

Specialties (what each spirit is skewed towards):

Spirit requirements - GS:specialty (region)

10 Kato: Skill Attacks (start/Chugoku)

11 Isonade: VS humans (start/Chugoku)

11 Daiba: Evasion/low stance (start/Chugoku)

11 Fuse-Ushi: Life/Vs-Poison (Kyushu)

13 Mizuchi: \$/Gold/Amrita (Kyushu)

12 Paired Raiken: dash/skill vs yokai (Kyushu)

15 Hi-Nezumi: magic and stealth (Chugoku)

15 Aya-Komori: sneaky paralysis Nin (Chugoku)

16 Itokuri: Farming and smithing texts (Kinki)

16 Enko: Fire Combat (Kinki)

17 Usura-Hicho: life and vs Yokai (Kinki)

18 Gyokuto: Running LW Ninja (Tokai)

19 Tanuki: Health/Healing Tank (Sekigahara)

19 Shin-Roku: Earth/Life Combat (Tokai)

20 Yatagarasu: Ranged Weapons (Sekigahara)

21 Suzaku: Critical Combat (Sekigahara)

21 Kara-Jishi: Skill Attacks (Sekigahara)

22 Izuna: Amrita/Life Combat (Omi)

22 Genbu: the magic slow tank (Omi)

23 Atlas Bear: Combat/Low ki (Omi)

25 Tengen Kujaku: (Omi)

25 Saoirse: Reincarnation (Omi)

25 Nekomata: Thrown Weapons (DLC1)

28 Bisha's Centipede: Poison Combat (DLC1)

30 Blue Dragon: Wind Combat (DLC1)

33 Enku: Spears and Kunai (DLC2)

31 Nurarihyon: Water and field control (DLC2)

32 Janomecho: Critical and Recovery (DLC3)

34 Nine-Tails: Abyss Farming (DLC3)

Now... if we were to pick one, what would we think about in our choice?

Considerations on Choosing a Guardian Spirit [GS.CH.CON]

Each Spirit was designed to boost a playstyle or strategy. Like so:

Ninja: Aya-Komori, Gyokuto, Nekomata (kunai builds often like Enku for thrust damage.)

Magic: Hi-Nezumi, Genbu

Combat: Enko, Atlas Bear, Bisha's Centipede, Shin-Roku, Blue Dragon, Paired Raiken

Skills: Kato, Kara-Jishi, Isonade, Paired Raiken,

Stealth: Hi-Nezumi, Aya-Komori,

Health/healing: Narikama Tanuki, Shin-Roku, Fuse-Ushi, Izuna, Isonade, Daiba (if you spam LW)

Crit: Suzaku, Saoirse, Janomecho, Hi-Nezumi

Field Control: Nurarihyon, Enku, Janomecho, Nekomata

Mobility: Enku, Aya-Komori, Gyokuto, Daiba-Washi, Janomecho, Kato

Defense: Blue Dragon, Narikama Tanuki, Fuse-Ushi, Janomecho, Nine-Tails

Spear/Kunai: Enku

Barehanded: start with Kato, end with Tengen

Etcetera.

I'm sure i didn't get them all in every category they could appear in.

When a spirit is low damage, we know it is because it boosts magic or nin and recharges super fast (except Genbu who slows you down and has low damage in LW, but super buffs your defense if you are a mage.)

Knockdowns Attacks: Daiba-Washi, Isonade, Fuse-Ushi, Mizuchi, Aya-Komori, Narikama Tanuki, Genbu, Atlas Bear, Enko, and occasionally Nurarihyon or Hi-Nezumi. I put those in order of how reliable they are when i try to use them - but everybody usually chooses one they love for different reasons. They each have a distance you should use them at; some close and some far.

Remember that Itokuri will add +35 paralysis and Bisha's Centipede will add +35 poison if you don't have an element forged onto your weapon. It is weak on lower difficulties but a nice addition to when it is applied via tempering or talismans.

Status Ailment Inflicting Attacks:

Paired Raiken, Gyokuto, Blue Dragon, Suzaku, Nurarihyon, Janomecho

And to a lesser extent: Hi-Nezumi, Enku, Kara-Jishi, Usura-Hicho, Nekomata

Boost Elemental Damage (+36%):

Fire: Enko, Suzaku, Nine-Tails

Water: Usura-Hicho, Nurarihyon

Lightning: Kara-Jishi

Wind: Izuna, Blue Dragon

Earth: Shin-Roku

Boosts Combat Damage:

Kato: CCA +17%, Skill Damage +23%

Kara-Jishi: Increase Attack (Skill), Skill life drain

Atlas Bear: CCD +13.5%

Isonade: Human CCD +16.8%, sense enemies

Paired Raiken: Yokai CCD +21%, skill ki damage

Blue Dragon: CCD (Full-Life) +23%

Gyokuto: Low Damage +11.5%

Enko and Tanuki: Strong Attack Damage +16.5%

Enku: Thrust (+14%), CCA (Enemy Attacking) 17%, damage (status ailments) B-

Thrown Weapons: Nekomata +18%

Thrust Damage: Enku +14%

Long Range Damage: Yatagarasu +26%

Mizuchi: Enemies Defeated db A

Aya-Komori: Agility db A

Suzaku is original OP (Critical)

Kato + Hi-Nez out damages Suza for Crit

Janomecho has CCA (crit) 22.5%

Hi-Nezumi has CCA(crit) 21.5% as primary and 10.7% as secondary

Best Secondary Spirits

Enku (thrust damage) +7%

Hi-Nezumi (crit damage) +15.7%? *Shouldn't that be 10.7%? Double check this later.*

Aya-Komori (back damage)

Narikama Tanuki (strong attack damage) +8.7%

Tengen Kujaku (extend elemental effect) +33%

Enko (break) +25

Blue Dragon (elemental damage reduction (guarding)) +28%

And Tengen Kujaku boosts elemental effect (does this mean elemental damage or degree to which status effects affect enemies? Duration remains unchanged...) while also sensing all things that could appear on your mini-map. Also, a buff upon amrita absorption for each stance. And yokai DR.

Another note: Tengen Kujaku's stance based effect and Kara-Jishi's increase attack (skill). Tengen's high stance buff to attack and Kara's increase attack are right around a 45% boost to your damage. Crazy powerful - perhaps this is why Tengen doesn't have more combat boosts and Kara has a short LW duration.

LW Powerhouses:

Kato, Enko, Blue Dragon

Important note that all stats presented are with level 60 spirits and spirit stat of 36.

Description of Stats _____[GS.DS]

When choosing a GS, how do we know how strong it is? Simple;

Attack Enhancement - how much LW state boosts your attack.

Might - how much resistance to drain LW has after taking a hit.

Usable Time: how long LW will remain in effect if you do nothing.

Action: How using Ki affects LW gage drain

Recovery: How well absorbing amrita refills LW while you use it.

Tenacity: How LW behaves when critical or losing health

Amrita Gage: how well absorbing amrita refills LW when you are not using it.

And they all (except Genbu) provide 26% armor protection at level 60.

Also, you may see this shorthand: Close Combat Damage (CCD), Close Combat Attack (CCA), Living Weapon (LW), Damage Bonus (DB), Status Ailment (Sta'ail')

FIRST TIER: LOW DAMAGE FAST RECHARGE [LwDmHr]

These guardian spirits are highly specialized towards ninjas or mages. Low damage in LW, but high mobility and high recharge rates - both in and out of LW. Saoirse, Hi-Nezumi, Aya-Komori, Gyokuto, Genbu.

Saoirse. An Irish banshee from Gaelic folklore that tells of a woman weeping for your upcoming death. She saves William from death and the entire point of the game is to rescue her from the homonculus (man-made human without a soul) Kelley. Her Living Weapon (LW) hits very softly. She has a short usable time (maybe the shortest) and almost the least might (armor in LW)... her special - she swims out to place a water mine and boost the player.

Saoirse Stats:

Attack enhancement	5%
Might	740
Usable time	10.0
Action	B
Recovery	A+
Tenacity	A+
Amrita Gage	A-
Sense Enemies/Amrita	

Special effects (critical) +21%
+24.5% Amrita Earned and retrieve 85% Lost Amrita

As secondary: +12.7% Amrita Earned
Level 1: Sense Enemies/Amrita
Spirit requirements: 25
Beat Demon King Revealed main mission in Omi to obtain

Special attack may saturate and gives buff that releases amrita when striking enemies.

Nearly every Spirit Combination is an exception. I won't list it here as i did for Tengen Kujaku or Narikama Tanuki - they just had a handful. The next section contains rules of combining Spirits and the exceptions. Refer there for a long list of Saoirse exceptions. (There is no next section, that refers to other document)

Hi-Nezumi. Although the second lowest attack enhancement - not bad! Lowest might, so you'll be knocked out of LW often, but you'll recharge super quick! Sometimes before you hit the ground from being knocked out of LW!... think stealthy, fast, quick recharge at the cost of being weak. Very good for stealth and magic, but fairly, meh, for other playstyles. Although the special attack he lays 3 bombs by your feet and it is spammable and scorches attacking enemies fairly quickly... i love that little mouse.

Hi-Nezumi Stats:

Attack enhancement	5.5%
Might	400
Usable time	21.7
Action	B
Recovery	A+
Tenacity	C-
Amrita Gage	A+

+90 magic power, vs fire +25,
+21.5% CCA(crit)
Stealth for Enemies A+
Unlimited Magic +22%

As secondary: +15.7% CCA (crit)
Level 1: +50 magic power
Spirit requirements: 15
Beat Heir to the Nioh submission in Chugoku to obtain

Attack lays 3 bombs. The mouse itself my gut cause knockdown if it hits their legs, but the 3 bombs can kind of be used to scorch.

Aya-komori. Slightly more attack enhancement. Still next to no might. Really not bad for a ninja. Super weak but super fast charge rate, and the special skill is a wind slice that can cause knockdown FROM ACROSS THE MAP! These bats are insane! Quick stealthy ninja spirit.

Aya-Komori Stats:

Attack enhancement	6.5%
Might	480
Usable time	25.5
Action	A+
Recovery	A+
Tenacity	C-
Amrita Gage	A+
Unlimited ninjutsu +22%	
Increased attack from behind +18%	
Agility Damage Bonus A	
Life recovery from grapple	
Vs paralysis +28	

As secondary: Attack from Behind +9%
Level 1: unlimited ninjutsu +15%
Spirit requirements: 15
Beat The Conspirators submission in Chugoku to obtain.

Special attack sends out wind slice that knocks down.

Gyokuto. The lightning rabbit. Another good ninja spirit with low attack enhancement and slightly more might than the others. The special lays several balls of static electricity around you that electrify attackers (but do no damage).

Gyokuto Stats:

Attack enhancement	7.5%
Might	592
Usable time	21.3
Action	B+
Recovery	B+
Tenacity	C-
Amrita Gage	A-
Dash speed +10%, +115 Nin Power	
Low damage +11.5%, +140 Luck in LW	
Elixir effect on life recovery +28%	

As secondary: Ninjutsu Power +57
Level 1: elixir effect on life recovery +20%

Spirit requirements: 18

Beat Memories of Death Lollies main mission in Tokai to obtain.

Special attack leaves balls of static electricity that almost instantly electrify enemies when touched.

Genbu. The water tortoise chimera. I hate that it slow you down (like being slothed), though spells can't be interrupted. Although low attack enhancement - super high might (3000) and 10% more spirit protection (all spirits have +26% spirit protection, but Genbu has +36%). Like a magic tank. Special attack can cause knockdown if the 3 geysers hit. However, does NOT charge fast outside of LW. Actually, one of the lowest. Trades attack and mobility for a lot of defense.

Genbu Stats:

Attack enhancement	7.5%
Might	3000
Usable time	20.6
Action	A
Recovery	B+
Tenacity	C
Amrita Gage	D-
Reduced dash speed -30%	
Change to Defense (Magic) A	
Received elemental attack damage -11.5%	
No guard break (onmyo magic)	
+115 Magic Power	

As secondary: Magic Power +57

Level 1: dash speed reduction 30%

Spirit requirements: 22

Beat The Inheritance submission in Omi to obtain

TIER TWO - TWICE TIER ONE [SS.DD]

Nearly twice the attack enhancement AND might of tier one. Slower recharge rates or mobility in LW, but still faster than most. Highly specialized, but not for mages and ninjas. Itokuri, Daiba-Washi, Usura-Hicho, Nekomata, and top 2 in tier are Nurarihyon and Izuna.

Itokuri. The farming spider. If you have no elemental damage, it will provide paralysis. Luck and item drop rates are boosted, and the special places webs in front of you that slow attackers (but only while they are in the webs.) Best suited spirit for hunting smithing texts and spirit stones and such.

Itokuri Stats:

Attack enhancement	9.5%
Might	792
Usable time	23.0
Action	A-
Recovery	B-
Tenacity	C-
Amrita Gage	A+

Luck +90, familiarity bonus +19.5%,
Human/yokai item drop rates +38%
paralysis +35

As secondary: Luck +45
Level 1: luck +50
Spirit requirements: 16
Beat Spider's Nest Castle main mission in Kinki to obtain.

Daiba-washi. The whirlwind horse-hawk. Favors evasion, looting equipment, and returns some life after LW. The special makes a whirlwind that knocks down any human within 10-15 feet. Honestly, my favorite knockdown spirit because it is least resisted with full-circle range. Also a great 2nd to Itokuri when farming gear.

Daiba-Washi Stats:

Attack enhancement	10%
Might	872
Usable time	20.8
Action	B
Recovery	C+
Tenacity	C-
Amrita Gage	A+

Evasion ki Usage -22%, luck +75
Quick attack damage +15.8%
Equipment drop rate +36%
Recover Life (after LW) +720

As secondary: Equipment Drop Rate +18%
Level 1: evasion ki usage -15%
Spirit requirements: 11
One of the 3 starter spirits, beat 3 Angry Gods in Chugoku if not chosen at the start.

Usura-Hicho. Frost butterflies. The Yokai Realm resistance and life for purification are pretty cool. reduces strong attack ki damage 21%, Special creates a nearby field of butterflies in front of you that might saturate a charging opponent (maybe).

Usura-Hicho Stats:

Attack enhancement	10.5%
Might	600
Usable time	20.7
Action	B
Recovery	A
Tenacity	C+
Amrita Gage	A+

Water damage +36%, vs Yokai Realm +460
Evasion ki usage -26%,
Life recovery (purification) +230
Strong Attack Ki Damage +21%

As secondary: life recovery (purification) +115
Level 1: life recovery (purification) +150
Spirit requirements: 17
Beat Falling Snow main mission in Kinki to obtain.

Nekomata. The Cat-God spirit possessing Hattori's cat-clock. This spirit is meant for thrown weapons and especially bombs or fire/poison shuriken. Special attack he shows up and throws 3 kunai out that summon lightning strikes. Wide range if they do not dodge sideways. Quite the thrown weapon ninja spirit.

Nekomata Stats:

Attack enhancement	10%
Might	792
Usable time	24.0
Action	B+
Recovery	A+
Tenacity	C-
Amrita Gage	A-

Thrown Weapon Damage +18%
Close Combat Ki Damage +16%
Recurring Damage Dealt +18%
Sense Enemies, vs Yokai Realm +460

As secondary: Thrown Weapon Damage +9%
Level 1: TWD+10%
Spirit requirements: 25
Travel to Tohoku (first DLC region) to obtain.

Nurarihyon. The old man smoking a pipe. His special attack places 3 pools of water that saturates enemies who approach (and cause frequent water damage while they are in it.) He blinds those you saturate and boosts water and projectile ki damage.

Nurarihyon Stats:

Attack enhancement	12.0%
Might	1490
Usable time	22.3
Action	C
Recovery	A+
Tenacity	C+
Amrita Gage	C
Amrita Earned from Enemies	+22%
Ki damage (projectiles)	+18%
CCA Ki Reduction (Evasion Attack)	
Water damage	+36%
Blind Enemies (Saturated)	

As secondary: ki damage (projectiles) +9%

Level 1: blind enemy (saturated)

Spirit requirements: 31

Beat The Dragon Returns in Osaka (Winter) (second DLC region) to obtain.

Izuna. A wind dragon. You've probably been slammed by it facing Mitsunari or Mysterious Samurai. Highest might of tier two. Also highest attack enhancement of tier two. Special attack throws 3 izuna forward. Well balanced skills boost amrita and reduce ki usage in combat.

Izuna Stats:

Attack enhancement	12.5
Might	1592
Usable time	23.8
Action	A
Recovery	C+
Tenacity	C+
Amrita Gage	D
Earn Amrita (Strong Attack)	+30
Amrita Earned	+14%, CCA Ki Reduction +18%
Wind damage	+36%
Auto-life recovery (finished using LW)	

As secondary: CCA ki Reduction +9%

Level 1: earn amrita (strong attack) 25

Spirit requirements: 22

Beat A Defiled Holy Mountain main mission in Omi to obtain.

TIER THREE - MiddleGround Specialists [MGSp]

Very much the “balanced” tier of spirits. Average Attack Enhancement and Might. Not super strong, not super weak. If used for their respective purposes, they are amazing. But if you are using them just because you feel like it, you’ll probably bond with a spirit from high damage or high recharge tiers.

Isonade, Mizuchi, Yatagarasu, Janomecho, Narikama Tanuki, Shin-Roku, Nine-Tails, Suzaku
Attack enhancement 14.5-21.3%

Might 796-1728 except shin-Roku is 2120 and Tanuki is 2458

Isonade. An anti-human spirit. The defense spirit of the first 3 available spirits. The special causes a shark to swim several quick circles and attack any enemy next to you with water damage.

Isonade Stats:

Attack enhancement	15%
Might	1640
Usable Time	24.9
Action	B+
Recovery	C
Tenacity	B-
Amrita Gage	D

Life +180, Sense Enemies
Strong Attack ki Reduction -22%
Close Combat Life Recovery +220
Human Close Combat Damage +16.8%

As secondary: strong attack ki reduction +11%

Level 1: Sense Enemies

Spirit requirements: 11

One of the 3 starter spirits, beat 3 Angry Gods in Chugoku if not chosen at the start to obtain.

Mizuchi. The rich water dragon. Good for farming amrita and gold. The special skill has the water dragon swim forward and causes knockdown. Works well against non-water users, though occasionally it’ll hit them as it knocks them down causing a quick recover. The low damage and low might make this spirit fairly lack-luster outside of farming levels and gold, though the enemies defeated db tries to make up for that.

Mizuchi Stats:

Attack enhancement	14.5%
Might	796

Usable Time	21.6
Action	B
Recovery	B+
Tenacity	B
Amrita Gage	C+

Amrita Sense, Gold Earned +31%
 Amrita Earned +24.5%, vs water +25
 Enemies Defeated Damage Bonus A+

As secondary: gold earned + 15.5%
 Level 1: Enemies Defeated DB A
 Spirit requirements: 13
 Beat Kanbei and the Overlord submission in Kyushu to obtain.

Yatagarasu. You've likely seen Saika Magoichi call him forth to send 3 whirlwinds toward you. Well, when you use the special it flies forward and if it hits the enemy it tries to bluster them with a wind-shot. Saika is the Japanese title for the rifle corp captain in the military. Hopefully that special causes bluster. Yatagarasu is the best spirit for a ranged weapons build.

Yatagarasu Stats:

Attack enhancement	14.5%
Might	1350
Usable Time	24.7
Action	C
Recovery	A-
Tenacity	C+
Amrita Gage	A+

Sense Enemies, vs Wind +25
 Life Recovery (Ranged Weapon Hit) +38
 Long Range attack Damage +26%
 Unlimited Ammo 25.6%

As secondary: Long Range Attack Damage +13%
 Level 1: unlimited ammo +%
 Spirit requirements: 20
 Beat Watcher in Darkness submission in Sekigahara to obtain.

Janomecho. The moth spirit we first met with Otani Yoshitsugu in Sekigahara. You face Otani again in Ghosts of Sawayama, and you hear him talking to his Son in Law, Sanada. You may remember her whirlwind-blustering special when you were fighting Yukimura and he kept tossing it at you as he glided around above the floor. A great special attack which hits many, many times when it isn't dodged; and often a few times when it is dodged.

The interesting thing about Janomecho is that she appears to be built like a crit spirit, but many use her for the opposite; an immortal build. By pairing her with Tokugawa clan, they can be unkillable, unless they are critical health. So they build super-lightweight to be one-shotted by every enemy and use healing spells and consumables to stay out of crit. But her actual spirit skills; she is clearly a highly evasive crit-build guardian.

Janomecho Stats:

Attack enhancement	16.5%
Might	818
Usable Time	23.0
Action	A
Recovery	A+
Tenacity	A
Amrita Gage	C-
Increased ki Recovery Speed (crit)	
Auto-Recovery (Finished Using LW)	
CCA (crit) +22.5%, evasion ki usage +28%	
Prevent Death Unless in Critical State +60%	

As secondary: evasion ki usage +14%

Level 1: increase ki recovery speed (critical)

Spirit requirements: 32

Beat The Last Samurai main mission in Osaka (Summer) (3rd DLC region) to obtain.

Narikama Tanuki. The health tank. And one of the big 3 exceptions to the rules on behavior when pairing guardian spirits. The special is the tanuki jumping through the grass. He flips 3 times in front of you. If one of these flips hits the enemy, he grows massive and slams down from above. Any old school gamers out there; you remember when mario could turn into a statue in the tanuki suit? Because that's basically the Tanuki's special attack ;)

Narikama Tanuki Stats:

Attack enhancement	14.5%
Might	2458
Usable Time	24.5
Action	B
Recovery	A+
Tenacity	A
Amrita Gage	D
Vs Earth +25, Strong Attack Damage +16.5%	
Auto Life-Recovery (Crit), Unlimited Elixir +22%	
Retrieve Lost Amrita +66%	

As secondary: strong attack damage +8.7%

Level 1: retrieve lost amrita 50%
Spirit requirements: 19
Journey to Sekigahara (5th) region to obtain.

Narikama Tanuki Spirit Combo Exceptions:
Narikama tanuki and enko yields everlasting ki
Narikama tanuki and gyokuto give elixir burst
Nurikama tanuki and shin-roku give Damage Reduction when you use elixirs
Nurikama tanuki and suzaku causes no ki consumption (guarding)
Narikama Tanuki and Nekomata recovers ninja items after LW
Nurikama Tanuki and Tengen Kujaku prevents death unless critical +13%
Tanuki and saoirse recovers lost amrita upon death

Shin-Roku. This exciting Earth deer gives you the same boost it gives Warrior of the East. Shame i don't know what that is, but i use this spirit almost exclusively to eliminate the Nine-Tailed fox. The special makes an Earth mine similar to the level 2 magic spell (i imagine will seem weak to mages and strong to LW builds.) When used with Extraction or Suisetsu-shin's sake; that AA- recovery can keep you in LW longer. And 2120 Might is above average.

Shin-Roku's Stats:

Attack enhancement	19%
Might	2120
Usable Time	18.0
Action	A-
Recovery	AA-
Tenacity	C
Amrita Gage	C

Life +180, Kodama Sense
Strong Attack Life Drain 15
Increase Ki Recovery and Defense (After LW)
Earth damage +36%

As secondary: strong attack life drain 8
Level 1: strong attack life drain 10
Spirit requirements: 19
Beat Warrior of the East solo battle sub mission in Tokai to obtain.

Nine-Tails. Charge rate seems slower than other spirits with Am'Gage at D. I believe it was designed as the default abyss farming spirit, eliminating one-third of elemental damage and boosting divine/ethereal drop rates. But if you don't use fire or other elements - if you don't cause confusion, nine-tails feels heavy and slow. The special is the move you see when battling

the Nine-Tails where it curls up and sends fire crawling across the ground in all directions you could mistake for “forward”.

Nine-Tails Stats:

Attack enhancement	19%
Might	1140
Usable Time	20.2
Action	C+
Recovery	B+
Tenacity	C+
Amrita Gage	D
Divine/Ethereal item Drop Rate	C
Nullify Elemental Damage	33%
Auto-Recovery (Enemy Confused)	
Lower Defense (Enemy Scorched)	
Fire Damage	+36%

As secondary: Nullify Elemental Damage +16.5%

Level 1: nullify elemental damage 25%

Spirit requirements: 34

Beat The Last Samurai main mission in Osaka (Summer) (3rd DLC region) to obtain.

Suzaku. The Fire Phoenix. I don't really know how you could speak ill of this spirit. The original Crit spirit, until Janomecho and Last Great General's armor came into the game. Above average attack enhancement. High end average Might. And the special attack has Suzaku fly a circle around you, if it strikes an enemy it will dive-bomb them.

Suzaku Stats:

Attack enhancement	21.3%
Might	1728
Usable Time	18.1
Action	C
Recovery	A+
Tenacity	A
Amrita Gage	D
Fire Damage	+36%, vs Fire +25
Activate LW (no life), Amrita Earned (LW)	+33%
Auto-Charge Amrita Gage (Critical)	

As secondary: vs fire + 12.5%

Level 1: activate LW (no life)

Spirit requirements: 21

Beat Immortal Flame main mission in Sekigahara to obtain.

TIER FOUR - HIGHER DAMAGE [MeAt.SauS]

Fuse-Ushi, Bisha's Centipede, Tengen Kujaku, Enku, Paired Raiken

Attack Enhancement 22.5%

Might 1540-1740 except Fuse is 2182 and Bisha's is 2532

Fuse-Ushi. The charging bull portion of the Heroic Raging Bull. Tis an anti-poison spirit. Special attack sends Fuse-ushi charging forward - sometimes it's a great knockdown but it is resisted by earth users and occasionally hits again as it tramples over them (negating the knockdown and resetting knockdown timer.) Best if used from a distance.

Fuse-Ushi Stats:

Attack enhancement	22.5%
Might	2182
Usable Time	22.6
Action	A+
Recovery	A-
Tenacity	C+
Amrita Gage	D
Life +360, vs Poison +25	
Guard ki Reduction -26%	
Reduce Recurring Poison Damage +33%	
Life Recovery (Amrita Absorption) +35	

As secondary: life +180

Level 1: life +200

Spirit requirements: 11

Beat Deep in the Shadows main mission in Kyushu to obtain.

Bisha's Centipede. This is the poison spirit, and also a combat spirit with PvP in mind. The special causes the centipede to make several loops past you looking to bite any near you. It's almost like a shield against other players, that only lasts a couple seconds but does repeated damage. However, it is meant for dueling battles and as such - negates rear damage boost in exchange for a little more close combat damage. A bit wanting in PvE but a fairly good choice for PvP.

Bisha's Centipede

Attack enhancement	22.5%
Might	2532
Usable Time	21.0
Action	B
Recovery	D-

Tenacity A-
Amrita Gage D
Money from Enemies +56%, poison +35
Strong Attack ki Reduction +16%
Pierce Guard (Close Combat) +28%
CCD (For Removal of Rear Damage) +18%

As secondary: pierce guard (CC) +14%
Level 1: pierce guard (CC) 20%
Spirit requirements: 28
Beat Yokai Country main mission in Tohoku (first DLC region) to obtain.

Tengen Kujaku. Congratulations on “beating” Oda Nobunaga. This is the original confusion combat spirit. It does not boost magic, but it extends the duration of elemental status ailments by two-thirds, allowing more time to inflict confusion. And the special attack isn’t an attack - it changes the element in LW. Also, everything your map can detect, it will detect, yokai hit slightly less hard, and when you absorb amrita - you get a boost! I heard it was attack in high stance, defense in mid stance, and ki recovery or movement speed in low stance.

Also, one of the big 3 exceptions in guardian spirit combinations.

Tengen Kujaku Stats:	
Attack enhancement	22.5%
Might	1740
Usable Time	24.0
Action	A-
Recovery	A+
Tenacity	B-
Amrita Gage	D
Enemy/Amrita/Treasure/Kodama Sense	
Extend Elemental Effect +66%	
Yokai Damage Reduction +16.5%	
Bonus from Amrita Absorption (Stance Based)	

As secondary: Extend Elemental Effect +33%
Level 1: bonus frm amrita absorption (stance)
Spirit requirements: 25
Beat Demon King Revealed main mission in Omi to obtain.

Tengen Kujaku Spirit Combo exceptions:
 Itokuri and Tengen Kujaku gives Luck in LW
 Usura hicho and Tengen nullify damage in LW
 Genbu and Tengen gives onmyo damage life drain

Atlas Bear and Tengen gives self and allies healed when enemy defeated in close combat
Tengen and Tanuki prevents death unless critical

Enku. Sanada's flaming stallion. Ponyta, for you pokemon fans out there (i call Onyudo Lick-a-tongue.) Kunai builds love that extra thrust damage - AND the 10% increase in dash speed allowing you to sprint like never before! The special sends your flaming horse charging forward across the map, when it will turn around and charge straight back! Massive amounts of fire damage usually easily scorches any who get in the way.

Enku Stats:

Attack enhancement	22.5%
Might	1540
Usable Time	25.5
Action	B+
Recovery	A-
Tenacity	A-
Amrita Gage	C+
Dash speed +10%, Thrust Damage +14%	
CCA (Enemy Attacking) +17%	
Damage (Status Ailment Suffered) B-	
Nullify Damage (Dash Attack)	

As secondary: Thrust Damage +7%

Level 1: nullify damage (dash attacks)

Spirit requirements: 33

Beat Scion of Virtue sub mission in Osaka (Winter) (2nd DLC region) to obtain.

Paired Raiken. The twin Lightning Dogs. A symbol of love between Muneshige Munenori and his wife Tachibana Ginchiyo. Her story sure is a sad one. Specialized for a high-mobility skill-sword, this spirit is an anti-yokai spirit. Special is... well, did you play ninja gaiden in 2004? Do you remember the 2nd level charged ultimate technique for the katana? If not; these dogs do the same thing. They charge forward super fast and if they hit; they super speed dash through the enemy in an "X" shape 4 times. It usually electrifies the enemy and will knock out their ki of blocked. Also, some of the best stats as far as action, recovery, tenacity, and amrita gage. This is definitely one of the best guardian spirits and is often forgotten about by most players.

Paired Raiken Stats:

Attack enhancement	22.5%
Might	1740
Usable Time	25.8
Action	B-
Recovery	A-
Tenacity	AA-

Amrita Gage A-
Treasure Sense, vs Lightning +30
Dash Endurance +23%, Skill ki Damage 20.5%
Yokai Close Combat Damage +21%

As secondary: dash endurance +11.5%

Level 1: dash endurance 10-15%

Spirit requirements: 12

Get Raiken from Spirit Stone SL main mission in Kyushu, and then beat Invitation from Warrior of the West sub mission in Kyushu to get Paired Raiken and add the YCCD to the skills.

TIER FIVE - COMBAT TIER [0.0XP]

The highest Attack Enhancement tier. Also, most all of the spirits are specialized for Close Combat or skill damage. Many argue this tier is the best, but they include 3 from lower tiers (Paired Raiken, Tengen Kujaku, and Suzaku)

This tier contains: Enko, Kara-Jishi, Atlas Bear, and the highest two 27.5% att'kenh'ment spirits: Kato and Blue Dragon.

Attack Enhancement 24.5-27.5

Might 1520-1814

Enko. The great stone dragon from Mulan, only alive, and covered in flames. Definitely a fiery, strong attack using, specialized for combat spirit. This stone lion looking mugg (actually, a Foo Dog meant to protect entrances from demons and provide good luck from the ancestors) pounces forward and swipes at the enemy during the special attack.

Enko Stats:

Attack enhancement	24.5%
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Might	1592
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Usable Time	22.7
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Action	C+
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Recovery B

Tenacity A-

Amrita Gage C-

Fire Damage +36%, Break +25

Grapple Damage +33%

Strong Attack Damage +16.5%

Strong Attack Ki Reduction -16%

As secondary: break +12.5

Level 1: strong attack ki reduction -8%

Spirit requirements: 16

Beat Red Oni of the li (Naomasa solo battle) submission in Kinki to obtain.

Kara-Jishi. Or Nue. A Foo Dog like Enko, only electrified. The special attack is the lightning breath Nue spams in combat. Skewed towards lightning, blocking, and skill attacks.

Kara-Jishi Stats:

Attack enhancement	24.5%
Might	1814
Usable Time	22.3
Action	B-
Recovery	D-
Tenacity	B-
Amrita Gage	D
Lightning Damage +36%, Ki +25	
Guard Ki Reduction -26%, Skill Life Drain +20	
Increase Attack (Skill Attacks)	

As secondary: skill life drain +10

Level 1: inc attack (skill)

Spirit requirements: 21

Beat Sekigahara main mission in Sekigahara region to obtain.

Atlas Bear. A spirit designed for grapples and close combat. The special causes the Bear to appear and swipe its massive paw in an attempt to knockdown your opponent. A heavier and slower spirit. That's likely on purpose to counter the fact that it boosts CCD - couldn't let it be too OP. Low action and recovery means LW probably won't last long.

Atlas Bear Stats:

Attack enhancement	25.5%
Might	1668
Usable Time	22.0
Action	C-
Recovery	C
Tenacity	A-
Amrita Gage	C+
Increase Damage (Low ki), vs lightning +25	
Shorten Recovery Time (Out of Ki)	
Life Recovery (Grapple) +230	
Close Combat Damage +13.5%	

As secondary: vs lightning +12.5%

Level 1: increase damage (low ki)

Spirit requirements: 23

Beat Samurai from Sawayama main mission in Omi to obtain.

Kato. The fire dog. One of the first 3 spirits you get. Still one of the most OP spirits in the game. Boosts attack, ki and ki recovery, and skill damage. Special attack sends doggy drill-diving down at a close-mid opponent and inflicting quite a bit of fire damage. Likely the least of any fire spirit, though.

Kato Stats:

Attack enhancement	27.5%
Might	1520
Usable Time	19.0
Action	B-
Recovery	A+
Tenacity	A+
Amrita Gage	C+
Ki Recovery Speed +32%, ki +34	
CCA ki Reduction (crit) +32%	
Skill Damage +23%, CCA +17%	

As secondary: ki +17

Level 1: CCA +5%

Spirit requirements: 10

One of the 3 starter spirits, beat 3 Angry Gods in Chugoku to obtain if not chosen at the start.

Blue Dragon. The final combat spirit added in the final DLC. Focused on defense and balance. The special summons Blue Dragon much like the dragon balls summon Shen Long. He faces the direction you were facing for a time - before trying an attack that might instant-bluster the opponent. But it is either timed or when he gets attacked, not when you want him to.

Blue Dragon Stats:

Attack enhancement	27.5%
Might	1592
Usable Time	22.4
Action	C
Recovery	A+
Tenacity	B-
Amrita Gage	D-
Ki Recovery Speed +28%, Wind Damage +36%	
Elemental Damage Reduction (Guarding) +56%	
Damage Reduction (while Attacking) +16%	
Close Combat Damage (Full-Life) +23%	

As secondary: Elemental Damage Reduction (Guarding) +28%

Level 1: Ki Recovery Speed +20%

Spirit requirements: 30

Beat The One-Eyed Dragon's Castle main mission in Tohoku (first DLC region) to obtain.

Afterword: i hope this has helped you choose a GS and has helped you see how different GS can be preferred based on your playstyle. A melee fighter would likely want a spirit that boosts combat damage, a LW build wants high attack enhancement and high might with decent duration, some folks think LW is too powerful and wants one that doesn't act like a powerhouse... understanding what each boost and how their boosts work with your playstyle and build can help you make a good choice on which to use for your characters.