

SO!

Here is a quick list of rare stones that new players should keep an eye out for. They are commonly used across characters and having a good collection of them will definitely come in handy.

Who am I? I'm *Kiwoong*, and I pilot *Shirayurin* on Global Server. I play some GSL and live. I think I know what I'm talking about. Don't listen to me if you don't want to kek.

Listed is a general idea of where these stones are commonly seen, and below there are descriptions on the purpose and uses of each stone. I italicized stones that I believe are very important to hoard and are particularly good. It is unrealistic to give good stone subs for every stone due to them being very situation specific, but I tried to add the more obvious ones.

Strikers:

Red Crit Damage
Green Penetration
Blue RPE
Light Crit
Dark RPE

Goalkeepers:

Green DR
Dark HP
Blue Defense
Red Reflex
Green AS

Attackers:

Red Crit Damage
Light Crit
Green Crit Damage
Blue Crit
Dark Crit Damage

Non-Attacker Line Breakers:

Red Crit Damage
Light Crit

Green Crit Damage
Blue Crit
Light Reflex

Passers:

Red Pass
Blue Pass
Light Reflex
Light pass

Backliners:

Red Crit Damage
Red Reflex
Green Crit Damage
Blue Crit
Light Crit
Light Reflex
Dark Steal

Niche or Situational:

Red HP- Used on reflect killing walls
Red DR- One of the two coop stones used in coop builds
Light HP- The other coop stone for coop builds
AS stones- Speed stones are sometimes used when you need it for specific reasons
Dark Crit Damage- Crit Damage stone with a niche use in auto mode. Heals the holder so walls can use it to mess with the game's AI.

Stone Descriptions:

Red Crit Damage- Great stone for strikers and any character trying to deal damage.
For subs look for RPE and Pen

Red Pass- Key for passers, making passes larger and being a spirit battery. Very important to have spirit generation on your team

Red Reflex- One of the few stones that grant cres while also having a very good first stat in reflex. Great for cres units in general or backliners in a cres line.

Green Penetration- Used by strikers to achieve good pen numbers and every striker enjoys RPE. For subs try to look for RPE and CD

Green DR- Strong defensive stone for goalkeepers with defense and DR. For subs, look for Defense

Green AS- Cres stone, occasionally used for speed

Green Crit Damage- Damage stone that is also a spirit battery.

Blue Defense- Best Cres stone hands down. Defense and cres are valuable for any cres wall or goalkeeper. For subs look for DR, Defense, and Cres

Blue RPE- Crit Rate and RPE is a great combination for any striker. This is the best stone to use if you want more crit rate in your strikers build. For subs, look for Crit Damage and Pen

Blue Crit- Spirit battery that gives crit rate. Solid for any breaker.

Blue Pass- Strong choice for high reflex passers to try to CA and loop shots. For subs, look for reflex.

Light Reflex- One of the most important stones in the game to collect as it is extremely flexible. I use it on my passers, my mid units, and my backliners who need any extra reflex. It being a spirit battery is a huge plus as well.

Light Crit- Crit damage and crit rate makes a good attacker stone, but strikers can use it too when they are forced into light slots.

Light Pass- Decent option for passers who just want pass stats and speed

Dark HP- This is the other core goalkeeper stone, with good hp and great DR stats. For subs, look for DR.

Dark Steal- Underrated stone but nice to have. Useful especially on backliners to have a bigger steal stat while being a spirit battery.

Dark RPE- When you are playing a dark striker and are forced to choose a dark striker stone, this is usually the best in terms of damage.