





Granblue categorizes most things along six elements: **Fire**, **Water**, **Earth**, **Wind**, **Light**, and **Dark**. The first four elements are weak and strong against each other, and light and dark are each others' weaknesses, as shown below:



If you've played Puzzle and Dragons or basically any mobile game, this should look extremely familiar to you.
In Granblue of years past, one could pick an element, build it exclusively and be reasonably able to complete most content. This is no longer true: while you *should* focus on one element to get strong enough to build up the rest, many encounters have strong resistance to elements that aren't their weakness and it's a necessity to become a "rainbowlord" rather than an endgame luxury.

How do you "build an element"? There are four axes of progression in Granblue, in rough order of importance: **Class**, **Weapons**, **Summons**, and **Characters**.

Class
Like all your favorite Final Fantasies, your main character can switch classes freely once they're unlocked. Classes determine what weapons the main character wields as well as what skills they use. Classes have a linear progression from Rows I-III where the higher rows are stronger and require mastery (hitting level 20) in two classes from the rows below. There is then the Extra row of classes that have additional requirements and completion of specific quests (usually from co-op); EX classes are usually of niche use but have very cool and unique playstyles.

Row IV are the current highest tier and require rebuilding and element changing a Class Champion Weapon, which entails being over rank 101, in addition to defeating a solo fight with a boss that ranges from a pushover to a white knuckle-inducing fight against luck. Row IV are what you will use for the majority of your time in Granblue and worth obtaining as fast as possible.

Extremely new to the game are EX II classes, which are billed as being Row IV for EX classes. There have been three released (**Nekomancer**, **Glorymaster**, and **Kengo**) and they require an element-changed Class Champion Weapon for the class below them (Mystic's Kapilavastu, Sword Master's Aschallon, and Samurai's Murakumo respectively). The requirements to unlock these classes are reasonably steeper than Row IV and are rank 101+ content.

You will want to eventually unlock and master every class because they give permanent passives to the main character, and subskills to slot in for other classes.

Row III classes worth prioritizing:
Dark Fencer: GET THIS FIRST. Dark Fencer will keep you alive. In its available skills it has Gravity Wave (adds a charge diamond to a foe, giving you one more turn before they use a charge attack), Miserable Mist (25% ATK down and DEF down), and Delay (Empties one enemy charge diamond, giving you a more temporary extra turn before they use a charge attack).
Holy Saber: Vital defensive class for multiplayer content. Holy Saber has Phalanx, a flat 70% damage cut that affects every single person in a raid and is THE way to survive big enemy charge attacks. Holy Saber will secure you a spot in any raid.
Hawkeye: Hawkeye has Bounty Hunter III and can subskill Bounty Hunter II. These skills boost drop rates on enemies.

EX classes worth prioritizing:
Mystic: Mostly used because its attacks (not skills!) hit all foes, and is the best class for content with a lot of easy enemies, like Angel Halo. Also has Splitting Spirit which is an amazing subskill for other classes in certain content.

Sword Master: Sword Master has a cool kit that is completely different depending on what sword or katana it wields. Sword Master is mostly used in a specific, extremely efficient sort of EXP grinding content called sliming or slimeblasting.

Row IV classes worth prioritizing:
Elysian: You wouldn't think a harp player would be the best DPS class in the game, but here we are. Elysian can bring to a fight, among other things: 20% elemental buff, 30% attack buff that stacks with every other attack buff possible, an *extremely* strong multiattack buff, and a whole host of status effects like Charmed and Sleep. Elysian's only real weakness is that harps are very hard to come by in some elements. If you unlock Elysian first, you will never regret it.
Bandit Tycoon: Nicknamed Gizoku, after its japanese name. You know how Hawkeye can have two Bounty Hunter skills? Bandit Tycoon can have three.
Spartan: Holy Saber amped up to 11. The primary advantage Spartan has over Holy Saber is that it can slot three subskills instead of one, allowing you to remove Holy Saber's dead skills like Overdrive Surge in favor of Hardened Shield (a delay skill), healing or debuff clears.
Sage: The healing class. Sage is great for raids where you're focused on survival just as much as doing damage. Sage can bring veil (immunity to one debuff), a skill that has no other source in some elements, and a no-strings-attached revive, as well as a strong heal.



Weapons
The real meat and potatoes of progression in Granblue, the weapon grid is the horrifying cryptic void that appears when you press the "weapon" button on your party screen. This selection of 10 weapons (one main weapon and 9 sub weapons) is what will power your characters to make the biggest numbers they can. Additionally, the element of your main weapon determines the element of your main character.

There are four rarities of weapon: Normal (**N**), Rare (**R**) , Super Rare (**SR**), and Super Super Rare (**SSR**). With some extremely rare exceptions, you will want to aim for a grid of SSR weapons. Normal weapons are useless but the middle two rarities can be used in leveling Weapon Skills.

Most weapons can be "uncapped" up to three times with duplicate copies which increases their max level and allows them to provide higher stats per slot. Some weapons have a fourth (or fifth!) uncap that requires specific, usually expensive, currency, that increases their max level even further and sometimes upgrades or adds additional weapon skills. Higher rarity weapons also have higher stats (obviously), but the real thing you're looking for in a good grid weapon is Weapon Skills.

Weapon Skills are modifiers that increase the various stats of your characters, far more than just having weapon with big numbers ever could. As a result, you generally want a grid of weapons that all have beneficial skills before using them to uncap each other. Weapon Skills always have a limitation to their use, usually boosting only characters of a specific element, though other limitations exist.

There are three types of Weapon Skills: Normal, Omega (nicknamed Magna), and EX. Every element has a weapon grid archetype focusing around either Normal or Omega weapon skills, where Omega is considered to be the “free to play” version. EX weapons are obtained through events and some raids, and are used in grids to prevent diminishing returns due to how the damage formula works. No summons boost EX weapon skills and they are tough to obtain duplicates of, meaning that no grids focus primarily on EX weapons. Grid types will be explained in more detail under Summons.

Dozens of guides out there exist for the optimal combinations of weapons for each element, and what is optimal can change monthly or sometimes even weekly, making it very difficult for a guide for each element to be kept up to date in this thread. Check one of the links in the bottom of the OP or ask in the discord if you want detailed, current information on grids.



Summons
Summons are, paradoxically, both one of the most and least important aspects of progression in Granblue.

Similar to the weapon grid, the summon grid consists of one main summon and four sub summons. Unlike weapon grids, when you begin a battle you choose a friend summon with an aura that benefits your team. This stacks with your main summon’s aura and helps you feel strong when your main summon is weak and very very strong when you pair two powerful ones.

The same rarities as weapons apply to summons, however unlike weapons, many more SR summons are useful or even required parts of your summon grid.

Every summon has an aura and a call. An aura is a passive in effect when the summon is in the main slot and a call takes effect when the summon is used. Many summons with great auras have crap calls and vice versa.

An easy way to categorize summons is by type of aura: Omega boost, Normal boost, Elemental boost, and Other.

Omega Series summons (nicknamed Magna, the Japanese name) boost Omega weapon skills (designated by an Ω in the icon of the skill). Omega summons are farmable from the same raids Omega skill weapons are, making them the accessible, free to play options for progression.

Optimus Series summons (nicknamed Primal, as most of the summons were originally bosses from the same event) boost Normal weapon skills (no letter in the icon of the skill). Primal summons and many (though not all!) of the weapons for their grids come from pulling in the premium draw, giving them a reputation for being the territory of megawhales. Primal grids can range from being very reasonable to farm (Fire) to buying the weapons during rare promotions where you can pick a character (Dark) to having to obtain multiple copies of gacha weapons that only show up for a few days every month (Light and

Water). Though this may reek of “pay to win”, some elements’ primal and their associated grids are frequently considered to be worse or at least more niche than their Omega counterpart (Wind and Earth). Additionally, an Omega grid can complete all the content a Primal grid can, just with less effectiveness.

Though many summons have an **Elemental** boost aura, one summon in each element has a 140% (Fire, Water, Earth, Wind) or 130% (Dark, Light) boost. Most elements and grids ask for a weapon skill-boosting summon and an element-boosting summon, making them just as important to keep around as Omegas and Primals. Some of them additionally have ludicrously good calls that make them worth keeping subbed in your grid even off-element!

Other summons are not as necessary as the other three categories as summon, but have useful quality of life auras. Premium Draw summons in this category include **Kaguya** (25% drop rate boost and a free revive for your first death), **Grand Order** (100% (or 200% at third uncap, please don’t uncap GO though) attack boost for teams of 3 or more different elements; useful when you’re first starting but niche once you have a single element team), **Thor** (casts like every notable debuff), and the “**SSR Carbuncles**” (huge attack boost and defense cut for opposing elements, IE fire attack up + wind defense cut). Farmable summons include Belle Sylphid (increased chance of rare monsters), White Rabbit (15% boost to drop rate and EXP), and Black Rabbit (scene kid white rabbit).

Additionally to main summons, you have four sub summons. These should be reserved for summons with good calls. Many of the summons with useful calls are from the Premium Draw, though some are also from events. Please remember to keep any **Carbuncle** summons you draw; while they are SR they have vital, nearly irreplaceable calls that will never stop seeing use.

A notable category of farmable summons are the **Arcarum**, a new game mode that contains ten summons with unique (if not always useful) calls and “sub” auras that work even when they aren’t the main summon. Upgrading the Arcarum is extremely steep, extremely time gated and up to your own discretion, but the developers have announced characters that will be unlocked by finishing an Arcarum summon, so there’s potentially more future reason to complete one.

Like weapons, summons can be uncapped up to three times through duplicates with an occasional fourth uncap. Unlike weapons, a summon’s call and aura are upgraded upon the third uncap (and the fourth, if there is one!).



Characters

Weird that in a gacha anime game, the characters are the least important part, right? But it’s true! Sometimes the weapons that come with characters are more prized than the characters themselves.

Characters come in three rarities: R, SR, and SSR. Rarity is not necessarily a tier list! Some SRs are better than some SSRs and even some Rs see frequent use.

Characters come with a passive, 2-4 skills, and a charge attack (that may have additional effects). Characters also have Extended Mastery Points, a sort of stat-boosting progression system that unlocks with exp gained after a character hits max level.

Characters are perhaps where the game truly shines. While there are plenty of characters with straightforward “two nukes and a support skill” kits, some of the strongest characters have complex and highly rewarding mechanics.

Rosetta summons a barrier that gets stronger the more she is hit and if released at maximum power gives some truly powerful buffs. Eustace stores his charge bar into his gun to eventually unleash it all in one devastating attack. Lecia issues orders based on the type of skills used by her allies. Beatrix functions on a clock that has different effects based on where the hands lie. Vane can come back from the brink of death and cause some true decimation. Zahlhamelina summons an effect that increases the attack of every player and enemy and changes as it counts down. Clarisse balances two enemy debuffs to maximise damage.

Katalina, the first character you receive, is an extremely strong defensive character with a variety of ways of mitigating damage and status effects. Lunalu is a lowest-rarity character who can copy the skills of other characters. Sen is a cat girl who can charge up a dozen turns to unleash unspeakable damage. Dante is a cat man who can protect the team and himself -- so long as his cats are happy.

Picking these characters, learning their mechanics, and figuring out a team with the best synergy is exciting, satisfying, and -- frankly -- a bit addicting.

That’s ignoring the production values, even. Each character is kept to a high standard of visual quality, and the voice acting features an all-star selection of just about everyone in the japanese voice acting industry. Like Miyuki Sawashiro? One of the main characters. Tomokazu Sugita? He’s here. Takahiro Sakurai? Two times. Kugimiya Rie? Main Character surrogate. Sakura Tange? Why, only the cutest and best girl in the world! Hiroshi Kamiya? It’s literally Levi. The entire cast of Fate/Stay Night?

How about JoJo?



The majority of characters come from Premium Draw, but there are characters that come from completing the story, characters that come from events, and the Eternals, each arguably the most powerful character in their element, are obtainable entirely through free content that cannot substituted with money.

Characters can be uncapped four times (three times for rares) through spending materials rather than obtaining duplicates. Some characters have a fifth uncap unlocked through leveling them to max and completing all their unique quests. The Eternals have a fifth uncap that massively overhauls their abilities and playstyles, and have an extremely expensive barrier to unlocking it.





Being a Japanese free-to-play game, Granblue has a gachapon known as the Premium Draw. You pull from the Premium Draw with 300 crystals for one draw or 3000 for ten pulls (with at least one guaranteed SR or better draw). If so inclined there are separate paid currencies depending on where you access Granblue (browser or mobile) and a ten pull is 3000 yen.

When you draw, you pull weapons or summons, and some weapons (all SSR weapons) unlock characters. Draw rates are 3% SSR, 15% SR, and 82% R. However, roughly twice a month, special banners increase SSR draw rates and include exclusive characters. These banners are:



Premium Gala (nicknamed Legfest) includes SSR versions of characters that join you during the story. Additionally, the Premium Gala has the featured chinese zodiac character of that year. The Premium Gala exclusive characters are not as popular as Flash Gala characters, but their weapons are staples for anyone interested in a primal grid.



Flash Gala (no snappy nickname yet), which includes characters that don't join you during the story, in addition to the coveted Swimsuit Zooey. Flash Gala exclusives are broadly regarded to be better characters but worse weapons.

Unless you know what you're doing, don't pull outside of these two banners! Other pools of exclusive characters exist (mostly holiday related) but they frequently overlap with these banners.

Outside of the boosted SSR rate banners, Granblue runs a few other promotions. These cannot be bought with free currency. These are:

Star Premium 10-Part Draw. It's a regular 10 pull except you get a guaranteed SSR instead of a guaranteed SR. Called scam gacha because it's a ripoff.

Character Outfits. Not really a promotion in the sense of the other ones, but on certain occasions character skins can be purchased. They cost the same as a 10-pull (3000 yen) and come with a ticket for one, and so are generally a good purchase if you have the character and like the skin.

Surprise Special Draw Ticket. Surprise tickets, or Suptix, are why scam gacha is a ripoff. For the same cost as a 10-pull, you can pick and instantly pull any non-limited character in the game (nobody from the flash or premium galas), and also get a 10 pull ticket. The January 2018 ticket also removed from the ticket the three newest SSR characters, which could potentially be a trend. In addition to the surprise ticket is the **Beginner's Draw Set,** which appears for the first two days of your account's creation and reappears monthly until purchased. The Beginner's Draw Set is unique because you can pick *any* character who was in the gacha pool at the time of your account's creation, not just nonlimited characters! **If you spend money on this game, this is the best item to spend it on.**

While other games have a pity meter where your SSR rate increases the worse your luck is, Granblue has cerulean sparks. Every pull earns you sparks, and 300 sparks can be exchanged for the featured character on a banner. Given that the game absolutely floods you with tickets and crystals, it's extremely possible, if a test of endurance, to "spark" your favorite character entirely without spending a dime. For those of you who like to spend dimes, it's ¥300,000. Good luck!



Some useful tools:

http://hsimyu.net/motocal/ Motocal is an extremely detailed and accurate grid calculator for Granblue and use of this website is practically required to make an optimal grid or weigh options for progression. However, while motocal has an english version, the translation is rough and the site in general has a huge learning curve so don't be afraid to hop into the goon discord and ask questions.

https://xn--bck3aza1a2if6kra4ee0hf.gamewith.jp/ Gamewith is one of the top Japanese-language resources for Granblue, and has both Omega and Primal progression guides in every element that are reasonably easy to follow even just from the pictures and a machine translation.

https://gbf.wiki/Collection_Tracker The Wiki's Collection Tracker gets special mention for being a great way to both organize your character and summon collection and also quickly filter characters through things like weapon proficiency or how they're obtained. It's also automatically updated whenever the wiki is, so it can be expected to stay current.