

**VV's Future unit analysis: FFT part 2**

Hi all, VV here. [Last time I gave an overview of some of the units coming to global](#). The next ones to look at are the Final Fantasy Tactics units! I'll be doing a bit more detail this time to sate your appetites, and so you have an informed decision on who can benefit your team the most. Competitively at least - I'll let Reddit fight over best waifu.

The favourite unit of course. They are all great units for different reasons.

Of note, these are all limited units. You'll need to grab their shards within the limited event period or wait til the next rerun, whenever that may be. Cid and Ramza make a comeback so you can grab them, or continue working from where you left off if you didn't complete them last time.

**Contents:**

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Agrias</p>  A detailed illustration of Agrias, a blonde woman in a blue and gold armor, holding a large sword. She is standing in a dynamic pose, looking towards the viewer. | <p>Delita</p>  A detailed illustration of Delita, a man with brown hair, wearing a red and gold armor, holding a large sword. He is standing in a dynamic pose, looking towards the viewer. | <p>Mustadio</p>  A detailed illustration of Mustadio, a blonde woman in a yellow and blue outfit, holding a large sword. She is standing in a dynamic pose, looking towards the viewer. |
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I want to give a big thanks to Bismark for the WotV-calc, the people in the Church of Miranda and the mods of Discord for helping me out with the creation of this units review!

**Name of UR unit: Element Main job (sub job 1/sub job 2)**

| Stats |      |     |          |     |     |     |     |     |     |      |      |      |
|-------|------|-----|----------|-----|-----|-----|-----|-----|-----|------|------|------|
|       | HP   | TP  | AP       | ATK | DEF | MAG | SPR | AGI | DEX | LUCK | MOVE | JUMP |
| Base  | 2934 | 142 | 24 / 134 | 234 | 0   | 70  | 0   | 53  | 176 | 165  | 3    | 1    |
| Total | 3134 | 142 | 24 / 134 | 325 | 6   | 78  | 6   | 61  | 192 | 200  | 3    | 1    |

Base is the base stats. Any % increases will be through the base stat.

Total includes the ability board and Master Ability.

The stats are taken at level 99, maximum job levels.

|                                     |                                                 |                                     |                              |                                                     |
|-------------------------------------|-------------------------------------------------|-------------------------------------|------------------------------|-----------------------------------------------------|
| Damage type                         | Defence Pen                                     | 100% accuracy                       | Multi-hit                    | AoE                                                 |
| Their preferred damage type.        | This is if they can ignore DEF stat             | Do they have a 100% accuracy skill? | Can they chain in one skill? | What is their best AoE attack?                      |
| Range                               | Max mobility (move/jump)                        | Natural AGI                         | Master Ability               | Equipment                                           |
| What is their longest range attack? | What is their best mobility including passives? | What is their AGI at level 99?      | Their MA.                    | What can they equip? Yes I do use british spelling. |
| Slash res                           | Pierce res                                      | Strike res                          | Missile res                  | Magic res                                           |
| Base resistance                     | Base resistance                                 | Base resistance                     | Base resistance              | Base resistance                                     |

**Support abilities:**

Each of the unit's support abilities listed here.

**Reactive abilities:**

The unit's reactive abilities.

**Job analyses:**

I'll be looking at each of the jobs from a general point of view then specifically to the unit.

**Limit Burst:**

Their Limit Burst and my thoughts.

**TMR:**

The unit's TMR... and my thoughts.

**Farming potential:**

How good are they at general farming? Movement, AGI and AoEs are to be taken into account.

**Bossing:**

How good are they at hard content? For example Brutal quests, EX quests in tower and stuff.

**PVP Arena:**

How they function in Arena.

**PVP Live:**

The AI hate me for spreading these weird tricks, try yours today!

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### Agrias: Ice Holy Knight (Paladin/Cleric)



| Stats |      |     |          |     |     |     |     |     |     |      |      |      |
|-------|------|-----|----------|-----|-----|-----|-----|-----|-----|------|------|------|
|       | HP   | TP  | AP       | ATK | DEF | MAG | SPR | AGI | DEX | LUCK | MOVE | JUMP |
| Base  | 2934 | 142 | 24 / 134 | 234 | 0   | 70  | 0   | 53  | 176 | 165  | 3    | 1    |
| Total | 3134 | 142 | 24 / 134 | 325 | 6   | 78  | 6   | 61  | 192 | 200  | 3    | 1    |

Nothing worrying me about the stats. All looks great! Base luck is very high too.

|                                          |                             |               |                                          |               |
|------------------------------------------|-----------------------------|---------------|------------------------------------------|---------------|
| Damage type                              | Defence Pen                 | 100% accuracy | Multi-hit                                | AoE           |
| Physical Slash                           | No                          | No            |                                          | Range 3 cross |
| Range                                    | Max mobility<br>(move/jump) | Natural AGI   | Master Ability                           | Equipment     |
| 4 (5 with LB, but<br>straight line only) | 3/1                         | 61, 67        | Increase<br>Attack<br>Resistance<br>(15) | Armour/helm   |
| Slash res                                | Pierce res                  | Strike res    | Missile res                              | Magic res     |
| 5                                        | -10                         | 5             | 0                                        | 20            |

#### Support abilities:

1. +30% ATK
2. +12% AGI, +12 SPR
3. +12% HP, +12 DEF
4. +15 SPR

As you can see the support abilities allow her to be very tanky, particularly against magic. The AGI boost is almost always welcome too. The atk buff increases ATK by +70 at level 99, which is very nice giving her some damage with her tanking.

Personally, I would always run the AGI passive changing the 2nd passive to the situation. The HP with DEF is good in general situations but obviously use the 2nd SPR passive against magic DPS. The ATK passive would be useful in certain PvE content, but I see little use of it in PVP, except maybe in a triple bruiser comp.

### **Reactive abilities:**

1. On being hit, 20% chance to reduce the damage by 30%
2. On being hit by a physical attack, 20% chance to reduce the damage by 45%
3. On being hit, 20% chance to self heal (based on MAG I think)

I'd go with self healing in all cases. If you are tanky enough, it can make weak attacks like basic attacks or attacks from enemy tanks actually heal you!

### **Job analyses:**

#### **Holy Knight main.**

Offensively, all her skills are ranged and can inflict status effects which can sometimes be an instant win condition. Disable, Silence and Stop all help with your team's survivability by preventing enemy attacks. Whilst two of the skills have low damage modifier (disable and silence), her strongest skill hits in an AoE which can be pretty fun. Imagine hitting 3 people in pvp and triggering Stop on all of them! However, these skills have a 25% rate on them, so at max it can only reach 50% proc chance (usually lower due to low enemy faith).

For TP skills, she has Regen, and a SPR version of Utsemi, increasing her own SPR by 45 for a turn. Situational, and sometimes useless - turn it off unless against magic teams. The Regen is good though with her tankiness and great HP. Make her slower than your DPS units so they don't run away from the cast!

#### **Holy Knight sub.**

Provides an excellent debuff in 'Full Break', lowering the target's ATK, MAG, DEF and SPR significantly! It is very costly, and deals weak damage so the AI is unlikely to select it though. For support, she can buff an ally's ATK and MAG like a single target Shout. And she has an AoE buff to reduce magic damage taken by 35% three times.

#### **Paladin sub.**

Agrias' only +Hate skill is here in Taunting Blade. It's her most expensive skill so it is unlikely to be cast without ability tweaking. It also comes with Saint Wall (self buff, reduce damage by 50% three times) and Sentinel.

#### **Cleric sub.**

Agrias's MAG stat is so low the only thing worthwhile to use are the resistance buffs (which are situational) and Calamity Guard that prevents statuses (also situational). Unless you're planning to use Pronged Staff for strike chaining and the -20% AGI...

Overall, Paladin sub is recommended for Taunting Blade and Sentinel. Her skill set shows that she is only okay at tanking physical attacks, but she lacks a lot of physical resistances (in particular slash) so DEF pierce or lowering attacks is her weakness.

### **Limit Burst:**

Straight line range 5, 165-200% scaling ice slash damage. Costs 49AP with a 67% rate of confusion. It's costly in my opinion, but the range and AoE is very nice. It's more suited to PVP Live and catching opponents off guard.

### **TMR:**



| Name        | Type  | HP  | DEF | SPR |
|-------------|-------|-----|-----|-----|
| ホーリーナイトアーマー | Armor | 488 | 6   | 11  |

Ability: Grants Protect and Shell (10%-25% damage reduction) for 3 turns, costs 24 TP.

A very balanced and good armour in my opinion. The ability is amazing on, well, anyone, particularly bruisers.

#### **Farming potential:**

I thought all tanks were bad at farming but Agrias proves otherwise, showing off plenty of AoEs and high AGI; her 3 movement is her only burden.

#### **Bossing:**

Overall, Agrias's DEF is good enough for difficult content but magic damage is where she shines the most. She does not fit into raids very well.

#### **PVP Arena:**

(Probably best to watch youtube videos to understand the AI - this applies to the other units too).

Agrias can semi-tank in most situations, but she excels in long drawn out fights to give her more opportunities to land her status effects on opponents - having a 2nd bruiser/tank, or a ranged damage dealer with double tank works in her favour. Being able to tank magic is valuable seeing as there are few of those, yet remember many magic hitters hit very hard so you will want both SPR passives. However, she cannot main tank against physical opponents as her DEF stat and resistances are lacking.

Advice from a JP player Chaosz recommends using Paladin sub, not taunting blade but, for Saintly Wall as it will keep her alive long enough to inflict her statuses. Using Taunting Blade would mean delaying using the statuses.

#### **PVP Live:**

If you get lucky with her statuses, it can be amazing; but they aren't too reliable. They all have a 25% rate, so even if the opponent has maximum faith the proc chance caps at 50% - though with more mages coming into play you will meet more high faith opponents. Since Agrias is so tanky, you will have plenty of opportunities to try and proc statuses.

Whilst she can't outrange most units (3 movement combined with normally 4 range), her tankiness will allow her to get close to deal damage. In particular, her group buff to reduce damage is particularly potent to prevent being one-shot. Something to note are her high costing TP abilities; use them to generate enough AP for her Limit Burst and you can surprise-confuse a lot of targets.

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**Delita: Fire Squire-but-not-Ramza-squire (Soldier/Paladin)**



| Stats |      |     |          |     |     |     |     |     |     |      |      |      |
|-------|------|-----|----------|-----|-----|-----|-----|-----|-----|------|------|------|
|       | HP   | TP  | AP       | ATK | DEF | MAG | SPR | AGI | DEX | LUCK | MOVE | JUMP |
| Base  | 2160 | 130 | 22 / 123 | 250 | 0   | 182 | 0   | 57  | 152 | 173  | 3    | 1    |
| Total | 2367 | 130 | 22 / 123 | 397 | 4   | 182 | 0   | 63  | 180 | 219  | 3    | 1    |

Okay HP IMO, it's slightly above DPS level, which describes Delita pretty well. Base ATK is high, and base MAG is high too somehow. Base AGI is very high, though DEX is about average. Base luck is incredible, matching Engelbert. (Note: Vinera has 174 base Luck.)

|                                                            |                          |               |                |                      |
|------------------------------------------------------------|--------------------------|---------------|----------------|----------------------|
| Damage type                                                | Defence Pen              | 100% accuracy | Multi-hit      | AoE                  |
| Physical Slash                                             | No                       | No            | No             | Cross 3 on main sub. |
| Range                                                      | Max mobility (move/jump) | Natural AGI   | Master Ability | Equipment            |
| 5 on paladin sub.<br>4 on stone throw<br>lol. 3 otherwise. | 4/2                      | 63            | ATK+20%        | Everything           |
| Slash res                                                  | Pierce res               | Strike res    | Missile res    | Magic res            |
| 10                                                         | 15                       | -5            | 10             | -20                  |

**Support abilities:**

1. +1 move
2. Acquired AP +50%
3. +12% HP, +12 DEF (259 HP at level 99)
4. ATK +60%, -8% all damage resistances (+150 ATK at level 99)

Delita has a weird mixture of abilities that do very different things, all of which are good. Mix and match what you want to the situation and your team comp; there is no best for all situations here.

I personally would choose +HP and DEF with +ATK passives and stack DEF if possible.

### **Reactive abilities:**

1. 30% chance to hit the enemy back with fire/strike damage. Chance of knockback? 121% scaling.
2. 30% chance to hit the enemy back with slash damage. 121% scaling.
3. 20% chance to reduce physical damage by 45%.

I personally would use the tanking ability or the slash counter, probably the slash counter for the higher proc chance. But against missile units, the physical damage reduction skill is superior.

### **Job analyses:**

#### **Squire Main**

Stone throw! Hopefully we will be able to turn off skills at this point though. It's particularly funny that he has it on his main, compared to Ramza who has it on sub. Delita also gets Chant, the skill to heal an ally at the cost of his own HP.

His other three skills are damaging skills, two of which are at 175% damage, the last at 200% damage, and all deal flaming slash damage. One skill has a 25% rate of inflicting Doom, which is situationally amazing. It's especially useful in Tower against pesky tanky targets, or in PVP Live (though a doomed target can still hit you). The next ability hits the opponent's AP by 20. This is especially useful in PVP Live, disrupting the enemy melee units. These two skills have 3 range which is nice, but could be better.

His strongest skill reduces the target's fire resistance by 48%... that's crazy. Any follow up attack could be dealing 1.5 times the damage? It does cost 32 AP so you would need either Xiza bells or fire ally units to take advantage of it.

#### **Squire Sub**

Strangely enough, one of his skills is magical. Whilst his MAG stat is half his ATK, it comes with 200% scaling so it is a good work around DEF tanks. Or, you could use his 'judgement blade', a cross AoE attack that can inflict Stop at a 25% rate (so max 50% proc chance). It's one of his only AoE attacks, and bare in mind it only has two range.

Finally, he has self buff that costs 40TP! It buffs his own ATK and MAG by +60% whilst decreasing AP consumption by 40%... a lot of Delita's skills are costly (22AP to 32AP) so this self buff is hugely beneficial to him.

#### **Soldier Sub**

He doesn't get drain force. But soldier sub does provide a lot of hard hitting moves - of note is Hazard Break which has good range, cross AoE and hits like a truck.

#### **Paladin Sub**

Delita's resistances are good, sporting good slash and pierce resistance, and his DEF is okay. He definitely can't main tank, but a well timed Sentinel can be game changing if you can bait out the opposing attacks. It also provides him with Divine Grace for an AoE buff (keeps him with his allies), Immortal Spirit and that small self heal if you want.

Overall, I recommend Squire Sub. That TP skill is too incredible to pass up. However, he has no group buff abilities so only Chant and TMR abilities will stop him from charging ahead. The only downside I see is that you need to use the buff turn one, which means losing turn 1 tempo in a PVP Live fight. I feel it's one of those skills you'll get so used to having you'll absolutely hate it when it isn't up, especially since his skills are so costly without the buff.

You may find his range lacking, his best abilities usually limited to 3 or 4 range. And whilst his stats and buffs imply big damage, lack of DEF piercing and only slash attacks can hold him back.

### **Limit Burst:**

Cross AoE with range 3, 165-200% scaling and has a 67% rate of Silence. Costs 38AP (but you can reduce this to 23AP cost!). I think this is also situational as Silence only affects spellcasters. However, the range and AoE is nice.

## **TMR:**



| Name       | Type  | HP  | DEF | EVADE |
|------------|-------|-----|-----|-------|
| エンデュランスベスト | Armor | 388 | 8   | 10    |

Give the target 10 -> 25 AP. Costs 20 AP. Range 3, height 2.

It's very similar to Ramza's TMR, but with AP. However, since this is an ARMOUR, mages cannot wear it, making its uses situational. In manual or PVP Live, I can imagine some combo potential coming from this TMR, but there are better AP generation alternatives. In terms of stats, I think its HP and DEF is low for an armour slot. The evasion is nice.

## **Farming potential:**

With 4 movement, high AGI stat and good ranged abilities, he can clear big maps fairly quickly. His AoEs do consume a lot of AP so they may not be used frequently.

## **Bossing:**

He excels at bossing with one ability alone - the fire resistance reduction. -48% is a huge deal, allowing fire units such as Rain and... Oelde I guess, to wail down a right beating. Rain is great for building up slash chains - I've heard Delita-Rain comps are common against almost any raid boss, regardless of their weakness. However, that's all that Delita brings to raiding. Rain can reduce the boss's fire resistance by 38%, has his own fire slash chaining skill and starts with higher AP. IMO Rain is the better raider.

## **PVP Arena:**

Delita only has one group buff in his kit and that's in Paladin sub, meaning he will charge forwards immediately without a TMR skill to hold him back. Not using Move+1 or tuning the tank to go forwards quicker might be necessary. If you are using Squire sub, he will probably not use the ridiculously OP self buff mid battle, but it should come in use in the 2nd fight in guild wars (it only has 2 casts though so on defence he can run out of uses). Since his skills are expensive, if the fight becomes drawn out he'll lose tempo as he runs out of AP.

Important to note is that all his skills are slash type, (except stone throw lolol) and all but one of his attacks are physical. Don't fight super slash resistant teams, and his lack of DEF penetration can gimp his damage significantly.

## **PVP Live:**

Use his AP hitting skill. It's so good. Just imagine the enemy Cid not using his Limit Burst because you knocked off his AP, or that Mediena that over extended and is out of AP from using her limit burst. You can completely ruin the opponent's tempo, or ruin whatever big plan they have. It's particularly potent on enemy tanks who are slow and

can't build AP very quickly. Delita does have plenty of status skills but none have a high proc rate, except his Limit Burst.

Overall for PVP Live, I think handling his self buff is most important - you want to use it just before you're in range of the opponent, but not so far that they can disengage and waste your buff.

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### Mustadio: Earth Mechanic (Ranger/Thief)



| Stats |      |     |          |     |     |     |     |     |     |      |      |      |
|-------|------|-----|----------|-----|-----|-----|-----|-----|-----|------|------|------|
|       | HP   | TP  | AP       | ATK | DEF | MAG | SPR | AGI | DEX | LUCK | MOVE | JUMP |
| Base  | 1368 | 101 | 19 / 108 | 175 | 0   | 58  | 0   | 59  | 163 | 135  | 3    | 1    |
| Total | 1368 | 101 | 19 / 108 | 231 | 0   | 58  | 0   | 65  | 237 | 176  | 3    | 1    |

HP is extremely low, and his TP and AP are lower than most. ATK is okay/good for an MR gunner, but his DEX stands out as high. His AGI has an incredibly high base and total. Whilst his DEX is good, his base luck is pretty bad. (Thankfully, his MA makes up for the accuracy lost to luck... I think?)

|                    |                          |                  |                                                         |                                                           |
|--------------------|--------------------------|------------------|---------------------------------------------------------|-----------------------------------------------------------|
| Damage type        | Defence Pen              | 100% accuracy    | Multi-hit                                               | AoE                                                       |
| Physical Missile   | No                       | Yes (Ranger sub) | Yes (main job, 3 times)                                 | Ranged cross AoE on main, or Barrage AoE from ranger sub. |
| Range              | Max mobility (move/jump) | Natural AGI      | Master Ability                                          | Armour                                                    |
| 7, 8 with Barrage. | 4/2                      | 72               | 30 ACC, +10% rate to inflict Immobilise, Disable, Blind | Clothes/hats                                              |
| Slash res          | Pierce res               | Strike res       | Missile res                                             | Magic res                                                 |
| -15                | 15                       | 0                | 0                                                       | -10                                                       |

### Support abilities:

1. +1 range, +1 jump
2. +1 range, +25 ACC
3. +15 missile attack
4. +1 move, +12% AGI

5. -150 activation time, +12 missile attack
6. +50 acquired AP

I think number 5 is useless; he doesn't need -activation time. The mobility options can be surprisingly useful - sometimes you need one more movement or jump to line up the perfect shot. Double ranged, or range and AGI is what I'd recommend if you want to abuse his status debuffs, but as an accurate sharp shooter you can focus his damage instead.

**Reactive abilities:**

1. 20% chance to self heal 30%?
2. 15% chance to dodge everything.
3. 20% chance to increase AGI by 40% for a turn.

Go Reflex.

**Job analyses:**

**Mechanic main.**

He has a group buff to increase debuff resistance in an AoE around himself, which is nice. It keeps him close to the group. Otherwise, he has 4 damage skills with different 'gimmicks'. One hits 3 times, one has a chance of blind (-50% accuracy), once has a small chance of petrification and one hits in a cross AoE. They all have varying damages and AP costs, and are overall expensive compared to Mustadio's initial AP.

Of note, all of his Mechanic skills, main and sub, have a height range of two and shoot in a straight line.

**Mechanic sub.**

He has a TP skill that decreases his Hate by 8, which is pretty nifty. His next two skills can cause Immobilize or Disable. Disable is particularly potent, though it only has the range of his basic attack (his other skills usually have +1 range). It's recommended to turn off almost all the skills except Disable.

**Ranger sub.**

It has one TP skill to increase his own evasion by +55%, at the cost of stray feathers being able to kill him. However, it costs only 20TP, less than his mechanic TP skills, so he generates less AP in comparison. He has two attack skills of note here: Sharp Shoot (+100% accuracy) and Barrage (big AoE). Something to note is that range skills aren't so restricted by height as guns are.

**Thief sub.**

Thief sub is great as usual, though for Mustadio only Steal Time is notable IMO.

**TMR:**



| Name   | Type | HP  | ATK | ACCURACY | CRITIC_RATE |
|--------|------|-----|-----|----------|-------------|
| ベスロディオ | Gun  | 107 | 103 | 18       | 8           |

15% chance of reducing the target's evasion by 40.

The gun has great accuracy, though is lacking in damage. The bonus effect is nice, but isn't a reliable answer to evasion teams. It wouldn't surprise me if this gun was having trouble hitting in the first place.

#### **Farming potential:**

Ranged units are always good at clearing big maps and Mustadio is no exception. Sporting excellent AGI too, you only need to worry about his damage (can he one-shot the enemies?). His AoE skill can come in useful too!

#### **Bossing:**

He comes with a chain skill and Steal Time which is excellent for raiding. However, his damage may be lacking compared to Lucia or Frederika who sport higher ATK values.

His status abilities won't serve him well in Brutal quests on auto since he'll probably waste AP on the little enemies when you want his debuff on that big guy, but in manual and in tower/brutal stopping the big guy from killing you is always a pleasant feeling.

#### **PVP Arena:**

Spam Arm Shot, disabling opponents so they cannot lift a finger as your team slaughters them.

That's the plan anyway. He has low starting AP so at most he can only disable opponent at a time - but that could turn the fight into an easy win. For example, imagine Disabling the enemy WoL before he uses his +Hate self buff. But remember his HP is extremely low - it is quite likely he will get caught in an AoE and die.

#### **PVP Live:**

Disable works even better here as you can choose who to target. Immobilise is great for stopping melee units in their tracks.

However, his MA only increases the infliction rate by +10%, making his usual 25% rate skills 35% rate. That means the skills have a maximum of 70% chance if both the user and the target has 100 faith.