



Gbf earth ssr tier list

Dirt Memeing 101 That's all you need to know. Seriously. All right, fine. Continue. Disclaimer: This document is not intended as all-inclusive for newer/mid-game/new HL players... kind of like a dirt for dummies when all that meta talk confuses you. Hopefully you'll get something out of it if you're also an experienced player... or get a new appreciation for dirt. Or at least some knowledge of a dirt grid for GW. This guide was launched on September 24, 2017 and was last updated in full on May 18, 2018. This is inspired by TLMoonBear's series of 101 guides, so a big thank you to him for all the work he has done and for starting this trend. Thanks to my crew and the various people on the internet who are actually Titan, as truth is told I am a poor plebian with only motocal and MLB Vohu Manah. Thanks to the people who had to put up with my constant posting about this when I first wrote this guide, because I know I was very annoying about it. Thank you to Granblue for existing and ruining all our lives, especially during GW- and most importantly, thank you for reading this, because I wouldn't write without you guys! Why play earth? The Earth has the second easiest magna raid to defeat. The element it's weak for has the easiest magna to beat. Wind is the most beginner friendly element. If you work on your windmeme, you will probably be able to build dirt on the side. A wide variety of characters. From Granblue's cutest mascot to bloodthirsty draphs, hot backs to SOIYA squad, the earth caters to all tastes. Two characters who activate their own enmity. Sorry blazers without Zoi. If you've read about how enmity works in this game, and given Titan grids, you'll see why this is nonsense. New era of Titan BahaHL MVPs. You don't have to play with enmity, though. There are other options if you want to keep it safe, especially with the addition of Magna II. Endurance is now fully viable, and magna is strong. Dirt is very versatile. If nothing else, you need a dirty grid for GW or Xeno Cocytus. The game starts to push rainbow meta and no longer you solo everything with just one element. But hey, being able to delve into different elements and play with a wide selection of characters makes the game more interesting and fun (ideally). Earth weapon grids: I go into this guide assuming you know what weapon grid is and what the damage formula is. If not, I would recommend to read the granblue wiki for some help. Don't worry, you don't really know all the math of the damage formula, just a of it. I'm not too keen on the math myself, so I won't mention it anyway. In short, some R weapons and SSR weapons and SSR weapons come with something a weapon skill. If the skill has something with the word power in it, it will probably be useful, as would an attack up skill. A weapon grid consists of nine weapon skills in your weapon grid, and adjusts the boosts; the basic formula is Normal x Magna x Unknown x Elemental. If you want to calculate damage yourself, enjoy minus/maxing or want your grids to be the best they can be, here are some good sources for checking statistics: GBF.xzz - Easy to use because it offers visuals, but only Japanese and is unable to compare your grids. Motocal - An advanced calculator that can be run in both English and Japanese. Useful if you are able to compare grids and it can run simulations of different combinations, but is a bit tricky to use and not something to run if you just want to check 1 grid. If you want a more advanced guide on how to get dirty (magna), especially with the addition of magna II weapons (like again, this is usually a beginner/mid-game guide), check out Pooky's Guide, complete with charts and stats! (Your guides are great, dude!) Starting; When starting, you can't jump into an endgame earth grid. There is only one attack up SR that drops from normal/hard ygg raids, and that is the Yggdrasil Bark. The bark will be placeholders until you get those handy swords. Make sure you don't have a level of skills from this weapon too much (most people will raise it to Slv. 2, you don't want to go beyond 4), it will eventually get to fodder SSRs for skills later. This is an example of what a baby earth grid will look like. The rest of the weapons will be explained in the next section, while the mainhand is a Tribunal Thunder, which I will mention in the primals section. The gun is very easy to obtain from your monthly Vohu Manah showdown and is why it is there; It will be very easy to obtain from your monthly Vohu Manah showdown and is why it is there; It will be very easy to obtain from your monthly Vohu Manah showdown and is why it is there; It will be very easy to get when you start with the earth. The Magna: This is an example of the old cookiecutter endgame earth grid. After the 2018 Anniversary update, this grid is not the full endgame, but serves as a placeholder for the difficult Magna II gravel forward. The old meta used to push 6 swords, but that's no longer true, not even with cosmos (which I'll elaborate on later). Ultimately, however, what your dirty magna grid becomes is up to you. For the sake of simplicity I will still keep this because it is still viable for dirt GW and a nice goal to work before you start with the earth. The formula for this would be 5 – 2 – 2 – 1; 5 magna 2 unknowns, 2 normals and the Gauntlet of Uriel's own unique modifier. Magna Weapons: Dirt has two SSRs with attack up skills that function as the magna modifier. The Yggdrasil Dewbranch Omega is a good good for when you start, but it loses as it has only medium attack to skill and a lower base attack than the sword. It has its usefulness nonetheless; if you want to tackle UBahaHL with an Earth magna grid, the HP is much needed and appreciated. But... That's something out of my discretion. Consult someone with more plus marks. The base attack of a Yggdrasil Crystal Blade Omega is higher than Fire's sticks and Levi's daggers. The Yggdrasil Omega raid is also relatively easy to edit, with the second lowest HP of all magnas. It's a pretty good weapon for a magna grid; it may feel average if you've read about Tiamat bolts, but it's not bad at all. Once you reach grade 101+ (HL), you will be able to FLB your swords, and along with some other things they need items called swordstones that you get from reducing weapons. Fortunately, they abound; Lots of character weapons happen to be swords and you grind the casino for four copies of a free sword. Make sure you keep them for when the time comes. Don't forget to get a base grid of 5 0* swords first. After you have your base, you then start loosening them one by one. Skill levels are more important than your uncaps! If you get frustrated with Yggy, look at her face. Don't forget why you're doing this. You have the cutest magna. Certainly less frustrating than watching a robot or a snake when that last sword is stingy. From the anniversary you can demente your FLB swords one more time to 5*. However, the percentage increase is extremely small, about 2% profit; skill lv. 20 is definitely not worth it and costs a ton of resources and fodder. You'll have the ability to release your FLB swords when unlocking the Earth's Magna II raid, Godsworn Alexiel, at grade 120: save your energy and resources for the weapons that fall from there, instead, though. What about the Ygg bow? The Yggdrasil Bow Omega comes with something called enmity, which increases your attack the lower your HP is. In theory, this sounds fantastic (why wind was queen of tetras for so long), but the arc only comes with enmity and no ATK. skill. The sword is more consistent, but if you use Aver or Sarasa, you might be tempted to put one in your grid. If you keep them safe on NLB/FLB and you'll really see those gains if you're on red HP. Unknowns: Weapons with an unknown modifier are obtained through events. The Xeno Vohu Manah Clash, aka the Worst Event Ever, gave us Earth's best unknown, the Xeno Judgment Lyre. To get this bad boy, you had five days of torture being debuffed to hell by an evil but in return gave a harp with a huge ATK UP boost. It is the second weapon in the game to have a huge boost and there are only a select few weapons The game with this boost (Xenos and FLB grand series weapons), making it quite useful. The old dirt meta used to run 6 swords, but with this addition was downgraded to 5. You still rotate 6 swords if you have them instead of an unknown one (if you don't have a second harp, don't have 2 sausage axes, or have the harp as a mainhand) or if you play element, replacing the Glove of Uriel. You FLB the harp in the store to make the True Judgment Lyre. On charge attack/ougi, it will heal and grant revitalize if you have upgraded. Maybe not the most useful effect, but it can save you in a pinch; It's a great mainhand for superstar and Elysian, so you can refrain from making a GW harp. Xeno Vohu was first performed in March 2017 and was re-run in July, so we will definitely see another repeat, just not anytime soon. From May 2018 Xeno Vohu was repeated again and gave us the Sahrivar. Since it's a sword, it's actually better than the harp because it's a higher attack, but if you're too lazy to farm for another like most of us playing this game the gains are only about ~200 attack. If you already have a harp and don't want to go through the Xeno hell again, it's fine to foreball, unless you really care about minmaxing. In an endgame Magna II, you probably only need 1 EX, or you may even lose the EX, but if you're still starting and raiding, the sword might be a better choice. However, it's still good to have both; You use the Sahrivar in your grid, and the winch as a mainhand for Elysian. After FLBing to become the Last Sahrivar, as a mainhand it will get Earth ATK up and a power called water switch, which will convert all the damage taken into water for your party. Honestly, it's very niche- most people are playing on element now, and this will only be useful for UBahaHL; granted, it will be a lifesaver in that raid, but most endgame content doesn't warrant high HP or defense, focusing more on DPS. Nevertheless, if you are able to leech like the wind and FLB this weapon as a newbie or play dirt off element, this ability may serve to be very useful, and hopefully we will see more challenges in Granblue's future. Since the Xeno Vohu event is extremely difficult, the alternative to a harp is the Swirly Wurst Hammer, popularly referred to as the sausage axe. This unknown comes from an event that is repeated every once in a while, the : Cinderella Fantasy collab. An MLB copy can be easily obtained if the fights are not too difficult and it also has a FLB. While the FLB harp still beats, it's only by a small margin so if you're not in Are to Xeno Vohu gravel (it's content meant for mid-to endgame players, don't worry if you can't) a FLB axe can do the job just fine. Be aware that the uncap costs a ton of mats (never ending fantasy), but... At least they're idols. You see also these two weapons used instead of a harp or hot dog. You need at least grade 101+ to have access to the mats to buy them with, dropped from the Rose Crystal Lance is good when you play on element. It has lower statistics than a FLB harp, but reducing water DMG and hit to earth DEF are helpful if you're doing an HL raid or trying to do something solo. The claw is useful in UBahaHL, which again, is beyond my discretion. Refer to a madman who actually handled this raid. It gives you a medium boost to ATK and HP (good) and reduces DMG from wind (less good). You're probably not going to take the earth to wind attacks, but UBaha has a chance to rock against you in the element you're weak against. These are some old unknowns that you might see if someone has been playing for a while (the Stinger on the right came out in June 2017, but the hand and arch are much older). They're fillers. If the events are repeated, you might want to get them if you are completely new to the game and have a hard time completing fights... but you're probably going to wait for the sausage axe from the event. Or the next time Xeno Vohu is repeated. If these come back or a new earth weapons with an unknown modifier are added and you are impatient, go ahead and grab one. If you have the Yamanbagiri Kunihiro of the Touken Ranbu event, it can also be counted as an unknown and can be schooled up to Slv.15. Note it is only a medium ATK up though; your other options are better, but it does have a Slv.15 for when you start, and can be FLB'd with a steel brick. From the Divergent Knighthoods event, a decent EX modifier who offers on ougi crit up. As a mainhand it also increases your ougi DMG. Seraphic: With the 2017 anniversary update, Seraphic weapons were introduced. They are pretty much the best weapons for playing on element and come up with their own unique modifiers. The Glove of Uriel's majesty skill will give a small boost to the ATK and HP of Earth allies and increase DMG cap, while the blessing skill will boost to the ATK and HP of Earth allies and increase DMG cap. The SSR upgrade is locked by HL materials so unless you have 101+ you're going to have to play the waiting game. The SR is still a good weapon to lock in at launch though and getting the first uncap is pretty easy. You only have one of every Serafine weapon in the game; Don't forget to take it out if you use dirt of element. Normal Weapons: Bahamut Weapons: Bahamut weapons function like a normal modifier in your grid. The weapon of the earth is the Bahamut Weapons pre-HL, but will boost two races Way. Most elements, however, usually use Bahamut Dagger as erunes are the second most common breed. If you want to use one of the erune SSRs in the earth, you are considering dragging a coda dagger when HL or spear pre-HL. They may be good attackers, but many prefer to use people or draphs. Keep in mind that the dagger doesn't stimulate erunes pre-HL, but it will stimulate people. If you run a lot of draphs pre-HL, you can also consider a Bahamut Axe. If you run one of the two harvins with your draphs, you can also upgrade it to coda. Bahamut weapons take a lot of resources and fodder, so make sure to pick the right one for you if you don't have the materials just yet. Also remember that unknown /primal races will benefit from every Bahamut weapon? What about Tezcat? Baha weapons have a maximum cap. The primary attackers of the earth are human and draph and a common set-up will be MC+2 attackers + buffer. The buffer is usually not there for dps, especially if you use Korwa (Mahira is not really hitting hard anyway). If you use Ayer, Halle or Sarasa, this isn't really a problem, they'll definitely pay their dues. It is better to have an earth weapon instead of another baha, so they are compatible with an aura, you will reap more benefits that way. Choose the weapon that's best for your team. However, if you are lazy, do not have another normal or unknown, and only want something for GW, you lock in another Baha weapon. If you run a sword and a dagger, you'll see an HP increase for people, which can be a great addition for when you run Ayer to make him feel less squishy. Wait, Tezcat? Who is Tezcat? Who is Tezcat? Oh this fucking man Unfortunately, the earth may be limited in its racing usage due to a call called Tezcatlipoca, aka Tezcat. If you play magna earth, you have Yggdrasil as the main call and you want to choose a call with a basic aura (formulated as % boost to the earth ATK). You hear a lot of memes about Tezcat racism and why people hate to play dirty, because Tezcat has a 100% basic aura... only if you have three races on the front line of your party. (But isn't he promoting diversity?) Usually that will be the MC (which fortunately counts as an unknown breed), a human, a draph, and an erune/harvin/primal. You will not be able to lead a team of, for example, Ayer/Eugen/De La Fille and if you want to use a human buffer (Cags, De La Fille), you will not be able to run Ayer, Eugen or Siegfried. Note that Tezcat's FLB will give a guaranteed 100% echo if the enemy has full load of diamonds, so hanging up with his racism may be worth it if you see him in your support subpoena. Fortunately, with release of the 120% summon Alexiel, Earth teams have become less race-restrictive. Seriously, everyone's got her now. Met Met of Earth's Eternals and a 5* character being draphs and many useful characters become human, Alexiel is a lifesaver for versatility (Add me if you put her by the way). Celestials/ROTB Weapons: The Celestials/RO such as gold nuggets to trade for gold bars used to create an eternal character, or contenders for normal modifier weapons for your grid. The Baihu Claw is the ROTB weapon for the earth. It used to be only okay, but the anniversary update gave every ROTB weapon for the earth. you, the upgrade requires the ability to solo a Rising Beast Trial and can be very difficult if you don't have the grids, but the skills are handy additions to customization. The claw can be FLB'd without them, though, so it will still be good and it's relatively easy to do so. If you don't have two unknowns or play dirty Ely and have the harp as a mainhand, the claw can serve a place on your grid. You also lock instead of the Uriel fist off-ele, but you wouldn't be able to hit DMG cap if not against water and the Regus upgrade will have a useless skill. Pontus Regus Malus The Claw can be made to have one of three different skills: The Pontus upgrade if used as a mainhand gives the MC a stackable ATK as long as you're not hit. It's a great mainhand if you want to play dirt Luchador, especially with the Claw Mirror Image on ougi for protecting yourself. This is the mainhand that many Titanlords will use for BahaHL; The fist as Slv.15 normal II will defeat the GW fist indefinitely. The Regus upgrade gives medium critical for enemies weak against the earth. If you play on element, this may be very good, but it is useless off element. The Malus upgrade gives DMG cap up. At the highest skill level, it will increase the soft cap by 7%. It will stack up with anger buffs and the Glove of Uriel. If you're hitting cap this may be the best perk of all, and Ayer/Sarasa with enmity and even Halle will greatly appreciate it, but if you don't you want to save your grade or use it on something else. The Baihu Fangstaff will increase ougi damage for the third party member at the expense of hostility. It is a staff so it has pretty low statistics. Not worth it. Cosmos: You might want to consider using a Cosmos Sword if you're doing magna earth, especially if you have one for light. They will shine with endgame earth grids because a cosmos weapon will boost the attack and hp of all the swords in your grid. The earth will have 5 magna swords, the vohu sword, a baha sword, and walk a ultima sword. Could be just as good as it's lying around, right? However, the Earth has only 1 BAL SSR. If you have a balanced sword for light, keep in mind that there is hardly anyone who benefits from the DA DA the only one is V-Day Medusa, which is limited. Your best bet is a SPEC, DEF, ATK or HEAL sword; they will actually be useful for the typed characters if you have them. As of May 2018, ATK swords will no longer have he punishment and instead have a boost to attack dmg; with ougi centric characters like Okto, Eugen and Eustace, it can be very useful! Instead of the Uriel Fist off element, you lock in another Ygg sword or an additional Xeno Vohu sword. The main hand is the Atma/Ultima Sword (Earth). I'm not going to put in those weapons as there are multiple guides calling them out there (here's the GBF-gajin guide if you're looking for it); they are also locked behind the Lv. 150/Lv. 200 Ultimate Bahamut raid, the most difficult content in the game (so far). However, a simple summary is that they bahamut weapons for when you really, really want to get into those numbers; the previous regular magna grid was already pretty busy. so it's hard to fit it in unless you want it if you want mainhand. The element in which you create it only affects the status as a mainhand, but it can be used in all grids, as it increases all the characters with the weaponry. However, they are made as dirty as dirt doesn't have many good sword mainhands. Eventually, when vou reach higher levels of dirt power, you replace your Baha weapon with them... But when you're at that level, you really don't have to read this. With how busy dirt grids can become, cosmos swords may or may not be used. These builds are unpopular with dirt, but if you just make something for GW, it's another viable option. Again, it's up to you, your resources, and what you want to do. The ATK and HP boost certainly looks nice and it's handy if you already have a sword skill (Sarasa, Siegfried, Aletheia, DLF, etc.) and their statistics will be amplified with an all sword grid. What about medusa or Baal? Sometimes you'll be bored of doing your magna incursions and maybe want to try something new. Earth's T1 raids drop a harp called a Perseus is the one who seems to be the Second Coming of Christ; This one has earth and mountain skills), while the Old Perseus has Gaia skills (Ygg skills), but they are both the same, just used with different subpoenas. With the May 2018 update, the Perseus has been rebalanced. Previously, it was not considered feasible to place in a grid because it had a sharp hit to MA, but now his second skill, Haunt, has only a 10% hit for DA. It's still a punishment, but much easier to work around, and the harp can even be useful, Both the Majesty's Skills and Haunt's Boost ATK are equivalent to a Massive ATK up. It is still an unpopular for now, because it has only recently been rebalanced, and harps technically have lower statistics than swords, but an old Perseus can potentially be better than an MLB Ygg sword. There are some Perseus memes going around and you build a harp grid centered around ougi-ing with drum master or the works, especially since ougi is making a comeback. Customization is fun. Anyone using the same grid gets a little boring. That's endgame stuff since Medusa is hard to burp though so I won't really be in it anymore. If you're thinking about making a grid centered around this harp... Seriously, you probably don't need me. We'll talk about Baal later. His weapons are not usually used in a magna grid. However, I don't want to confuse it. If you're a beginner and you're still wondering what to focus on, I'd say skip medusa and just focus on Ygg. Granblue can be quite overwhelming with all these weapons, so I'd say to just focus on the Ygg grid posted earlier. Plus, even if you'd MLB'd call your Yggdrasil, you should take the dupes (also called selfies) later for earth guartz. Quartz are used to detach your swords to FLB when you reach HL, for Class Champion Weapons... For a lot of things. You need a ton of it. Save your waifu's selfies. It's frustrating if she doesn't drop the last sword, but they're good for you. Medusa's drop rates also decrease significantly compared to Ygg's, because she's a tsundere so even if you're bored with Ygg, you'll at least get fodder along the way. However, you will want to do Medusa eventually, even if not farming for a Perseus. You need her anima if you want to start a Grande/Grand Order. Doing your magnas can get boring, but once you have a basic grid and start to skill up, it will be worth it as you become more powerful! Mainhands: Once you've filled your weapon grid, you'll need to have a mainhand for whatever class you want to play. Here are examples of some good ones. MainhandClassDescriptionWarlockHawkeye/Bandit TycoonDark Fencer/Chaos RulerDancerThe element-altered GW Dagger is pretty much the best mainhand for dagger using vour whole batch of DATA. Take one if you can. Super Star/ElysianDrum Master The True Xeno Lyre is the go-to harp and best harp for Elysian, which heals/revitalizes as an ougi effect and increases data when high voltage is in effect. Super Star/ElysianDrum Master If you were too lazy or underdeveloped to farm Xeno Vohu, an element-altered GW Harp works too. Ogre / LuchadorThe element-altered GW Fist is one of the best fist mainhands,

but with the earth you have The Baihu Claw Pontus for playing earth Lucha. However, the GW fist is still very good and is definitely an option if you mats around. Weapon Master / BerserkerApsaras The Swirly Sausage Hammer is a good mainhand for Berserker or if you want to use axe Apsaras. Holy Saber/SpartanBishop/SageApsarasThe All-Might Spear can be a good mainhand if you cap CA, but otherwise it's not too remarkable. It is also locked by a difficult HL raid. You may want to consider the RQ Spear for earth res as well. The use of a spear is useful for equipping the skill DT3. Holy Saber/SpartanWeapon Master/BerserkerThe element-altered GW Sword can also be considered a good mainhand for its ougi effect (30% phalanx). Holy Saber/SpartanBishop/SageApsarasThe element-altered GW Spear is an option for pre-HL players if you want a spear to be able to use DT3 and have nothing else. Weapon Master/BerserkerHoly Saber/SpartanSwordsmaster/GlorybringerI know I said I wouldn't get into this, but the Atma/Ultima Sword (Earth) is a good candidate for mainhand. I've seen a BahaHL MVP with magna earth use Sarasa/Siegfried/Korwa with this. There are many resources on these weapons already, and going into minus/maxing, which will not be covered in this guide. It will increase stats of characters with sword skill, such as Siegfried, De La Fille or Sarasa. As a mainhand, it also offers a great basic ATK up buff with DA. GlorybringerThe element changed Ridill is the best mainhand for the EX II class, Glory. The earth does not have many good Glory mainhands, besides the ultima sword. Weapon Master/BerserkerHoly Saber/SpartanSwordsmaster/GlorybringerMentioned for, but the Sahrivar as mainhand is pretty niche as water switch should only be useful if you're in UBahaHL, a raid where survival rates matter most of all. As a mainhand for glory, it provides DATA upon awakening for the whole lot and a self-TA buff, which can serve as very useful. The other skill it gets, however, is a stackable DEF up; again, not over-used, but more DATA is always appreciated. SamuraiThe latest EX II class weapon, the Unsigned Kaneshige, can have some serious potential with ougi-centric teams. Ogre/LuchadorAgain I said I wouldn't get too much into this, but the Atma/Ultima Fist (Earth) can also be a great mainhand for dirt Lucha (and in the grid for dark fist memes). Make your Ayer MA even more! Gunslinger onlyThe Nebuchad is the best mainhand for gunslinger, and can exhibit tons of potential and damage with the right bullets. Bishop / SageHet Nirvana has an autorevive with each cure. It's pretty situational; It can be used for surviving long fights, soloing HL content or for extra sustain. However, it costs a lot of mats and you don't use the skill DT3 for DATA. Bishop / SageHoly / SpartanApsarasThe Gargantua, Arulu's character weapon, has skill DMG cap up, ideal for when you have 5* Sarasa, so your GZ will reach new levels of extreme wanpan. It also comes with veil veil ougi, and has a chance to influence the whole lot at FLB. Hawkeye/Bandit TycoonIf you want leech with an element changed Oliver for some reason, keep in mind that you're going to sacrifice gun stones, which can be pretty hard to get if you don't have gacha guns. If it's not really worth changing from the first upgrade.wtfThe Forbidden Man, if you're looking at whale guns, you really don't need me. Consider whaling me a Titan/Alexiel or paying my uni tuition. Ah yes, Magna II. With the 2018 anniversary update we got magna II raids. These raids are only unlockable after grade 120 and require that you have unlocked Chapter 87; they are more advanced content, but frankly, many people consider pre-rank 100 as the tutorial stage: around 120 could actually justify that midgame. Nevertheless, these raids can be guite challenging if you are not used to them and they are definitely an endgame grind; They only fall through MVP chests, red chests, and blue chests, so you're going to have to hope to score #6 and higher in the raid rankings if you want a drop. Or good luck with that blue breast trap; Above 100K honor can probably get you a blue chest, but with how fast they can blow up when full, you barely get a hit in it. They are best done with your crew or in small trains in co-op, and are a nightmare to get into as in pubs, especially during GW preparation season, racers. A stern student council president and her bodybuilding father Earth was blessed with an angel for her 120% call and her Magna II weapons along with wind (water and fire are not life-changing) have changed the endgame meta forever until the next set of weapons are introduced. Here's an example of the new endgame Magna grid and I'll come to the weapons afterwards. I linked a video at the beginning of this guide, but here's the weather, so you marvel in awe at how dirt can go beyond auto attack cap first turn without buffs. Granted, that wild person has a lot of plus brands, but stamina (as we've seen before with those hecking Varuna gentlemen) can accomplish some wild things when you get the HP to go with it... and can maintain that HP in longer fights. As seen on the video, you want to run this grid with double Yggy (at FLB/120%) for optimal HP and endurance boosts, but can get away with running Yggy x Alexiel if a 120% Yoav is not available or as an off-element. Magna II Weapons: We have actually received three new weapons, but the Nibelung Horn are the most important. They all have the same ougi effect, getting 10% def up and a clear one, which can be useful if debuffed. The Nibelung Horn is the weapon meta has shifted, which is performed with average stamina, or a boost to ATK as your HP increases. It also comes with a big boost to Endurance, because it has another multiplier of a regular ATK up skill, is very good- if you have the HP, of course (Click here for a comprehensive explanation of why endurance is so good). It needs to be partnered with high HP for its full potential, but... You've seen that first twist damage. Wow. Remember that the crit won't work off-element though. The Nibelung Klinge is a direct replacement for the Ygg Sword. It has the Ygg Sword's FLB ATK up skill as a basic skill, but will only actually replace your FLB swords if you FLB'd it and unlocked its skill at lv. 120, which gives small HP and a counter skill. The counter, right, KMR? Also make Ayer's 2 less niche), but the HP boost guarantees the use of the Niblelung Horn and is why endurance is so damn good. It is also a katana, the weapon with the highest attack stat next to a gun; sure, they are a bit hipster, but more double congratulations are added and the earth is fortunate to have a significant amount of katana users compared to other elements (Okto, Alexiel, Aletheia, Siegfried, Cain). The last of the new Magna II weapons, the Nibelung Messer is a bit of an outlier as it still has enmity, and only a small enmity at that; It doesn't really fit with the other two guns. It has boosted your ougi DMG cap, which can usefully serve for ougi-centric characters like the old man gang or Sarasa's in conjunction with Okto and its 4th skill's burst. If you're treading into endgame territory, feel free to experiment with it, maybe with Ygg bows/swords or Titan, but if you're just going with the flow I'd say not to worry about this too much. Ah, the old magna weapons. Why are they here? Well, thing is, although a lot of endgame content doesn't chip on your HP, it's not like you're going to be at full HP all the time, especially if you're not playing sage or have any sustain or are in that treacherous UbahaHL, which you knock out with a turn if you're not careful. Plus, we're not all whales or veterans with a thousand plus brands to spare (sorry for putting you under the bus to the person who made that video, I admire you and your prowess), so although this build can potentially see 40-50K HP, realistically you're not going to achieve that and probably around the 20K-30K HP at its highest. A leftover Ygg sword can be used to offset the curve if your HP is depleted, as well as a Ygg bow; at about 65% is when endurance begins to drop severely. A Baihu Claw can also serve to offset the curve, and offer a skill like DMG cap up or more crit, always a plus. Your faithful by Uriel. Almost always assume it's going to be here when playing on element-it's one of the best weapons to slot in on element, after all. You are in the True Judgment Lyre or Sahrivar instead of the Baha sword or to compensate the curve as endurance decreases, again. It only takes one, unless you need one as a head hand with how powerful these weapons are. The sword is good for refueling in UbahaHL, at least. Ah yes, Baal. You may have heard of this raid and wondered why the hell everyone was scrambling their ass to the farm. The Earth Primal grid, Titan (aka Chicken Leg Man), mainly uses Bale weapons. Titman worked way too arms/tit day and skipped leg day. A few days ago (As of September 27, 2017), t2 raids such as Baal were overheard to high drop rates (about 10-15% I believe). Of course, everyone wanted to take advantage of this, and some people literally completed MLB Titan grid in the space of 12 hours. (Cygames: Oops!) That's Baalfest2K17 for you. I grew Baal before it was cool. Now, t2 raids are back to laborious and selfish, but if you have a few chicken legs you're probably going to have to do them. The current Titan meta depends on enmity, but can also be made flexible; They require your own thought and calculation to adapt to your playing style/characters. Most weapons in your grid don't have FLBs, but if you play with the earth's two enmity switches, they don't even need them to cap. They have different skills (such as giving DA so you don't always play dirty Elysian) and are not limited by Bahamut weapons (only Tezcat if you want to run him x Titan). To reap the most benefits of enmity and crit, you want to play double Titan on element, but out of element you want him to walk more with Alexiel or Tezcat. Frankly, as Magnall was added. Titan builds, although still popular BahaHL MVP choices, are becoming a little less popular as the meta shifts to promote endurance. However, meta is always shifting, and don't worry, eventually primals will see their FLB. I'm going to have to keep the whales on their toes. This grid is completely f2p. We will cover up about the p2w weapons and how they get in later. F2P Weapons: Show me your resonance... Yes, the beating of your heart! Bale's guitar rates as a mighty weapon as Aoidos's character weapon and they are both axes for some reason. Let's hope these rock stars meet one day and have a cross-fate when Baal becomes playable. The Solomon's Axe comes with a big boost to ATK and small enmity. Make that want, You run 3-5 depending on how much you want to use enmity. Spymur's Visions have triple skills, but at a price. You have ATK, DA and crit on element.... 10% of your Most people don't want to run more than two or three at most (and frankly, Spymurs are becoming unpopular- so the standard grid has dropped the amount needed to one), but the free DA and crit are nothing to laugh about. Some people may be able to four because they are bored, but probably a weapon with large HP to reduce the effects. That's the most you probably want to walk though. Remember crit doesn't work off-ele. The Tribunal Thunder drops out of the monthly Vohu Manah showdown and Xeno Vohu. While it doesn't have triple skills like the Spymur, it doesn't have an HP cut so it's a lot safer to use. It also has a FLB and can be proficient to Slv.15, with an extra small HP up skill learned at lv. 120. They reduce the HP cut when using Spymurs and are used in the Titan grid for UbahaHL. The Yggdrasil Crystal Blade is used as your magna modifier in a Titan grid. You also consider the arc for enmity, but it's not like you'll be at low HP at all times; Play enmity is still fragile. You'll just have an easier time with it because they can reduce hp whenever you want. If you're really banking on it with Stratomizers, though, the bow can definitely be an option. Again, do the calculations if you think it's worth it for you. The Baihu Claw is reinforced by Titan's aura and can be skilled until Slv.15. Nice. If you have the crit or DMG cap up skill on it, it's doubly fun. If you have Spymurs, with their crib it is triple fun. Can be inserted instead of an axe or a Spymur. Your trusty Glove from Uriel for playing on element again. The DMG cap up will see its use. Otherwise, something else can take up this space. Nore from the True Judgment Lyre and Last Sahrviar. After all, they're the best unknowns. Can also use a sausage axe. No Bahamut weapons? Fortunately, racism extends only to Tezcat; bahamut weapons are normal modifiers. Titan grids mainly use normal modifier weapons so a baha weapon is not needed; they are more useful for magna lattices. P2W Weapons: The Titan grid can use p2w weapons, but it's actually quite friendly to f2p. It doesn't really need your money to get gud, but if you want to be minus/max or get super duper gud, you consider one of these weapons. The most useful are the Stratomizer, AK-4A and the cradle of the golden moon section. Make sure you do calculations to see what suits you. Notable character weapons: You also choose to rotate Eustace's weapon, the Stratomizer. It replaces Bale axes if you are lucky enough to pull some and you are usually f2p; you mix both. It's a gacha weapon and a pistol, so it has higher statistics than Bale axes though, and comes with great enmity and small ATK. If you're a whale, this is one of your weapons. It doesn't have a FLB yet, so the statistics can get even higher, Proves that Eustace is the best boy. However, if you don't want ticket for esports or are mainly f2p, you still have your axes. You however, run one at 0*; they really are that good and EUSTACE is best boy. The Greatsword Andalius, Aletheia's character weapon, raises DMG cap at 5*. Can be useful especially if you don't have the Baihu Claw Malus. Grand Series character weapons get FLBs, this has the potential to change dirt forever and really apply his status as MVP cuck. For now, it's still a good weapon because of the high statistics. You use it as a mainhand for Nighthound, Bandit Tycoon or Gunslinger.5/8/2018: So the AK-4A got its FLB after I wrote this guide, and it's nothing to laugh about. At FLB and fully leveled, it gets the skill Earth's Fandango, which gives a small boost to ATK and TA. The TA boost is only about 2%, so it's not as big as a Murg's Trium, but as a gun its stats are absolutely killer. If you are a whale, and are able to cap several, forget needed buffs. Life must be great. Absolutely put this in if you f2p and had luck, though, instead of the Tribunal Thunder; his stats are much higher and that massive ATK up is way too good to pass by. The Gallinarius, Mahira's character weapon, can be used as a mainhand for Nighthound or is for people who want to roleplay like whales but don't want to enter crit bow territory. It has the same skill (med crit up) as the crit arch, but no FLB. It also gives more rupies on ougi! With the Flashfes of April 2018, the 120% summon of the earth, Alexiel, was cloaked in a playable character, making foul players and waifu lovers everywhere cry. Her unlock weapon, the Mirror-Shard Blade, gives both ATK and DA; at FLB it will give a small boost to HP and crit. It sounds good on paper. but it's actually not as groundbreaking as say, a murg or AK4A; it's a dagger, with slightly lower statistics, and the boosts aren't as big as massive ATK, but it's still pretty good! Here's an example of the P2W Titan grid. He's really packing those guns, isn't he? Other Whale Weapons: These are the SSR weapons that you suptix or whale for when you have the golden mane. They're not Gisla or Crimson Finger tier, but if you want to blow money on dirt and want to experiment with different weapons, you choose one of these (the crit arch is probably the most useful). Otherwise, bring your golden mane elsewhere, like dama bars to MLB that stratomizer or AK-4A. Or siero-ticketing one of those earth guns while you wait for a suptix, but... you don't need me here if you do (please donate to my Titan fund). This... really no longer used or popular, but I am a big proponent of dirt and fun; experiment however you want! The Gastraphetes has the second highest attack in the surpassed by Rackam's Benedia. The counter skill isn't great, but it's still a gun with high stats and great ATK up so it's pretty buff. Kan Kan for a mainhand, but is more for the whales. The L'arc Qui ne Fart Faut, also known as the crit arch, gives great ATK up and medium crit. Some people use this to burn through Bahahl's water phase. That's how you cuck MVP as earth. It's also a good mainhand for Nighthound. If you use Spymurs and a Baihu Claw, you will see many, many criticisms. Godspeed. Again, however, crit doesn't work off-ele. The Parashu is less useful with just a large HP up, but it can be used to soften the effects of the Spymur. It has a medium ATK on Iv. 120, at least. Can also be considered if you hate Vohu guns and for Titan grids in UBahaHL. I honestly have never seen the Carnwenhan used. It has the same skills as a Parashu, but with fewer statistics like a dagger. Spend your money somewhere else. What about an Elemental grid? (Tezcat x Alexiel? Alexiel? Tezcat x Double elemental might be an option for your cosmos harp memes with Xeno Judgment Lyres, but the harps aren't exactly as OP as the Xeno Ifrit Axe. It's a good weapon because it has a unk modifier with a huge boost, but harps in general have a lower base ATK than axes (2nd highest ATK in weapons, this is why Ifrit axes forever changed fire). A 2nd lyre like a unk just barely rises above a FLB sausage axe from the event and a 3rd harp would go into minus/maxing territory. However, the winch provided utility that the earth needed and dirt Elysian has become a very viable DPS class, which is why it is highly regarded. You try a cosmos harp grid for yourself (tell me how it goes), but this is going to be in a more complicated territory again I won't cover for the sake of a general view. If you farm so many harps during the next Xeno Vohu, I also recommend you for having a death wish. Otherwise you try making a grid with a mix of modifiers, but it can be kind of messy and goes into minus/maxing territory, which again is too complicated for a simple guide like this. I'll set an example for reference's sake, though. 3 magna modifiers, 3 normals, 3 unknowns. Characters: Here are a few notes about the SSR characters and some SR characters and how they can be used. I will not go too far in EPs, because that is more heavy discussion. You'll probably want to ask around or see what works. I have noticed that this element is very versatile: you focus on your hard hitting car attackers or aim to attack often charging. It calls for a variety of different teams and So find one that suits you! Don't be too frustrated if you don't have many earth SSRs, btw. Many earth SRs are very strong and have good kits; you pretty far without one, in all honesty. More Importantly More Important Play with the characters you love. Even if they are bad, you found a reason to love them and that's good enough. Playing with the one you like the most will keep the game fun! We all get caught up in esports, sure, but aren't games meant to have fun at their core? 5* SSRs5* characters require a lot of grinding to max lvl... you'll probably want to backline them or slimeblast to get that exp. Nevertheless, when they reach 100 they will get a lot more bonuses and even new animations/lines DadfriedSiegfried, also known as Granblue's biggest hunk and an entry-level ossan, is part of the waifu squad Dragon Knights. He's a decent forward until he hits 100, when he no longer has DEF down on his buff and gets pretty solid. He's not guite injury cap breaking like Ayer or Halle, but is a lot tankier and consistent. Our favorite radish is voiced by Kazuhiko Inoue, who also voices Odin in the game. He's a bit of the old school, but you might know him as the top in Gravitation, the maso of Drakengard 3. Naruto's white-haired teacher from Naruto and Hannibal Lecter's dub voice. CoreliostroAfter many, many months of being a powercrept, the world's cutest alchemist has risen as a buffer again. But only if you hit 100, of course, You don't have nice things right away. Her first skill is a nuclear bomb that drops DEF. Her signature two will give crit, ATK up, DA (for the whole lot at 100) and a clear one and her three will heal and renew for 3 turns, making her a good choice for sustain and longer fights. And she gets a auto-revive at 95. The grind never stops, Our cute GBF mascot is voices Macula Marius in the game. You may know her as the star of the Cardcaptor Sakura collab or umu umu of Fate/Extella.HallessenaOne of the hardest hitters on earth. Halle picks up guite a nasty punch. Her passive is called Downright Crazy! stacks up to 8 turns: If you keep hair from being hit, you get up to a whooping 180% ATK up, 20% DMG cap up, 75% DA, 33% TA and hype at 5*. If, the guestion is, She's a little hard to use, but she does have a skill that evades her for two turns. Having someone like Razia or Sara, investing in her hostility down EMPs or having a source of mirror image/substitute can help with her consistency. If you have the tools or are locked in a raid by debuffs, you'll see your dps at the top of the charts. Halle is voiced by Sumire Umesaka. You may know her as your favorite Russian girl from CG. AruluCongrats to Maaya Sakamoto for the fact that it is 5* character of dirt! No longer just a veil bone, one of Granblue's most popular at 5* comes with some shiny buffs, albeit randomly, and a small load boost on ougi. At lv.90, you will be able to stare into her eyes to get a new skill; her crystal colors will change and bring buffs that range from echo, DATA, crit, or getting all three. It can be renewed on ougi. I depend on RNG, but it's something, and at least she has its uses. This Harvin is again voiced by Maaya Sakamoto, who also voices dao in the game. You probably know her the other whalebait of Fate /Apocrypha and GO, the main character of Escaflowne, the ordinary citizen from Soul Eater. Regular SSRs MelleauEen of the SSRs of the rigged 1st SSR draw. She has an ATK up and veil (only herself) with her first skill, an atomic bomb with her second and guaranteed TA at her third. If she is hit, she will also get a stackable ATK that is unique and indistible; it is also another modifier of her EMP skill, making her a viable aggressor for Tezcat racism diversity. Melleau is voiced by Aki Toyosaki. She is known for roles as a protagonist in Keion, a panda from UN-GO and a flower crown from A Certain Magical Index series. NemoneMelleau's older sister used to be used in Grande set-ups when she didn't attack, but now is a viable erune for your Tezcat position that does attack. Her 1st skill is a nuclear bomb that will offer DEF down and give her stack of her own unique buff. The buff will stack up every time they attack, up to 10, but will be lost if she gets hit; Her 3rd skill lets her consume the stacks for up to 150% ATK up and 50% DMG cap up. Funny, her sister wants to get hit while she wants to dodge, but that means you use them together. right? Nemone is voiced by Ayahi Takagaki. They vote Garuda in the game and a fujoshi in Durararara?!!! GandalfAletheia's kit is simple, two nuclear weapons and an auto-ignition. After ougi, the atomic bombs can be activated twice. He is called Gandalf because of his appearance and his beard. His children are SRs, Teena and Lucius, and he shares a cross lot with the former. His VA, Chikao Ohtsuka, has sadly passed away (may he rest in peace), so that's why he doesn't have vacation lines. His son, Akio Ohtsuka, has continued his work, though, so hopefully we'll see more of him in the future. Sara and the Ferocious GraphosThe toughest 9-year-old in the world, Sara is the best tank in the game. Her stand castle will allow you to survive deadly triggers with her damage cut, substitute and 1000% increase in defense. She works hard and definitely deserves a pair of shoes. Sara is voiced by Asuka Ogame. You may know her voice as the protagonist of Denpa Onna. Bully Fodder 2.0 Razia is a more offensive version of Sara. While Sara has a great defense but sacrifices DPS. Razia can do a bit of both. Her gives her more defense and increases her hostility, while her first skill gives her dodge and counter with more defense. Great to re direct aggre from Hallessena or Ayer. She has a cross-clock with Bea, and they're both victims of bullying. This draph is voiced by Yamamoto. You might know her as Rika Jougasaki from CG. Eustace (now Swole)Eustace has the sexiest back in all Granblue. He is also the third sister of Melleau and Nemone. After being smeared many times, he has finally gained a worthy buff and got rid of his charge bar food mechanic who made him too slow to use. His brief paralysis has also become local, for two turns- much more useful than that measly 20 seconds before! He now gets stacks when using his two nuke skills; Each stack gives him a special ATK up, ougi DMG and ougi cap up. His second skill will now give a team crit buff instead of consuming to get stacks. He can see some serious ougi damage, especially when used with Eugen and Okto, or with classes like Mechanic, Samurai and Berserker, as well as serve as a buffer or that Tezcat slot for erune fan service. Eustace is voiced by Kazuya Nakai, who together with Aya Hirano also voices half of Zephyrus in the game (who voices his companion Bea from the Society and has the same name as me). You might know him as a sexy eye patch from Sengoku Basara, Luffy's right-hand man in One Piece or mayoman from Gintama. Charmbot (Upgraded) This charming phantom thief does her job well: steal the hearts of her opponents. As of May 2018 buff, she is finally more than just a charmbot! Her first skill gives her signature seduction, an extra strong charm (or charm if seduction doesn't pass) and Nightsmoke's Prey, a debuff that will be consumed by her third skill for an anytime assassin. Her ougi will also give TA guaranteed, which if timed properly will give a guaranteed TA killer. Not only that, but with her second skill, if her delay hits she gets a boost at her charge bar, and her ougi DMG will be amplified. Entice is still a unique debuff too, so if she manages to cross both countries, that's two RNG checks the AI needs to pass. Oh honey... I'm in love. Her EMPs and EMP skill (echo on charmed enemies) are also pretty nice, so she's a viable contender if you're using Tezcat. Cathy is voiced by Chiaki Takahashi. They vote a oneesama from the original and a megane doctor from Blazblue. Why are you hitting yourself? The boy who has inspired the new era of dirty memes, Aver is funny in that his first skill is literally the only usable. The devs probably meant for him to be a counterbeest, but all you really need is that one and maybe three if you're afraid of him dying or someone need to be a one-hit ougi tank (MVP of octopus GW). His first skill has him punch himself in the face and lower his HP for a buff called Guilty which increases his attack if his HP decreases. His passive increases his DA and attack as HP lowers as well. With how enmity works and Titan grids, it's... nice nonsense. If you are not a whale or unlucky (like me) he can push DMG cap in in magna too, and you potentially see 1-2 million cars without BA/ODA. It's the new era of dirt, man. Thank God he's not limited anymore. Now if he were nicer to his sister... His second skill allows him to dodge and counter for up to twice a turn until his load bar runs out at the expense of not attacking. That's why you hardly ever press it unless there's an emergency, although this skill can certainly save you in a pinch. His third leaves you with a mortal blow, but increases his hostility. It's only one hit, so if he's targeted twice by Perilous Tidefall in Levi Omega, he's going to die. Aver is voiced by Ono Kensho, who also votes bale in the game. You might know him as Hakuryuu Ren from Magi (seriously they're the same character), Banana boy from Diamond no Ace, the titular protagonist from Kuroko no Basuke, or everyone's vampire fantasy of that one Attack on rip Titan off. Marina and the DiamondsConsidered De La Fille's most useful SSR, this version is one of the earth's non-limited buffers and the most convenient. Her first skill is a press and forget for a refresh, a shield and earth ATK for 10 turns. Her two will cure buff ATK, DEF and DATA as well as her three is an atomic bomb that gives your party repelling. Oh, and she has a passive one that gives you casino chips, the most precious jewels of them all. DLF is voiced by Chiwa Sato, who has also done roles such as an ojousama undine in Aria, the manager of Kuroko no Basuke, a brittle girl from the Monogatari series and an Archer look-alike from Fate / Prisma Illya. YggyThe most popular magna waifu, KMR was kind enough to Yggdrasil non-limited. Her status as a primal leather also makes her useful for Tezcat compositions, adding to a good buffer and tank. Her one will give ATK, DEF and charge bar speed, her two will shield everyone in the party, but herself and her three will be a healing, clear, and renew. Her passive gives her heightened hostility up and strengthens ATK against water enemies.... Oh no. You wanted to protect her smile, but she gets beat up all the time. Just like when you hit her for SSRs. Look how much she loves you. Ygg is voiced by auto-tune and a wind gong. Her birthday lines are a story actually told by Gran/Djeeta and would make you cry about how pure she is. VasedadraA member of Granblue's famous society and a good father figure, Vaseraga's earth version serves as a hard-hitting tank. His first skill, soul forge, is his own unique buff that can't be driven out and gives up ATK, crit, hostility up, reduces DMG by half, choke (single target attacks become AOEs if applicable), and debuff immunity. Granted, it has to be for him to be 100% his loading bar, but with its 30% load boost (the same as Altair's) and a 10% load boost with his nuke, it's not too hard to bring him to that at the beginning of He's great for Ubaha (HL), and more offensive than Razia. Now please. Let's laugh. Vaseraga is voiced by Fumihiko Tachiki, who has voiced an actual deadbeat father from Neon Genesis Evangelion, the mastermind in Zero Escape, and is currently narrating a barabait series called Golden Kamuy as his character. A Maiden in Lovellsa, also known as one of Granblue's soaring popular spandex carriers, is basically gunslinger as a character. Every time she attacks, she consumes a bullet, and her ougi will allow her to reload them. Her first skill can only be used when she has run out of bullets, inflicting ordinary DMG and a local petrified. Her two will inflict an atomic bomb, consume all her bullets to bomb and boost her DMG/DMG cap. She is voiced by Mie Sonozaki, who also voices Crimson Viper from Street Fighter, Japanese Moira from Overwatch, and apparently is Anne Hathaway's Japanese dub.get outWHY IS A WIND CHARACTER HERE Korwa can still be one of the premiere buffers of the earth if you have no one else. Consult the Wind Memeing 101 guide on how to use it. Please note that she will be less effective in Titan grids because of its normal modifier. Her buffs are also annoving to keep up with and she is more suited to long fights. You lose a character for dps, but you potentially see some groundbreaking cars (haha) if you take her with your magna team, and she's an erune so she can have a place like using Tezcat. If you have Eugen or Okto hair buffs it will be a lot easier to maintain if she can feed her meter. Again, said BahaHL MVP previously mentioned in this doc used Sarasa/Siegfried/Korwa with a magna earth grid. (The windmeme guide has her 4.00, this guide is tall and I'm tired) what the fuck? Seriously? Okay, another outlier here. But Sochie's fire version is seeing a surge in BahaHL MVP teams; Her main gimmick is her third skill, which will boost your party's data at the expense of not attacking and drawing hostility. The hostility, however, will draw aggro from fragile enmity characters like Sarasa or Aver or the hard hitter Halle. She also has a 60% Phalanx and dodge and counter, great tools for protecting herself and your team. Her dance at maximum stacks gives an 80% DA/30% TA buff, the highest DATA buff in the game (yes, higher than your loved one for some reason Korwa). Not attacking is a bonus for racing; You're probably dualboxing and you'll see up to 3-4 turns of autoattacking in ten seconds and a huge dps increase, especially in raids locked by debuffs. She is a Titanlord's BFF (with Yuelsochie being OTP, of course), and can Be used in Grande setups using Six. Sochie is voiced by Ryoko Shiraishi who voices Loki in the game. She also voices the Good Butler of Hayate no Gotoku and a main character in Sket Dance. Please in support of her and her friend's mixtape coming out on October 25. As of 12/14/2017, Sochie's MA buff will only affect fire characters. RIP Titan's golden age, you'll be missed. Limiteds + That One Promotional CharacterAll available during Legfes, limited promos/gachas, or flying to Japan and crying wondering why your life has come to this. Big Boss Earth's only Legfes character from now on (hi Cain), this version of Eugen is an upgrade of his story SR. His one indicates hostility with 3-hit dodge and counter at the expense of yards, another good way of redirecting aggro. His two gives an ally uplift, while his three gives 3 TURN AUTO ignition good for burst damage. Although keep in mind that burst DMG-up and gives the chance to crit massively. He has 3 crit nodes and another stackable attack buff as his EMP skill Jeez, Grandpa. Go off. Eugen is voiced by Keiji Fujiwara, who is known as FMA's Maes Hughes, John Lennon in Hunter x Hunter and Sea Salt Ice Cream in Kingdom Hearts. Luckily, his VA feels better to express him again after a long break! ChickenThe Zodiac character of 2017, you better have snagged this cutie before the year was over! Mahira is the buffer that the Earth desperately needs (earth used to have as two buffers before more were added. And one of them was SR Gayne). She is the second potato on earth, so she is an excellent choice for your Tezcat. Her drum beats give buffs depending on the number of hits each ally lands on the enemy; maximum they are ATK, DEF, DATA, and ougi DMG cap up. Her two is an atomic bomb that offers DEF and Earth DEF down, while her three gives 25% echo and ATK up. Note that her three don't stack up with Rage buffs. Her drum beats take a while to set up so she's more suited to long fights... But she's so cute, gosh darn it. Makki is voiced by Mai Kadowaki, who is illy a from the Fate series and a head of Nier Gestalt/Automata. She also has the cutest outfit that all Zodiacs get and sparks her is how Cygames pays her employees. She has a ton of cute lines with her outfit, like a tongue-twister and say ouchie, which makes you want to protect her as your own daughter... and has voting lines with the other generals. Core, or what?! ViraA summer limited, Vira fashions a cute swimsuit and some utility in her kit. She has a dislodge that earth may need due to water loving barriers (hi Neptune and Levi HL) that comes with a decent charm. She also has a little healing that is better than nothing. Her most striking skill is her three, in which her ATK is cut for 3 turns with an automatic ignition 1 turn and sharp boost in ATK for another 3 turns. Her ougi has a dark echo, good for breaking cap. Vira is voiced by Asami Imai, who voices Makise from Stein's; Gate, the idol that made you cry in the anime and a girl too good for Jin Kisaragi of Blazblue.Eustace used to be easier to use than his regular SSR, but now serves as more of a skin and a somewhat decent buffer. Instead of using his meter to get stacks, he will get them at every turn and using 2 of his skills. His ougi will consume them for increased ATK, ougi cap and ougi DMG and provides a local paralysis. However, you have to look to make sure he doesn't reach 10 stacks or he will inflict a one-turn crippling on himself. One of his skills also buffs DA and Earth ATK up for the whole party. Clarisse (Christmas)Clarisse can hijack DEF with its stacks down, and also has an Atomic Breakdown field effect where its stacks can also offer DMG cap. Keep in mind that this only helps if you hit the cap already, but hey... Dokkan is the core. She is voiced by Ayane Sakura, who also voices many characters in another jpn mobage called Chain Chronicle. Linksmate-chanAh, yes. Medusa. Luckily, she's not spectacular, but she's so cute that you actually find it worth flying to Japan to buy her. She has a mechanic named Stare Stiff that applies an effect like Charm/Fear/Forfeit, but it builds resistance guickly. She also has a dodge and counter and guaranteed TA skill with long cooldowns. At least she has a nice pout and can be used for Tezcat. Medusa is voiced by Kaori Mizuhashi, who is a tsundere professional. She prontes a tsundere from Grisaia, a tsundere from Baka to Test, a tsundere out- well, you get me, I've Had Enough Of This KidLook he's with the limited SSRs because he's good I'm not biased Yup, this numbers aren't as high as his SSR, but they're still pretty good and you actually press his skills right now. His one is pretty much the same as his SSRs, but costs more HP and is less versatile, his two gives him a dodge and counter for 3 hits, and his three gives him a higher chance of avoiding the lower his HP is. Imagine if we had his EPs and skill kit for his SSR. If only. Tfw you will never have a version of Medusa and the version of the world's cutest transfer of iust the player base in Japan. Her first skill has the stare stiff mechanic again, as a local debuff, as well as an earth DEF down at the price of your loading bar. Her second is an atomic bomb that will be poisoned and her DMG cap will Its third will give all allies a repelling, and if the enemy uses a special attack (ougis or a triggered), your party will get 50% charge bar and ougi DMG/cap up buffs. Not so great for a limited, but her snakes have ribbons and she is a magical girl ... So So You know why she's absolutely the core. BroA complete shock to all of us during the Flashfest of April 2018, portfolios and savings everywhere cried as Alexiel (Brodia in Japanese) teased us with her presence. It shows that you never prepare for Granblue's antics. Nevertheless, although she's a defensive character, she packs quite a punch, and is a huge upgrade from Sara if you're looking for someone who doesn't just tank. She has her own phalanx with her one, her two is an atomic bomb that offers veil and a one-turn invulnerability, and her three is a nuclear bomb that gives her a stack of Mirror Blade, her unique buff that will boost her ATK, DEF and ougi DMG. Her ougi also gives her more stacks of Mirror Blade. Its passive also offers an extra 30% earth ATK up as they are buffed by earthATK though. Her skills have long cooldowns, but she hits pretty hard and good... Granblue knew what they were doing with our funds as soon as they released her. Thank you, KMR. Please don't grimmir next. Our favorite 120% call is voiced by an indie VA named Aya Hirano, who also voices Bully Victim 1.0 and the beautiful half of Zephyrus in the game. She has also voiced GOD of TMOHS, a protagonist of Lucky Star, the protagonist of Fairy Tail, a Gothic lolita of Death Note, a pair of lips from Parasyte and a sweetheart of Yakuza 4. The EternalsMaking an Eternal requires going through a lengthy process to upgrade a Revenant Weapon. It's a free way to get a character, but make sure you're ready for the grindblue and pace yourself. Don't just do it because everyone else does it, make sure it's worth it for you. If you want one of them for their damage and think it's worth it, go ahead. Don't let yourself hate the game because you do what everyone else does. Anyway, the wiki page about them contains the steps needed to get one. I'll talk about their 5*s briefly in the next section. Sarasa/Thalatha | ThreoEarth's most iconic Eternal, Sarasa can be called in 3 ways (like her song). She is also nicknamed cake for her love of cake (and food in general). She is so widely made because of her signature skill GROUND ZERO that will cause obvious damage at the expense of reducing her HP to 1%. It caps at about 820K and gives her a 3000HP shield. That's enough to put a huge dent on your magna hards (sorry Yoda) and will make you a wanpaning master. Her first skill will also restore her HP around 3000HP if you are on red health. She is one of two characters in Earth who can activate their own enmity (the first being Ayer). With her ougi on sword shape she will also give ordinary DMG. Sheesh, talk about eating or being eaten. Our badass draph is voiced by Minami Takayama, who voices the titular character of detective CONAN. Rantarou out Rantarou, Moomin and a badass lady by Yu Yu Hakusho.Okto/ EahtaThe other draph Eternal and token samurai, Okto is a distant relative of one of Granblue's favorite oneesan characters and serves as Funf's father figure. It's not made that often, but that doesn't mean he's not good. Sarasa is made for her QOL, but she can be vulnerable, while Okto is attuned to meter-hungry playing styles and is more consistent. His first is a crit and ATK buff who costs a meter, his second gives metres to the whole lot and his third drains meter from the enemy to give himself a 30% charge bar. He can be part of the old man ougi team, a team consisting of him, Eugen and Aletheia, that would constantly ougi thanks to their skills. Make sure you get a hype together for the event of him and Narmaya before the end of 2018! Grandpa is voiced by Banjo Ginga, who has voiced some dudes of MGS and VEGETAAAAAA of Dragon Ball. 5* EternalsUpgrading your eternal requires making another Revenant Weapon and grinding for a silver relic just for your hard work to be reduced. However, this is endgame content and the power and benefits you reap are heavy. It's a lot of work, so it's up to you if you want to work for it. Again, make sure it's worth it for you. Cake (steroids version)As the Eternals' Berserker, our favorite hungry cake-lover becomes the DPS gueen at 5*. Her GROUND ZERO caps now at 1.2 million and gives an earth resist down, enough to take down most hard raids except for Levi and Celeste (SORRY YODA). Her anger and agitation skills also give more buffs, such as increased crit and a 70% ultrasound respectively. The plain DMG from her ougi also goes from 999.998. To add some overkill, her ultimate skill is a 4 TURN AUTO IGNITion, allowing some intense burst damage and possible MVP cucking. LET HER EAT CAKE. You'd think Magna II would make her less useful, but really, that's not true at all. She's still a DPS queen, although her Ground Zero enmity because she'll cap on full HP. Healing is also less harmful and if you care about racing, fewer clicks on the button are always appreciated. Please stop praying for my grandfather. You're making him too strong. He broke out of the hospital and the police can't catch him. Hes too powerful. Okto really becomes one with the samurai class in his 5*. His first skill gives him an even stronger crit buff without the cost of meters, and gives him an another buff named Arda Favra that will increase his ougi cap and DMG cap depending on whether he ougis once or twice. Every time you get ATK, DATA and echo buffs that stack up to five. There is a bit of a cooldown, but these buffs are permanent. His ougi will also give 20% earth ATK up, while his ultimate is a one that will pretty much allow him to ougi twice for a few turns. Talk about a rechargeable battery. With Magna II's newly introduced endurance builds, 5* Okto is seeing an increase in popularity and the damage output he can produce is absolute nonsense. New tools introduced to make ougi-ing more attractive are also promoting him. Fortunately, Sarasa and Okto can work pretty well together- with both 5* Eternals and new Magna II builds, you'll probably top the charts in DPS. Remarkable SRs and RsDirt has a lot of really good SRs if you're just starting out. You honestly survive a while without SSRs, so don't worry if you're missing. I mention a few with some good support skills, some niche applications, some populars, trivia and faves. Big Boss (SR) This version of Eugen is the free story SR. With automatic detonator, a decent attacker to start. He's part of the old mang gang. As of 9/26/2017, he can be capped twice after MLB and 97 story chapters for a fancy skin and some tears. CainCain is one of the new stories SRs. He is locked behind 89 chapters of the main story and extremely difficult story bosses, so not very beginner-friendly. His brother is hotr than he is. However, his SR offers some decent damage. Try not to hate him despite the VA, he's a good guy (probably). JinHe is part of the Balmy Breeze side story, a free SR that you can easily obtain at any point in time. Decent attacker, transfers meter and part of the old man gang. ReinhardtSoriz is one of three gacha SRs who are 5* 'd. He's a good attacker if you don't have an SSR to use. He's the last member of the original old men's gang. GayneGayne is one of three gacha SRs that can be 5*d. She provided buffs back when the Earth only had like, two SSR buffers, and her DMG is pretty good for an SR. She can be found dancing and/or smacking around her good-for-nothing partner. Anzu, Kanako, AiriAnzu, Kanako and Airi are part of the Cinderella Girls collab, which used to be semi-frequently repeated because Cygames owns both Granblue and Starlight Stage. It hasn't been run again in a while, but take note of them the next time it comes back, they are all decent and free. Damage wise, Airi is probably your best, but Kanako is also able to make drinks. Anzu's sprite is featured with fellow idol Kirari and her ougi will smash her giant friend's enemy to pieces. She also has a dislodge, which can be of good use if you need it. If you have the Kirari summon, her first skill will be reset cooldowns because Ankira Is. A player who goes by the name Kirari (諸一一) is also known for being a famous troll around, so beware during magfes. JessicaThe anxious little man's older sister. Jessica was made to be used with Ayer's SSR, as if plan to use it as a countersample (you don't already). However, her passive gives a boost to the assault of men against water enemies so if you fight on element, she is great support for a sausage fest. JasmineJasmine makes green drinks (if you unlock her EMP skill) and has veil to fenrir cheese with. Your dog tamer. JamilFormer killer and current good boy, Jamil is marked as a special character, but hits hard with his anytime assassin and echo on ougi as ougi-ing with his killer in fact. He is voiced by Nobunaga Shimazaki, who is also known as a fujo magnet from Free!, a sleepy boy from Diamond no Ace and an angry man from an indie mobage called Fate/GO. He is BFF with a certain GBF whale VA. Ono Kensho also told him to re-ticket Ayer when he was limited. Gordon RamsayRedluck offers unique debuffs with his skills at the expense of his HP. His ougi will soften that with a cure. He's a good SR to begin with. YaiaThe purest girl, earth's 3rd SR 5* and great buffer for an SR. Her ougi will be ATK and DEF up, as well as chain boost DMG/cap up after 5*. Her passive will also crit after 5*. Her passive will also crit after 5*, and she has an ATK up, self DATA and a refresh. All in all, a daughter you want to see smile. OghrenHas a 40% cut phalanx and a substitute with a 20% cut. Good tank at launch. Anthurie for AnthuriaGains different buffs, depending on whether you play as Gran or Djeeta. Has stackable ATK up and buff for 1 ally. Wine auntVeil is always good to have. Also one of the most popular SRs (I'm afraid of being killed if I don't put her here). LadivaLadiva is Queen and that's all you really need to know. She charms everyone. Literally. All her skills have charm. Hi Cathy. Childhood Friend TropeAlmeida is not remarkable, but she does have a stackable DEF down. She is named because she is lo's childhood friend and they have party banter (making her core in a different way). She also has a unique dialogue for Vaseraga, but senpai doesn't notice her. BIRDMANHe has an at any time killer and serves as a good attacker for an SR. Birdman event, pretty much a bootleg of her SSR, except without the DMG cap up buff. Camieaux / KumuyuHer 2nd skill just does DMG, good for slimeblasting. She also has party dialogue with her two oneesans, Cucouroux and Silva. Walder/Glitch Guy/Best BoyWalder is the first R you get from the GBF tutorial. It is known for a bug, in which if you loosen a character's silhouette could appear instead of their first art. His backstory made him best boy and was perhaps one of the saddest events in Granblue Granblue

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