

Fate Grand Order Rolling

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Chapter 1

Who to Roll

“Which Servant should I roll?” is the basic question every **Fate Grand Order (FGO)** player asks themselves. The answer is deceptively simple: the ones you like or the ones with good gameplay. No one can make this decision for you, but this guide will attempt to give more information to inform aspiring Masters’ decisions. Little time will be spent discussing individual combat mechanics and Servants.

1.1 Likability

Maybe you saw this Servant’s pictures, and that’s why you started **Fate Grand Order (FGO)**. Maybe you fell in love with their story. Regardless, liking a Servant is the ultimate reason to try to acquire a Servant in **FGO**. In a character collection game, collecting your characters you want is the highest priority, and **FGO** is not such a hard game that you can’t afford to disregard gameplay for love. There are also several ways to boost Servants beyond their peers:

- **Noble Phantasm (NP) Levels:** Additional copies of Servants can be merged to provide additional power to a Servant’s **NP**, granting additional damage to the **NP** and the potential to Overcharge the **NP** bar of a Servant itself beyond 100%. At Level 2, a **NP** bar can be filled to 200%, and Level 5 brings 300%. Each **NP** Level brings diminishing returns to increasing the scaling damage of a **NP**.
- **Fous:** There are various forms of Fou used as items in the game. **Beast’s Footprints (Fou Paws)** increase the stats of a specific card in a Servant’s deck, up to +500 Attack at 25 used. **Hero Crystals (Fous)** increase the stats of a Servant across both **NP** and cards, divided into **Health Points (HP)** and Attack. One to three-star **Fous** cap at 1000 additional stats, but four-star or “Gold Fous” can be used to further push a Servant to 2000 additional stats.

- **Palingenesis (Grailing):** Using a **Holy Grail** on a Servant in **FGO** unlocks their max level capacity to a higher rung. This allows you to invest further Experience and gain even better **HP** and Attack. Servants can be boosted beyond level 100, but require special **Servant Coins** only acquired in limited numbers through Bond Levels and obtaining new Servant copies.
- **Append Skills:** Additional passive skill effects that can be unlocked for Servants using **Servant Coins** with a variety of beneficial effects, including increased  Extra Attack damage, a Class target-specific boost, and 20% starting **NP** Charge. Additionally,  Critical Hit Damage and a one-time reduction to Skill Cooldown will be made available by the 2026 Anniversary Event of **FGO** Global.
- **Class Score:** A late game mechanism unlocked after Lostbelt 7 of Part 2 Story that enables unlocking a tree of small buffs to a selected Servant class. *Signs* on the score are gated by a special dust material that can only be farmed three times a day and a variety of Torches, unlocked with Story milestones, that unlock specific tree paths.
- **Grand Graph:** A system slated for release in **FGO** Global in 2027 where Masters select a Servant with at least 100 Levels and all Skills at Level 10 to gain an additional 1000 in **HP** and Attack, among other effects that can be unlocked like Class Score for specific fights. Only one Servant in each of the classes can be Grand, except for the Extra classes which have an additional restriction. Only two Servants from the Extra group of  Shielder,  Ruler,  Avenger,  Moon Cancer,  Alter Ego,  Foreigner,  Pretender, and  Beast can be Grand.

While all of these methods require the use of limited resources, they allow you to massively boost the performance of your dream Servant. **FGO** is an easy game the vast majority of the time, so savvy Masters will be able to solve all their problems with just a handful of four- and five-star Servants.

1.2 Gameplay

Of course, it's undeniable that love can only get you so far in terms of performance. However, gameplay performance is a complicated beast involving interactions between dozens of different common buff types and individual stage mechanics. Rather than explore the mathematics behind various damage numbers and **Noble Phantasm (NP)** Charge points, this guide will instead approach from the opposite direction of discussing what different kinds of gameplay are present in **Fate Grand Order (FGO)** and decisions are required.

1.2.1 Farming

Nearly everything in **Fate Grand Order (FGO)** involves the spending or acquisition of resources. Farming converts the most basic resource, **Action Point (AP)** or time, into nearly

every other kind of material, whether that be **Quantum Piece (QP)** as the basic currency, Servant Experience for leveling, or **Ascension Materials** that are used in **Ascension**, Skill leveling, and even unlocking **Spiriton Dresses (Costumes)**. As such, the vast majority of playtime will be spent in farming of one kind or another.

Event Free Quests

This is the most common form of farming encountered. Event **Free Quests (FQs)** are nodes that become available for repeated clears through completion of Event Story that remain open until the end of the Event. Each node has a ramping difficulty rating marked by a suggested Level rating, within the range of Level 20 to 90++. Nearly all Event **FQs** feature three waves. Typically, **FQs** offer a chance to obtain at least two **Ascension Materials** and some class appropriate **Pieces and Monuments**, but the primary reason they make up the bulk of **Fate Grand Order (FGO)** farming are the Event materials they offer. Nearly every Event features a Shop where Masters can exchange gold, silver, and bronze Event Shop currency for a variety of products, including valuable **Crystallized Lores (Lores)**, **Servant Coins** for the Event Reward Servant, Servant Experience cards, **Hero Crystals (Fous)**, the frustrating-to-farm **Pieces and Monuments**, and normal **Ascension Materials**. Event **FQs** offer these Event materials in different combinations, with increasing returns the higher the node difficulty rating. This means that Masters, when farming Event **FQs**, can farm effectively five different items simultaneously, until the Event Shop has been exhausted that is.

Farming Event **FQs** are made somewhat easier by the presence of a Damage Bonus to specific Servants in most Events. However, Event **FQs** have one significant restriction: **Craft Essences (CEs)**. Event currency drops in as a number of small stacks, but each stack can typically be boosted in size with an Event **CEs** corresponding to the appropriate currency. These **CEs** can be acquired from Event banners, as well as one three-star copy for bronze given for free in an early Story node. Further, events will occasionally feature a secondary set of three materials for advancing through the story, along with one more free five-star **CEs**. Event Reward **CEs** nearly always have a tiny chance to drop an additional copy from the **FQs** of the same event. All of these **CEs** mean Masters can feature heavy restrictions with regards to **Party Cost** and **CEs**, as efficient use of **Action Points (APs)** means bringing as many of the appropriate bonus drop Event **CEs** as possible. Finally, some events feature a “damage” **CE**, a five-star **CEs** that gives a huge buff, but only for the event, alongside the normal extra effect. While this sounds like a benefit, in reality the event will scale fights with the assumption that the damage **CE** is used, adding yet another **CE** to a Master’s Party that may not feature the effects or starting charge desired.

Raids

Raids are a special form of **Free Quest (FQ)** where Masters are typically pitted against an extremely high **Health Points (HP)** single wave. Although most often featured as part of an Event, they occasionally appear in Main Story. This fight has a restriction that it can only be cleared a certain number of times cumulatively by all Masters before it is vanquished, typically followed by a single clear Story version of the same Raid fight. With above average rewards, such as additional **Ascension Materials** beyond the usual two and **Quantum Pieces (QPs)**, Raids are highly lucrative. However, their time-sensitive nature forces the use of **Action Points** replenishing items for serious farming. Therefore, Masters will have to evaluate whether a given Raid offers the best return for time and energy.

Lottery Event Free Quests

Lottery Event **Free Quests (FQs)** are identical with normal Event **FQs** with a few key differences. Lottery Events always feature a secondary material called a Lottery Ticket that drops from all Event **FQs**, with the usual Event Reward **Craft Essences (CEs)** boosting its drop rate and dropping with a small chance from those same **FQs**. These Tickets are used to draw from boxes of 300 items at a rate of 2 tickets per draw. When the pool of 300 items is exhausted, it is replaced by a fresh set of 300. This means Lottery Events **FQs** not only offer the same rewards as a typical Event **FQs**, but also whatever is offered within the Lottery boxes. All Lottery Events feature at least **Friend Points (FP)**, **Quantum Pieces (QPs)**, three- and four-star Servant Experience, **Skill Gems** of every class and rarity, three Bronze Apples to replenish **Action Points (APs)**, Mana Prisms, and five different **Ascension Materials**. Almost always the most lucrative farming opportunities of the year, Lottery Events historically run twice a year, with the first Lottery Event of the year featuring a rotation of **FQs** every few days called a Round. Many Masters strive to find the fastest and most stable Parties to clear their desired Quests and fill their Party entirely with the five-star Lottery Ticket **CEs**, Limit Breaking as they gain more copies. Therefore, **Party Cost** and **CE** flexibility is never at more of a premium than a Lottery Event.

Story Free Quests

In many ways, Story **Free Quests (FQs)** are the opposite in every way of Event **FQs**. They are permanently available once a Master clears their respective Main Story chapter, their rewards are not typically as lucrative, the choice of **Craft Essences (CEs)** is not influenced by special Event drops, and they are much easier to clear, with the best **FQs** sometimes having a relatively low difficulty rating.

Daily Quests

Daily Quests are a section of Chaldea Gate featuring a set of quests where Masters can farm either Servant materials, Servant Experience, or **Quantum Pieces (QPs)**. Ember Gathering quests reward nine Servant Experience embers, randomly distributed between two Servant Classes and  Berserker. Training Ground quests rotate daily and provide **Pieces and Monuments** and **Skill Gems** for a specific Servant Class. Both Ember Gathering and Training Ground quests reward higher difficulty version clears with an increased chance at the higher rarity versions of those materials, with the Extreme Level 60 Ember Gathering quests guaranteeing 9 highest rarity Servant Experience embers. Finally, Treasure Vault quests are permanently available without rotation, providing large amounts of **QP** and nothing else. Overall, Daily Quests are generally very permissive with Party composition, although higher levels of Training Ground quests can be somewhat challenging for new Masters because they feature random shadow Servants of that class. However, efficiently farming the Treasure Vault quests means filling a Party with the appropriate **QP** bonus-providing **Craft Essences (CEs)**, which are all five-star.

Bleached Earth

Bleached Earth **Free Quests (FQs)** become shortly after Lostbelt 7 completion in Main Story Part 2. They require the use of a single special item called a Storm Pod that replenishes three per day, with a total capacity of nine, on top of 40 **Action Points (APs)**. However, these quests give a huge amount of bond because of their high difficulty rating and feature extremely competitive drop rates on their materials. While they don't offer any particularly unique challenges for farming compared to standard permanent **FQs**, there is a **Quantum Piece (QP)** quest with similar Party building choices needed as Treasure Vault quests, but for a significantly more challenging quest.

Hunting Quest

The **Hunting Quests (HQs)** is the unholy matrimony of a Raid, Event **Free Quest (FQ)**, and Story **FQ**. **HQs** release as a week-long event with a set of rotating **FQs** where each rotation features similar dropped **Ascension Materials**, but at better drop rates with higher difficulty as usual. They often similar rewards as Raids, such as **Quantum Pieces (QPs)** and Servant Experience, but without the benefit of an Event Shop and less **Ascension Materials**. Some Masters find themselves in a deep deficit of specific **Ascension Materials** that they cannot find a good farming solution for and turn to farming **HQs**. However, as of Friday 29th August, 2025, new **HQs** are only slated for July, 2026 on **Fate Grand Order (FGO) Global**.

1.2.2 Challenge

Although it is tempting to view **Fate Grand Order (FGO)** as a game entirely about farming, Masters should not miss the forest for the trees¹. The treadmill of upgrading Servants would be unnecessary without the challenging fights strewn throughout **FGO**.

Story

Story fights are the single most significant parts of the **Fate Grand Order (FGO)** gameplay. They are the difficult and memorable encounters with the enemies featured in Main Story and Event Story that unlock further story progression and more farming nodes. Story fights can include any number of elements, whether that be a single wave of somewhat difficult enemies, infinite weak enemies, endurance battles against unbeatable enemies, or even scripted fights that feature little-to-no decision making at all. However, there are certain unique challenges that some story fights provide: Forced Supports.

Some Story fights will force the use of a Master's own Servants in specific slots, include their own Servant into the Party, lock Servants lock Mash Kyrielight to the front line of the Party, or replace the option of a Friend Support with a singular "Forced Support" Servant provided by the fight. Taking up more squad space with additional Servants is a tradeoff for Masters, freeing up more **Party Cost** for **Craft Essences (CEs)** but removing space for Servants. However, removing the choice of Friend Support nearly always is a challenge for Masters who are locked into a significantly less ideal pick and must make do with their own Servant Roster.

Advanced Quest

Advanced Quests (AQs) are gimmick fights unlocked as Masters progress through Main Story that are also released in campaigns with time. They drop special four-star **Craft Essences (CEs)** that boost the drop rate of a specific **Ascension Material**. However, until **Max Limit Break (MLB)**, they require an increasing number of Party slots if a Master wished to fully boost a given drop rate. The fights themselves feature a unique 6 slot Party with no Friend Support used. Although the majority of **AQs** involve interacting with a simple gimmick to win, a few are relatively challenging. As of Friday 29th August, 2025, the last **AQ** campaign is slated for May, 2026 on **Fate Grand Order (FGO)** Global.

Event Challenge Quest

Challenge Quests (CQs) are a special kind of fight specifically offered during an Event. They become available sometime after the end of an Event Story to Masters who have completed it, and the **CQ** will cost five **Action Points (APs)** and reward a single **Crystallized**

¹ "Miss the forest for the trees" is an English proverb warning to not get lost in the details and forget the broader situation.

Lore (Lore) for first time completion. Gameplay of a **CQ** is typically a somewhat lengthy boss fight with a Servant or Servants using a full team and a Friend Support. The only significant wrinkle in the challenge formula for these quests is the potential presence of an Event Damage **Craft Essence (CE)**. **CQs** from Events with such a **CE** will feature inflated **Health Points (HP)** pools to compensate and may render multiple damage dealer Party compositions more difficult.

Event Exhibition Quest

Exhibition Quests are a special variant of a **Challenge Quest (CQ)** that do not reward a **Crystallized Lore (Lore)** but instead, most often, a Rare Ticket. They do not follow the same post-Story timeline either. Gameplay considerations are identical to those of **CQs**.

Tower Events

Events featuring 200 short fights called Floors rather than the typical Event Story into **Free Quests (FQs)** gameplay loop. Parties are formed with up-to six members from the Master's roster, the same as **Advanced Quests (AQs)**. However, Servants used to clear a Floor enter a Recovery period where they can no longer be used for several hours for clearing further Floors. Typically, Tower events offer specialized ways to boost recovery and boost the Recovery speed of specific Servants. However, as of Friday 29th August, 2025, no Tower Events are expected to release on **Fate Grand Order (FGO) Global**.

Grailfront

Grailfronts are a turn-based fight mode where a Master selects from their roster Servants and **Craft Essences (CEs)** up to a certain cost to be placed on a board. The Master and an NPC will take turns moving and attacking with their Servants across a board. After several such fights are completed, Masters will have acquired enough Tears of the Holy Grail to create a **Holy Grail**. A skilled Master can abuse the turn mechanics to quickly defeat an enemy Servant while a one turn Defensive Buff is active and leave that buff operational for the NPC's attacks on their turn. There are no special Servant gameplay considerations beyond **CEs** not being worth their cost typically. It is more important for a Master to learn how to exploit the **Grailfront** itself than pick the perfect Servant(s) from their roster, as that Servant will receive a significant reduction to its skill cooldowns, for example. As of Friday 29th August, 2025, the only remaining **Grailfront** event for **Fate Grand Order (FGO) Global** will be released in Mid-October of 2025.

Gauntlet

Gauntlets describe certain fights that are grouped together where Servants cannot be repeated between fights. Currently, the only implementation is permanently available and

will be released as part of Main Story moving forward on **Fate Grand Order (FGO)** Global. It follows the format of 10 waves in sequence, with 10 potential parties of three with **Craft Essences (CEs)** that cannot be repeated either. These fights mandate a balanced account with many Servant Classes to handle all the waves with unique solutions in order to successfully receive the **Holy Grail**.

1.2.3 Teambuilding

Once a Master understands the type of fight they will enter, they can begin the most important stage of any **Fate Grand Order (FGO)** battle: teambuilding. The most common approach to any fight is picking a single strong damage dealer Servant with an appropriate Servant Class for the fight, picking Area-of-Effect or Single-Target **Noble Phantasm (NP)** based on the number of enemies expected. The rest of the Party then concentrates on offering further support to that designated damage dealer. In farming, the vast majority of nodes feature three waves of enemies, and Masters should create a plan that allows three rapid **NPs** from the damage dealer while preserving damage effects for the last wave. Challenge fights are less rigid, but in return will present unexpected challenges. Masters can guess at whether a challenge fight has multiple enemies by checking the name of the fight's node, the number of Servant Classes present in the fight, and by checking the hint displayed when entering the Party selection screen, if any. These hints can assist Masters to pick appropriate supportive Servants that can counter effects like  Invincible or  Ignore Invincible. With time and experience, Masters will learn more sophisticated teambuilding strategies, such as using a second, weaker damage dealer to handle one of the three waves in farming when **NP Charge** is unavailable for a single damage dealer. Effects like  Guts and  Target Focus enable unique strategies for challenge fights. However, teambuilding is a skill that can always be improved, with time, effort, and observing other Masters.

1.2.4 Gameplay Conclusion (TL;DR)

With so many different forms of gameplay, options, and strategies, what conclusions can be drawn about what makes a Servant useful in **Fate Grand Order (FGO)**? There are three guidelines for Servant performance. Evaluating and weighing them is up to individual Masters.

Charge is King

From the very earliest days of **Fate Grand Order (FGO)**, the **Noble Phantasm (NP)** was the preferred way to deal damage. Normal cards do not do enough damage, and even **Critical Hits (crits)** are subject to the shuffle of the cards each turn. The only way to do big, consistent damage, whether over three turns to clear most farming content, or over a sustained period in a **Challenge Quest (CQ)**, is with a **NP**. Thus, making the **NP** as easy to reuse as possible is a core element of nearly every effective Party design. **NP**

Charge is critical at all levels: the more charge a Servant has within its kit, the less reliant it is on **Craft Essences (CEs)** with starting charge to deal damage on demand. For example, a Servant with enough **NP** Charge to start at full can use any Event Damage **CE** without requiring external support for the first turn. By contrast, 50% **NP** Charge Servants frequently want a matching 50% **NP** Charge **CE**, which might take up space from an Event **CE**. A Servant with only 30% **NP** Charge will almost certainly require unlocking and upgrading the 2nd **Append Skill** for an additional 20% starting **NP** Charge. Extremely few Servants considered good are without **NP** Charge, and those mostly have an equivalent means of reaching their **NP** like Arts **crits** or an Arts **NP** that “refunds” much of the bar on use.

Damage is Queen

Noble Phantasm (NP) Charge isn’t everything. Some Servants have no issues reaching their **NP** but cannot utilize that **NP** to actually impact the fight. Of course, not every Servant is intended to do damage themselves. However, every Servant should contribute in some way to dealing damage, either dealing significant damage themselves or by supporting the Servant that will². As this guide seeks to avoid a discussion of numbers, discussing damage can be challenging. However, the following are some short tips to finding damage in a Servant’s kit:

- **Special Attack:** Many modern Servants possess special damage abilities that read something like “Special Attack damage to all enemies with [Earth Powers].” These effects greatly increase the damage of a **NP**, although only against certain targets. While this doesn’t make the Servant more effective into all nodes, it does give Masters the flexibility to plan and pick specific farming opportunities based on these bonuses.
- **Big Numbers:** If the numbers in Attack or offensive buffs of a Servant compared to the competition is higher, than the Servant’s performance might be higher than the competition. If it has higher damage scaling on the **NP** or a specific Master has acquired more **NP** Levels, the Servant will outperform the competition.
- **Variety:** Some of the buffs in **Fate Grand Order (FGO)** combine additively, while others are multiplicative. For that reason, a Servant with offensive strength spread into a variety of buffs that effect the **NP** is likely to have a strong **NP**.
- **Critical Hits and Stars:** Servants that have huge amounts of Critical Hit Damage, to the order of 100% or lower numbers with two or three Buster cards can likely deal tremendous damage with **Critical Hits (crits)**. Combined with Stars and Star Gather Up, a Servant will be able to do almost as much damage as their

²Some gimmick fights have involved the enemy killing themselves if the Master’s Party lives long enough or performs the correct actions.

NP or even better. Many Masters do not want to rely on **crits** for farming, but for challenge content and slow farming, **crits** can be a significant or only source of damage.

- **Community Reception:** The **FGO** community, like any conglomerate of Internet users, is a mess of conflicting opinions and incorrect information. Regardless, community reception is a decent litmus test for a Servant's performance in damage. This guide trusts you are able to find your own way.

Utility is Damage, Sometimes

For any game involving a Party, decisions are all about give and take. Give a damage dealer a supportive Servant that offers Ignore Invincible and now they lose the opportunity to receive the damage boost from a supportive Servant that offers higher amplification but no Ignore Invincible. A **Craft Essence (CE)** that gives a huge amount of **Noble Phantasm (NP)** Charge excludes that Servant from using a **CE** that boosts purely damage. For that reason, utility tools in a Servant's kit like Ignore Invincible, Debuff Removal, Buff Removal Resistance, and Evade can substitute for damage in challenging fights that involve those effects. However, there is a cost. Servants that feature many utility tools often trade real damage for these effects, and utility kits rarely have anything to offer for farming. Many Masters have taken to rolling Servants that focus purely on damage with the idea that supportive Servants can be used to shore them up for Challenge fights. However, only the best players (and the biggest spenders) will be able to fully work around a damage-only Servant skillset. The best Servants in the game feature both strong utility and significant damage capability.

1.2.5 Okay but Tell Me Who to Roll

No. If you want to play the game, then make the decisions for the game. If you do not wish to make decisions, then either don't play the game or copy the choices of someone else. This guide has been upfront; it seeks to inform decisions only, not make them for you. Masters should roll for love. **Fate Grand Order (FGO)** is a relatively easy game meant to be slowly played over years. No one needs the absolute best Servants for every possible situation. With that said, here are some honorable mentions; five-star Servants who are both strong and can assist whatever Servants you end up loving to achieve their full potential. There are far from mandatory, but are certainly helpful if you acquire them.

1.2.6 Specific Servants

Artoria Caster (📦 Caster)



There exists no perfect Servant, but Artoria Caster (Castoria) comes closer to it than any other. She gives the entire Party 30% **Noble Phantasm (NP)** Charge and 30% 🛡️ NP Gain Up while also providing a targeted 20% NP Charge and 50% 💥 Arts buff, all with decent Skill cooldowns. In short, for an 💥 Arts Servant she provides more NP Charge than anyone else, and charge is king. Her damage amplification for 💥 Arts Servants is no slouch either with 20% Party 💥 Attack Up, even giving any Servant she supports a free huge damage bonus to “Threat to Humanity” targets. But what truly pushes her above other Servants is her non-damaging NP. Castoria first buffs the entire Party with a basic 💥 Attack Up buff before cleansing all Party debuffs as well. Finally, each level of **Noble Phantasm Overcharge (Overcharge)** she receives she returns to the entire Party as an additional instance of protection with 🛡️ Anti Enforcement Defense, a nearly impenetrable defensive buff that negates received attack damage. Her NP, NP Charge support, and offensive buffs are so strong that Castoria is worth using even with 💣 Buster and 💚 Quick Servants. Castoria does not heal the Party, provide 💎 Stars, or 💥 Critical Hit Damage. Regardless,

for nearly any Arts team she can be the glue. However, what Castoria provides outside of her **NP** is somewhat replaceable, with even three-star Xu Fu (Alter Ego) doing a great job and available in the Friend Point Summon. Masters that don't decide to roll their own should consider taking her from Friend Support when using Arts Servants or facing bosses with extreme damage output.

Scáthach-Skadi (Caster/ Ruler)



Scáthach-Skadi (Caster) is the one true savior of Quick. When she returned for her summer appearance, she was still the one true savior of Quick that is also a Ruler. Both forms of Skadi have similar characteristics: targeted 50% **Noble Phantasm (NP)** Charge and 50% Quick buff. The two function similarly in farming, but differentiate themselves outside of farming. While the original Caster form provides 100% Quick Critical Hit Damage and an enemy Party-wide Defense Down, the summer Ruler form instead gives 100% Buster Critical Hit Damage and a small amount of Attack Up, Quick, and Buster to the whole Party, as well as Stars, Stars Per Turn, and Buster Star Gather Up. While this may appear a strange set of effects for a

Quick support, Quick Servants more than any other rely on their whole deck to deal damage through Critical Hits (crits) and regain their NP. Because Buster cards have bigger starting modifiers, they deal more damage than equivalent Arts and Quick cards when they perform a crit. It also means that Skadi Summer (Ruler) can function somewhat as a Buster support outside of farming. The two Skadis have completely different NPs. Skadi (Caster) features a non-damaging NP that grants the Party a one-time Evade, Attack Up, and significant Critical Hit Damage for five turns. Skadi Summer (Ruler) instead trades the additional support for an Area-of-Effect NP that deals significant extra damage to enemies of the Lawful alignment while also draining all enemy NP Charge bars by one stage. This means that Skadi Summer (Ruler) can also function as a farming damage dealer and generalist. The two Skadis function both as excellent Servants themselves while also having synergy with each other. In summary, Skadi Summer (Ruler) has the better supporting skills while Skadi (Caster) also features a potent supportive NP, although that NP will require additional support to reach. Masters will find farming with Quick Servants to be a challenge without any Skadi of their own.

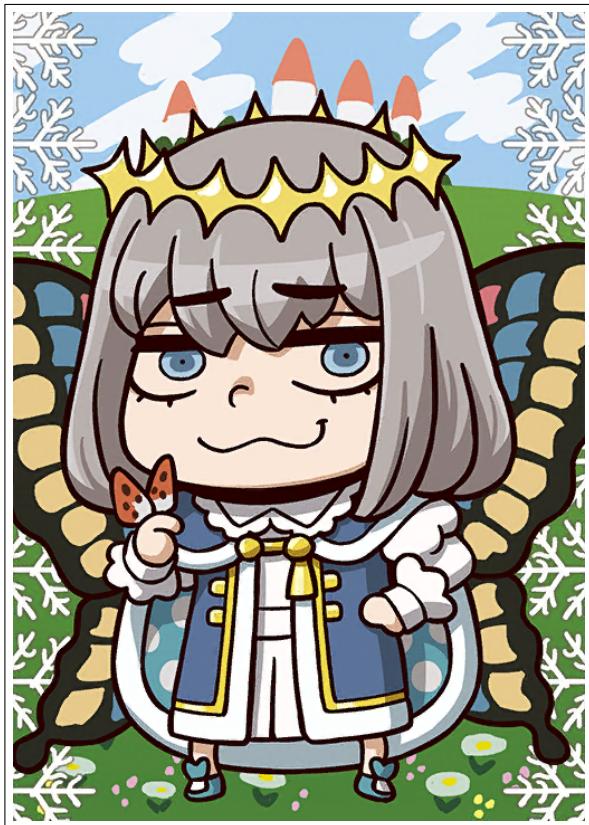
Koyanskaya of Light (◊ Assassin)



Koyanskaya of Light (◊ Assassin), not to be confused with Koyanskaya of Darkness (◊ Foreigner), is a Servant designed purely for **Buster**. Masters who have used **Buster** Servants for some time will notice that **Buster** Servants, of all the card types, are most reliant on skills. After all, **Quick** generates **Stars** for **Critical Hits (crits)** and **Arts** generates **Noble Phantasm (NP)** Charge for a **NP**, but **Buster** can only offer card damage; it needs additional assistance to achieve what the other two card types receive automatically. Koyanskaya features extreme buffs to **Buster**, **Buster** **Critical Hit Damage**, **Buster** **Star Gather Up**, dumps 20 **Stars**, and even features two Special Attack bonuses, all for a single targeted Servant. However, Koyanskaya of Light's (◊ Assassin) greatest trick is a two turn Skill Cooldown reduction on her targetable 50% **NP Charge**. With two Koyanskaya, a Servant gets a whopping 4 turns of Skill Cooldown reduction, enough to potentially double skill effects, effectively doubling any **NP Charge** in a Servant's kit, and at the very least quickly reuse a powerful defensive effect. Combined with a 10% **NP Charge** per normal Buster card used, and Koyanskaya is able shore up many of **Buster**'s weaknesses at once. However, her damaging Area-of-Effect

Buster NP has no supportive or utility effects beyond an Area NP Charge Bar drain, and Koyanskaya drains the entire Party's health by 1000 with each use of her NP Charge skill. Although the two cooldown reduction on a skill is truly unique, Koyanskaya of Light (diamond Assassin) faces some competition with other supports that provide different spreads of buffs to **Buster** Servants without fully committing to one card type. As an diamond Assassin damage dealer herself, she ironically suffers slightly from being unable to benefit from two Party member Koyanskayas where other **Buster** diamond Assassins can.

Oberon (diamond Pretender)



Speaking of **Buster** supports that don't commit to just **Buster**, introducing the Fae King Oberon (diamond Pretender)! Compared to the previous honorable mentions, Oberon possesses less tricks: four to be exact. Firstly, **Noble Phantasm (NP)** Charge spread 20% across the Party and 50% to a single Servant, for a whopping 70% to a single Party member, with the caveat of a 20% NP Charge at the beginning of the next turn. Second, an instant 20 **Stars**. Third, extreme NP buffs with 20% ♫ NP Strength Up to the whole Party and an additional 2 times multiplier to ♫ NP Strength Up and **Buster**,

with the caveat that after the that turn the targeted Servant is left permanently asleep and completely unusable with no counterplay or ability to move the Servant out of the frontline. Thankfully, the Servant also loses all buffs and debuffs and gains a three turn ♀ Target Focus that will distract the enemy and also hopefully result in the Servant's swift defeat so that the Party isn't stuck with only two members active for the remainder of the fight. Finally, Oberon's Area-of-Effect 🚧 Buster NP not only deals damage, but also puts enemies to 🛌 Sleep and 🛡 Invincible for one turn. This gives Oberon the ability to stall the enemy for a turn and then protect the enemy for a turn from being waken up from 🛌 Sleep from receiving an attack. Overall Oberon (♀ Pretender) provides massive NP Charge and damage amplification for any Servant with ♀ NP Strength Up buffs or Craft Essences (CEs), but features little utility and consistent damage support in exchange. He operates very well in farming where the end of the fight is planned or as a backline last ditch option.

Zhuge Liang (♂ Caster) and Sima Yi (♂ Rider)



The pair of Zhuge Liang (♂ Caster) and Sima Yi (♂ Rider) were once considered interchangeable Servants, but their differences have expanded with time. Both Servants can

give a total of 50% charge to a single Servant, but while Zhuge Liang breaks that **Noble Phantasm (NP)** Charge into 20% for the Party and 30% for a single target, Sima Yi gives 10% to the Party and two separate targeted 20% **NP** Charges. This trades a bit more charge overall for a higher potential threshold of 30% for two Servants. Both offer  Attack Up, Zhuge Liang to the Party but Sima Yi at higher numbers to a single target. Both offer the potent combination of  Defense Up and  Damage Cut to the entire Party, mitigating a significant amount of damage for three turns. However, from here the two Servants diverge. Zhuge Liang features  Critical Hit Damage,  NP Strength Up, and two stages of **Noble Phantasm Overcharge (Overcharge)** to a single Servant, although the later will only release in 2027 in **Fate Grand Order (FGO)** Global after 10th Anniversary. His non-damaging **NP** inflicts a variety of debilitating effects on the enemy formation, including a chance to  Stun,  Defense Down, and **NP** Charge drain. By contrast, Sima Yi, as a  Rider, has a tendency to actively steal  Stars from her Party members with a higher Star Weight to her cards, but offers  Debuff Resistance Up and 2 time  Invincible to a target with her skills. Her non-damaging **NP** focuses on the Party instead, inflicting the enemy with a  Defense Down but also negating the Servant Class defensive disadvantage, massively boosting  NP Gain Up, and granting a stage of **Overcharge** to the entire Party. Overall, both Zhuge Liang ( Caster) and Sima Yi ( Rider) offer fantastic support to any Servant in the game, but Zhuge Liang's ( Caster) damage amplification is greater. Further, Zhuge Liang is a Permanent Servant and present in the Permanent Five Star Servant Exchange Ticket available to new Masters. By contrast, Sima Yi can only be rolled from banners that offer her as a Rate Up.

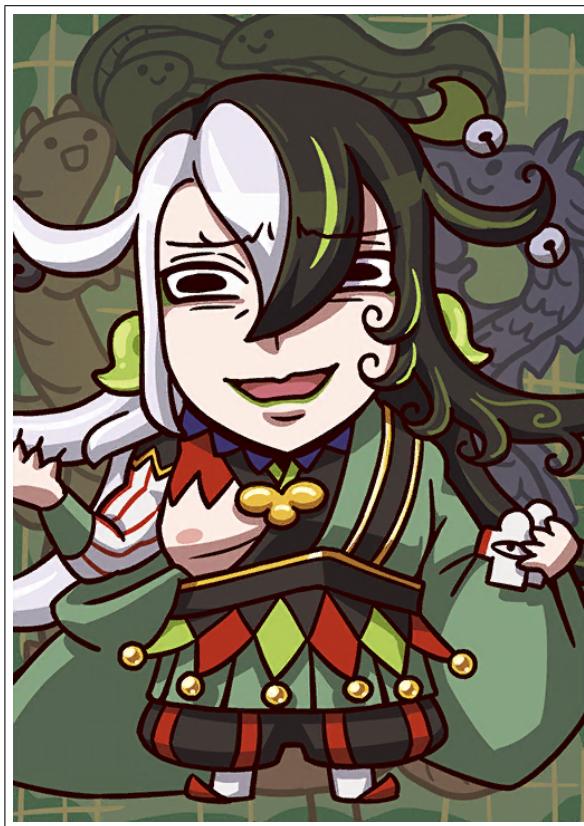
Merlin (法师 Caster) and Lady Avalon (骑士 Pretender)



Masters with especially good eyes may have noticed a certain absent effect in the honorable mentions thus far. Never fear, because Merlin (法师 Caster) and Lady Avalon (骑士 Pretender) are here to provide healing in abundance. The two Merlins extremely similar kits at the core: 20% Party **Noble Phantasm (NP)** Charge, Party **Attack Up**, a one turn Party **Invincible**, and a targetable 50% card color buff with an additional 100% **Critical Hit Damage** and 3000 **Max HP Up**. Both feature a **NP** that heals the entire Party, gives the Party **NP Charge Per Turn**, and generates **Stars Per Turn** scaling with **Noble Phantasm Overcharge (Overcharge)** stages. The most glaring difference between the two is the card color; Merlin buffs **Buster** while Lady Avalon buffs **Arts**. The two Merlins also have slightly different healing methods on their **NP**, with Merlin offering **HP Recovery Per Turn** and Lady Avalon equivalent **Max HP Up**. Merlin's **NP Effects** also last for five turns where Lady Avalon's only last for three, with the exception of the **Stars Per Turn**. While presently Lady Avalon's Party **Invincible** skill has the edge with 20% self **NP Charge** per enemy and an enemy formation **NP Charge drain**, Merlin will receive a buff that offers an additional 10% Party **NP Charge** and 50% **Critical Hit Damage**. Lady Avalon also has a passive skill granting 20% self **NP Charge** at the start of the battle.

Overall, Merlin (Caster) is the better support for Buster Servants, those that **Critical Hit (crit)**, and farming in general, but Lady Avalon's Arts buff, upfront healing, and significant self **NP** Charge positions her well to synergize with the better support ecosystem of Arts and use her **NP** more frequently than Merlin. However, Masters should be aware that both can provide significant healing to any team and broadly replace the other. Also, Masters will discover with time that killing the enemy dead is a more stable and robust strategy than slowly whittling down a boss. Hans Anderson (Caster) is a two-star Servant available in the Friend Point Summon that can fulfill a similar role, albeit with more difficulty and far less stability.

Ashiya Douman (Alter Ego)



Unique among any Servant recommended is Ashiya Douman (Alter Ego). Douman is a two-trick pony, and many Masters will find at least one of his tricks worthless. Nonetheless, those Masters who prefer Servants with certain alignments will find him an excellent addition to the team. First, Douman's Area-of-Effect Quick **Noble Phantasm (NP)** does not deal noteworthy damage, and even with high investment can be disappointing.

However, it can leverage one of the more unique systems in **Fate Grand Order (FGO)**: Instant Death. Normally, Instant Death is a relatively useless effect a Servant can offer. The way Instant Death works is the entirety of a Servant's Instant Death chance is multiplied against the enemy's Death Rate in order to determine the chance of the target's death. Against the vast majority of enemies, the resulting chance is so abysmally tiny that even Masters using Instant Death all the time may fail to see a single instance of an actual Instant Death in months. However, Ashiya Douman is almost completely unique for offering 120% Instant Death chance directly on his **NP**. Bronze enemies, especially those in Story, feature significantly less difficult Death Rate checks than most enemies, and Douman can exploit even an 80% Death Rate with a 96% chance of success. In any situation where Death Rate can be exploited, Douman can, at the very least with some extra help from a **Craft Essence (CE)** or a **Mystic Code (MC)**. If Douman combines his 80% self **NP** Charge with the 20% **NP Charge Append Skill**, he is able to fully charge this **NP** without external support. However, Ashiya Douman's signature trick is offering 20% Attack Up and 50% Critical Hit Damage to any Party members that are either Chaotic or Evil alignment. The effects stack for Chaotic Evil alignment Servants like himself for a whopping 40% Attack Up and 100% Critical Hit Damage. On top of this, he can inflict 30% Defense Down on the enemy formation. Any Master with significant investment in a Chaotic Evil Servant should consider Ashiya Douman for his ridiculous damage amplification. However, Ashiya Douman (Alter Ego) does not provide **NP** Charge for the Party and only deals noteworthy damage through **Critical Hits (crits)** himself.

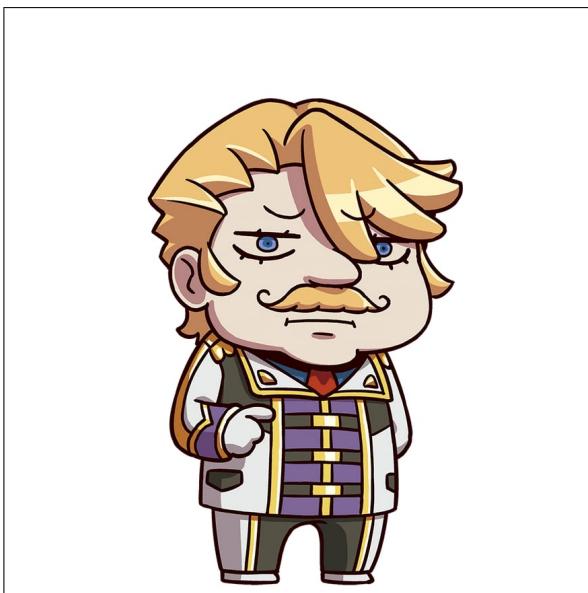
Kazuradrop (diamond Alter Ego)



Kazuradrop (diamond Alter Ego) is the first of the Servants featured in this guide to be unreleased in **Fate Grand Order (FGO)** Global as of Friday 29th August, 2025. Releasing shortly after Summer 2026, Kazuradrop shares more than just a class with Ashiya Douman; both are card-centric supports that provide no charge. However, Kazuradrop does not feature the same Alignment restrictions as Douman. Her damage amplification comes entirely from debuffs, with a skill that boosts her ♡ Debuff Chance Up by 30% before placing a 50% ♪ Quick Card Resistance Down on the current turn for one turn and then again on the following two turns. Few enemies in the game have a ♫ Debuff Resistance Up of more than 30%, so the practical effect is a 50% ♪ Quick buff to the Party. She has an additional effect applied at the same time in ♪ Critical Hit Resistance Down, which acts as an appropriate card color buff, but only Servants deal **Critical Hits (crits)**. Combined with an additional 50% ♦ Defense Down with another Active Skill, Kazuradrop massively increases cards effects for either ♪ Quick or **crits**, but especially together. Any Servant with an ♣ Arts or ♪ Quick card with ♢ Stars will see their **Noble Phantasm (NP)** Charge bar quickly fill with **crits**. Despite all these strengths, Kazuradrop (diamond Alter Ego) is ruined

when either her debuffs fail to land on an enemy or the enemy removes her beginning-of-turn buff that inflicts the Quick Card Resistance Down and Critical Hit Resistance Down, making her weak to any form of buff or debuff control. Nonetheless, Kazuradrop's damage amplification is incredibly formidable and is not her only trick; she's a competent damage dealer. With 50% self **NP** Charge for each member of the faction "Sakura Series" anywhere in the field, including herself, she already has a strong base to make use of her debuffs. However, Kazuradrop can further change her own class to that of a targeted enemy and gain a huge 75% general Strength Up against her new class. Her Area-of-Effect damaging Quick **NP** inflicts a small amount of Attack Down, further Defense Down that scales from 20 - 40% with **Noble Phantasm Overcharge (Overcharge)**, and a 40% chance to Stun. Overall, Kazuradrop (Alter Ego) offers good support, especially when dealing damage alongside another damage dealer but can be awkward to use without **NP** Charge for allies.

Larva/Tiamat (Archer)



Where Larva/Tiamat (Alter Ego) offered ridiculous Buster Area-of-Effect offense, Larva/Tiamat (Archer), expected for release in **Fate Grand Order (FGO)** Global in Summer of 2027, instead concentrates on supporting the Party. 20% Quick, 20% Arts, 20% Attack Up, 50% Critical Hit Damage, two stages of **Noble Phantasm Overcharge (Overcharge)**, 8 Stars Per Turn for each Party member, 30% **Noble Phantasm (NP)** Charge, and 10% **NP** Charge Per Turn all for the entire Party is a tremendous offensive boost. Although her utility is not as broad by comparison, Tiamat does provide 2000 Party healing and a one-time Buff Removal Resistance to interfere with boss

gimmicks. What really pushes Larva/Tiamat (Archer) above other alternatives is her **NP**: a non-damaging Party buff of one turn Invincible, 50% Debuff Resistance Up, 30% Quick Up, 30% Arts Up, and 50% Critical Hit Damage. Her Critical Hit Damage buff scales with **Overcharge** for a starting amount of 100%, while all other offensive effects scale with **NP** Levels. Combined with her skills, the **NP** creates a unique situation where every member of a Party has a chance to deal significant damage with their cards. Unlike other support Servants reliant on their **NP**, Tiamat has an additional selfish 20% **NP** Charge to make her **NP** that much easier to reach the first time. Unfortunately, Tiamat's own ability to generate further **NP** Charge with her cards is limited, even after all these effects. Her boosts to farming are mixed; time is added to each clear with the use of an additional **NP**, and the **NP** Charge she provides may not enable a Quick team as well as either Scáthach-Skadi's chunk of 50%. Still, Larva/Tiamat's (Archer) broad effects can push any team above and beyond, provided it doesn't really too much on Buster.

Yui Shōsetsu (Caster)



Unlike every other Servant in this list, Yui Shōsetsu (Caster) is a four-star. Released

as part of a Limited banner expected for January of 2026 for **Fate Grand Order (FGO)** Global, Yui buffs the entire Party with 30% ⚡ NP Strength Up and 20% **Noble Phantasm (NP)** Charge while generating 15 ⚡ Stars Per Turn. On top of the Party damage amplification, she adds 30% ⚡ Arts Up and ⚡ Critical Hit Damage for a single target. Yui Shōsetsu's non-damaging Party-buffing **NP** heals for 3000 and then literally amplifies all Party Servants based on the color buffs presently displayed in their buff list. Servants with 🌟 Quick Up gain ⚡ Attack Up of 20%; ⚡ Arts Up receives ⚡ Critical Hit Damage of 30%; 💣 Buster Up an additional 20% ⚡ NP Strength Up. All effects scale with **NP** Levels, except the healing which scales with **Noble Phantasm Overcharge (Overcharge)**. An additional selfish 30% **NP** Charge ensures the **NP** is easily reached at least once. Astute masters might notice that since Yui includes a targeted ⚡ Arts Up, her **NP** should always land ⚡ Critical Hit Damage on at least that targeted Servant. However, to best profit from the **NP** requires Masters select a damage dealer with skills buffering all three color types, as support Servants included just for these couple effects is usually not worth the opportunity cost. Astute masters may also notice that Yui Shōsetsu's (diamond Caster) capabilities sound very familiar. Indeed, Larva/Tiamat (diamond Archer) is a stronger and less conditional party support in the majority of cases. Thankfully for Yui, her lower rarity, significant ⚡ NP Strength Up buffs, and some selfish defensive abilities all differentiate her from her five-star competitor. Yui Shōsetsu is also released over a year earlier.

Chapter 2

When to Roll and How Much

- 2.1 Types of Banners
- 2.2 Global Server Advice
- 2.3 Japanese Server Advice

Glossary

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| Action Point | The basic energy that limits how many nodes can be cleared in a day. Regenerates at a rate of 1 per 5 minutes 4 , 5 , 6 , 7 , 8 , 29 , 31 , |
| Append Skill | Additional passive skill effect that can be unlocked for a Servant using Servant Coins and then leveled as normal. Five-star Servants with one copy can unlock one Append Skill at Bond Level Six, but other Servant rarities are significantly more challenging to unlock 4 , 11 , 22 |
| Ascension | The breaking of any of the four natural breakpoints in a Servant's maximum level. The first Ascension unlocks the second skill of a Servant as well as another set of in-game artwork. Second Ascension does not unlock a skill or artwork. Third Ascension unlocks new artwork and the final primary Skill. Fourth Ascension unlocks the Final Ascension card artwork only visible in the Servant's view in the application or as an icon in a list 5 |
| Ascension Material | A colorful item, one of a great many, that is used to Ascend specific Servants but also find use in all forms of Skill Leveling and many Costumes 5 , 6 , 7 , 8 , 30 |
| Beast's Footprint | Item that boosts the Attack stat of a specific Card in a Servant's deck of five cards 3 , 29 |
| Costume | Spiritron Dress <i>see also</i> Spiritron Dress , 5 |

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| Craft Essence | An item that can be equipped to a Servant in battle, offering bonus stats to the equipped Servant and some other battle effect. Craft Essences feature a similar system to Noble Phantasm levels, Limit Break. Each Craft Essence can be Limit Broken with a duplicate Craft Essence up to four times, increasing the level cap of the Craft Essence. At the Max Limit Break (MLB) , the Craft Essence's effect gains a significant boost 5 , 6 , 7 , 8 , 9 , 10 , 11 , 12 , 18 , 22 , 30 , 31 , Critical Hit 10 , 11 , 12 , 15 , 16 , 21 , 22 , 23 |
| crit | |
| Crystallized Lore | A non-farmable material that can raise a Servant Skill from 9 to 10 5 , 9 , 29 |
| Fou Paw | Beast's Footprint <i>see also</i> Beast's Footprint, 3 |
| Fou | Hero Crystal <i>see also</i> Hero Crystal, 3 , 5 |
| Grailfront | A special fight where Masters and an NPC take turns moving around Servants across a board 9 |
| Grailing | Palingenesis <i>see also</i> Palingenesis, 4 |
| Hero Crystal | Item that applies to either the HP or Attack stats of a Servant, boosting it beyond the base value 3 , 5 , 29 |
| Holy Grail | A limited item given by completing story chapters, events, participating in Guaranteed Summoning Pools, Grail Casting, and other special giveaways 4 , 9 , 10 |
| Lore | Crystallized Lore <i>see also</i> Crystallized Lore, 5 , 8 , 9 |
| Master Level | An experience meter filled through completions of any node costing Action Points. Each Master Level brings expands capacity limits, including Action Point (AP) capacity, Party Costs , and Friend capacity. However, AP capacity and Party Costs improvements become much more infrequent at higher levels. Master Level can be raised to a maximum of 170 on Fate Grand Order (FGO) Global as of Friday 29 th August, 2025, with 180 slated for release in early 2027 30 |

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|---------------------------|--|
| Mystic Code | A costume that provides three Skills to the Master that can be used during battle. These Skills are leveled with Mystic Code Experience when the Mystic Code is worn in battle, and only one Mystic Code can be worn at a time 22 , 31 |
| Noble Phantasm Overcharge | A special mechanic that boosts certain effects of a Noble Phantasm. Overcharge defaults at one with 100% Noble Phantasm (NP) bar filled and can be increased up-to five through further filling the bar to 200% or 300%, receiving specific buffs from Servants and Craft Essences (CEs) , and by creating chains of NP . A NP Chain will provide one stage of additional Overcharge stages for every proceeding NP selected that turn in an unbroken chain 13 , 19 , 20 , 24 , 25 , 26 , 30 |
| Overcharge | Noble Phantasm Overcharge <i>see also</i> Noble Phantasm Overcharge , 13 , 19 , 20 , 24 , 25 , 26 |
| Palingenesis | The use of a Holy Grail to push a Servant's maximum level beyond its default maximums 4 , 29 |
| Party Cost | A restriction placed on Masters that limits the rarity of Servants and Craft Essences in a Party. Certain Master Levels reward increased Party Cost capacity, but with quickly diminishing returns 5 , 6 , 8 , 29 |
| Piece / Monument | The silver and gold Ascension Material used to Ascend the majority of Servants 5 , 7 |
| Quantum Piece | A basic currency used in small to large amounts in almost every upgrade operation in the game 5 , 6 , 7 , 31 |
| Servant Coins | A Servant-specific special resource obtained along with each copy of a Servant as well as a reward for Bond Levels. Event Reward Servants may also have coins in their Event Shop 4 , 5 , 28 |
| Skill Gem | A material class divided into three rarities and by Servant Class that is used to raise Servant Skills 6 , 7 |
| Spiritron Dress | An alternative card artwork and sprite for a Servant, optionally including additional voice lines, that is unlocked using a specific key and Ascension Materials 5 , 28 |

Acronyms

| | |
|-----|------------------|
| AP | Action Point |
| AQ | Advanced Quest |
| CE | Craft Essence |
| CQ | Challenge Quest |
| FGO | Fate Grand Order |
| FP | Friend Point |
| FQ | Free Quest |
| HP | Health Points |
| HQ | Hunting Quest |
| MC | Mystic Code |
| MLB | Max Limit Break |
| NP | Noble Phantasm |
| QP | Quantum Piece |