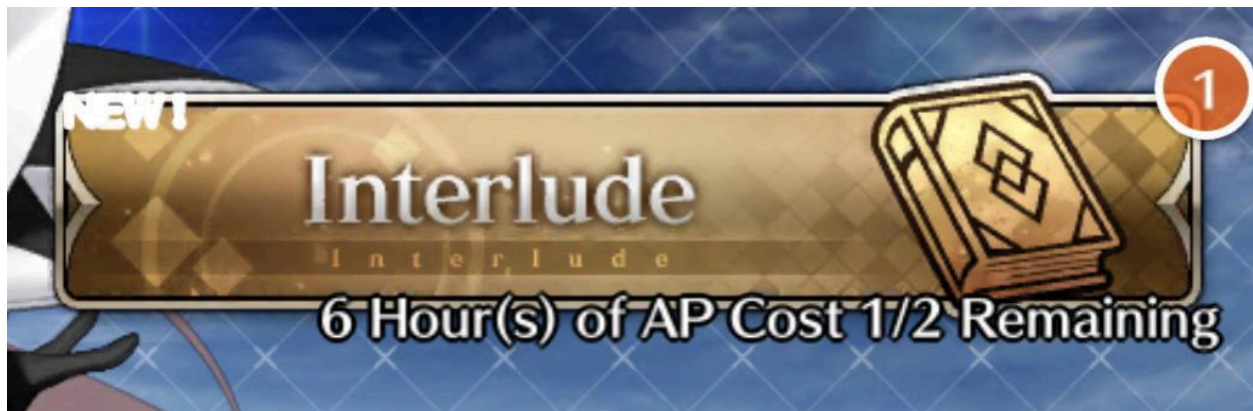
While the schedule is simple, the lack of overlap forces you to pay a bit more attention and plan your days out if you need a certain class' materials. Training grounds also received an "Extreme" version at New Years of 2022 (January 2024, NA).

Typically you'll want to run train grounds when you hit a brick wall on ascending or skilling units that you NEED. What I mean to say here is your initial set of units, or a unit that holds high value to either you or your account. Other units you might be able to wait for a more lucrative time to acquire the statues or gems. Again these could be from events or half cost campaigns, or even the new tutorial missions.

The last daily quest in Chaldea Gate is the **Treasure Vault**. This is your primary source of gaining Quantum Particles (QP) quickly. Typically referred to as doing "Doors" because of the Door-Type enemies that appear in it, the Treasure Vault nodes don't have any sort of rotation like the others. They are always filled with Caster Enemies.

Treasure Vault has also received an "Extreme" version that's already out on NA that allowed for much more QP to be gathered. While certain mana prism/rare prism shop CEs can be used to increase the amount of QP you get from doing these nodes, the best nodes typically reward you in the millions of QP per run. Sadly, everything that enhances something in this game requires QP and as such you're going to need Billions of it over your career. Thankfully this isn't the only way to acquire it.

Interludes: Side Stories and Upgrades for Your Favorite Servants



The section below your daily quests in the Chaldea Gate, Interludes are meant to be mini-stories involving the servants you've summoned to that point. Typically they will require you to have Bonded your servant to a certain level up to Bond 5. Though there is an exception to that rule. They serve primarily as a mechanism to provide more focus on a servant in particular. Be it highlighting a particular problem the servant has that you need to help them get over, or perhaps the reverse. It could even just be something like going on a picnic with them. Sometimes they'll also be a mechanism for a gameplay upgrade for the unit as well, but this is not guaranteed.

Interludes are not created equally, sadly. Some units have multiple, and some none. They all include battles though. Some of which can take you by surprise, so if your account is newer or underdeveloped, I highly recommend glancing at what's in the interlude first. If you need help with that, I recommend using Fandom as it does a decent job of making them easily searchable, either at the top of the servant's direct page, in their page details, or via the interlude campaign list:

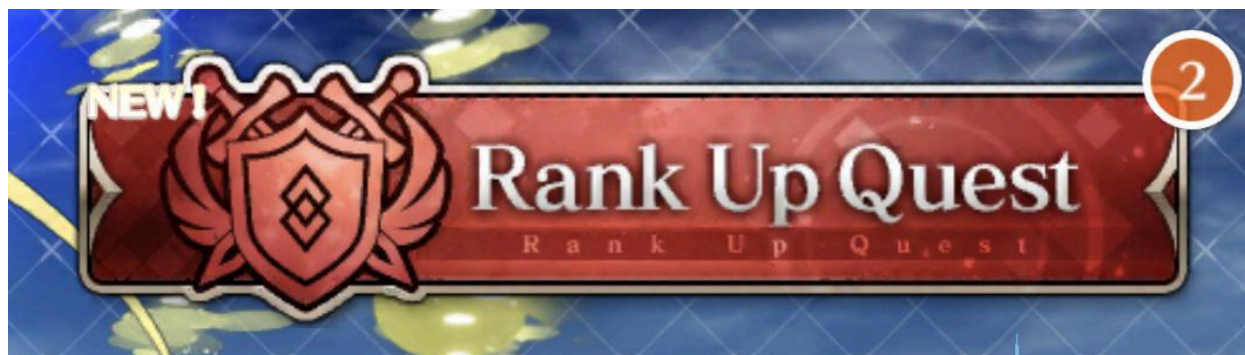
<https://fategrandorder.fandom.com/wiki/Interlude>

You should consider fast tracking interludes that provide important upgrades for your essential or highly used servants. I recommend making sure that any units you plan to put up on support as well have all their upgrades done, otherwise your friends

will become exasperated with you. Everything else though you're fine waiting until a half cost campaign occurs, which does happen fairly regularly.

As of the Update at [Anniversary 7](#) (July 2024, NA) certain interludes can be done whether or not you possess the unit they're for. This typically only happens if a servant's interlude is newly released or that unit is involved in the campaign somehow. The goal was simply to allow players to be able to experience their stories and reward them with more milestones to complete (for quartz). The same also applies to strengthenings.

Strengthenings: No Frills Rank Up Quests to Improve Your



Servant Roster

Strengthenings, otherwise known as Rank Up Quests, serve only one purpose. They exist entirely to upgrade your units. Unlike Interludes, they include no story and are just a straight to the point series of quests that you'll need to complete in order to upgrade a particular unit. Like Interludes, these are not created equally though, as some units don't have any while others have multiple. That's because both strengthenings and interludes serve as a game balancing mechanism for the developers.

It's easiest to explain this by highlighting that early on in FGO's history some non-5 star units didn't have 3 whole skills. Instead they subsisted with only 2. Strengthening Quests and Interludes served as a way to give servants a much needed

third skill. Nowadays this is no longer a problem as every servant has 3 skills. But instead these now serve as an attempt to bring much needed permanent upgrades for neglected servants up to speed with the rest of the game. In some cases, the upgrades are fantastic. In others, they seem short sighted and not nearly good enough. And in some, they seem almost too strong and naive of the developers.

Regardless, just like with interludes, you should treat these rank up quests as something that requires your attention ASAP if it's for important units or those you plan to have on support. But similarly the quests here can also have some “surprises” at times and it might be a good idea to take a glance at what you're up against. You can also find strengthenings at the top of a servant's page on fandom, in their details, or by looking it up on a campaign list here:

[Servant Strengthening Quests | Fate/Grand Order Wiki](#)

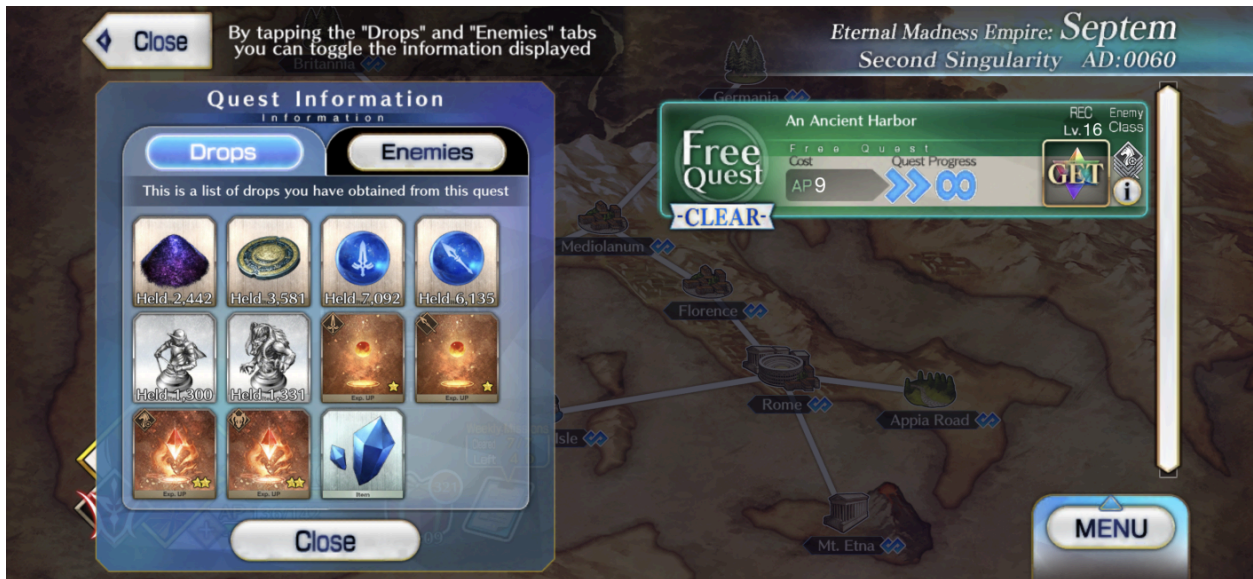
Ascension Materials: Free Quests, Pure Prisms, Exchange Tickets, and Farming Opportunities



A lot of people will tell you that Embers, Gems, or QP are the endgame bottlenecks in FGO. None of those are correct and all can be fairly easily rectified in a

year or less. The true endgame bottleneck, always has and will be, Ascension Materials. You potentially need thousands of them and it can be fairly hard to acquire them in great quantities.

Outside of monthly exchange tickets, the consistent and most AP efficient way to acquire them is via Events. But what do you do when you need more than the event can provide, or there's no event active? You use Free Quests. Free Quests become available to you after beating a singularity. They are your farming nodes of the game and can drop various materials like statues and gems, but their primary use is for the collection of Ascension Mats.



The view of a typical Free Quest and its rewards.

Free Quests will not always drop the materials sadly and thus farming can be a very long process in FGO. Thankfully, you can use your AP spent efficiently still by trying to work on Bonding, leveling Mystic Codes, or even working on your Master level. That being said the drop rates for materials vary wildly both between nodes and material rarities. As such there are some pointers I can provide here.

It's worth noting here that while most players care about AP efficiency, if you are a whale and time efficiency is more important to you, you can pursue nodes that have the highest drop rate of materials per run regardless of AP. For everyone else though,

you should target a node that has the highest drop rate per AP spent. Even then there can be other mitigating factors like what other side materials the node drops and how many of them you need. Typically speaking it can be very hard to farm out Gold rarity materials from free quests as they take forever. It can be done, but event's tend to be far more efficient for this.

This spreadsheet will provide you with the relevant drop data that you need to help make your decisions. I highly recommend paying attention to the "AP/Drop" Column:

[Grand Order Drop Rates](#)

Similarly if you're curious to see the efficiency when compared with the side materials of a node, you can check Domus Aurea's breakdowns by rarity, be warned you'll need to auto-translate it from Japanese:

[Bronze](#)

[Silver](#)

[Gold](#)

Pure Prisms: A New Player's Best Friend and a Veteran's Welcome Gift



Pure Prisms are a newer addition to the game. Added to the NA server a year and a half early, they were supposed to be part of the Arc 1 Improvement Campaign. Pure Prisms act as a way to bypass conventional bottlenecks for early accounts. You'll gain them simply by completing story nodes, and they'll allow you to exchange them in the Da Vinci Shop for any statue, gem, or ascension material in the game that isn't time locked or unique (no welfare ascension mats). This means that materials that you normally would have no way of acquiring because they're locked behind story completion later in the game are available to early game accounts. I highly recommend

using your Pure Prism on such ascension mats for newer accounts, rather than easier to obtain items.

Veterans on the other hand might see this as a temporary boon that will allow them to purchase newer materials they haven't farmed yet, or to get them out of a hole they might be stuck in. With the [Anni 7 Update](#) (July 2024, NA) you can now also get Pure Prisms every time you ascend a character before their final ascension (which gives rare prisms or quartz depending on if its a welfare unit or not)

If you want a more in depth breakdown of the system and its advantages, you can check out my video guide [Pure Prisms Explained](#).

SUPPORTS LISTS AND FRIENDS: BEING A GOOD COMMUNITY MEMBER

In FGO your Support List is your multiplayer interaction. It says a lot about who you are as a master and what the progress of your account is. In the following sections I'm going to teach you some best practices with regards to loading out your lists at various times; who to target for friend requests and follows; and how you can use this to gain FP. The goal here is to be the best master you can be, not just so that you gain a hoard of FP, but also so that you help your friends and provide them with good supports they can use.

Following: The Mechanics Behind it and Who to Pick as a Target

The ability to follow other masters rather than friend them is a newer feature in FGO. It was implemented to help new players out, as veteran player's friend lists are often full. This was done because unless you were friend's with someone, using their servant as a support meant you couldn't use their noble phantasm. It was extremely hindering for new players who needed the help. So the follow system was born as a way to let you follow people and be able to use their supports effectively. However, it has limitations.

Following only works on main story chapters, So Part 1, 1.5, and 2. Not during events, or free quests. It also has a cap as to how many people can be followed that's relatively low. As such it's not meant to replace your normal friends lists.

On **NA** the current limitations are:

Through the end of Part 2 Lostbelt 5, and up to 5 people.

On **JP** the current limitations are:

Through the end of Part 2 Lostbelt 6.5, and up to 5 people.

So to talk strategy with you here, not much needs to be said, but when it comes to your follow selections you should try to choose the best possible accounts you can find. Aka, Whales. You ideally want someone who has very robust servants with great craft essences and all the meta support units you might need. In theory you should be a bit more selective here than with your friend's list as you have far less slots and don't require the other player's approval.



A typical whale's support. Sasuga Whale-sama!

Above you can see a decent example of some random whale's support. Notice the multitude of high NP level servants, the maxed out skills, and the amazing craft essences that grant either starting charge or high firepower. You don't need something as outstanding as this, but the goal should be to find people that are better than you otherwise could get normally on your friend's list. Doing so will help you immensely when it comes to completing the story.

It should be mentioned that with the [Anni 7 update](#) (July 2024, NA) you can now use any other master's unit's Noble Phantasms. Contrary to popular belief it doesn't totally invalidate the following mechanic (you still want good people to show up rather than randoms), but it definitely makes it a lot less necessary.

Your Friends List: How to tend to your Friends and Get More

Friends are an important part of your time in FGO as they control the quality of supports you'll be able to find and use for everything in the game. As such you'll want the best friends that will accept you. But therein lies the problem. They have to be willing to accept you, so part of your job is to maintain your support list as best you can for THEM.

Beyond just their support setup another factor that can determine how good a friend is, is how often they play the game. A player who log's in daily is much more likely to appear when pulling supports before starting a node, and conversely also more likely to be using your supports and generating you FP. In fact this is so much the case that people sometimes go out of their way to login repeatedly at times to increase the likelihood of showing up on support. As such players who don't log in for long periods of time, rarely show up when picking for a node. This makes them undesirable choices no matter how good the support list is, as you'll be refreshing forever just to get them to appear. They're also far less likely to have their support lists loaded out in a way that is helpful to you for the current moment.

I'm not going to give you hard limitations as to who to kick and who to keep, so much as to tell you that generally you want players that are more active and playing on a daily basis. Their accounts are better and they become more useful to you. Look for people who actively update their supports for events and campaigns as they want FP themselves. Beware people who grail multiple units to level 92 as well. While not super common anymore, this is typically a frowned upon practice. It's seen as baiting for FP, as they're grailing not for love or gameplay but rather just to appear at the top of support list pulls that are sorting by stats rather than login time.

Newer accounts though can have a hard time getting people to accept them. Thankfully veteran accounts can tell you're new pretty easily by seeing if your account has completed part 1, as indicated by the Gold Cross symbol next to the name. If it's not present, it's a pretty clear indicator of a new account, not to mention the master level. I'll



The Part 1 Completion Icon Seen in the Green Boxes Above.

talk in a minute about how to get people to accept you, but I did want to say that an issue with FGO's friend system is that people can't really communicate with each other.

One of the best things you can do is join a community that centers around the game in some way. In doing so you'll typically see more active users, people more willing to help you specifically, and have the ability to communicate with them in some way if you would need them to put a certain servant or craft essence up on support. I highly recommend looking to Twitch and Youtube for Content Creator communities, or joining one of the numerous subreddits for the game. Most should have a discord, or live content as a way of liaison, that will allow you to meet people and actually get to know the players on your friends list. It's certainly not required but it helps coordination and makes you feel like it's not just total randoms on your friend's list.

Support List Hell: How To Make Yourself Attractive To Other Players

As stated before, your support list says a lot about you as a Master. The important thing for new players to know is that this is one of the easiest ways for players to spot your play habits. People that don't load out all their supports, don't put craft

essences up, and don't update them from time to time, stick out like a sore thumb. Your goal is not to be one of those people and I'm going to help you.



A typically bad support setup. No CE's equipped and missing two of the classes entirely. It's also not split.

Lesson #1: Fill out all your support slots. This is the easiest way to tell if someone actually cares about their friends and the game. People who can't even be bothered to put up a unit or think they're units aren't good enough do no one any favors. This can become daunting when you realize you have the ability to have three support lists active of any type. The good news is you don't have to set up extra support loadouts until you're ready, and people will generally be more forgiving towards newer accounts anyways.

Lesson #2: Equip Craft Essences to your supports. There's a whole lot that can be said about which craft essence should go on what unit, but rather than get bogged down in that, I'll just say that equipping anything works. You should certainly try to give something to the servant that you think is helpful for it, but again people will forgive you if it's not perfect. Typically trying to give a unit some sort of starting charge CE is acceptable, or trying to match them to a CE that gives a bonus to their dominant card type. Meta Support units usually have mana prism shop CEs equipped but you won't have those at first so equipping them with anything that helps the party or keeps them alive can still work.

Lesson #3: Update Your Support. This doesn't need to be done all the time, only when relevant. Perhaps you rolled and upgraded a better unit. Perhaps there's a different event going on. Perhaps you know a certain unit will be more in demand. This sort of activity benefits not just you but your friends as well. You'll get more FP for being topical and they'll be pleased that they have more options to choose from. I strongly advise doing this right as an event is going live each time so that you'll appear for people on support. Otherwise, they'll simply filter out non-event CEs or non-event bonuses. That last point is also why you won't be yelled at unless someone specifically needs something you have.

Lesson #4: Split your Support Lists. I still see people get this one wrong, and in fact you can see it in the example. Basically you can designate your support setups as either **Normal** and **Event** loadouts. This allows players to see a different loadout for your account when at the selection screen, depending on if they're in the middle of an event, or just doing something normal like Story or Free Quests. Sometimes people get caught-out not realizing campaigns like Hunting Quests use the Event loadout. Which is why it's always a good idea to take a look at your support before a new update hits. Thankfully once you set this up, you'll only find yourself updating your Event loadout from time to time.

I also have a video on how to split the lists, but it doesn't show the 3 list change:

[How to Split Your Supports](#)

Lesson #5: Key units will be the most desired and generate the most FP. Mostly this means the big support-type units (confusing I know, I'm not talking about support lists here). A lot of party compositions involving efficiency and speed require using not just one but even two of the same support unit, so it's a common tactic to seek them out. However, this doesn't just mean them. Some events will have bonus units, or a unit will be very good at tackling a particular challenge quest. These too can net you a lot of FP. If all else fails though, just throw up your best servants and craft essences that you think could help someone.

ENHANCEMENT: HOW TO UPGRADE YOUR SERVANTS AND CRAFT ESSENCES

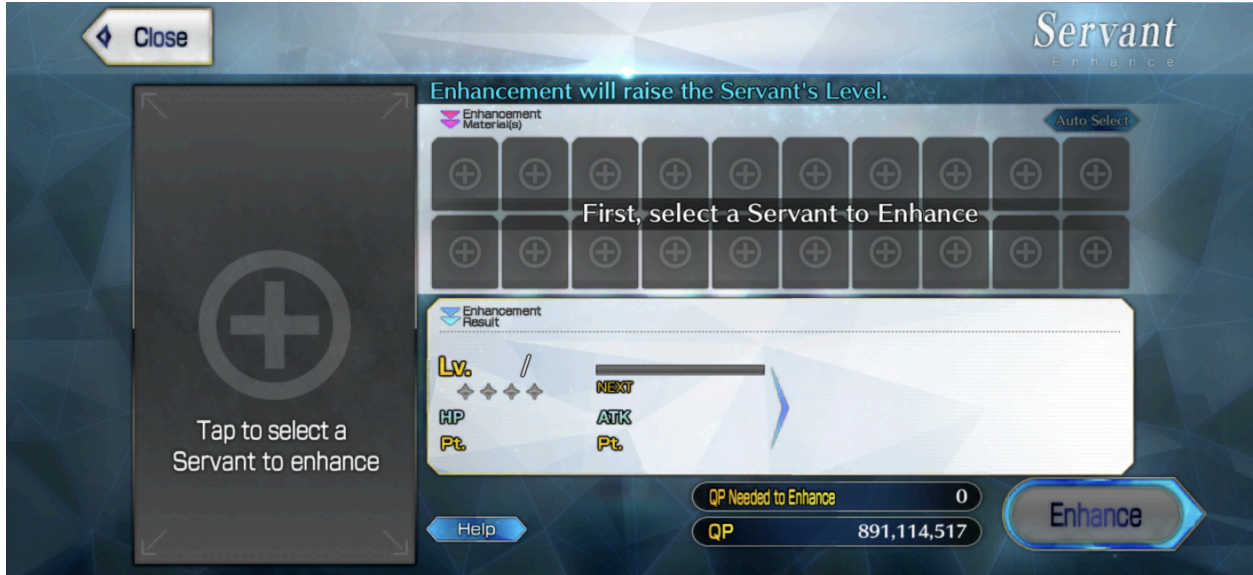


The enhancement screen is home to many features. Don't ask about Da Vinci, it's a story thing.

In this section I'm going to go over all the tips and tricks you need to understand when enhancing anything. The loading screen tells you, Knowledge is Power. As G.I. Joe once said, Knowing is half the Battle (the other half is violence). Knowing the Do's and Don'ts here will make you a better and more efficient player.

Servant Enhancement: Leveling Your Army To Take On the World

The servant enhancement screen is one you're going to be seeing a lot of so let's get you familiar with it ASAP. You'll start by tapping on the left side to select a servant. From there you can use any number of available ways to filter the list.



The Basic Screen When No Servant is selected.



- A.) Total Servants In Inventory:** Your Inventory can still cap out from other things like embers, and fou cards. So be careful, this doesn't mean you're not too full.
- B.) Event Filters:** This is for finding bonus units. It will show the last event, the current event, an upcoming event and even singularity bonuses if they apply.
- C.) Normal Filters:** See Picture Below for a list. They're your primary way of controlling what shows for you, and it includes things like Class and Unleveled.

D.) Sorting Controls: See Picture Below for a list. This determines the order in which the units shown are displayed and what controls that order. It includes things like Smart Sort and Select Sort for even more order control.

E.) Ascending/Descending Sort Toggle: Allows you invert the order of the sort that you chose from the Sorting Controls.

F.) Select Mode: This is the normal mode for selecting units.

G.) Multi-Lock Mode: Use this mode to lock your units. This is the best way to prevent you from having an accident and burning them. It is **HIGHLY** advised that you lock all units and their copies until you get at least NP5 of them. Some units lock by default, and some only for first copies, but better safe than sorry.

H.) Multi-Select Mode: This is a feature that Select Sort takes advantage of. It allows you to designate units as special and allow them to be sorted uniquely.

I.) Display Size Control: Pressing this will determine the size and thus how many units/items are displayed on the screen. Smaller means more; bigger less.

J.) Enhancement Material Display Toggle: Touching this button will change between all your materials being shown, only those in your inventory, and only those in your second archive. Materials in your Mailbox are not displayed.

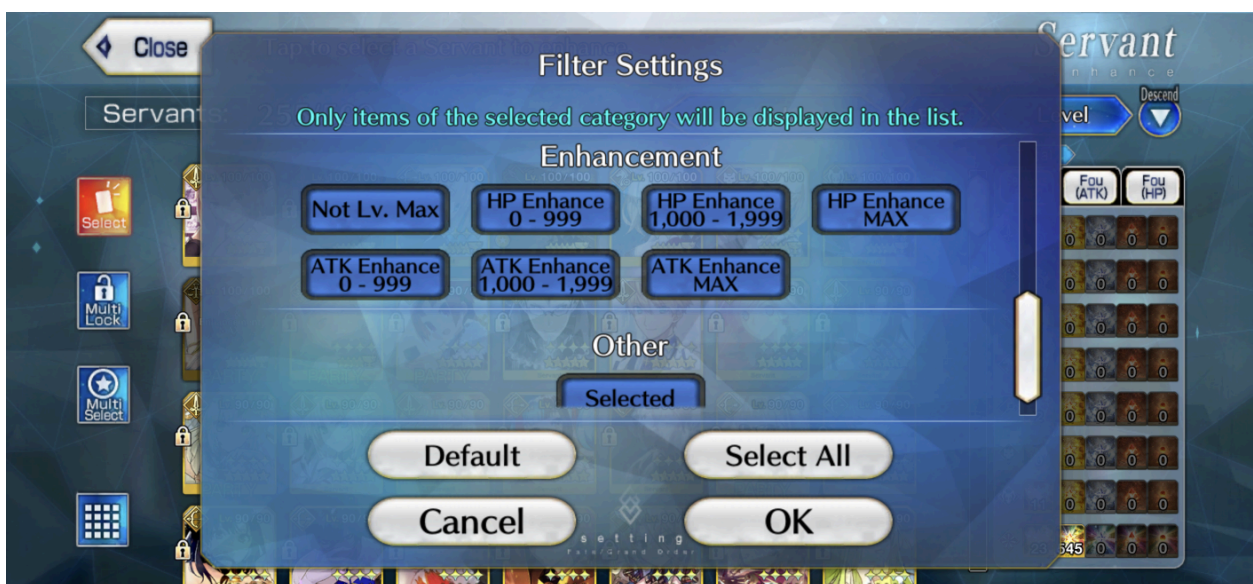
K.) Servant Exp Tab: Shows how many Embers you have for each class of each rarity depending on the toggle selected above.

L.) Attack Fou Tab: Shows how many Attack Fous you have for each class of each rarity depending on the toggle selected above.

M.) HP Fou Tab: Shows how many Health Point Fous you have for each class of each rarity depending on the toggle selected above.

N.) The Servant List: The display of your servants to select. It's what you're ultimately affecting by all the Filters and Sort Modes in sections B through I.

O.) The Enhancement Material Display: This side box summarizes the materials you have depending on the tabs and toggle you have selected from sections J through M.



The possible Filter settings you can choose from.

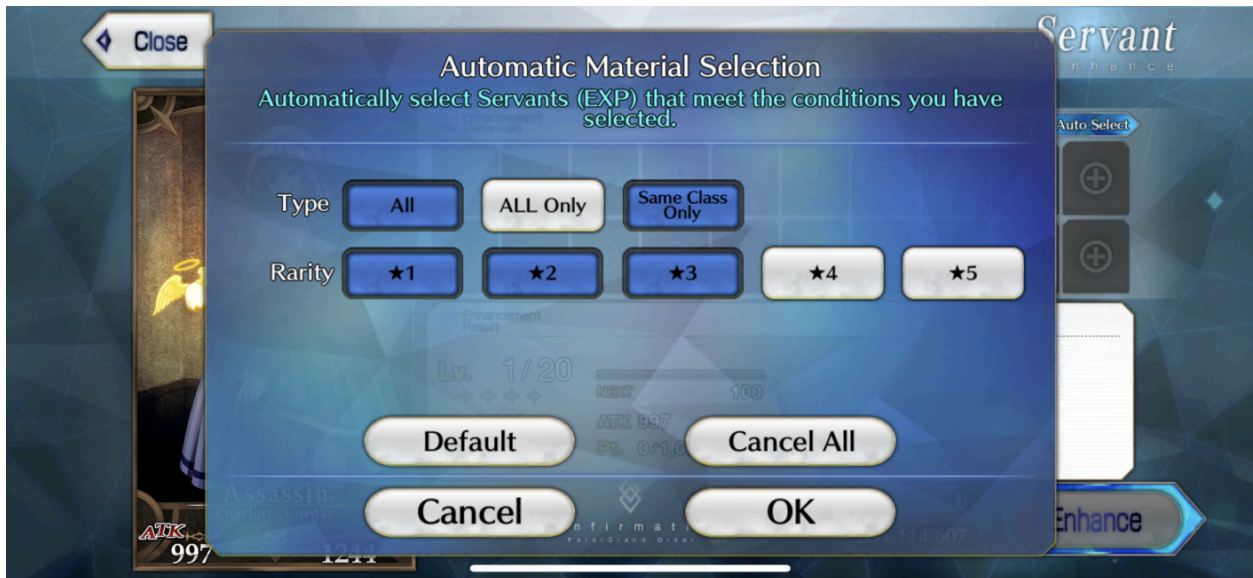
With regards to filters, I've found that either sorting by class or using the "Not Lv. Max" Button are my most frequent options for narrowing down who I want to enhance.

As mentioned before on Sorting, Select Sort can be used to find previously marked units/items and have them filter to the top of the display. Smart Sort is a great way of moving finished or unselectable units to the bottom of the list, further away, so that you don't have to waste time going over them en route to finding what you want.



The possible Sort Settings you can choose from. Take note of Smart Sort and Select Sort.

Once you've chosen the servant you wish to enhance, you'll be brought back to the basic screen. From there you can add the enhancement material of your choice. Embers or Fous. If you're using fous to enhance the Attack Power or Health Points of the unit, you can go ahead and hit enhance in the bottom right corner. It will give you a pop up telling you how much QP it will cost and asking you to confirm. If you wish to use embers I highly recommend using the "Auto Select" feature in the top right corner of the screen.



The Auto Select Screen Options. I highly recommend keeping it on "Same Class Only" early in the game.

From here you'll be able to choose what embers are fed to the servant en masse. Same class only, will match the embers to the type of class the unit is, to take advantage of the bonus experience that matching types will give. All Only, will only use "All" Embers that give exp bonus to every class regardless. "All" type embers though are best used on your extra class units early on, or for prioritizing an important unit. And not to confuse you more, but the leftmost selection on the list, All, will use any embers that are available. From there when you hit ok, the Auto Select feature will attempt to add as many embers as it can up to 20, in order to level your servant. From there just press "Enhance" again in the lower corner and it will ask you to confirm.

Now you might be wondering, surely there's a **strategy** to how to level right? Yes, there's certain guidelines you can follow to increase your efficiency when leveling.

Advice #1) Always match your ember types to class types if you can. Always. You get bonus experience from an ember from doing so. For instance a 4 Star (Gold) Saber Ember, will give you 32,400 Experience when using it on a Saber Class Servant, but it will only give you 27,000 Exp if using it on another class of servant. As such for efficiency you never want to use mismatched embers until you're at the endgame. "All" Type Embers give the experience bonus no matter what class they're used on, but because your Extra Class units don't have devoted Ember Types, you should prioritize them first for these.

Advice #2) Try to use your Fous on a unit before leveling them. What this does is save you QP, due to the exponentially rising cost of enhancement as a servant's levels go up. Do note, that this should not prevent you from leveling a unit. Waiting until you have some or the maximum amount of fou's you'd need isn't worth denying you a capable unit. As such early accounts won't run into this much, but it is a "best practice" for later on down the line. It also doesn't save that much QP in the grand scheme of things.

Advice #3) Either don't use low rarity embers or only use them at low levels. Early in the game it's fine to use low rarity embers. Later in the game you're going to find yourself burning your bronze and silver embers. Again because the QP cost of

enhancement goes up as a servant's level increases, it's best to use Gold embers once you start getting beyond level 40. Even then Gold Embers are just flat out the best to use regardless of level, so using them even at level 1 is worth it. Silver Embers I should also mention become a decent source of mana prisms later when burned.

Advice #4) Beware Super And Great Success Procs. Every once in a while while you level, you'll find yourself getting a super or great success proc on your embers. This doubles and triples the amount of Exp you receive, respectively (it's actually the reverse on JP). That is of course a great thing, but if you're on an ember budget, it can be good to be mindful of your ascension caps. Don't throw a full 20 stack in if you only need 25 more embers to hit the cap. If you were to get a success proc, it would just waste your embers. As such it can be advisable to "fish" for procs as you get closer to a cap with successively smaller amounts of embers. But there is a point where you're just wasting your time.

Beyond these lessons, I highly recommend that new players try to level a Single Target and AOE of every class. While I'd suggest focusing on Single Target needs first, sometimes your AOE unit might be a stronger, higher rarity. You'll also want some support casters early on as they can really enhance or heal your units in battle. I haven't talked about the extra classes much yet because they're sort of luxury units. They're not must-haves like the main 7 classes are, but they can still be very useful in their own rights. That and... a new account won't have access to any of them except for Mash as the game's only Shielder, unless they get lucky with Gacha.

Don't get caught in the trap of "Ember Spreading". I see a lot of new accounts that are hamstrung by attempting to level too many units of the same class at once. Try to focus on and finish (get to max level) that Single Target and AOE first. It's ok if you get stuck and want to level one more, but your goal should be to get those main units online first. Higher level units can tackle higher level nodes and boss fights much easier than a bunch of under developed units can. It's ok to use those low rarity embers on side units too, just don't make it your focus. Spend the time you need in training grounds and gathering mats to get yourself unstuck.

From there another common mistake I see is people grailing (using Palengensis) too early. I recommend waiting before you consider pulling the trigger for a couple reasons. One is that grailing is intended to be an endgame goal, and as such it uses lots of Embers and QP in the process. The amount of resources you use to enhance that one unit likely costs you the ability to have another whole unit up and online. Two is that newer accounts often fall into the trap of thinking they must grail for “gameplay”. That is they convince themselves they need to make a strong unit more powerful to help them. You can certainly do this, but early on you might not have the best grasp of what works at the endgame and what play style you prefer. Similarly a lot of people will instead tell you to grail units that you love, as that will make you enjoy the game more. Lastly, to touch on that prior point again, your tastes in servants and knowledge of their stories and personalities will evolve over time and as you do story and events. Waiting some before grailing will allow you to get to know all the characters better and let you make a more informed decision.

Also with regards to Gold Fous. They are fairly limited and rare. You’ll get some from events or campaigns, but unless you’re a whale with a lot of rare prisms, there’s no way to get more. I highly recommend committing them to one unit at a time rather than spreading them around. People typically choose their grail targets as targets for their gold fous. If you’re unsure who to choose, I advise patience and just holding on to them until you’re ready to use them. You have to have enhanced the unit with normal fous anyways up to 1000 before you can.

Skill Enhancement: Kit Upgrades That Result In The Biggest Of QP Sinks

Most new accounts will think they’re fine on QP and won’t get why everyone obsesses over it until they start to touch their skills. Then they end up dry, or realize they need more ascension mats. Typically I advise holding off on your skills at first for this reason. The biggest thing is to get those early units up in levels, to help your account progress rather than trying to squeeze more utility or damage out of skills. That

being said, once you've gotten a couple of your units leveled it's best to start looking into this.

I already have a video guide detailing some of the logic behind what I'm about to tell you but I'll try to give you a succinct summary. With regards to skills and their costs, it's best to prioritize key skills on key units before anything else. These are going to be support oriented servants that you'll be taking frequently into your parties, or possibly even unique skills to your primary damage dealers. Most of the game revolves around two things. Damage or being able to leverage your kit for more damage. It doesn't mean that survival skills aren't insanely powerful and necessary in challenge content. It just means that they aren't going to be what you're using the majority of the time. Your goal, if you can help it, is to move through battles and nodes as quickly and efficiently as possible.



To that end the general advice I'd give with regards to skill priority on a new account is as follows:

Advice #1: Focus on those key support units if you have them. These are people like Waver, like Castoria, and like Merlin. There's plenty more besides that but your goal is to get their abilities strong because they often enhance charge and damage. Or you'll be reducing their cooldowns to dramatically increase survivability in tough environments. You're going to get stuck on material and qp costs here. Since

pure prisms are already in the game, you do have a limited solution to material costs for things that might be otherwise out of your reach. But if not you'll find that some stuff won't be farmable until you've progressed very deep into the story. If that happens it's fine, take them as far as you can and try to work on getting materials from events to bail you out in the meantime.

Advice #2: From there focus on your main carries. These are the single target and AOE servants you chose for each class. Focus first on any charge skills they have that scale with skill levels (exceptions being "vampirism" or "rapid words of the divine" variants). Charge skills are a lifeblood to all accounts and having more charge means being able to get to an NP faster and/or being able to leverage that charge for more damage with better craft essences. These are the skills I recommend "loring" (that is, taking to lvl 10). Because doing so typically gets you nice even charge amounts. From there take any steroids (damage increasing skills) up as high as you can for obvious reasons. It's not necessary to use a crystallized lore on these if you don't want to, but if you have them to spare it can still be a good idea.

Advice #3: Learn the break points on skills. Level 4 is typically the last level that requires only skill gems to increase. Level 6 will reduce your skill's cooldown by 1 turn. Level 10 will reduce it by another 1 turn. But it doesn't just end there. Skills often have thresholds that you'll want to not cross either due to material cost or a lack of effectiveness. I highly recommend looking up a servant's skill levels on fandom or gamepress before pressing the button in game so that you can see what those break points might be for you. For instance Circe has a charge skill that at rank 10 charges more than 100% self charge. Rank 8 is the level at which she exceeds 100% so you don't need to waste the resources to go beyond it. But you won't know that in game, so use the wiki resources at your disposal.

Advice #4: Triage. After your primary needs are met, deal with your skills in the order of your choosing but remember the advice about charge skills and damage being generally high priority. You don't need to level every skill on every unit to 10 (in fact it's pretty much impossible). Develop a plan and work towards that. There are several planning tools I've used in my career, from the Chaldea App to Gamepress, to just plain

staring at the fandom wiki. Set your goals and work towards them, but don't get bogged down or overwhelmed trying to do everything at once.

I've often found that getting an effective farming system set up either with loopers or berserkers can help ease the burden on an account until they can more properly get their feet under them. This doesn't have to be your focus, and certainly you'll need other units to help you make it through the game's more challenging story chapters, but it's helpful to know this is the route a lot of players wind up taking. Most units have a recommended skill priority but this comes down to opinion so if you ask around you'll get different answers.

Again if you'd like to watch my video detailing skill priorities you can watch it here: [Skill Leveling Priorities Explained](#)

Skill gems are likely to be another foil you'll run into early for your account. Long term players end up fine from gathering a bunch via lottery event boxes. But until you get to experience one and farm out a ton, you're likely to struggle with these. My advice is to again tide yourself over with the training ground class dailies. Occasionally events will offer some as rewards or in their shop. I highly recommend trying to grab the ones you need to tide you over until a lotto occurs there. Just be aware that events with gems in the shop are a rarity, and you'll likely go months before seeing one.

Craft Essence Enhancement: Amazing If Done Right, Expensive If Done Wrong

Craft Essences can be powerful contributors to your party down the line. Early on I don't really recommend leveling them though until you get some good ones. The reasoning for this is simple. You don't get much fodder for craft essence leveling naturally. That is, the game doesn't give you a lot of CEs to use for the explicit purpose.

As a result most players wind up using leftover CE's that they get from gacha or FP rolls to supplement but even these can be somewhat limited depending on your resources.

I'm not about to go through every craft essence in the game with you, but I will tell you that normally just like with servants, I have a tendency to save at least one copy of every CE, preferably one that's been max limit broken from combining all the copies. You should however also save Event Craft Essences as they can prove useful for reruns down the line. When in doubt, lock it and save it. If you run out of room you always have your second archive.

But none of that helps you actually level craft essences. Normally I'll tell you the target CE's you should look to level have a couple things in common. Typically they'll be 5 star craft essences that you can MLB (max limit break), though that's not a hard requirement. The one I recommend paying attention to however is that most CE's you want to level should be all attack scaling. What does that mean?



Aerial Drive, A great example of a CE you should level to 100.

All attack scaling means that the CE gains only Attack Power as it is leveled up. The example above, Aerial Drive, shows you that at level 100, the CE grants an additional 2000 attack power. This is a very strong boost to your damage capability. CE's like this are easy to tell because their base value at lvl 1 will show "0 HP" meaning they don't give anything to that stat.

So why is this important? As stated before you don't get a lot of fodder to use for craft essence leveling so players try to prioritize their best CE's. Of those, attack power scaling CEs are the best for you. Damage is a huge factor in this game, and while it's not unheard of to see people leveling CE's that are all HP scaling or mixed stat scaling, it's not the best use of your resources. Most of the time the people doing that aren't patient enough to wait for a better CE to come along and wind up regretting it or having a hard time leveling other CE's they acquire later. Welfare CEs from events tend to be a great target for these if they scale well. You can always ask around if you're unsure of something to level, as most of the general populace to the game knows some of the best targets.

How you level your craft essences though matters incredibly. A common mistake for early players is to simply throw their fodder right into the CE they want to level. That is a very costly endeavor and will wind up destroying your QP reserves very fast. Thankfully there is a better and more efficient way. Craft Essence Bombing.

I'm going to spare you a full explanation on how to build a CE bomb, because I have an excellent video resource explaining and demonstrating the topic. But so that you understand the basics. It involves feeding smaller CE's your fodder to create a "bomb" that has accumulated CE experience inside it. Once a big enough bomb is made, you then feed that to the CE you want to level which vastly cuts down on QP costs. Part of this works because just like with servants, a CE's leveling QP cost scales with levels and the CE's rarity. So by feeding low rarity, low level bombs, and then throwing them in at the same time, we level the high rarity CE from 15 (baseline for an MLB CE) to 100 at the cost of barely more than it would be for throwing a couple CEs in at lvl 15.

Again for a better more in depth explanation, I highly recommend watching my breakdown on the subject matter, the [Craft Essence Bomb Guide](#). Also if you'd like a summary on which craft essences to focus on, I talked in depth on the reasoning in my [Craft Essence Leveling Priorities Explained](#) video.

Ascension: Servant Evolution That Bottlenecks Your Capabilities

Just like with prior points in the enhancement menu, the cost of ascending your units depends on rarity and technically level. That is, each servant has 4 Ascensions that occur at various breakpoints of levels. The first ascension is always the cheapest and it scales upwards from there in terms of cost. Material needs also change during the process but this is far more forgiving on amounts than leveling their skills.

Rarity	Ascension 1	Ascension 2	Ascension 3	Ascension 4
1 Star	Level 20	Level 30	Level 40	Level 50
2 Star	Level 25	Level 35	Level 45	Level 55
3 Star	Level 30	Level 40	Level 50	Level 60
4 Star	Level 40	Level 50	Level 60	Level 70
5 Star	Level 50	Level 60	Level 70	Level 80

The levels required to reach each ascension are shown above.

Ascending your units should be one of your early chief priorities. Your first ascension will always unlock your servant's 2nd skill. And their 3rd ascension will (almost) always unlock their 3rd skill. As such ascensions are key to not only reaching higher levels but also unit capabilities. This is why I put them at a higher level than skills early on, as you need your servant ascended to even have access to some of the skills you want to level. Remember getting key units leveled and online really helps your account be able to tackle the challenges of the game.

Typically your material costs will be dependent on the rarity of the unit you're ascending as well as the rarity of the materials it's asking for. What does hold pretty constant across this is the need for statues. I say "pretty" because extra classes tend to be an exception to this. Normal classes though will abide by these rules for statues:

Rarity	Ascension 1	Ascension 2	Ascension 3	Ascension 4
1 Star	2 Silver	4 Silver	2 Gold	4 Gold
2 Star	3 Silver	6 Silver	3 Gold	6 Gold
3 Star	4 Silver	8 Silver	4 Gold	8 Gold
4 Star	4 Silver	10 Silver	4 Gold	10 Gold
5 Star	5 Silver	12 Silver	5 Gold	12 Gold

The amount of statues needed per ascension for different rarities. Exception being the extra classes.

Statues as mentioned before in the section on Chaldea Gate, are best acquired through events and training grounds. Try to stay ahead of your needs if possible. I find that sitting around enough for 2-3 SSRs worth of statues (30-50) to be a safe zone for my immediate needs. Remember too that the newer tutorial missions will add some early statues for new accounts. QP costs as well will be a thing but it shouldn't be too much of an issue for a new account as long as they haven't started skilling too hard or been wasteful in other areas.

Bond Level Limit Release: Gaining More Efficient Use Out Of Max Bonded Units



This section of the enhancement menu deals primarily with bond 10 units and Bond Grails (Chaldean Visionary Flames). You'll come here to apply any bond grails you have to maxed bonded units basically. Bond grails can be a great way to allow you to continue to use a unit efficiently, since they increase your bond cap by 1 rank. Because of this they also end up giving you 30 quartz per, once you've finished the next bond rank.

While people seem to underestimate just how long this can take, it can be a very good reward for an account starved for gacha currency. I prefer to purchase crystallized lores over bond grails in the RP shop due to their ever increasing need, but the choice is ultimately yours and comes down to your preferred play style and account view.

Bond Level	Points Required to Max	QP Cost
11	1,090,000	10,000,000
12	1,230,000	12,000,000
13	1,360,000	14,000,000
14	1,500,000	16,000,000
15	1,640,000	18,000,000

The strategy of who to give you bond grails to is also highly subjective. Some people will prefer to use it on their favorite units to allow them to continue to use them. While others will prioritize key gameplay units they frequently use like meta supports or farmers. Again this is up to you, but remember just how long it will take you to reach another bond rank after 10 to get that 30 quartz reward. For more information and advice on Bonding, I recommend reading the devoted section on [Bonding](#).

Command Codes: Giving Your Servants' Cards Unique Properties

Command Codes are a newer addition to the game but one that had some issues. They can be incredibly strong in the right setups, but new accounts may wish to ignore them early on as they can be somewhat complex. The devs have continued to tweak the systems behind them while trying to make it more user friendly.

Essentially, command codes are a special feature for giving your unit's cards unique effects. Command Codes 2* and lower can be acquired infinitely via the FP gacha. Command Codes 3* and higher on the other hand are limited in acquisition from Events and you can only ever get 1 copy of them with a few (developer hand picked)

exceptions. Because these high rarity ones have the best effects, people have been very selective with how these are used over time. But that's not entirely their fault as the systems didn't really permit removing them and moving them from one unit to another seamlessly.

The first thing you'll need in order to use a command code on a unit are command keys. Command Keys come in each color of the 3 card types, and are used to unlock a servant's cards at the cost of the key and QP. Doing so will allow you to place a command code of your choice onto the servant's unlocked card.



Servant Rarity	QP Cost Per Card	Key Cost Per Card
1 Star	100,000	1
2 Star	200,000	1
3 Star	300,000	1
4 Star	500,000	1
5 Star	1,000,000	1



Now before we talk strategy let's talk about the updates the system has had. Previously you would need Command Code Removers in order to retrieve a command code from a card without destroying it. The update we got at Anni 5 though, adjusts this to make it so that Code Removers are no longer required to retrieve a Command Code. Instead all Code Removers do is relock the slot and give you your key back. The wiki states they also refund you the QP, but they in fact do not. This in turn makes them functionally useless for most players and why I've said prior in the guide that they're really not worth going out of your way to acquire in event shops.

Command Codes have gotten a further update that allows them to be moved from one open slot to another without needing to be first removed. This makes it a lot less tedious to move them around almost as if they were craft essences. We also had a filter added that allows us to search for command codes by their effects, making it easier to find something you need.

With all that covered now I can talk strategy. There are already over 100 Command Codes in the game and this number is ever expanding. It's highly likely that you'll never be able to put command codes on all your servants cards due to space constraints. So instead we need to come up with some sort of logic for how to apply them. Again this comes down to subjective reasoning. One school of thought holds that command codes should be used to address servant deficiencies. That is, using a command code to say immunize a servant from stunning themselves. Or using a code to fix a servant's issues with NP gain. This can work but largely depends on you still getting the right cards at the right times, or having enough command codes that can help with the problem.

Another school of thought on the matter is to use command codes to enhance a servant's natural strengths. This might be putting an Anti-Dragon command code on someone who already specializes in killing dragons. Or star soaking command codes on someone who deals great crit damage. Both of these schools are very valid, but the best thing I've found is to optimize between the two. That is, to take the units that you know you will be relying upon in tough situations, and help maximize their capabilities while protecting against their deficiencies. You can also choose to focus on your favorite or most used units instead, prioritizing the most power and capability for your "frequent fliers". All that really matters is knowing the target servant's strengths and weaknesses and thinking about how you can address them with the command codes you have.

If you need a nice list of them, fandom has them sorted by [Effect](#).

Command Card Enhancement: How Not to Commit a Faux Pas Using Fou Paws

I can hear the collective groan at that title pun. To make this clear, Command Card Enhancement is different from Command Codes. This screen deals entirely with Fou Pawprints (Beast's Footprints) and how they upgrade a servant's card performance. Unlike command codes, they don't bestow any special effects. They only do one thing. They increase the attack power of that card. Simply put, if a unit has 10,000 attack power and a fully Paved card (+500), when they go to use that card, they will instead have 10,500 power at that moment. This makes Fou Paws extremely strong as they'll scale multiplicatively with any other card enhancing effects.



Unfortunately Fou Paws are given to players at an excruciatingly slow rate. You get 1 for every consecutive 7 days you've managed to log in. However they only give you 20 points per Pawprint, up to a total of 500 on any given card. This means you need 25 Prints to finish one card, and at a rate of 1 per week... 25 weeks. You can further extrapolate this to figure that it takes roughly 2.5 years to finish all the cards on one unit. Thankfully Fou Paws come from other sources, but those aren't great either. You can occasionally find them as event rewards, campaign rewards, or purchase them in the RP shop. The latter is not even close to the best use of your Rare Prisms though.



The cost of Command Card Enhancement can get very expensive.

Fou Paws also can cost quite a bit of QP to enhance, so it's not uncommon to see QP strapped players forgo enhancing their servants. I highly recommend holding off on them if you are in such a situation as they scale in cost the more you enhance a card. The total cost for even 1 Card can be 52.5 million, rivaling a skill in terms of total QP cost. Which is precisely why the developers added them in. Pawprints are



designed to be a QP sink for the player base. So as strong as they can be, be careful about when you use them and focus on your more immediate needs first.

As for who to use them on, I highly recommend only using Fou Paws on your favorite servants. You simply do not get enough of them to gain any tangible benefit from spreading them around. Treat them as you would grails and other highly restrictive resources in the game.

Also, just as a tip for anyone trying to recognize whether a support unit's cards are Fou Pawed.

Check the top right of the card. Right under where it would normally show you the command code symbol, you'll see chevrons of varying amounts. The bigger the more enhanced it is with the final form being completely filled in.

Append Skills: Passive Servant Performance At The Cost Of More Materials



Append Skills are another newer addition to the game recently added to the NA server alongside the new Servant Coin currency. Think of them as a new set of 3 passive skills that every servant in the game gets. Unlike normal skills though you won't get them through ascension, rather they must be unlocked via Servant Coins. At this moment in time servant coins are very

restrictive in sources of acquisition for units 4 star and higher. As such there's a lot of strategy at play for which append skills to unlock and what's worthy of your coins.



The good news is, every servant's first two append skills are the exact same. The first append skill increases the performance (damage, star gen, and np gain) of your extra attack that happens at the end of a brave chain. The second, mana loading, allows you to start battle with up to 20% free charge that stacks with other sources of starting charge. The third append skill gives the unit either a damage advantage against another class, or in the case of berserkers, gives them resistance to crits from another class.

Just like skills though, once you've unlocked an Append, it's going to require gems, QP, ascension materials and even a Crystallized Lore at rank 10. This in turn has caused increased strain on those materials, as the devs designed, to give the most veteran players more goals to complete in the game, and new ways of improving their favorite servants.

Mana Loading: Increases a servant's starting charge.

LVL	1	2	3	4	5	6	7	8	9	10
NP %	10%	11%	12%	13%	14%	15%	16%	17%	18%	20%



Typically I'm going to advise newer players to prioritize normal skills over appends but there may be some select cases that you might want to consider leveling one early on a key unit. When in doubt, the second append mana loading is almost always worth it. Even just unlocking it gives a free 10% starting charge. It simply is going to decrease the amount of charge it takes you to get that servant to their NP at the beginning of battle. It can also be used with starting charge CE's and a servant's own charge skills to NP quickly on turn one with possibly more firepower. Certain units like castoria can even get to an NP naturally due to overflow charge skills in the party and a bit of card luck this way.

Extra Attack Finesse Improvement: Increases a servant's extra attack performance.

LVL	1	2	3	4	5	6	7	8	9	10
%	30%	32%	34%	36%	38%	40%	42%	44%	46%	50%

The first append dealing with extra attack performance can be amazing for solo artist servants or those specializing in carding or brave chains. They're going to be far more likely to take advantage of such an append and thus gain the most benefit from it. Examples of this can be normal Cu Chulainn, Heracles, Summer BB, Bunny Lartoria, and Space Ishtar.

Anti-Saber Attack Damage Aptitude: Increases a servant's damage against a class. (Ex: Mordred)

LVL	1	2	3	4	5	6	7	8	9	10
DMG %	20%	21%	22%	23%	24%	25%	26%	27%	28%	30%

The third append is way more of a crapshoot and typically the odd man out if we can't level an append. The reason for this is because for most units the 3rd append deals with a class that they don't have an advantage or niche against. And unless the Berserker you're looking at is one of your favorite units or a challenge specialist, their 3rd skill is easily ignored. There are some exceptions though, as some units can take advantage of the class in their 3rd Append. Mordred for instance has sabers as her 3rd append's extra damage class. And since she deals more damage against anyone with the Arthur trait (a lot of which are sabers), she can gain some nice overlap here. Similarly units with wide niches like Anti-Female, Anti-Servant, Anti-Divine, might see some good use from leveling this. And while it is rare, there are the occasional units that actually get their counter class as one. Like Stheno, an assassin, getting riders as her third append.

If you'd like a list append skills for each servant you can check out fandom wiki's [here](#).

If you'd prefer another video summary you can also check out my PSA talking about appends and servant coins [here](#) but there's no guide yet as I don't believe the system is finished...

Noble Phantasm Enhancement: Gacha For The Sake Of Ultimate Upgrades



The noble phantasm enhancement screen is one you're going to frequent a lot throughout your time playing FGO. Every additional copy of a servant you get up to the fifth needs to be combined here to scale your NP levels. Not much else needs to be said about this section. It's going to cost you QP but not too much considering the gains you get.

I highly recommend using the **LOCK** feature on the left of your screen to make sure all your original copies are easy to distinguish and can't be accidentally burned. Speaking of which, whenever you roll the gacha (either FP or Quartz) I recommend getting in the habit of coming here first before you head to the Burning screen in the Da Vinci shop. That will save you a lot of "accidents" from burning servant copies that didn't want to. Once you've gotten max NP level (NP5) of a particular servant though, additional copies can be burned without care.

Palingenesis: Raising Your Servants Beyond Normal Limits With Grails

Palingenesis, aka Grailing, is FGO's way of allowing you to devote to servants that are special to you beyond their normal means. Other gacha games have similar mechanics like marriage. But in FGO as the saying goes, if she gets you up, give her the cup. Basically grailing a unit will allow them go beyond what their normal level cap would be. You'll still have to level them normally from there as you can only use a grail when you're at a level cap, but it will not raise their party cost.

How many levels each grail unlocks depends entirely on what level they are when you grail them. Thus taking a 3 star servant who normally has a level cap of 70 all the way to 100 requires 9 grails. As opposed to taking a 5 star unit who's cap is normally 90, to 100 is only going to require 5. So while this isn't based on rarity itself, a servant's rarity will determine how many grails you need to reach your goal thanks to the difference in level caps.

Servant Level	Levels Unlocked Per Grail
Less than 70	Takes you to 70
70 to 85	5 Levels per
90 to 120	2 Levels per

As such you can see how odd the system is. It's designed to cost less to catch up lower rarity units while using a lot of grails for anything beyond 90. The normal grail cap is level 100. However with an update it was expanded to 120. For subsequent levels beyond 100, you still gain 2 levels for every grail you use, but now you also have a servant coin cost alongside each grail of 30 coins each.

Grailing has some unique benefits. It's the only way to further enhance your servant's base stats outside of using silver and gold fous. Aesthetically, it also will change the servant's art card border to correspond to the increase in levels, without

actually changing the rarity. Unfortunately grails can be a fairly limited resource. Many players choose to devote them only to their favorite units, while others choose to make certain gameplay servants stronger. My typical advice is grail who you love as that will make you enjoy your time in the game more, but DO NOT GRAIL TOO EARLY.

What did I mean by that? Well another common mistake of newer accounts is using palingenesis too early in their career. They take what should be an endgame mechanic, and rush it causing massive deficiencies in other areas of their account. Part of this is due to gameplay pressure making them think they need to grail to succeed, which isn't true. The other part is due to a player already having acquired their most beloved servant quickly (or what they think is). While I understand that temptation, it's likely still better to wait. "Grail Regret" is a very common trend amongst new accounts. So it's better to hold off and make more informed choices once you get to know the game, the story, and the characters all better. Grailing that one unit early, gets you maybe 10-20% more effectiveness for it, at the cost of having another whole servant leveled up and ready generally.



I'll never tell you who to grail, as again there's the gameplay vs. love argument. But I will say there are better times to do so. Because grailing typically expands your need for embers greatly, you can try to maximize your efficiency in a couple of ways. Aiming for half cost enhancement (QP only) and 2 or 3 times success rate campaigns is a great start. They'll make the cost cheaper by either stretching your embers further or reducing the qp cost of doing so. Some more developed players will also wait for lottery events as the influx of embers there is great. Depending on the status of their account, they might have to otherwise burn embers beyond a certain amount due to a lack of need/space. As such grailing then allows them to use more embers effectively before having to burn them, while still enabling them to save for future servant rolls.

Also it's worth mentioning that another mistake players will make is grailing units to level 92. They view this as an effective way to get more FP by appearing at the top of

support list pulls when going into a node. This practice has largely waned in prevalence though, as more players recognized this as a scummy tactic of “baiting for FP”. It wasn’t terribly effective to begin with as some players will sort by login rather than stats, but more and more people began to remove players like this from their friend lists. Most players won’t jump down your throat for an unfinished grail, but try to focus on and finish your targets. Grailing at the right times mentioned above can help with this.

I should mention that most players don’t treat unfinished 100+ grails the same way. This is due to the sheer investment required versus only using say 1 grail on an SSR servant to get them to 92. Going beyond level 100 takes a lot more time and effort, so it’s generally accepted that you actually like the servant.

Unlock Wardrobe: Totally Unnecessary Flavor That Makes You Happier

I’m not going to bother much explaining this section. Unlock Wardrobe’s menu allows you to build costumes you’ve acquired for your servants. That is, it will give them a new appearance. It doesn’t affect gameplay in any way other than to be a drain on your QP and ascension materials. As such it doesn’t require me to go into any sort of explanation. I’m not going to tell you not to build costumes, as they can obviously increase your enjoyment of your servants and thus the game by extension. I will say though that from an efficiency standpoint they are absolutely your last priority and totally unnecessary.



I recommend purely that new players don't bother building them until their account has reached the endgame and established itself. Otherwise the choice is yours.

Quantum Particles: Currency That Never Ends But Can Only Be Stored So Much

So by the end of this section you should be able to see that just about EVERYTHING in the game requires QP. In fact many players view QP as their eternal bottleneck for that reason. Experience has shown me that there are ways that you can get ahead of your QP and make it a non-issue, but because of the cap you'll always have to keep refilling the tank.

That cap is now 2 Billion Quantum Particles. Plenty of people wonder why this is so high, but it is absolutely possible to hit the cap as a F2P player if you are efficient and grind at the right opportunities. And this is how most people do it. They use the tips and tricks in the sections outlined above and then with their hoard of apples, target events like hunting quests, raids, or lottery style events to maximize their resources. Raids and Lotteries in particular are always good for QP nowadays.

You can also increase the rate at which you gain QP in the game by unlocking and purchasing certain CE's from the Rare Prism and Mana Prism shops. If you need a list of them, I keep an infographic up to date with their release dates followed by their return date (in the RP shop), but everything is listed for JP dates, so just subtract 2 years if you're on NA:

[CE Cheat Sheet](#)

But otherwise a quick recommendation of CE's that you should target in order, are:



Mona Lisa - Cost: 5000 MP, 1 RP
Increases QP gained by 2% (10% when all 5 copies are combined = MLB)



Detective Fou-mes - Cost: 5000 MP, 1 RP
Increases QP gained by 1%. (5% when MLB)
Increases Bond points gained by 1%. (5% when MLB)



Bella Lisa - Cost: 5000 MP, 1 RP
Increases QP gained by 1%. (5% when MLB)
((When using a Friend Support with this CE: 3%) 15% When MLB))

All of the prior sections of the guide detail how to be most efficient when enhancing your servants, grinding in the game, and choosing your supports, but if you'd prefer a video summary you can check out my older video on QP management [here](#).

DA VINCI SHOP: HANDLING BURNING, PRISMS, USOs AND MORE



In this section I'm going to break down the Da Vinci Shop for you guys. This is where you'll come to get rid of things to clear up more inventory. Where you'll buy long term, unique items. Where you'll unlock costumes and other miscellany. Basically if you're not enhancing something, summoning, or dealing with your friends list, this is probably your destination. Think of it like a veritable marketplace and trash compactor all in one.

Exchange Event Items: An Alternate Path to Event Shops

The exchange event items section is another route you can take to quickly access an event shop without being on the main screen or event screens already. There's nothing overly special about this, but it can be nice if you had come into the da vinci shop already for other reasons. I should also note that it works while an event is live but also in the 7 days after an event has ended, as most event shops will stay open that long after their normal conclusion. This will allow you to wrap up anything left undone in the shop afterwards, like exchanging for materials, rolling lotto boxes, and converting leftovers to QP.

I highly recommend using that extra shop time to roll out lotto boxes when a lottery event comes around rather than doing it during the normal duration as this will allow you to spend more time grinding. But that only matters if your limitation is time rather than refills. I'd also recommend that newer accounts try to buy everything they can before converting leftover event currencies to qp, as their need for materials tends to be far greater.

Burning (Sell): Converting Your Trash Into Rare or Mana Prisms and QP

The burning section is where you'll go to get rid of things and make space when you hit caps. Burning things is going to be one of your primary sources of Mana Prisms in FGO, and possibly even rare prisms. But how do you know when and what to burn?

For servants, I recommend burning any copies you get beyond the 5th. Your first 5 copies can be combined in the NP Enhancement section and should always be locked so you don't accidentally burn them. But after that, you have free reign. Burning a 6th copy or more of a servant is a much better use than trying to use them as experience (which is highly inefficient for QP). Burning, at minimum, gives you some mana prisms and QP for doing so. If the unit is 4 star or higher (exception: Welfare Units) you'll even get a rare prism.

For Experience Cards, early game accounts can use them early on in servant levels without any real negative impact. But as you begin to progress through the game you're at minimum going to want to burn all your bronze embers. They're wildly inefficient for QP cost, and if you want to see why check the section on leveling. Silver embers are a bit more of a mixed bag, but they will give you mana prisms when burned, so while they aren't as bad at QP efficiency as bronze embers, they still get burned by most end game accounts since they don't stack up well against gold embers. Similarly Gold embers are almost never worth burning as they yield the same amount of mana

prisms as a silver, but are 3 times as qp efficient. You'll only burn them if your inventory and second archive are both full and you don't have any way to use them on a servant at the moment.

Command Codes, should only be burned if your inventory for them fills. Even then you should only burn 2 star and lower command codes as they are not limited like their higher rarity counterparts.

Never, and I repeat, NEVER, burn craft essences. Instead make craft essence bombs with them. Fodder for leveling craft essences is rare enough to begin with, so you're going to need all the help you can get to level your best CE's. If you'd like more info on how to do this, consult the section on Craft Essence Enhancement where I detail what a CE bomb is and demonstrate how to make one.

For some last tibits: In the case of welfare servants, burning does not give a rare prism. Also burning a 5 star does not give a USO. Rather, welfare beyond a 6th copy will have a rare prism mailed to you. Similarly you can only get a USO upon rolling a 6th copy or more of any particular SSR (5 star). It will also be mailed to you.



Exchange Mana Prisms: Your Monthly Enhancement And Special Item Shop

The mana prism shop is why you NEED all those mana prisms we've been talking about. Every month a new set of renewable materials will be added back to the shop allowing you to buy them. They are as follows:

Items	Amount	Mana Prism Cost Per
Buster Command Card Key	1	100
Arts Command Card Key	1	100
Quick Command Card Key	1	100
Summon Tickets	5	20
5 Star Gold Embers (JP*)	5	40
4 Star Gold Embers	5	40 (15 on JP)
Silver Attack Fous	20	15
Silver HP Fous	20	15

As such you need 1200 mana prisms per month if you want to buy just the monthly items every time. With the daily reward update that happened at Anni 5 you can get up to 900 free prisms per month just by playing every day. So you'd only need to find 300 more if you wish to buy everything. Mana prisms can be gained via burning (as mentioned in the section above), login bonuses, campaigns, events and more. But do you need to buy everything from the renewable shop?

I'm going to tentatively say yes, for the reason being that each time you don't buy one you're basically just losing the opportunity. But that being said it's not the worst thing in the world if you can't purchase say the keys or the embers. They're somewhat inefficient for the value. Embers for instance can be gotten by other means. While it's the only way to get more of them outside of campaigns/events, keys are just expensive for the one card unlock.



All of this though isn't mentioning the elephant in the room. The long term special items your account will need that cost mana prisms. While there are some nice command codes and even a singular bond grail that can be purchased with mana prisms, it's the special craft essences that are going to be the biggest drain on your mana prisms for the foreseeable future. Each of them will cost 1000

Mana Prisms per copy, for a total of 5000 MP to max limit break them. This is made worse by the fact that these CE's operate inversely to normal ones. Normally a CE will give you 80% of their effectiveness for just having 1 copy. Once you get all 5 you can MLB it for 100% of its effects. With the unique prism shop CEs however, you only get 20% of the effects for 1 copy, and it will stay that way until you get the 5th. At which point you'll finally unlock 100% of the effect. As such people will frequently tell you to buy 5 copies or hold off until they have the mana prisms necessary.

I should also mention that these CE's are timed exclusives. They will expire after their campaign runs its course. They will come back later, but only to the Rare Prism shop. From there you'll have to spend 1 Rare Prism to unlock the CE back into the Mana Prism shop, but thankfully it will never expire. They will however still cost the 1000 mana prisms per copy.

So what do you do if you're new? How do you balance all of these needs? I highly recommend still pursuing the monthly renewables while slowly working your way towards those special craft essences. At minimum the Summon Tickets and Silver Fous should be purchased every month (partially because they're not farmable). Embers and Keys at your leisure. Thankfully you will have time periods that give you big influxes of mana prisms. Lottery Events in particular are how most players get ahead of their needs, as lotto boxes typically include 45 mana prisms per box. And since most lotteries are uncapped in how many boxes you can farm, this is one of the reasons many players save their apples for these events.

Exchange Rare Prisms: High Rarity Monthly Needs And Long Term Account Items



The rare prism shop is not one many newer or F2P accounts will venture into often. The reason for this is that rare prisms are fairly hard to come by. For a long time the only source of Rare Prisms was burning units. However now both servers are at the point where not only do they give us rare prisms for beyond 5 copies of a welfare servant, but also we semi-frequently get some given to us via campaigns. They will be slow to acquire, so you'll have to be patient, but it's far better than burning high rarity gacha units you might never get back.

Just like the Mana prism shop, the RP shop has monthly renewable items. Unlike the Mana Prism shop, these probably should not be your priority for early accounts. Rather you should pursue one time purchases of certain Mystic Codes and Special Craft Essence Unlocks first. From there you can start considering monthly purchases of Crystallized Lores and Bond Grails if you so choose.

If you're curious to know more I highly recommend watching my breakdown on the priorities and parts of the rare prism shop [here](#).

USOs: Special Summoning Or The Worst System In The Game?

The Special Summon section of the Da Vinci shop is one I'm only going to say a little about. Essentially You'll get an Unregistered Spirit Origin (USO) for any 6th copy or more of a 5 Star Servant that you manage to summon. When you reach 10 of these USOs you'll be able to come here and exchange them for 1 SSR of your choice. Your choices will also include all permanent and story locked SSRs and limited servants if one is currently on rate up. You can only pick a limited servant with this 1 time as duplicates are not allowed.



Unfortunately, due to the gacha rates and high pity mark, the vast majority of players will never be able to use this shop even once, let alone see a singular USO on their accounts. This has widely been regarded as one of the worst systems of the game because of the sheer uselessness it has for accounts of all levels. F2P players will never see one. Whales might be able to take advantage depending on their investment level, but even then the returns due to the conversion rate are so terrible, that it is much maligned by them as well. This was the game's only form of pity before the pity system's implementation.

If you'd like to see a rare occurrence of this system actually getting used, I have managed to hit 10 USOs [twice so far myself](#).

Grail Casting: 3D Printing Grails At The Cost Of Hard Earned Servant Coins

Grail Casting is a newer section of the Da Vinci shop added with the New Years 2022 Update (Jan 2024, NA). The feature is locked behind the completion of the Tunguska Area (Post LB6), so it's not something that newer accounts can access quickly, but it's worth mentioning just so that you know of it. Grail Casting essentially

allows you to turn your servant coins into Grails. You can only 3D-print two of these suckers a month, but it definitely is worth it if you have the coins to spare. If somehow a newer account manages to bullrush to this point before they've gotten all their permanent 3 stars and lower to NP5, I highly recommend still focusing on that and their appends instead. Why?



Because the primary source of coins that people are going to use for this will come from the FP gacha. Grail casting gives you an outlet for coins that may have otherwise been useless to you, creating a sink on them to prevent bloat. Units that you have an overwhelming amount of copies for and handled all appends and grailing considerations for, can be considered for this. I highly recommend only feeding the coins of your permanent 3 star and lower units for now as it is possible they could someday expand the append system in some way. You won't want to throw any coins into this furnace that you couldn't get back easily. Especially since this will speed up the rate of grails entering the game.

If you'd like a more in depth analysis of the system, the reasoning, and the math behind it, or maybe even a demonstration of it, check out my [guide video on grail casting](#).

Dress Making: Ms. Crane's One Stop Costume Shop

Again not much to say here due to covering costumes in the Unlock Wardrobe section. Because all they do is affect the aesthetics of a character, they absolutely should not be a priority for you. This is where you'll come through to unlock any costumes you might have missed from prior events and campaigns (though not all are available). Added in the middle of the Camelot Grailfront right after the Waltz Collab's shop closed (May 2023, NA), costumes used to be located instead in the mana prism or rare prism shops. So this gave them their own split out, easy to access area.

Second Archive Inventory Expansions: More Storage Room At A Price



Another section of the Da Vinci Shop deals with buying more storage room in your second archive for servants (and fous/exp cards) and craft essences. While these can be useful, they're not your highest priority for your mana prisms. This is because they only matter when you would be otherwise full. Most new accounts will not reach a point of being unable to use resources and needing to save them for a rainy day until much later on. Strategically I would tell you to buy all your Servant Expansions before

ever touching the CE expansions. This is due to the fact that it allows you to hoard more embers and fous in situations that they might cap out, like a lottery event. CE's on the other hand, can be turned into CE Bomb fodder rather than needing to story that many copies.

Buying or Exchanging Quartz/Fragments: The Real Life Currency Shop

There's not much to tell you about buying quartz for the game, it can be done either here or from the summon screen. The Da Vinci shop also houses the quartz fragment exchange, which you'll get from doing weekly missions or completing story.

Strategically I can say that buying packs of quartz is most efficient the larger the pack you buy. Each pack will give you the allotted amount and a "bonus" amount contingent upon the size of the pack. I should also note that for the purpose of buying quartz for a GSSR, that "bonus" quartz is considered the same as "free" quartz earned from rewards. Only the original allotment of a pack is considered "Paid" quartz for GSSRs. If you're ever worried about the gacha using your paid quartz, do understand that it always prioritizes "free" quartz first before it dips into your "paid" stockpile.

Also NEVER use quartz on reviving your party if you can help it. That's what command seals are for. If you are stuck, consider taking the time to level up other units.

COMBAT & GAME MECHANICS: EASY TO LEARN, DIFFICULT TO MASTER

FGO's combat system is designed to ease you into it, with each story chapter slowly raising the bar until you attain mastery. In this section I'm going to fast track your knowledge and give you a head start on things that normally take people a year or more to learn about the game.

Team Building: One Of The Most Sorely Lacking Skills Of FGO's Playerbase

There is no point in me detailing the combat mechanics if you don't first understand how to appropriately build your team for the node. I get so many questions even from veteran players on HOW to do this. At its base level it sounds simple, you take a look at the node's classes and you attempt to counter them with the best units your account has. But the truth is, there's often a lot to consider before you go into a node. And certain story or challenge fights might throw you for a loop. I don't consider myself a perfect player, rather the opposite. But even if my parties begin to fall apart due to my own errors, they're often crafted well enough to stumble to victory.

So what needs to be considered?

Understand Your Goals. Remember there are many forms of efficiency and you should strive to succeed at multiple of them at the same time. These can be efficiency of turns (3 turning), efficiency of drops (max event CE's), maximizing bond gain (keeping the right units in the party), maximizing QP gain (right QP boosting CEs), efficiency of time (the fastest possible clear down to the second), just plain survival (completing the difficult node), and more.

For many players, this means understanding the node they're about to enter. Figuring out whether it's going to be challenging or just the normal farm.

If it's challenging they need to figure out what the node does. Some will go in blind, others will look at guides. I recommend the latter as some gimmicks can be confusing especially if they're not overly descript. From there you need to address what's going to cause you issues mechanically. Do you want to clear the node in a high risk, high reward minimal turn blitz? Or might stalling the boss out and preventing them from getting to their NP or dealing damage to you be the better option? It's likely that newer accounts won't have many options in this regard so the truth likely lies somewhere in between.

Come up with the best units fit for the job, that counter not only the classes of the enemies but also their gimmicks. Be careful of problematic things like breakbar effects (especially full charge for the enemy on break), damage reductions, immunities, and debilitating actions the bosses can employ. Try to bring units that can negate them, protect you from them, and/or heal your party. Don't forget too that mystic codes, craft essences and command codes can all play a role here too.



An example challenge setup. Units for charge support and healing. Starting Charge and Damage CEs. A defensive Mystic Code.



An example Event Farm Setup. Units designed to move quickly through, maximum bonus CEs, an offensive mystic code.

What if it's just that normal farm node? Well then you know you're going to be limiting yourself to some form of class effective solution (ex: Taking Sabers to fight a Lancer node). From there we need to figure out why we're farming. If it's an event then you're likely going to want to maximize your in-event currency efficiency, which often means taking maximum bonus CEs or Units depending on the drops of the node. I highly recommend pursuing this over turn/time efficiency for the majority of events. This way you'll be able to complete them on mostly natural AP regeneration, saving your apples for later. However it is possible under the right circumstance to both maximize drop efficiency and turn efficiency at the same time. If it's not an event farm (hunting quests, raids, half cost opportunities), then our craft essences are freed up. This means we can pursue turn efficiency and taking CEs to maximize our Bond, QP, Master Level, or Mystic Code gains.

I'll detail Mystic Codes in their own section later, but both Craft Essences and them each play an integral part of team building. Consider what you need for your units to thrive in their current node.

Getting To Know The GUI: FGO's Combat Interface Summarized For Ease Of Use

I'm going to give you a bit of a cheat sheet here to understand what everything in the combat interface does, so that you can learn to process the information quickly.



A.) Enemy Info - Details their class, Name, Remaining Health, Breakbars (not shown), and NP gauge. Enemies work on a charge system for their NPs that they get at least 1 charge per turn, charge abilities notwithstanding. Hold down on their portrait to reveal info about their effects, skills, and debuffs currently active.

B.) Battle Info - Details the number of battles (also called waves) in this node, the drops so far (the chest symbol), the enemies remaining in that wave, and the turn you are on. If you press the chest symbol it will pop out and show you the drops in detail.

C.) Your Command Seal Interface and Master Portrait - This is where you will manually use your command seals, you have 3 that regenerate at a rate of 1 per day. Command seals have 3 abilities: Single Unit Full Heal, Single Unit Full NP Charge, both cost 1 each. The full party revive costs all 3 seals or 1 quartz (don't use quartz if you can help it). The Master Portrait won't be shown when the master isn't part of the battle for story reasons. This also shows the Part 1 completion symbol.

D.) The Battle Menu - This menu has the Withdraw Button, another Items Dropped button, and the volume level button. It also has buttons to control battle settings such

as confirm skill use (turn it off for faster play, you'll see why in the skills section), NP speed normal (also turn this off unless you want to see all NP's slow), and skip enemy fadeout on death (turn this on so they disappear faster). It also shows a summary of the class relationships in case you forget. Withdrawing will remove you from the battle at the cost of your AP and any items dropped so far. You'll do this if you don't want to waste resources to revive.

E.) Master Skill Menu - This is a slide out menu that contains your Mystic Code Abilities if the node allows you to use them. A good master never forget to use their mystic code to their advantage.

F.) The Target indicator - This shows you the enemy you are currently targeting. Also denoted by a highlighted blue box around the enemy's class in the Enemy Info Section. To switch targets you can either select their info at the top or enemy sprite on screen (this has gotten harder over time due to character portraits growing). You can't switch target mid attack unless you kill the enemy and either use a noble phantasm or a different unit's cards. AOE NP's are the only things that can hit all units simultaneously.

G.) The Support Indicator - This shows which unit is the one you brought in as a support on their portrait. You can also see this indicator on their cards in the card selection screen in case you forget.

H.) Your Unit's Skill Icons - These are your servant's skills on your frontline that can be used. Once used they will become grayed out and show the number of turns until ready again. If you need to read what one does, press and hold on the icon and it will allow you to read the description. They will also gray out if the unit is incapacitated (stunned, charmed, slept) showing they can't be used. Some are activated in a single press, some must select a target for use. Be careful about skills that affect the enemies. Make sure you're targeting the right enemy before you activate them.

I.) The Status Bar - It's tiny to see here but the little symbol above the skill icon here is an offensive buff. This area shows buffs and debuffs that are currently affecting your character. Hold down on their portrait for more details about the unit and what's currently affecting it.

J.) Critical Stars Display - This will show you the amount of Crit stars to be distributed when you hit the attack button. Each crit star gives a 10% chance to crit when

distributed to a card. Star distribution is affected by a lot of stats, buffs and RNG, and thus you need a total of 50 stars to secure 100% chance on all your cards. The number in parenthesis is the number of stars you possess that have already been distributed to your cards.

K.) Your Current Hand - This is your hand of 5 command cards for the current turn chosen at random from your 3 frontline units 5 card decks. You can manipulate them with certain skills, by dying, or by having less than 3 frontline members. But otherwise they will always rotate on a 3 turn cadence (15 total cards, 5 distributed each turn). Status indicators will be shown on the cards like offensive buffs/debuffs, Fou Paws, Crit chance, and the support indicator.

L.) Attack Button - The button to press once you've activated all the skills and mystic code abilities you want to use for the turn. This is how you'll choose your cards and noble phantasms. There's a lot of depth to choosing the right ones but I'll talk about that in its own section. If you make a mistake there is a back button in the lower right.

Being able to quickly access your situation and what to do next is key in games like FGO. Always be aware of your enemy's capabilities and what they could do to interfere with you. Enemies in particular have a unique set of rules the player doesn't. For instance, enemies have no skill cooldowns which can allow them, if you get bad RNG, to just repeatedly use annoying skills. Charge Skills, Evasions, and Drains in particular can be quite annoying. Watch out for enemy NPs and try to counteract them, but remember that shadow servants don't NP (they do an extra attack instead). Remember the order of operations too. You move first, your enemy next. So use this to your advantage, and keep track of when your buffs and debuffs expire. Buffs expire at the end of your turn, debuffs at the end of the enemy's.

Carding and Noble Phantasms: Learning the Ins and Outs of the Carding System

Carding in FGO is the epitome of easy to learn, difficult to master. Part of this is because different servants have traits, skills, and hit counts that can all play into this. And while you don't need to know EVERY SINGLE SERVANT, there's a couple common trends when it comes to carding that can serve you well.

First is your Lead Card Bonus. I see a lot of people confused by this one. Basically your lead card determines what bonus it and the following cards get. An NP card can be used to set this bonus, but an NP card will NOT be affected by the bonus. Extra attacks at the end of a brave chain however ARE affected. The bonuses are as follows:

Buster: Increases the Damage of all cards.

Arts: Increases the NP gain of all cards.

Quick: Increases the Star Generation of all cards. (and increase the crit chance of all subsequent cards by 20% after [Anni 7](#), July 2024 NA)

As such, many people try to figure out their goal for the current hand (gaining np, finishing off an enemy, generating stars for the next turn, etc) and use the lead card to set that up. Typically NP's are placed first in card order, due to the fact that they don't get stronger like normal cards from putting them later in the chain. But there are some scenarios where you lead the NP card with a normal card to get a better effect for the 3rd card or even Extra attack.

Choosing 3 cards of the same type will also grant a bonus.

Buster: More Damage Added to All Cards

Arts: Every Unit Participating in the Played cards receives 20% Charge

Quick: 10 Stars are added to the next turn (20 stars after the [Anni 7](#) change to quick card chains, July 2024 NA)

And that's not all, "brave chains" can also be formed using 3 cards from the same servant. Brave chains will grant you an Extra Attack at the end that acts as a 4th card. Extra attacks aren't like other cards in that they always go 4th, can't crit, but can further generate stars, give the unit NP charge, and deal more damage to the target. It should also be noted that cards in a chain will deal more damage depending on their slot. For example, an Arts card in a first slot will deal less damage than an arts card in a 2nd slot. Again this doesn't necessarily affect NPs.

Mighty Chain's are another new concept that came into the game with [Anni 7](#) (July 2024, NA). They involve forming a "chain" of 3 different cards rather than 3 of the same type. Thus any combination of card that results in a quick, arts, and buster card all being used will result in a mighty chain, including NPs. What makes a Mighty chain special is it confers the lead card bonus mentioned previously for ALL 3 card types, to all the cards in the chain. As such a good way to think about it is that your first card acts as a "rainbow" card in this scenario. For example, leading with a quick card no longer just increases star gen and crit chance, it now also increases np gen, and damage done if a Mighty Chain is formed. This means you need to decide what your goal is for the hand again. If it's say, damage, you'll likely want your outcome to be something like QAB where the Buster card is placed 3rd to get the most benefit, but also being enhanced as if a buster card had been played in the lead slot due to the mighty chain effects. It's also worth mentioning that a "Mighty Brave Chain" can be formed when you get 1 of each type of card from the same servant. Extra cards also gain all benefits except the additional crit chance, as extra attacks cannot crit.

From there we also have the concept of overkill. Overkill (or Overgauge in the case of breakbars) is where your card is dealing damage to a target that's already dead. It won't change targets without using another unit's cards or an NP to break up the sequence. As such overkill will generate 50% more crit stars and NP gauge for card hits that occur on a deceased unit. That is, because cards sometimes have multiple hit counts, the hit that kills the unit will itself get overkill and every hit from every card

thereafter. Knowing when to and not to stagger cards to switch targets or exploit for more NP gain is something every master should eventually know.

NPs can also be chained. While lead card and 3 of a kind bonus don't affect them, you can still do NP's back to back in a sequence. Doing so will reward subsequent NPs with ranks of overcharge. Overcharge has different effects on different NPs, and it will always be denoted as to what parts of an NP are affected by this. So I can't always say that it will add to damage, but in some cases it will. Do not make the mistake of confusing NP level for Overcharge (increasing the NP's damage vs. increasing the NP's effects)! You might also be wanting to order the NPs in such a way as to make sure the effects of one go off before or aid another. For example, using an NP that applies defense down to enemies before a second NP to make the second deal more damage.

And that covers most of the basic concepts of carding, but from there it gets far more detailed and complex. I highly recommend watching my videos that explain both [Carding](#) and [Noble Phantasms](#). This will give you a great primer to understanding how to use your cards effectively.

For more specific explanations I also have videos touching on mechanics such as [NP gain and looping](#), [Instant Death](#), and [Buff Stacking](#) as part of my "explained" series.

I'd also be remiss if I didn't mention some great resources with regards to understanding unit damage output:

[Ratentaisou's NP Dmg List](#)

[Maketakunai's NP Dmg Calculator](#)

[Gakiloroth's 3 Turn Simulator](#)

[Gamepress' Command Chain Calculator](#)

Craft Essences: Picking The Right Tool For The Job

As touched on earlier in the team building and enhancement sections, craft essences play a vital role in FGO. They're what give your servants more firepower or staying power. They help your units get to their Noble Phantasm faster, Improve your drops in events, and let you farm materials easier. Often I'm asked what constitutes a good craft essence, and which ones should be focused on for leveling up, but I talked about that in detail during the devoted enhancement section.

Instead, here I'd like to detail good CEs for various situations. This will be a more generalistic guide and not an exhaustive list. Why? Because the game evolves over time. CE's become less available, and new ones are implemented in their stead, so it's better to know what works.

Generally speaking your Mana Prisms/Rare Prism shop craft essences are worth your time. These are mid to late game options for most accounts that are more confident in their battle capabilities but need to push the boundaries on farming efficiency. It should be noted that they're especially strong when max limit broken for this purpose as they scale the reverse of other CE's only getting a fifth of their capability for the first through fourth copies. For this reason as well putting a non-mlb version up on support is considered taboo and might even get you kicked from someone's friend list, as it's seen as "baiting" or trying to take advantage of people's inattentiveness for FP. For the most part I've detailed the most relevant ones for bonding and QP in other sections, though acquiring the mystic code and master experience enhancing CEs can also be very good for your account.

During events, you'll likely be using your event CE's frequently to boost your shop currency drops, rare spawns, or servant damage. Make sure you pay attention to the typical cadence of the nodes and always take the correct CE that will increase your drops. I recommend following a guide, but a lot of event story fights will have a support that has the correct drop CE equipped as an easy tip of what to bring to the node.

Again I'd like to state that rolling explicitly for event CE's (rather than units) is almost never worth your quartz unless you really want the effect of the CE. Similarly rolling the FP pool to try and get the 3 star event CE, can waste a lot of that hard earned FP, as there's no rate up in the FP pool for events.

Speaking of, the next question is which effects are good? Plenty, and while not every CE should be rolled for or leveled up, some can still be great in the right situations. Those situations are how I plan to break these down:

NP Gauge Starting Charge:

This is the universal swiss army knife of CE effects. It's good in just about every situation. The only exceptions I can think of are in challenge content with an enemy that immediately drains your party back to zero gauge before the first turn even begins. For everything else, this just starts you out closer to your noble phantasm and makes progression through the battle or waves happen faster. Some great examples of this are:



Dragon's Meridian - 3 Star - 30% Starting NP Charge (50% MLB)

Ley Lines as it's also known on JP, is your budget starting charge CE that can be acquired from the FP pool. Its split stat scaling between HP and Attack means you probably don't want to waste resources leveling it, but it's great in a pinch when party cost is an issue. Because this CE is so easy to acquire, it's a staple of every account.



Imaginary Element - 4 Star - 60% Starting Charge (75% MLB)

Crystallization of Winter - 4 Star - 60% Starting Charge (75% MLB)

Both of these are amazing and likely that you'll acquire MLB eventually with enough time spent rolling quartz on banners. Both are permanent but Imaginary Element will be getting removed from the general pool with the release of Lostbelt 6 (June 2023, NA). The upside is for the fate grand carnival campaign in October (2023, NA) we get Crystallization added as a replacement, and unlike Imaginary Element, it scales purely off attack making it a decent candidate for leveling to 80 (the max level of a 4 star CE), especially for budget and F2P accounts.



Kaleidoscope - 5 Star - 80% Starting Charge (100% MLB)

Wizard Marshal - 5 Star - 80% Starting Charge (100% MLB)

Kscope as it is often called, and Wizard Marshall (added at Anni 6, July 2023, NA) are both your premier starting Charge Craft Essences. Hard to Acquire but extremely valuable, especially if you're lucky enough (or "whaley" enough) to max limit break them. No other CE's provide as much. While Kscope is all attack scaling and one of the most leveled CE's in the game, Wizard Marshal unfortunately scales entirely off of HP which isn't the best use of your resources. Still Wizard Marshal's existence means that your chances of getting an 80% charge CE when rolling are doubled, which can't be emphasized enough considering the pool of CEs only seems to get more diluted over time.

NP Damage and Its Hybrids:

How do you make your units hit harder and tackle higher health content? NP damage. This effect has become increasingly more important to find as while it doesn't affect your normal damage output, the existence of Oberon in the game and his NP dmg boost ability have made its scaling go from good to excellent. Just be aware that this is treated as the same as "power mods" which include many servant's damage niches, and event

bonuses. As such it will stack additively with those rather than multiplicatively. But otherwise NP damage tends to be rarer and harder to acquire as a buff type:



Dragonkin - 3 Star - 15% NP Dmg (20% MLB)

Angel's Song - 4 Star - 25% NP Dmg (35% MLB)

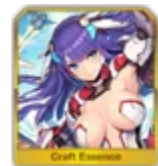
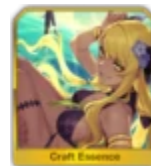
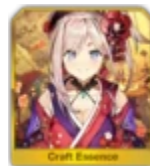
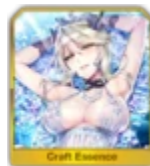
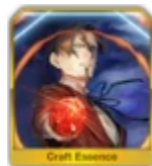
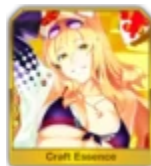
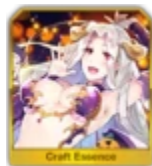
Heaven's Feel - 5 Star - 40% NP Dmg (50% MLB)

Each one of these is all attack scaling and permanent in the pool. The hurdle obviously for using them is getting your unit from zero percent charge to full, in order to fire off the NP. Similarly it won't make a support servant's NP do any amount of damage if they didn't before. But if you can manage to get fully charged, these CE's will make your units hit hard.



Black Grail - 5 Star - 60% NP Dmg (80% MLB)

You might be wondering why I didn't list Black Grail alongside the other 3 above. The reason is because it stands at the pinnacle of all damage increasing CE's. While it does have the downside of dealing 500 dmg to you per turn, the trade off is its scaling to 2400 attack when MLB's at max level, and more np dmg than heaven's feel. It should be noted that CE's like Black Grail and its lower level counterparts all get their NP dmg effects double scaled by Oberon's third ability, making this CE even crazier for burst power. A much more restrictive version of this CE that only works on berserkers and scales to 2000 attack power was added to the game but I don't feel the need to cover it.

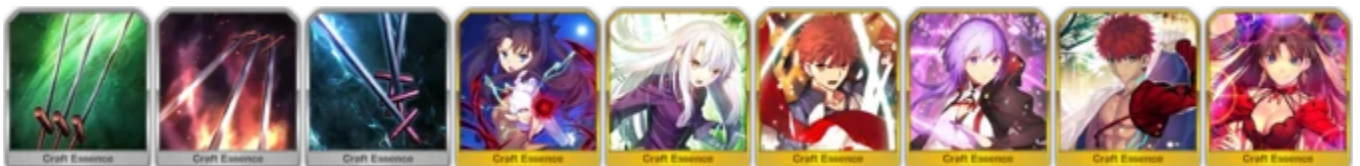


Hybrids - 5 Star - Typically includes NP Dmg, Starting Charge, and/or other Effects

Hybrid CE's are some of the most common types in the game nowadays. They're **VERY** frequently going to be your Event Shop purchased CEs to help you out regardless of the card type you're composition you're running. Some are obtainable on reruns, while others appear to be gone for good. These are frequent candidates as well for leveling up with your resources if they scale entirely off of attack power. As some of the best ones you'll find yourself using over and over again just due to their raw power and flexibility. Others will have to be acquired via the gacha system, but be careful as there are typically multiple alternatives for them that can be acquired on budget.

Card Type Increases and Attack Up:

Card Type Increases are the most common CE buffs in the game and as such you'll be overwhelmed with the amount of choices. I'm not going to go crazy in this section because most of them are covered by other sections. This is due to the fact that you can always find a CE that gives you a bonus to the card type of your choice, so instead you look for other beneficial effects to pair with them. Attack buffs on CE's are noticeably rarer and this is likely because they would affect every aspect of a damage dealer's kit, from carding to their NP.



Pure Card Buff CEs - No other advantage given other than the bonus they provide to that type.

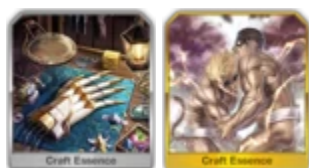
These CE's aren't used that often anymore, this is due to the rise of hybrid charge CEs that also provide similar buffs. That being said, sometimes you just need to Buster Card your way through something. Or maybe you don't have anything that helps your damage as much so you just try to pair it up with your servant's NP type. Out of all these the Buster Berserker Card comps for low level nodes see the most use, but things

like Formalcraft (5 star, Arts Buff) can still be usable for loopers in the absence of something better.



Hybrids - Craft Essences that provide a card bonus while bringing other helpful effects.

Again I can't state enough how many options are here so I'm not going to go into deep detail. There are examples of units that prefer a card only buff for scaling reasons, but Oberon has sort of destroyed that balance. On the off chance we ever see a unit with a similar boost mechanic to another type of buff, I'll elaborate. Some units do not have a card type buff in their kit, as a result they scale better from external sources of the buff they don't have. Units like Drake who give attack up and NP damage but no buster up (before the buff to her second skill) are perfect examples. Thus something like First Sunrise (Charge and Buster up) pairs really well with her. But again this largely goes defunct with newer supports blowing scaling concerns out of the water. The CE's are still good to use however.



Bronze-Link Manipulator - 3 Star - Increases attack by 15%. (3 turns)(20% MLB)

Golden Sumo - 5 Star - Increases attack by 10%. (15% MLB)
Starts battle with 30% NP gauge. (50% MLB)

There's only a handful of attack increasing CE's so your 3 star CE can give you a hand (Sorry, not sorry). Bronze Link Manipulator is permanently available and great for carding and NPing but it's restricted to a 3 turn duration. Golden Sumo is a frankly legendary CE that's unfortunately now unobtainable until the devs decide otherwise. It's often overstated for its power, especially since many players just NP their way through content, but it's certainly strong in challenging environments and places where you

know you'll also be having to card. There's more besides just these two CEs, but they're actually what get used the most.

NP Gain and Charge Per Turn:

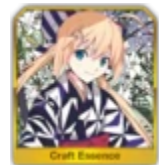
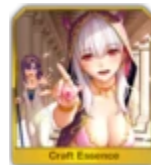
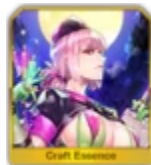
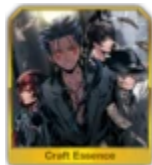
Craft Essences with NP gain can also be highly useful depending on your goals for a battle. As mentioned before, starting charge is often king. But for situations where your servants are dealing plenty of damage but their refund is underperforming, NP gain can help. Challenge environments are also where NP gain will start to see more use, as frequently starting drain gimmicks or long durations will make NP gain much more valuable compared to the amount of starting charge you'd have otherwise gotten.



Sorcery Ore - 3 Star - 15% NP Gain (20% MLB)

Divine Banquet - 4 Star - 25% NP Gain (30% MLB)

Both of these are your baseline NP gain craft essences that are permanently available. When you have nothing else at least these will help you get to your np faster (or get back to it). Most of the time though we see people focus more on hybrid craft essences that provide both np gain and another beneficial effect.



Hybrids - Typically includes NP Gain, Starting Charge, and/or other Effects

Just like above all of these CE's include NP gain, but they stand apart by virtue of what else they provide. Some are a combination of starting charge and np gain, giving you an initial headstart but still providing consistency of generation down the stretch. Others might be combined with Crit Damage, Taunt, Card Type or NP Dmg Buffs, Overcharge

Ranks, or even things like Invuln Pierce. This means that each of them has some good uses for challenge content beyond just normal farming applications.



Clock Tower - 3 Star - 2% Charge Per Turn (3% MLB)

Prisma Cosmos - 5 Star - 8% Charge Per Turn (10% MLB)

There are many craft essences that can provide charge per turn with additional effects in the game. The reason I'm highlighting these two is that the first, Clock Tower, is your F2P friend point based option. The latter, Prisma Cosmos, is your premier CE for use on Supports in challenge content. Their effect is that they'll help you automate your charge regardless of the cards you get and drastically speed up the amount of time it takes you to get back to an NP. This can be particularly strong in setups where you need to spam your Support Units noble phantasms, but don't want to have to use their cards, or don't like the prospects of them getting back in time. Often this can mean the difference between life or death for your party.



Battle of Camlann - 3 Star - 10% Charge to Party on Death (15% MLB)

Empieta - 5 Star - 15% Charge (20% MLB) and 10% Buster Up to Party on Death (15% MLB)

There's only 2 CE's that can give you charge when defeated, and one of them is an old limited Lotto CE, so good luck if you don't already have it. Battle of Camlann however is a FP pool CE that everyone can acquire. CE's like this are useful if you plan to intentionally sacrifice a unit or you know they won't last very long. The benefit can be that you use their death to give your remaining party members charge. Many Servants have skills with similar effects but these sorts of CEs are the only way to gain an

advantage on death otherwise. Another honorable mention to 500 Years Obsession, as it acts like a poison pill to your enemies if the unit equipped with it is defeated.

Critical Damage and Crit Stars:

Crit damage has seen a rise in usefulness not only to get around the occasional oddly structured farming node, but also as a go to solution for when noble phantasm sources of damage just won't cut it. We see this frequently in challenge content where bosses might have NP dmg resistance, or gimmicks that require you to crit to get rid of debuffs. But saying that's the reason alone for its rise doesn't do it justice. Over time critting and star generation has become easier and easier, with units that provide more than their predecessors, and comps that cut down on card RNG.



Crit Damage - Each of these CE's is a fantastic option for boosting the amount of damage your crits do. Some are pure crit (Rin's Pendant and Gem Magecraft: Antumbra) while others are high rarity hybrids that provide crit damage alongside card type buffs, star absorption, or starting charge. As long as you have the stars and the means to soak them to your characters these can be powerful options in knockdown, drag out fights.



Celestial Inverted Moon - 3 Star - 1 Star Per Turn (2 MLB),
Increase Debuff Resistance 5% (10% MLB)

Fragments of 2030 - 5 Star - 8 Stars Per Turn (10 MLB)

Again there are many CE's that provide Stars per Turn, but these two are worthy of pointing out. Celestial Inverted Moon is your low star budget option. While the stars it provides aren't a lot, it does also get you debuff resistance for the character it's equipped on. Fragments of the Year 2030 is also your premier stars per turn CE, and is an analogue to Prisma Cosmos mentioned earlier. It's another CE that's frequently used on supports to provide the party with stars, but it has waned in popularity due to a number of factors. Many comps of all 3 card types now have the capability to flood the party with stars either over time or on key turns for burst. This has also led to star absorption from non-skill sources to become fairly reduced in importance, and why I won't be bothering to cover it.

Survival: Sounds simple right? Well this ranges from CEs that provide healing per turn and increases, to Guts CEs, to HP increases, to Mitigation. It's a wide pool and one of the most diverse subgroups of CE's. There's no way I can cover them all so for the sake of brevity I'm to focus on some key ones.



Outrage - 4 Star - Draws attention of all enemies (1 turn) Increases NP gain 15% (20% MLB)

There are only 4 taunt CEs to ever exist in the entire game and you're staring at the only one that can always be acquired. While every single one is limited, this one has a unique aspect that will allow you to acquire it. If you're interested, I highly recommend checking out my video on it [here](#). Taunt CE's can be highly useful in

certain challenging fights and soloing tactics, so it's well worth your time to acquire at least one.



Maid In Halloween - 4 Star - Increases healing received by 60% (75% mlb)

While it is a 4 star, Maid in Halloween is considered to be a welfare CE (acquirable from the Event Shop) from the original Halloween event. You might think that there's no way you can acquire this anymore but, it actually comes back with the Rider Eli Halloween Event (October 2023, NA) and might even see a rerun. This CE is incredibly strong in the right circumstances, particularly in a solo environment paired with command codes or other sources of healing. This is also one of the few times I'll point out how having HP scaling on a CE is great.



Volumen Hydrargyrum - 5 Star - Grants Invincibility for 3 attacks. Increases damage by 200 (500 MLB).

Don't even try to pronounce this name. This one will be hard to acquire as a gacha 5 star CE, but thankfully you really only need singular copies of it. This is because the flat damage added is not that strong and doesn't scale with other buffs. Volumen as its known though and other CE's like it are amazing on certain Solo Artists/Cockroaches for keeping them alive even longer and buying them valuable time to get their skills back. As far as non-guts CEs go this one is the premier survival tool.



Castle of Snow - 4 Star - When equipped on Heracles, Grants self Guts status for 3 times. (Revives with 500 HP.)

What the heck is a max bond level CE doing here? This is the guts CE section, and this is the best guts CE in the game. I would be remiss if I didn't mention this. While many bond CEs are bad due to their terrible stats, and only mediocre effects. Herc's bond CE stands out and it's pretty obvious to see why. Guts has some

unique interactions in a solo environment and it can actually stop an enemy's turn when popped. With Herc's upgrade at Anni 5 (July 2023, NA) his skill based guts becomes stackable with this one as well, allowing for even greater cooldown management and offensive power. When nothing else will work, a good CE with guts on it can keep you alive from enemy attacks with invuln pierce, sure hit, and even buff removal. This is because the source of the buff is from a CE so it is treated as unremovable.

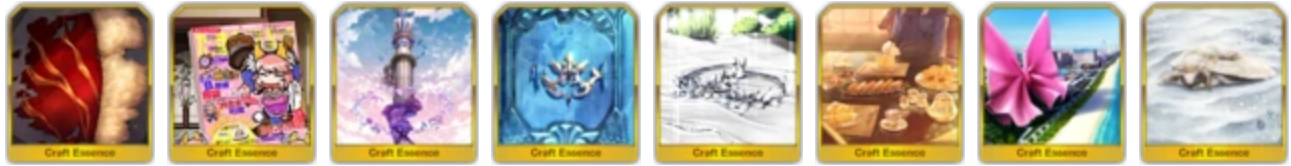


Ideal Holy King - 5 Star - Increases party's (including sub members) Max HP by 1000. (Stackable) (1200 at MLB)

Ever seen the line “including sub members” on a CE? If you haven't this means it affects everyone in the party regardless of who its equipped to. That ding I just heard is the sound of all the lightbulbs coming on from you guys reading that. This and other CE's like it (typically event damage bonus CEs) are incredibly strong because they can be placed on a backline unit and used to enhance the front line of the party. As such Ideal Holy King can be used to increase HP values when you just need a more beefy core group. While not that big of a deal most of the time, this can make or break certain party compositions on key fights. In fact I used 3 MLBs of these bad boys to allow me to beat an annoying LB5.2 boss with only saberfaces...

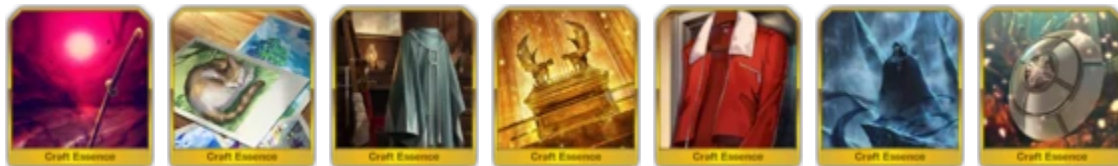
Max Level Bond Craft Essences:

I bet you thought after that Herc CE that I wasn't going to talk about this huh? Well I am, but I'm not going to bother with the vast majority of Bond CEs. Why? Because most of them are terrible when compared to a normal high rarity craft essence. This is due to the fact that they're locked at 100 hp and 100 attack. So which CE's are good then? Well the better question is WHEN are bond CEs good to use? If you understand that, I won't necessarily need to tell you specifics. Obviously though it's still going to be a grind to unlock them.



Support Unit Bond Craft Essences - Party Wide Enhancement Effects with no downside

Because support units are well... supportive we tend to not care about their damage output. This makes them excellent frontline carriers of CEs that increase farming efficiency or enhance the party. There's little to no opportunity cost for a CE that you place on them, as such their bond CE's are often incredibly useful. They can enhance the party's buff to one card type, their np gain, their crit damage or other special damage types. Sometimes you still might want to use something like prisma cosmos on them, but if you don't have one and aren't in the middle of an event, these are great substitutes especially in challenge content.



Bond CEs that are so good you should still use them - Unique Effects that are unobtainable

A lot of stuff can fall into this category, but typically we see these to be CE's that transform the playstyle of the unit. They're not something you should always use, but they're strong enough to be considered in spite of other strong CE's we might have. We

already talked about Herc's CE, but others like Taira's Guts CE increase her survivability as well. Sacrificial CE's like George's can also help the party after his role as a tank has served its purpose. The general rule of thumb is, you're probably not after these CE's for the damage they provide. Rather the way it augments their kit or survival capability. Some of them are:

George - Party Invincibility (1 atk), Party Dmg Taken -1000 (3 turns) on death

Astolfo - NP dmg up 30% for self and 1 time party evade

Musashi - NP dmg up 30% and 3 times debuff immune for self

King Hassan - 100% debuff resist for self

Abby - NP dmg up 30% and 3 times death immune for self

Achilles - NP dmg 30% for self and party invul 1 time 3 turns

Arjuna Alter - NP dmg 30% and 3 times invul for self

Musashi Berserker - NP dmg up 30% and 3 times buff removal resist for self

Calamity Jane - NP dmg up 30% for self and 20 c.star bomb

Summer Abby - NP dmg up 30% and 3 times debuff immune for self

Nobukatsu - on death give party 2 times 3 turn evade except self

Shiki Assassin - increase party wide death chance by 30%

Mystic Codes: Master Skills That Can Change The Tide of Battle

Mystic codes are powerful in their own right, and while the game has many of them, they're not all equal. What I'm going to do in this section is talk about the merits of each and try to give you a pecking order for unlocking and leveling priorities.



Mystic Code: Chaldea - Obtain: Game Start - Alias: "OG Mystic Code".

SK1: Recovers one servant's HP. 1000-3000 HP.

SK2: 500% Chance to increase one servant's attack for 1 turn.

30-50%

SK3: 500% Chance to grant one servant Evasion for 1 turn.



The OG Mystic Code is the one you'll start with and it's not bad. As the easiest one in the game to level, it's highly recommended that you do just that. This will give you a good mystic code to use when you need damage but also survivability. The one turn dodge is a solid hard survival skill, something you'll be thankful for. And the Attack up Steroid is Strong. The heal might not seem like much but with it and all the other skills on a relatively low cooldown for a mystic code, the OG here still sees use to this day.



Chaldea Combat Uniform - Obtain: Chaldea Gate Quest - Alias: "Plugsuit".

SK1: 500% Chance to increase party's attack for 1 turn. 20-30%

SK2: 500% Chance to Stun one enemy for 1 turn.

SK3: Changes the party positions of one servant in the frontline and one in the backline.



Plugsuit, as it's often known, is the best mystic code in the game until it's Lostbelt version comes out. The reason for this is because it's one of the only ways to change your party without getting someone killed. That ability alone allows you to bring more units for damage, more supports for charge and buffs, or a pocket taunter to take damage for the team. It's often referred to as being the biggest offensive buff in the game. And while this is tongue in cheek, it is meant to convey that not only does it buff damage with its first skill, but allows you access to another servant and their 3 skills. The attack up is a nice party wide steroid that doesn't care what card type you are. The stun is a surprising good survival, and stall skill. I highly DON'T recommend leveling it. Why? Because you will naturally level it up with how much you're forced to use it for efficiency's sake. That is,

you don't need to focus on it, because it will reach max level naturally through forced use, so you're better shifting priorities to other mystic codes.



Mage's Association Uniform - Obtain: Chaldea Gate Quest - Alias: "Mages", "Hogwarts"

SK1: Recovers party's HP. 800-2800 HP.

SK2: Charges one servant's NP gauge by 20%.

SK3: Randomly deals 5 new Command Cards.



Mages, is known primarily for 2 things. It's ability to charge a servant 20%, and it's unique card shuffle ability. While it has no steroid to enhance your damage, and its heal is a reactive survival skill, Mages manages to see a lot of use. This is largely due to that 20% being the most charge any singular mystic code gives allowing you to reach your NP faster. The command shuffle can also be

useful when taking multiple turns to card things out as it can reduce you getting screwed by a bad hand. Getting another chance at your hand will also reset the turn cadence on your deck if you're relying on card counting, just like dying does. This is actually one of the best mystic codes to use once you get done with your OG mystic code, as you likely won't be able to 3 turn things yet.



Atlas Academy Uniform - Obtain: Chaldea Gate Quest - Alias:

"Atlas"

SK1: 500% Chance to grant one servant Invincibility for 1 turn.

SK2: 500% Chance to remove one servant's debuffs.

SK3: Reduces one servant's skills cooldown by 2.



Atlas as its known, is largely considered to be the challenge quest mystic code and it's easy to see why. With a targeted invuln and debuff cleanse, it can deal with a lot of the more problematic gimmicks of fights. A well timed cooldown reduction can also be invaluable to masters allowing them to get survival skills or charge skills back in time

to make it through certain hurdles. Recently on the JP server, Atlas has seen more prominent usage thanks to the Koyanskaya Buster System relying on skill cooldowns. Even though it doesn't have a damage steroid of its own, it can allow some units to re-access longer cooldown damage or charge skills they otherwise wouldn't be able to reach even with the cooldown reductions latently part of the system. It absolutely does not need to be prioritized for leveling and should be one of your last due to the scaling of the mystic code only really affecting its ability cooldowns.



2000-4000HP.

Anniversary Blonde - Obtain: Rare Prism Shop (5 RP) - Alias: "Anni Blond"

SK1: 500% Chance to increase one servant's Buster performance for 1 turn. 40-60%

SK2: Gains critical stars. 10-20 Stars.

SK3: 500% Chance to grant one servant Guts status for 1 turn.



Anniversary Blond, is an amazingly powerful mystic code. It's much faster to level than the 3 listed before it, and it has a multitude of uses even to this day. It's buster steroid is incredibly strong at 60%. It's only one of the only mystic codes that gives a star bomb to help with achieving crits. And it is still to this day the only mystic code that gives guts, which can be invaluable when soloing or facing a fight with invuln pierce. It is one of the first things I usually tell people to buy out of the RP shop due to usability, and it makes a great target for priority leveling once you're done with the OG mystic code.



Royal Brand - Obtain: Rare Prism Shop (5 RP) - Alias: "Brand" "RoyalB"

SK1: 500% Chance to increase one servant's Quick performance for 1 turn. 30-50%

SK2: 500% Chance to increase one servant's critical star absorption



for 1 turn. 500-1000%

SK3: 500% Chance to grant one servant ignores Evasion for 1 turn.

There was a time when royal brand was a fantastic mystic code. It used to be one of the strongest quick steroids in existence and saw a lot of use for a card type that didn't have many options for enhancement. Sadly the Skadi system has largely made it irrelevant for a couple reasons. It gives the same type of buff that skadi does, where other mystic codes like Fragment of 2004 both scale better and give more benefits like np gain. It's star absorption skill is largely wasted in a system that often generates more than 50 stars anyways, leaving only the sure hit as a useful gimmick. While not bad at its main job of buffing quick, its steroid isn't even as strong in percentage as anni blonde's and other MC's tend to outshine it. This makes it very low on your priority list to acquire from the Rare Prism shop, and thus your leveling priority as well.



Brilliant Summer - Obtain: Unattainable - Alias: "OG Summer MC"

SK1: 500% Chance to increase party's Quick performance for 1 turn. 20-30%

SK2: 500% Chance to grant one servant Ignore Invincibility status for 1 turn.

SK3: Recovers one servant's HP. (1000-3000HP) Charges their NP gauge by 10%.



The OG Summer Mystic Code is pretty dated but does have some uses still. Unfortunately it is unattainable. The first of the party-wide card steroid MCs you're going to see, it becomes a little restrictive in usefulness. Essentially for it to be stronger than say Royal

Brand, you'll need to be using it on two quick units NPs on the same turn. But what it lacks in offensive firepower, it makes up for with its other skills. Still the only mystic code with invuln pierce on it, this gives it some occasional usefulness if you lack a

servant and craft essence that's good for the situation. On top of that it still has a decent targeted heal and charge skill. So it can work in situations where you just need a little bit of damage boost and charge. It's pretty easy to level but again it's never been brought back to the shop.



Memoria of Lunar Mare - Obtain: Rare Prism Shop (5 RP) - Alias: "Lunar Mare"

SK1: 500% Chance to increase one servant's Arts performance for 1 turn. 30-50%

SK2: 500% Chance to increase one servant's critical star generation rate for 1 turn. 50-100%



SK3: Inflicts Buff Block status to one enemy for 1 time.

Lunar Mare is a mystic code that's largely outclassed now but only by a mystic code that's unattainable to newer players. It's arts steroid is decent. The crit star absorption is a great thing for arts comps that often care where and how their stars are distributed. And Lunar Mare is the only mystic code to have buff block on it. Still a fairly rare debuff, this can be used to mess with certain bosses and prevent them from using certain annoying gimmicks against you. Not a huge priority from the RP shop, this one is likely the better arts offensive choice until the Summer 3 MC gets added. It's also not a huge priority for leveling.



Memoria of the Far Side of the Moon - Obtain: RP Shop (5 RP) - Alias: "Far Side" "Far Side of the Moon"

SK1: 500% Chance to increase party's Arts performance for 1 turn. 20-30%

SK2: 500% Chance to grant one servant Debuff Immunity for 1 time.

SK3: Removes one enemy's NP gauge by 1.



Far Side is our party-wide equivalent of Lunar Mare. Again the restriction for it to be offensively better is for 2 or more units with an Arts NP must be NPing on the same turn. Unlike the OG summer mc

though, you don't get a targeted charge with it. You do however get a drain making it a decent option in stall comps (most of which tend to be arts heavy). The debuff immunity can be nice when you really need one character to be safe from a fight gimmick you know is coming. Still, Far Side of the Moon tends to be less effective than Atlas when it comes to challenging content. As such it's not even the highest priority for an Arts MC in the RP shop, and certainly not for leveling.



Fragment of Year 2004 - Obtain: RP Shop (5 RP) - Alias: "2004" "Fragments of 2004"

SK1: 500% Chance to increase one servant's NP damage for 1 turn. 30-50%

SK2: 500% Chance to increase one servant's critical star absorption of Buster Cards for 1 turn. 5000-10000%

SK3: 500% Chance to increase one servant's NP generation rate for 1 turn. 30-50%



Fragments of 2004 is one of the best mystic codes you can buy in the RP shop. While I typically advise Anni Blond first over it, there's nothing wrong with taking it first. NP dmg as a steroid works with all card types and tends to scale the best as the rarer buff type. Not only that but with Oberon's addition to the game in LB6 (August 2023, NA), NP dmg begins to scale incredibly well. The rest of the mystic code can still be highly useful with the buster card absorption making you hit harder, and the np gain rate being strong for looping setups. Fragment does lack survivability, but it ascribes to the philosophy of the best defense is killing the enemy so fast they never get a turn. You might want to prioritize it leveling in order to help get the np gain scaling for looping setups, but otherwise it's a good enough mystic code that it will likely get there naturally again.



Arctic Region Chaldea Uniform - Obtain: Lostbelt 1 - Alias: "Arctic"

SK1: Recovers one servant's HP. (1000-3000 HP) 500% Chance to remove their defensive debuffs.

SK2: 500% Chance to increase one servant's attack for 1 turn. (20-40%)

500% Chance to increase their NP damage for 1 turn. (10-20%)

SK3: 500% Chance to grant one servant Evasion for 1 attack, 3 turns.



The Arctic MC is the longest to level in the entire game, only rivaled by the new LB version of plugsuit. It's meant to be a revised and improved version of the OG mystic code, and it does a fairly good job of that. The heal is improved to also remove defensive debuffs. The steroid now has attack and np damage up making it scale multiplicatively with itself for greater firepower. The dodge however is a bit of a trade off as it changes 1 whole turn of protection for 3 turns but only 1 attack. This makes it more likely to be effective but also more likely to be overpowered offensively. It shouldn't be an earlier priority for your account since you don't get access to it until the lostbelts. And while it is strong in its own right, it's quite the journey to finish, so I recommend taking care of other more immediate needs first.



Tropical Summer - Obtain: Unattainable - Alias: "Summer 3 MC" "Arts Summer MC"

SK1: 500% Chance to increase one servant's Arts performance for 1 turn. 20-30%

500% Chance to increase their NP Damage for 1 turn. 10-20%

SK2: 500% Chance to increase one servant's critical star absorption of Arts Cards for 1 turn. 5000-10000%

SK3: 500% Chance to increase one servant's buff removal resistance for 1 turn. (50-100%) Charges their NP gauge by 10%.



The summer 3 mystic code is amazing. What it lacks in survivability it makes up for in sheer firepower and utility. The steroid is mixed just like

Arctic's allowing multiplicative scaling for more damage. It also allows you to soak stars to your arts cards specifically for more damage and np gain, which is perfect in arts comps. The 10% charge can also help a unit just shy of their np get there. And finally this is the only mystic code with buff removal resistance which can be situationally useful in fights that have buff stripping gimmicks. While it isn't available to newer players, if it ever comes to the rare prism shop it would be worth buying above all other arts MCs to the level of anni blonde or fragments.



Ceremonial New Year - Obtain: RP Shop (5 RP) - Alias: "New Years MC"

SK1: 500% Chance to increase party's NP damage for 1 turn. 25-35%

SK2: 500% Chance to charge one servant's NP gauge by 10%.

500% Chance to gain critical stars. 5-15 Stars

SK3: 500% Chance to increase one servant's Max HP for 1 turn.



The New Years MC, is a very nice Mystic Code. While it doesn't need to be in your first 2 purchases from the RP shop, I recommend making it the 3rd at the moment. It has party wide NP dmg which just means you need to be NPing with 2 characters at once (regardless of card type) to be more worthwhile than a single target mystic code. But It still has other

aspects that can make it worth taking. Particularly the 10% charge, with a star bomb that can help with critting. The mc also comes with a nice HP up that can act as both a heal and limit increase. This MC isn't hard to level so make sure you take care of other priorities first, but it will serve you well.



Captain Chaldea - Obtain: Saber Wars 2 - Alias: "Spacesuit" "Captain MC"

SK1: 500% Chance to increase one servant's NP Damage for 1 turn.

(30-50%) 500% Chance to remove their offensive debuffs.



SK2: 500% Chance to increase one servant's critical damage for 1 turn. 30-50%

SK3: 500% Chance to grant one servant Evasion for 1 attack, 3 turns. Recovers their HP. 1000-3000 HP

Captain Chaldea, is at the moment unattainable for the JP server since it already had its saber wars 2 rerun (Jan 2023, NA) and it hasn't been added to the RP shop since. It's a well balanced MC that has a single target np damage steroid with a cleanse good for annoying bosses trying to limit your damage. It also comes with a crit dmg boost but no star bomb to help out. Thankfully its survival is adequate, having a single time dodge and heal. If you get the opportunity in the future to acquire it, do so as it's nice for the first skill alone being paired with survival. Though it doesn't need to be a priority for leveling.



Fifth True Theoretical Factor Environment Purpose Chaldea Uniform

- Obtain: Unattainable - Alias: "Babylonia MC"

SK1: 500% Chance to increase the party's Buster Card Performance for 1 turn. 25-35%

SK2: 500% Chance to grant one ally Healing Regeneration buff for 3 turns. 1000-2000 HP Regen.

SK3: Charges one ally's NP gauge by 10%. 500% Chance to increase their NP generation rate for 1 turn. 20-40% NP Gain.



The name might be up for debate, but the Babylonia MC as its known is unattainable as well at the moment for both servers until it gets added to the RP shop. While it's another party-wide card specific steroid it scales well going up to 35%. The healing over time skill is also quite nice for dealing with chip damage to one unit. And the 10% charge with NP gain can also be good for quickly getting a unit to their np if the cards are right. Again not a priority MC, but could be useful in the right setups.

Chaldea Pathfinder - Obtain: Summer 5 - Alias: "Summer 5 MC"



SK1: 500% Chance to increase one ally's Quick performance for 1 turn. (20-30%) 500% Chance to increase their NP damage for 1 turn. (10-20%)

SK2: 500% Chance to increase party's critical damage for 1 turn. 20-30%

SK3: 500% Chance to remove one ally's Ailment Debuffs. Charges their NP gauge by 10%.



The Summer 5 MC, hasn't been put into the RP shop yet on JP. That being said, it's a nice single target quick-based MC. It's begun to take the place of Royal Brand due it having some NP damage instead as well as the nice ailment cleanse and 10% charge helping quick units get that little bit they're missing to loop. The crit damage ability is also welcome in quick comps due to their propensity to produce great amounts of stars. Another easy one to level it doesn't need to be prioritized but again could be more important for accounts that are overly focused on quick early on.

Halloween Royalty - Obtain: Halloween 5 - Alias: "Halloween MC"
"Royalty MC"

SK1: 500% Chance to increase one ally's Buster performance for 1 turn. (20-30%) 500% Chance to increase their NP damage for 1 turn. (10-20%)

SK2: 500% Chance to grant one servant Invincibility for 2 attacks, 1 turn.

SK3: 500% Chance to remove one ally's Immobility, NP Seal, and Skill Seal Debuffs. Charges their NP gauge by 10%.

Halloween Royalty is one of our newest MC's added to the game and it's fantastic. It has a mixed ST steroid that works very well with another support unit to come in the future. It has 2 times invincible for 1 turn for good survival. And if that wasn't enough it also has a 10% charge with the ability to cleanse annoying preventative debuffs that can stop your character from



acting. It should be pretty high up on the list of buster MC's for people to level when they get it, but it's so new that it hasn't had a rerun or been added to the RP shop yet.



Decisive-Battle Chaldea Uniform - Obtain: Tunguska Completion -

Alias: "Arctic Plug" "Neo Plugsuit"

SK1: 500% Chance to increase party's attack for 1 turn. (10-20%) 500% Chance to increase party's NP damage for 1 turn. (10-20%)

SK2: Recovers one servant's HP. (1000-3000HP) 500% Chance to remove their offensive debuffs.

SK3: Changes the party positions of one servant in the frontline and one in the backline.



Neo Plugsuit, as I'll call it, is added to the game with the completion of the Tunguska Story Epilogue. It's a welcome addition for players who had already long maxed out their original plugsuits. Equipped with a party wide, non-card specific, mixed steroid, it scales well. It also still retains the pivotal order change skill allowing you to bring in another unit for more firepower, support, or utility. However it trades the stall-factor of the gandr stun for a heal with offensive debuff cleanse. Regardless it's a fantastic mystic code. Unfortunately just like the Arctic LB mystic code it's tied for the longest in the game to level up, so it need not be a priority for you, but it shouldn't be anyways. As it requires you to be very deep into the story to even have it.



Souya High School Uniform - Obtain: Anniversary 7 - Alias: "Tsukihime MC"

SK1: 500% Chance to increase one ally's Buster performance for 1 turn. (30-50%) Recovers their HP. (1000-2000HP)

SK2: 500% Chance to reduce one enemy's Instant-Kill resistance for 1 turn. (30-50%) Gain critical stars.(5-15 stars)

SK3: C500% Chance to remove one ally's Mental Debuffs.



Souya High School Uniform is so far only obtainable during the Anni 7 campaign. It has a somewhat wonky kit that wants to lean into certain particular characters. Why a death chance increasing MC could certainly help for times when you really need to get a proc, its not likely to change the outcome on high rarity/servant targets due to the way death mechanics work for the player. Given the buster up skill with healing and the star bomb skill, it really seems to be targeted at certain buster based solutions. As such units like King Hassan seem particularly strong for this Mystic Code, especially given the final skill's ability to purge mental debuffs (like terror, skill seal and charm) which would otherwise prevent effective solo tactics. The mystic code's true glaring weakness though would be its lack of a hard survival option (evade, invuln, and guts).

If you'd like a resource detailing the scaling of the MC's I highly recommend checking out [fandom wiki's page](#). And further if you'd like to watch my video on the subject matter going into it with a bit more detail, check out [Mystic Codes Explained](#).

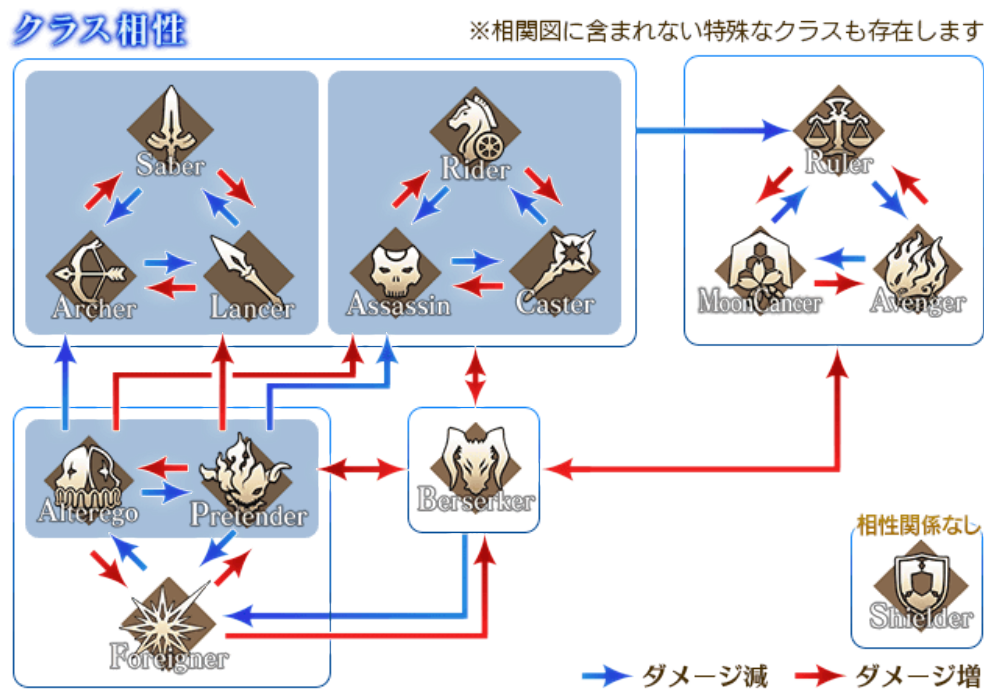
Extra Classes: Luxuries That Aren't Your Typical Rock, Paper, Scissors Scenarios

I would have rather talked about this at the beginning of the guide with the explanation on the base classes, but I didn't want to overwhelm you guys at first. Extra classes are rarely faced in most scenarios and typically have "regular class" solutions to their fights when encountered. This is why I've taken to viewing them as "luxury units". Put another way, I don't view them as essential, though they can certainly be worth having and some are very strong in their own right.

So why do I feel that way? Well for starters, just like the normal classes most Extra Class units have some sort of Rock Paper Scissors setup, where another extra class is their foil, and another their strength. This means that their true intended use doesn't pop up very often, and that's due to frankly poor design on the developers part. They certainly have the capability of creating farm nodes with them, putting them in more challenges or story fights, but they don't. Rather they keep them rare, likely to

keep the burden off of newer players (even though as I said there tends to be regular class solutions to a fight).

As a result of this, most of the times people end up using them are in neutral damage scenarios where they have no advantage or disadvantage against the enemies they're facing. This is players either brute forcing a node/fight because they enjoy using that extra class unit, or because the servant they possess is simply their strongest option. The better solution is normally to instead just counter the node/fight with one of the main 7 classes in your usual rock paper scissors setup. So again this is why I think they're a luxury to have, but not as essential to acquire.



Extra Class Breakdown shown above. Red lines mean deals more damage to what it's pointing at. Blue means deals less.

Now then above you can see the relationship between the “extra” classes and their regular counterparts. I’m going to still go through each with you like I did for the normal classes earlier, but just remember the rules aren’t as homogenous as before. One rule, unless otherwise stated these classes deal and take 1x damage. A little bit of lingo as well for you here in case you forgot: Knight Classes are the Saber, Archer, and Lancer Triangle; Cavalry Classes are the Rider, Caster and Assassin Triangle.



Shielder Class

Deals 1x dmg to All Classes and takes 1x from

Also known as the Mash Class as she's its only denizen. Shielder is designed to simply be neutral to everything. It doesn't take more damage or deal more damage so it sits outside the normal class triangle relationships like Berserker does as well. In fact even berserker is neutral in relation to shielder. Since Mash is free to every player and costs nothing in your party, she's the one extra class unit that I can say without a doubt should be a priority for your account. As you'll be using her all the time for party cost restraints alone. Still mash tends to be a very effective backline unit and potential run saver with her taunts and defensive skills.



Ruler Class

Deals 2x dmg to Moon Cancers and takes 0.5x from

Deals 0.5x dmg to Avengers and takes 2x from

Deals 2x dmg to Berserkers and takes 1.5x from

Deals 1x dmg to All Knight and Cavalry Classes and takes 0.5x from

The Ruler class is our tanky extra class (other than shielder obviously). This is largely due to the normal classes only dealing 0.5x damage to them and their usually inflated HP values. They have a typical class triangle with moon cancer and avenger but out of all extra classes, Ruler might be the most common. Other than shielder it was in the game the longest with Jeanne being a launch servant. Rulers have in the past filled some supportive niches, but lately have been growing in the damage department. They're typically excellent for challenge scenarios and staying alive. Unfortunately their true use against moon cancers is exceedingly rare as they do not show up often. There are two ruler welfares at the moment, but only 1 is currently obtainable on either server. Da Vinci Ruler from Summer 6 (August 2023, NA).



Avenger Class

Deals 2x dmg to Rulers and takes 0.5x from

Deals 0.5x dmg to Moon Cancers and takes 2x from

Deals 2x dmg to Berserkers and takes 1.5x from

Known normally as the “angry” class, Avengers are an inverse of ruler. They’re typically known for their offensive firepower by way of high attack power. Some people forget they’re mostly doing neutral damage in a lot of their uses and mistake this for poor performance. Rather the fact that they’re close enough to normal damage to be mistaken for dealing effective damage, is a testament to their strength. This is also the reason that some of them are prolific “neutral loopers”. Avengers all have a beneficial trait that generates them NP gauge per turn. Their true use against rulers is at least one of the more common ones for extra classes since they get used in story somewhat regularly. As such having a good single target one can help. There is only 1 welfare avenger at the moment, Ranmaru from Guda 6 (November 2023, NA).



Moon Cancer Class

Deals 2x dmg to Avengers and takes 0.5x from
Deals 0.5x dmg to Rulers and takes 2x from
Deals 2x dmg to Berserkers and takes 1.5x from

Moon Cancer is the last of this triangle to be added to the game. The foil to annoying avenger bosses, Moon Cancers come to us from the CCC realm of lore. As a result they’re supposed to only be Sakura Faces, but FGO has bent the rules on this over time. While there aren’t many members to this class, so far Moon cancers have been higher on HP values than attack. They often have very gimmicky kits focused on survival. Avenger bosses aren’t terribly common but you’ll certainly want a Moon Cancer to battle them. Luckily not only is there a welfare one, but she’s soon going to be available as a main interlude (purchasable event from the RP shop) reward (July 2022, NA). Welfare 4 Star BB from the CCC/Seraph event is who you can count on.



Alter Ego Class

Deals 2x dmg to Foreigners and takes 0.5x from
Deals 0.5x dmg to Pretenders and takes 2x from
Deals 2x dmg to Berserkers and takes 1.5x from
Deals 1.5x dmg to Cavalry Classes and takes 1x from
Deals 0.5x dmg to Knight Classes and takes 1x from

Alter Egos are our first class of a new triangle here and they're quite odd. Their true niche is foreigners, and their true counter is pretenders. Though since foreigners have been bosses a couple times, and pretenders were just added to the JP server in the prior year, they're positioned well and will go a period of time on NA with no true counter. What also helps set Alter Egos apart is that they're semi-effective against the cavalry triangle of normal classes. This gives them both boss and farming applications in nodes that might be problematic due to mixed classing of enemy types. A couple of specific servants were given anti-alter ego damage to counter the aforementioned gap until pretenders were released. But usually enemies don't have the strengthenings and interludes the unit otherwise would have available. So far there's only 2 welfare alter egos that are obtainable: Mecha Eli and Taisui Xingjun. Mecha Eli came back recently on JP with the three in one Halloween Event (October 2023, NA). Taisui is from the Sea Monster Crisis Event (April 2024, NA).



Foreigner Class

Deals 2x dmg to Pretenders and takes 0.5x from
Deals 0.5x dmg to Alter Egos and takes 2x from
Deals 2x dmg to Foreigners and takes 2x from
Deals 2x dmg to Berserkers and takes 0.5x from

Foreigner was thought for a long time to be the anti-berserker class. This is due to pretenders not entering the game until year 6, and being the only class that berserker doesn't deal effective damage to besides shielder. Truthfully this has allowed them for a long time to carve out a niche as a good counter to annoying berserker bosses.

Unfortunately they were the most lackluster extra class due to that since everyone is effective against berserkers. Ironically they also worked well against themselves, being a bit of an own double edged sword. But this too was considered lackluster since it was the alter ego's true niche. Thankfully pretender came along and gave them a true counter class to be used for. Foreigners still have some very effective units for challenge type scenarios and their kits are various and gimmicky. They all possess the Existence Outside the Domain trait giving them stars per turn and debuff resistance as well. To date there is only 1 foreigner welfare, Mysterious Idol X Alter from the Waltz Collab Event (April 2023, NA).



Pretender Class

Deals 2x dmg to Alter Egos and takes 0.5x from
 Deals 0.5x dmg to Foreigners and takes 2x from
 Deals 2x dmg to Berserkers and takes 1.5x from
 Deals 1.5x dmg to Knight Classes and takes 1x from
 Deals 0.5x dmg to Cavalry Classes and takes 1x from

Pretenders are the newest class addition to the game and the first in 4 years. They don't have many servants yet, but are already very diverse. Pretender is meant to be the anti-alter ego. Functioning in virtually the inverse way for everything and acting as a true counter for them. Pretenders are also countered by the foreigner class finally giving them a true use. Like alter egos, pretenders deal semi-effective damage, but this time it's to the knight triangle rather than cavalry. The cavalry triangle also takes half damage from them and deals neutral damage to them. The first pretender is Oberon at the release of LB6.3 (August 2023, NA). There have been no welfares for this class so far.

That's it for the extra classes. Remember they are great units, so don't ignore them. As the developers keep evolving the game over time they may address some of the concerns involving their uses and actually give us more common nodes involving them. This in turn would drive players to acquire them more and treat them less as

luxuries and more as necessities just like the regular 7 classes. As such it's a good idea to keep an eye on how the developers are implementing content moving forward.

If you'd like an easy reference for the rules of each of the classes and which servants are parts of them you can check here:

[Saber | Fate/Grand Order Wiki](#)

Just change between class types at the top. You'll find all the regular classes covered as well if you need a refresher.

EXTRA MENUS & MECHANICS: MISCELLANY YOU SHOULD PROBABLY KNOW

In this section I'm going to cover everything I haven't to this point. Namely the formation, and my room sections of your main menu, and some more advanced things that should be on every player's radar.

Formation: Party and Support Organization Alongside Your Second Archive



The formation menu has been mentioned several times in this guide already by virtue of its sub-sections. The first is your party screen. This screen, while not terribly useful normally, can be used to set up your party prior to the release of an event or node. It can similarly be used for when you've run out of AP but would like to make loadout changes. This is also the only way to check your mystic code progress outside of the setup screen for battle or after battle information. Again I find this most useful for setting up compositions prior to a particularly grindy event like a lotto where I know I'm likely to be otherwise very busy.

The next one down is your support setup, which as mentioned before is a place you'll need to go at minimum at the beginning of every event. I highly recommend checking the section on it elsewhere with advice on how to set your supports and information on the changes JP has undergone. Always remember to set your supports and be a good community member!

After that we have the Spirit Origin list. This section is only rarely used as it essentially amounts to a list of all your servants, craft essences and command codes. And while that sounds useful, most just go to their enhancement screen for this info since it's what they're used to doing otherwise.

And the last section is the Second Archive, your storage for when your inventory is getting too full or you don't want to risk accidentally enhancing or burning something. I already talked about the expansions you can purchase to the second archive in the Da Vinci shop section. That's really all you need to know about this. Servant-wise it is typically used as ember overflow, storage for gold fous until you're ready to use them, or again to move something out of your inventory to prevent misuse. For Craft Essences, it tends to be overflow storage or for people wanting to keep collection copies of CEs that aren't typically used or from past events. Interestingly enough, the second archive does not have storage for excess command codes, meaning you are limited to your inventory only for them.

Mailbox Mechanics: Yearlong Extra Storage To Keep Things Out of Your Inventory

Speaking of storage, I'd be remiss if I didn't mention the capability of accounts to store things in your mailbox. You might be thinking that the mailbox is only an inbox for materials being distributed to your account, and you'd be right. But the limits placed on it are exceedingly generous.

The upper limit is currently set at 400 items for the JP server and 350 for the NA one. If you go over this limit your mailbox will have its oldest item deleted. You have 365 days from the time an item enters your mailbox until it disappears. As such your mailbox can be used as a sort of long term storage for things you don't wish to pull into your inventory yet. This can be especially useful for ember storage after a lotto event as rolling out boxes will send them there. This then allows someone to stuff their inventory, second archive and even mailbox to the brim with as many embers as they can store for a rainy day where they actually need them. Part of the reason this is so effective is because the mailbox keeps things in stacks. So a stack of 50 embers will only use 1 of the 400 slots of your mailbox!

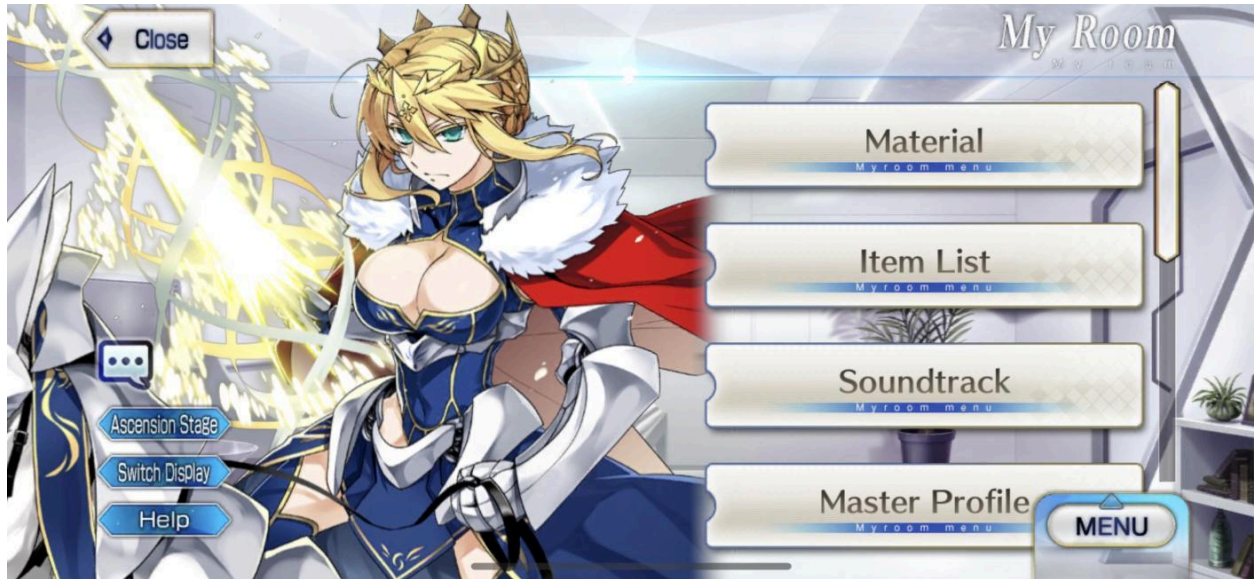
If you'd like a more thorough explanation of this concept and demonstration, check out my [How to Maximize Your Mailbox](#) guide.

My Room: Item Lists, Game Options, Transfer Numbers and More

The My Room section of your menu is a place you'll go for account information and options.

The first section, Materials, has a lot of various items in it. It has a spirit origin list again and spiritron dress list, but these are actually useful because they'll show you what servants you're missing! Main Records, Main Interlude Records, Servant and Event Quest Records will all show you past cutscenes and dialogue in case you missed them or had to skip them from lack of time.

The Item list is a massive list of your current materials that your account has. It's an easy all-in-one listing in case you need to reference them for planning or plotting out your account and how you're going to enhance things. The Soundtrack section will allow you to purchase old soundtracks using materials if you'd like to reuse them. Sadly this



functionality is limited only to this room. So because you can't set up a playlist and listen to them as you're farming or reading, it's better to just ignore unlocking them as they use those hard earned mats. Most of the soundtracks are available on youtube or for purchase if you'd like to listen to them instead.

The master profile will show you your login streak, in game name, game message, and allow you to switch genders. It's accessible from the portrait on the main screen as well. The change favorites button allows you to select which servant will appear in your my room area. You can control their display with the buttons in the lower left of the screen, and talk to them to hear their voice lines.

The Help Section is actually where you'll go to contact support through the game, but this should pretty much only be used for account retrieval if you're unfortunate enough to lose it somehow. Ironically this is actually where the explanations of game concepts exist, terribly hidden away in a corner of the menus that's not easy to find. Sadly even this is lackluster as it pretty much consists of just definitions. You can however view as text form of the credits that appear at the end of part 1.



Now we've reached the game options section. This part is actually important so I'm going to run through them with you.

Volume Level - You can mute and adjust volume here, be careful as FGO seems to be very loud even on a 1 out of 10 setting.

Text Display Speed - This is the speed settings for your text box during dialogue. I recommend leaving it on the default of 3 unless you're an excessively fast reader.

Automatic Text Speed - This is the speed setting for the display of text when it's set to "auto". I recommend reducing the variable delay to zero but otherwise this is fine at default.

Set Text Speed - To be honest I'm not sure what this does myself, I've left it on default settings.

Avoid Ascension Level Story Spoilers - I recommend leaving this on if you don't like spoilers as it will allow certain forms of certain servants to be shown before you've completed their accompanying story to reveal them.

Apply Final Ascension Settings to Supports - Turn this on as it's off by default. This will allow you to see the beautiful final art for servants that other players have it set to.

Apply Spiritron Dress Settings to Supports - Same deal, turn this on as it will allow you to see the costume your friends have equipped to their units.

Support Selection Options - I recommend leaving this on as it allows the game to recommend a support class to you when forming a party for a node.

First Use of NP Normal Speed - I highly recommend leaving this on too, as it will allow you to watch an NP you're using for the first time in normal speed so you can see it as intended. After the first use it will play at faster speed from then on.

Noble Phantasm Subtitles - Leave this on, as you'll be able to see what a servant is saying during their noble phantasm chant.

Servant Enhancement Subtitles - Same deal, leave it on so you can read what the servant is saying when you are enhancing them.

Display Random Ascension Levels for All Servants - I recommend leaving these off. This makes your units ALL display random ascensions for you and your friends. If this is desired it can be set in an individual servants settings, so only turn this on if you want it to be account-wide.

Set My Room Servant to Random - Leave this off if you have favorites you like to see. Otherwise the servant displayed will be randomly chosen.

Friend Message Display Settings - I recommend leaving this on, as it will allow you to see your friend's and other supports in game messages for their account. I'd only turn this off if someone is attempting to harass you.

Push Notification - I recommend leaving these on as it will allow your device to notify you if your AP caps out. This will prevent rot from occurring as often, but it doesn't work on all devices so be careful. Turn it off if you find this annoying. The second toggle is for BP (or battle points) which is never used anymore for events.

Battle Data Cache Settings - Leave this on to reduce load times, but if your device is struggling turn this off to reduce strain.

Download All - This button will allow you to download the entire games files to your device in an effort to reduce load times further. I highly recommend only doing this when connected to wifi or ethernet as it will destroy your cell data. Be careful the download can take a long time for some devices.

Manage Blacklist - This will allow you to add users to a black list and make it so they can't friend request you or appear on your support.

The next section is also important as it deals with transferring your account. The issue transfer number section will give you a unique string that should be saved with a password to transfer your account. It's highly recommended to save and store this somewhere OFF your device that you play on, as it allows your account to be recovered. In fact new players should all create and issue a transfer number right away when starting if they wish to keep their account, regardless of whether or not they mean to switch devices. If you do transfer devices, you'll need to issue a new transfer number with password each time as it's only good for 1 use.

And the last section of your My Room area, deals with Returning to the Title screen, otherwise known as Relogging. There's other ways to do this, but this is supposed to be the official method. You can however close your application and reboot it, or go to your support loadout and change something then save to relog on the servers.

Advanced Quests: A New Way To Increase Material Farming For All Accounts

First added in the Arc 1 Improvements campaign to the JP server (Jan 2024, NA), Advanced Quests are permanently available for all accounts. The goal of these quests is a 1 time completion to grant you a special craft essence that boosts material drop rates. The Craft Essences will boost drop rates by 5% (25% mlb), though this is multiplicative with the node's drop rate. That is, you can't make a node drop a mat that didn't already drop. The pacing of release for these advance quests is rather indeterminable at the moment, but we've already seen that they'll release them for silver mats too. As such it would appear all materials are on the table to potentially get a series of advance quests and craft essences to boost their rates eventually.

PLAYING IN UNSUPPORTED AREAS OF THE WORLD OR ON EMULATORS

In this section I'd like to talk about enabling play for those of you who can't normally access the app store to play FGO. For some this is because FGO is not normally available in their region. For others this is due to the fact that they lack a mobile device. As such we'll go over some of the more common problems here. It also should be said that use of Emulation or any 3rd Party app that affects the game is strictly speaking, against the Terms of Service (TOS) you agree to.

For some Europeans and any other disallowed area of the world there are two solutions. For Apple device users you'll set up an iTunes account for the region you wish to play in, and log into it to download the game. The other solution is to either use an Android device or Emulator, and download the game's APK file from sites like APKpure. You will have to download a new APK version every time there is a client update to the game, but they are usually very quickly produced. For emulators themselves I recommend using a program called [Bluestacks](#) at the moment. And here is a link to both the [NA](#) and [JP](#) APK sites, that I recommend you bookmark.

In-game payment is another issue entirely as it sometimes is as easy as using paypal or a credit card. For use of gift cards though you'll either need a localized account (iTunes), US/Japanese Payment profile (Android), or a VPN if you wish to use them. I'm not an expert when it comes to these sorts of things as I play primarily on apple mobile devices myself. And while the setup of a Japanese iTunes account can get somewhat annoying, I don't normally jump through the hoops of using Emulation or APKs.

Just remember to be very careful if you plan on transferring your account from one device to another. Always make a new transfer code each time after you do so, and save both the code and password somewhere else off your device in case of emergency.

RESOURCES:

[FGO Fandom Wiki](#)

[CE Cheat Sheet](#)

[Tutorial Missions | Fate/Grand Order Wiki | Fandom](#)

[All Banners in FGO](#)

[1/2 AP Campaigns](#)

[Event List | Fate/Grand Order Wiki | Fandom](#)

[Event List \(US\) | Fate/Grand Order Wiki | Fandom](#)

[2022 NA Event Shop Materials + more](#)

[Servant Strengthening Quests | Fate/Grand Order Wiki](#)

[Grand Order Drop Rates](#)

Domus Aurea's Mat Specific Drop Rates:

[Bronze](#)

[Silver](#)

[Gold](#)

[Pure Prisms Explained](#)

[Skill Leveling Priorities Explained](#)

[Craft Essence Bomb Guide](#)

[Craft Essence Leveling Priorities Explained](#)

[Command Code List](#)

[All Append Skills](#)

[Append Skills And Servant Coins PSA](#)

[QP Management Explained](#)

[Ultimate Rare Prism Shop Guide](#)

[USO Example](#)

[Grail Casting Explained](#)

[Command Cards Explained](#)

[Noble Phantasms Explained](#)

[NP Gain and Looping Explained](#)

[Instant Death Explained](#)

[Buff Stacking Explained](#)

[Ratentaisou's NP Dmg List](#)

[Maketakunai's NP Dmg Calculator](#)

[Gakiloroth's 3 Turn Simulator](#)

[Gamepress' Command Chain Calculator](#)

[How to Get a Taunt CE](#)

[Mystic Codes | Fate/Grand Order Wiki](#)

[Mystic Codes Explained](#)
[How to Maximize Your Mailbox](#)

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Reader: You! Thank you for reading my guide. Good luck!



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