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Trump's 'Worst Nightmare' Running for NYC Mayor Trump Targets ‘Palestinian Senator’ Chuck Schumer And Transgender Athletes King’s Trust Awards: Glamour Meets Giving on London Red Carpet Trump Vows To Deport 1 Million People A Year Trending //Brain / Children / Viral A simple, 20-minute activity appears to increase the odds of having that lightbulb idea. All Newsletters Now that I’m kinda finished with making GE3 videos, I kinda wanted to share what I think about all the melee weapons that’s available in the game. This is based on my opinion so please don’t take this seriously since I wanted you guys to choose your weapons according to your own preferred choice, not relying on others’ opinions. So I’ll rate the weapons based on 3 things: Power Output, Stylistic Rate and Complexity. Power output is for how much reliable the weapon is in terms of damage, including the average from the Burst Arts. Stylistic Rate refers to how much styling potential the weapon has, in which the selection of Burst Arts also affects the score. Complexity refers to how hard the weapon is to be used at maximum efficiency (This is the only category where higher ratings give lower scores). Alright, with that said, let’s move on to the weapon reviews. Weapon Reviews[] Short Blade[] To me, this weapon is really fun to use, mainly because of its ability to perform aerial steps, which is really fun to style on with. Most of its Burst Arts are really good, some of which having a really great styling potential (E.g. Licht Kreuz, Schwalbe) while the others deals a huge ton of damage (like Rampaging Comet). This weapon suits my needs whenever I’m going on missions involving a lot of styling, mainly for Just Guards. Also, due to how simple it is to use, I used it as my primary fast swinging weapon in Rank 1 sessions. Power Output: 9/10 Stylistic Rate: 10/10 Complexity: 1/5 Total Rating: S-Tier Long Blade[] This is the weapon that kinda started my video making career since what I’ve been doing is trying to find the potential Long Blade has. From my experience, Long Blade can be a powerful option but it’s selection of Burst Arts aren’t so diverse when we’re talking about power (The only powerful ones for me are Flame of Purgatory, Soulsplitter, Sacred Edge, Spinning Descent, Aspara Wings and Flashing Blade). However, when we’re talking about style, there are some stylistic moves that can be performed with Long Blade that looks aesthetically cool due to how visually enhancing its Burst Arts are (like using Soulsplitter’s zero stance animation before doing some tricks that you have up your sleeves). It is also easy to be used, which makes it easier to style with this weapon. Power Output: 7/10 Stylistic Rate: 8/10 Complexity: 1/5 Total Rating: A-Tier Buster Blade[] Believe it or not, I do like using Busters mainly because of how it made me look like badass. I mean I do like using it aesthetically but as for stylistic purposes, there isn’t much stuff I can perform with Buster. Good thing that there’s Parrying Upper to help me think of several styling ideas. Most of the time, what I did while using Busters is just acting like a Heavy Damage Dealer as well as a tank since I always equipped Tower Shields with it. Also, it’s Burst Arts are straight up powerful, mainly Dividing Edge, Nemesis, Anathema and Sky Cleaver. To be honest, the way where I can enjoy using Buster Blades at its peak is by listening to some rock/metal songs like the battle themes from FFXV’s Episode Gladiolus. Power Output: 9/10 Stylistic Rate: 6/10 Complexity: 2/5 Total Rating: A-Tier Boost Hammer[] This weapon is just really damaging that most of its BAs are really powerful picks that can decimate Aragami, mainly Heat Drive, Grand Finale, Chaos Impact, Calamity Nova and Breakthrough. Although Boost Hammer is powerful, I do find little stuff when it comes to styling. The only thing that I can think of styling with Boost Hammer is diving away, using Chaos impact as if I’m swinging the hammer right back and diving back to my previous location again (this involves a single Dive JG so it’s kinda nothing compared to the others). It is also a bit difficult to use due to its slower speed and the fact that precision with Boost Drive can be frustrating at times. Power Output: 10/10 Stylistic Rate: 3/10 Complexity: 2/5 Total Rating: B-Tier Charge Spear[] This weapon is just extremely fun to use, not to mention that it’s really difficult to use properly. Its Burst Arts are diverse in terms of both damage dealing and styling, which makes it a really good combination for me. Also, one thing that I wanted to point out about damage is that Fang Deployment is kinda a necessity when wanting to deal pretty good damage. The Burst Art highlights for me are Hit and Run as well as Akashic Breaker in terms of style and Stardust Rain, Valkyrie Glide, Brave Soul and Deathbringer for damage. But it’s difficulty in using it kinda drags it down when it comes to Rank 1 play since cancelling Charge Glide to heal allies is pretty difficult to manage. Power Output: 7/10 (Average from Normal and Fang Deployment Mode) Stylistic Rate: 10/10 Complexity: 4/5 Total Rating: B-Tier Variant Scythe[] This is the weapon that got me to the God Eater series in the first place. It looks aesthetically cool and it’s a pretty powerful weapon, especially with one of its Burst Arts dealing huge damage while piercing armor despite having a small activation window (Heaven or Hell). Other Burst Arts like Reaper’s Call, Dystopia, Inferno Rush and Nightmare Reaper are really good selections for me in terms of damage. In terms of style though, Scythe can also have a good potential, mainly when using Twin Talons, Fanatic’s Scythe and Grim Reaper as the Burst Arts set. It is also pretty simple to use, although being stamina hungry but overall, it’s a great choice of a weapon. Power Output: 8/10 Stylistic Rate: 7/10 Complexity: 2/5 Total Rating: A-Tier Biting Edge[] Alright, about this weapon, I used to not like this weapon due to how inefficient it is in Glaive Mode since you can’t devour or guard and also the fact that this weapon is stamina hungry in Glaive form. In Dual Blade form, I kinda find it easy to use so I usually play a “No-Glaive Mode” playstyle with it most of the time, mainly when doing Rank 1. However, I find the dual blade form average in power, where most of the power usually came from Glaive Mode’s Burst Arts like Halo Assault and Angel’s Fall in which I never really used. In terms of style, there is a pretty good potential in Biting Edge, since Glaive Mode kinda enhances styling due to its restrictions. Styles like linking Glaive Burst Arts with Dive JGs are pretty fun to try on. Well, aside from the downsides I have for this weapon, I can somewhat have fun with it the way I wanted it to be. Power Output: 8/10 (Average from Dual Mode and Glaive Mode) Stylistic Rate: 9/10 Complexity: 4/5 Total Rating: B-Tier Heavy Moon[] The weapon that started my God Eater 3 journey (I’m a Heavy Moon main despite having used all weapons). About this weapon, I really love its design and not just that. I was happy to find out that this weapon’s literally my perfect choice since it’s easy to use, deals really good damage and that I can come up with some cool styles with it. This weapon packs some pretty strong Burst Arts like Apocalypse Axe, Roaring Axe Combo, Moonlit Dawn, and more. It is not stamina hungry either as it’s Axe form doesn’t even consume Stamina, which makes it really good. Also, styling with this weapon is pretty fun too, with one of my most impressive moves with it being a 4x Dive Just Guards against Burst Ra’s Sunswipe Barrage with Lunar Orbit. Power Output: 9/10 Stylistic Rate: 9/10 Complexity: 1/5 Total Rating: S-Tier Blue’s Favorite Melee Weapons[] Styling Purposes: Short Blade Heavy Moon Charge Spear Rank 1 Gear Only (初期装備縛り): Heavy Moon Buster Blade No Glaive Mode Biting Edge Long Blade Short Blade God Eater 3's frenetic anime-style combat and party customization make it a solid take on the Monster Hunter formula, even if its lackluster story and somewhat unvaried content keep it from being the best it could be.Read ReviewGod Eater 3 NewsLoad More Table of ContentsThis section I will go into detail on each weapon/guns strengths and weaknesses and overall usefulness against specific foes, also please note all my testing will be done using Rank 7 gear on Rank 7 missions and will be based on my own skill level and results also everything is still my opinion as there has yet to be anyone to post any datamined information on the internet yet (outside of japan maybe). As for bullets i will focus mainly on using bullets help break bonds more easily this applies to ready made bullets the game gives you or that you can buy from the shop keeper and custom bullets you will make yourself.Just for clarifying damage types include Slashing, Piercing(melee),Crushing (melee), Crushing(ranged) and Piercing (ranged)Also in regards to builds when using a weapon, some weapons have features that consume oracle and/or stamina in great amounts to use their special actions for these its best to have builds that take the burst plug ins, engage and acceleration triggers into consideration to get the most use out of them.Weapon partsWeapon parts have 3 possible damage types and depending on the type of weapon it can do 1 or 2 of these types. These types are Slashing, Piercing(melee) and Crushing (melee). Furthermore each weapon comes with burst plugin these are effects which activate while you are in burst. Weapons can have elements, Blaze, Freeze, spark or divine and some weapons can have more than one element or no element.Before we go any further into this let me explain why the type of damage and elements are important in combat. Firstly the type of damage you can do with your weapon is important in regards to how much damage you can deal as well as how much you can damage specific body parts.Aragami body parts may take more or less damage depending on what type of damage is done to it, for example a Chiyou's lower body takes very little damage from both piercing(melee) and slashing but takes huge damage from Crushing(melee), certain bonds will not break easily unless taking a certain amount of a certain type of damage. Another thing to keep in mind is that while a weapon may do 2 types of damage their total damage is divided between the types for example a short blade does piercing(melee) and slashing but it's total slashing damage is inferior to Long blade which has all its damage in Slashing.All weapon types also have special skills and effects unique to them aside from the typical Square and Triangle combos, to truly master the weapon you must make proper use of these aspects.Lastly elemental damage is self explanatory hitting an enemy with an element they are weak to will do more damage by a great amount also if a weapon has 2 elements as long as it has an element that the enemy is weak to the other one is ignored even if it were one the enemy resists.Below is specific information about the overall abilities of each weapon types, their pros and cons.Short bladeWhile it is called the short blade this weapon is not a dagger but more like a normal sized sword. It uses Slashing and piercing damage but unlike with biting edge both these values do equal damage. Its ground attacks involve long sword slashing attacks (square) and stabbing (triangle). Unlike Long blade, Buster blade and Biting edge, this weapon isn't power focused despite it's similarities to those mentioned. It specializes in speed and agility focusing more on being able to land faster hits in short windows and then retreat to avoid getting hit. This weapon allows for extremely high mobility compared to the others as well mostly due to it's special actions and surprisingly useful burst arts. What makes this weapon even more amazing is how it allows for easy transitions between ground attacks and aerial attacks and from one combo to the next.All of the special actions of the short blade consist of techniques and moves that allow for quick transitions between combos and quick retreats when needed. Advanced Jump and Advanced step allow the user to easily transition from any attack combo or move into a step or jump either to avoid an attack or to switch to another combo or attack, advance jump can easily transition to aerial attacks for example. On the note of aerial attacks there is also aerial step which is essentially to ability to step in the air doing so allows you to evade attacks while air born but even more useful is that it allows for the ability to restart an aerial combo. Lastly there is Rising edge which is an upward slash while jumping functions as both an attack and evasion and can easily transition from a ground combo to aerial attack. Combining all of the above allows the user to seamlessly move between ground and aerial assaults with little difficulty it also allows easy evasion with enough mastery.However this weapon's greatest strength is also its greatest weakness while fast it trades away a lot of power as while both slashing and piercing are equal both have typically low values meaning bonds are harder to break and the enemies are take much longer to kill. This weapon is not suited for direct and fast assaults and more for hit and run tactics.There are a few ways to circumvent this problem mainly increasing the overall attack power using various skills including afflictions such as bind, venom etc. Other methods are the use of acceleration triggers and burst plug ins and various other means to improve the overall damage dealing. It's also advised to ensure you have high health and stamina. In addition it should be noted that this weapon is perfect for players who prefer using guns to attack over melee weapons as this allows for easy evasion outside gun form and quick OP restoring through attacks. While this weapon is useful against aerial and medium sized enemies it has trouble with large enemies or at least with faster larger enemies such as hannibal.The available burst arts add another layer to the maneuverability and transitions between attacks.From ground attacks skills such as Gale dance or Spect are good for increasing damage against stronger enemies in addition Rising shock, Sclwalbe and Dead end all alter Rising edge in some way out of these i'd recommend using Dead end which adds piercing effect to bypass enemy armor.Among the aerial burst arts i'd recommend Licht Kreuz an attack which after a full aerial square combo allows the player to attack and then retreat in mid air which can allow for very effective transitions when combined with advanced step and aerial step. Another useful aerial burst art is Lightning Scourge a downward smash from above, on its own it seems nothing special but when combined with Rising edge(and its related burst arts) it can create a deadly combo and transition from air to ground.As for step burst arts all 3 of them are useful and effective as the short blade makes excessive use of step actions its easy to incorporate these into your attacks.A master of this weapon can effectively combine all of the special actions and burst arts to not only effectively attack but quite easily toy with their enemies.Pros:Second fastest weaponHigh mobilityeasy transition for ground to air combatUseful for gunnersCons:Low attack makes it harder to kill targets and break bondsnot easy to master without also knowing enemies wellDisadvantageous against faster large enemiesTends to drag out fights due to hit and run tacticsSolo use: Not recommended for Solo battles unless you are highly experienced and even then i highly recommend lots of healing items and high defense along with high health and increased attack skills.Long bladeSomething of an old classic this weapon is as the name implies a really big sword, in fact that's almost all it is. The long blade as a weapon that utilizes only Slashing damage in its attacks, its ground attacks have two types the normal square button attack combo with low damage but easy to control and the triangle attack combo which involves far reaching and high damage swings but hard to control for beginners. It's aerial attacks are also pretty ordinary with and arent particularly useful on their own. This weapon is both the most simple yet also the versatile with good damage, reach and speed in addition, making use of Zero stance will allow for seamlessly flowing combos in battle, while also recovering a bit of stamina.Although it seems to only do slashing damage normally in reality it can also do crushing(ranged) damage, via Impulse Impact. Impulse Impact is performed immediately after a zero stance so it can incorporated into your attack as an ending to a combo however it takes a bit of OP to perform, in exchange you deliver powerful critical crushing damage. However enemies will not just wait around and let you lay into them which is where this weapon is weak with its lack of specialization, the user needs to know when to go to town with combos, when to dodge, when to guard when to use impulse impact etc. In addition it is also important to learn when to balance using your impulse impact with your gun as you may need to avoid depleting OP or balance regaining it in combat and choosing how to best use it.All of the above problems can be circumvented by applying skills to max out oracle and burst plug ins to reduce OP cost of actions as well impulse edge specifically. However the rest of the problems can only be dealt with by experiencing combat with the weapon time and time again and get a feel for it, which is why this weapon is perfect for both beginners and experts alike as it allows for perfect simplistic combat as the player gets used to the game. It would also be best to properly make your build around it (engage, acc trig, burst plug ins etc)In terms of burst arts there are quite a few useful ones which you can use depending on how you want to fight and what aragami you are facing. Morning calm and Aegis caliber are both improve the two types of ground attacks respectively so they can greatly affect damage dealing and OP regaining as well generally make beating the enemies easier. (both are ground types so you can use them together or with other ground types)There are also Burst arts which can alter the effects of zero stance and Impulse impact to make for even more versatile and unique strategies, these include, Flames of purgatory which increases the overall damage of impulse edge and makes it effective against downed foes, Shining ray and Gunner's paradise which transform impulse into a long range piercing attack with other effects as well.Then we have Swift slash which changes the zero stance into a move where you raise the sword and then bringing it crashing down usually takes 3-5 seconds or less but does immense damage especially to weak spots and broken bonds up to 2000 or more per hit of course it being slow means you need to get the timing right and using it will make using impulse impact in burst mode cumbersome.However the MOST USEFUL long blade burst art is Jump/aerial burst art called Void cutter which has the god eater perform an aerial spin attack 3 times in succession (you have to keep pressing the button and can control the direction). Normally you would think this is only useful against aerial enemies or those with high up weak spots however this burst art has a very high armor piercing making even the most well armored parts take high damage make it an exceptional weapon against many otherwise problematic enemies.A master of the long blade can look past the basic simplicity and make use of the weapon's versatility and various unique tactics to make a force to be reckoned useful against all aragami with only a few exceptions.Other info in the databasePros:Very versatileVery simpleGood for both beginners and expertsCapable or all 3 damage types to an extentgreat variety of useful burst artsCons:Requires time and effort to properly master Impulse edge and Zero stance userequires high oracle set up and careful oracle maintenanceeffective balancing of gun and impulse edge is difficultRequires balanced offense and defensive playSolo mission use: Can easily be used to win solo missions but becomes difficult when dealing with more than one Large enemies at the same time and fighting a large or medium enemy with many small enemies around can be very difficult without teammates or a different weapon. It is also recommended to come ready with healing items during these battles.Buster BladeAt first glance its a similar weapon to long sword, however due to its weight and size and shape it'd be more accurate to call it a claymore or broadsword. This weapon has both slashing and crushing (melee) damage types and focuses on raw power over speed. This weapon lacks any effect aerial attacks and can only attack in the air for a single attack and cannot stay air born, meanwhile all its ground attacks are powerful swings of the blade to do damage but are much slower than long blade or the like.However this doesn't mean that this weapon abandons defense, unlike biting edge which aims to do damage at high speed while throwing defense to the way side, the buster blade instead only sacrifices speed for power while maintaining it's defense via it's Advanced guard, a skill unique to this weapon which allows it to cancel a combo and go into a guard stance,in addition to this the other special action parrying upper has a quick guard action before a powerful upward swing. Having both of these skills in tow during battle allows for maximum damage while taking as little direct damage as possible. Furthermore the last special action Charge crush (holding down square for a set period of time) which uses stamina as you charge it can be used to deliver devastating damage in a single strike if it lands.It's burst arts only seek to add to its immense power. The burst arts Riot swipe and Buster blast increase the square and triangle ground combos attack power respectively making them even more powerful and effective against areas weak to crush. Various other ground burst arts increase or add effects to both parrying upper and Charge crush with varying other effects. Personally i'd recommend Anathema which pierces armor and Overkill which can be charged for 3 stages to do immense damage up to 6000 if it hits a weak spot.For aerial attacks there are mostly single hit burst arts that can do decent damage but aren't all that effective on aerial enemies however the burst art Nemesis has the effect to pierce armor making it highly useful for not jump some aerial enemies but most enemies in general.Step burst arts are also typically the same vein of powerful singular attacks but i'd recommend spinning break as it's useful against highly mobile foes.With all this in it's arsenal it is quite easily one of the best damage dealers in the game. In fact one would normally think it makes the use of biting edge redundant and unneeded as it can do more damage in a shorter time frame. However this is not ALWAYS the case. While incredibly effective against a large majority of aragami this weapon ends up falling short against speedy enemies and enemies with a lack of breakable bonds vulnerable to crushing which admittedly are low in number but can still pose a threat. It also has trouble with aerial enemies and high up weak points. Another major problem is that while in theory all of it's special actions should sync up well to allow for effective attacks and well timed defense in reality it is difficult to chain and utilize all of them when needed and to successfully defend against every attack it also requires a degree of understanding of enemy patterns as well.Naturally its speed issues can be fixed with burst plug ins, skills, engage and acceleration triggers but not to an extent where it can fully overcome really fast enemies such as hannibal or anubis easily. However the other problem can only be overcome with constant practice and experience in many missions with the weapon for that reason i do not recommend it to newer players until they have a handle on how combat in the game works and would be easier to learn and adapt to by experienced players. Also one shouldnt underestimate the lack of piercing damage that can slow down the rate of bond breaking and damage dealing on certain enemies.A master of this weapon is capable of making use of special actions to not only avoid damage but optimize the amount caused while still being able to break bonds with ease.Pros:One of the most efficient and effective damage dealers in the gamehas both offensive and defensive capabilityIs useful for breaking bonds and killing MOST enemies easilyCons:Lack of speed and typically slow attackshas very little aerial capabilityNot as useful against enemies not vulnerable to crushingtakes time master not for beginnersSolo usage: While this weapon is very good for most Solo fights certain enemies can be disadvantageous to it, for those fights id recommend using a gun to make up the lack of piercing damage.Boost HammerThis weapon is in a word a giant hammer with a rocket on the back. It has a short reach and has ONLY crushing damage but it makes up for that by doing effective damage and being highly mobile. its ground attacks are all normal hammer swings with limited movement, t does however have limited but effective jump attacks to varying degrees improved even more so by burst arts more on that later.The main gimmick of this weapon that separates it from typical mace type weapons is the special action Boost ignition which basically activates the booster on the hammer. Activating Boost Ignition will alter your square attack and Triangle attack. Square attack will become Boost rush a move which stands in place and swings the boosted hammer while using stamina, while Triangle becomes Boost drive which is a forward (or really any input directional) dash followed by a horizontal swing also using stamina. It should be noted that these boost ignition skills can and should be chained together in fast succession (even the same ones over and over such button mashing square for nigh endless Boost rush), this will however consume stamina quickly. Boost rush can also be used for evasion making its highly useful during close combat. However Boost ignitions can end very easily if after you use Boost rush or Boost drive you do not immediately use another boost skill or if you follow it up with a step or jump in which case you need to activate Boost ignition again. Lastly we have Boost impact, a powerful blow which uses Stamina and ends Boost ignition with it, this is essentially a combo ender. Stamina will not recover while Boost Ignition is active.It's burst arts add a variety of additions to the Boost hammer's moveset, Earthshaker increases the attack power of the normal square attack and Howling soul adds a move at the end of your triangle combo that can transition to an aerial combo or aerial burst art.Meanwhile Gale rush greatly improves Boost rush in terms of speed and power making it very useful in certain battles where as Doom hammer changes Boost rush into a series of powerful smash attacks. Heat drive adds power to Boost drive but i dont recommend it as you would seldom use Boost drive in attacks, lastly Grand Finale and Unstoppable both improve Boost Impact, Grand Finale simply makes it more powerful where as Unstoppable not only turns it into a chain attack but adds armor piercing as well. Personally out of all of these i'd recommend Doom hammer or Gale rush or Grand finale.In terms of Jump/aerial burst arts the best ones would be Stigmata which performs up to 4 swings in the air and with each swing has the user rise higher up making it perfect to target high up weak spots and enemies, and Lost memory, Essentially a downward smash this move allows for easy armor piercing which makes it very useful in combat.As for step burst arts i'd recommend any of them except Calamity Nova as its too slow to be useful often.All and all this weapon is a good choice for beginners due to its simplicity and easy to use special actions in additions to the decent damage. However the major weakness of the boost hammer is its stamina consumption and difficult to control movements, the second can be fixed with skill and practice and the first can be made less of a problem with burst plug ins, engage,acceleration triggers and skills to increase max stamina and reduce stamina consumption of actions in general or of boost hammer's special actions.The Key to this weapon is being able to use its momentum of Boost ignition as efficiently as possible while dealing great damage while also maintaining stamina, a master can easily use this weapon with no wasted movements.Pros:High mobility and powerEasy to get used to and perfect for beginnersGreat for breaking bondsCons:Stamina consumption for certain movements can quickly exhaust you without the right buildAny non Boost action will easily cancel Boost ignitionOnly crushing damage makes certain bonds hard to breakSolo use: Good for solo use as long as proper prep is made.Charge SpearThis weapon is a large spear with blades on its front and side and retractable "fangs". Its the only weapon in the game which uses only piercing damage. I'll say it straight this weapon isn't recommended for people who prefer close range melee combat at the very least not without tons or practice and mastery. Its ground and air attacks are about what you expect from a spear but for the most those aren't anything special, what makes the weapon unique is it's charge glide and fang deployment special actions. Charge glide is trigged by holding square for a period and when released it will have the user rush in a straight direction(, you can run and jump during this period and if releasing in the air the Charge glide will be used in the air, in addition once released it will activate Fangs deployment mode which essentially boosts attack power of the spears attacks after the Charge glide, however the effect only lasts for as long as you are attacking the target so the second your attacks stop or are interrupted the fangs retract.The only other major feature of this weapon is back flip which as the name implies is a far reaching back flip to move away from the enemy while still facing them in addition it can transition to aerial attacks.As for Burst arts, my recommendations for ground are Brave soul which powers up charge glide, Cutting backflip which allows you to land and attack in front of you as you back flip and Hit and run which allows you to use a back flip immediately after landing a charge glide.For Jump burst arts Stardust Rain and Akashic Breaker are the best due to being easy to use after transitioning from back flip and make for good combination with ground burst arts.Any of the Step burst arts give decent results.By reading the above you should realize why this weapon is unsuited for directly attacking enemies, while it is indeed not a week weapon and has a decent damage value the reliance on piercing damage means several body parts will be heavily protected to damage, with the exception of particular weak spots on certain enemies or when bonds are broken. To add to the above problem managing to maintain the charge on charge glide and hit a moving target with it while not particularly hard to do isnt really worth the given damage nor is the effect of Fang deployment which ware off the second you stop attacking or are attacked making it very inefficient against a moving target UNLESS you can hit a weak point VERY consistently.At it's core the charge spear is a support weapon best used in team strategies by attacking weak spots while allies draw the enemies aggro, however there are other ways to use it in a non support capacity and as it is a good match for players who prefer long range and using mostly their guns to attack. The basic idea is that the people who mainly use guns will attack and break bonds mainly with their gun and bullets however they are limited by ammo and OP costs, to make up for this they can use the spear's attacks to regain health especially if they can hit weak spots, however this isnt the main point. Many of the burst arts of the Charge spear are stronger against DOWNED foes. So the main strategy is to break bonds and knock down the enemy with the gun and/or with ally support and going to town on the downed enemy or targeting the bond broken areas.Back flip also allows for putting a good distance between the enemy and the player and can even be used to avoid attacks. A master of this weapon is also a master at support roles in multiplayer and team play.Pros:High damage to weak pointsAble to control distance between foe and playerExtremely useful for attacking broken bonds and downed enemies for critical damageIdeal for GunnersCons:Mostly only useful in a supporting role in combatNot very useful against armored parts or non weak pointsEasy to interrupt fang deployment and Charge glide is annoying to land a hit with to moving targetsextremely hard to master and not ideal for beginners and attackers who prefer to be the main act of a battleSolo usage: Seriously no dont even try it unless your trying to challenge yourself or something especially dont recommend using in elite certifications.Variant ScytheAs the name implies its a scythe but one with the ability to grow extra blades and increase its length. Like Long blade it has only slashing damage however unlike long blade it has a greater overall reach (more on this later) and slightly better speed that being said it's special actions are slightly unique and some what cumbersome but effective.As with most weapons its ground and air attacks are nothing special on their own but the scythe's special actions are another beast entirely. The Variant Scythe has an ability called Extend bite where in once active it grows several new blades and increases its length immensely however extend bit is only used during special actions and certain burst arts and is not an alternate form like Biting edge's glaive form.The first of its special actions called round fang trigger by R1+square will cause the weapon to enter extend bite and then swing it around this is repeatable by continuously hitting square but consumes stamina, Round fang has a the greatest reach of any weapon in the game and can hit enemies a good distance away (within reasons for melee weapons) in addition its reach is a circular motion which hits not just in front or to the side but behind the user as well, making it an ideal weapon when surrounded or outnumbered. As for damage the further away the target the more blades hit it and the more damage it tends to take. You can also step in between Round fangs and maintain extend bite to continue the assault but mind you the window is small so you must act quick or extend bite ends.The second is called Vertical Fang and in order to use it you must hit triangle during Round fang, it will then bring down the blade on the enemy in vertical slashing and wedge into the ground, it is stronger the further away the target is however once used you cannot continue to use Round fang and extend bite will end after, however during the period when it is in the ground you will have the ability to use the last special action Cleave Fang which is used by hitting R1+Square and it will pull the extended blade back and rip apart all in the way in the process. Both Vertical fang and Cleave fang use Stamina.So in summation Round fang can be repeated and Vertical fang followed Cleave fang can be used to finish the combo.These special actions allow the scythe to hit not only multiple enemies but multiple parts of an enemy making bond breaking easier however this has a few problems as the use of Vertical fang and Cleave fang is hard to manage on mobile enemies. To add to this all special actions are somewhat useless at point blank range. It's an effective weapon for those who like to keep their distance such as gunners. Aside from this the only other major weaknesses are it's speed, reliance on only slashing damage and that making full use of the special actions takes time and practice. The burst arts of this weapon only further make it a great mid range damage dealer. However they are mostly very simple and dont change much in the way of attack skills and those that do tend to take away the useful advantages of the weapon.Ground burst arts i'd recommend are Reaper's call which improves damage of normal square ground attacks, Soul eater which allows you to absorb health with triangle ground attack and Slaughter fang which increases the power of Round fang.on the note above about burst arts which aren't recommended these would be inferno rush as it makes it so round fang only affects targets in front of you though it does better damage with vertical slashes. Mercy spiral which adds a final infinite assault type of effect which consumes stamina at the end of a square combo (similar to square combo of a glaive form of Biting edge) its range is low and takes too long to trigger it would be better for downed enemies over mobile ones.In addition i'd recommend Heaven or Hell, however this burst art is very difficult to master without practice, it basically adds armor piercing effect to the Cleave fang making it even more powerful however the window between landing Vertical fang and activating Cleave fang is shorter and harder to activate. After landing Vertical fang you will see a golden bubble shrinking you must NOT hit the command for Cleave fang until just before it disappears you have to get the timing just right to initiate Heaven of Hell.As for Jump burst arts Fanatic Scythe is great for constantly floating enemies or higher up weak spots as it allows you to land up to six continuous attacks mid air. However the exact opposite in terms of targets Trinity Spin will put your scythe into extend bite while in the air and spin vertically making it highly effective against both ground and aerial enemies also has a high Op absorption rate making it great for gunners.Lastly Step burst arts i recommend, the only one would be Grim reaper as it allows you to follow up with an aerial combo or burst art plus it does multiple hits before hand and can be used to avoid attacks. The other two Hell's gate which is just slamming the scythe directly in front and Bloody claw which absorbs Health are both too cumbersome or meaningless due to similar ground burst arts.A master of this weapon is capable of controlling the distance between himself and the enemy and easily damage the target despite not close to them. An ideal mid range fighter.Pros:Powerful Mid range weapon due to great reachDecent weapon for both experts and beginners Useful when dealing with mobile foes or when surrounded Can hit multiple parts at once when using round fangCons:Burst arts are very simplistic and those that arent very practical without effort and practiceVertical and Cleave fangs need to executed after other actions respectfully and take too long to execute in high paced fightsLike wise they are hard for beginners to get the hang ofClose range combat is inefficient using special actionsSolo use: One of the better choices for solo battles as it has great range and is easily able to deal with many targets.Biting EdgeThese are two dual short blade weapons. They do both slashing and piercing damage and are overall the fastest weapons in the game (according to the database). While in the default form it can deal fast agile attacks useful for hit and run tactics useful against small and some medium enemies however very useless against enemies with resistance to pierce and slashing and those that are too large for you to enable effective hit run tactics with this weapon.That being said the default form can still be used very effectively for hit and run tactics similar to short blade by making use of its speed and agility against large slower targets as well as burst arts, which can lead to easy transitioning to its other form more on this below.Biting Edge's main form of damage and most effective trait is its glaive form, double bladed spear and an almost literal double edged sword. While in this form the Biting edge ground attack becomes endlessly swinging the glaive while standing still in place dealing huge damage at high speed and at several points on the enemy in quick succession for a high hit rate, in addition with the right burst art petal frenzy which can allow the same infinite assault in the air and Halo assault which greatly increases damage of ground attacks can make it one of the most effective weapons in the game against large ground enemies and aerial enemies or enemies with higher up weak points. The big down sides here are that it expends Stamina for these infinite assaults and will not be able to regenerate Stamina while in this state, in addition you cannot devour or guard in this form making it an all out assault form which abandons defense.Glaive form also has a skill called aerial bolt a powerful jump followed by smashing to the glaive into the ground or enemy in front.There are of course many ways to circumvent this namely using burst plugins to reduce consumption and to include skills into your gear that max out your stamina (lvl 10) and preferably health and OP for good measure.For normal form the best burst arts are those that increase its base ground attacks such as dagger dance and stinging storm(this one gives a boost to elemental advantages), for jump skills i'd recommend Northern cross and Dive to blue. For step i recommend Seraphim edge which can be great to transition to aerial and even glaive form aerial.To expand on what was stated above recommended for glaive form are the burst arts halo assault which increases the glaive ground attack and Petal frenzy to make it possible to perform a long lasting aerial assault. The glaive form allows the user to hit multiple parts on large aragami very quickly and is useful with its high damage rate even more so when using the right element, it can also be good for easily staggering certain enemies for a decent amount of time. Also you can switch forms both on ground and air. Cosmic bolt is a good alternative to Halo assault as it allows for piercing damage against heavy armored foes (ra's kiln for example) using the Aerial bolt skill, other alternatives are Soaring sky and Chaotic drive.However it's heavy use of Stamina and the level of skill needed to timely switch between its forms and maintain stamina while also maintaining burst makes a weapon the user must get used to using and take a great deal of time to improve with its also perfect for those who have a tendency to abandon defense which makes many beginners jump to it however it should be noted that despite its nature a master of this weapon will not need to worry the lack of defense as they would only use glaive form at the right time and can maintain stamina until needed.A good way to make up for the stamina problem is to use your Install skills, engage and acceleration trigger as well as burst plugins to circumvent and easily reduce the total stamina consumption.Everything else you can learn in database.Pros:Glaive form does excessive damage to many parts of an aragamihigh hit and damage rateperfect for aerial foes and higher up weak pointsGood for easily breaking bonds weak to slashing and piercingCons:Normal form is seldom useful outside of small enemies and some medium onesGlaive form uses stamina and cannot regenerate it meaning the entire build needs to be specialized to work wellno guarding or devouring in glaive form meaning you need to switch when even you want to use itRequires lots of use before user is able to fully make use of its overall capability not suited for beginners or those seeking a simple battleSolo mission use: Due to the far reaching glaive form and its fast hit rate it makes for a good solo battle weaponHeavy MoonHeavy moon is the other new melee weapon part added in god eater 3 aside from biting edge and while similar its in many ways the opposite of Biting edge but more on that later. The heavy moon is a large metallic ring similar but larger than a chakram and does Slashing and crushing damage at usually the ratio of give or take 2:15 (crushing:slashing)(maybe different but its basically like that). In its default form it basically uses its large size to do quick yet powerful ground attacks limited aerial attacks however just like with biting edge this is not its main form of damage, in a similar way to variant scythe it has a second form activated temporarily during it's special actions. This form is referred to as Moon Axe form, during special actions and certain burst arts this is the form the god arc takes which is that of large two handed axe with a hidden chainsaw blade. Aside from that this form also deal damage very differently to the normal state depending on the special action used to access this form, it also adds an attack bonus depending on the total OP the user has it doesn't use any OP but depending on how much OP you currently have while using the form there will be extra damage added of course nothing too significant but still a bonus nonetheless.The first special action is called Moon storm using R1+square simply the user stands in place and continuously swings the Moon Axe they can do this endlessly without using stamina or anything the speed of each swing increasing after each consecutive swing. However unlike in normal mode during this special action the weapon does equal amounts of slashing and crushing damage.While doing Moon storm you can use Moon slash with Triangle to swing down your weapon on to the enemy once.Lastly the remaining special action Raging moon, which activates after holding down square and releasing it when the charge is completed, the axe will be swung and used like a large chainsaw in place if it lands by mashing square you can increase the amount of time this lasts. In addition the charge time is shortened if used after moon storm. However this form does the exact opposite ratio of Crushing:Slashing damage with the crushing damage being the greater of the 2 values.The burst arts of this weapon specialize in improving it's already unique move set without making it too broken.Of the ground burst arts i recommend Carnage moon will make normal form square attacks stronger, where as moon tempest will give moon storm greater range and power. Roaring axe combo will give change moon slash into a double slash combo with great range. Lastly Moonlit Dawn will give the Raging Moon a 3 stage charge time which will immensely increase the damage when fully charged or even till the second stage.The jump arts that are the most effective are Falling moons a downward spinning attack with highly effective range and speed and Twilight Moon a burst art which transforms the weapon into Moon Axe for an aerial downward slam which pierces armor.All step burst arts are essentially the same but Tempest step is the easiest to land.This weapon is in many ways superior and similar to biting edge such as that it can perform continuous endless attacks with no stamina cost and do so with high slashing and crushing damage making bond breaking easier. However the main weakness here is that the reach of the Moon storm and moon axe form in general is it lower than average reach plus its lower than average speed particularly during the charging of Raging Moon and wind up of Moon storm. However a major advantage is that this weapon's normal form is still very useful to attack with and fast. The weapon is an extremely effective damage dealer but has problems with highly mobile enemies simply because they dont stay still long enough to be hit with powerful moves like Raging moon or Moon storm.However a lot of these problems can be circumvented with burst plug ins and engage and acceleration triggers and proper team support. Honestly this weapon is too useful in almost every circumstance except in the fights where a bond that needs to be broken is weak to piercing not crushing or slashing. It does have problems when surrounded though. High damage rate makes it good for assault missions as well. This weapon is also easy to master for new players.This thing needs to be nerfed no joke and it may be in the future is my guess.no pros and cons sections cuz the cons are negligible the only major con is that it has low aerial capability and lower than average reach. So you always need to be close to the enemy to be effective.Solo usage: Yep really easy to use in solo but not particularly good for fast fights but good for long drawn out ones. Bring healing items though.Gun partsUnlike weapon parts the damage of a gun weapon is given as a multiplier something like x0.34 or the like. Guns do 2 types of ranged damage obviously these are piercing and crush (both have the same multiplier values on every gun) and all guns do this type of damage without exception. Both of these can be explained that the real main source of damage are bullets not the guns themselves. The multiplier values show how much the gun will increase the base damage of the bullet in question. Also having both piercing and crushing damage doesnt mean they do both at the same time with any bullet they simple multiple existing damage of a bullet's natural damage type so if a bullet has only piercing damage it will only do piercing damage same with crush and if it has both types both get increased.Also another thing to keep in mind when a gun has an element firing bullets of that element will greatly increase the elemental damage of the bullets. Now what makes every gun type unique is that just like weapon parts they each have special effects and features but also that they can also fire only spec

not yet grasp the slower weapons. Rising Edge can be performed by pressing R + Y, and moves like an uppercut slash to shift your momentum from ground to aerial combat. This is also a great weapon choice for inflicting status ailments. Via: Youtube.com (Boomstick Gaming) Getting used to this weapon takes a moment because of how far forward your character slides with each attack. With that in mind, mastering it can provide excellent ranging options for dealing with enemies since you can stay at a safe distance and then close the gap easily with the long reach of the blade. As a wide-sweeping, medium speed weapon that does 110 Sunder damage, this is another excellent choice against almost any foe. Its special ability is the Zero Stance, which cancels the backswing of your attacks, allowing for a quick, short-range blast to hit the enemy and restore stamina. Via: Youtube.com (Boomstick Gaming) This weapon is highly effective for players who prefer to move in quickly for a few precise strikes and then retreat to safety. Charge Glide is an ability that can be performed on the ground and in the air. The special ability of the move is the Backflip, which can quickly escape danger and is more effective than simply stepping back or to the side. Players can often use this weapon when dealing with a new enemy that is giving them trouble. Since a large part of progressing through this game, much like any Monster Hunter type game, is learning the moves of the opponent to know when to counter with a series of attacks, the Charge Spear lets you experiment and retreat in a manner that is more forgiving than with other weapons. Via: Youtube.com (Boomstick Gaming) Here is the weapon with the widest range of horizontal attacks, making it useful against faster enemies who would otherwise dodge a weapon with a narrow attack. Its special ability is the Extend Bite, which consumes stamina and has a number of finishing moves. The Variant Scythe provides utility for the player depending on their needs. Round Fang increases the damage at its furthest point, while additional swings can restore OP, or hitting X instead provides a massive Vertical Fang attack that slams the ground. Due to its fantastic range, surprising speed, and utility, this is an excellent weapon for beginner, as well as a strong choice for later in the game. Via: Youtube.com (Boomstick Gaming) Our starting weapon is a bit of a mixed bag, but useful, nonetheless. As seen in the tutorial missions, the default form of our weapon offers dual-wielding attacks, while combining them creates the Glaive and provides a different series of attacks that significantly boosts overall damage. The practicality of this infinite combo is limited to your ability to manage the switch between the stances and the recovery of stamina. Make no mistake, with an aggressive playstyle and proper stamina recovery planning, this is a beast of a weapon, but wasted entirely if those previous points are not kept in mind. This makes the Biting Edge less of a beginner weapon and more advanced, but is one you should pick up eventually to master. Once you manage to land a total of twenty hits in this mode, you receive a damage boost that is indicated by a red glow. In this sense, one must weigh out the pros and cons of whether this weapon is for them. Some love the boost, while others prefer weapons with consistency. Via: Youtube.com (Boomstick Gaming) These weapons are infused with the spirit of Cloud from Final Fantasy VII. The Buster Blade offers the potential for massive damage but requires both patience and knowledge of an enemy's movements. Much like the Axe in Dauntless, the Buster Blade can be held in a charging position to deliver an amplified strike. With that in mind, the potential is wasted if you are knocked back before you can connect, but with time, this can be one of the most satisfying weapons to use as you charge up a single devastating strike to an opponent. In addition, the weapon offers mobility through its Charge Rush and defensive capabilities through its special ability of the Parrying Upper, which shields your front from incoming attacks. Via: Youtube.com (Boomstick Gaming) Similar to the Buster Sword, this weapon is useful when one knows the moves of the opponent due to its short range. Players will need to be up and personal with the Aragami to inflict damage, which can be a real danger zone for newer players who do not know what might be coming as an attack. The Boost Hammer's special ability is called Boost Ignition, which either spins forward in an attacking dash, or can be used stationary. Once again, this is a great weapon, but not for beginners. Via: Youtube.com (Boomstick Gaming) The Heavy Moon is a favorite to some players because it is such a hybrid tool for fighting. It is not ideal for beginners as it offers three forms to choose from: Chakram, Axe, and Saw. The Chakram form provides fast-moving slash attacks, perfect for quick engagements. The Axe form does a mix of Slash and Crush attacks, which has the unique effect of adding to your OP Gauge, allowing it to max out at 150 OP. The Moon Axe attack can be triggered with R+Y followed by Moon Slash by pressing Triangle at no extra stamina cost. Finally, Saw form grants a chargeable Raging Moon attack that can have its duration increased in what appears to be a brutal chainsaw-style of attack. The Heavy Moon is a fantastic weapon that is highly enjoyable, but we place it at the bottom of this list simply because it is not one a newer player should take. On a side note, this weapon wins the unofficial award for: "Makes your character's body flail and bend in ways that look straight out of Looney Toons". Via: Youtube.com (Boomstick Gaming) The four-gun variants for a God Arc are the Ray Gun, Shotgun, Sniper, and Assault. Each is useful in its own way, but a primary source of damage due to the bullet and reload mechanics. Bullets, too, have elemental properties that can be selected to further damage an opponent or heal teammates. Via: Youtube.com (Boomstick Gaming) Unlike the first eight weapons covered, the Gun Variant is mostly left to preference, as most of your damage and strategy should revolve around learning an Aragami's movement and when to move in. READ NEXT: SDCC 2019: Avengers: Endgame Directors Touring America to Say 'We Love You 3000' Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Description[] A close-range part for the God Arc. It focuses on quick slashing and stabbing attacks with twin blades. It deals both slashing and piercing damage. Each God Arc part's handles can be linked to transform into a dual-handed Naginata, allowing alternating between two forms. Glaive Form[] Pressing the weak attack button while holding the R button (+) changes your God Arc to Glaive Form mode, extending reach and mowing down enemies with multiple blades. Press the weak attack button repeatedly for a combo attack. The blade at the tip is quite strong. However, stamina does not recover in this form and actions such as blocking and devouring are disabled. Extended Glaive Form[] During Glaive Form, successfully landing a certain amount of attacks without exiting Glaive Form will activate Extended Glaive Form. Your combo is not required to continue to keep the buff. Aerial Bolt[] During Glaive Form, press the strong attack button while holding the R button (+) to leap in the air then bring your blades down in a vertical slam. Ammit[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Ammit Prototype Twin 1 Preemptive Attack 82 47 35 - - - - Ammit Twin B 5 Initiative 301 172 129 - - - - Resheph Twin B 5 Instinct Step 277 158 119 - - - - Bennu Twin Blades 7 Macabre 463 264 199 - - - ◯ Twin Blades[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Twin Blades 1 Terpsichore 135 77 58 - - - - Dual Sabers 5 Terpsichore 307 175 132 - - - - Frozen Edge 5 Terpsichore 270 154 116 - ◯ - - Purple Flash 5 Terpsichore 270 154 116 - - ◯ - Elements Twins[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Scorch Twin 3 Hermes Sprint 179 102 77 ◯◯ -- - - Scorch Twin III 5 Hermes Sprint 328 187 141 ◯◯ - - - Frost Twin 3 Hermes Sprint 179 102 77 - ◯◯ - - Frost Twin III 5 Hermes Sprint 328 187 141 - ◯◯ - - Jolt Twin 3 Hermes Sprint 179 102 77 - - ◯◯ - Jolt Twin III 5 Hermes Sprint 328 187 141 - - ◯◯ - Seraphinite[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Seraphinite 3 Terpsichore 179 102 77 - - - ◯ Goshenite II 6 Terpsichore 328 187 141 - - - ◯ Tellurite II 6 Double Column 328 187 141 - - ◯ - Seraphinite[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Furious 1 Rob 137 87 59 - - - - Slaughter II 5 Rob 312 178 134 - - - - Flame Axes 5 Absorber 274 156 118 ◯ - - - Garuda[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Garuda 2 Transform 156 89 67 ◯ - - - Garuda III 5 Transform 286 163 123 ◯ - - - Sampati 6 Transform 344 196 148 - ◯ - - Corona[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Corona 2 Transform 170 97 73 ◯◯ - - - Flame Corona 5 Transform 312 178 134 ◯◯ - - - Onimaru[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Onimaru 3 Transform 188 107 81 - - ◯ - Onikimaru 6 Transform 344 196 148 - - ◯ - Yamatokuni 6 Transform 344 196 148 - - - ◯ Dojigiri 6 Terpsichore 361 206 155 - - ◯◯ - Lycopolis[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Lycopolis Twin 4 Terpsichore 251 143 108 - - - ◯◯ Neb-Ta-Djeser 6 Terpsichore 374 213 161 - - - ◯ Imeut 6 Lightning Speed 390 222 168 ◯◯ - - - MN04BE[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine MN04BE Lapis 5 Lightning Speed 312 178 134 - - - ◯◯ Himebotaru[] Design Name Rank Burst Plugin Total Attack Damage Type Attribute Sunder Pierce Blaze Freeze Spark Divine Himebotaru 7 Combo Master 486 277 209 - - - - 2018 video gameGod Eater 3Developer(s)Bandai Namco StudiosMarvelous First StudioPublisher(s)Bandai Namco EntertainmentDirector(s)Ittetsu SuzukiProducer(s)Yuya TomiyamaComposer(s)Go ShiinaSeriesGod EaterPlatform(s)PlayStation 4Microsoft WindowsNintendo SwitchReleasePlayStation 4JP: December 13, 2018WW: February 8, 2019 Microsoft WindowsWW: February 8, 2019 Nintendo SwitchJP: July 11, 2019WW: July 12, 2019Genre(s)Action role-playingMode(s)Single-player, multiplayer God Eater 3 is an action role-playing game developed by Bandai Namco Studios and Marvelous and published by Bandai Namco Entertainment. The third main entry in the God Eater series, the game was released for PlayStation 4 in Japan in December 2018, and worldwide in February 2019 for PlayStation and Microsoft Windows, with a Nintendo Switch version released in July 2019.[1] Screenshot of God Eater 3 Like its predecessor, the game is an action role-playing game with hack and slash gameplay. Players are equipped with God Arc weapons which can be transformed.[2] In the game, players are tasked to hunt massive monsters known as Aragami. The player character is a God Eater who can absorb energy from monsters to unleash "Burst Arts", special attacks that deal a lot of damage to enemies.[3] Companion characters, which are controlled by artificial intelligence, assist in combat. Players can activate the Engage System to share combat perks with them during combat.[4] The game can be played cooperatively with four other players, while assault missions accommodate up to 8 players.[5] God Eater 3 introduced three new God Arc weapon-types as well. Biting Edge are a pair of dual blades with the highest attack speed but has the lowest damage out of all the weapon classes, and can transform into "Glaive Form" to increase damage output and mobility at the cost of stamina. Heavy Moon is a large moon-shaped blade that can transform into "Axe Moon Form", which increases in attack speed and damage the longer it is swung, and is very effective against Aragami with heavy armor, but the player cannot move while in Axe Form. Ray Gun is a gun that can fire continuous beam of laser that deals more damage the longer it is held down, and, unique to the weapon, has an Oracle Reserve system that stocks up OP up to two bars, allowing the player to fire the weapon longer. The game also introduces Accelerator Triggers, passive abilities that when certain criteria are met in battle, will grant various temporary boosts. Accel Triggers' effects are shared when God Eaters are Engaged. Each Accel Trigger has its own experience gauge that increases the more the player use it in battle, similar to Burst Arts. When Accel Triggers level up, they increase in power and will occasionally unlock new Accel Triggers. New types of Aragami are introduced to the game, including "Ashborn Aragami", a powerful type of Aragami capable of devouring and corrupting God Eaters, allowing it to enter a "Burst State". Ashborns who are in Burst will utilize new moves, deal more damage, and regenerate some of their health, while corrupted God Eaters will take significantly more damage and cannot be revived if downed, forcing them to respawn and lose a lot of endurance. Unlike previous games, God Eater 3 does not have re-releases, and additional gameplay and story contents after the main game are delivered through free post-release update. By the 2080's, Earth has been devastated and all-but overrun by the Aragami. To make matters worse, a calamity has caused outbreaks of an ash-like substance that corrodes anything it touches, and has spread across Europe, leaving vast stretches of uninhabitable area called the Ashlands which continue to grow over time and are crawling with Aragami. The headquarters of Fenrir, the God Eaters previous command organization, has been lost to the Ash, and Fenrir's outposts have all become isolated. The only human habitations that remain in the sea of ash around HQ are underground facilities called "Ports," built in the ruins of Fenrir satellite bases. These defend themselves with a new type of God Eaters: Adaptive God Eaters (AGEs) specialized to resist the Ash and having increased combat capability, but often are treated as little more than hounds. The Ports are unified under the Gleipnir organization, successors to Fenrir planning to retake the Ashlands, while an AGE-based resistance organization named the Crimson Queen opposes Gleipnir seeking to adapt to the Ashlands instead. In addition to the Aragami threat, Ash Storms arise to obliterate anything in their path and, even worse, a breed of enhanced and hyper-lethal Aragami, called Ashborn, have emerged. The protagonist and their friends mechanic Keith, close-quarters fighter Zeke, and their leader Hugo, serve out their contract to Port Pennywort hunting Aragami. The Port, however, treats AGEs as inhuman, sending them on hazardous missions. When an Ash Storm engulfs the Port, the management flees leaving the AGEs for dead, but they are rescued by Hilda Henriquez, owner of Port Chrysanthemum. Carrying precious Gleipnir cargo under the guard of Claire Victorious, a Gleipnir support-type AGE, Hilda agrees to take on the Pennywort AGEs as passengers but under Ash Navigation Law she will have to return them to the Port later. The group carries out work for Hilda clearing a safe route through the Ashlands for a cut of royalties, with Hugo planning to buy their freedom and establish their own Port. Along the way to Chrysanthemum, the group takes in Lulu, a formidable scout AGE from Port Baran who was marooned during a mission. In exchange she shares a prototype for an Acceleration Trigger, which Keith finishes. When an Ashborn's attack tears open the crawler's cargo bay, the precious cargo is revealed: a mysterious little girl whom the group names Phym, with the power to heal wounds and purge the corruption caused by Ashborn. The Aragami attacks only increase, suspected to be drawn to Phym's presence, but with her help and the protagonist's Resonance powers the group manages to kill an Ashborn, a feat previously unheard of. Arriving at Hilda's port, Hugo's group negotiates a contract with her. Finally arriving at Gleipnir HQ, Doctor Inukai collects Phym, but an Ashborn attack allows the group to reclaim her. Defeating the monster, they convince the organization's leader, Governor General Abraham Gadolin, that Phym, revealed to be a highly-prized humanoid Aragami specimen, is safest in their hands as only they can kill the Ashborn who are constantly drawn to her. In exchange, they are requested to spearhead an operation to take back Fenrir HQ and Odin, a superweapon capable of eliminating the Ash threat. Investigating a mole in Gleipnir, Hilda and the group discover that Inukai is the traitor, planning to sell Phym to the Crimson Queen, led by Gadolin's son Werner, with the technology to trigger Ash Storms (at the cost of an AGE's life). Inukai is arrested and the reclamation is launched with the AGEs at its head. The Baran convoy's captain threatens Lulu to use the Crimson Queen (to whom they had sold the Ash Storm tech in the first place) to take Phym for themselves, but is also arrested and Baran drops out of the initiative to save face. Werner meets the group, offering them a place within Crimson Queen and allows them to proceed to HQ where they complete the operation. Gleipnir to retake HQ and Odin, while the group returns to Port Chrysanthemum. A month later, Gadolin announces Odin's completion, but reveals that, in order to use it, AGEs will have to be consumed by the weapon. Thus, Gleipnir plans to round up all AGEs and force them into the machines. AGEs in all ports revolt, many joining Werner, and Port Baran openly sides with the Crimson Queen. Despite being blockaded, Hilda refuses to hand over the group, evacuating the Port on her crawler. Forced to traverse a forbidden mountain route to escape, the group defeats a deadly "AGE Eater" Aragami, saving Zeke's lost brother Neal. Arriving at Port Dusty Miller, they are sheltered by its owner Ein whom Hilda has contact Werner. He reveals that Phym, with her unique bias factor, could take the place of all the AGEs onboard Odin. Learning this herself, Phym leaves to voluntarily board the weapon. Meanwhile, Baran betrays the Crimson Queen, and Gleipner wipes out the group. Cornered, Werner and the last members summon an apocalyptic Ash Tempest, so Odin is hurriedly fielded to stop it. She narrowly manages to stop its first wave without dying, but the strain on her rushed Odin unit causes it to go berserk so the group defeats it. Reunited with the others, Phym triggers a massive Engage Resonance across the Ashlands, neutralizing the ash's corrosive properties and ending the tempest. With the conflict ended and Odin shut down, the group returns home together. In the final voiceover, Ein, actually Soma Schicksal from the previous games under an alias, ponders the possible future for the world and sets out to travel to the Far East. Marvelous replaced Shift as the game's developer since Bandai Namco wanted to create a game that significantly differed from its predecessors and partnered with Bandai Namco Studios to develop the game.[6][7] The game's introduction sequence was created by Japanese animation studio Ufotable.[8] Unlike previous entries in the series, the game was not designed for handheld platforms.[9][10] The game was released in Japan for PlayStation 4 on December 13, 2018, worldwide for PlayStation 4 and Microsoft Windows on February 8, 2019, and for Nintendo Switch on July 12.[11] ReceptionAggregate scoreAggregatorScoreMetacriticPC: 71/100[12]PS4: 71/100[13]NS: 74/100[14]Review scoresPublicationScoreDestructoid7.5/10[15]FamitsuPS4: 32/40[16]GameRevolution[17]GameSpot6/10[18]Hardcore Gamer[19]IGNPS4: 7.6/10[20]Nintendo Life8/10[21] Japanese gaming magazine Famitsu awarded the game a score of 32/40.[16] On PlayStation 4, the game received "mixed or average reviews" according to review aggregator Metacritic. GameSpot Ginny Woo enjoyed the game's characters and story, but criticized the game's difficulty curve.[18] On IGN, David Jagnaeux praised the game for its combat calling it: "An exciting take on the Monster Hunter formula, even if its lackluster story and somewhat unvaried content keep it from being the best it could be".[20] In Japan, approximately 20,960 physical copies for Switch were sold during its launch week, becoming the number two selling game of any format in the country's retail market.[22] The PS4 version of the game opened at approximately 150,523 copies (inclusive of limited edition) during its first week in Japan,[23] and a total of 174,834 copies by the end of 2018, making it the 26th most-sold title in Japan that year.[24] In Japan, the PS4 version has sold 203,554 copies while the Switch version is at 28,770 copies sold.[25] ^ "God Eater 3 coming to Switch on July 12". Gematsu. 2019-04-11. Retrieved 2019-04-11. ^ Mores, Blake (January 18, 2019). 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What started as an action RPG on the PlayStation Portable has sprung onto other forms of media such as manga, light novels and even anime.And now the franchise returns in a brand new game titled God Eater 3, bringing more over-the-top anime action.To be honest, I know God Eater from the anime not the video game series. So when I stepped into God Eater 3 I didn't know what to expect. But after diving in, there's a lot to like. It won't set the industry on fire, but anyone who enjoys the anime aesthetic (and swords that are much bigger than your body) will have a good time, especially with friends. Bandai Namco STORY Many players will be tempted to compare God Eater 3 to the Monster Hunter series as they both involve teams of characters hunting down monsters. However, what sets the two apart is God Eater 3's story.While the latest MH game, Monster Hunter World, had an overarching story and setting God Eater 3 is much more focused and personal.Players will create their own God Eater and wield a God Arcthat has three forms, Blade, Gun and Shield. God Eaters are genetically able to withstand the harsh atmosphere of this post-apocalyptic world. You'll always have friends in battle. You'll always have friends in battle. Bandai Namco Your journey begins in a prison with your ragtag group of friends. You're all released to help hunt the beasts of this world called Aragami.To not give too much of the story away, you and your friends eventually get out of your prison and are able to explore the rest of this world under the employ of another group of people you befriend. Eventually, you'll meet a small girl who holds the key to defeating the Aragami for good.It's pretty standard fare as you and your friends try and make the best out of life in this hellhole of a world. One gripe I have with the story, and it's really a mechanical problem, is that sometimes you'll need to have a dialogue with an NPC or two to progress the story and move on to the next mission. However, there are multiple levels of the ship and you're not told who to talk to or where they are located. A lot of time is wasted trying to find the correct NPC to talk to and progress the story.But although the story of God Eater 3 is solid, you're really here to wield some big weapons and take down monsters.GAMEPLAY It may be a bit unfair to compare God Eater 3 to Monster Hunter, but it's the best point-of-reference for the gameplay.Your character goes into missions with a group of friends or NPCs and you hack, slash and blast your way to destroying the Aragami. Your squad is dropped in a level and you'll go out in search for the boss of that stage, and when you find them you'll go in attacking until its defeated.There's a time limit for each mission (about 40 minutes) but you don't come close to running out of time. In that way, God Eater 3's difficulty is simpler than Monster Hunter's. That's because of the beasts.The Aragami come in different shapes and sizes and with each comes different fighting styles. Some like to charge at you, some like to shoot projectiles and others like to fly and swoop down. Each one has their own unique challenge, but once you understand their attack pattern it becomes a bit easier. Be prepared for some monstrous Aragami Be prepared for some monstrous Aragami Bandai Namco However, while the monsters in Monster Hunter tend to leave to another area to regroup the Aragami in God Eater 3 don't often do that and that's why not much time is wasted. You'll probably see an Aragami leave for another area to try and heal once in a battle, but the stages aren't big enough for them to get lost, especially when the mini map tells you where they are. Rinse, repeat and complete the mission.Aragami do have elemental weaknesses, but I didn't feel the urge to change my weapon to one that has that advantage. Once I've obtained my weapon of choice, I would stick with it but this aspect adds some more RPG-like elements.The action of God Eater 3 is very satisfying. The over-the-top anime fights are visually appealing and look great when you're tasked with chipping away at big boss monsters. Each weapon offers up their own combos, and the skills you can equip to your three special attacks offer more variety in how you fight. It's fun to swap out skills and special attacks as much as it is to change your weapon.A lot of your time, however, will be spent at the terminals in between missions. There is a ton you can customize with your character and even the NPCs. You can switch weapons in between missions, equip special skills, upgrade weapons, craft items, make your own bullets and so forth. You'll check out the terminal at least once in between missions and while some may find that time-consuming I didn't. It was a good break in between missions, and upgrading weapons and crafting items is great way to not get power crept by the enemy. The loadout screen in 'God Eater 3' The loadout screen in 'God Eater 3' Bandai Namco I do wish there was more variety to the Aragami and the stages. The missions do become repetitive once you've cycled through boss monsters a few times, and the stages aren't large enough or give enough variety.Like other team-based titles, playing with friends online is the ideal way to go with God Eater 3 and it helps mask some of the repetitiveness. It's especially great that you and your friends can go through the story at the same time, making it a truly cooperative experience. While playing with just NPCs is good on its own, there's no beating the co-op aspects of this title.VERDICT God Eater 3 is a simple and fun action RPG that is best played with friends. If you're a fan of the anime aesthetic and mechanics similar to Monster Hunter than you can't go wrong with this title. It's also a bit simpler than Monster Hunter, so if you felt the RPG elements and gameplay of a game like Monster Hunter World was too much God Eater 3 is probably more your speed.The missions do get repetitive, however, and there's a lot of lost time searching for NPCs to progress the story, but playing with my friends online helped make the experience better and faster. Minimum:Requires a 64-bit processor and operating systemOS *: Windows 7 64-bit, SP1Processor: Intel Core i5-3470 or AMD FX-8120Memory: 4 GB RAMGraphics: GeForce GTX 760 or Radeon R9 290XDirectX: Version 11Network: Broadband Internet connectionStorage: 25 GB available spaceAdditional Notes: Estimated performance: 1080p/60fps with graphics settings at "Low". Framerate might drop in graphics-intensive scenes. - 64-bit processor and operating system are required. Recommended:Requires a 64-bit processor and operating systemOS: Windows 10 64-bitProcessor: Intel Core i7-3770 or AMD Ryzen 5 1600Memory: 8 GB RAMGraphics: GeForce GTX 970 or Radeon R9 furyDirectX: Version 11Network: Broadband Internet connectionStorage: 25 GB available spaceAdditional Notes: Estimated performance: 1080p/60fps with graphics settings at "High". Framerate might drop in graphics-intensive scenes. - 64-bit processor and operating system are required. - Windows 10 (Version 1809 or later) and a 4GB VRAM GPU (graphics board or video card) are required for DirectX 12 API. * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Page 2 Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. God Eater, like Monster Hunter, has a lot of different weapon types for you to try and find the perfect one that suits you. With God Eater, the weapon is the primary source of skills and abilities; the armor does nothing. That is where the main difference between the two titles differ. Our God Eater 3 Weapons Guide can walk you through your options. Weapon skills have appeared in a few Monster Hunter games, such as Monster Hunter 4 Ultimate, but it's not a main staple of the series. But once again, God Eater has an array of different abilities for every weapon type, called Burst Arts. The weapons that users wield in God Eater are known as God Arcs. These are extraordinary weapons, as each one has the ability to form into three weapons, a blade, a gun, and a shield. So depending on what Arigami you are facing, you can quickly change between being up close and personal, or decide to hang back and attack from range. There are eight different weapon types. Charge Spear The Charge Spear a piercing damage type weapon, and is perfect for users who like to pinpoint the enemy's weakness and only aim for those areas. Users have access to a backflip, great for escaping attacks, and then for getting back into the fray. Users of this Spear also have access to a Charge Glide attack, which allows you to enter Open Mode. In Open Mode, all attacks have increased range by 25% as well as increased damage. However, it's only for experienced users, as the effect ends after a certain duration or not chaining attacks together correctly. Strengths The Spear has incredibly good range, so it's great for positioning, for hit and run tactics. It's the only pierce-only weapon in the game. Backflip is excellent for dodging danger. And the Burst Art selection is great. Weaknesses However, getting to grip with the Charge Spear is pretty tricky. Using Open Mode to the best of its ability takes practice. And to maximize the damage potential means that Open Mode has to be used flawlessly. Biting Edge The Biting Edge is a set of dual blades, that can also be combined into a double-bladed Glaive. The Biting Edge has a Glaive Mode, where it's weapon attack speed and range increase massively but at the cost of being able to guard, regain stamina or even devour. You can also go into an Extended Glaive Mode, which increases range and damage again, but this needs a certain amount of attacks in regular Glaive Mode to enter. Strengths The Biting Edge has the fastest attack speed out of all the weapons. And by utilizing this speed, Arigami can be stunned locked, when attacking weakpoints. This weapon deals both slash and piercing type damage. Weaknesses However, it's range is pretty abysmal, even in Glaive Mode. For new players, getting used to the stamina depletion is incredibly hard, and it takes a while to come accustomed to using this weapon. Boost Hammer The Boost Hammer is perfect for users who love to be up close and personal with whatever they are facing. It's a fast attacking, hard-hitting weapon. The Boost Mode of the Hammer is incredibly powerful and allows the wielder to perform a relentless barrage of attacks, causing massive damage. Strengths The Booster Hammer for its size hits fast and still does substantial damage. Like the Charge Spear, its the only weapon to cause Crushing damage. And the strong choice of Burst Arts causes severe damage. Weaknesses However, the range of the Hammer is poor, and it can be very stamina hungry. It's a straightforward weapon to master. Heavy Moon This moon-shaped weapon can transform into between a Chainsaw and a Battleaxe. The Heavy Moon has a Moon Axe Form that allows it to attack with vicious attacks, very much like the Boost Mode from the Boost Hammer. However, it has another form called Raging Moon, that transforms the weapon into that of a Chainsaw and after a long charge, unleashes a heavy multi-hitting attack. Strength The Heavy Moon has good damage, and it's easy to use. Moon Axe form does not drain stamina, which is fantastic. Weaknesses The range is pretty terrible, for being a massive Battleaxe, and it's wind up Chainsaw attack Raging Moon us hard to hit efficiently. Buster Blade The Buster Blade is one of the most damaging weapons in the game; however, the trade-off is its slow attack speed. This weapon greatly resembles the Charge Blade from Monster Hunter, not in its looks, but in the ability to block attacks when attacking. But this weapon can parry when the Charge Blade can not. The Buster Blade has an incredibly powerful move called the Charge Crush; however, it takes time to charge but, in return, causes massive damage, but that's if you can land the hit. Strengths The Buster Blade hits like a truck and has a long-range. The selection of Burst Arts is fantastic, as a few can increase attack speed. Weaknesses It's slow at attacking, its a weapon that requires patience and is not easy to master. It can parry, but it'll take a lot of perseverance to get the timing perfect. Long Blade The Long Blade is the best all-round weapon for those who want a balance of everything. Its main usage is it's Zero Stance, that restores stamina, so you can instantly go onto the offensive as quickly as possible. This is the perfect weapon to use when you want to learn the mechanics of the game. And undecided what weapon you want to wield finally. Strengths The Long Blade is an easy to use weapon. It's perfect for any situation. Though it might not be the best, it's still easily usable. It's Zero Stance gives wielders an ability to go full on the offensive. Weaknesses As it's an all-round weapon, it doesn't excel at anything. It's good but not great. The Long Blade's overall damage is weaker compared to other single damage type weapons. Short Blade The Short Blade is the only weapon in the entirety of God Eater that is used with one hand. This weapon specialty is its aerial combat, for which it excels at over any other weapon. It might be the weakest in terms of damage, but that does not, by any means, make it an ineffective weapon. It has a good selection of Burst Arts, for use in a lot of situations. Strengths It's the second quickest weapon in the game, only beaten by the Biting Edge. The Short Blades aerial combat is unmatched. Weaknesses Its range is pathetic, and it's not strong enough to significantly damage Arigama's weak parts. And for those who hate aerial combat, this weapon is not for you. Variant Scythe The Variant Scythe is perfect for those who adore long-range combat, as well as causing damage in a wide range. However, this weapon is for causing damage to all parts of the Arigami, not to one part specifically. Strengths Its range is sublime, easily the best range out of all weapons in the game. It has a quick learning curve, so perfect for newcomers, and it does reasonably decent damage in its broad attack patterns. Weaknesses When it comes to God Eater 3 weapons, few have the stamina requirements of a Variant Scythe. Extended Bite Mode is extremely stamina hungry, so keep a close eye on your stamina. The Scythe cannot target individual Arigma parts, but it can damage a lot of parts all at once. God Eater 3 Weapons Guide – Wrapping Up That wraps up our God Eater 3 Weapons Guide. If you need more content, swing by our God Eater 3 Materials Guide! Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.