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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 anything there is about dirt. Rather, it is believed to be a general source 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 weapons skills are, what a 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, most SR 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 weapons and a mainhand and is where most of your damage will come from. Finally, damage formula takes into account the 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 get when you start with the earth. The Magna: This is an example of the old cookie-cutter 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 working on Magna II when 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 Ayer or Sarasa, you might be tempted to put one in your grid. If you keep them safe on low HP, you try and slot it in; at about 65% the arc starts doing more damage on MLB/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 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 uncaps 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 Queen raid (Rosetta&t:3). 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 Earth's DMG against water enemies. It's amazing even though you want to punch Uriel with it before calling you a runt. 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 The earth has a lot of everyone, but the main attackers are both human and draph. The sword has a lesser boost than most 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 /primals races will benefit from every Bahamut weapon (Medusa, Yggdrasil). Tezcat: Why only one 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? 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/primol. You will not be able to lead a team of, for example, Ayer/Eugen/De La Fille and 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/Rise of the Beasts event reruns every 2-3 months. With some grinding (like any event in this game) you can reap many rewards, 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 wep a FLB and allowed for an upgrade with an extra skill. Mind 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/MalusThe 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 hp 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 weapon congratulations instead of races. They're guides 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 you 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 cosmos sword. Some attackers also have a sword skill (Sarasa, Siegfried, Aetheia, 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 and Ancient Perseus. The Perseus is the one who seems to be the Second Coming of Christ; This one has earth and mountain skills (Titan skills), while the Old Perseus has Gaia skills (Ygg skills), but they are both the same, just used with different subpoenaes. 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 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 new builds and 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 quartz. Quartz are used to detach your swords to FLB when you reach HL, for Class Champion Weapons (CCW) that unlock T4 and Extra II classes, for Atma/Ultima weapons... For a lot of things. You need a ton of it. Save your waiifu'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 tsunderse 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 classes, giving your 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,

