

Plain Speak Dictionary for Fate/Grand Order

This page explains the meaning of some common terms and abbreviations used in the game Fate/Grand Order, which is part of the larger Fate/Stay Night universe. The game involves summoning Servants, who are spirits based on myth and legends, to fight in battles.

In-Game Terms:

- Master: That's you, the player.
- Senpai: A respectful way to address a senior. You are called this by your assistant.
- Servant: The characters you summon to fight for you, based on historical or mythical figures.
- Noble Phantasm (NP): A powerful attack that Servants can use when their NP gauge is full.
- Craft Essence (CE): An item that gives Servants extra abilities or boosts.
- Mystic Code: An outfit that gives you, the Master, extra abilities or boosts.
- Chaldea Gate: The place where you can access various missions and events.
- Singularity: A part of the main story, where you travel to different eras to fix anomalies.
- Holy Grail: An important object in the story, and also a rare item that can increase a Servant's maximum level.
- Spirit Origin: A collection of all the Servants you have seen or obtained.
- Saint Quartz: A currency that you can use to summon rare Servants or Craft Essences.
- Friend Points: A currency that you can use to summon common Servants or Craft Essences.
- Mana Prism: A currency that you can use to buy items from the shop.
- Burning: A way to sell unwanted Servants or Craft Essences for Mana Prisms.
- QP: A currency that you need to level up or upgrade your Servants and their skills.
- Ascension: A process that improves a Servant's stats, appearance, and skills.
- Palingenesis: A process that uses a Holy Grail to further improve a Servant's stats.

Fandom Terms:

- Waifu / Husbando: Your favorite female or male Servant.
- Gems: Saint Quartz, the currency for summoning rare cards.
- Apolo-gems: Free Saint Quartz given by the game developers when the servers are down.
- Gacha: The luck-based system for summoning Servants and Craft Essences.
- Rolling: The act of using Saint Quartz or Tickets to summon cards.
- 10 Roll: A type of roll that costs 30 Saint Quartz and guarantees at least one 4* or higher card.
- YOLO roll: A type of roll that costs 1 Saint Quartz or 1 Ticket and has lower chances of getting good cards.
- Memeroll: A type of roll that is done for fun or as a joke, usually with low expectations.
- Banner: A limited-time offer that features certain Servants and Craft Essences with increased rates.
- Rate Up: A term that refers to the increased chances of getting featured cards, but is often mocked for being unreliable.
- Salt: A feeling of frustration or disappointment after getting bad results from the gacha.
- F2P: Free to play, a term that describes players who do not spend real money on the game.
- Whale: A term that describes players who spend a lot of real money on the game, often to get their desired cards.
- Reroll: A method of restarting the game to get better initial summons.
- Leyline: A common name for the Dragon Meridian Craft Essence, which increases the NP gauge of a Servant.

Acronyms:

A: Arts Card, a type of card that increases the Noble Phantasm (NP) gauge of the Servant.

AoE: Area-of-effect Damage, a type of damage that affects multiple enemies at once.

AP: Action Points, the stamina required to play quests.

B: Buster Card, a type of card that deals high damage.

CE: Craft Essence, the equipment that enhances the Servant's abilities.

CAH: Cursed Arm Hassan, a Servant with a high critical rate and a stealth skill.

CN: Chinese/Taiwanese Server, the regional server for players in China and Taiwan.

DW: Delightful Work, the game developer of Fate/Grand Order.

EX: Extra Card, a type of card that activates after using three cards of the same type in a turn.

F2P: Free to Play Players, the players who do not spend real money on the game.

FP: Friends Points, the currency used for summoning low-rarity Servants and Craft Essences.

JP: Japanese Server, the original and most updated server of the game.

MLB: Max Limit Break, the process of combining five copies of the same Craft Essence to increase its effect and level cap.

MP: Mana Prism, the currency used for buying items in the shop.

MXH/MHX: Mysterious Heroine X, a Servant who is a parody of Saber and a self-proclaimed anti-Saber weapon.

NA: North American Server, the regional server for players in North America.

NP: Noble Phantasm, the special move of the Servant that has various effects and animations.

NP#: Noble Phantasm levels, the levels of the Noble Phantasm that can be increased by combining duplicate Servant cards.

P2W: Paid-to-Waifu players, the players who spend real money on the game to get their favorite Servants.

Q: Quick Card, a type of card that generates critical stars and increases the critical rate of the Servant.

QP: Quantum Piece, the general currency used for leveling up and enhancing Servants and Craft Essences.

SQ: Saint Quartz, the premium currency used for summoning high-rarity Servants and Craft Essences.

ST: Single Target Damage, a type of damage that affects only one enemy.

TM: Type-Moon, the franchise creator of Fate/Grand Order and other related works.

Summary of Fate/Grand Order Gameplay

Mechanics:

1. Battles:

- The core gameplay involves battles with 1 to 5 stages.
- Three types of stages: Normal, Fatal Battle, and Grand Battle.
- Fatal Battles have a powerful boss, often a Servant, with higher stats.
- Grand Battles, the most challenging, offer unique one-time rewards.

2. Battle Screen:

- Top Left: Enemy info, including name, class, level, HP, and Charge Gauge.
- Top Right: Chests obtained, Command Spells, player avatar, and Master Skills.
- Bottom Left: Servant info, including portrait, HP, NP gauge, and Active Skills.
- Bottom Right: Attack button, Command Cards, and Critical Star counter.

3. Battle Preparation:

- Review Servant and Master Skills, Command Spells, and select targets.
- Manage Servant status, skills, and Master Skills cooldowns.

4. Menu Options:

- Displays Servant Class Triangle.

- Quick Cast, Normal Speed NP, and Speed Up Death Animation toggles.
- Quit button for leaving quests with consequences.
- Items gained are displayed, and ordered by drop time.
- Targeting options to select enemies for attacks.

5. Command Phase:

- Critical Stars distributed among Command Cards, excluding Noble Phantasms.
- Choose 3 Command Cards for attacks, with an extra for NP if the gauge is 100%.
- Different card combinations yield various effects, such as Brave Chains and Overkill.

6. Attacking:

- Selected Command Cards execute orders; Overkill grants additional NP Gauge and Stars.
- Damage scales with the formula, considering attack, card performance, and class attributes.
- Critical hits double damage and effects, achievable with critical stars.

7. Damage Calculation Formula:

- Factors like Attack Up, Defense Down, Quick/Arts/Buster Up, Critical Damage Up, and Noble Phantasm specifics.
- Additional corrections for card type, class, attributes, flat damage, and random numbers.

8. Instant-Kill Mechanism:

- Success rate calculated based on factors like Instant-Kill Rate, Death Rate, and resistance.
- Specific percentages for Death Rates depending on enemy type.

9. Notes:

- Ability to resume quests after crashes from the last known Battle Preparation screen.

- Dialogue Part Return and options to Quit Quest/Story Dialogue Return/Resume Battle.

This comprehensive summary covers key aspects of Fate/Grand Order gameplay, providing a clear understanding for players to enhance their strategic approach in battles.

Beginner's Guide to FGO: Key Points

1. Quest Types and Rewards:

- Story: Unlocks Holy Grail and new Servants.
- Free: Grants free Saint Quartz upon revisiting the story's locations.
- Interludes: Provides Servant backstories and power-ups.
- Dailies: Offers rotating quests for grinding items.
- Events: Features limited-time quests for exclusive goods.

2. Daily Quests:

- Ember Gathering: Obtain Ember cards for Servant Experience.
- Treasure Hunt: Collect QP for leveling and upgrades.
- Training Grounds: Acquire class pieces, monuments, skill gems, and ascension materials.

3. AP Management:

- Challenging quests cost AP, which refills on every Master Level up.
- AP also recovers by 1 every 5 minutes.

4. Account Safety:

- Generate a one-time transfer code in My Room > Issue Transfer Number.

- Store the Transfer Number/Password securely for account recovery.
- Generate a new transfer code after each use.

5. Account Recovery Information:

- Friend Code, Name, Birthday, Cash Purchases, Servants, and Craft Essences are needed.
- Note down this information for potential account recovery without a transfer code.

6. Rerolling:

- Unhappy with initial summons? Reinstall the app for a fresh start.
- Save the transfer number of the original account before re-rolling.

7. Making Friends:

- Befriend players with strong support Servants for advantages.
 - Some recommended Servants: Zhuge Liang, Jeanne d'Arc, Gilgamesh, and strong Berserkers.

8. Building a Team:

- Utilize common Servants effectively by leveling up their Noble Phantasms.
- Compose a team with a variety of class support Servants.

9. Beating the 40 AP Ember Quest:

- Tackle the Expert Ember Gathering Quest early for optimal XP/AP ratio.
- Use a Servant with a strong area-effect NP, such as Kiyohime, for efficient clearing.
- Equip with the best initial NP Craft Essence and utilize support from Mash and Master.

10. Cheesing with Jeanne d'Arc:

- In challenging situations, consider using a friend's support Jeanne d'Arc for assistance.

Combat Guidance & Mechanics:

Fate/Grand Order is a game that uses Command Cards to let you choose different actions in battle. You need to know how these cards work to win. Here are the main things to know:

- **Command Cards:** There are three types of cards: Buster, Arts, and Quick. Buster cards do more damage, Arts cards fill up your NP faster, and Quick cards make more critical stars. Each Servant has five cards with at least one of each type. The cards are shuffled and you get five cards each turn. The cards are reshuffled after three turns.

- **First Card Bonus:** The first card you use affects the rest of the cards. Buster cards make more damage, Arts cards make more Noble Phantasm and Quick cards make more stars. The first card bonus does not affect the card itself.

- **Card Position:** The position of a card matters too. The third card does more damage, fills more NP, and makes more stars than the second card. But the first card bonus is more important than the card position.

- **Same-Type Chain:** If you use three cards of the same type, you get an extra effect. Buster chains do more damage, Arts chains fill more NP, and Quick chains make more stars.

- **Brave Chain:** If you use three cards from the same Servant, you get an Extra card for a fourth attack. The Extra card does a lot of damage, fills a lot of NP, and makes a lot of stars,

but it cannot deal with critical or get card buffs. A Brave Chain with a Same-Type Chain does even more damage.

- **Noble Phantasm:** A Servant's special attack that you can use when their NP is full. It can give a First Card Bonus and make a Same-Type Chain, but it does not get them. It is usually better to put the NP at the start of the chain unless you don't want the First Card Bonus.

- **NP Chain:** If you use two or more NPs in a row, you increase the Overcharge level of each NP by one. Overcharge only changes the extra effect of the NP, not the damage, unless the effect is about damage.

- **Class Advantage:** Different classes have strengths and weaknesses against each other. The six normal classes (Saber, Archer, Lancer, Rider, Caster, Assassin) have a rock-paper-scissors relationship. They do double damage and take half damage from their strong class. Berserkers do 150% damage to all classes and take 200% damage. Rulers take 50% damage from all classes except Berserkers. Shielders do and take 100% damage from all classes.

- **Class Modifier:** Each class has a hidden modifier that changes its base damage. The values are:

- **Attribute:** Each Servant has a hidden attribute that changes the damage they do and takes by 10%. There are five attributes: Man, Sky, Earth, Star, and Beast. Star

and Beast do 110% damage to each other. The other attributes have a triangle relationship. They do 110% damage and take 90% damage from their strong attribute.

Lineup Adjustments: You can adjust your Support's position in the lineup by clicking the lineup button on the bottom left.

Noble Phantasms and 'Ghost' Chains: Noble Phantasms can form same-type chains, but they are only 'used' when fired. If the NP card is last and the target is killed before it's fired, the NP gauge isn't consumed.

Changing Targets: You can manually change your attack target before selecting Command Cards. Killing a targeted opponent with a Servant or a Noble Phantasm will automatically target the next opponent.

Overkilling: Overkilling happens when a Command Card kills an opponent before all hits are performed, resulting in a 2x increase to both NP gain and critical star gain.

Opponents Losing Target: Opponents will target a different player unit if their hit kills the first target. If they have no more targets, they will stop their turn. This can be exploited using the Guts buff in last-stand scenarios or by using Taunt.

Remember, opponents who lose their target due to this mechanic will still consume their NP gauge.