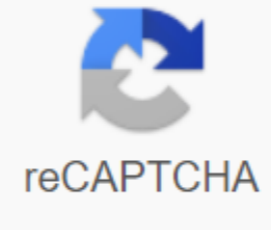




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## Alchemist code memento guide

See more Follow Memento similar to a transmission that gives additional attributes (based on rarity) when equipped for a unit. Mementos needs to reach level 30 to maximize your stats/attributes (Group Skills and Vision Ability). Get through call banners and events. Extra special leather block from some Mementos. How to equip Mementos: Choose a unit. Look for the Mementos slot. Choose your preferred card from the Memento list. Click OK. How to remove equipped Mementos: Click mementos. Choose to remove. Click OK. How to improve Memento: Choose the memento you want to improve. Then select the Enhance Bulk button. Make sure you are in the Improvement tab. You can use the following EXP cards. OR, you can increase the Level of Memento by selecting the Improvement button and select the Memento you want to use: Improvement Bonuses: Limit Achieved: Group Skills and Vision Abilities will increase when you maximize memory level and percentage. How do I nominate Memento favorites? On the screen are the details of the block. Click on the souvenirs. Mark it as Favorites It is important to mark your Mementos as Favorites to prevent accidental removal. Memento Limit Break If Memento used to improve another Memento has less than 5 breaks limit, this number will be transferred to the extended Memento. By taking a break from the limit, you can improve your group skills with a promotion bonus. Increased bonuses (break limit) Group skills efficiency increases by the number of times you limit the Memento break. You can limit the gap to 5 times for maximum effect. The limitation achieved by the effectiveness of group vision skills and abilities will increase when you limit the break and strengthen Mementos to the max. Alchemical Boundary Is a number that shows how many scenes and memories are collected in Memento. Using Memento with a 100% Alchemy Boundary (Alchemy Vision) as an enhanced material will result in a 5% increase. Once you reach 100%, you'll get a clear Vision reward. Cleaning the quest with Memento equipped, there is a small chance to increase the alchemy boundary. If you use Memento to enhance the same type of Memento, the alchemical boundary (Alchemy Vision) will be carried over. Improve the alchemy of the border Select memento you want to improve. Click The Enhance Bulk button. Go to the alchemical border tab. Select the following EXP cards to increase the percentage of border alchemy. Once it has reached 100%, you will acquire Vision Clear Rewards, and you can claim them from your mail. Vision Clear This award is a manifestation of all the information received about the scenes, etc. It can be obtained when the alchemical boundary has reached 100%. Stack the same Mementos as an advanced material material Break. Scenes and memories built into Mementos will become separate elements. Vision Clear Rewards will be sent to gifts (without expiration date). To get a vision experience: Run missions (without using skip tickets) with a souvenir equipped for the unit in your team. This gives you a chance to get 1% to the VCR. Improved it with similar or defined souvenirs: Group skills It is similar to leadership skills and it can be set on units under certain conditions. Group skills will be displayed after the battle is deployed. If Group Skills create a duplicate effect, a higher value will be applied. Group skills do not apply to NPC. Was this article useful? 98 out of 104 found it useful There are more questions? Send a request, written /u/lvyspear, edited /u/Oriks These units that are worth fumbling at any time in the game, not just in the current JP meta. I will try to put them in order of relevance, that is. in which they were introduced, if I know it: Dark: Neun Sol Cheng And Meliodas Dark Sain Ambrosia Merlin Fails (en) Ikasa Nero Light: Alma Emmel Sieba Tifaret Tifaret Fire: Dark Masamun Dark Setsun Mira Escanor Adala Icon Benimaru Rizanout Water: Merlinus Julia Tseng Dark World Evelika Water Ains Thunder: Vier Orion Inu Dark Freikugel Nix Dark Otima Drey Cassius Wind: Dark Artemis King (en) Dark Macerie Tsway Dark Nix Tamis Good Rule is later on the list they, the more relevant they are in JP now. I've highlighted units you'll never be able to enlighten without whaling in red, although that could change if there are better banners for them in Global. Some Genesis units (Emmel, Yna Ku, Mira, Nyx) have yet to receive a full Enlightenment, so it is relatively cheap, despite being difficult to initially purchase. Rainbow shards should be saved when you need to get the unit raised immediately; i.e. in the case of a sudden shard of a banner for the future Enlightenable block, or clear the limited content. Otherwise, hold on to them and just use the elementary shards.

Note lvyspear: This mainly applies to F2P to the crowd of dolphins (mostly everyone who gets only shards from EX cards and gum gifts). While this still applies to whales, this is the most effective list for those who want to get the most out of their Rainbow/Elementary shards. The most important thing to remember is to play for your enjoyment right now. The future of this game and this JP game should not affect what you do if it affects your experience right now. UnlockGate from EnvyGate SlothGate from LustGate from GluttonyGate Anger Master Ability Gear Ability Type Description type Dmg Atk Elem Hgt Chrg Jwl Templar District: Magic Defense Significantly Raises MDEF MDEF Ally units in the area around him for 3 turns 2 1 40 Gear Bionic Eye Invisible Wind is not the type of ATK (200%) that removes all buffs/debuffs, Cast on units within the target area of 2 1 80 Gear Formula 0.85 (PATK - AGI / 2 - AGI - Lv / 100 - DEX / 4) Silver Ortlind Thunder Pier ATK (140%) to units within the area and lowers MOVE/JUMP by 1 for 3 turns 2 2 32 Employment restriction: Gear Formula 1.4 (PATK `Storm Attack) Faust 4-hit Wind not type ATK (130%; Strong vs. Thunder (40); Combo Hit Dmg: 28%) on enemy units within the zone around them and doubles PATK/DEX (150%) for 1 Turn 3 3 40 Employment Restriction: Gear Formula 0.85 (PATK - AGI / 2 - AGI - Lv / 100 - DEX / 4) Breeze's Gentle Balm lifts PDEF/MDEF when getting Dmg (Stackable to 10x) Gear Formula PDEF/MDEF 50% (5%/Dmg taken) Gladiator Force Constantly Raises Pier ATK Power/PDEF/AGI While Receiving Dmg (Stackable to 10x) Employment Restriction: Gear Formula Pier ATK Power 30% (3%/Dmg accepted); PIEF 70% (7%/Dmg accepted); AGI No 20 (2/Dmg taken) Vision Ability Type Description of the name Dmg Atk Elem Range District Hgt Chrg Jwl Reach Bonus Raises AGI after appearance on the map Meme Formula AGI No 10 Shards of desired dream raises all elements of Res for 3 turns after appearing on the map Meme Formula Fire Res/Water Res/Thunder Res/Wind Res/Dark Res No20 Limit Reached Bonus raises AGI after appearing on the map Meme Formula AGI No10 I do not want to be one... Raises all ATK when receiving Dmg (Stackable to 10x) Meme Formula Wind / Dark No 50-100 (No 5'10/Dmg accepted) Restriction Reached Bonus raises AGI after appearance on the map Meme Formula AGI No 10 Other Master Of Ability Type Title Description Dmg Elem Range District Hgt Chrgwl Jrg Jwl Increase attributes Sin: Envy raises Max HP/ PDEFM NO20 MDEF No.15 One Eye in the Sun Raises Max HP/PDEF/MDEF/JUMP Res Gate Formula HP 30%; PIEF/MDEF 15%; JUMP Res No.15 Increased attributes Sin: Gluttony raises Max HP/PATK/Strong vs. Pride/Strong vs. Gluttony Gate Formula HP No.70; PATC No.35; Strong vs Pride No 20; Strong vs. gluttony No 40 Decay Armor Hand 3-hit Wind Strike ATK (160%; Combo Hit Dmg: 60%) on the enemy unit that ignores DEF 2 5 40 Job Restriction: Gate Formula 0.85 (PATK - AGI / 2 - AGI - Lv / 100 - DEX / 4) Light Combat Spear - Brunidehi Penetrating Light Pier ATK (185%) on the enemy block (Strong vs. Demons) » raises your own All Elements Res (No. 25)/Pearce ATK Power (No.30) for 3 turns 2 2 40 Employment restriction: Gate Formula 1 . 1. .0 (PATK Flying Cicada raises its own level of evasion (20 euros) by 3 turns and increases MOVE/JUMP by 2 2 3 20 employment restriction: Gate Primary Related Groups Alliance Without a Future (Jewels Received; Heath HP) Ace of Lost Blue (DEX) Lost Blue High Magic (MATK) Lost Protection of Blue (PDEF) Lost Blue Stiffness (PATK) Lost Viability of Blue (HP) Rebel Templar (Initial Jewels; Counter ATK Power) Templar Commandment (Strong Vs. Man; Stop Res) Templar Storm (Strike ATK Power; Strike ATK Power; Demonic Defense Templars (MDEF) The rigidity of the Templars (PATK) Templar Viability (HP) Blossoming Declarations (AGI; Reduce AGI Debuff) Warning Flower (MATK Power) Templar Breeze (TC Res; Death Sentence Res) Sun-Dappled Resolve (AGI; One Target ATK; Buff Duration) War-torn Eye (PATK; DEX; Slash Res) Primary Statues Lv60 Lv65 Lv75 Lv85 Lv91 Lv95 525 556 618 680 717 742 142 147 157 166 166172 176 121 127 137 148 154 158 64 64 64 64 64 147 153 167 180 188 194 128 131 139 146 151 154 82 83 84 84 84 124 128 134 141 14 5 11 47 96 100 106 112 116 118 135 139 148 157 162 166 Community Content is available under CC-BY-SA unless otherwise stated. The list of souvenirs can be found in memento/List. Mementos (called Nensou in Japan) are a mechanic that adds something similar to the fourth gear slot, although the attributes do stack with transfer attributes. Memory will provide a minor attribute bonus for those who equip it. Then, depending on the memory, it will also provide additional, larger attributes of units of a particular group (such as country) and/or specific units. In the example on the right, all units receive a minor health bonus, Slotenstein units receive a big health bonus, and Fiona, Edgar, and Veloso receive a agility bonus on top of their other bonuses. Mementos can also provide special abilities or skins to a unit wearing it. Memento Benefits (edit) Basic stats (edit) Basic stats provided by the souvenir are provided only to the unit that equips it. These statistics scale with the level of memory. Group Skills to edit group memory skills are provided to all units in the unit group that are present in the batch, as long as one unit in this group has a souvenir equipped. Group skills will not stack if multiple units in the group have the same souvenir equipped or in general if you get the same stat bonus from several group souvenirs in the party. There may be several group memory skills with different unit triggers often one skill group for one or a small group of units and the other for a much larger group of units. These statistics scale with the memory level and can also get extra bonuses with a break limit. The benefits of group skill are only available in combat, which means that if the unit dies, you will lose the positive effect. If the unit is in the submarines, you won't benefit until they enter the fray. Vision Abilities (editing) Vision memory abilities are usually available without the limitations of breaks or level requirements, but some scales are based on the memory break limit. Some vision abilities are available for all units, but may be limited based on a variety of factors, such as unit, work or origin. Some vision abilities are manually triggered, others are bonuses that apply when you enter the card. Vision Clear Reward (edited) Vision Clear Rewards (video recorder) is a reward provided for every 100% achieved by memory (memory begins with Cover and benefits 100% cover over the break limit). It is often, but not always, the equipment that is exclusively received through this souvenir. This outfit is usually quite powerful, and when getting away from the memory of the character, these gears often provide a special benefit for this unit. A clear reward vision is displayed at the top right of the memory screen. Skin (edit) Some souvenirs provide a special skin of the character when the memory is equipped. When memory is at the maximum break limit, it can provide an alternative leader skill that can be chosen instead of the standard leadership skill when worn by the party leader. Any unit in the party can wear a souvenir in the same group of souvenirs to activate the skills of the leader. Memory should not carry a unit that is designed to activate the leader's skill. Note that there are currently only a few memory groups to ensure the leader skills- more will be added gradually. Note: When using a mercenary, if your leader uses the skill of a souvenir leader, instead of gaining the skill of a mercenary leader, you will not get the skill of a leader from a mercenary, unless the mercenary wears a souvenir in the same group of souvenirs (there should be no maximum limit break), in which case you will get a double benefit from the memorable skill of the party leader. Leader Strengthening Skills Edit Benefits from Memory Leader Skills increases based on the number of souvenirs of the same group that are equipped. For each additional unit in the party equipping a souvenir in the group (including subtitles), you will get a 2% bonus to the leader's skill (multiplied by the basic leader of skill, not added). Using a mercenary with a memory in a group will double the leader's skill, including the bonus, but will not add an individual bonus for an additional copy of the souvenir. Getting edited Most souvenirs are obtained through a subpoena, and will have your own roll. This usually starts with 2,500 gems to pull. Memory banners usually contain only souvenirs. Some souvenirs are provided through other sources, such as temporary or permanent activities. Sometimes commemorative tickets will be given as a reward. One commemorative ticket is provided monthly through a sign-in bonus. Updating Mementos (edit) The Memory Violation Restriction will increase the stats provided to them, the maximum level, adds 100% to the alchemy of the border cap, increases the alchemical boundary derived from quests, and sometimes gives additional bonus statistics at the maximum limit gap. The maximum memory limit is

5. The vision ability provided by memento is often also scaled based on limit breaks, and some of them are only available when the maximum limit gap is possible. You View group bonus improvements from limit breaks under Bonus Improvement. In addition, some souvenirs give the alternative leader skill at the maximum break limit. Memory must be served a duplicate of memory or or limit the break. Unlike gears, you don't need to be at the maximum level to limit the break. You will have to feed the souvenir five copies of yourself to completely max it out. If the copy also has limit breaks, they will be copied to the memory you feed it. Each copy itself will also provide a 5% alchemical boundary to the vision of clear reward, as well as any alchemy boundary copy was and experience to align memory based on the level of duplicate copy. You can limit the memory break under Improvement. Relief reliefs are special wildcard elements that can be used instead of a duplicate of memory when the limit is violated. Each relief is connected to a specific region and can only be used on souvenirs of the region. Reliefs can be obtained through the Vision Coin Exchange Shop, and sometimes through rewards or other means. Levels of edit Memento cards gain experience by being fed other memory cards. See the Memento Experience Chart to see how much experience it takes for a level. The alignment of souvenirs will increase the basic and group stat bonuses. Align specific Mementos edit there are special memory cards called Apple Ratties that provide a great bonus experience. They are mostly sourced through Apple Garden event quests, but can also be obtained through highlights, missions and events such as the Vision quest. Improving memory levels will increase the stats they are given. Standard Mementos edit Whenever you feed standard souvenirs (any other than alignment specific) in another souvenir (under Improvement) the souvenir will get the experience in proportion to rarity and memory level. Because of this, it can be advantageous to align some souvenir before merging it into another souvenir, as long as the experience required to get to the next level is lower than the bonus for the level. Note: You should not use a duplicate for this, but only duplicates will also increase the alchemical boundary and limit breaks when used to enhance. Rarity Initial Experience Bonus for level above 1 Optimal level to duplicate 5 20,000 10,000 11 4 10000 5000 8 3 4000 2000 4 2 22000 1000 1 Alchemical Border Edit Vision Clear Rewards, or VCR are rewards provided for every 100% alchemy boundary on memory. It is often, but not always, the equipment that is exclusively received through this souvenir. This outfit is usually quite powerful, and when getting away from the memory of the character, these gears often provide a special benefit for this unit. The current alchemical memory boundary is displayed in the upper right to the right of the memory screen. There is no benefit from the alchemy boundary other than the VCR that you get when you reach 100%. For everyone The memory limit is added to another 100% alchemical boundary cap, and you can get another copy of the VCR with each additional 100% break point. break point. breaks also increase the % alchemy border added from quests, by a 1% increase in the break limit. Memory has a memory of how many VCRs have already been given, which is also added to the VCR limit when merging. Note: Free souvenirs usually have a limit of 1 VCR reward transmuted. Any VCR that gives only shards for gears is usually limited to one, but sometimes has a higher limit (you can view the transmutation limit in the game or on the vCRR page). To get an alchemical boundary: Feed a copy of the memory to yourself. Every time you do it gives 5% plus any alchemy boundary is already on the copy. You can do this more than five times, but there are only five levels of break limit. You will launch missions that cost AP (without using skip tickets) with a souvenir equipped for the unit in your team. This gives a low chance of getting 1% to the VCR (plus 1% for a memory break). Launch special events such as vision Clear quest that provide a bonus alchemy boundary (usually 1% per launch with a 3/day limit) for specific souvenirs. Vision Clear quest Pro sometimes works on weekends and gives a bigger bonus (usually 10% per run with a 1/day limit) for all souvenirs. Sometimes specific EX provide an alchemical boundary for specific souvenirs (usually associated with this event). These bonuses are for the limit of the break on memory, so if the quest gives 1% and the souvenir has 3 limit breaks, it will give 4% if the quest will give 10% and the souvenir has 5 limit breaks it will give 60%. Memories of the robot can be fed by a map to increase its alchemical boundary by 5%. This is a relatively rare drop from Vision quest and can sometimes be obtained from other sources. There are also the fate of the robot, which increase the alchemical boundary by 1%. Links/Editorial ( Editorial) Currently available Mementos (edit) For the list of all available souvenirs now see the list of mementos Mementos

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