

FGO Mechanics for Jed (Command Cards)



3 Types: Damage+, Critical Star Drop, Charge Up

1. **B** - 1.5 Attack Modifier
- Low crit star generation
- 0% charge
2. **A** - 1.0 Attack Modifier
- Low crit star generation
- Charge (typically per hit) ↑
3. **Q** - 0.8 Attack Modifier
- High critical star generation (typically per hit)
- Medium charge generation

first card in a 3 card sequence will dictate special characteristics.

if B → all ATK ↑

if Q → all star gen ↑

if A → all charge ↑

- Last card strongest in effect typically

Extra **E** - typically, higher hit count
- varies
- only achieved when all 3 cards are from the same unit

NP - ultimate ATK
- can be either A, B, Q

Unit characteristics

- each has 3 skills, typically combination of buffs and sometimes debuffs for either self or party
- ATK value -
has base modifiers depending on [class] (type of unit)
- DEF value
- Star Gen - certain gen per hit
- NP Gen - certain gen per hit
- Charge

HIT COUNT

- number of hits per card

Example: B:1 Q:4 A:2 E:5

C Cards

Card	Damage	Charge	Stars
B	150%	0%	10%
A	100%	300%	0%
Q	80%	100%	80%

Card Bonus

Card	
B	flat 50% bonus - no multiplicative scaling
A	adds 100% A → 400% B → 100% Q → 200%
Q	20% + star rate

Chain Effect

Card	
Q	+10 stars
A	+20% NP Gauge
B	gain 20% of ATK for cards, flat bonus