via the Abilities menu. For example, if an enemy has been Staggered, the first Attack instruction in a (suitably trained) Commando’s command queue will be automatically changed to Launch.

• Passive abilities are permanent traits that can be conferred by equipment or, in the case of monsters, that are innate, and for many of them, infusible – see page 224.

You should prioritize the infusion of Adrenaline, Blindside, and Scourge (in that order, if possible) into any Commando monster most likely to should a significant workload in battle. These damage boosting auto abilities are very useful and easy to trigger regularly in battle.

Amor Breaker and Mind Piercer are invaluable abilities against enemies with high damage resistances. More often than not, they transform your Commando monster into your most potent offensive weapon. Mind Piercer is an especially rare ability, as many Commands are naturally geared towards higher Strength.

All physical attacks (Bite and -strike abilities) have higher Cut and Keep values than their magic counterparts (the first-tier elemental spells).

For damage and pre-Stagger Chain Bonus building against single, first-tier spells (Fire, Blizzara, Thunder, Aera) are the most cost-effective. Damage for second-tier spells (Fira, Blizzara, Thundara, Aera) is augmented during a Stagger, third-tier spells (Firaga, Blizzara, Thundara, Aera) have the benefit of a wide area of effect, as well as the possibility of launching small enemies into the air, interrupting their actions.