

Bravely Default 2: Thrust and Parry Mechanics

Summary:

A lot of people have been wondering how the passive ability, Thrust and Parry, works especially if and how exactly it stacks with the foraging shovel (Ultimate Salve-Maker weapon). After some testing, I have come to some interesting conclusions. **TLDR, the answer is YES, the Foraging Shovel WILL stack with the equipped passive ability, Thrust and Parry.** But don't start farming for a dual wielding shovelin' tanky boi, since that won't actually work.

Set-Up:

How I tested for the data was to only one character and one enemy. I first knocked out all my allies until only Seth was alive. My build for Seth is as follows:

Lvl. 99 Seth

Main Job: Arcanist (lowest evasion rate so I could actually get some data)

Sub Job: White Mage (heal and cure poison so I don't die while testing)

Passive Abilities:

Noble Sacrifice (insurance)

Axe Lore (maximize weapon efficiency)

Dual Wield (when I needed it; see data)

Thrust and Parry (when I needed it; see data)

Equipment:

Parashu and Foraging Shovel (the Parashu is the closest to the Foraging Shovel in terms of providing physical defense; only 8 points in difference)

No head gear, body gear, or accessories were equipped (minimize equipment bonuses affecting results)

The enemy I chose to test this out on was Mushu, the stationary rare monster in Savalon. The reason I chose Mushu was because it could deal enough damage to get some data, not too much damage that I would need to heal often, I can easily KO the other monsters in 1 turn, and I can easily force Mushu to reappear by going in and back out the dungeon exit.

Thrust and Parry Experiments						
	Builds					
	Axe Lore	Axe Lore/Dual Wield	Axe Lore/Thrust & Parry	Axe Lore/Dual Wield/Thrust & Parry	Axe Lore/Dual Wield/Thrust & Parry/Foraging Shovel (1)	Axe Lore/Dual Wield/Thrust & Parry/Foraging Shovel (2)
Damage Received	329	314	215	176	72	65
	286	323	197	173	68	66
	295	306	239	160	70	64
	322	302	223	140	67	77
	316	299	211	156	65	66
	348	310	215	166	58	68
	349	315	216	149	68	74
	338	307	253	148	75	66
	334	283	255	134	71	64
	311	366	215	156	70	73
	334	324	228	156	60	68
	342	315	229	142	61	60
	323	319	253	183	76	73
	310	306	219	162	57	68
	340	315	202	156	65	60
	340	301	239	176	65	73
	307	359	233	155	64	64
	299	302	207	182	67	64
	304	341	216	171	61	74
	320	352	232	161	59	68
	299	310	229	174	64	66
	277	294	199	152	69	64
	335	301	254	158	66	70
	294	299	215	147	72	71
307	313	211	151	61	65	
326	282	230	151	69	61	
341	307	232	161	65	61	
326	308	232	166	72	71	
313	339	222	159	71	65	
312	295	216	177	70	76	
Average Damage Received	319.23333	313.5666667	224.5666667	159.9333333	66.6	67.5
Percentages Reduced To	100%	98%	70%	50%	21%	21%

In Conclusion:

From the data, you can see that the first 4 columns make sense in accordance with the in-game descriptions of the passive abilities. However, when you equip the Foraging Shovel while having the passive ability Thrust and Parry equipped, things get wonky. Apparently, the second part of Thrust and Parry's description: "Damage is reduced by a further 20% if Highwind or Dual Wield passive abilities are in effect" can only be activated once. However, the first part of the description: "Reduces damage received by 15% x the number of weapons equipped" can be activated a total of 2 times. That is why the damage received when having both Dual Wield and Thrust and Parry activated is only 50% of the full damage received whereas the damage received when having both abilities activated and equipping a Foraging Shovel as well will reduce the damage received to ~20% of the full amount. Another thing to note is that all stacked modifiers only affect the base damage received (i.e. Thrust and Parry from the weapon will not reduce the damage by 50% after the equipped passive reduces the base by 50%). You can also clearly see that equipping 2 Foraging Shovels has no effect on reducing damage in comparison to equipping 1 Foraging Shovel, so you're just better off equipping a shield on the other hand.