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In Dissidia: Final Fantasy, Gabranth appears as an unlockable character representing Final Fantasy XII. Gabranth is a very special unit in that his abilities drastically change when he goes into EX mode. Outside of EX mode, Gabranth has no HP attacks other than EX Charge and is relatively weak in every aspect. However, once he enter EX mode, his attacks become MUCH STRONGER, so much so that it makes every other character's EX mode pathetic in comparison. His attacks become stronger, faster, and more effective. His stats also go up to wazoo and becomes practically a god of war. During EX mode, you gain access to some of the most powerful attacks in the entire game including Dual Rend and Innocence (midair).

Playing Gabranth well requires plenty of strategy. His Accessories, Summons, Weapons, and Abilities can drastically improve his ability to reach EX mode and scathe the battlefield. This guide is here to teach you the art of Gabranth and how to play him properly. Not only that, but I will show you some builds to make Anti-EX builds safer to play against.

I hope you find this guide useful and entertaining. I know this guide may look extremely long in length and it may be better to read the whole thing in multiple sittings rather than one. But if anything, I do hope you do read the whole thing because all the stuff in this guide put together should not only improve your skills with Gabranth but your skills as a player overall. Now, read on! There is much to cover and not much time... or a lot of time... or a moderate amount of time to finish it... Anyways...

Key:

- > * (O) = Circle Button
- > * ([)] = Square Button
- > * (/ \) = Triangle Button
- > * (X) = Cross Button
- > * (R \) = Right Trigger
- > * (/L) = Left Trigger

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I. Unlocking Gabranth
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To unlock Gabranth, you must first complete Shade Impulse 4 to unlock the Distant Glorys chapters. From here, you must beat Distant Glory: Redemption of the Warrior. Upon completing this story, you will unlock Gabranth to show up in the PP Catalog. He costs 1,000 PP to unlock and an additional 300 PP for his alternate look (which makes his armor extremely black yo!).

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II. General Statistics and Leveling Charts
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This section will cover the basic stats of Gabranth as he levels as well as when he learns his abilities, whether they are Action, HP Attacks, Extras, etc.

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>> Chart: Gabranth's Stats Lv1-100
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Level	HP	CP	BRV	ATK	DEF	LUK
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1	1000	350	95	9	10	10
5	1242	354	118	13	14	12
10	1545	359	147	18	19	15
20	2151	369	205	28	29	20
30	2757	379	263	38	39	25
40	3363	389	320	48	49	30
50	3969	399	378	58	59	35
60	4575	409	436	68	69	40
70	5181	419	493	78	79	45
80	5787	429	551	88	89	50
90	6393	439	609	98	99	55
100	6999	450	667	108	109	60

Gabranth has pretty average stats all around. Although considering all characters have the same stats by level 100, excluding ATK and DEF, there really isn't much to compare.

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>> INFO: Abilities Learned by Level
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{{ Bravery and HP Attacks }}

Level	Ability	Ability Type
1	Aero (ground)	Bravery Attack (EX-Mode)
1	Aero (midair)	Bravery Attack (EX-Mode)
1	Circle of Judgment	Bravery Attack
1	Enrage	Bravery Attack
1	EX Charge (ground)	HP Attack
1	EX Charge (midair)	HP Attack
1	Hatred	HP Attack (EX-Mode)
1	Innocence (ground)	HP Attack (EX-Mode)
1	Sentence (ground)	Bravery Attack
1	Vortex of Judgment	Bravery Attack (EX-Mode)
3	Lunge	Bravery Attack
6	Sentence (midair)	Bravery Attack
10	Rapture	Bravery Attack (EX-Mode)
16	Relentless Lunge	Bravery Attack (EX-Mode)
23	Innocence (midair)	HP Attack (EX-Mode)
30	Dual Rend	Bravery Attack (EX-Mode)
38	Guilt	HP Attack (EX-Mode)

{{{ Action, Support, and Extra Abilities }}}}

Level	Ability	Type
1	Ground Evasion	Action
1	Midair Evasion	Action
1	Ground Block	Action
1	Midair Block	Action
1	Aerial Recovery	Action
1	Free Air Dash	Action
1	Always Target Indicator	Support
1	EX Core Lock On	Support
4	Air Dash	Action
7	Speed Boost	Action
mastery	Speed Boost +	Action
mastery	Speed Boost ++	Action
11	Auto Recovery	Support
11	Auto Chase	Support
15	Auto EX Burst	Support
15	Auto EX Command	Support
18	Reverse Air Dash	Action
21	Jump Boost	Action
mastery	Jump Boost +	Action
mastery	Jump Boost ++	Action
25	EX Critical Boost	Extra
mastery	Disable EX Crit. Boost	Extra
26	Auto EX Defense	Support
29	Reverse Free Air Dash	Action
32	Recovery Attack	Action
32	Controlled Recovery	Action
35	Riposte	Extra
mastery	Disable Riposte	Extra
39	Jump Times Boost	Action
mastery	Jump Times Boost +	Action
mastery	Jump Times Boost ++	Action
40	Omni Air Dash	Action
43	Sneak Attack	Extra
mastery	Disable Sneak Attack	Extra
47	Physical Shield	Extra
50	Magic Shield	Extra
53	Multi-Air Slide	Action
mastery	Multi-Air Slide +	Action
57	Midair Evasion Boost	Action
60	Bravery Regen	Extra
64	Evasion Time Boost	Support
67	First Strike	Extra
mastery	Disable First Strike	Extra
71	Concentration	Extra
mastery	Concentration+	Extra
mastery	Concentration++	Extra
74	Cat Nip	Extra
mastery	Disable Cat Nip	Extra
78	Anti-EX	Extra
mastery	Disable Anti-EX	Extra
81	Achy	Extra
mastery	Achy+	Extra
85	Counterattack	Extra
mastery	Disable Counterattack	Extra
88	Gambler's Spirit	Extra

mastery	Disable Gambler's Sp.	Extra
92	Back to the Wall	Extra
mastery	Disable Back to the W.	Extra
95	Precision Jump	Extra
98	Snooze and Lose	Extra
100	EXP to HP	Extra
100	EXP to Bravery	Extra
100	EXP to EX Force	Extra

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 III. Bravery Attacks
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Gabranth has a nice selection of Brave Attacks for both midair and ground combat. However, in EX Mode, his options become even more expansive. Some of his EX Brave attacks can wreak havoc on the battle field like Enrage, Rapture, and Duel Rend, causing the foe not only a lot of hurt, but an inescapable doom.

Here is how each ability will be explained:

B-----H
 | Name of Attack |
 V-----P

CP(N): Amount of CP without mastery.

CP(M): Amount of CP with mastery.

AP(M): Amount of AP to master it.

Effect: What it does.

Attack Properties: Things such as Wall Rush, Guard, and Pull-in

Combo: The buttons pressed to do the combos involved.

Notes: About the abilities overall usefulness.

Rating: Rating of usefulness out of 10.

=====
 <<Normal Ground>>
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A nice thing about almost all of Gabranth's attacks is they have a very fast lunge at the start making just about every attack a Mid range attack. This allows for more distanced attacks, even for the most basic of moves. Since this section talks about Gabranth's normal attacks which are comparably weak to almost every attack in the game, I will be rating them under the terms of their category.

B-----B
 | Lunge |
 V-----V

CP(N) : 20

CP(M) : 10

AP(M) : 120

Effect: [Mid] Charging attack. Slow launch, approaches foe.

Attack Properties: Map Break

Combo: (O)

Notes: This a highly predictable move imo. Being so, it is very easy to block. However, it does work as a counterattack nonetheless. For 10 CP, you may want to tack this on just for more attack options, but overall, it is only a sub par move at best. In terms of ground attacks outside of EX Mode, Sentence is a much better option in about every way possible. Lunge is cool and all but just not very effective. If it does land, it does do good damage though.

Rating: 6.0/10

B-----B
| Sentence (ground) |
V-----V

CP(N): 20
CP(M): 10
AP(M): 120

Effect: [Mid] Swift slicing with linked weapons. Can close in on foe.

Attack Properties: Map Break

Combo: (O) + (O)

Notes: This is a good move for Gabranth outside of EX Mode. It is a great counterattack when followed after a successful block and can knock the foe back a fairly good distance clearing some space for you to EX Charge. It does good damage, has a fast approach, and is an overall solid move. It is a little predictable at times so I don't recommend just going out and attacking outside of EX Mode. I find it safer to rely on blocks followed by counterattacks with this move.

Rating: 8.5/10

=====
<<Normal Aerial>>
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These are Gabranth's aerial attacks outside of EX Mode. Being so, I will be ranking them based on their overall usefulness in those circumstances.

B-----B
| Circle of Judgment |
V-----V

CP(N): 20
CP(M): 10
AP(M): 180

Effect: [Mid] Spin; create vacuum wave. Can aim with the analog stick.

Attack Properties: Move OK, Pull-in, Map Break

Combo: (O)

Notes: This is an okay move, but it is really easy to block. Being a move that sucks foes in, it is better used from above when you think the opponent is going to rush up towards you with a jump, dodge, or air dash. It does decent damage but it just isn't all that amazing in action. I still recommend having this for more attack options outside of EX Mode, just be really careful when

using it. Practice with it and see where it is most effective for you. That is my best advice.

Rating: 6.5/10

B-----B
| Sentence (midair) |
V-----V

CP(N): 20
CP(M): 10
AP(M): 180

Effect: [Mid] Swift slicing with linked weapons. Can close in on foe.
Attack Properties: Map Break
Combo: (O) + (O)

Notes: Just about as useful as it's grounded version. Again, same strategy applies here. Guard then counterattack is most effective way to use this move. It does have some good knock back (no wall rush though), so use that to your advantage to gain some space to EX Charge for a second or two before the opponent recovers. Decent damage and fairly fast approach. Remember, it has mid range distance so it covers a fair amount of distance in the initial attack.

Rating: 8.5/10

=====
<<EX Mode Ground>>
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In EX Mode, Gabranth gains a much larger pool of attacks to choose from. Additionally, they are very very fast and powerful moves with amazing range and insane approach speed.

B-----B
| Aero (ground) |
V-----V

CP(N): 20
CP(M): 10
AP(M): 140

Effect: [Long] Generate tornado. Slow speed, long duration.
Attack Properties: Pull-in, Map Break, Chase
Combo: (O)

Notes: This is Gabranth's only long range bravery attack, and being so, it is only decent at best. It has a very long start up time, but if you can get it to connect with the opponent, it's going to deal some pretty massive damage. It has some good Vertical range, but not too much. Overall, this move isn't something you need to have in your arsenal. Sure it is powerful, but is just too slow and hard to hit with. If that isn't enough, this move is super duper easy to block... If you do know a way to make this a bit more useful, I would like to know... Besides all the flaws, it is a sub par move overall, just not a very reliable one...

Rating: 5.5/10

B-----B
| Enrage |
V-----V

CP(N) : 30
CP(M) : 15
AP(M) : 140

Effect: [Mid] Quick slash w/shortsword. Slash with each button press.
Attack Properties: Map Break, Wall Rush on last attack
Combo: (O) + (O) + (O) + (O) + (O) <-- Wall Rush

Notes: This is Sentence on steroids. This move not only has an insane start up speed, but also some amazing range. The start of the attack lunges towards the opponent with pretty incredible speed. Sure you can block the attack, but it requires some pretty good intuition and skill. Once you get a hit in the attack the combo will keep going and going and going and going and then BAMM!!! Wall Rush. This attack is a great counterattack for the ground game as well as your for your standard aggressive attack. Amazing damage, great speed, fast approach, and incredible mid range distance. A very good Bravery attack. It also is a good starter for a Dual Rend Wall of Pain.

Rating: 9.5/10

B-----B
| Relentless Lunge |
V-----V

CP(N) : 30
CP(M) : 15
AP(M) : 140

Effect: [Mid] Charge up to 3 times by pressing button.
Attack Properties: Map Break, Chase on third hit.
Combo: (O) + (O) + (O) <--Chase

Notes: Again, like Lunge on steroids. This is a very very powerful attack in terms of damage. It does have a slower start up time, but if you can compensate for it and land one of the three hits, it is well worth it. When you feel you can catch the opponent off guard with this attack, do it. If it connects, they are in for a world of hurt. The biggest downside to this move is that it is fairly easy to block if you see it coming. Because of this, it isn't a move that should be spammed or used too close to the foe. Also, don't feel obligated to use all three charges. If you think you have no chance of landing a hit after the first charge, don't continue, you're just wasting time as well as leaving yourself open for an easy attack for your opponent. Overall, high risk, high reward attack with flaws that make it an easy move to block and land a counterattack with. Do know that this move can be Dodge Canceled, so use it when the time is right. Be careful with this one and don't rely on it as your main ground attack.

Rating: 6.5/10

=====
<<EX Mode Aerial>>
=====

B-----B
| Aero (midair) |
V-----V

CP(N): 20
CP(M): 10
AP(M): 140

Effect: [Long] Generate tornado. Slow speed, long duration.
Attack Properties: Pull-in, Map Break, Chase
Combo: (O)

Notes: Basically the exact same thing as Aero (ground). Either way, the move is strong and long range but it is also really slow, easy to avoid, and overall just an okay move. There is nothing special about this move. This is made any better by the fact that Gabranth's other Aerial moves are insanely good. With Dual Rend and Rapture, Aero just doesn't compare. I honestly don't recommend wasting the CP for this move, even if it is only 10 Mastered. Because it pales in comparison to Gabranth's other Aerials, it is absolutely horrid.

Rating: 0.5/10

B-----B
| Dual Rend |
V-----V

CP(N): 30
CP(M): 15
AP(M): 140

Effect: [Mid] Quick slash w/shortsword. Cut long distance in one bound.
Attack Properties: Map Break, Wall Rush
Combo: (O)

Notes: This move is more than good, it is broken! Dual Rend not only is a very very very fast attack but it has the ability to bypass someone who dodges too early. Since the attack does a quick one two then a extended three, it has the ability to punish foes who either dodged the wrong way or a little too early. Basically if they do dodge it, they might be able to avoid the first attacks but also could fall victim to the last hit which comes with a nasty Wall Rush. Also, if the opponent doesn't have Midair Evasion Boost or Evasion Time Boost, the attack is still fairly likely to hit despite the dodge. Dual Rend is very hard to predict thus hard to block and avoid. It has an amazing initial lunge and incredible damage. What really makes this move so good is the fact it is so easy to punish opponents who make a wrong move. With the Wall Rush in the mix, this move is likely Gabranth's best move. If you don't use this move, you are missing out. Dual Rend also RAPES CPUS LIKE NO TOMORROW! CPUs have a lot of trouble with this move and can quickly fall into it's deathly Wall of Pain if they mess up. Sure, it is possible to block and avoid this move, but it takes quite bit of practice and skill. Dual Rend is also a great move to short hop with, further increasing it's deadliness. If you don't know what or how to Wall of Pain or Short Hop, head to the Advanced Techniques section (XIV). This is an amazing move, but don't overuse it, as foes will catch on quickly. Just make sure to use it when the timing is right and the foe is in the perfect position for utter pain! This move is a signature Gabranth move that is too good not to use.

Rating: 10/10

B-----B
| Rapture |
V-----V

CP(N) : 30
CP(M) : 15
AP(M) : 140

Effect: [Rise][Dive] Pierce opponent. Direction depends on position.
Attack Properties: Map Break, Wall Rush
Combo: (O)

Notes: Another amazing move like Dual Rend... Well, maybe a little less dangerous. Rapture does an absolutely wonderful amount of damage. The attack begins with a lunge w/ attack slanting either up or down depending on the foes position and then at the end of the first lunge make a final lunge with a swing that does a Wall Rush. It is possible to do a Wall of Pain with this move, but you have to get the foe in a real corner. The damage done if this hits is substantial. This move is a little easier to block and dodge than Dual Rend, but this move is a much more dangerous and unpredictable when short hopped. Remember that since this is a dive/rise move, it makes for good interceptions from above and under the opponent. Use this to your advantage and have fun with Rapture. Either way, this move is a very very good attack and should be used for sure on any and every Gabranth.

Rating: 9.5/10

B-----B
| Vortex of Judgment |
V-----V

CP(N) : 30
CP(M) : 15
AP(M) : 140

Effect: [Mid] Create 3 Vacuum waves. Can aim with the analog stick.
Attack Properties: Pull-in, Magic Block, Map Break, Chase on third hit
Combo: (O) + (O) + (O) <-- Chase

Notes: Yes, this move does deflect magic projectiles (but not things like Emperors Flare...) making it a great pseudo-magic block attack. Again, like Circle of Judgment, Vortex of Judgment can be blocked if not used very well. So it makes best use on approaching foes from above or beneath, not as a standard "I'm going to air dash to you and attack" move. The third attack does more damage than the first two and can allow you to lead a chase (if you like chase that is). This move is faster than Circle of Judgment, making it a bit easier and more reliable than before. Therefore, this attack does deserve some use and is by no means a bad move. It just takes correct timing, good intuition, and most of all, practice. Awesome aerial move for Gabranth, just a more defensive one than the others.

Rating: 8.5/10

Gabranth cannot use EX Attacks outside of EX Mode. However, he can use moves like EX Charge to fill his gauge faster. When in EX Mode, his HP attacks are quite devastating and have a possibility if used right to hit more than once in a single attack (which helps recover Bravery faster). Moves like Innocence and Guilt are not only powerful, but some of the best HP moves in the entire game!

=====
<<Normal Ground>>
=====

H-----H
| EX Charge (ground) |
P-----P

CP(N): 20
CP(M): 10
AP(M): 300

Effect: Charge EX Gauge by holding button.
Attack Properties: Fills EX Gauge
Combo: ([])

Notes: Okay, so this move isn't an attack. As you probably know by now, outside of EX Mode, Gabranth has no real way to deal HP damage other than from Chases. Instead, we have EX Charge. This allows you to fill up your EX Gauge faster so you can enter EX Mode. This move does have a small amount of downtime as soon as you stop holding ([]). This means you have to know when to stop charging as an opponent starts to get close or is planning an attack, otherwise your in for some hurt. The trick to EX Charging is keeping a distance and charging whenever you can even if it is for a split second. It takes practice to use EX Charge in intense fights but as soon as you reach EX Mode, everything should be fine. If you encounter a fight where you just can't get in a charge, use blocks and counterattacks to gather EX force instead.

Rating: 10/10

=====
<<Normal Aerial>>
=====

H-----H
| EX Charge (midair) |
P-----P

CP(N): 20
CP(M): 10
AP(M): 300

Effect: Charge EX Gauge by holding button. Canceled when you touch the ground.
Attack Properties: Fills EX Gauge
Combo: ([])

Notes: Again, the same thing as above. The only thing you need to look out for in this version is how far you are to the ground and/or if there is a trap bellow (like the stuff that makes you transport to the stage with decrease Bravery if you don't escape fast enough). Because it is canceled when you reach the ground, it is usually a good idea to keep your downward falling speed to as minimal as possible, so stop every so often to reset the speed. If you do fall

into a vortex trap, you can either continue to charge and see if you can fill that EX Gauge while losing Bravery (sometimes a good choice) or to get out. Other than that, everything from before applies here.

Rating: 10/10

=====
<<EX Mode Ground>>
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Once in EX Mode, Gabranth gains access to his EX HP Moves. Many of these attacks have blocking properties to keep incoming foes at bay if they wait too long to intercept the attack.

H-----H
| Guilt |
P-----P

CP(N) : 40
CP(M) : 20
AP(M) : 300

Effect: [Mid] Thrust sword; set off large explosion at sword tip.
Attack Properties: Pull-in, Magic Block, Map Break
Combo: ([])

Notes: This is basically Lunge that cannot be blocked (because of guard crush) and if it hits the opponent will take massive damage then will get caught in a huge explosion causing HP damage. This move is pretty good overall, but can be predictable as well. If you are super close to the foe, they likely won't have time to escape the attack, but if you try to hit them from it's max range (which is pretty far really, you're likely to miss). If it hits however, it is going to be one hell of an attack as the initial lunge does ridiculous amounts of damage. It also has the magic block property, so if an opponent tries to attack with magic while you are lunging, it's going to be blocked (I also think it can block some magic HP Attacks as well) and maybe turn into a counter. The game doesn't say it but it can also block many physical attacks as well, but not all of them and not very well usually. I recommend this attack for the ground more than Innocence (ground) as Innocence (ground) is really easy to dodge if you're distanced enough. The true power of this move, however is it's a Guard killer. By this I mean that it absolutely rapes players who are in a guard. Watch for opponents when they guard on the ground, and if they do, use this move and watch them explode. Overall, a solid HP attack, but if the initial lunge misses, it's rare for the opponent to get caught in the ending explosion, but then again I've seen it happen more than once so don't second guess yourself just yet.

Rating: 8.5/10

H-----H
| Innocence (ground) |
P-----P

CP(N) : 40
CP(M) : 20
AP(M) : 180

Effect: [Long] 4 sword shockwaves fly toward foe at high speed.

Attack Properties: Magic Block, Wall Rush, Map Break

Combo: ([])

Notes: Innocence (ground) is a good move, especially when used fairly close to the opponent. However, the further away the foe is, the easier it is to dodge. Because of this, Innocence (ground) is a generally easy move to avoid on the ground. But this doesn't mean the move isn't good. It is great move to use when an opponent is firing magic projectiles because it blocks them from hitting you and it may in fact hit the opponent if they had just finished using the attack. It has the ability to stop SOME magic HP attacks, but not all. The attack has a fairly average start up time, so it isn't the fastest HP attack. Beyond all it's flaws, it has many pros as well. Other than the magic block, Gabranth follows the enemy as the attack goes on so each shockwave will shoot in the direction he or she is at that exact moment (kind of like a tracking system). The shockwaves also travel fairly fast and will definitely make the foe distance themselves from you. Lastly, it does wall rush when it hits so expect about x1.5 the usual HP damage when hitting with this. Overall, another solid HP attack. In general, this attack is actually fairly good compared to other characters attacks and isn't a move to ignore either.

Rating: 8.0/10

=====
<<EX Mode Aerial>>
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H-----H
| Hatred |
P-----P

CP(N) : 40
CP(M) : 20
AP(M) : 180

Effect: [Mid] Emit shockwave. Can aim with the analog stick.
Attack Properties: Move OK, Pull-in, Wall Rush, Map Break
Combo: ([]) (can hold)

Notes: Hatred is hard move to use well. First off, it's range is, imo, less than mid-range, so it is best used fairly close to the opponent. It is hard to connect with as well imo. However, beyond that, this attack is super fast and can be held to gravitationally pull the opponent towards you and release to attack. Either way, this is Gabranth's fasted HP attack. Being so, it is the best close range aerial HP attack. It takes some practice to get used to it, but it can be pretty effective once you've gotten the hang of it. It also does Wall Rush, which is nice, and you can move around while holding down ([]) (but not like air dash fast or anything). Overall, yet another solid HP attack that works best in close range.

Rating: 7.5/10

H-----H
| Innocence (midair) |
P-----P

CP(N) : 40
CP(M) : 20
AP(M) : 180

Effect: [Long] 4 sword shockwaves fly at foe in high-speed arc.

Attack Properties: Move OK, Magic Block, Wall Rush, Map Break

Combo: ([])

Notes: Innocence (midair) is a very good move. When your high in the air while opponent is under you, this move can be highly effective. The waves that Gabranth creates not only arc downward but have better tracking than the ground version of Innocence and they are amazingly harder to avoid. If you are in a reachable range of this attack, you will be hit. To avoid this attack you either have to be horizontal far off, behind the point where Gabranth throws the shockwaves from below or extremly close and dodging to the far right or left. This attack is also fairly effective close range when there is little space to move. One thing you need to watch out for is being to close to the ceiling of the stage. If you are, the initial arc of the waves will hit the roof and go no further. This move also has great magic blocking abilities and pretty much shields you from any close range attacks as the swings of Gabranth's sword also can deal HP damage not just the waves. Overall, much better than it's ground cousin and one of the best HP attacks in the game imo. It does take some practice to understand how the attack works and get the hang of its awkward attack pattern. However, once you get it down, you'll use this move all the time. Enjoy!

Rating: 9.5/10

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V. Action Abilities
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This section will go through each Action Ability and provide advice as to which ones are hot and which ones are not. Here is how the layout will work...

A-----A
| Name of Action Ability |
C-----C

CP(N): Amount of CP without mastery. Every slash refers to the next ability on the title.

CP(M): Amount of CP with mastery. (read above for slash reference)

AP(M): Amount of AP to master it.

Mastery Bonus: What abilities stem from it being mastered.

Effect: What it does.

Notes: About the abilities overall usefulness.

Rating: Rating of usefulness out of 10.

A-----A
| Ground and Midair Evasion |
C-----C

CP(N): 10/10

CP(M): 5/5

AP(M): 60/60

Mastery Bonus: N/A

Effect: Allows the character to dodge using (R\ + (X) + direction.

Notes: This is a must have ability. If you don't have this equipped you are truly not very good at this game. Dodging is much more reliable than blocks and actually can defend you from an HP attack. Of course, good timing and practice are crucial for this ability. Every character should use these. One thing to note is that you can jump over a person by dodging towards them when on the ground which leaves them both open for both a Sneak Attack and a Counterattack.

Rating: 10/10

A-----A
| Ground and Midair Block |
C-----C

CP(N): 10/10
CP(M): 5/5
AP(M): 40/40
Mastery Bonus: N/A

Effect: Allows the character to block using (R).

Notes: Another must have ability. Blocking is not an easy skill to master, but once you do, it makes huge difference in your performance. Blocking is especially crucial for Gabranth when he is outside EX-Mode as his attacks are fairly slow and low priority. Because of this, it is good to be able to block attacks and counterattack back. Not only does blocking protect you from many attacks, it also gives EX Force on a successful guard, which is more than enough of a reason for Gabranth to use it.

Rating: 10/10

A-----A
| Aerial Recovery and Recovery Attack |
C-----C

CP(N): 10/20
CP(M): 5/10
AP(M): 80/120
Mastery Bonus: N/A

Effect (Aerial Recovery): While tumbling through air, break fall with (X)
Effect (Recovery Attack): While tumbling through air, break fall and attack with ([]) or (O)

Notes: Some people enable Aerial Recovery so they can use Recovery Attack and Controlled Recovery (discussed later). If you plan to use any one of those abilities, you must enable this. Personally, I don't understand Recovery Attack. If you are flying away from the opponent, how is a brave or HP attack going to hit unless it was ranged or something? Gabranth has no use out of Recovery Attack, but if you want to use Controlled Recovery, Aerial Recovery is a must have. Otherwise ignore it and use Auto Recovery. It costs 5 CP when mastered.

Rating: AR 10/10 | RA 3.0/10

A-----A

| Air Dash and Reverse Air Dash |
C-----C

CP(N) : 10/10
CP(M) : 5/5
AP(M) : 100/100
Mastery Bonus: N/A

Effect: While quickmoving press (/\\) to dash towards or away from the target.
Holding the button extends the range.

Notes: First off, you can only have one of these equipped at once. Second of all, Free Air Dash is a million times better than this. Overall, I never find it all that useful. However, if you use Free Air Dash, you may consider Reverse Air Dash make more options available if you can't use Omni Air Dash (which most people can't anyways). Overall, not a must have but still useful in its own right if you want one of these on. It does become pointless if you equip Free Air Dash with an Air Dash in the same direction. Always pair opposites... Unless you don't want to.

Rating: 5.0/10 (still not recommended)

A-----A
| Free Air Dash and Reverse Free Air Dash |
C-----C

CP(N) : 30/30
CP(M) : 15/15
AP(M) : 200/200
Mastery Bonus: N/A

Effect: Press (R\ + (/\\) to dash towards or away from the opponent. Hold to extend range.

Notes: Free Air Dash is just plain awesome for aggressive characters and Reverse Free Air Dash for passive characters. Since most good Gabranth builds enter EX Mode fairly quickly, we dont really need Reverse Free Air Dash. Free Air Dash however is important for some of Gabranth's Duel Rend and Vortex of Judgement combos as well as getting you to EX Cores. Because you cant speed towards EX Cores without some sort of Free Air Dash or Multi-Air Slide ability, it is a must have. Just one thing to remember is not to dash too long into a foe or he or she may block and make a counterattack. Practice controlling Free Air Dashes cancels using dodges, attacks, and blocks. One major bonus to Free Air Dashing is that most magics deflect off the character as he moves. However, there are obviously many other magics that just cant be deflected period like The Emperor's Flare and Terra's Thundara. Overall, fairly useful and a must have for most aggressive players (Free Air Dash that is). Reverse Free Air Dash does still let you dash towards EX Core btw, if you decide to use it (although I'm not sure why you would).

Rating: FAD 9.5/10 | RFAD 5.5/10

A-----A
| Omni Air Dash |
C-----C

CP(N) : 40
CP(M) : 20

AP(M) : 300

Mastery Bonus: N/A

Effect: Press (R\ + (/\/) to dash in any direction. Hold to extend range.

Notes: Omni Air Dash is like Free Air Dash, Reverse Free Air Dash, and Multi Air Slide put into one. It is very very very very hard to master imo, and most players may find it too much of a hassle to use. However, mastering it can make any character much more versatile. It can even be used as a pseudo-dodge of sorts with longer start up and higher escape range. This is a very hard ability to rate as it really depends on how well you can use it. Also, it is good to note that Omni Air Dash cannot move vertically (unless you block, which makes you face an angle toward the opponent and quickly Omni Air Dash). Because of this, it makes flying towards foes a bit harder. Omni Air Dash is also faster than Free Air Dash, making it more suited for EX Core grabbing.

Rating: 1-10/10 <-- Depending on how masterful you are with it

A-----A
| Multi-Air Slide (+) |
C-----C

CP(N) : 10/30

CP(M) : 5/15

AP(M) : 250/300

Mastery Bonus: Multi-Air Slide +

Effect: Press (X) to dash in any direction after using all jumps. Hold to extend range.

Effect (+): Can use Multi-Air Slide twice in succession.

Notes: Multi-Air Slide is often an alternate Omni-Air Dash with better control. There are people who even say Multi-Air Dash is faster than the Free Air Dashes and Omni Air Dash. For fast activation make sure to not have Jump Times Boosts also equipped as it only works once you use all jumps and having to jump two to four times to activate it is a lot of wasted time. Personally, I use this in combination with Free Air Dash to add more versatility to my movement options. It is relatively cheap to equip (well, the basic version is). It isn't necessary a must have but it can be useful, so the score below will reflect that. Also note that only one of the Multi-Air Slides can be equipped at once (kind of a no brainer). If you have an extra 5 CP, go ahead and tack this on. It may come in handy. Of course, practice using it if you want to use it a lot. It takes some getting used to, but can be super effective once you get it down. I recommend trying this move out a bit to see if you like it first. I personally love this ability as a substitute to Omni Air Dash and it makes for great evasive tactics when outside of EX Mode because of its considerable speed.

Rating: 9.0/10

A-----A
| Speed Boost (+/++) |
C-----C

CP(N) : 20/40/70

CP(M) : 10/20/35

AP(M) : 150/150/150

Mastery Bonus: Speed Boost + | Speed Boost ++

Effect: Minor/Moderate/Major movement speed increase.

Notes: This is good to have on any character if you have the CP to spare. For one thing, outside of EX Mode, Gabranth is one of the slowest characters, so a Speed Boost will not only make him better at running away to EX Charge, but make him faster at Air Dashing and Quickmoves (by a minor amount but still helpful) so he can reach EX Cores if you need to resort to it. In EX Mode, Gabranth with these is a total speed demon. Maybe not as much as Tidus in EX or Zidane, but right up there. It will also make his ability to stalk opponents easier. There is no escaping Gabranth now! I recommend at least the Speed Boost + for movement speed increases when Gabranth is outside EX Mode so he can better escape danger and start charging.

Rating: 8.5/10

A-----A
| Jump Boost (+/++) |
C-----C

CP(N): 10/20/40

CP(M): 5/10/20

AP(M): 150/150/150

Mastery Bonus: Jump Boost + | Jump Boost ++

Effect: Minor/Moderate/Major jump height increase.

Notes: Jump Times Boost is better in my opinion, but if you like jumping really high in one stride, this is the better option. This move is only good, however, for those who use Omni Air Dash. Due to Omni Air Dashes inability to dash vertically, an increase to your jump height can make it easier to reach the desired altitude. However, if your not using Omni Air Dash, this move is a pile of trash and should be ignored.

Rating: 4.0/10 | For those who use Omni Air Dash --> 7.5/10

A-----A
| Jump Times Boost (+/++) |
C-----C

CP(N): 20/40/70

CP(M): 10/20/35

AP(M): 150/150/150

Mastery Bonus: Jump Times Boost + | Jump Times Boost ++

Effect: Increases max number of jumps by 1/2/3.

Notes: This is way better than Jump Boost, but still doesn't serve much of a purpose as pseudo-jumping with Free Air Dashes works just as well if not better. If you prefer jumping however, this is the better of the two options. I use Jump Times Boost on my Gabranth only because one jump alone sucks balls (especially outside EX-Mode)... Anyways, it is all up to preference imo. It either is good for you or not. This makes it hard to rate. If you use Multi-Air Slide, be sure not to use the + and ++ versions though.

Rating: 6.0/10

A-----A

| Controlled Recovery |
C-----C

CP(N) : 10
CP(M) : 5
AP(M) : 120
Mastery Bonus: N/A

Effect: Can move while breaking fall. Aerial Recovery must be enabled.

Notes: This doesn't work with Auto Recovery, which is sad... Anyways controlling a fall is always nice in a fighting game such as this. If you like the ability to control your recoveries, this is a must have. Otherwise, it is completely unnecessary. If you use Aerial Recovery, use this as well. If you use Auto Recovery, forget it. Again, this is another ability I can't really rate because it really depends on what the player likes better.

Rating: 1-7.5/10

A-----A
| Midair Evasion Boost |
C-----C

CP(N) : 20
CP(M) : 10
AP(M) : 150
Mastery Bonus: N/A

Effect: Increases movement distance for midair evasion.

Notes: This is one of the most useful abilities out there. Some HP attacks are hard to evade because basic evasion doesn't provide enough escape distance (such as Ultima, Flood, and moves that track the player). This is the solution. Especially for Gabranth, this ability works well to keep him better protected in and out of EX-Mode. If you like dodging, this is perfect for you. If you don't... Well, you suck and need to reconsider your skills as a Dissidia player. For Gabranth, this is an amazing ability. If you don't use this move, you're going to have some trouble dodging some of the harder attacks in the game.

Rating: 10/10

=====
VI. Support Abilities
=====

This section covers all the Support abilities and whether or not they are practical for Gabranth or just a plain waste of CP. In general, Support abilities aren't needed as their only purpose is to do certain commands automatically such as breaking falls, entering EX Mode, EX Bursts, and chase. However, sometimes, having Auto abilities can prove useful for a player who doesn't wish to enter these commands under the short time given to them (chase especially...). This is how each ability will be covered...

S-----S
| Name of Support Ability |
P-----P

CP(N): Amount of CP without mastery.
CP(M): Amount of CP with mastery.
AP(M): Amount of AP to master it.
Mastery Bonus: what you get for mastering the ability.

Effect: What it does.

Notes: About the abilities overall usefulness.

Rating: Rating of usefulness out of 10.

S-----S
| Always Target Indicator |
P-----P

CP(N): 10
CP(M): 5
AP(M): 30
Mastery Bonus: N/A

Effect: Target indicator will show opponents position.

Notes: I'm going to be breif here... Don't use this, even though it's only CP. It does practically nothing...

Rating: 1.0/10

S-----S
| EX Core Lock On |
P-----P

CP(N): 10
CP(M): 5
AP(M): 50
Mastery Bonus: N/A

Effect: When EX Core is present, push /L) while locked on to lock onto the EX Core.

Notes: I don't even need to explain why this is important. If you want to get to the EX Core first, you will need this ability if you are far away.

Rating: 10/10

S-----S
| Auto Chase |
P-----P

CP(N): 20
CP(M): 5
AP(M): 250
Mastery Bonus: N/A

Effect: Automatically chase foes.

Notes: The game honestly doesn't give you much time to enter chase. If you like Chase a lot and are good at it, go ahead and master this ability. However, if

you don't care for chase that much or are fine in entering the command itself.
This isn't worth the CP.

Rating: 7.0/10 (rating based on cost and usefulness for chase lovers)

S-----S
| Auto Recovery |
P-----P

CP(N): 20
CP(M): 5
AP(M): 250

Effect: Automatically break fall.

Notes: If you aren't planning to use Recovery Attack or Controlled Recovery,
use this instead of Aerial Recovery. Mastered, it costs the same amount of CP,
so go ahead and tack it on. Breaking falls is important anyways.

Rating: 10/10

S-----S
| Auto EX Burst |
P-----P

CP(N): 20
CP(M): 5
AP(M): 150

Effect: Automatically use EX Burst.

Notes: Horrendous ability that actually makes Gabranth much worse if activated.
There are going to be hundreds of times where making an EX Burst is an
extremely bad idea. Having it automatically enter EX Burst for you is not
giving you an option. Besides, hitting ([]) to do an EX Burst really isn't that
hard and they give you plenty of time.

Rating: 0.5/10 <-- Yes it's that bad

S-----S
| Auto EX Command |
P-----P

CP(N): 30
CP(M): 10
AP(M): 300
Mastery Bonus: Auto EX Command Omega

Effect: Automatically input EX Burst commands.

Notes: Terrible ability. If you can't do the commands for the EX Burst, you
suck. Besides, the AI does make mistakes sometimes too, so it's more reliable
to do it yourself.

Rating: 1.0/10

S-----S
| Auto EX Command Omega |
P-----P

CP(N) : 40
CP(M) : 20
AP(M) : 600
Mastery Bonus: N/A

Effect: Automatically inputs EX Burst commands with 100% success rate.

Notes: Basically the same as above but this version doesn't make mistakes.
Honestly, you don't need this ability...

Rating: 2.0/10

S-----S
| Auto EX Defense |
P-----P

CP(N) : 30
CP(M) : 10
AP(M) : 300
Mastery Bonus: Auto EX Defense Omega

Effect: Automatically defend against EX Bursts.

Notes: Even worse than Auto EX Command. The AI almost never gets a constant +10 Defense modifier. You might have to mash buttons to get it but it is well worth it.

Rating: 1.0/10

S-----S
| Auto EX Defense Omega |
P-----P

CP(N) : 40
CP(M) : 20
AP(M) : 600
Mastery Bonus: N/A

Effect: Automatically defend against EX Bursts with perfection.

Notes: This is much better than the normal version as it always gives you a +10 modifier. However, despite this, it still is a waste of CP...

Rating: 5.0/10 <-- Still not a recommended ability

S-----S
| Evasion Time Boost |
P-----P

CP(N) : 20
CP(M) : 10
AP(M) : 220

Effect: Increase duration of invincibility after evasion.

Notes: A must have ability. Increased period of invincibility after an evasion is something you can't pass up. Once you get it, equip it immediately.

Rating: 10/10

=====
VII. Extra Abilities
=====

Extra Abilities provide bonuses to characters once they fullful certain requirements. Most provide critical boosts and many others punish and reward players for inactivity. Others make abilities easier to activate and some are to cancel opponents bonuses. Extra abilities tend to cost plenty of CP and when mastered typically only get a reduced CP cost of around 5. However, Extra Abilities are also some of the most powerful ones in the entire game. Always save plenty of CP for these wonderful abilities as they may come in handy. Here is how each ability will be covered:

E-----E
| Name of Ability |
X-----X

CP(N): Amount of CP without mastery.
CP(M): Amount of CP with mastery.
AP(M): Amount of AP to master it.
Mastery Bonus: What abilities stem from it being mastered.

Effect: What it does.

Notes: About the abilities overall usefulness.

Rating: Rating of usefulness out of 10.

E-----E
| Precision Jump |
X-----X

CP(N): 10
CP(M): 5
AP(M): 180
Mastery Bonus: N/A

Effect: Press (X) at high point of jump to jump higher than usual.

Notes: Pointless ability really. Its just as bad as Jump Boost. There should be little to no reason to add this to your character at all. All it is is a waste of valuable CP even if it is only 5 when mastered.

Rating: 3.0/10

E-----E
| Concentration (+/++) |
X-----X

CP(N): 30/60/100

CP(M): 15/30/50

AP(M): 250/250/250

Mastery Bonus: Concentration+ | Concentration++

Effect: Bravery increases after not attacking for a length of time.

Note: On paper, this ability actually sounds pretty good. But in action, it just isn't all that great. Not only does it cost a lot of CP, but the amount of time you need to be inactive is a little long. Remember, to use this, you cannot use EX Charge as it counts as an "attack." So honestly, it may be a cool ability in theory, it just doesn't work for Gabranth in any way whatsoever.

Rating: 2.5/10

E-----E

| Achy (+) |

X-----X

CP(N): 30/60

CP(M): 15/30

AP(M): 250/250

Mastery Bonus: Achy+

Effect: Gain "near death" status with ((+) even) more HP.

Notes: This works well if you have accessories that give boosters for "near death" status, Physical Shield, Magic Shield, or the Back to the Wall abilities. These boosts can increase the effectiveness of Gabranth by a good amount actually, so this ability has its uses if your one to take quite a bit of damage.

Rating: 6.5/10

E-----E

| Physical Shield and Magic Shield |

X-----X

CP(N): 20/20

CP(M): 10/10

AP(M): 280/280

Mastery Bonus: N/A

Effect: When near death. Physical/Magic damage is cut by 20%.

Notes: While I really like the idea of these abilities, they just don't perform. Overall, you just don't see much defense increase out of plain 20%, especially if your about to die. It is also a little too situational, and with Regen and EXP to HP abilities, this just isn't going to see much use unless you use Achy+ (which is a decent ability in itself if used right). Overall, just okay, but too situational. If you do decide to use one or the other, make sure to match it with the opponent you are facing. If it's Golbez, well, I'm sorry but there isn't much you can do about that. If it had been 75% or more... I would say this move was amazing.

Rating: 3.5/10

E-----E

```
| Bravery Regen |  
X-----X
```

CP(N): 20
CP(M): 10
AP(M): 280
Mastery Bonus: N/A

Effect: In EX Mode, gain bravery instead of regenerating HP.

Notes: Okay let me just say one thing first. Some people like recovery HP, others like Brave boosts. If you prefer the later, this is the ability for you. It's like an Auto Bahamut summon all the time! Well in EX Mode that is. It is a great ability for those who would prefer the Brave boost over the HP recovery. Personally, I like HP recovery, but again it's all about preference so this rating will reflect that. I've used this ability before, and it really is effective so don't make my opinion about HP vs. BRV your deciding factor. This is an Action RPG for gods sake, it's about customization for YOU.

Rating 1/10 if you like HP recovery | 10/10 if you like Bravery boosts

```
E-----E  
| Snooze and Lose |  
X-----X
```

CP(N): 100
CP(M): 50
AP(N): 250
Mastery Bonus: N/A

Effect: When foe doesn't attack for a certain length of time, their bravery begins to fall.

Notes: This ability is good for one thing. Against players who try to stall out your EX Mode. At the cost of 50-100 CP however, it isn't always worth it. One reason is that many characters have long range attacks they can use while avoiding Gabranth, canceling this ability. Another is that the attack doesn't even need to hit to stop this from activating. Overall, highly limited in use, easy to counter, expensive to equip, and not really worth the CP.

Rating: 3.5/10

```
○~··········~  
>> NOTE: The next group of abilities increase Critical Hit rates. I HIGHLY  
RECOMMEND READING THE CRITICAL HIT SUBSECTION OF THE ADVANCED TECHNIQUES BEFORE  
READING AHEAD!  
○~··········~
```

```
E-----E  
| Counterattack |  
X-----X
```

CP(N): 50
CP(M): 45
AP(M): 360
Mastery Bonus: Disable Counterattack

Effect: Increases critical hit rate when opponent is attacking.

Notes: This is one of the best Extra abilities in my honest opinion. For one, Gabranth's attacks have extreme priority in EX Mode, so getting this critical hit bonus will be highly common. Extremely useful, if you want to ensure 100% criticals, this plus EX Critical Boost are going to be your best friends as well as Riposte. Any time an opponent attacks and is too far away to hit, you can abuse this ability. This is a boon for those who love abusing others mistakes. Awesome ability.

Special Note

This move is not needed too much if you already have EX Critical Boost on. However, this is my first choice of critical attack moves to have on if the opponent just so happens to have "Disable EX Critical Boost".

Rating: 9.5/10 <-- But not 100% needed...

E-----E
| Sneak Attack |
X-----X

CP(N) : 50
CP(M) : 45
AP(M) : 360
Mastery Bonus: Disable Sneak Attack

Effect: Increases critical hit rate when attacking from behind.

Note: The game isn't very picky about what is classified as "behind" the opponent so this move is actually very good. It may not be a sure fire critical, but you will see that it can definitely improve criticals. It is one of the better Extra abilities in my option along with Riposte and Counterattack. Well, maybe not as good as those two, but you get the idea. Again, you will be surprised how many times this actually activates. Impressive ability if it fits your attack strategy

Special Note

This move is not needed too much if you already have EX Critical Boost on. However, this is my third choice of critical attack moves to have on if the opponent just so happens to have "Disable EX Critical Boost".

Rating: 9.0/10

E-----E
| First Strike |
X-----X

CP(N) : 40
CP(M) : 35
AP(M) : 360
Mastery Bonus: Disable First Strike

Effect: When landing the first BRV attack, critical hit rate of the first combo rises.

Notes: This move is extremely useful in Story mode for collecting DP... But in actually gameplay, not that great. Let me just lay it out for you. This is a one time activation... Thats it, so its not going to sway the game in your favor whatsoever. Ignore this ability... Well at least outside Story mode.

Rating: 4.0/10 <-- Based on story mode DP bonus usefulness

E-----E
| EX Critical Boost |
X-----X

CP(N): 45
CP(M): 40
AP(M): 300
Mastery Bonus: Disable EX Critical Boost

Effect: Further boosts critical hit rate during EX Mode.

Notes: This is one of Gabranth's most important skills by a long shot (but be careful of players who use Disable EX Critical Boost). Basically Gabranth is in EX Mode most if not all of the battle, so this critical boost is basically a constant modifier. In EX Mode critical rates are already fairly high. With this, it is basically 85% of all hits are criticals (and if used with some other critical boosters its just plain insane!). This is a must master move as soon as you get it. While it may not be good on other characters in Dissidia, it is highly important for Gabranth. The only reason not to use this ability is if the opponent is for sure going to use "Disable EX Critical Boost".

Special Note

Because Gabranth spends most of his matches in EX Mode, having other critical hit boosting Extra abilities might not be needed (which also saves you a bunch of CP).

Rating: 10/10

E-----E
| Cat Nip |
X-----X

CP(N): 30
CP(M): 25
AP(M): 300
Mastery Bonus: Disable Cat Nip

Effect: Boosts critical hit rate when opponent has chance for one-hit victory.

Notes: I'm not going to outright say this ability sucks, because I know for a fact it doesn't. Would I use it though? Probably not. For most characters, this may be blessing when in danger of losing a match, but for Gabranth, it isn't all that useful with other abilities such as EX Critical Boost, Counterattack, and Riposte likely in use already. Because it isn't a horrible ability, I'm not going to put a low rating for it, however I do not recommend using this on Gabranth, especially since there a many better choices and due to the fact Gabranth doesn't need to waste CP on critical boosters other than EX Critical Boost (and one other for those who want super insane critical hit rates).

Rating: 6.5/10

E-----E
| Riposte |
X-----X

CP(N) : 45
CP(M) : 40
AP(M) : 300

Mastery Bonus: Disable Riposte

Effect: Boosts critical hit rate when attacking staggering opponent.

Notes: This is a very good move. However, you do need to know how to block for it to be useful. Outside of EX Mode, this ability will help dish a bit of damage when blocking strikes and absorb some EX Force with it. In EX Mode, it is still good, as blocking is still a critical technique despite Gabranth's massive speed and attack increases. I recommend this ability on just about every character in the game. It really is a nice booster.

Special Note

This move is not needed too much if you already have EX Critical Boost on. However, this is my second choice of critical attack moves to have on if the opponent just so happens to have "Disable EX Critical Boost".

Rating: 9.5/10

```
E-----E  
| Back to the Wall |  
X-----X
```

CP(N) : 30
CP(M) : 25
AP(M) : 300

Mastery Bonus: Disable Back to the Wall

Effect: Boosts critical hit rate when near death.

Notes: Good to use with Achy+ for sure. But even with it, it isn't that great. It is about as good as Cat Nip if not quite as good at saving you. But if you tend to be in critical health levels a lot, you might like this ability. Other than that, it is only decent and is only really useful when using Achy+ which, when you activate both this and that, cost quite a bit of CP that could be used elsewhere and considering it's usefulness it reduced based on Gabranth's ability to get on fine with just EX Critical Boost.

Rating: 5.5/10

```
E-----E  
| Gambler's Spirit |  
X-----X
```

CP(N) : 30
CP(M) : 25
AP(M) : 300

Mastery Bonus: Disable Gambler's Spirit

Effect: Boosts critical hit rate after being afflicted by Break.

Notes: Personally, I don't find this all that useful. Sure, it helps you recover from Brave Break easier, but there are plenty of better ways to do that. Besides, with all the other boosts you could have over this, Gambler's Spirit just pales in comparison and in all respects should not be used.

Rating: 4.0/10

```
E-----E  
| Anti-EX |  
X-----X
```

CP(N): 30
CP(M): 20
AP(M): 300
Mastery Bonus: Disable Anti-EX

Effect: Boosts critical hit rate when opponent is in EX Mode.

Notes: A staple for Anti-EX builds, it is a good idea to at least master this for two reasons. One is so you have a good ability for your Anti-EX build if you plan to have one and the other is so you can get the all important Disable Anti-EX ability for Anti-EX Defense builds. For your typical fight, this isn't likely going to be needed, but for those troubling opponents who love to use EX as well, this is a good ability to have. This rating will reflect its usefulness overall for every purpose beyond using it in regular matches.

Rating: 9.0/10

```
o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o  
>> NOTE: The next group of Extra Abilities mainly disable critical boosts from  
abilities mentioned above. All of these abilities are gained from mastering the  
ability it disables.
```

```
o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o  
>> WARNING: You can only have one disable ability on at one time. Pick wisely.  
o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o
```

```
E-----E  
| Disable Counterattack |  
X-----X
```

CP(N): 30
CP(M): 15
AP(M): 360
Learned from mastering "Counterattack"

Effect: Disables opponents "Counterattack" ability effect.

Notes: Many players use Counterattack, so having this may come in handy in many online matches as well as against CPUs. One thing to keep in mind when outside of EX Mode is that EX Charge counts as an attack, so if an opponent uses an attack while you are charging and they have Counterattack, they will get the critical hit rate increase. Better safe than sorry as Gabranth outside of EX Mode has a hard time recovering Bravery without any damage dealing HP Attacks. So mastering this is good idea even if you don't use it all the time.

Rating: 9.0/10

```
E-----E  
| Disable Sneak Attack |  
X-----X
```

CP(N) : 30
CP(M) : 15
AP(M) : 360

Learned from mastering "Sneak Attack"

Effect: Disables opponents "Sneak Attack" ability effect.

Notes: A good number of players use this ability, so mastering the disable is a good idea for a safeguard. If there is one thing that frustrates players the most is when someone gains a Sneak Attack critical. It's just plain unfair most of the time and can just ruin you unexpectedly.

Rating: 9.0/10

```
E-----E  
| Disable First Strike |  
X-----X
```

CP(N) : 20
CP(M) : 10
AP(M) : 360

Learned from mastering "First Strike"

Effect: Disables opponents "First Strike" ability effect.

Notes: I can't tell you how much of a waste of CP this ability is. It only protects you from an ability that only activates once... Worthless piece of crap, don't even consider using this.

Rating: 0.5/10

```
E-----E  
| Disable EX Critical Boost |  
X-----X
```

CP(N) : 20
CP(M) : 10
AP(M) : 300

Learned from mastering "EX Critical Boost"

Effect: Disables opponents "EX Critical Boost" ability effect.

Notes: I recommend mastering this for Anti-EX builds for sure. A great counter that may even be used on you sometimes! While not always needed in most matches, it is good for facing other Gabranths, Bartz Goblin Punch Builds, and Terra EX Dualcast Builds.

Rating: 9.5/10 <-- In terms of usefulness when it is usable

```
E-----E  
| Disable Cat Nip |  
X-----X
```

CP(N) : 20
CP(M) : 10
AP(M) : 300

Learned from mastering "Cat Nip"

Effect: Disables opponents "Cat Nip" ability effect.

Notes: Since you can only have one Disable ability at any time activated, this one is just not worth it compared to Anti-EX, Counterattack, and Riposte Disablers.

Rating: 2.0/10

```
E-----E
| Disable Riposte |
X-----X
```

CP(N): 20

CP(M): 10

AP(M): 300

Learned from mastering "Riposte"

Effect: Disables opponents "Riposte" ability effect.

Notes: Very very good ability. Most expert players use Riposte (because it is really good), so being able to disable it is sure to make them a little annoyed. Also, mastered it only costs 10 CP, which in my opinion is broken for what this defends against. Awesome ability and a must master for online play.

Rating: 9.0/10

```
E-----E
| Disable Back to the Wall |
X-----X
```

CP(N): 20

CP(M): 10

AP(M): 300

Learned from mastering "Back to the Wall"

Effect: Disables opponents "Back to the Wall" ability effect.

Notes: Again, since you can only have one disable, putting this one on is not the best move.

Rating: 1.0/10

```
E-----E
| Disable Gambler's Spirit |
X-----X
```

CP(N): 20

CP(M): 10

AP(M): 300

Learned from mastering "Gambler's Spirit"

Effect: Disables opponents "Gambler's Spirit" ability effect.

Notes: Another not comparable disable ability. Just ignore it as you can only have one disable activated at one time.

Rating: 1.0/10

```
E-----E  
| Disable Anti-EX |  
X-----X
```

CP(N): 20
CP(M): 10
AP(M): 300
Learned from mastering "Anti-EX"

Effect: Disables opponents "Anti-EX" ability effect.

Notes: MUST HAVE ABILITY NO MATTER WHAT YOU THINK. Any player who knows you play Gabranth WILL use Anti-EX. So this ability is a nice safety belt for those games. you would be surprised how much this ability makes a difference in a match against a strong opponent who uses Anti-EX.

Rating: 11/10 <-- Because it is crucial to have for Anti-EX Defense builds and most builds for that matter.

```
o~~~~~o  
>> NOTE: The next three abilities only become available once you are Lv100. I  
would also recommend reading the Advanced Techniques section before looking at  
these next few abilities.  
o~~~~~o
```

```
E-----E  
| EXP to HP |  
X-----X
```

CP(N): 20
CP(M): 0
AP(M): 500
Only one EXP to ___ can be equipped at once

Effect: Instead of gaining EXP, you recover an equivalent amount of HP.

Notes: If you like being able to recover from a brutal HP attack, this is an amazing move. It basically gives Gabranth a Pseudo-Blood Weapon ability. If you don't know how EXP is gained, please refer to the Advanced Techniques section for an in depth explanation to these abilities. Once mastered it costs 0 CP, so mastering one of these three abilities is basically a no brainer.

Rating: 10/10

```
E-----E  
| EXP to Bravery |  
X-----X
```

CP(N): 20
CP(M): 0
AP(M): 500
Only one EXP to ___ can be equipped at once

Effect: Instead of gaining EXP, you gain an equivalent amount of Bravery.

master them anyways.

Rating: 9.5/10

E-----E
| (Weapon) Adept |
X-----X

CP(N) : 20

CP(M) : 10

AP(M) : 240

Learned from mastering "_____ Adept"

Effect: If the user is using the specified weapon type, they get a +2 ATK bonus

Notes: +2 attack for just using a weapon? Count me in! This ability is great for those who want a little extra boost to their strength. For Gabranth, this is especially worthwhile when using weapons that have typically low ATK power. Overall, some characters might not find much space to use these kinds of abilities, but since Gabranth doesn't typically use very many "expensive" critical hit boosters, there is plenty of CP spare and this can be a great choice. Think of it this way. Would you rather have a weapon that had 68 ATK or one with 70 ATK? Of course your going to say "70 ATK please!" The only catch is you need to spend a measly 10 CP to get that boost! Good deal? Yes, considering it doesn't take up an equipment or accessory slot. Additionally, Physical Damage +x% effects have been proven to be less beneficial than +x ATK abilities against equal to higher level opponents. Convincing enough? Good. If you plan on using something that isn't character exclusive, go ahead and buy the weapon types "Equip" ability (even if Gabranth can already use them) so you can get this.

Rating: 9.5/10

E-----E
| (Handgear) Adept |
X-----X

CP(N) : 20

CP(M) : 10

AP(M) : 240

Learned from mastering "_____ Adept"

Effect: If the user is using the specified handgear type, they get a +2 DEF bonus

Notes: +2 DEF for wearing a certain handgear/"gloves" type? Another nice deal! +2 DEF is always a nice bonus. Same general concept applies here as the "Weapon" Adept abilities; if you have the CP, go ahead and give yourself a boost. Unfortunately, if you equip Highway Star, you can't have one of these abilities. Because Highway Star is an Exclusive "glove", there is no Equip ability to be bought that will supply the adept ability once mastered. Overall, however, it isn't as big of a loss as the "Weapon Adept" bonus, so that doesn't make Highway Star a pointless choice for an equipment. If you're using Shields I recommend getting the Equip Shields Ability so you can have this

Rating: 8.5/10

E-----E
| (Headgear) Adept |
X-----X

CP(N): 20
CP(M): 10
AP(M): 240
Learned from mastering "_____ Adept"

Effect: If the user is using the specified headgear type, they get a +200 BRV bonus

Notes: 200 BRV is a decent amount. This ability is not as good as the "Weapon" and "Gloves" Adepts, but it aint horrendous. This one is all about preference. If you want the ability, go for it if you have the CP. If there is another ability that is more beneficial, don't bother with this one. If it makes any difference, do know that the highest Bravery Bonus from Helms is 249... For the same amount of CP, you could get "Equip Hairpins/Ribbons." The most powerful of these gives 370 BRV at the cost of -307 HP. If you do the math, you can have either a Helm that gets a +200 bonus for a total of 449 bravery vs. a Hairpin or Ribbon with 370 Bravery and a loss in HP... Overall, the benefits speak for themselves.

Rating: 7.5/10

E-----E
| (Armor) Adept |
X-----X

CP(N): 20
CP(M): 10
AP(M): 240
Learned from mastering "_____ Adept"

Effect: If the user is using the specified armor type, they get a +500 HP bonus

Notes: Okay, +500 HP sounds like a lot right? Yes it is! But wait... The max amount of HP a character can have is 9999HP... If I'm at Lv100, my base HP is 6999. Now when I add a Heavy Armor such as Maximilian or Genji Armor it increases by 2973 HP. $6999 + 2973 = 9972$... 9999 is the max, I have 9972. $9999 - 9972 = 27$... Wait, so basically this ability is going to increase my HP by 27 points rather than 500 because of the 9999 HP max... lame!!! This ability sucks and the only reason to put it on is so you can have a pretty 9999 at the bottom of the screen rather than 9972. 27 points is really really tiny and even at the cost of 10 CP, it really isn't that amazing of a deal. If for reasons unknown are you thinking of using a different type of armor, this effect will be more beneficial. However, when using Heavy Armors, this ability is utter crap.

Rating: 1.5/10 <-- Assuming your using Heavy Armor

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VIII. EX Mode
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As you probably have learned by this point, Gabranth is a character who focuses only on EX-Mode and abusing the hell out of it. So what happens when Gabranth enters EX-Mode? Here is a nice list of added abilities and changes to

Gabranth's stats!

> * EX-Burst: Quickening - If you've played FFXII, you know how this works. Hit R to shuffle the options until an ability that has the (X) command next to it shows up. Press (X) once you see it to move on. The next round is shorter and has the same process. Dont hit R to fast as the (X) register is a little delayed like it was in FFXII. Once you master it, it is really easy to do 100% of the time.

> * EX-Mode Moveset - Gabranth's normal attack moveset switches to his EX-Mode Moveset, which has attacks that have more damage, faster attack speeds, more hits, higher combo rates, more added effects, and so on.

> * Regen - Gabranth will continually regain HP points. If you have Regen +x% bonuses, you will receive more HP each time.

> * Stray's Tenacity - This increases Gabranth's ATK and DEF by 5 or so points as I've heard. His attacks also get an increase in damage output.

> * Ground Movement Speed Bonus - Increases by x3 (before adding Speed Boost (+/++) abilities bonus)

> * Jump Height Bonus - Increases by x2.5 (before adding Jump Boost (+/++) abilities bonus)

> * Air Dash Speed Bonus - Increases by x2.5 (before adding Speed Boost (+/++) abilities bonus (which is minor))

> * Quickmove Speed Bonus - Increases by x2.5 (before adding Speed Boost (+/++) abilities bonus (which is minor))

=====
IX. Equipment
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Equipment is an important factor to any characters overall performance. Having the best equipment can even make the difference between winning and losing a difficult fight. This section will go over each type of equipment (Weapons, Gloves, Headgear, and Armor) in depth and give an overall analysis for the best equipment options for Gabranth.

Gabranth can initially use the following types of equipment:

Weapon	Daggers	Greatswords	Swords
Hands	Gauntlets	Shields	-
Head	Helms	-	-
Body	Heavy Armor	Light Armor	-

Now, Gabranth has access to some of the best equipment types; Helms, Heavy Armor, and Shields. These equipment types provide the highest base BRV, Defense, and HP stats as well as having a fair share of Lv99+ Equipment.

As for his weapon options, he has a solid arsenal for EX-Builds. Daggers provide Initial EX-Force +x% bonuses, something that may be useful for early

Gabranth builds. Swords provide Initial Bravery +x% abilities, which might interest some players more than the initial EX ability... Greatswords give Physical Damage +x% bonuses, but for Lv100 builds, that ability is completely useless. Why? If Gabranth deals criticals almost every attack with EX Critical Boost, what is the point of having a higher base damage when you are already dealing quite some massive damage already? Also, base attack increases tend to provide more damage improvement than the Physical Damage +x% ability anyways. This brings me to my next point...

Some other weapon types you might want to consider mastering if you prefer EX Intake +xm, EX Mode Duration +x%, EX Force Absorption +x%, or EX Core Absorption +x% abilities are Katanas (Intake Range), Staves (EX Mode Duration), Thrown (EX Force Absorption), and Instruments (EX Core Absorption). While accessories tend to cover some of the later abilities for us, some players may find them more useful for their purposes. Personally, I would only consider Katanas and Thrown weapons out of these since they don't suffer a generally low ATK bonus like Staves and Instruments do (but then again, those Adept abilities can help with that to a degree).

As for other types of equipment, Ribbons and Hairpins provide higher BRV bonuses in exchange for HP if you fancy higher base BRV scores. Helms, however, have plenty of great bonus abilities such as Adamant Chains and Soul of Yamato and for the same amount of CP needed to equip those other headgear types, Helm Adept can make Helms provide more BRV without a loss of HP, so it is mostly based on your preferences.

Gabranth comes with some great Exclusive weapons and even an exclusive Lv100 glove; Highway Star! Now that all the equipment types have been covered, let me list out some notable equipments that might work well in any of your Gabranth builds as well as some advice and general notes about them.

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 <<Weapons>>
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○~~~~~○
 >> INFO: This includes weapons that are viable to buy "Equip ____" abilities for.
 ○~~~~~○

○~~~~~○
 >> INFO: All weapons below are Equip Lv99-100
 ○~~~~~○

Weapon	Type	Requirement?	BRV	ATK	DEF	Abilities
Adamant Knife	Dagger	No	-	66	-	Initial EX Force +30% / Adamant Chains (1/3)
Chaos Blade	Exclusive	No	-	68	-	EX Mode Duration +40% / Minor Counter-

							-attack
							Effect
Cleaver	Thrown	Equip	-40	68	-		EX Force
		Thrown					Absorption
		Weapons					+30%
Excalibur	Sword	No	-	67	-		Initial
							Bravery
							+50%
Genji	Katana	Equip	-	68	-		Soul of
Blade		Katanas					Yamato
							(1/3)
Heaven's	Katana	Equip	-	68	-		EX Intake
Cloud		Katanas					Range +6m
Loki's	Instrument	Equip	-	65	2		EX Core
Lute		Instru-					Absorption
		-ments					+30%
Lufenian	Dagger	No	-	66	-		Wisdom of
Dagger							Lufenia
							(1/3)
Lufenian	Sword	No	-	67	-		Wisdom of
Saber							Lufenia
							(1/3)
Lufenia's	Great-	No	-	68	-		Wisdom of
Edge	-sword						Lufenia
							(1/3)
Nirvana	Staff	Equip	40	66	-		EX Mode
		Staves					Duration
							+40%
Ragnarok	Great-	No	-	68	-		Physical
	-sword						Damage
							+25%
Ultima	Special	No	-	68	-		More
Weapon							powerful
							when HP
							is full
Zwill	Dagger	No	-	66	-		Initial
Cross-							EX Force
-blade							+30%

As you can see, there are some options that just plain outclass others. Adamant Knife is basically Zwill Crossblade with Adamant Chains (1/3), which either is going to be useful if you equip other Adamant equips or completely useless. Either way, they are pretty much the same thing. Of the Lufenia Weapons, Lufenia's Edge is just plain better in every way to its sword and dagger equivalents. If your going to use Heaven's Cloud on most of your builds, I recommend the Lufenian Katana above all the other choices, so you can use that Katana Adept Ability without having to also grind for the other weapon's

Adept ability.

Now for weapons that generally dont fit a natural EX build for Gabranth but are powerful nonetheless. Excalibur with its +50% initial bravery is definitely powerful expecially when paired with First to Victory (accessory) which gives a +25% boost to initial bravery AND EX Force, giving a grand total of +75% initial bravery! That is crazy high. Naturally, Gabranth may want to choose a high initial bravery not for offensive purposes, but for defense. With a higher initial bravery, a non-EX Gabranth can sustain a few more hits if you aren't too good at blocking and dodging.

Genji Blade is here because when paired with other Genji Equipment, which for Gabranth are found in almost all his best armor equips, give a nice +3 LUK, Regen +20%, HP to BRV, and EX Core Appearance Boost. These bonuses, while not very large, are more useful for giving Gabranth certain boosts and abilities you typically wouldnt waste a Accessory slot for.

Ragnarok is a weapon for newbs really, as +25% Physical Damage increase really isn't all that important compared to many of the other abilities...

Ultima Weapon is for players who can hold full HP throughout the match. Otherwise, it's not all that great of a choice... Well its not really that great in the first place... For Gabranth that is.

Now on to EX equips. Adamant Knife and Zwill Crossblade give a +30% initial EX Force, which when paired with a Cyan Gem and First to Victory accessories gives a grand total of +75% initial bravery! This makes them totally viable weapons, but remember that the effect is only good for the start of the match and not any time after. Cleaver is a great weapon as it can easily keep Gabranth full of EX if used with Gold Hourglass (+20% EX Mode Duration accessory). Of course, that Thrown-Weapon Adept ability is going to make it even more powerful.

Heaven's Cloud is by far one of the best weapons in the entire game!
+6m EX Intake Range is completely unheard of!!! Basically with this equipped, all EX will go to you, not the opponent, a good Anti-EX Defense option!

Loki's Lute plain sucks in ATK, but it makes up for it with a small DEF boost If you absolutely love EX Cores, want that extra +2 DEF, and are definately going to use the Instrument Adept ability as well should feel no shame in using this. Of course, this still isn't one of the more effective options.

Nirvana is not technically outclassed by Chaos Blade when considering the Staff Adept ability. With that on, the only difference between Chaos Blade and Nirvana is the minor Counterattack Ability vs. +40 BRV. Because Chaos Blade is exclusive, it cannot benefit from an Adept ability to increase Gabranth's strength by +2. In this way, Chaos Blade often only attractive for it's minor Counterattack ability. Of course, +40 bass bravery isn't much to talk about either.

With all of this, here are the weapons I most recommend and the ingredients and/or ways to obtain them. If you need further information regarding equipment and ingredients, refer to my Equipment FAQ on Playhaven.com or another guide on Gamefaq.com.

Name	Option 1	Ingredient 1	Ingredient 2	Ingredient 3
Chaos Blade	Shop: w/ Ingredient	x1 Deathbringer	x5 Gates of Judgement	x5 Time Orb

					(1/3)
Lufenian Shield		-	-	73	Wisdom of Lufenia
					(1/3)

Luckily, all of these gloves are very good so none of them need to get shot down... Well, Borghertz's Hands is not as good as Lufenian Gauntlets because it has no ability but if you don't have two other Lufenian equips whats the problem huh? Besides, its so much easier to obtain...

Adamant Shield, when paired with other adamant equips gives BRV Boost on Dodge +30% and Midair Evasion Boost (which also saves you some CP if you equip it!) which is a nice touch. Genji Shield is good because many of Gabranth's best equips include Genji Equips, so if you want Soul of Yamato (+3 LUK, Regen +20%, HP to BRV, and EX Core Appearance Boost) go right ahead and use it. As an added bonus, for an extra 10 CP, you can put on Shield Adept, which gives you +2 DEF increase! Nice!

Highway Star is the only Lv99-100 exclusive that is not a weapon, so naturally it is good right? Yes sir. Yes it is! +10% EX Force Absorption is not the part that makes it attractive, as that is insignificant to how much your accessories are going to provide. The real thing that is cool about the Highway Star is it's +1 ATK!

Lufenian Gear is good for Anti-EX builds and both options are about as good as the other so its all up to preference really.

Here are the options for obtaining these Gloves. All the ones listed above will be listed below as I recommend using any one of these equips! If you need futher information regarding equipment and ingredients, refer to my Equipment FAQ on Playhaven.com or another guide on Gamefaq.com.

Name	Option 1	Ingredient 1	Ingredient 2	Ingredient 3
Adamant Shield	Shop: w/ Ingredient	x1 Crystal Shield	x1 Adamantite	-
Borghertz's Hands	Shop: w/ Ingredient	x1 Giant's Gloves	x5 Ancient Turtle Shell	-
Genji Shield	Shop: Buy "Genji Series" in PP Catelog	x1 Heike's Shield	x5 Eden's Scales	x5 Time Crystal
Highway Star	Shop: w/ Ingredient	x1 Deathbringer	x5 Gates of Judgement	x5 Time Orb
Lufenian Gauntlets	Drop: Lunar Whale Course	-	-	-
Lufenian Shield	Drop: Lunar Whale Course	-	-	-

I think the most important note for these gloves is that obtaining them is not easy or quick. You must set aside quite a bit of time and have some great

abilities if worn in pairs and the helm versions (plus Lufenian Helm) technically outclass Grand Helm. For those who prefer high initial bravery, Hairpins and Ribbons provide quite a large bonus to it as you can see, but at the cost of quite a bit of HP. Personally, I recommend using Helms over Hairpins as the extra BRV really isn't that important IMO (and it takes an additional 10-20 CP to equip them). For each BRV you get you lose about three times as much HP! In my opinion, it doesn't quite level out enough to be effective, but other players may highly disagree with me, so it is truly up to preference. Supper Ribbon is good for players who use breakable accessories as it slows its deterioration a lot and sometimes even completely!

For those who have plenty of resources to throw out, you might want to consider a Drill. It is like a super hairpin and is a little more worth the HP decrease (but watch out for the +5% Accessory Breakability!) The thing most special about the Drill is that it gives the largest BRV bonus in the entire game, so imo, its not worth not mentioning.

Here are the options for obtaining the headgear listed above. Any one of these are viable options for Gabranth builds. If you need further information regarding equipment and ingredients, refer to my Equipment FAQ on Playhaven.com or another guide on Gamefaq.com.

Name	Option 1	Ingredient 1	Ingredient 2	Ingredient 3
Adamant Helm	Shop: w/ Ingredient	x1 Crystal Helm	x1 Adamantite	-
Genji Helm	Shop: Buy "Genji Series" in PP Catelog	x1 Heike's Helm	x5 Supreme Gem	x2 Chaos Crystal
Grand Helm	Shop: w/ Ingredient	x1 Giant's Helm	x5 Supreme Gem	-
Lufenian Helm	Drop: Lunar Whale Course	-	-	-
Lufenian Hairpin	Drop: Lunar Whale Course	-	-	-
Royal Crown	Shop: w/ Ingredient	x1 Circlet	x5 Sky Jewel	-
Supper Ribbon	Shop: w/ Ingredient	x1 Ribbon	x5 Bahamut's Wing	x99 Transmogridust
Drill	Shop: Aquire Mallet as a DP Prize in Inward Chaos	x1 Mallet	x5 Behemoth Horn	-

I think the most important note for these headgear is that obtaining them is not easy or quick. You must set aside quite a bit of time and have some great patience to obtain them. Lufenian equipment can take FOREVER to obtain as not you cant face the same opponent in the Duel Colosseum over and over again to farm for them. You just have to be plain old lucky to get the drop... Supper Ribbons require x99 Transmogridust. Luckily, each only costs x3 medals in the

Duel Colosseum, so you could just farm for them in the Airship Course (and maybe for Wind, Water, and Lifestones as well for Rosetta Stones).

<<Armor>>

>> INFO: All Armors below are Equip Lv99-100

Name	Type	HP	Abilities
Adamant Vest	Light Armor	2717	Adamant Chains (1/3)
Brigandine	Light Armor	2717	Wall Rush BRV Defense +40%
Genji Armor	Heavy Armor	2973	Soul of Yamato (1/3)
Lufenian Armor	Heavy Armor	2973	Wisdom of Lufenia (1/3)
Lufenian Vest	Light Armor	2717	Wisdom of Lufenia (1/3)
Maximilian	Heavy Armor	2973	Physical Defense +20%

All of these options are very good depending on what you have equipped so far. If you have gone with the Adamant trend, Adamant Vest may be a great option. Same for Genji Armor and the Lufenian Armor. Lufenian Vest is just not as good as Lufenian Armor, but since they are so rare, if you get either one, you should be plenty happy. Now some of you may think I'm going to batter Maximilian for its +20% Physical Defense ability... Well actually quite the opposite. In fact, I recommend Maximilian the most of all these armors. Why? Because for all those noobs who do use +x% Physical Damage equips, this is going to basically make it a total waste of time for them. Besides, a Defense boost on Gabranth is much more important than an attack boost as there isn't much else that is going to increase it like criticals do for attacks. Also, Maximilian is a very easy Armor to obtain in comparison to basically every other Lv99-100 equip so far. In fact, it doesn't even require any Megalixers at all!!! Super major bonus! All it's ingredients are quite simple, not hard to get whatsoever so it wouldn't be a surprise to see Maximilian on your Gabranth before any of the other higher level equips listed here. Enough about the Maximilian... Brigandine is for people who face players who love Wall Rushes (like Cloud...)... And that is about it for the Armors (and equipment for that matter) for Gabranth.

All of these are good equips so I'm going to list how to obtain them.

Name	Option 1	Ingredient 1	Ingredient 2	Ingredient 3
Adamant Vest	Shop: w/ Ingredient	x1 Crystal Armor	x1 Adamantite	-

Brigandine	Shop: w/ Ingredient	x1 Vishnu Vest	x5 Lone Heart	-
Genji Armor	Shop: Buy "Genji Series" in PP Catelog	x1 Heike's Armor	x5 Hero's Bone	x5 Oath Crystal
Lufenian Armor	Drop: Lunar Whale Course	-	-	-
Lufenian Vest	Drop: Lunar Whale Course	-	-	-
Maximilian	Shop: w/ Ingredient	x1 Dragon Mail	x5 Blood-Darken- -ed Bone	-

I would like to note that Lufenian equipment can take FOREVER to obtain as not you cant face the same opponent in the Duel Colosseum over and over again to farm for them. You just have to be plain old lucky to get the drop... Most of the other equips on this list are a little easier to obtain than most Lv99-100 equips (especially Maximilian).

X. Accessories

Accessories are an important factor to a characters ability to win just like equipment. While not as crucial for most characters, Gabranth benefits incredibly from effective Accessories that increase EX Intake Ranges, EX Force and Core Absorption, Alternate EX Gathering Methods, Initial EX Force, and EX Mode Duration.

Of course this guide is assuming you have access to seven Rosetta Stones so you can max out Gabranth's accessory capacity. If not, go and get some. Many are DP Rewards and one time treasures in story mode. If you need even more, farm for Lifestones, Water Stones, and Wind Stones in the Duel Colosseum (best and easiest course to obtain them is Airship Course), or beat Time Attack in Arcade Mode under record times!

Remember these basics for ranked accessories:

- S = Can have a max of 1 on
- A = Can have a max of 2 on
- B = Can have a max of 3 on
- C = Can have a max of 4 on
- D = There is no maximum

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///=====\\
||| Basic Accessories |||
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Basic Accessories are generally modifiable booster items. What this means is there base value is multiplied by your boost modifier made from booster accessories equipped. Usually we put accessories with abilities that can gain a major benefit from boosters on to make the battle sway in our favor or

playstyle. In this case, it will be mostly EX Building/Maintaining Accessories.

Lets start off listing some of the best Basic Accessories available to Gabranth that I personally feel are worth either using or noting for specific purposes...

Name	Rank	Ability	Best way to Obtain
Archangel's Bell	S	Regen +20%	Shop: w/ Ingredient
Champion Belt	S	Physical Damage +25%	Auron or Wakka Friend Card
Despair Shock	S	EX Gauge Depletion +8%	Shop: w/ Ingredient
Dragonfly Orb	S	EX Core Absorption +30%	Fusoya Friend Card
Gold Hourglass	S	EX Mode Duration +20%	Fusoya Friend Card
Gravitorb	S	EX Intake Range +3m	Fusoya Friend Card
Moonrise	S	Battlegen Rate x1.5	Shop: w/ Ingredient
Pearl Necklace	S	EX Force Absorption +30%	Fusoya Friend Card
Sunrise	A	Battlegen Rate x1.2	Shop: w/ Ingredient
Victory Pendant	S	Big EX Core Appearance Boost	Fusoya Friend Card

As you can see, a lot of these items can be obtained from the Fusoya Friend Card, which is a SSS Rank Lv100 Golbez. With two Sunrise equipped and one Moonrise, you can literally get most of these accessories in one or more battles easily using the higher Battlegen modifiers (on a Bonus Day and with the Battlegen Boosts from the PP catalog). Another Friend card that offers the same accessories but a slightly lower rate is the Gilgamesh Friend Card which is a S Rank Lv100 Bartz and there is also the Minwu friend card which is a SSS Rank Lv100 Firion. Please refer to Gamefaq.com for the Dissidia codes for these Friend cards. Trust me, using these will save you many many many hours of gameplay.

I think the most notable of these accessories are the Gravitorb, Gold Hourglass and the Pearl Necklace, which are in my opinion, some of the best EX Gauge fillers in the entire game if used with good Boost Accessories. If you like EX Cores, Victory Pendant and Dragonfly Orb are a good choice.

Archangel's Bell? What the heck is that doing there? Regen +20% doesn't sound amazing at all... WRONG! If you're using the [HP] HP = 100% booster accessory this is an amazing accessory to keep it going. Why? Because Gabranth spends

almost all of his time in EX Mode, which means access to the Regen Effect is not all that limited. With boosts, the rate of Regen will make Gabranth stay on tip top HP condition, which will both make it take longer for the opponent to beat you and make it easier for you to keep that powerfull Booster Accessory up and going strong.

Despair Shock is on this list because I use it in my Anti-EX Builds later, so if you want to build one, you should have one of these. The Moonrise and Sunrise are just listed because they are good tools to shorten the amount of time needed to Battlegen many of these accessories and Time Orbs to build Highway Star and Chaos Blade (as well as many other items as well).

Stat boosting Accessories are overused and really dont need to be used all that much. If you do, however find yourself facing an opponent who uses a lot of Defense +x% accessories, maybe wearing a Champion Belt will even the damage reduction a bit. It doesn't matter if you can deal more damage than normal, but it does matter if you can deal good damage to your foe if he has massive defense. This champion belt can be easily won from the Auron and Wakka Friend cards.

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///=====\\
||| Booster Accessories |||
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Booster Accessories change your Boost modifier whenever their requirements are met. These modifiers ONLY apply to basic accessories, so Special Accessories have static scores.

Here is a list of what I would term reasonably easy to maintain and good overall Boosters as well as some that find use because of their circumstances they boost for...

Type	Name	Rank	Effect	Modifier	Best Way to Obtain
[EX]	EX Mode	A	When you are in EX Mode	x1.3	Accomplish ment #039
[HP]	HP = 100%	S	When you HP is at its max value	x1.5	Accomplish ment #002
[Opponent]	HP = 100%	S	When your opponents HP is at its max value	x1.5	Accomplish ment #069
[Opponent]	After Summon	S	Once your opponent has used a summon	x1.5	Accomplish ment #100
[Opponent]	Summon Unused	S	When your opponent hasn't used a	x1.5	Accomplish ment #102

			summon		
[Opponent]	EX Mode	A	When your opponent is in EX Mode	x1.3	Accomplish ment #040
[Summon]	After Summon	S	Once you have used a Summon	x1.5	Accomplish ment #020
[Summon]	Summon Unused	S	When you have not used a Summon	x1.5	Accomplish ment #021

EX Mode is for boosting the accessories to help sustain its duration and it is fairly constant as a modifier for Gabranth. The [Hp] HP=100% accessory is very good if you have EXP to HP. It is also easier to maintain because Gabranth is in EX Mode most of the time, meaning Regen is active to refill his HP. Tack an Archangel's Bell if you want to maximize the Regen rate and the consistency of the booster.

Since it is typical for Gabranth to go for 1 HP attack kills, keeping the opponent's HP at 100% isn't too hard either. For the begining of the match, [Opponent] HP = 100% is super consistant, so there is little reason not to use this one really.

The After and Unused Summons are really really good. If you tend to use Auto summons, use the Summon Unused, and if you use non-auto summons use After Summon. Same logic for your opponent, but more often or not, CPUs tend to use their Summons fairly early in the match so After Summon is ideal for those matches. Opponent EX Mode is for Anti-EX builds. I generally use about 4-5 Boosters on Gabranth, so try to mix and match to fit your play style. There are plenty other options, but these ones listed here are what I find most reliable and useful.

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///=====\\
||| Special Accessories |||
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These accessories have static effects which means they cannot be effected by Booster Accessories. However, they generally have VERY powerful effects to make up for it.

Here is a list of the Special Accessories that I feel are best suited for Gabranth Builds.

Name	Rank	Effects	Best Way to Obtain
Arcane Resin	S	Initial EX Force +100% / Accessory Breakability: 100%	Shop: w/ Ingredient
Close to You	S	Absorb EX Force	Shop: w/

		during attacks /	Ingredient
		Absorb EX Force	
		when damaged /	
		Absorb EX Force	
		after summoning	
+-----+-----+-----+-----+			
Cyan Drop	B	Initial EX Force	Any Friend Card
		+10%	with a Cyan Orb
			on it
+-----+-----+-----+-----+			
Cyan Gem	S	Initial EX Force	Any Friend Card
		+20%	with a Cyan Orb
			on it
+-----+-----+-----+-----+			
First to Victory	S	Initial EX Force	Shop: w/
		+25% / Initial	Ingredient
		Bravery +25%	
+-----+-----+-----+-----+			

Arcane Resin is for players who have no life and or way to much free time to gather materials for a stock for every match. Close to You is one of the most important accessories for EX builds, so it is just perfect for Gabranth as long as he is in the middle of the action (plenty more EX Force draw options).

Cyan Drop and Gem are not really needed as is First to Victory, but if you stress over reaching EX Mode quick, it's okay to put one of these on depending on what is available for you. Whew! Those are the special accessories I most recommend for Gabranth builds... Well, Close to You is really the only important one on this list... So...

XI. Summons

Summons can create powerful effects able to sway the tides of battle in yours or your opponent's favor. Some Summons I would definitely call cheap and unfair (I'm talking about you Odin with the 50% chance of Break...), however most summons provide benefits that can be dealt with more suitably or have higher requirements. I will be listing some of the best Summons and what they do...

Summon	[Auto] or [Manual]	Effect	Activation
Carbuncle	[Auto]	Opponent's bravery becomes equal to your bravery	When your bravery = 0
Magic Pot	[Auto]	Your bravery becomes equal to your opponents bravery	When opponent's bravery = 3x base bravery
Demon Wall	[Auto]	Your bravery is temporarily shielded	When your bravery = 50% of base bravery
Alexander	[Auto]	Your bravery is temporarily	When you gain stage bravery

		frozen	
Magic Pot	[Manual]	Your bravery becomes equal to your opponents bravery	(R\ + (O)
Demon Wall	[Manual]	Your bravery is temporarily shielded	(R\ + (O)
Odin	[Manual]	50% chance of inflicting Bravery Break on opponent	(R\ + (O)
Alexander	[Manual]	Your bravery is temporarily frozen	(R\ + (O)
Leviathan	[Manual]	Opponent's bravery temporarily falls by 40 point per second	(R\ + (O)
Bahamut	[Manual]	Your bravery temporarily rises by 40 points per second	(R\ + (O)
Titan	[Manual]	For a period of time, your bravery triples whenever you take HP damage	(R\ + (O)
Iron Giant	[Manual]	For a period of time, your opponent's bravery is halved whenever you deal HP damage	(R\ + (O)
Deathgaze	[Manual]	If opponent's bravery total is a multiple of 5, inflicts Bravery Break	(R\ + (O)
Scarmiglione	[Manual]	Opponent's bravery falls to 0	When opponent uses a Summon
Rubicante	[Manual]	Your bravery is tripled	When opponent uses a Summon
Omega	[Manual]	For a short	(R\ + (O)

		period of time,	
		opponent's	
		bravery is cut	
		in half every	
		second	

My personal favorites include Magic Pot, Bahamut, Deathgaze, Scarmiglione, and Rubicante. What summon you choose to use in reserves is all up to you though. Summons are more about what the player prefers, not based on what the players character specializes in.

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XII. Character Setups
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With all of this analysis for Gabranth in Abilities, Equipment, Accessories, and Summons, now would be a good time to discuss what to use for each of Gabranth's three setups. Naturally, there should be one full out EX Build, one Anti-EX build, and one Anti-EX Defense build.

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[[[Setup A (EX-Build)]]]
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For our purposes, the first build will focus on Gabranth's largest strength, his EX-Mode. To do this, we are going to need plenty of equips and accessories to...

1. Extend his EX-Mode Duration
2. To quicken his ability to enter EX-Mode
3. To make use of abilities that can help make his EX-Build as effective as possible

Here is a good example of such a build...

Equipment:

- > * Heaven's Cloud (w/ Katana Adept)
- > * Highway Star
- > * Genji Helm
- > * Maximillian

Accessories:

- > * Gravitorb
- > * Pearl Necklace
- > * Gold Hourglass
- > * Archangel's Bell
- > * [Summon] Summon Unused / After Summon
- > * [EX] EX Mode
- > * [EX] EX Mode
- > * [HP] HP = 100%
- > * [Opponent] HP = 100%
- > * Close to You

For the Boosters, we have low of 1.0 if none are in effect. However, here are typical statistics for game situations.

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Condition	Mult.
Start of Match	x3.4
Worst Case EX	x1.7
Best Case EX	x5.7
Average Mult.	x3.8

In my Opinion, those are solid modifiers. If the opponent was totally owning you, you're very unlikely to have anything less than x2.3. Additionally, if you felt like Heaven's Cloud could cover the EX Intake Range for you by itself, you could put in another Booster or Basic Accessory in Gravitorb's place and do just as good if not better.

Boosters = x1.0-5.7

Now, lets put all these EX important effects into math terms (I know it looks boring but listen up). I will use Worst Case EX as a Base here...

- > * EX Mode Duration Boost = (Gold Hourglass * booster) = (20 * 1.7-5.7) = 34-114%
- > * EX Force Absorption = (Pearl Necklace * Booster) + Highway Star = (30 * 1.7-5.7) + 10 = 61-181%
- > * Intake Range = (Gravitorb * Booster) + Heaven's Cloud = (3 * 1.7-5.7) + 6m = 11-23m
- > * Regen = (Archangel's Bell * Booster) = (20 * 1.7-5.7) = 34-114%

So we have:

- EX Mode Duration Boost: 34% to 114% w/ average of 76%
- EX Force Absorption: 61% to 181% w/ average of 134%
- EX Intake Range: 11m to 23m w/ average of 17m
- Absorb EX while Attacking, taking Damage, and Summon
- Defense: +20%

Now those are solid numbers! Of course, you can do it your own way as well. I don't usually encourage people to use Chaos Blade anymore, mostly because it cannot give you any ____ Adept ability +2 ATK modifiers. While it may not sound like much, +2 ATK is a lot. Based on multiple studies by players, +2 ATK does quite a bit more damage than a typical Champion Belt accessory with moderate multiplier. In addition, the large amount of unused CP from Gabranth not needing many Critical Boosting Extra Abilities makes those Adept abilities fairly worthwhile. If you are able to, it is also a good idea to tack on a "Glove" adept ability for the bonus +2 DEF, which will come in handy for sure.

A Genji set is also a great way to make a powerful setup. I recommend you decide whether you want the +6m intake range from Heaven's Cloud vs. the +20% Physical Defense boost from Maximilian. I personally find that Heaven's Cloud is a much more effective choice, but if you like Maximilian, you can make a pretty decent comprimise. This is how I would proceed with this kind of setup...

Equipment:

- > * Heaven's Cloud (w/ Katana Adept)
- > * Genji Shield (w/ Shield Adept)
- > * Genji Helm

> * Genji Armor

OR

> * Genji Blade (w/ Katana Adept)

> * Genji Shield (w/ Shield Adept)

> * Genji Helm

> * Maximilian

Accessories:

> * Gravitorb

> * Pearl Necklace

> * Gold Hourglass

> * Archangel's Bell

> * [Summon] Summon Unused

> * [EX] EX Mode

> * [EX] EX Mode

> * [Bravery] Large Gap in Bravery

> * [Opponent] HP = 100%

> * Close to You

Do remember that the Genji Set gives you an ability that transfers regained HP into BRV, so I would replace [HP] HP = 100% booster to Large Gap in Bravery if your not confident you'll be able to maintain those conditions.

Here is a pool of abilities which should be considered the most for all these builds.

> * Enrage

> * Dual Rend

> * Rapture

> * Vortex of Judgment

> * Guilt

> * Innocence (ground)

> * Innocence (midair)

> * Sentence (ground)

> * Sentence (midair)

> * EX Charge (ground)

> * EX Charge (midair)

> * Ground Evasion

> * Midair Evasion

> * Ground Block

> * Midair Block

> * Free Air Dash / Omni Air Dash

> * Aerial Recovery / Auto Recovery

> * Speed Boost (+/++)

> * EX Core Lock On

> * Evasion Time Boost

> * EXP to HP, Bravery, or EX Force

> * EX Critical Boost

> * Disable Anti-EX

> * "Weapon" Adept

> * "Glove" Adept

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[[[Setup B (Anti-EX Build)]]]
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The second build is to beat down opponents who tend to abuse EX like we do with

Gabranth. This build will focus on...

1. Depleting an opponents EX-Gauge
2. Using abilities that make fighting EX-Mode characters safer
3. Maintaining dominance over the EX Force and EX Cores on the field

The most crucial factor to a powerful Anti-EX build is having Lufenian equipment. These rare equips (when worn in a full set of 3) give a character "Wisdom of Lufenia," an ability that provides EX Gauge Depletion +15%. This will cause the opponent to lose EX when hit for HP damage, something that will become a saint when fighting EX-Builds.

One of the most important abilities for an Anti-EX build include the ability Anti-EX itself, which improves Gabranth's Critical hit rate while an opponent is in EX-Mode. While this build focuses on keeping the foe from ever reaching a full EX-Gauge, there will be times when your opponent will reach it anyways despite your efforts. With the addition to the Lufenian gear, we can also increase the amount of EX-Depletion made from attacks by further increasing our critical rate with Anti-EX (especially if you end up out of EX-Mode and need to go on the defense).

Everything from Setup A can be the same as it was but we should switch out a few things...

Old	for	New
Old Handgear	-->	Lufenian Shield
Old Headgear	-->	Lufenian Helm
Old Armor	-->	Lufenian Armor
Gravitorb	-->	Despair Shock

NOTE

BE SURE TO KEEP HEAVEN'S CLOUD ON IF YOUR REPLACING GRAVITORB.

Not only is this build set to have high EX Force itself, it also tries to drain the opponents with a nice high EX Gauge Depletion. Remember, you can switch weapons and accessories like in Setup A to fit your style and transfer them to your Setup B.

[[[Setup C (Anti-EX Defense Build)]]]

This build is meant to fight against Anti-EX builds. Some important changes we need to make from Setup A to Setup C is to add Disable Anti-EX ability. Don't

Likely, they will also have Disable EX Critical Boost, so maybe it would be a good idea to trade EX Critical Boost for another critical hit ability like Sneak Attack, Riposte, Counterattack, or a combination.

Another thing important to Anti-EX builds is to include accessories that increase the base duration of EX-Mode as you may encounter players who use the run away game to stall you out of EX-Mode. By adding Silver Hourglass in place of another accessory, and adding the EXP to EX Force ability, you can further

extend the duration of EX Mode when playing a fleeing foe. EXP to EX Force is a nice addition as it allows you to replenish EX Force from HP attacks, and moves like Innocence (ground and midair) have long range, making further away targets a little bit easier.

Do know that most EX Depleting attacks require HP Attacks, so be sure to avoid enemies abusing HP Attacks even more so than usual.

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XIII. Basic Techniques
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To play any character well, it is a good idea to make sure you understand the basics of Dissidia. Knowing the ins and outs of each action can not only improve understanding but drastically improve overall performance. There are some things the little manual you got with the game don't cover well or enough for the player to fully grasp it. Somethings are not even mentioned in the manual. This section is an overview of these basic techniques and just about all there is to know about them.

///=====\\
||| Air Dashing |||
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Air Dashing is the process of flying towards, away, or in a Omnidash direction of a selected target. Air Dashing is a crucial skill to master for Short Hopping, Free Air Dash Canceling, and the occasional Wall of Pain. All three of these techniques will be covered in the Advanced techniques section.

To Air Dash, you need to have either Air Dash, Free Air Dash, Reverse Air Dash, Reverse Free Air Dash, or Omnidash equipped on your character. The standard Air Dash and Reverse Air Dash can only be activated while Quickmoving (read further down if you don't know what it is) with (/\\). Depending on which move you chose you will either fly towards an opponent or away and the longer you hold (/\\) the further you go. It doesn't last forever however (rhyming going on here...).

Free Air Dash, Reverse Free Air Dash, and Omnidash are versions of Air Dash that can be activated anytime any where as long as you hold (R\\) and press (/\\). The three Free Air Dashing abilities is almost always used over standard Air Dashes as they provide more versatility and freedom to the player. Not only that, but all Air Dashes are crucial if you want to reach far off characters quickly or a targeted EX Core. When Air Dashing, most magic projectiles will bounce off you (not reflect) and be nulled. So if an opponent thinks he or she has you by throwing a Holy straight at you while your still in Air Dash, they aren't going to be all that happy to know it's not going to do anything unless it hits you the moment you stop. Practice Air Dashing as it is a crucial skill to have.

///=====\\
||| Blocking |||
\\=====///

Blocking is a crucial skill for any player to master. The earlier you start using it, the better. To block, you must press (R\\), after doing so you have about 1 second of guard and 0.5 or so seconds of downtime if nothing was blocked. If you successfully block, you will take no damage and the opponent will stagger for about a second or so. Another thing about blocking is it can

\\\=====///

Dodging is even more crucial than blocking, and effective evasion technique can not only make you harder to hit, but also provide you a better chance to land a hit on the attacker. To dodge, simply hold (R) and hit (X) either neutral or in a direction. On the ground a neutral dodge is a small step back. If you press forward when you dodge, you will jump over the opponent, making him or her open to a sneak attack and counterattack. However, jumping over the foe is dangerous when attacks have an upward arc or high vertical range. Use it whenever you think it can best be used.

In the air, a neutral dodge is a small sidestep of sorts. There is much more versatility in the air for dodging than the ground and once you equip the Midair Evasion Boost, the distance you go in a dodge increases by an awesome amount that saves you from more difficult attacks from the foe. In midair, you have all three dimensions to dodge away towards. With good practice, dodging can be an extremely effective tool for every match. Dodges are most commonly used as a way to avoid HP attacks as most cannot be blocked.

///=====\\\
||| EX Cores |||
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EX Cores appear randomly throughout the battle. These little bells (sometimes with one or two wings) when grabbed can either fill a little bit of your EX Gauge or a lot of it. The number of wings and how fiercely it is glowing indicated how much EX it has in it. When EX Core comes into play, the screen will flash a bit and all EX on the battlefield will fly towards it (its got infinite EX Intake Range) and absorbs them. There are generally a few areas where EX Cores appear on every battlefield and how close they appear to you depends on your LUK stat. If you have a really high LUK stat compared to your opponent, it will likely spawn right near you and visa versa.

EX Cores are not always important for players who want to gather EX. Sometimes EX Cores pose a threat to them as the other player may use the EX Force gained against them. So when in EX Mode, players generally focus on gathering EX Cores not so they can replenish their EX (while that is still a very good reason to grab it) but to keep it away from the foe. EX Cores can sway the battle in another players favor if it helps them reach EX Mode. For Gabranth, you will want to control the EX Cores for yourself but not rely on them completely for EX force as it is a very inefficient and dangerous way to do so.

///=====\\\
||| EX Gathering |||
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EX can be gathered in many ways. One is from EX Force, another EX Cores, and the last is using Gabranth's EX Charge HP attack when outside of EX Mode.

EX Force is the little shiny blue glowey things that float in the air when you fight. You can initially absorb them from 1m away, which is really small, and they help increase the EX Gauge. So how do these little glowey things come to appear?

- > * Successful Brave Attacks
- > * Successful Blocks
- > * Taking Brave Damage
- > * Successful Midair Dodges

If you use accessories to increase the intake range and EX Force Absorption, you basically become a magnet to these little EX glowey thingies and stay in EX Mode a very long time... Well, as long as you keep making more EX Force. Using good accessories and equips, pure EX Force is often a better way to reach EX Mode than using EX Cores.

You can also gain EX from EX Cores as well. EX Core make all the EX Force on the map move straight to it, so basically it gets more full the more EX it attracts.

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///=====\\  
||| Multi-Air Slide |||  
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After expending your jumps, if you have Multi-Air Slide equipped, you can basically Air Dash in the direction you want by pressing (X). Multi-Air Slide is a faster way of travel than even Free Air Dashes. And with Multi-Air Slide+ you can perform two in succession. Basically, Multi-Air slide is an easier Omni Air Dash (well kinda). It takes a lot of practice to get the hang of it, but it can also improve gameplay for some players. Multi-Air Slide is a great way to reach EX Cores first and even avoid attacks.

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///=====\\  
||| Quickmove |||  
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You can quickmove anytime you see a little yellow arrow show up on your screen. Press and hold (/) to Quickmove. There are a couple of different quickmoves. One being the ability to run up vertical walls. Another instance of Quickmove is to slide on rails such as those in Order's Sanctuary and Ultimecia's Castle. Being able to quickmove is nice in certain maps when you either need to scale a vertical wall fast or quickly move from one part of the stage to the other. Almost every stage has an area in which you can quickmove, so remember your options.

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///=====\\  
||| Wall Rush |||  
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Some attacks cause characters to fly into walls and take additional damage. When you wall rush, you typically either do 1/2 the damage of the last hit in a brave combo or 1/2 the amount of damage done with the HP attack. Using wall rushes can not only rack up some serious damage but cause opponents to be immobile for a moment allowing you to set up another attack and maybe a Wall of Pain (mentioned later). When you wall rush someone for HP damage, the additional damage will never kill the opponent. It will instead leave him or her with 1 HP remaining. Use Wall Rushes to your advantage and avoid falling into one yourself.

XIV. Advanced Techniques

Beyond basics such as dodging and wall rushes, there are special techniques you can use to make any situation recoverable. You don't need special accessories

or abilities to do most of these, just plain old good timing and patience. You will likely find at least one thing in this section you did not know before. Enjoy these Advanced Techniques as they can be very useful.

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///=====\\\
||| Air Dash Interception |||
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Blocking doesn't just stagger attacking opponents, it can stagger people who wall rush into it as well. Because some players have a lack of control in their Air Dashing (why Air Dash Cancels are nice) be prepared to block an incoming opponent for two reasons. One is that they may just bump into you and stagger and two they may be coming in for an Air Dash Canceled Attack (mentioned later). Either way, you can intercept an Air Dash by blocking, leaving the foe open to a counterattack.

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///=====\\\
||| Brave Break Stalking |||
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Whenever you deal HP damage to an opponent, you're bravery will drop down to zero. The more damage dealt, the longer it will take for that players bravery to recover to its initial value. While the value is recovering, the opponent is also incredibly vulnerable to brave break. Take advantage of the very low brave scores and stalk the player for an easy brave break, it just may change the entire motion of the battle in your favor. The closer to the foe the better and the more damage they have to recover from dealing the better chance you have. Waste no opportunity and keep up the pressure as soon as you're hit by an HP attack.

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///=====\\\
||| Brave Recovery |||
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Because Brave Stalking is a dangerous thing to encounter after a good HP attack, it is good to know fast ways to recover brave faster so you don't have to worry about it. One thing you can do is land a second HP attack for very very minimal damage like 0 or 54. Dealing HP damage this low has a short recovery timer and you should literally have max initial brave in about a second or two after the hit. Another way is to have the EXP to Bravery ability. When you deal HP damage, you gain EXP as well. With this, the base of your bravery wont start at 0 after the attack like normal but something like 500-700 which will soon reset back to full initial bravery. EXP to Bravery is like the ultimate brave recovery move of the game so use it if you like to hit with HP attack after HP attack to chip away at the opponent.

When you do fall into a break, don't fret, there are ways to reset it. One is to land an HP attack like mentioned before. It wont deal any damage but it will free you from break so you can attack again. Another way is to attack the opponent with Bravery Attacks. By doing this, you will help the speed of the break recovery. The more Brave damage the better.

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///=====\\\
||| Critical Hit Rates |||
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Here are things that naturally improve Critical Hit Rates:

- > * EX Mode gives a 50% Critical Hit rate bonus
- > * Auto critical using an attack after blocking a foe (counterattack).
- > * Auto Critical as soon as you drop to 0 BRV and begin refilling after an HP attack
- > * Through Extra abilities

That's all there is to know about critical hit rates really.

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///=====\\  
||| Dodge Cancel |||  
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Some moves can canceled mid attack with a simple dodge. To perform, you must while in a moment of stalling in any one of Gabranth's attacks (when he isn't exactly attacking), press (R\ + (X) to dodge out of it. However, this is a fairly selective skill in that most attacks are super hard to dodge cancel out of. Enrage is one example of an attack that can be dodge canceled and Sentence is another prime example. Examples of moves that don't work are EX Charge, Innocence, and Aero. Dodge cancels are often used to enter a new attack mid attack such as Enrage to Relentless Lunge. Not necessarily used often on Gabranth, but be aware you may face opponents who do this such as those using Sephiroth.

```
///=====\\  
||| EX Release |||  
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EX Release is the ultimate interception move in the entire game and it has no peer. Before you decide to hit (R\ + ([)] after filling your EX Gauge to enter EX Mode, consider the fact that if you do this during the middle of an opponents combo or right when your getting hit by an HP attack you can cause the attack to stop and the opponent to stagger giving you a free opportunity to attack if you are close enough. EX Release is an important skill to master and timing is everything. This trick will not only save you but protect you from anything at any time in any situation whether already staggering or on the grou