		omments, questions, etc.	bites illume models comist Thealthythmicomments/Hitokzeichanschens quide mechanics and many more in their				Activation		
	Name Garland	Ability name Deranged Soul	Multiplies demans the nerty deals with chesical shillies by 1.3. Active until then and of the MS		Darty	- 1	When a boss enemy annears		
	Fition	Blood Weapon	houspeak damage the party deast with physical actions by 1.3. Action until then end of the MS Deals high damage in proportion to the user's Strength and restores 30% of the HP gauge	Physical Slash	1 enemy	1	When the song is 1/2 over		
Charical	Lenn	Dark Knight's Charge							
Physical	Kain	Dragoon's Pride	Deals high damage in proportion to the user's Strength	Physical Slash Thurder	Boss enemy	- 1	When a boss enemy appears		
Physical	Datz	Job Mastered!							
Physical Physical	Galuf Faris	Islandi Dual West	Deals moderate damage in proportion to the user's Strength Activates the user's physical abilities one more time.	Physical Slash Fire	All enemies	1	When 2nd battle starts When the MS begins		
Physical Physical	Faris Gligamesh		Activates the user's physical abilities one more time. Multiplies damage the user deals with physical abilities by 2.5. Active until then end of the MS		User	1	When the MS begins When enough Triggers earn a Critical or better		
Physical	Cloud	Omnistash							
Physical	Tifa	Final Heaven	Deals moderate damage in proportion to the user's Strength	Physical Strike	1 enemy	3	When 6 enemies are defeated		
Physical	Red XIII	Howling Moon	Increases each party member's Strength and Agility by 60, but greatly increases damage taken		Party	1	When the MS begins		
	Sephiroth	Helfs Gate	Increases each party member's Strength and Agility by 60, but greatly increases damage taken Moderately lowers enemy defense and deals moderate damage is proportion to the user's Strength	Physical Slash	Boss enemy	1	When a boss enemy appears		
Physical Physical	Cloud #2 Tifs #2						When the party uses 22 abilities When II enemies are defeated		
Physical Physical	Tits #2 Zack	Materia Street	Deals high damage in proportion to the user's Strength Deals moderate damage to a random enemy in proportion to the user's Strength. The attack repeats 3 times	Physical Strike	1 enemy Random enemy	3	When 8 enemies are defeated		
Physical	Squal		Deals moderate damage 3 times in proportion to the user's Strength	Physical Stash Ice	Boss enemy	1	When 2nd battle starts When a boss enemy appears		
Physical	Laguna	Desperado	Deals moderate damage in proportion to the user's Strength	Physical Thrust Fire	All enemies	1	When enough Triggers earn a Critical or better	100/160/250/400	
Physical	Tidus	BitzAce		Physical Stash	Random enemy	2	When enough Triggers earn a Critical or better		
Physical	Jedit	Bitz King	Deals low damage to a random enemy in proportion to the user's Strength. The attack repeats 2 times. Multiplies summon attack pr	o Physical Stash	Random enemy	2	When 4 enemies are defeated When enough Triggers earn a Critical or better Whan a hatfile house		
Physical Physical	Paine Prishe	Ice Brand Nullfying Dropkick	Moderate damage in proportion to the user's Strength, Increase how often summonatones appear in treasure cheats Deals moderate damage in proportion to the user's Strength. Reduces Trigger hits required for the user's mapic abilities by 40%.	Physical Stash Ice Physical Strike Wind	1 enemy 1 enemy	1	When enough Triggers earn a Critical or better When a battle begins		
Physical	Balthier	Fires of War	Deals moderate damage in proportion to the user's Strength. Reduces Trigger hits required for the user's mapic abilities by 40%. Deals moderate damage in proportion to the user's Strength. Increases how often Collects/Cards appear in cheets	Physical Thrust Fire	1 enemy	1	When enough Triogens earn a Critical or better		
Physical	Lightning	Army of One	Deals low damage 2 times in proportion to the user's Strength	Physical Stash Fire	1 enemy	2	When enough Triggers earn a Critical or better When a boss enemy appears	40/65/100/160	
Physical	Noel	Meteor Javelin	Moderately lowers enemy defense and deals high damage in proportion to the user's Strength	Physical Slash	Doss enemy	1	When a boss enemy appears		
Physical	Yda	Demolish Armiger	Deals low damage 3 times in proportion to the user's Strength	Physical Strike Fire	1 enemy	2	When enough Triggers earn a Critical or better When a boss enemy appears	40/55/100/160	
Physical	Noctis		Deals high damage in proportion to the user's Strength and Agility	Physical Stash Physical Stash	Boss enemy	unlimited	When a boss enemy appears		
Physical Physical	Aranea Benjamin	Highwind Mega Grenade	Deals moderate damage in proportion to the user's Strength Deals moderate damage in proportion to the user's Strength and Luck	Physical Stash Physical Fire	All enemies	unlimited	When a boss enemy appears When 4 enemies are defeated		
Physical	Agrias	Plants Franci		Physical Stash	All enemies	1	When a boss enemy appears		
Physical	Orlandeau	Lightning Stab	Deals high damage in proportion to the user's Strength and inflicts Silence	Physical Slash Thunder	1 enemy		When the party use 15 abilities		
Physical	Chaos	Utter Chaos				- 1	When a boss enemy appears		
Physical	Machina	Cyclone Drive	Deals low damage 3 times in proportion to the user's Strength	Physical Stash	1 enemy	2	When enough Triggers earn a Critical or better		
Physical	Wol	Radiant Sword	Deals moderate damage in proportion to the user's Strength and Magic and slightly reduces damage taken	Physical Stash	1 enemy	3	When 4 enemies are defeated		
Maria	Maria	Disert	Deals moderate damage in proportion to the user's Magic	Magic Fire	All constant	,	W		
Magic Magic		Absolute Dominino	Deals moderate damage in proportion to the user's Magic Deals moderate damage in proportion to the user's Magic and inflicts Blind	Magic Fire Magic	Boss enemy	1	When the party uses 10 abilities When a boss enemy appears		
Magic	Cloud of Darkness		Deals moderate damage in proportion to the user's Manic and inflicts Stind	Magic					
Magic	Golbez	Onyx Dragon	Multiplies damage the user deals with magic abilities by 2.5. Active until the end of the MS		User	- 1	When 6 enemies are defeated		
Magic	Kryle	Leaf Swirl	Deals moderate damage in proportion to the user's Magic and inflicts Blind		All enemies	- 1	When enough Triggers earn a Critical or better	40/65/100/160	
Magic Magic	Excleath Terra	Power of the Void Riot Blade	Moderately lowers enemy magic defense Deals massive damage in proportion to the user's Magic	Maria Des			When a boss enemy appears When a boss enemy appears		
Magic Magic	Terra Kefka	Heartless Angel	Deals massive damage in proportion to the user's Magic Inflicts Mini and deals moderate damage in proportion to the user's Magic	Magic Fire Magic	All enemies	1	When a boss enemy appears When a boss enemy appears		
Magic		Satan Slam	Interest with and deas modelate camage in proportion to the user's Magic. Deals high damage in proportion to the user's Magic, but reduces the user's Strength by 50			2	When enough Slide Tripper are hit	15/25/45/85	
Magic	Edea	Ice Strike	Deals massive damage in proportion to the user's Magic	Magic Ice	1 enemy 1 enemy	1	When enough Slide Trigger are hit When 2nd battle starts		
Magic	Ultimecia	Sprogress Heart	Increases the user's Magic by 200		Uner	- 1	When enough Trippers earn a Critical or helter	40/65/100/160	
Magic	VIvi	Dual Black Magic	Multiplies damage the user deals with magic abilities by 1.1 and activates the user's magic abilities one more time increases each carty member's Magic by 125. Active until the end of the MS				When the MS begins		
Magic Magic	Kupa		Increases each party member's Magic by 135. Active until the end of the MS Deals high damage in proportion to the user's Magic	Maria	Party	1 unforted	When a boss enemy appears When enough Triggers earn a Critical or better	47514000000000	
Magic Magic	Seymour Shantoto	Diev Dough	Multiplies demand the user deals with marin shifting by 2.5. Artists until then and of the MS		Uner	4	When a hous enemy annears	122 190300490	
Magic Magic	Ashe	Maeistron's Bolt	Deals high damage in proportion to the user's Magic	Magic Thunder	All enemies	1	When it boss enemy appears When the 2nd battle starts		
Magic	Hope	Last Resort	Deals high damage in proportion to the user's Magic	Magic	All enemies	4	When enough Trippers earn a Critical or helter		
Magic	Cld Raines	Seraphic Ray	Slightly lowers enemy attribute resistance		Doss enemy	2	When a boss enemy appears		
Magic	Serah	Ultima Arrow Overriork	Deals massive damage in proportion to the user's Magic	Magic		1	When a bass enemy appears When a basse begins		
Magic Magic	Lightning #2 Alphinaud	Overclock Energy Drain	Moderate damage in proportion to the user's Strength, Reduces Trigger hits required for the party's physical and magic abilities by Deals moderate damage in proportion to the user's Magic. Restones 20% of the HP pauge		1 enemy	1	When a battle begins When 4 enemies are defeated		
Magic	Yshtola #2		Deals massive damage in proportion to the user's Magic	Magic Wind	1 enemy		When 2nd battle starts		
Magic	Spiritus				Leader	1	When the MS begins		
Magic	Ace	Cut Cards	Reduce Trigger hits required for the user's physical and magic abilities by 50%		User	- 1	When the MS begins		
Magic	Kurasame		Deals high damage in proportion to the user's Strength and Magic	Magic Ice	All enemies	unlimited	When enough Touch Triggers are hit When enough Triggers earn a Critical or better		
Magic	Tyro				rany	2	when enough Triggers earn a Critical or better		
Defense	Warrior of Light	Shield of Light	Moderately reduces damage taken		Party	2	When enough Triggers are hit		
Defense	Guy					1	When enough Trippers earn a Critical or better	100/160/250/400	
Defense Defense	Cid Cecil	Airship Smash Paladin Force	Deals massive damage in proportion to the user's Strength. Deals moderate damage in proportion to the user's Spirit and increase each party member's Spirit by 30.	Physical Strike Physical Strike	1 enemy 1 enemy	unlimited	When enough Triggers earn a Critical or better When enough Triggers earn a Critical or better	125/190/300/490	
Defense Defense	Cecil Edgar	Paladin Force Chainsaw	Deals moderate damage in proportion to the user's Spirit and increase each party member's Spirit by 30 Deals moderate damage in proportion to the user's Strength and slightly reduces damage from enemies.	Physical Slash Thurder	1 enemy	3	When 6 enemies are defeated		
Defense	Celes	District	Greatly reduces damage from magic-type enemies. Active until the end of the MS						
Defense	Darret	Hammerblow	Moderately lowers enemy defense and magic defense and deals moderate damage in proportion to the user's Strength	Physical Thrust	1 enemy	1	When the party uses 10 abilities		
Defense Defense	Seiter	Demon Slice Banishing Blade	Deals moderate damage in proportion to the user's Strength Deals moderate damage in proportion to the user's Strength and slightly lowers enemy attack power	Physical Stash Fire Physical Stash Fire	1 enemy	2	When enough Triggers earn a Critical or better When the party uses 6 abilities		
	Gabranth	Sheld Oath	Sightly reduces damage taken. Sightly increases travel speed in FMSs		Party	2	When enough Triggers are hit		
Defense Defense	Snow	Shield Oath Reprieve	Slightly reduces damage taken. Slightly increases travel speed in FMSs. Keeps the party from being knocked out with 1% HP. Restores a Sny amount of HP with every Trigger hit.		Party	- 1	When enough Triggers are hit When taking damage that reduces HP to 0%		
Defense Defense	Gladiolus Ramza	Royal Guard Scream	Greatly reduces damage taken, but reduces the user's Strength by 100 Increase the user's Strength and Magic by 300. Active until the end of the MS		User	1	When the MS begins When the song is 1/2 over		
					user	1	www.see.song is 142 over		
iummon	Rydia	Feynarch Power	Multiplies summon attack power by 1.10. Active until the end of the MS			-1	When the MS begins		
ummon	Garnet	Disssing of Alexandri	a Every Trigger hit restores a tiny amount of HP and fills the summon gauge a tiny bit more than usual		Party	1	When the MS begins		
iummon iummon	Elko Yuma	Prayer of the Lost Grand Summon	Restores 15% of the HP gauge and multiplies the called summon's attack power by 1.1 Immediately calls forth a summon		Party Summon	3	When enough Triggers earn a Critical or better When the MS begins		
tealing	Princess Sarah	Age-old Hymn	Cures all status alments		Party	3	When the party suffers from a status aliment		
Healing	Mewu	Revive Miracle	Restores a small amount of HP with every Trigger hit and slightly reduces damage taken		Party	1	When the song is 1/2 over When a boss enemy appears		
Healing Healing	Ross	Miracle Arise	Restores 30% of the HP gauge and moderately lowers enemy magic detense Reviews the party from 0 to 70% HP. In Mutti Stattles, no point penalty is received		Party Party	1	When a boss enemy appears When HP gauge reaches 0%		
Healing		Great Gospel	Restores 40% of the HP gauge			3	When enough Trippers are hit		
Healing Healing	Anth Vanile	Oerba's Boon			Party Party	1	When HP gauge drops below 10%		
Healing Healing	Yshtola	Aetherial Pulse Regroup	Restores a small amount of HP with every Trigger hit Restores 50% of the HP gauge and slightly reduces damage taken		Party Party	1	When the song is 1.2 over When HP gauge drops below 15%		
Healing Healing	Ignis Rem	Regroup Siphon Delta	Restores 50% of the HP gauge and slightly reduces damage taken Deals moderate damage in proportion to the user's Spirit and increases each party member's Spirit by 200	Magic	Party 1 enemy	1	When HP gauge drops below 15% When 2nd battle starts		
Hunter	Onion Knight	Sprint	Moderately increases travel speed. Reduces Trigger hits required for the user's abilities by 50%		Party	- 1	When the MS begins		
Hunter Hunter	Edge Looke	Smoke Mirage Dive	Avoids damage Moderately inverse enemy manif delanae and deale high damage in reprocess to the user's Manife.	Dhusical	Party Party Boss enemy	6	When a Trigger earns a Bad or worse When a boss enemy appears		
Hunter	Yuffe	All Creation	Moderately lowers enemy magic defense and deals high damage in proportion to the user's Magic Moderate damage in proportion to the user's Strength and Agilty, increases how other summonstones appear in chests	Physical Thrust	All enemies	1	When enough Hold Triggers are hit		
Hunter	Zidane	Thievery	Makes enemies drop more treasure chests. Active until the end of the MS		Party	- 1	When the MS begins		
Hunter	Rikku	Master Thief Shatterhead	Increases how often CollectsCards appear in chests dropped by enemies. Active until the end of the MS	Charlest Throat Inc	Party	1	When the MS begins		
Hunter	Fran Thancred	Shaterheart Aeolan Edge	Deals high damage in proportion to the user's Strength. Makes enemies drop slightly more treasure cheats. Deals high damage in proportion to the user's Strength and Agility, increases each party member's Agility by 30	Physical Stash Wind	1 enemy	2	When enough Slide Triggers are hit When enough Triggers earn a Critical or better		
Hunter	Prompto	Starshell	Moderately lowers enemy defense and magic defense		All enemies	2	When enough Triggers earn a Critical or better		
Support	Mog Rinos	Twilight Requiem Angel Wing	Moderately lowers enemy defense and magic defense Multiplies damage the party deals with magic abilities by 1.3. Active until then end of the MS		Boss enemy Party	2	When a boss enemy appears When enough Triggers earn a Critical or better		
	Rinos Yuna #2	Angel Wing Trigger Happy	Deals moderate damage to a random enemy in proportion to the user's Strength and Aplits. The affects revenue 1 times	Physical Thrust	Party Random enemy	1	When enough Triggers earn a Critical or better When 2nd battle starts		
Support Support		Realignment	Deals moderate damage to a random enemy in proportion to the user's Strength and Agility. The attack repeats 3 times Reduces Trigger hits required for the party's magic abilities by 20%		Party	- 1	When the MS begins		
Support Support	Aphmau	Vivihing Waltz	Greatly lowers enemy ice and wind attribute resistance		Boss enemy	2	When a boss enemy appears		
Support Support Support	Lilisette	Vivilying Waltz							
Support Support Support Support	Lisette Van	Dreadnought	Reduces Trigger hits required for the party's physical abilities by 20%		Party	1	When the MS begins		
Support Support Support Support Support	Lilisette Van Claran	Dreadnought Myrrh Droplet	Increases each party's member Strength by 45. Active until the end of the MS		Party	1 2	When enough Triggers earn a Critical or better		
Support	Lilisette Van Claran Cosmos Materia	Dreadnought Myrrh Droplet Harmonious Force Precious Rebellion	Reduces Proger hits required for the party's physical abilities by 20% Increases each purely in senior Strength by 45. Action until the end of the MS Increases each purely remother's Strength, Major, Spire, Apility and Luck by 20 Multiplies durings the purely leaded ceals with physical abilities by 17. Action until the end of the MS Moderately increase shows speech. Forcessed derange the user dealers with virth abilities by 100% Moderately increase shows speech. Forcessed derange the user dealers with virth abilities by 100%.		Party Party Leader	- 4	When the MS begins When enough Triggers earn a Critical or better When the MS begins When the MS begins When an FMS battle begins		



No surprise here, Terra is simply a must max character as she's the best boss killer availal

Riot Blade (her unique skill) and Ultima both do massive damage and target the first boss. Add Dualcast and both will be cast TWICE.

Must have for killing boss under X seconds.

Alternatives/helpers include Cloud, Sephiroth, who both have 2 skills targeting the boss (there may be others out there)

Play Rough

Highest damage with a single skill, for all the quests deal X damage with a single skill.

She may be outperformed in the future with a team composition, or when the boss has a weakness, because Utilima do not have an element.

Her unique skill boost her magic abilities damage by 2.5 when the boss appear, plus she has Bluff, for a further 1.6 multiplier, Utilima is casted against the boss, so it's always boosted. Much more reliable than Golbez, his unique require 6 enemies to be defeated, and Meteor a big enough chain, so no guarantee Meteor will be boosted by Onyx Dragon !

The best helpers need to be determined, Shantotto having 2 skills to cast against the boss, he may be able to be leader and boosted by Spritus (x1.7 to party leader) while still benefiting from others skills lowering resist "Stacking of damage multipliers still need to be determined"



Yuna
Grand Summon Mana Cede Swiftness

Niche, but a no-brainer in that niche.

Her unique skill Grand Summon immediately calls a summon at the start of a stage. And she has the others summon faster skills too, perfect.

While on regular quests she will liekly only help for the first wave, you will need her for quests requiring X summoning.



Job Mastered! Mimic

Likely the best Trigger attacker. Job Mastered! and Mimic both share the same activation condition, and both can be used twice, so you get 4 times +150 all stats after the 130th Trigger (on expert)

As the activation is based on Triggers hit and not the song duration like Ramza, it become incredibly efficient on long tracks.

Yuffie Rare Summoner Discerning Eye All Creation Among all the Treasure Hunters, Yuffie is the only one learning Rare Summoner, which is a must-have skill if you're farming summonstones

If it wasn't enough, she also learns Discerning Eye to increase the drop rate of summonstones, and her unique skill helps further while doing damage, perfect! If you cannot grab summonstones from internet, she must be on your farming team.

To maximize summonstones farming, you'll need 3 others Rare Summoner through scrolls: you should get one as a reward at 41500 Rythmia (the next one is at around 124k...), for the others 2 you will need to complete FFX and MOBIUS Final Fantasy quests.



Cloud Omnislash Squall Aero Blade family Lion Heart Blizzard Blade family

I've yet to see a big bad "Exploit X times the enemy weakness" quest in Endless Mode, but I feel like they're lurking around.

Many characters can have a full skillset of a particular element, but they're all behind Cloud and Squall for Wind and Ice.

Their ultimate target the boss and hit 3 times, so it's super efficient AND 100% reliable. Plus you still have 2 skill slots for their elemental blade skills.

Cloud is also a boss nuker, you can't go wrong with him.

Best for: Exploit weakness, kills with elemental attack.

Lilisette Cid Raines Vivifying Waltz Seraphic Ray

Lilisette is able to turn an Ice or Lightning resistance into a weakness, and it seems true but I'm not sure it always work yet, some boss might have higher resistance than others.

Cid's Seraphic Ray is less efficient, but reduce all attributes, all those not resistant attributes b Unlike Imperil their ability target the boss, so it's a reliable solution for Weakness quests.

It's likely they will be very usefull as damage enablers as well.



Noctis Armiger Highwind

Their unique skils have an unlimited usage and a condition which allow them to use it more than once or twice, unlike most of the others unlimited usage abilities.

There is a track featuring only bosses, a few of them got quite a lot of them too, but it's hard to know beforehand unfortunately.

You'll also meet quite a lot of boss on "farm" stages (BMS where you inflict double damage), but you'll likely prefer some Treasure Hunters to carry your team

Noctis has Mug to get an additional loot if you're lucky, and Blink, which is an important skill for quest requiring X skill used. Aranea has Berserk, Meteor Blade, and Ultima Blade, so she has some good damage moves

Edge Mirage

Damage avoider and skill user Ninja god

Infind his movester magnificent, he has FOUR abilities to avoid damage, Mirage can indeed be replaced by Escape in FMS.

Mirage MUST be equiped in the first skill slot in BMS, it has only 50% probability to proc when you fail a trigger, if it falls Blink or Smoke will be used instead, so you can safely consume its 6 charges.

At difficulty 14, you already need to use 20 abilities to complete the quest, and the track might be short, no need to look for Blink users when you have Edge, him alone can use 16 abilities in any song, you simply need to fail triggers!

FAQ & Mechanics

Star levels

Once a character reach level 99, they can continue to level up up to 9 stars. Each star level require around 100k exp.

Each star level is +50 in ALL stats (+300 for HP)

Each star level provide an additional 5% base damage bonus for abilities (but nothing for Trigger attacks)

BASE attack bonus means you gain 5% bonus with the first star level (100% => 105%) but only 3,57% from 8th star to 9th (140% => 145%)
This is completely unrelated to the bonus stats you get from each star (+300HP and +50 all stats), a level 9 stars characters will do 45% more damage than a 0 star character with the same stats

Experience cap per stage

ou cannot gain more than 9999 exp at once in a stage, this is very easily reachable with exp eggs

Bonus experience is multiplicative, not additive

Using both a silver egg (x2) and a golden egg (x4) will provide a bonus of x8, not x6

You can also add the total bonus of your summonstone, for example 40%, you end up with x11.2

CollectaCards bonus

Depending on the card type and its rarity, you get a permanent bonus when you collect them:

nown cap except the out-of-battle stat cap of 999 Cap at +30% (1.30 damage multiplier)

Enemies Additional exp when killed +2% exp (only S rarity exist) Cap at +20% (1.20 exp multiplier)

Each character's HP is added into a global pool; the HP gauge.

Strength Used for trigger attacks. In BMS, a character attacks only if the Trigger is on his lane (except Critical Trigger maybe*). In FMS, characters attack one after the other Each character's Magic stat seems to be used when summoning, not only the leader one.

Magic

Increase running speed in FMS. It's likely a group stat as well now, but it need to be tested. No other function than chaining battles faster in FMS. Agility

Spirit No effect (outside of abilities scaling on Spirit)**

From the loading screen tip, increase your probability to get loot.

Abilities mention in their description when they scale with a statistic

*Critical Trigger are those shiny triggers which make your whole team attack (animation-wise at least, I have not checked the damage)

**I have yet to find any use of Spirit by itself. As tested below it does NOT improve summon damage, summoning speed. It does NOT improve healing, unless it's specified in the description (Pray, Arise...)

Difficulty scaling

There is not much proof you get better loot on higher difficulties for now.

You get more Triggers so you inflict more damage during the song, however there is an HP scaling for enemies too, so you will likely kill as much enemies between Basic, Expert, and Ultimate Example on "The Price of Freedom (Crisis Core FF7)

Difficulty	Basic	Expert	Ultimate
Soldier HP	232	333	482
Ratio	48,13%	69,09%	100,00%

did not notice it a first, but quests requiring you to do X total damage DO scale with the difficulty. You have to change the difficulty, then Cancel, and you will see the mission text will update !

Example, quest difficulty 22, Dissidia Arcade - The Rebel Army, total damage requirement: Beginner Expert Ultimate Supreme

Damage Req 7700 12000 18500 30000 41,62% 12000 18500 64,86% 100,00% Ratio/Ultimate

Does effect X stack with itself ? Does effect X stact with Y?

Ves it does. By default, assume everything is stacking, aside status effects (Poison, Blind, Silence...) which is explained on a loading tip, you cannot have or inflict more than one status effect. Damage multiplicative so far. A x2.5 and x1.6 multiplier results in x4.0 damage, exactly like for the experience.

Status effect spells in combat (Poison, Blind, Silence...)

As said in a loading tip an enemy cannot be afficied by 2 status effects at the same time, but there is more than that about the spells inflicting those abnormal states.

This is shared by all status effect spells, as soon as an enemy is affected by a status effect, no status effect spell will be cast until the target dies or the status wear off.

The leader will have to use ALL his spells (looking at you Mariat) before the second character can cast his own, etc....
Unique abilities inflicting damage + a status effect will still be cast, but it doesn't overwrite the existing one, the effect is simply lost.

Abilities activation queue and priority

All items and abilities are activated one at a time, but we can consider there is a queue (or is it more like a delay?) and a priority, this bring some unfortunate effects:

Some skills order cannot be changed, Terra will always cast her unique Riot Blade before Ultima, whatever the position you set them in.

Terra will double cast Riot Blade, then double cast Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills will be target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that's not the case, even if the first hit of Riot Blade kills the target, but that a supplied that hit of Riot Blade kills the target, but that a supplied that hit of Riot Blade kills that a supplied that hit of Riot Blade kills the target, but that a supplied that hit of Riot Blade kills the tar

What are the differences between the summons ?

what are the unrefered selection to administration of the summon and the unrefered selection to the summon and the unrefered selection to the summon and the

Summon	Triggers	Damage	Dmg/Trigger	Ad	ditionally, 1	the ability Swiftn	ess help sumr	noning faster.	It's not a multip	lier, so the bor	us stack additiv	ely, increasing	your base sur	mmoning speed	by 109
Phoenix	107	446,5	4,17												
Leviathan	112	690	6,16	Le	viathan	112									
Shiva	125	785	6,28	Sw	viftness	101	110,89%								
Ramuh	125	785	6,28	Sw	iftness x2	93	120,43%								
Ifrit	125	785	6,28	Sw	iftness x3	86	130,23%								
Bahamut	139	886	6,37	Sw	iftness x4	80	140,00%								
Odin	185	1279	6,91	+G	arnet	74	151,35%								
Alexander	197	1404	7,13												
Knights	205	1468	7,16	Ga	rnet's uniq	ue ability, Bless	ing of Alexand	ria, have the	same effect as S	Swiftness, the	data shows an h	nigher effect, b	ut I believe it's	my lack of acci	ласу.

ion below require more testing and is subject to change

Summoning power stat

This is still Magic, but this is now the sum of Magic of your team's party members.

No idea, it does not raise your summon damage, it doesn't make you summon them faster either

Maybe it improve the summon abilities efficiency, but I believe they would have specified it in their description.

If you're a newcomer, those skills have different proc conditions: Touch+Slide, Touch only, Hold, etc... It was already the case in the previous games, there's likely no clear winner here again, it depend of the song,

What's the best ability ? Fire ? Fira ? Firaga ?

Tested on expert, with some "Blade" abilities on the same mob, with different characters, what's we're looking for today are the damage ratio, as they had different stats.

Damage	Aero Blade	Aerora Blade	Aeroga Blade		Dmg ratio	Aero Blade	Aerora Blade	Aeroga Blade	Triggers Re	q Aero Blade	Aerora Blade	Aeroga Blade	Trig Ratio	Aero Blade	Aerora Blade	Aeroga Blade
	89	142	292			100,00%	159,55%	328,09%		90	125	200		100,00%	138,89%	222,22%
	Fire Blade	Fira Blade	Firaga Blade			Fire Blade	Fira Blade	Firaga Blade		Fire Blade	Fira Blade	Firaga Blade		Fire Blade	Fira Blade	Firaga Blade
	169	267	548			100,00%	157,99%	324,26%		60	85	135		100,00%	141,67%	225,00%
	Blizzard Blade	Blizzara Blade	Blizzaga Blade			Blizzard Blade	Blizzara Blade	Blizzaga Blade		Blizzard Blade	Blizzara Blade	Blizzaga Blade		Blizzard Blade	Blizzara Blade	Blizzaga Blade
	138	220	452			100,00%	159,42%	327,54%		50	70	110		100,00%	140,00%	220,00%
On naner it lo	noks annal for th	e lv3 abilities ("na) 220% moi	re triggers for 3	25% the dama	age if you come	are to the lv1:	ahility								

The Iv2 abilities still have benefits, it's more limited but it's still there, 160% damage for 140% triggers.

			those numbers are meaning													
verkill dam	age from abi	lities is not carr	ied over the next battle													
Current test is	simple, you	have a song with	many times the same trio of	f enemies (3 s	soldiers), if da	amage carry over, t	then after som	ne big damage	the next roun	d of mobs sh	ould require le	ss damage to	finish them o	ff.		
	Round		Total Damage													
		1 1204	1204			need around 1100	-1200 damag	e. There is little	e overkill becar	use there is r	o big ability th	at early in the	song.			
		2 1149	2353) damage here.										
		3 1837	4190			with her 999 Stren				the THREE:	soldiers, 1074	damage total	for that single	attack!		
		4 1107	5297	Yet you still	need around	1100-1200 damag	e to kill the ne	ext trio of mobs								
		5 1164	6461													
		6 1956	8417			are killed with Iv3			nage							
		7 1140	9557	And I still ne	eded 1140 d	amage to get rid of	the next trio	of soldiers.								
	8 (Boss)	3006	12563													
	kina															
Damage stac	Killy															
		Strike ability, Exp	ert, on MP soldier (FF7 Cris	s Core - The F	Price of Free	dom										
/uffie, 999 St	rength, First S		ert, on MP soldier (FF7 Cris	s Core - The F	Price of Free	dom										
ruffie, 999 St	rength, First S			s Core - The F	Price of Freed	dom			Trigger							
ruffie, 999 St	rength, First S for 100 dama Damage	ge, but she do 99		s Core - The F	Price of Freed	dom				4 With trigge	rs we're deali	ng with fraction	ns at minimun	n		
	rength, First S for 100 dama Damage	ge, but she do 99 Ratio/base	damage unfortunately :(dom image (2x10% bor	uus)				rs we're deali		ns at minimun	n		
/uffie, 999 St	rength, First S for 100 dama Damage	ge, but she do 99 Ratio/base 9 8 119,19%	damage unfortunately :(Base With a summ	nonstone +20%	6 Physical da								ns at minimun	n		
ruffie, 999 St	rength, First S for 100 dama Damage	ge, but she do 99 Ratio/base 9 8 119,19% 8 169,70%	damage unfortunately :(Base With a summ With Materia Both summo	nonstone +209 and her uniqu nstone and M	6 Physical da ue skill (x1.7 dateria	nmage (2x10% bor damage for Physic							ns at minimun	n		
uffie, 999 St	rength, First S for 100 dama Damage 9 11 16	ge, but she do 99 Ratio/base 9 8 119,19% 8 169,70% 0 202,02% 0 222,22%	damage unfortunately :(Base With a summ With Materia Both summc Added a bra	nonstone +20% and her uniqu nstone and Ma ve scroll (x1.1	6 Physical da ue skill (x1.7 dateria damage for F	amage (2x10% bor damage for Physic Physical abilities)			23-2	I'm leaving			ns at minimun	n		
ruffie, 999 St	rength, First 8 for 100 dama Damage 9 11	ge, but she do 99 Ratio/base 9 8 119,19% 8 169,70% 0 202,02% 0 222,22%	damage unfortunately :(Base With a summ With Materia Both summc Added a bra	nonstone +209 and her uniqu nstone and M	6 Physical da ue skill (x1.7 dateria damage for F	amage (2x10% bor damage for Physic Physical abilities)				I'm leaving			ns at minimun	n		

Game Mechanics

I'm gathering here some advanced mechanics I tested. Not necessary at all to finish the game, but if you're curious like me or absolutely want to min-max your team, you're at the right place

Enemies HP scaling with difficulty

dy explained it in the FAQ, the higher the difficulty, the more HP the enemies have.

Looking through the RAM (of an emulator) during battle, the devs set the HP for the ultimate difficulty, there's never a fraction for HP in that difficulty.

Difficulty	Basic	Expert	Ultimate	Supreme	
Soldier HP	232	333	482		(
Ratio	0,4813278008	0,6908713693	1		
Scarmiglione	462,7200012	665,1599731	964	1513,480103	(
Ratio	0,4800000012	0,6899999721	1	1,570000107	

(MP soldier from FF7 serie)

(From FF4, this is the BOSS version)

So the ratio intended are 48% / 69% / 100%/ 157%

For non programmers, those variables are float type, and their precision is not perfect, so we should have 964*0,69=665,16 instead we end up with 665,1599731. We can't do much about this

Trigger attacks

First things first, between Touch trigger, Slide trigger, and Hold trigger, the initial damage was the same. I've only tested the first green trigger for Hold, I suppose it's considered a Hold trigger as it's green, I did not test the triggers you get sometime while holding the button. So I assume there is no difference between at least Touch and Slide triggers.

Trigger attacks are physical attacks based on the Strength stat. Nothing surprising here.

Abilities damage are integers, they don't have a fraction, they do 233 damage and never 233,456994 for example. I'll talk about skills later.

Trigger attacks on the contrary, use fractions, that's why I needed to search the mobs HP, otherwise you can't really know the damage you're doing. And even like that, there's a lag between when you hit the trigger and when the variable is updated.

Second thing, Trigger attacks damage don't scale with difficulty, a few tests showed exactly the same damage from beginner to supreme. This is expected, the scaling comes from the NUMBER of triggers which rise with each difficulty.

And side note: Goblins do take additional Physical damage, but if you're using First Strike (a physical damage ability), you may have already noticed they're more of an exception than the rule, most enemies takes the same damage from First Strike, so it should be the same for Trigger attacks.

STRENGTH	90	200	250	500	750	999
DAMAGE	6,5183105	9,2924194	10,4398804	15,465332	19,7019653	23,4204102
STR / DMG	13,81	21,52	23,95	32,33	38,07	42,66
STR gained		110	50	250	250	249
DMG gained		2,7741089	1,147461	5,0254516	4,2366333	3,7184449
STR/DMG		39,65	43,57	49,75	59,01	66,96

and with your high stats I believe any skill will do at least as much damage.

Star levels don't make a difference here!

- 1. Star levels don't improve Trigger attacks damage like it does with abilities (see FAQ, +5% base damage per star level). So a 999 Strength 0 star will do exactly the same damage as a 999 Strength 9 stars.
- 2. The more Strength you have, the less it impact your damage. The difference seems huge at first if you look at the Strength / damage ratio, but there is likely a fixed part in the formula, I will need to collect data with a new save to get the damage with very low Strength. Once you look at the ratio of what we gained, it's not that bad at all, yes you likely need twice the strength to gain a damage at 750 strength vs before around 130 Strength, but it means the decrease i quite slow, and accumulating the stat do help well up to 999. Sinewy Etude So is this ability providing 30 Strength worth it in the end ? On expert a song is often like 200-250 triggers, well some triggers are always lost (at least between battles, and even when a mob die I'm not sure it's redirected until the death animation finishes) You can end up with around 150-200 damage if your team is still weak, not counting the bonus from physical abilities. It sounds ok but I will need to compare that to skills. Not much of a surprise it looks bad at end-game, the strength provide less damage

Rainbow criticals vs non-critical hits

I forgot to mention it before, but the damage stated up there is for a rainbow critical. I'm not sure if the base is the rainbow and you're losing damage, or if you prefer to see it as additional damage. I'm showing up both ratio.

Crit Rainbow	23,4204102	100,00%	112,55%	Before testing I v	was not sure Rair	bow Criticals reall	y did more damaç	ge than normal Cri	ticals, so now I ca	n confirm they do	, even if it's only a	round 3,3% more	damage
Crit NOT rainbow	22,6743774	96,81%	108,96%										
GREAT	21,5554199	92,04%	103,59%										
GOOD	20,8093872	88,85%	1										
DAD / MISS	0												

Chain Trigger attacks

To be continuated, Trigger attacks have bonus damage which seem dependant to your current cha

As soon as you chain 2 triggers, there is a discrepancy with my numbers up there:

R.Criticals	2	9
Real Damage	46,9899902	216,1547852
Theorical Dmg	46,8408204	210,7836918
Difference	0,1491698	5,3710934

5 3710934

So a bonus is added to the second hit, 0.1491698 damage, that's a weird number because whatever the base damage you consider It should be the 0,6369%, I have not tested doing 2 non-rainbow criticals, 2 GREAT, or 2 GOOD.

compared to:	RainbowCritical	Critical	GREAT	GOOD
	0,1491698	0,1491698	0,1491698	0,1491698
	23,4204102	22,6743774	21,5554199	20,8093872
	0,6369%	0,6579%	0,6920%	0,7168%

Result:	36,00657372	It's equal to 36 tir	mes the individual	bonus, it means t	the bonus is incre	asing for each hit,	as long as you ch	hain.		
result.	30,00037372	it a equal to 30 til	's equal to 36 times the individual bonus, it means the bonus is increasing for each hit, as long as you chain.							

Trigger number	1	2	3	4	5	6	7	8	9	SUM:
Bonus	0	1	2	3	4	5	6	7	8	36

Then how high can it go? On beginner difficulty there is more time to capture the HP difference, so after a chain of 100, what's the damage of the 101th hit? (still a rainbow critical, the chain was likely not all RCrits, but I don't think it matters) I checked right after, failing a trigger, then doing a critical, and the base damage for a rainbow critical was back to normal (23,4204102)

101th hit	27,000977		3,580567	Max bonus	3,580567
Normal hit	23,42041		23,42041	Single bonus	0,1491698
Difference	3,580567	Ratio	15,2882%	Division result	24,00329691

The bonus stop increasing when you get 24 times the individual bonus, which mean at the 25th hit, we're at maximum with +15,29% damage.

Aloading tip about points comes to mind: "Get more points by increasing your Chain. The point bonus maxes out at a Chain of twenty-five". Turns out this is exactly the same for Trigger attacks.

This do not affect abilities, I have seen too many times the damage in the middle of a fight, it's the same as when I test them on the first enemy of a song.

Doesn't that mean if you're good, you're very slightly advantaged on higher difficulty? It likely doesn't represent much at all, and you probably lose damage because it's not as easy to do RCrit on higer difficulties, but you need 24 triggers to maximize your damage, and 24 triggers on beginner represent much more of the song than on Expert for example...

Abilities damage

In the FAQ I have only tested a quick comparison of standard vs -RA vs -GA damage to have a ratio between them But what about the MAG stat ? Does it work like Trigger attacks ?

To be continued. Testing Ultima damage to begin with.



Ability name	Description			Target	Times usable	Activation	
Bravery	Multiplies party's physical abilities damage by 1.1 until the end of the MS			Party	1	MS begins	
Drain	Moderate damage (Magic) and restores 20% HP	Magic		1 enemy	1	Song is 3/4 over	
Drain Blade	Moderate damage (Strength) and restores 20% HP	Physical	Slash	1 enemy	1	Song is 1/4 over	
Meltdown	Slightly lowers enemy defense and magic defense. Moderate damage (Magic)	Magic		1 enemy	1	Triggers Critical	125/195/300/500
Mystic Aura	Multiplies leader's abilities damage by 1.4 until then end of the MS			Leader	1	Song is 1/2 over	
Provoke	Greatly lowers enemy defense, but moderately raises enemy attack power			Boss enemy	1	Boss enemy appears	
Rare Collector	Increases rarity level of CollectaCards found in treasure chests			Party	1	MS begins	
Rare Summoner	Increases rarity level of effects on summonstones found in treasure chests			Party	1	MS begins	
Rythmia Plus	Increases Rhythmia earned by 20%			Party	1	MS begins	
Ruin	Moderate damage (Magic)	Magic		1 enemy	unlimited	Triggers	60/95/145/240
Steal	Small chance of stealing an item from the enemy			1 enemy	1	2nd battle starts	