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## Gbf light grid

True Purity Sunblade has a static MH effect that provides a Normal Stamina modifier (15% @ 100% HP); it also gives party withdrawal (10%) For 2.5 laps and uses a 2 turn local blind to your target with its Charge Attack. A very good sword mainhand option, especially for Berserker and Swordmaster/Glorybringer (has 36% echo) if your setup can go without an MH DA/TA generator. Flamma Orbis is a good gun headhand who provides both defense and offense. Its passive MH effect gives your Light party members 50% Skill DMG Up and 30% Skill DMG Cap Up when your MC is not debuffed. CA gives Mirror Image to your party and gives a buff to your MC that will activate an atomic bomb (600k base damage cap) at the end of the turn if your MC doesn't take damage that turns. Huanglong Spear has a strong static MH effect that increases party Charge Attack DMG and Cap by 20% and its Charge Attack increases charge bar gain (10% for 2.5 laps). Also prevents Charge Attack Sealing Debuffs. Very good farmable mainhand for spear classes. The Hollowsky Bow's CA provides a 5% DMG Cap Up and 60% Chance of 30% Crit DMG buff to the party for 3.5 laps. Crit buff is a little redundant as you are likely to run 5\* Song for 100% Crit to activate additional damage skill Bow - 30k Supplemental Damage on Crits for Bow/Gun characters. It may be difficult to properly use this weapon as an MH (limited amount of gun/bow signs to choose from), but it could be good in the right scenario. The Bow's weapon skills are 20% Ex/Unknown ATK and 10% Chance of 45% Crit DMG for Bow/Gun characters. Huanglong Gauntlet offers only 15% Light Def Down on its CA as a main hands, but is the best farmable option for a Melee mainhand. The following three weapons are Grand Weapons and require their 4\* Uncaps to reach their full potential; make sure to weigh the cost of your resources if you plan to invest in them. Certificus (Grand Vira's lock weapon) is a very good headhand for both offense and defense. Its charge attack provides DA/TA (30% / 30%) defence (40%) to the whole lot in 3.5 laps (usually these effects only last 2.5 laps). Because it is an axe, you can get easy access to its buffs on T1 via Berserker, just like with the Xeno Ifrit axe. Defense buff is a very welcome extra effect as it helps reduce incoming damage to maintain high% HP in both M2 and Primal endurance builds, although one should consider the sacrificial cost of investing in a 4\* Certificus exclusively for MH use with a Magna grille. Ivory Ark (Grand Noa's lock weapons) has an interesting combination of CA effects. It provides 15% Bonus Light DMG (Echo) as well as a 15% increase to debuff success rate for your party. I don't have any experience of using this as an MH, but it seems useful for both damage and utility for dagger classes. Sacred Standard (Grand Jeanne lock weapons) gives a 70-75% critical chance of 30% increased damage as well as 15% Charge Bar to the party. I'm unsure how useful this could be as an MH, there seem to be other viable (and cheaper) mainhand options for the remarkable spear classes, as they can also use swords, axes or guns. Element Modified Revenant/GW weapons can offer a variety of effects on their Charge Attack, especially: dagger (for DA/TA), sword (for cut), fist (counters) and harp (just a harp for items that don't have a good harp option). Ultima Weapon Charge Attacks provide both 30% Elemental Attack and Double Attack to your team, making them great headhand options for whatever weapon type and element you choose to make. Remember that you can only have six different Ultima at once, choose wisely! Class Champion Weapons (CCW) can vary in strength from niche uses to absolute powerhouse. Make sure you know what you're getting into before using all your mats on a 5 star CCW! Standard M1/M2 Whether you're M1 or M2, Light's Omega/Magna grille is focused on Luminiera Sword Omega. Luminiera Sword Omega is unique among all the other Omega weapons as it has a small Normal ATK skill in addition to its little Omega/Magna Majesty skill (ATK and HP). Light grids boast the highest HP (out of Omega/Magna grids) with a grid full of Lumi Swords while still having decent damage. Light has access to Xeno and Opus weapons with swords to write, and therefore this grid has great synergy with a Cosmic Sword.Light M2 weapon (the only notable being Mittron's Bow) is not very strong, but Bow can be utilized for its Stamina skill for players who have not yet got their 5\* Dark Opus Weapon. When the 5\* Dark Opus Weapon has been equipped with The Stamina Key, Mittron's Bow does not offer significant improvements over a grid full of swords. Omega / Magna weapons: 5-7 (Weapon Skills enhanced by Luminiera Omega)EX / Unknown weapons: 1-2Normal weapons: 0-2Seraphic Weapon: 1 or 0Cosmic Weapon: 1 or 0 Grid Composition Omega / Magna Weapons: 5-7 This grille should use at least five Omega / Magna weapons, but six recommended; ideally five swords and swords. The Sword of Waiver has both ATK and HP modifiers and can provide a Cap Up option of 4\* and another modifier of 5\* (Stamina is most commonly chosen). If you need something else to fill the net, using a seventh Omega/Magna Weapon is a good option.- By reaching M2, and before you get a 5\* Opus, you can choose to use one or two Mittron's Bow. Part of Mittron's Bow comes from its Crit skill, which will perform contrary to only one or two Crit weapons, but a Bow should give a boost to damage (at full/high HP) regardless of Crit activation or not.- When you get a 5\* Opus with stamina key equipped, it is not recommended to run any Bows (damage gain minimal) and instead run an all sword grille with Luminiera Sword Omega, True Purity Sunblade, Sword of Decay, and Cosmic Sword (don't forget serafic weapons).- Luminiera Bolt Omega are the best placeholders (Luminiera Harp Omega also provides the same skill as a Bolt, but have less attack) to use while making progress on 4\*ing Luminiera Sword Omega, which only needs to be used once 4\* and above level 120. EX/Unknown weapon: 1-2 This grid must use at least one EX/Unknown weapon; two can be used depending on what other weapons/main hands you use. Ideally EX/Unknowns should consist of Xeno or Hollowsky weapons as they are currently the strongest options.- Xeno weapons are the default choice and provide 23% EX/Unknown modifier as well as strong Charge Attack effects when used as mainhands. The sword is the default choice because of its weapon type, but Flamma Orbis has more base ATK.- A 5\* Huanglong Guantlet can be used instead of a Xeno as a more defensive option. It provides slightly less power than a Xeno (21% EX vs. 23% EX, and less ATK), but also lowers dark damage received by 17.5%.- Hollowsky weapons provide a way to exceed the Damage Cap via additional damage in addition to a base 20% EX/Unknown mod and another power, but the effects apply only to characters of certain weapon skills (see Hollowsky Weapon section).- All other EX/Unknowns (such as those from Story/Side Story Events) are fine as temporary filler, although you probably only want to use a maximum on a sub-optimal EX/Unknown weapon as they probably aren't strong enough to warrant two slots grid. Normal weapons: 0-2 Due to the small normal ATK on sword, this grid does not necessarily need to use a regular Normal Modifier Weapon (except serafic weapons), but can use one or two depending on the situation.- Consider an Atma/Ultima Weapon if your team consists of characters who share weapons skills to take advantage of a Gauph Key, or if you can utilize the DMG Cap option from its Ultima Keyima. The Strife Key (20% DA/TA for characters sharing a weapon skills with Atma/Ultima) is usually the default choice, but for compositions focused on 1T Charge Attack setups, Strength (13% Normal Endurance) may be a better option.- If you are still using Luminiera Bolts, you may want to consider a Bahamut Weapon if your team's race fits with one of the bindings and would give up to 32% Normal ATK and 18% Normal HP at the Coda stage. You should generally not use a Bahamut Weapon in a grid full of Luminiera Sword Omegas.- Huanglong Katana is a very unique weapon and its use is often debated about, primarily in terms of racing due to the additional animations/skills/time it takes to utilize fully. It provides massive Normal ATK (22% @ Slvl 15, 25.5% @ Slvl 20) at the expense of a 10% max HP cut and has another skill by Sunrise) that is activated when your party uses a healing skill (green girth skill), providing a 10% Light Elemental ATK buff for 7 laps and stacks up to a maximum of 50% (new stacks update the duration). In general, you should only use this weapon when you can take full advantage of its passive skill, which is usually limited to solos or long fights without ouster. Serafik Weapons: 1 or 0 The Seraphic Weapon is essentially an auto-ener with while fighting with Elemental Advantage. The unique Blessing skill increases your final injury by a set percentage (20% when SSR, 23% at 4\*); this modifier can increase your damage past the regular DMG Cap. This weapon should not be used without Elemental Advantage as it only provides 10-12% Normal ATK/HP from its Majesty skill, which can be easily surpassed with other weapons. Cosmic Weapon: 1 or 0 Once you've got a grid full of swords (Luminiera Sword Omega, True Purity Sunblade, Sword of Waiver and possibly a Hollowsky Blade), a Cosmic Sword is a very good weapon to include in your grid as you will get a good amount of ATK, HP and DMG Cap Up. Applying +99 to all your swords makes this weapon even stronger. You will probably have at least 6 or 7 total swords to start considering the cosmic sword. It is possible for a light grid to have of 9 or 10 swords (depending on whether you are using serafic weapons). Primal Gacha Gacha Primal Light revolves around Eden (Grand Weapon, Lucio's) and has strong accessory options in Certificus (Grand Weapons, Vira's) and Sacred Standard (Grand Weapon, Jeanne d'Arc's). Eden provides Medium Normal Stamina (9.56% @ Slvl 15) in addition to the standard Massive Normal ATK (22%), similar to Ixaba, and synergizes well with Light's strong healers and damage reduction to maintain Stamina Modifier. Other Weapons Sacred Standard (Grand Weapon, Jeanne d'Arc's) is a weapon that synergizes very well with the character that comes with it. Grand Jeanne d'Arc has a passive that gives 10% Bonus Light Damage (Echo) to party members when performing triple attacks. Sacred Standard provides 7.0% DATA @ Slvl 15, which is 16.8% DATA with a single Zeus and 26.6% with double Zeus. In addition to the data, Sacred Standard also has Medium Progression, which is 0.8% Elemental ATK per trip (1.92%/turn with single Zeus; 3.04%/ride with dual Zeus) and is suitable for long matches. This weapon shines when used with dual Zeus comps and can hit lattice caps for both DATA (50%) progression (75%, achieved at turn 13) with two copies in double Zeus. A Progression Opus and a single Sacred Standard also hit the Progression Cap (achieved at turn 9). Certificus (Grand Weapon, Vira's) is the blue light sphere. Light as an element does not have the same synergy with Ougis/CAs that water does, but Certificus is a very strong addition to Gacha Light In addition to Massive Normal ATK (22%), each copy provides 9.5% CA DMG Up and 5% CA Cap Up and can be increased by Zeus; this equates to 22.8% DMG/12% Cap with single Zeus and 36.1% DMG/19% Cap with dual Zeus. Note that the CA Cap up bonus maxes out at 30%. Ivory Ark (Grand Weapon, Noa's) provides Normal ATK, Crit, HP, and Debuff Resistance. Normal ATK and Crit are Big II, which have base values of 20% ATK and 12% Crit @ Slvl 15. For single Zeus, a single dagger gives 28.8% Crit Chance and for double Zeus, it gives 45.6% Crit Chance. This means that two Ivory Sheets in double Zeus setups give 91.2% Crit Chance, which is a pretty good rate, but also a little awkward if you shoot for 100% (which may or may not be necessary, depending on who you ask). To achieve 100% Crit Chance you could use a third sheet, but it would end up wasting a lot of Crit Chance (over 100% Crit Chance does nothing). Your other options would be to use another weapon with small or medium Crit Chance to round out the 100%, but at this point there is not a standout choice for this. Gambanteinn (Grand Weapon, Io's) used to be commonly included in Light Gacha Grids, but is now relegated to the sidelines as there is no room for this weapon when Eden, Certificus, Ivory Ark, and Sacred Standard are all found in the same element. Its weapons skills are Massive Normal ATK (22%) and small normal trium (3.5% DA/TA). Each Gambanteinn provides 8.4% DA/TA with a Zeus and 13.3% with double Zeus. Zeus.

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