A Commando’s primary duty is to make use of strong non-elemental attacks (0.60 x 0.93 = 0.56). In addition to enacting the inherent benefits to their own abilities (these benefits are called role bonuses), a character also confers similar, though less potent, bonuses to other members of the party.

The “Bonus Boost” abilities selectable during Crystarium expansions enhance these passive bonuses even further. Serah and Noel also have access to special accessories that provide additional improvements, though these are restricted effects that are not extended to allies.

When you study the following tables, it is important to note that the cumulative effect of a Paradigm with more than one active party member in the same role is usually additive, not multiplicative (with the Sentinel bonus being the sole exception). For example: in a Paradigm with two Commandos, both with Bonus Boost I and no accessories, the total bonus for each Commando is 110% (Sentinel Bonus Boost II + 5% bonus from the other Commando + 115%, translating to a damage multiplier of 2.15. On the other hand, the values listed for Sentinel Bonus Boosts further increase resistance to both physical and magic damage, as well as Wound damage.

Ravagers excel at raising enemy Chain Bonuses, thereby increasing the damage done with each subsequent blow and leading the party to quicker Staggers. To achieve this, Ravagers have access to a wide variety of elemental spells and physical attacks. On the other hand, they are extremely poor at maintaining the Chain Gauge on their own. Ravagers can also deal appreciable damage when striking elemental weaknesses. This can be especially effective in combination with a Saboteur’s Imperial spell.

Ravager Bonus Boosts cause all attacks and spells to affect the Chain Bonus more significantly.

Each of the six roles brings unique capabilities to the game’s battles. In addition to enjoying the inherent benefits to their own abilities (these benefits are called role bonuses), a character also confers similar, though less potent, bonuses to other members of the party.

The “Bonus Boost” abilities selectable during Crystarium expansions enhance these passive bonuses even further. Serah and Noel also have access to special accessories that provide additional improvements, though these are restricted effects that are not extended to allies.

Commandos can decrease the enemy’s Chain Bonus, buying you more time to work your way towards Staggering the enemy. Each of the six roles brings unique capabilities to the game’s battles. In addition to enjoying the inherent benefits to their own abilities (these benefits are called role bonuses), a character also confers similar, though less potent, bonuses to other members of the party.

A Commando’s primary duty is to make use of strong non-elemental attacks to deal massive damage. Commandos are also the best at maintaining the constantly depleting Chain Gauge, buying you more time to work your way towards Staggering the enemy.

Commando Bonus Boots increase the damage inflicted by all attacks and spells.

Ravagers excel at raising enemy Chain Bonuses, thereby increasing the damage done with each subsequent blow and leading the party to quicker Staggers. To achieve this, Ravagers have access to a wide variety of elemental spells and physical attacks. On the other hand, they are extremely poor at maintaining the Chain Gauge on their own. Ravagers can also deal appreciable damage when striking elemental weaknesses. This can be especially effective in combination with a Saboteur’s Imperial spell.

Ravager Bonus Boosts cause all attacks and spells to affect the Chain Bonus more significantly.

The Synergist empowers your characters with magic that enhances the party’s effectiveness. These spells can provide improvements to damage output, defense, and resistance to action interruptions and status ailments. Some special abilities can protect your party against strong elemental attacks, or insta-kill non-elemental attacks (such as physical blows dealt by a Commando) with elemental power, enabling allies to exploit weaknesses to devastating effect.

Synergists are most effectively employed at the beginning of a battle, enabling your party to make the most of these enhancements. However, buffs have a limited duration of effect, so you may find it prudent to call on the Synergist intermittently during protracted battles to refresh them as needed.

Synergist Bonus Boots increase the duration of all status enhancements.

Saboteurs work to weaken your opponents by inflicting status ailments, or “debuffs.” They can also remove status enhancements, either by using the Dispel ability or casting the opposing status spell. For example, casting Deprotect can negate an active Protect status on an enemy. It is important to fill out an enemy’s Libra information to determine which status ailments may be ineffective against an opponent, which also improves the efficiency of AI-controlled Saboteurs.

Saboteurs are also rather good at stabilizing the Chain Gauge, much like Commandos. Unlike Commandos, however, their spells are not particularly damaging, but they have the unique ability to inflict Wound damage on enemies, making them especially good in battles of attrition, where you are forced to chip away at particularly resilient enemies (especially those that can heal themselves).

A special property of debuffs is that every successful “stick” counts as an additional hit towards the Chain Gauge, further improving Chain Bonus and Chain Duration. This effect is not always easy to see, but is very useful in almost any situation.

Saboteur Bonus Boots increase the success rates of inflicting debuffs.