

Disclaimer: Just my overall opinions. I 'may' be biased towards some units. Results may vary. This is based on just the unit and its capabilities. Nothing else.



Name: Tentacle Rider

Early Game: ★★★★★☆

Late Game: ★★★★★

Base Unit: ★★★★★☆

With Proper Gear+Titles: ★★★★★★

Role: Healer/Support

Notes: Very nice array of support skills including All Null and Absolute Cure. Can get a sufficient amount of Spell Barrier through titles for Late game. Huge Boost for male characters which are some of the stronger units. Range Null may leave her susceptible to death via counter. Defense Only title may be a good idea. Equips don't offer much. Use literally whatever you want.



Name: Kharn Pendraeg

Early Game: ★★★★★★

Late Game: ★★★★★

Base Unit: ★★★★★☆

With Proper Gear+Titles: ★★★★★★

Role: Attacker/Support

Notes: Can put out some massive damage due to his Slay, Dimension Slash, and Added Attacks. Added bonus of wielding a shield for Wide Null and later Cross Null if needed. Along with All Null he can block literally everything by himself. Capable of hitting crazy numbers lategame with proper titles and equips. Skill set is very Newbie friendly, but to a seasoned player a few skills are a tad 'wasteful'.



Name: Gatsby Pugnome

Early Game: ★★★★★

Late Game: ★★★★★

Base Unit: ★★★★★

With Proper Gear+Titles: ★★★★★

Role: Tank

Notes: Very impressive tanking unit. All the needed tools to tank minus Forward Guard and Slayer Defense, which are easy to acquire even without titles or high tier equips. Cross Null covers over 90% of the game so it's a huge deal. Flank Null and a high amount of Counter Amp means this guy will counter like a Freight Train and often too. When full titles and equips come into play, he's just a measly 5 Hardy Physique short of being the 'Ultimate' tank.



Name: Dreaming CEO Onikage

Early Game: ★★★★★☆☆

Late Game: ★★★★★☆☆

Base Unit: ★★★★★☆☆

With Proper Gear+Titles: ★★★★★

Role: Treasure Hunt ★★★★★ /Support (Yes, the extra set of Stars is important)

Notes: Very strong boost skills and a support based skill in Absolute Cure. Most Mechanical and Dragon units won't be accessible till a good portion into the game though, diminishing his usefulness. Very nice Treasure Hunt value and high Bounty Hunter value making it easy to get a few nice early equips, albeit slowly. Functions very well as a support unit late game with proper equips and titles after Treasure Hunt is no longer needed.



Name: Dr. Yoshika

Early Game: ★★★★★☆

Late Game: ★★★★★★

Base Unit: ★★★★★★

With Proper Gear+Titles: ★★★★★★

Role: Healer/Support

Notes: Basically a perfect skill set for what he's meant to be doing. Has both a heal and a boost that will work for any team. Absolute Cure for most ailments.

Defense Only so he'll not die from counters and take less from all other sources. 2 different barriers to reduce even more damage to the team. Overall just an amazing unit. Equipment can easily improve any one of his existing traits.



Name: Otherworld Teria

Early Game: ★★★★★☆

Late Game: ★★★★★☆

Base Unit: ★★★★★☆

With Proper Gear+Titles: ★★★★★★

Role: Attacker/Supporter/Healer

Notes: Has a vast array of skills that allow her to do basically everything. Fits pretty easily into most dragon teams. Low stats and the need for titles and equipment to make her shine means she won't be working as well as you'd like in the earlier portions of the game. Low stats can be counteracted somewhat by very good equipment choices and titles late game. Very Newbie friendly though just due to how much she can do by herself.



Name: Dragon Maiden Mio

Early Game: ★★★★★

Late Game: ★★★★★

Base Unit: ★★★★★

With Proper Gear+Titles: ★★★★★

Role: Attacker

Notes: Mio is what one could call a near perfect attacking role unit. She has literally everything she needs to succeed in battle as an attacker. Good Slay rates, Defense shred through Helmet Split, Crit Boost and Lethal Crit, and the Added Attacks. Equipment can supplement any sort of shortcoming you may find with the unit, or boost her already powerful abilities. She does have fairly common equipment choices though, and if she has one drawback it's that she'll either be fighting for or stealing the limelight from other units who may need or want said equipment.



Name: Erin

Early Game: ★★★★★

Late Game: ★★★★★

Base Unit: ★★★★★

With Proper Gear+Titles: ★★★★★

Role: Attacker

Notes: The BEST because I said so!

Jokes aside, she has quite the elaborate skill set and is one of very few units to have the Rainbow Poison skill. She is a bit lacking until you get some proper equipment and maybe titles for her as she isn't as filled out as Mio is in that regard. However her equipment choice of double whips means she is capable of an incredibly high ceiling in terms of damage, alongside the fact that there aren't many capable whip users for damage meaning she won't be fighting for it like Mio may. Capable of reaching Helmet Split 75, having Dimension Slash for another 75% defense reduction, and is capable of having a value over 150 for Lethal Critical all at the same time. All in all a unit not to be ignored for those who like to see some big numbers in the late game. Being of the Poison race also nullifies any risk for Field damage in a proper setup.



Name: Winter Deity Rigret

Early Game: ★★★★★★

Late Game: ★★★★★★

Base Unit: ★★★★★★

With Proper Gear+Titles: ★★★★★★

Role: Treasure Hunt ★★★★★★ ★★★★★★ /Support

Notes: She is the Heart and Soul of any Treasure Hunt team. Capable of single handedly carrying basically any group of TH units with just some force to use her Tactical abilities. Also has Cross Null and Boost Squad to be able to fit into any team. Add in some impressive Field damage and she really stands out at the peak of units. The lack of not being able to cure any abnormal status may be her only drawback. Luckily, we have Onikage for that. I will say though, get used to hearing her tactical abilities. A LOT. Happy Stick anyone? Maybe a Snow Wave? No? Too bad. You get to hear it again and again anyways. (I still love you Rigret)



Name: Bride of Thunder (Thor)

Early Game: ★★★★★

Late Game: ★★★★★

Base Unit: ★★★★★

With Proper Gear+Titles: ★★★★★

Role: Tank

Notes: Thor is a very... finicky unit. She performs incredibly well as a tank that is able to deal very high counter attack damage since she has Counter Amp 8 and a high value of Lethal Critical. The problem? She needs very specific equipment to even function well as a tank, that or a team built around just her. Can it be done? Of course it can. Should it? That's the question you need to be asking. Her one main drawback aside from all that though is that counter attacking will be dealing basically no damage on the highest of difficulties due to enemies having so much defense and Thor not having a way to pierce that defense. Until then though, don't be surprised if she one shots basically everything that so much as looks at her the wrong way. Her counters are that strong, and she should be played around if at all possible during those early stages.



Name: Delusional Odin

Early Game: ★★★★★

Late Game: ★★★★★

Base Unit: ★★★★★

With Proper Gear+Titles: ★★★★★

Role: Attacker/Support

Notes: Delusional Odin is a very good unit and is capable of adding a ton of utility and damage to any team she can fit on to. Having Added Attacks and decent Helmet Split value means she will deal some decent damage. Cross Null and Boost Squad means she can fit onto any team and have use. And Spell Barrier and Light Field means she can contribute passively by both increasing and reducing turn end damage. If she had one drawback, it's that she has no way to reduce counter damage. Meaning she needs to have a weapon with range attack, severely

weakening her potential output as an attacker. This can be supplemented with endgame equipment through obtaining Dimension Slash. Her equipment does also suffer like Mio in that she has very contested slots meaning she may need to take away from someone else to be at her best. Is it worth it though? Likely yes, she 'needs' it unlike say Mio who just happens to 'want' it.