

Introduction

This guide is going to assume that you've got some familiarity with the Final Fantasy series, Gacha mechanics and the tactical style play of the game. I'm writing this guide because we get a lot of questions in the megathread that cover the same basic things, and while the tutorial covers some useful topics, players have a tendency to ignore the tutorials entirely. This guide is divided up into five major sections: Getting Started; Improving Characters; Frequently Asked Questions; and finally, Low Rarity & Free Challenge, which you can ignore unless that interests you. If a topic is covered in one of the other sections, the FAQ section will point you to that section.

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Getting Started

Alright! You've installed the game and have no idea what to do to get started. First and foremost, collect your basic resources, advance through the story, and play the game. But, very early on, you'll get to pull some characters and vision cards. One of the most frequent questions we're going to get is: "Should I re-roll this account or keep going?"

Re-rolling

The answer to that question is going to very much weigh in on a matter of preference and what your goals are in the game. If you just want to complete the basic story content, any five units can do that, so re-roll until you get ones you like. But, if you want to do harder content or PvP, you need to consider team building. There are a few basic tenets of teambuilding:

- Units of higher rarity (UR) are in general stronger than lower rarity units. However, UR units also take longer to build and maximize; your team wants a balance of high and mid rarity units. Unit rarity, from top to bottom, is: UR, MR, SR, R, N.
- Units that share an element compete for resources to advance. You will want to limit the amount of units sharing an element, ideally at the start having no overlap at all.
- You can have 5 slots in PvE, 3 for PvP content, and 1-2 slots for multiplayer. What this means is you don't need to build that many units at the start.
- A team, in general, wants: A tanky unit, a good ranged damage dealer, a strong unit that can clear maps quickly (a farmer), to have some support options. Units that fill each of those roles:
 - Tanks: Engelbert is the best tank available in the basic pool you'll pull from. Mont, the starter character every account has, is however a perfect substitute if you don't pull Engelbert.
 - Ranged Damage Dealers: Fredericka is a good option as well, but may not be available on the starter banner. You can also get by with Rairyu (an MR rarity unit). Surprisingly, Sterne and a few other melee characters get potent ranged options.
 - Farmers: Mediena is the best AoE farmer available to you early on at the UR rarity, but nearly any Black Mage can do it, and with the ability to auto-replay maps instead of having to manually do so, you can clear maps surprisingly quickly while not paying attention to the game.
 - Support Options: Ayaka is the best UR support available. Helena, Grace and Phoebe are lower rarity options that are equally useful. All of them will shine in manual play, but on Auto Play will not do much for you
- Limited Available Units: Matter when you start the game, there are some limited run units that might be available. These are going to be collaboration characters from other games or other limited run characters that you might be able to very quickly get a unit up in power to help carry you. These tend to be a pretty heavy investment, but it is worth considering if you particularly like a specific limited run character.

Besides characters, you can also get Vision Cards from your pulls. These are just as important as your characters, and the ones that most warp the game in your favor are:

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- Vow of Love: This is an MR card, so you don't need to start with it. You'll get it fairly reliably. This lets a unit draw attacks to it when playing against the AI, meaning your tank will be able to actually soak damage for your team. It changes the game entirely.
- Any Esper: Espers are another piece of equipment for your characters. Ifrit, Ramuh and Shiva are all going to greatly improve a character's strength, but the lower rarity Espers are just as important. Most notably, Behemoth gives a large amount AGI to a unit. We'll go over stats in Improving Characters, but AGI basically makes you go early and more frequently. You want to get 5 Espers as quickly as you can so that your entire team is equipped with one from as early as possible.

In general, if you get one or two of those character options, and a strong Esper or Vow of Love, that's a solid start.

As a starting player, Mont is incredibly useful, and you shouldn't ignore him just because in most gachas, the starting free character is useless.

Actually Playing the Game

Alright! You've decided you aren't re-rolling. So, what should you do? For most of the early game, you can just follow the prompts and do what the game tells you to do. There's at least one thing you should do though. As soon as the Beginner's Hall opens up, go there, and clear it as soon as you can.



It gives you a lot of rewards and will teach you a lot of the basics. Do it even if you're familiar with the genre and mechanics.

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Next, check out the three red boxes:



You'll want to pay attention to these and the presents and challenges tabs. The shop refreshes every six hours; the free summons every 8 hours. The missions tab refreshes every day, with extra missions on Monday. I strongly recommend when you first log in, to check through those three tabs and your guild/friend tabs before doing anything else. Speaking of...

What Should I Do In A Day?

Once you've started playing, you probably need to figure out what are your daily chores? It matters how non-casual you want to be. If one of the steps doesn't make sense to you, you haven't reached the point in the story where that is available, so skip that bullet.

For a completionist, your daily chores should look like this:

- Check all of the event quests for limited time rewards and make sure to do those.
- Review the notices, as they don't all pop-up when you load into the game.
- Do Level 40 Mastery Quests for units you have at Level 40. The Mastery Bonus for most characters is huge and is a one-time Stamina sink if you can do all the missions for the quest in one go, so read what you need to do and do it.
- Do Hard Quests for characters you are working on to get shards. Note: If you cannot do this for a character you are working on, wait until you can in the story, but don't waste any of your 10 Hard Quests a day. If you don't get to the Hard Quest for a character you want in a day, just do it for someone you might, conceivably, some day, want to improve.

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- Do your 8-hour reset free pulls/video pulls. Free is free. Elemental Prisms come from the 8-hour pulls, so don't miss those!
- Do your Egg, Gil, Ore and XP dailies from the event screen; after this, do your daily upgrade of equipment and Vision Cards using these resources. Prioritize in this order as Eggs upgrade your Vision Cards and are generally a time-limited resource, whereas ore is generally easier to get.
- Do whatever else you need to do to get all three chests from the daily quests, this usually includes sending friend/guild rewards, a round of multiplayer, etc. If it is Monday, check if you have completed all Monday rewards.
- Make sure your chocobos are exploring
- Do your daily PvP matches. There are 10 you should do a day; all of the ones in the Arena mode and five from the Match Battle mode (choose Free Match.) These give separate currencies for materials. You can skip them if you dislike PvP, but you get pity currency even for losing.



- Make sure to use your free shop reset each day for an extra chance at things.
- Continue clearing the story until you are done.
- If an Esper is level capped, gather Esper awakening materials for that esper.
- Gather job materials for units once all other daily stamina sinks are done.
- If no stamina, or ready to awaken a character, spam Multiplayer for the appropriate Awakening materials.

Currencies and Improvement Items

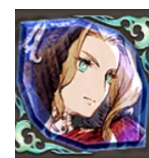
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Wait, we just threw a whole lot of stuff at you. So, let me walk you through the various currency and items you'll need to be familiar with as we go forward. You can view all of your Currencies and Items by choosing the Menu option and selecting Items.

- **Orbs:** Orbs are used in Awakening and Limit Breaking units or Vision Cards. They are obtained through mission/quest rewards or by pulling duplicate Vision Cards or Units. The different rarities use different orbs. UR use Rainbow Orbs; MR use Azure; SR use Gold; R use Silver; N use Bronze.
- **Fragments:** Fragments are used in Awakening units and come in element and Rainbow types. Rainbow Fragments are used by all units at higher Awakenings, while elemental fragments are used by units of that element. They come from Chocobo Expeditions of the appropriate element.
- **Prisms:** Prisms are used in Awakening units and come in elemental varieties. They are obtained through missions, purchased in event and other shops, and from the 8-hour free normal pulls.
- **Souls:** Souls are used in Awakening units and come in elemental varieties. They are obtained in single or multi-player Alcryst chambers. Each day has a different element set as “double drops,” and despite not showing in the Multiplayer windows. The double drop rates are shown below.



- **Shards:** Shards are used in Limit Breaking Units and Vision Cards. They are obtained through Hard Quests, pulling duplicates of the units, or from the store. Vision Card



shards are rarely available from the store and have no Hard Quests. Each day, a different elemental works is featured on the store page; it roughly matches to the Events listed above. Shards are the most time limited item next to Rainbow Fragments. As a note, Mont and Zazan's shards can be bought for gil, so you should never do their Hard Quests after getting the initial clear.

- **Soul/Vision Medals:** Soul/Vision Medals are a special currency received by getting more Shards than you need for a unit or Vision Card. They are a pity currency and can be redeemed for other currencies in the appropriate Soul or Vision Medal Exchange from the Mog Shop.
- **Summon Medals:** Nearly every banner rewards Summon Medals as bonus currency for making pulls. You spend these in the Mog Shop.
- **Arena/PvP Medals:** These two currencies are different. Arena comes from Arena, while PvP Medals come from the live PvP matches in Match Battle. These tend to have gear upgrade materials. Arena medals can be redeemed for rare and valuable Books, while the most important purchase with your PvP medals are the Hermes Sandals, which will take quite a bit of time to get.
- **Guild/Friend Medals:** These two currencies come from joining a Guild and sending/receiving gifts to your guild mates and sending/receiving gifts from people on your Friends list. They are lumped together because the most useful purchase for both of these are the monthly Fragments of Thought available.
- **Visiore:** Visiore are the blue crystals at the top of your screen. They are used in making pulls on banners and buying shards and other items from the store. They come in two varieties, paid and free. There is a section below on Paid Visiore.
- **Gil:** Gil is the universal currency used in nearly everything you do, but most notably in upgrading Vision Cards and Job Skills. Your main source of gil will come from the daily three runs of the Gil Chamber in the Events tab, and the Saturday/Sunday gil chamber, which can be run an unlimited number of times.
- **Ore:** Ore is used to upgrade equipment, such as weapons and armor, and is primarily earned through the Ore Chamber in the Events tab, which like the Gil chamber, can be run as many times as wanted on the weekends.
- **Books:** Books are used to Awaken equipment, and are mainly obtained through limited time farming events, Arena PvP currency and other rewards. You need a lot of books to fully Awaken Gear. I recommend going to the end of this document under Great Community Resources and reading the Gear Crafting Guide before starting gear crafting.
- **Eggs:** Eggs are used to improve Vision Cards. These are generally a time limited resource as they can only be received through rewards, time-limited farming events, or by completing the daily three runs of the egg chamber.
- **Pots:** These improve TMR items and can be farmed three times a day in the Events Tab in their chambers. For a new player, you will not need to worry about these for a long time.
- **Magicite:** Magicite is used in upgrading Espers. These are obtained rarely through missions or other rewards, and primarily through Chocobo Expeditions. See the section on Chocobo Expeditions under Espers in Improving Characters.
- **Esper Awakening Materials:** These are used to Awaken Espers and are obtained from the Esper Awakening maps in the Events chamber or as one-time rewards from the



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Beast's Den. The Beast's Den are some of the harder PvE content available to new players, and you will not need Esper Awakening Materials for several weeks.

Buying Visiore

Something new players often ask is, what is worth spending my real life money on in the game? First, you shouldn't buy Visiore with real money if you have better things to buy. This is a game and a hobby, but, if you *must* buy stuff with real money. Here are the few things that are generally considered good value:

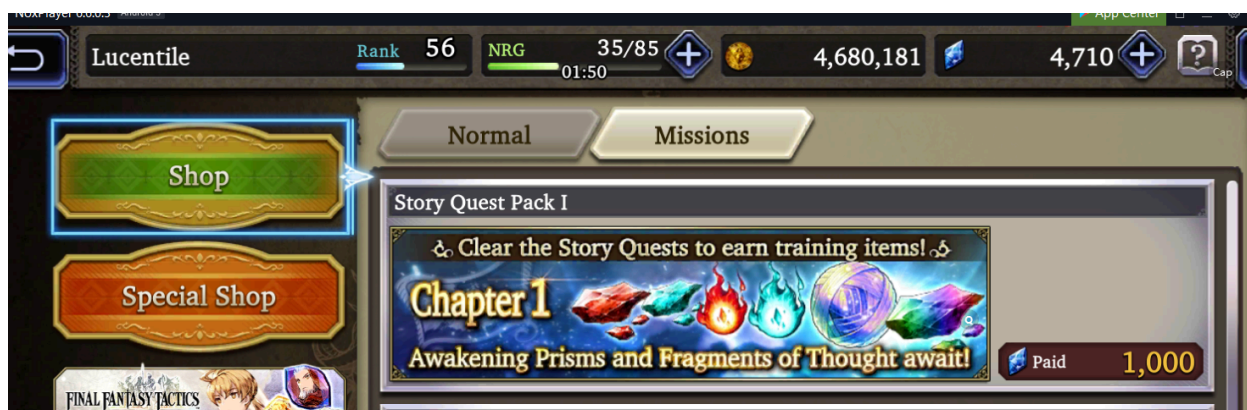
- **NRG Booster.** The 30 Large Potions are a lot of extra stamina for grinding. In addition, the 490 paid visiore is enough to get the daily purchase X Visiore reward. It's probably the best bang for your buck.
- **Daily NRG Pack.** At two Large Potions and 60 paid visiore for .99, this is a decent small spending amount.
- **Vision Card: Job Crystal.** There's some debate if this card is worth it for \$8.00. It comes with 490 paid visiore, and a card that gets you significantly more JP per encounter while it is equipped to a unit. It will save time farming for JP, but many players don't find that a bottle neck at all.



How Should I Spend Visiore?

First, there are very, very few things worth spending Visiore on. Here is a run down of what you should consider using Visiore on if you're a new player.

- **Shards for Units You Are Using:** You cannot combine shards to make a unit. So, shards for units you don't have are an investment that may not pay off. Using Visiore for shards of characters you have though will reduce the grind and get them to key power levels earlier.
- **Using Paid Visiore for Story Mission Packs:** If you are buying Visiore, besides pulling on guaranteed UR banners, one of the best guarantees to improve your team's power is the Story Mission Packs available in the store. See the screenshot below.



- As you can see, you get fragments, prisms and a Rainbow Orb. There's one for each completed chapter.

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- **Pulling on Banners.** You should never pull on a banner to get a duplicate unit, but you will need to pull on banners to get your first copy of a unit. This is one of the best uses of your Visiore, as it will also get you shards for lower rarity characters and orbs for Awakening.
- **Other Things:** Non-Rainbow Fragments of Thoughts and Prisms are not worth Visiore if they aren't coming with other, more valuable things. Likewise, faint memories and other things you can farm are not worth Visiore.

Rank vs. Royal Rank

You have two ranks to be aware of. The first is your player rank, which you can see right next to your name. Whenever this increase, your NRG is fully restored, permanently increased, and sometimes, you gain a friend slot. You gain rank points by doing your dailies, progressing through the story, and completing certain milestones, most notably gaining units and Limit Breaking and Awakening units.

Royal Rank is based on how much you have purchased. To see your Royal Rank, click the plus sign next to your Visiore and click Royal. Completing the story will get you enough Royal Rank for Royal Rank 1, which has the all important 1.5 speed increase in battle. Royal Rank increases as you buy Visiore, and I wouldn't worry about increasing it. The extras are nice, but not game breaking, though if you are a small time spender, you might get to the earlier Royal Ranks pretty quickly.

Joining a Guild

As soon as you have the option to do so, you should join a guild. Joining a Guild gives you access to a new currency in Guild Medals, a Barracks that lets you passively gain JP on units, and passive buffs from statues. To be a good Guild member:

- From the Formations screen, set up your Guild Offense and Defense parties!
- Contribute to your guild statue every day (gil contributions are fine if you have nothing else to donate with!)
- Send (and receive!) Guild Medal gifts.
- If you are online during Guild Battles, do your best to defeat an enemy team or two. You must actively choose what team for your party to attack, but the battle is handled by the AI. Any damage you receive carries over, so make sure to check how healthy your team is before the second attack!
- If you leave or are kicked from a Guild, you'll suffer a short cooldown period before you can join another Guild; likewise, your first day in a Guild you can't contribute. So, try to time leaving a Guild when you've completed any Guild-related rewards for the month/week.

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Improving Characters: Limit Breaks and Awakening

Now that you know what your general play pattern will look like and the various currencies you'll be spending, the meat of the game is improving your characters. Here's a general character screen.



So, let me walk you through everything.

1. Enhance. You can use XP cubes to improve a character's level.
2. Brave and Faith.
 - Brave improves Physical damage dealt and improves the chance of you using a Reaction ability when hit by physical damage. There is no downside to a high Brave. Brave is best improved through a Samurai's Meditation ability; you can commonly find this equipped to Robb, Owe and sometimes Oelde companions. Bravery is lowered if a unit dies and becomes a crystal or through some enemy actions. If Bravery starts below 10 or goes below 10, you become an adorable, but ineffectual, chicken.
 - Faith improves Magic damage dealt and received, increases your odds of being hit by and landing status ailments, increases healing done and received, and improves the chance of you using a Reaction ability when hit by magic. The best way to improve Faith is with Fina's Cheer Ability, but note Cheer must be Level 11 to permanently increase Faith. As there are some trade-offs to high Faith, think carefully before raising it. Faith can be lowered in the Barracks.
3. Awakening increases your character's Max Level and unlocks the ability board. Awakening to 2- and 4-star also unlocks a character's secondary and tertiary jobs. We'll get to that. Here are the total costs for MR and UR units, noting you'll need 50 of the appropriate

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elemental soul for each Awakening star (2 to 6.) SR, R and N units need significantly fewer fragments of elemental thought and prisms, but still require some Rainbow Fragments, and require Gold, Silver and Copper orbs by rarity.

- UR: 340 Fragments of Elemental Thought; 370 Elemental Prisms; 9 Rainbow Fragments of Thought; 19 Rainbow Orbs
- MR: 247 Fragments of Elemental Thought; 257 Elemental Prisms; 6 Rainbow Fragments of Thought; 19 Azure Orbs

Vision Cards will also use your orbs to awaken, but you shouldn't be looking to awaken them early on in favor of characters.

4. Limit Breaks: Limit Breaking characters require shards, which you get through the store, by clicking on this button and doing the character's Hard Quest, or by pulling duplicate units. Each Limit Break increases your unit's level cap and unlocks some extra power.
 - a. LB1: Increase max Job Level and Character Level.
 - b. LB2: Increases max Character Level and unlocks second equipment slot.
 - c. LB3: Increases max Job Level, notably at LB3, every ability will be available to the character once they reach Job Level 12, making LB3 an important break point, and max character Level.
 - d. LB4: Increases max Character Level and unlocks the third equipment slot. The third equipment slot is sometimes called the Trust slot or the TMR slot. Only specific items, called Trust/TMRs, can be equipped to the third slot. TMRs/Trusts are received by fully Limit Breaking *and* Awakening a character.
 - e. LB5: Further increases max Character Level and Job Level.

Max Limit Breaking a character requires shards and orbs depending on the unit's rarity. Those thresholds are:

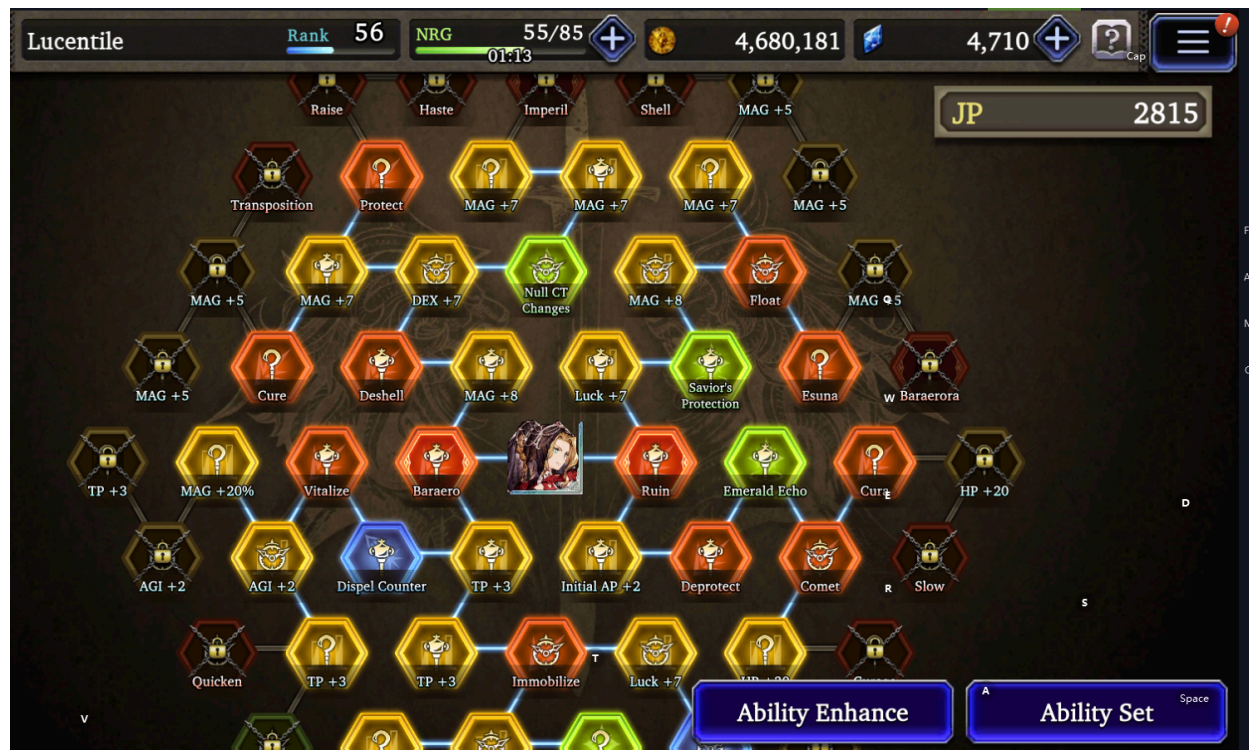
- UR: 9 Rainbow Orbs, 600 character shards
- MR: 9 Azure Orbs, 500 character shards
- SR: 9 Gold Orbs, 375 character shards
- R: 9 Silver Orbs, 250 character shards
- N: 9 Copper Orbs, 125 character shards

In general, a character can be considered "complete enough" at LB3 and Awakening 4, 5 or 6. Getting a character to max Awakening and Limit Break gets you their Trust Item (Helena's is the Guardian Staff above).

5. Job Levels: Farming job materials will raise your Job Level, which improves your base stats and unlocks the Ability Board.

Abilities

You improve abilities in the Ability Board. Here's the ability board for Helena.



What you'll notice is that each spot on the board is associated with a color and a Job Symbol. The Job Symbols show what Job needs to be leveled up to unlock that skill, while the colors each mean something different.

- **Yellow:** Yellow spots are very important. They permanently increase your unit's stats. Get these as they open up.
- **Green:** Green spots are Support Abilities. You can equip up to two in Ability Set. Some are better than others, but you'll just want to make sure you get ones that help your build.
- **Red (Fancy Borders):** Do you see how Ruin and Baraero (the two red spots right next to Helena's face) have a special border? If you look at the other skills on the outer most ring, some of those skills match your character's primary job and have the same fancy border. Those skills are your Primary Job Skills and are always available. The other skills, like Deshell, are your Primary Subjob Skills, that are only available when using the character's Primary Job as the Subjob in Ability Set.
- **Blue:** These are your Reaction abilities and trigger when hit in combat. Note that skills can trigger so long as someone is in range; you can counter attack if a mage

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is silly enough to cast Ruin at you in your face. These get more consistent at higher Skill levels and with higher Brave and Faith.

Nearly every Red and Blue skill can be improved with the Ability Enhance button, though they get much more expensive to improve at higher levels. Some Green skills do scale, but note that some parts of the Support skills' numbers won't change, such as Range, Move, and Jump modifiers.



This is the **Ability Set Screen**, where you can slot two Support Abilities, one Reaction, and one Sub Command. To see what abilities are associated with a Sub Command, tap and hold the button. Master Ability becomes available when a character is Level 40. Note how Emerald Echo doesn't have a level because it can't be improved, since it is just a binary skill.

So that should cover everything from the Character window. You also improve your characters using the Espers, Vision Cards and Equipment screens.

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Stats and What They Mean

Now that you've seen everything there is to see, it's time to go into stats and what they mean. First, notice the green stats after the up arrow? Those are your *Flat Modifiers*. They are applied to your *Base Stats*.

- Base Stats are your unit's stats before any modifiers. Base Stats are improved by gaining levels and Job Levels.
- Flat Modifiers are most commonly obtained through various equipment, Ability Board unlocks, Support skills and equipment. These are, as they sound, simply a flat bonus to your stat. If you get Max HP +10, then it simply adds 10 HP.
- Percentage Modifiers are most commonly obtained through Ability Board unlocks and Mastery skills (skills obtained by completing a unit's Level 40 character quest.) Percentage Modifiers only modify Base Stats.
- Final Stats are what your stats are after your Base Stats are modified by both Flat and Percentage modifiers.

Bravery and Faith are familiar to FFT fans. They are explained [above](#).

The rest of your stats are:

- HP: When these reach 0, your unit is knocked out and begins to turn into a crystal.
- TP: These let you use the abilities that build AP. Most important for support casters, but everyone benefits from high TP.
- AP: AP doesn't start full like the other two. It starts at a fixed percentage, plus any Initial AP you have equipped or unlocked from your ability board. Mages start with more, while Red Mages start with somewhat less, with physical units starting with notably less. AP is built by using abilities that cost TP or through basic attacks.
- ATK/MAG: These stats are weighted heavily when using actions based on them. You can tell if an action is an Attack or Magic focused skill by what it says it scales off of. For the two skills below, the first uses ATK and the second uses MAG, note the different icons. Every ability will have two icons associated with it. The first shows whether it is based on ATK or MAG (sword or staff); the second will have a color representing its elemental affinity (either neutral or the same as the unit using the ability) as well as a damage type (Strike, Slash, Pierce, Missile or Magic). These examples come from Miche's ability board. As you can see, Poison Arrow is an Attack based skill that deals Fire Missile damage. Fire is a Magic based skill that deals Fire Magic damage, but Bio is a Magic based skill that deals Neutral Magic damage. Clicking on Detailed Display will tell you how much AP or TP a skill requires, the range and area of effect, and how many times per battle an ability can be used.



- AGI: This effects how quickly your turn comes up and has a very minor impact on damage and accuracy calculations. If you are within range of a unit you have affinity with, this stat is increased. Affinity stacks, so you can benefit from multiple instances of Affinity. [Affinity](#) is explained below.

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- DEX/LUK: These also have a minor impact on damage formulas, but also impact accuracy, critical hit and evasion. If you are within range of a unit you have affinity with, these stats increase. Affinity stacks, so you can benefit from multiple instances of Affinity.
- Move/Jump: How many squares you can move or jump up and down. Note that unlike in FFT, you cannot jump across gaps, only up and down.

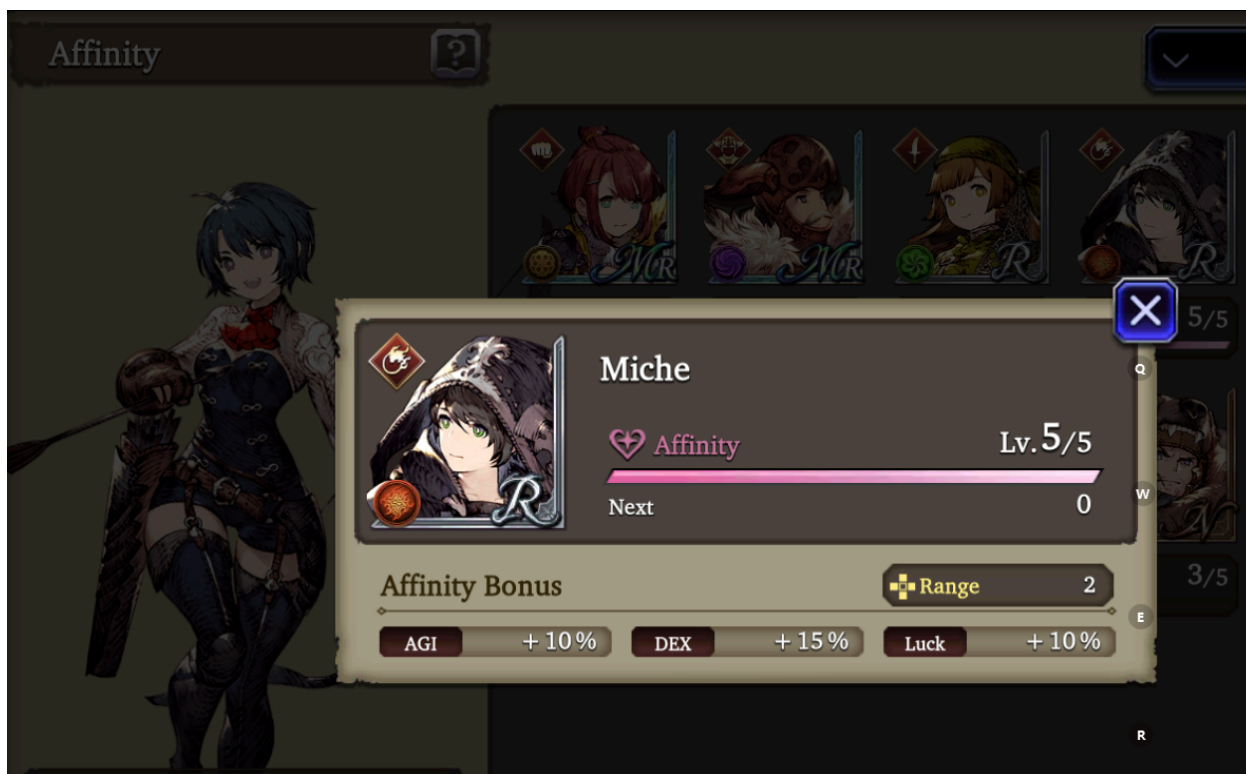
When looking at a character in the Unit Window, you can see a more detailed stat page by clicking on Stats Details. The top half is a breakdown of the stats we've gone over. The bottom half looks like this:



These resistances show how much incoming damage is increased (in red) or decreased (in green) by a unit. The icons for Attack Type are, in order, Slashing, Piercing, Striking, Missile and Magic. While ATK Type Resist and Elemental Resist are usually a function of the unit's elemental, some units are different, so it is a good idea to check. Likewise, the Status Ailment Resistance shows that this unit (Helena) is greatly resistant to Silence and Paralysis, somewhat resistance to Charm, and likely to be Poisoned.

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Affinity can be seen from the Stats Details page. Affinity is gained by deploying with units in single player quests (but not when using Skip Tickets). At max affinity, you gain these bonuses. A unit can gain Affinity with any number of other units you own, so don't worry about getting too much.



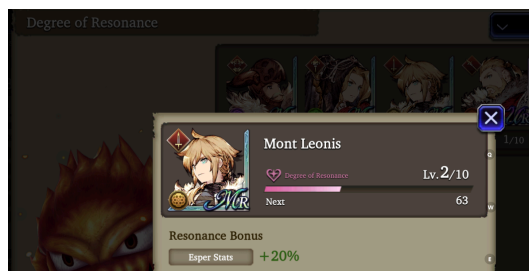
Hidden Stats are stats that the game just doesn't tell you you have. These are typically modifiers.

- Killer/Eater: These improve damage against the given type.
- Slashing, Piercing, Strike, Missile and Magic Attack Up: These increase your damage with those types of attacks (by roughly 1% per point.)
- Defense/Spirit: These are flat damage reduction for physical (Defense) and magic (Spirit) damage.
- Accuracy/Evade: Your chance to hit an enemy unit or Evade any kind of attack, save sure hit skills like Sharpshot/Holy. Again, each +1 is roughly 1%. Also modified by final stats.
- Critical Hit Rate: Your chance to deal extra damage with any damaging attack. Again, each +1 is roughly 1%. Also modified by final stats.

You can get more detailed information on accuracy, evasion, damage calculations and other uses of stats from the various guides available on Reddit [here](#). This guide is intended to just give a general overview of the stats.

Espers and Resonance

Espers improve your character's stats. They do this based on something called Resonance, which you can annoyingly only see from the Esper page. So, get familiar with these two screens before I explain them.



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You'll notice that your Esper has stats (they also have Resistances that influence your unit). Notice how Mont is at 2/10 and gets +20% of the Esper's stats? At 10/10, you get 100%. You gain 1 level of Resonance every 100 fights. The difference between 10% of an Esper's stats and 100% is noticeable. Stick with your Espers, get that Resonance high. Resonance is a Flat Modifier to a unit's stats. An Esper can have Resonance with as many units as you own, so don't worry about building Resonance on the wrong units, you won't lock yourself out of gaining Resonance on a better unit later.

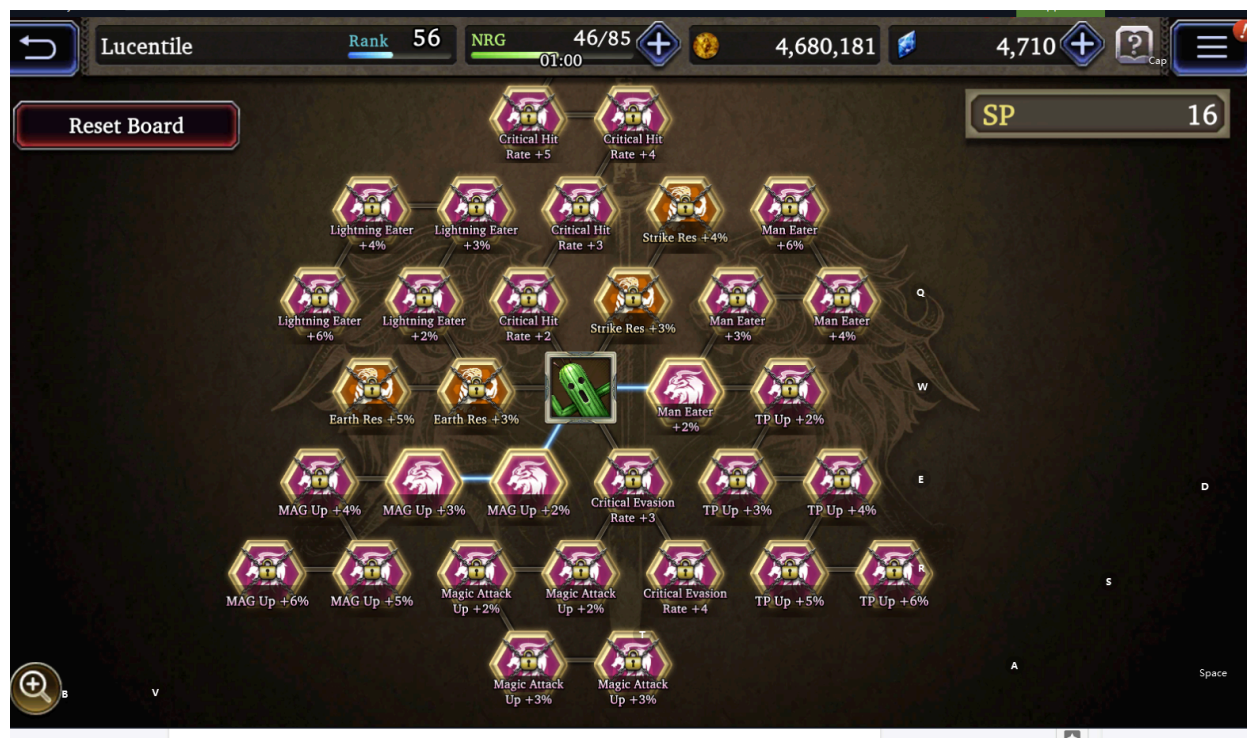
Esper Levels and Chocobo Expeditions

So, you probably noticed that Espers have Levels. So, how do you gain levels? By feeding them magicite. How do you get Magicite? Through Chocobo Expeditions, which are unlocked as you get further in the story. Chocobo Expeditions also get you Fragments of Thoughts, Souls and character shards based on the element you are exploring. You can change which magicite you are looking for in the Expedition Screen by clicking on the location (in this case the Infernus Cave). The locations are one for each element type, Summoner's Frontier and Ironforge Mines. You pretty much never want to go to those last two, as you don't get Fragments of Thought, Awakening Souls or, rarely, character shards.

Notice how both Mont and Gaffgarion have a little Up on their portrait? You can find out what units have a Unit Bonus by clicking that button, but note only the highest Unit Bonus is active in an Expedition Party.



The Esper Board



So, you probably have looked at your Esper Training Board and wanted to know what you should get? You can reset the board, once for free, and after that for Visiore, so try and get it right the first time. When you Awaken your Esper, they'll get the chance to grow more and gain more points to spend on their board. Some advice on spending on your boards:

- **Plus Attack, Magic, Attack Types, Man-Eater:** These all greatly improve your damage output. Attack Types include Slash, Missile, Strike and Pierce. Value them highly.
- **TP/AP improvements:** For support characters, you may want to consider increasing their TP/AP to improve the actions they can take.
- **Evasion/Critical Hit/Critical Evasion/Accuracy:** These are less important, as you can get these from other sources, but if you are building an Esper for a unit that needs high Evasion, grabbing it from the board isn't that bad.
- **Evocation Magic:** Generally not needed.
- **Eaters/Killers Besides Man-Eater:** Always prefer consistent damage boosts over killer/eater damage boosts, except Man-Eater since that will always trigger in PvP and in many difficult PvE encounters.

Vision Cards



Like gear, you won't need to worry too much about Vision Cards as a New Player. Just pick the ones that suit your party the best and level them up with any eggs you collect. First, look at the Vision Card above to get a breakdown of what they do:

- Vision Cards boost HP, ATK and MAG. Different cards improve them in different amounts and proportions, so try and make sure you're giving the right stats to the right units.
- Bestowed Effects are things that the unit equipped get. You want to match these up with a unit that benefits the most from it.
- Party Ability is an ability that your entire party gets. Only one party ability that impacts a stat is active at a time. The only exception is if you have a Companion character from a Friend with a card with the same effect. Those will stack.
- Leveling cards improves these things, and higher rarity cards get Awakening Bonuses.

Vision Cards to look out for:

- You will want to be working on one card the following Party Abilities:
 - Attack
 - Magic, if your team has any units that use Magic.
 - Casting Time (if using mages)
 - Critical Rate
- The most important Vision Card is the MR Rarity Vow of Love, as that alters how the enemy AI acts thanks to the Hate it grants to the equipped unit. If you have this card, you should consider prioritizing it among your Vision Cards. It's party ability is Attack, so it fits a niche you're going to want to fill anyway.
- Vision Cards that grant Agility as a Bestowed Effect are worth considering, even if they have a negative Bestowed Effect, such as Cactuar.
- Shiva is a UR Vision Card that gives a party wide Evade buff.
- "To Be Stronger Than Anyone" is a UR Vision Card that reduces cast time, valuable if using mages.

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- Secret Orders is an MR Vision Card with a Party Ability of Slash Attack up; many of the best physical damage dealers are Slash Attackers, and your Tank is also probably a Slash attacker.
- Surprisingly, Leonis Castle, an R Vision Card, comes with both a Bestowed Effect of Defense and Spirit stats, and a party effect of Critical Hit. It is a relatively cheap investment and makes a unit surprisingly more durable, but should not be prioritized until your other cards are developed.

Equipment

Equipment is super important in most RPGs, and in WotV, not much different. However, for beginners, there are four things you need to know:

- Equipment **does not stack**. You only take the highest bonus from your three pieces of equipment (and any negatives; you can't equip an item with +1 AGI to cancel out an armor's -3 AGI.) So, if you have a sword with +50 ATK and a hat with +25 ATK, you only get the +50 ATK from that sword. Specialize your gear, in general, to cover ATK/MAG, HP/SPR/DEF and then Evade, Crit, AGI or some other useful stat. Note that passive abilities (the ones in the text box below the item stats) do stack, but not with other passive abilities from gear.
- Until you know what you want to craft, the N rarity gear pieces from the shop are perfectly fine once leveled up. When you're ready to craft, see this guide (https://docs.google.com/spreadsheets/d/1m-GdCocYhQN47J6u-xk_tDN7mqgKN-Q7Os090ZSZB98/edit#gid=1796901120) by Reddit User Krazplay
- Proficiency increases by taking actions with equipment equipped, and when you see red numbers on the equip screen, this just means you're not gaining the full benefit from a piece of gear, not that your stats are being lowered.
- TMRs can only go in the third slot, and you cannot have two of the same kind of equipment (save accessories) equipped. Note that a hat and body armor are both armors.

Helping Other Players

As a new player, you want to help your other players. The main way to do this is done from the Formations menu. There are tabs that let you set up:

- **Duel:** Your PvP Team (Duel/Match) are set up here. You can have teams of three.
- **Multi:** Multiplayer parties (Multi) can be set here; you can have parties of one or two units (though currently, there are no modes that use your two-party teams.)
- **Guild:** Set your Guild Battle attack and defense parties, which are made up of teams of three.
- **Companion:** Your All Companion is seen by people who aren't your friends and can be used by any player for paying a small gil fee. Each of the elements can have a companion set to it as well. Each slot in this formation is independent, so you can equip the same Vision Card/Esper/gear on as many units as you want on the Companion tab. Ideally, put your most powerful unit in each slot, and if you don't have a good unit in an element, it is

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OK to just put a filler unit in there. Some quests require you to use a team of all of a certain element, so even a weak unit might be useful to your friends.

Frequently Asked Questions

While I hope that a lot of the basic questions were answered above, I've collected some frequently asked questions below.

- **My character can't use X any more! What happened?**
 - Go to the Ability Set Screen and do a long press on the Sub Commands to see what abilities are associated with each subcommand. Not every job associated with a Primary Job is available to your unit all the time.
- **I have the materials; why can't I craft something?**
 - You cannot craft using an item that is equipped in any Formation or set as a Unit's Favorite Item. Search through all these menus and unequip the item as needed.
- **What are some good MRs/SRs?**
 - Mont is an excellent MR and is probably the only viable substitute tank for Engelbert for now. As you can get his shards for gil, he is also easy to advance.
 - Any Event MR that you can farm shards for is worth considering.
 - Owe and Fina are excellent MRs as they provide ways to permanently improve Faith and Brave for your party.
 - Rairyu is one of the better damage dealing MRs thanks to his Gunner class.
 - In general, you'll want SRs that can fill roles that don't require large numbers.
 - Vallaide is an SR Green Mage who has a surprisingly useful TMR (Robe of Alliance), since even if the HP gets overwritten, the various physical resistances will still be usable.
 - Phoebe is one of the best SRs, due to the fact that she is a Time Mage and that her TMR will boost AGI.
 - Any Thief unit with access to Steal Time and Steal Heart can earn their slot on the team, with Zazan and Mia being notable low rarity Thieves.
- **Other Resources**
 - The Reddit has this Wiki filled with additional tools and resources.
https://www.reddit.com/r/wotv_ffbe/wiki/guide_tool
 - The WotV Calculator (<https://wotv-calc.com/>) by Reddit User Bismark has an amazing amount of useful information.
- **Where do I farm X?**
 - See this Farming Guide by Reddit User BrandonIsABadAss
<https://wotvfarmcalculator.github.io/beta.html>

Freebies and Nobodies Challenge

One thing that always bothers me in gacha games is the compelling need to pull high rarity and stronger characters. So, in addition to slowly building good characters, I'm currently focusing on what I'm calling "Freebies and the Nobodies." The goal is to use *just these units* and Vision Cards that are either SR or lower rarity, except for those given for free, which includes not using the Espers associated with higher rarity Vision Cards. The currently allowed characters are:

- **Mont:** He's going to be your tank. He's going to carry your Killer Blade. Since you can't use Vow of Love, you better find ways to churn out his taunt quickly. Thankfully, being Earth, he can chain with Etre.
- **Y'shtola:** Hope you didn't miss her! She's your best AoE, and her Trust Master staff is going to be her and Miche's best weapon for a long, long time. She also gets you Holy and Green Magic. She's going to be as much a cornerstone of your team as Mont.
- **Fina:** Fina is an odd duck, and you're going to need her Bright Shower AoE and healing in different amounts. Her Gunner subjob is normally ignorable, but you may find some use for some of the buffs there.
- **Thancred:** Mine only made it to LB3, but if you farmed the 15,000 event currency, he's the only UR in your line up, he chains Slash with Mont and Gaffgarion, and chains Light with Fina. He can take Banishra to add some AoE, he can Jump. Like Mont and Y'shtola, he's going to end up in a lot of your formations.
- **Gaffgarion:** If you got him and maxed him, he's going to be the best damage dealer of your team. There's not much more to say than that.
- **Etre:** Etre is like Mont, but weaker in almost every way, except for getting Evasion as her Mastery. If you want to build someone with Evasion, Etre, with someone carrying the Floateye card and someone else carrying the Long-Awaited Holiday card to buff Dexterity and Luck is your best bet. Thankfully Siren has Evasion on her board, so Etre is one of the few people who might get some use out of Siren.
- **Learte:** Probably the saddest addition of our N and R units to the roster. Her niche is going to be sure hitting things with Sharpshoot. Like all of her fellow low rarity units though, her stats are terrible, so she's not going to be killing things. She does get Reflex though, which if you cap her Brave and Faith, means she might just stay alive long enough to be useful.
- **Mia:** Despite being low rarity like Learte, she's got a use! Steal Heart and Steal Time are going to save the day. All three of the thief units will probably end up using Thief Lore as one of their passives for extra Agility, another thing Learte is missing that hurts her.
- **Miche:** Miche can use Y'shtola's Trust Master to keep his terrible MAG score from total screwing his damage, but he's still going to spend a lot of time with the Thief Subjob. Thanks to his Ranger Subjob, he can eventually get Reflex too.
- **Zazan:** Zazan can slot Knight for breaks, but he can also slot Thief. This is the power of the nobodies! Three of them can charm the pants off your enemies. Use it!

Free MR or UR Vision Cards thus far are:

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- **Siren:** The card itself is rather wimpy until we get a decent Water Attacker (sorry Zazan). But, it does give you access to the Siren Esper, which is nice since you have so few Espers available to you.

To give you a cheat sheet of legal Espers:

- **Siren:** Her board is wonky! I'm going with Slash Resistance, Evasion, Critical Rate so that she can be used on Mont, Thancred and Etre to get them a bit more effective HP. If we get a good piercing free attacker, I might reset her board to unlock those.
- **Bomb:** While Bomb's evocation will probably never get used, he does bring Human Killer and Attack Up, making him a generally good Esper on any physical damage dealer. If you want to build Etre or Learte to do more damage, Bomb is a good bet.
- **Cactuar:** Like Bomb, but for mages. I've also started getting Thancred resonance here, because you will sometimes find him wanting to use Banishra to help with adds, and the extra Magic damage from Cactuar will be welcome, while not completely tanking his physical damage thanks to killer. Miche and Y'shtola should have priority though.
- **Floateye:** Custom built for Fina, but Learte can use it too to good effect if you run her with White Mage. Ranger Miche could theoretically get some benefit, but you will probably never use Ranger Miche.
- **Ogre:** Slash Attack and Attack make Ogre the damage option of choice for Gaffgarion, Mia and Thancred for when he's physical.
- **Zuu:** While you can build to Strike Damage on Zuu for Etre, I think building out Magic Resist and Attack first will make this a solid choice for any physical member of your team.

Equipment is easier. Thus far, the only non-free purchasable equipment and Vision Cards are the Metal Slayer sword and Job Crystal Vision Card (Job Vision is allowed for farming, but not for completing the challenge maps). All other equipment is valid. If you want to join, just start preparing your units!

Current Successes

- FF14 Event completed with Mont, Y'shtola, Thancred, Zazan, Fina
- All FFT Events cleared with a variety of parties, but the 4-man Ex-event cleared with Mont, Y'shtola, Gaffgarion, Thancred.