

Pending suggestions are in bright yellow, accepted changes are in gray	Name	★	Element	Class	Arena	Hunt	Abyss	Raid	Total Score	Recommended sets	Recommended Artifact	Alternate Artifact	Summary	Skills
	Judge Kise	5	Light		9.5	6	7	6	7.1	speed/crit speed/hit			The majority of Kise's usefulness is loaded into her S3, which has a very long cooldown. This makes her excel in arena, but suffer everywhere else. Outside of this she's a fairly generic, but slightly above average damage dealer.	
	Ruelle of Light	5	Light		9.5	7.5	7.5	8	8.1	ALL HP			Her S3 gives revive + invincible, making her really shine in arena, especially on defense. She's well rounded otherwise, but lacks AoE healing.	
	Maid Chloe	5	Light		9.5	6	7	7	7.4	ALL HP				
	Chloe	5	Ice		5	8	8	7.5	7.1	ATK/crit			One of convenient dps choices in Wyvern hunt, great against any boss with a fast attacker (flat 2% HP per attack under Magic Nail), her S3 multi is also super high (~700%) with Magic Nail and SB.	
	Krau	5	Ice		9.5	8.5	8	9	8.8	ALL HP HP/DEF				
	Luna	5	Ice		7	9.5	9	9.5	8.8	lifesteal/crit critD/crit			ONLY AVAILABLE IN KR SERVER AS OF NOW. She's a Lorina level all-round dps'er with avg 1.4 multi on s1 and 1.3 on passive. Top Wyvern killer that can enable you to 3 man Wyvern 10 fairly early. Her gearing is also convenient with 30% crit rate up.	
	Sez	5	Ice		9	7.5	7	8	7.9	ATK/crit speed/crit			Farmer, good pvp attacker, and decent at Wyvern 10.	
	Sigret	5	Ice		7	8	8	8.5	7.9	ATK/crit lifesteal/crit				
	Tywin	5	Ice		8	6.5	6.5	6.5	6.9	ALL HP HP/speed			He can be a good buffer of those who want to save 50% crit chance for more ATK/critD, such as WSchuri and Ludwig.	
	Yuna	5	Ice		9	7.5	6	8	7.6	ATK/crit speed/crit			Gains .5 - 1 rating when paired with C. Dominiel. She deals AoE on every attack and has useful team buffs, but her damage is underwhelming.	
	Diene	5	Ice		9.5	10	10	10	9.9	speed/DEF speed/HP			Diene isn't a healer. She just makes your party do everything better. She has solid base speed for a healer, and with Magaraha's Tome can outpace even your fastest assassins. Try to pair her with characters who have self healing.	
	Kise	5	Ice		9	8.5	9	9	8.9	speed/hit critD/crit			Wyvern Killer - Her skill delay is incredibly useful in all modes since it can be used against bosses, and can shut down pesky support characters like Diene in Arena. Note: For Wyvern, Dust Devil is a great artifact option due to her s1 property of bonus damage towards	
	Aramintha	5	Fire		7	9.5	8	9.5	8.5	ATK/hit lifesteal/hit				
	Cecilia	5	Fire		8.5	5.5	7	6.5	6.9	2HP/DEF 2HP/hit				
	Charlotte	5	Fire		6.5	7	7	7.5	7.0	ATK/crit lifesteal/crit				
	Haste	5	Fire		7.5	10	8.5	9.5	8.9	ATK/crit speed/hit			Top utility dps'er with high multi, reliable healing and best heal prohibiting. He can make Golem 10 and Wyvern 10 much easier. Also very helpful in Hell Raid to hinder the healing.	
	Ken	5	Fire		7.5	8.5	7	8	7.8	HP/crit lifesteal/HP				

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	Ravi	5	Fire		7	8.5	9	8.5	8.3	critD/crit ATK/crit counter/HP					
	Tenebria	5	Fire		8	6	5.5	6.5	6.5	speed/crit ATK/crit					
	Baal & Sezan	5	Fire		8	8	7	9	8.0	ATK/hit speed/hit					
	Kayron	5	Fire		8.5	7	7	7.5	7.5	ATK/crit lifesteal/HP					
	Basar	5	Earth		8.5	6	6	5	6.4	ATK/crit ATK/hit					
	Destina	5	Earth		8.5	8	8	9	8.4	speed/HP ALL HP					
	Iseria	5	Earth		7.5	8.5	9.5	9.5	8.8	ATK/crit speed/crit					
	Ludwig	5	Earth		8	6	5	5	6.0	ATK/crit critD/crit					
	Vildred	5	Earth		8.5	8.5	6.5	7.5	7.8	speed/crit ATK/crit					
	Yufine	5	Earth		9	8	8.5	7	8.1	ATK/crit			... Yufine also works really well with Tooth as her S3 and S1 are both single targets. Yufine works with hell cutter too! Tonfa if you'll use her for arena as well		
	Bellona	5	Earth		8.5	9.5	9.5	9.5	9.3	critD/unity speed/unity			There are various viable builds. She can center on crit dmg, which easily gives her equal of 3 maxed jokers on S1 at 237% critD, making her top fit in Abyss. She can also raise more stats on attack and speed to be a top Banshee killer and farmer (5 aoe in 7 turns, 3 with def break).		
	Arbiter Vildred	5	Dark		8	5.5	5	6	6.1	speed/crit ATK/crit					
	Dark Corvus	5	Dark		7	6	6	6	6.3	ALL HP counter/HP			Does well against stalling defense teams in arena, as with enough sustain, he will inflict "lethal damage" with his S3.		
	artial Artist Ken	5	Dark		10	9	9.5	10	9.6	ATK/crit counter/crit lifesteal/crit					
	Specter Tenebria	5	Dark		6	7.5	7	7	6.9	ATK/crit					
	Crimson Armin	4	Light		9.5	7	8.5	9	8.5	speed/DEF HP/DEF					
	Fighter Maya	4	Light		8	6	6	6	6.5	DEF/HP					

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	General Purrgis	4	Light		8.5	6	6.5	6	<b>6.8</b>	speed/Hit speed/crit			Mainly used in PvP due to his fantastic S3, but due to it's long cooldown, limits him in other modes.	
	Guider Aither	4	Light		7.5	9	8.5	9	<b>8.5</b>	ATK/crit speed/crit			A perfect fit for an all healer team since he provides great damage on top of consistent heals. Kal'adra is best used when paired with other debuffers so he can maximize the heal of his S3.	
	Wanderer Silk	4	Light		7.5	7	9	6	<b>7.4</b>	speed/hit speed/crit				
	Watcher Schuri	4	Light		10	6	6.5	5	<b>6.9</b>	critD/crit			A top attacker to one-shot anyone. Pairs well with characters who can boost crit chance, such as Tywin, to save more stats for def penetrating shot, also good for arena and abyss.	
	Angelica	4	Ice		7	9	10	10	<b>9.0</b>	speed/HP ALL HP			Top benefiter of Meta, arguably best healer in PvE. With her 100% coverage Immunity and reliable healing, she makes every stage of Abyss and Raid much easier, especially the Queen.	
	Clarissa	4	Ice		8.5	7.5	6.5	6.5	<b>7.3</b>	ATK/hit ATK/crit			Has massive damage potential in arena, in particular when used as a finisher after another attack. She's also a great farmer and good def breaker in PvE.	
	Crozet	4	Ice		5	5	6.5	5	<b>5.4</b>	DEF/hit 2DEF/HP			One of the few knights who'd prefer Hilag Lance over Aurius. Crozet is able to provide barriers to his wounded teammates. His awful speed makes it hard to activate further barriers (2 turn cooldown), but the lance helps with that.	
	Dominiel	4	Ice		7.5	7	7.5	7	<b>7.3</b>	ATK/hit speed/hit				
	Karin	4	Ice		8.5	9	8	8.5	<b>8.5</b>	critD/crit (Needs 100% critical chance)			Loses 1 rating when missing essential artifact. Great single target damage dealer who can chain several turns together.	
	Romann	4	Ice		7.5	5	5	5	<b>5.6</b>	ATK/hit speed/hit			The recommended artifact is essential for this character.	
	Rose	4	Ice		8	6	5.5	6	<b>6.4</b>	2HP/DEF 2DEF/HP				
	Zerato	4	Ice		6.5	5	5	5	<b>5.4</b>	ATK/crit speed/crit				
	Coli	4	Ice		8	6.5	5	7	<b>6.6</b>	speed/crit				
	Achates	4	Fire		8	9	9	8.5	<b>8.6</b>	speed/HP ALL HP			Top cleanser. With a 3 turn cd and candle, she can do cleanse with high frequency, working great against any debuff level e.g. Golem 10. In Raids she's kinda outshined by Immunity user but still a good choice.	
	Corvus	4	Fire		6.5	4.5	6.5	5	<b>5.6</b>	ALL DEF 2DEF/HP			Another tanky fighter, but provides support more than damage. Scales with defense, but takes a while to get warmed up.	
	Dingo	4	Fire		5	6	6.5	7	<b>6.1</b>	speed/crit speed/hit			A support fighter with lots of DoTs and debuff removal. Well rounded package for PvE, but lacks impact in PvP.	
	Maya	4	Fire		6.5	5	7	6.5	<b>6.3</b>	2HP/hit HP/DEF/hit				

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	Mercedes	4	Fire		3	3	3	3.5	3.1	ATK/crit					
	Schuri	4	Fire		8	8.5	8.5	8.5	8.4	speed/unity atk/unity				Top CR pusher in current meta, his kit can give 25% + (5%+1%)*4%*3*25% = 42% acceleration to the whole team with a maxed Rosa, if he's faster than other members it would be better. He also has the potential of great dps. 100% crit chance is needed.	
	Surin	4	Fire		6.5	9	8	7.5	7.8	ATK/crit ATK/hit			The recommended artifact is essential for Surin's performance.	She can easily stack 7+ levels of Bleed, a pretty good choice for Wyvern and some bosses weak to debuff.	
	Serila	4	Fire		5	7	7	7	6.5	ATK/crit				A good DPS choice and she has spamable s2 that heals herself.	
	Armin	4	Earth		7.5	7.5	8	7.5	7.6	2DEF/HP					
	Cidd	4	Earth		10	9	8	9	9.0	ATK/crit speed/crit					
	Leo	4	Earth		8	6	5	5	6.0	speed/crit speed/hit				Great for getting off an early AoE stun in PvP. Outside of that he has limited use. Useful with stun, but that's a one and done-Nitrox	
	Lots	4	Earth		7	8.5	8	8	7.9	2HP/DEF speed/HP					
	Purrgis	4	Earth		6.5	6.5	6	6.5	6.4	counter/HP counter/DEF				Counter-attack machine. What he does, he does really well. Only problem is he doesn't do anything aside from conditional AoE damage.	
	Rin	4	Earth		6.5	7.5	7	8	7.3	2HP/DEF 2HP/hit					
	Silk	4	Earth		7.5	8	8	8.5	8.0	speed/crit					
	Cartuja	4	Earth		4.5	6.5	6	6.5	5.9	ALL HP speed/HP				A decent supporter with def break on S1, his merit is that he can easily have high (45+) camping team.	
	Assassin Cartuja	4	Dark		9.5	8.5	9	9	9.0	lifesteal/crit speed/hit					
	Assassin Coli	4	Dark		9.5	7.5	7.5	7	7.9	speed/crit				R&L is amazing on her for PVP and PVE also. As she is so fast I find her procing it way more often than my other assassins due to sheer volume of attacks.	
	Auxiliary Lots	4	Dark		8	6.5	5	6.5	6.5	ATK/crit speed/crit					
	Blood Blade Karin	4	Dark		9	7	7	8	7.8	lifesteal/crit ATK/crit					
	Challenger Dominiel	4	Dark		9	9.5	9.5	10	9.5	critD/crit rage/crit				Massive damage potential, possibly the strongest single target damage in the game. Mostly due to her stacking effects from her first two skills, but also because her crit chance boost lets her build crit damage on necklace, and no need for speed boot.	

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	Shadow Rose	4	Dark		10	9	8.5	9	9.1	speed/hit					
	Shooting Star Achates	4	Dark		9	7	7	8	7.8	speed/DEF speed/HP					
	Celestial Mercedes	4	Dark		8	7.5	8	8.5	8.0	ATK/crit critD/crit			s2 scales dmg with enemy hp makes her viable in hunts, s3 is a strong ace that gives her readiness as well as a two turn attk buff, easily farmed formation bonus as well for party c.chance.		
	Assassin Cidd	4	Dark		9	8	8	8.5	8.4	speed/crit ATK/crit			This unit scales better in pvp as the enemy speed increases. Thrives in a meta where he can outspeed and shut down a single threat on the enemy team.		
	Arowell	3	Light		5	5	5	5	5.0	2DEF/HP 2HP/DEF					
	Celeste	3	Light		9	7	6.5	7	7.4	speed/crit ATK/crit			Top speed in game, really shines in Arena. Can be used to get off constant AoE attacks. Also one of the best farmer if you get her skill 2 to high level. Otherworldly Machinery is only available in KR.		
	Doris	3	Light		6	8.5	9	8.5	8.0	speed/HP			She is top tier for abyss and hunt because of her Def buff + sustain on S2, and massive 1target heal on S3. However her abysmal base speed (66 which is the slowest of all units in game) makes speed set and boot almost a must for her.		
	Elson	3	Light		5	6.5	6.5	6.5	6.1	speed/HP					
	Gloomyrain	3	Light		6.5	7	6	7	6.6	ATK/crit speed/crit					
	Gunther	3	Light		4	4.5	4	4.5	4.3	ATK/hit			In theory Gunther should be a powerhouse, but his poor damage ratios really keep him from reaching his potential. His entire kit is built around doing damage, but he doesn't do solid damage. Nothing more to see here.		
	Mirsa	3	Light		5	4	4	4	4.3	speed/hit speed/crit			Has low AD even for a unit with spd scaling and spd scaling is pitifully low, every single other rogue in the game is better than her raw output drag wise, in arena you can do some silence / evasion shenanigans with her but dmg is so low it isn't worth.		
	Rikoris	3	Light		6.5	6	5	5	5.6	speed/hit speed/HP			Kinda dead after the nerf, no continuous healing and cooldown=1 make him barely worthy for a position in team.		
	Kikirat	3	Light		6.5	5	5.5	7	6.0	ALL DEF 2DEF/HP					
	Aither	3	Ice		5.5	6	5	6	5.6	ATK/HP ATK/DEF					
	Taranor Guard	3	Ice		6	8	8	8	7.5	ATK/crit lifesteal/crit ALL Unity			Decent at early game and outstanding when invested in heavily. Can fill role as DPS with ATK or Lifesteal or debuff on Spdmit. His S2 boosts team CR by up to 25%. This skill frequently changes the battle table completely.		
	Alexa	3	Ice		5	6	8	5	6.0	critD/crit (Needs 100% critical chance)			Has amazing DPS, but only on her S1, and water already has Sigret, Karin, and Sez. S2 does have 4 ticks of Poison, useful against Fire Bosses Karis fails to land debuffs on.		
	Enott	3	Ice		1	6	6	3	4.0	ATK/hit					

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	Jena	3	Ice		1.5	2	1.5	1	1.5	ATK/hit					
	Mistychain	3	Ice		6.5	7	7	6	6.6	lifesteal/crit ATK/crit			Wyvern Killer - AoE heal for the team while also doing competent single target damage. Her debuffs are ideal against bosses. She lacks AoE damage and is fragile, but her ability to revive fallen allies (via a preemptive buff) can help out in a pinch.		
	Montmorancy	3	Ice		3	4.5	4.5	6.5	4.6	speed/HP			Rima is actually pretty strong if invested heavily and manual, her self cd reduction on S1, 117 base spd and dual-atk can make her skill spammable. High freq -3 cd on s3 is also great, kinda like a mini Iseeria.		
	Rima	3	Ice		4.5	4	4	4	4.1	speed/unity speed/crit			The recommended artifact is essential for		
	Taranor Royal Guard	3	Ice		2.5	6.5	5.5	5	4.9	ALL HP			Great at removing buffs, and has built in healing, but other than that is a very basic tank.		
	Bask	3	Ice		5	6	7.5	8	6.6	ALL HP speed/HP			Great at maintaining buff control in a difficult fight. That's his entire purpose. That aside, he's an above average tank with decent damage.		
	Carmainerose	3	Fire		5	8	8	8	7.3	ATK/crit speed/crit lifesteal/crit			Golem killer. Low stats but self-sufficient character with various utilities. Very good accessible fire mage. Also good at Wyvern with her extra Def up.		
	Hazel	3	Fire		6	7	5.5	7.5	6.5	ATK/crit					
	Nemunas	3	Fire		6.5	8	6	5	6.4	critD/crit					
	Ras	3	Fire		5	5	6.5	5	5.4	2HP/DEF					
	Tieria	3	Fire		3.5	4.5	4	4	4.0	speed/crit critD/crit					
	Azalea	3	Fire		6.5	6	5.5	6	6.0	speed/HP ALL HP			Average Fire dps with buff removal.		
	Butcher Corps Inquisitor	3	Fire		5.5	6	5	5	5.4	ATK/HP ATK/crit			A very generic mage with decent damage on her S3, but does little else. Her passive encourages you to build her as a tank, even though she has no scaling with HP or DEF. She loses a lot by not having a second active skill.		
	Carrot	3	Fire		5	6	5	6	5.5	ATK/HP ATK/crit			Decent opening char for PVP due to 3s, followed with stun on next turn. Fails at doing damage.		
	Judith	3	Fire		9	5.5	5.5	5.5	6.4	speed/hit					
	Kiris	3	Earth		2	8.5	9.5	5	6.3	speed/hit speed/HP			One of the best character for Abyss. Golem killer. She can cheese many of hard Abyss levels.		
	Adlay	3	Earth		5.5	5	5	5	5.1	ATK/hit ATK/crit			As his background says, he's ordinary. You can build him as a stun mage or for damage, since the CR gain from his S2 is pretty nice. Has very niche use in arena.		

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	Falconer Kluri	3	Earth		10	9.5	9.5	10	<b>9.8</b>	speed/hit speed/unity			10 in Arena defense. Great team utility, covers several roles. Top def breaker, part healer, part CR support, full time tank. Also is easily the fastest tank in the game, helping to build up soul faster.	
	Helga	3	Earth		5	6.5	7	5	<b>5.9</b>	speed/hit			She's anatk buffer alternative besides Hazel for those have no Diene, also with def break on her S1.	
	Jecht	3	Earth		7	7.5	6.5	7.5	<b>7.1</b>	speed/HP			Wonderous Potion vial for passive, and a HoT on his S3, but his poor speed and lack of burst heal makes him a bad fit for arena.	
	Kluri	3	Earth		5	4	4	4.5	<b>4.4</b>	speed/HP			For having such a great class change, her base version is pretty pitiful. Just grin and bear it until you unlock her true potential.	
	Mucacha	3	Earth		5	5	5	6.5	<b>5.4</b>	speed/hit speed/crit			With investment, Mucacha can be an option for a DEF Breaker (speed/hit) or DPS (speed/crit) while bringing a +8 Speed buff to your party at SSS.	
	Pearlhorizon	3	Earth		6	3	5	5	<b>4.8</b>	speed/hit			An average damage dealer with some AoE and several debuffs. Her S3 has a 100% chance stun for 1 turn, which also does 20% max HP damage to one sleeping target, but since most bosses don't sleep would be difficult to execute.	
	Roozid	3	Earth		6.5	6	5.5	6	<b>6.0</b>	speed/hit speed/crit			Absurd skill ratio, and poor base speed for a thief. He's as generic as a speed based character can get, with a mildly useful S3.	
	Church of Ilryos Axe	3	Dark		9	8.5	9	9	<b>8.9</b>	lifesteal/crit ATK/crit				
	Commander Lorina	3	Dark		6.5	8	8.5	8.5	<b>7.9</b>	ATK/crit lifesteal/crit				
	Lorina	3	Dark		7	9	9	9	<b>8.5</b>	ATK/crit lifesteal/crit			Top general dpsr that is available for everyone. She has a passive modifier of 1.75, making her S1 300%+ per hit, as high as many chars' S3. She has good burst with ult and elemental advantage in Raid, also highest camping ability (easily 40+), making her a top choice for Raid.	
	Pyllis	3	Dark		6.5	8	8.5	8.5	<b>7.9</b>	ATK/crit lifesteal/crit				
	Wanda	3	Dark		8.5	7	8.5	9	<b>8.3</b>	2DEF/HP 2DEF/hit			She is commonly used in Wyvern team comps because of her S2. This is because Wyv stage 1-8 requires one active debuff on the Wy to prevent it from attacking twice, and in 9 and 10, you are required to have at least 2 active debuffs on the Wy.	
	Hurado	3	Dark		6.5	6	5	5.5	<b>5.8</b>	speed/hit ATK/hit			Does counter buff heavy teams extremely well. She may be that he gains his turn so fast, he may have to dispel only the first of the 2-3 steps of enemy buff combo. He also makes heals half effective, making Destina torturing impossible.	
	Otilie	3	Dark		8.5	2	5	5	<b>5.1</b>	speed/hit ATK/hit			Reduces AoE damage you take. Other than that is a very generic anti-buff mage. Could be useful in raid though.	
	Requiemroar	3	Dark		5	6	6	6	<b>5.8</b>	ATK/hit speed/hit			Gives teamwide lifesteal and combat readiness, while employing various debuffs. Great support who can be built a variety of ways. Note: No matter what else you do, her S1 needs tanky substatus/masterstate. She is very squishy and can be easily killed in high level PvE.	
	Sven	3	Dark		8.5	8.5	8	8.5	<b>8.4</b>	speed/hit ATK/crit 2HP/DEF			Has Potential. At max skill his invincibility rests at 4 turns instead of 8. He needs heavy investment to really shine, but he loses a lot of his viability after awakening his S3 - which actually loses damage.	
					7.5	5	6	5	<b>5.9</b>	lifesteal/crit				