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Black clover phantom knights tier list march 2020

This is a level list for the global Black Clover: Phantom Knights Tier List. They are categorized as: Effectiveness in their roles In Skills Utility - Healing, buff/debuff and injury taking PvP This level list aims to equally 5★ units based on four different aspects: How strong character is, how well they can fulfill their role (and overcome its limitations), how useful they are in PvE content, as well as their skills and statistics. Only A.O.Ms mentioned. To accurately compare the full potential of a character, all characters are treated as 6★ units. The more diverse a character can be in their class, the higher they are placed on the list. Keep in place that the order in which characters are placed inside layers does not dictate that they are better or worse than other units above or below them. In addition, explanations as to why the character is placed at its corresponding level are given in the drop-down menu next to the character name. After all this, enjoy the level list. * = Limited sign (Not in the public pool after the banner has left)** = Holiday character (Not in the public pool after the banner has left) Clover Kingdom light! Can't beat Revchi. - Hiro 2020 The best booster currently in the game! She offers numerous fantastic enthusiasts to your entire team, including the buff of the highly coveted CRIT course! Not to mention that they also designed him appropriately for very nice damage figures. You may not have to, but if you manage to get him, your life will be much easier in the coming months. Good luck with your invitation! He doesn't know the word defeat! Asta now has the power to kill the devil and save the clover kingdom. He is able to do huge amounts of damage not only because of his high attack, but also because of AB2, which gives him invincibility and attack. His AB3 harms all enemies on the map. To cuddly everything, his delicate art deals with damage in a vertical line that does enormous damage and also seals the enemy's secret movements for a while. His A.O.M damage to the A.O.M you don't want him to be a leader. On the other hand, he has a Black Bulls v2 formation, which is a better version of the current Black Bull lineup. He hits hard and takes hits without a scratch. This is the outfit of the future sorcerer king! Is he talking? Millions dead. He is still one of the best/best units in the game. 2 AoE's damaging skill and ability to form lock/seal A.O.M., he's absolutely disgusting in a PvP environment. He may not be at his full potential yet, but he's still a truly awe-inspiring unit. If you're lucky enough to have him, congratulations! We can't be friends. King of the Wizard Yourself! Yuno is a fantastic defender who can also deal with a lot of damage to his enemies. His AB1 is a vertical attack that arouses his anger. This ability to combine well with his AB2, which makes him invincible and protects all allies. His AB3 attacks opponents in front of him and lowers their SPD stats. His delicate art attacks enemies and prevents them from using their abilities and his A.O.M makes participating allies invincible. His determination and strength show his determination. They're finally working together! Yami and Charla are fighting on the same front to overthrow the last enemy. He is one of the best attackers in a game with high stats, crazy damage and healing. His AB1 deals with damage to enemies within range and has the potential to cause slip damage. Her AB2 has a healing ability, which is a good addition to her puppy. His AB3 has many hits for all enemies in range and his tag capability is one target attack. His A.O.M allows participants to slip from their attacks, not a very good A.O.M skill, but he is not meant to be a leader. His grimoie skill is the Blue Rose v2 formation. Not the best formation, but it could be a replacement if you don't have a good A.O.M formation. His delicate art, which looks epic, is nothing more than Dimension Slash Equinox and it deals with major damage + solid damages. He paired with any team, and in the end being with Yam wasn't a bad idea. The brothers together attack deaf to anyone standing in their way! Tag Yuno and Asta are a hybrid unit capable of protecting their allies and eliminating their enemies. His AB1 attacks enemies in range, lowers their SPD and has the opportunity to apply a stop to them. His AB2 will make him and close allies invincible for a while and his AB3 is the perfect map for a damaging move. His delicate art does enormous damage and prevents enemies from receiving enthusiasts. His A.O.M more damage that all participants . M, which is a pretty bad thing. His relisititis is every ring combined and much better. All in all, his strenght and utility is what makes him a scary unit to approach. A proud captain of the silver eagles and a great lion captain working together against the threat! His pack makes the unit one of the game's better attackers. His AB1 is a large-scale malicious attack... His AB2 counterbalances him and the agglomerations next to him. AB3 is a vertical attack with a great chance of sealing the everyday arts of the enemy. His delicate art is the perfect map attack that seals the everyday art of the enemy His tag attack is one target of heavy attack and his A.O.M raises the blue crystals to drop while on the A.O.M. On top of that, his relegation is great for defenders because of its high HP and DEF stats. Doorll, this unit is capable of hitting hard and preventing enemies from fighting back. Really perfect duo, their skills work so well with each other! The valiant protector of the Clover Kingdom finally gets a decent representation in the Phantom Knights! And just. Only. that every other defender in the game is irrelevant. With AA, which heals all your allies quite a lot and removes all debuffs from them too, he's already leagues above the rest. He's not only going to kill a lot of damage, he's going to keep your party healthy at the same time. It's just the tip of the IceBerg. His A.O.M basically works like a low-level funeral mirror for all attendees, and his equipment is just so versatile. His AB1 raises his own DEF and anger and also blesses the defences of all those behind him. AB3 gives him the total invincibility that just happened. A tank with invincibility? Yes, thank you. And as an extra cake froster, his AB2 does a full line damage to enemies with a chance of stopping. Not to mention his huge HP and DEF stats. Think what you can, Patri, but there are no flaws in this sorcerer king. Just when you thought she couldn't be sweet (or powerful) anymore, dwarf Charmy arrives! And boy, is this a unit worth more than your jewels? Excellent in every statistic, apart from int, he really is a force to consider in almost any game mode. With AB1, which harms the enemy, and heals some of the enchanting damage along with AB2, which polishes the SPD and DEF, he can even pseudo-refuel for your team instead of a Unit like Sala Fuego. His massive HP statistic will certainly help with that as well. If that wasn't enough, he has AB3, which polishes its own CRT rate and lowers enemies, as well as AA, which polishes its own COMPUTER in exchange for lowering enemies, this unit can essentially fulfill 3 roles at once. That's right, three. God, what a ridiculous unit. Did I mention that AB2 is also destroying enemies spd and DEF? Lira should have thought twice before she forged food because it bred an absolute monster. But without it, I guess we would have missed out on top-level wafus. Cheers, Liral Congratulations to anyone lucky enough to pull this card! Move, Leo! You still have a long way to go because your siblings just took over as the best leader in the game! Seriously, this unit is a total beast. The statistics are built entirely around heavy damage, and boy, do they ever do any damage. Build this unit right, or hell will even throw them at any old team, and they'll strike like a bridge is collapsing on you. A couple of monstrous ATK stats 920 with AA, AB1 and AB3 all doing damage and you're good at crushing every enemy in your path. Pair it with AB2, which gives itself extra functions and the ability to block, and you have the final striker package. If you pull them, congratulations, you'll be in a lot of butter for a long time to come. Did I mention they have a game? Relika? Worth the jewelry and the sheets. Looks like they're both worth it. worthy. At the end of the day. Here to give Asta Valentine's Day love (I told you it's not like you bakaaaa!!!), is Black Bulls royal outcast Noelle Silva. But this time, in a beautiful outfit! How sweet! Not to mention the fact that he's a good defender. His secret allows him to seal enemies in a secret move and reduce their attack. Not bad, but he's healing even better! His A.O.M. gives close allies temporary invincibility, which is great for late game content! He's not a bad leadership candidate for your team. He is also equipped with a very good pack for the defender unit. Give yourself anger, defensive maniac and heal his own HP? These royals are really something else. But not only can he make himself an almost solid wall, he can also do the same for his allies. Looks like his sweet side is visible in this unit. I don't care about hi, I mean them or anything. I just don't want to fail in our mission! He can raise the defenses of allies and even regain some of their HP! And don't forget, he's giving himself and his allies a little armor for good measure. If you have Tsundere support/tanks, then now is your time. It seems that Mereoleona is definitely ready for the summer festival heat! And her accessories definitely reflect her clothing too: very hot. His AB1 and AB2 are a good combination. As AB1 increases the COMPUTER and SPD of its allies, and his AB3 lowers the attack and speed of enemies within range. I'll give him a nice Bumper/Jammer combination. His AB2 has a normal damaging ability, which also has a decent range. I'm sure it's going to hit, thanks to his buffs and general attacking power. I'm sure his AA is explosive to use. Heh. In addition to dealing with major damage with it, it also raises the drop rate of all blue beads that have been coy in its territory. What's more, his AOM is just an improved version of Leo's, giving his allies and themselves a nice CRT course. Even though she's taking a break, she's still an invincible lioness. And with good reason. Don't let Yukata fool you. The Queen herself has arrived.... Again! He will show no mercy to those who oppose him and ensure that his allies are well taken care of. Kahono and Mimosa who? His AB1 is a massive heal of one ally who paired brilliantly with his AB3, who brings with him a new mechanic. Prevention of death. Or at least a great chance to prevent death for one ally. A support unit, if ever there is one. His AB2 reflects his Jammer roots quite nicely, injuring the enemy quite a bit and lowering their COMPUTER and CRT pace. Then, hooo boy, his sensitive improve the whole team and give them a nice little chance of preventing death, exactly, exactly, for a while. In addition to all that, The A.O.M awakens the defenses of all participants. All in all, the Witch Queen is sure to retain her strength with another iteration of The Undefeated, the Unrwmned Lioness, earning her 0-level spot with a knack for almost every role in the game. He has a 2-line secret movement to help remove enemies. His second ability to heckle the criticism and attack of all his allies behind him, and it wasn't enough for them to give him access to defense and increased anger (Think of anger as a mockery, it makes enemies more likely to attack you rather than your allies.) He also has the game's current highest offensive statistic. A force greater than blowing winds! Yuno's coming out, now even stronger than ever! And he won't let Asta forget it. His AB1 and AB3 are both damaging talents, with his first hitting the entire row with varying sums. Although his third takes up the top 2 poles and does heavy damage. They work together with his AB2, which strengthens not only his, but all allies placed in front of him with bonus ATK and SPD. And just because he's broken the way he can be, his AA hits the entire map and deals with massive damage, making him one of the best nuclear weapons in the game. His A.O.M ability also gives all participants an attack buffin (L), which will certainly see some use if you don't have better options. While his DEF and HP essentially leave him on paper, he does so easily with raw damage potential and shines as one of the game's top hitters. His reliss is the best in the game right now, tied with Tag Mereoleona. Infused with Bells' power, Yuno makes his case as to why his power is worthy of the next wizard king! The true leader of elves awakens from the voice of his beloved friend. Licht is a damage machine worthy of his value. His AB1 is an accident for one enemy. His AB3 is another move that now harms enemies in a horizontal line. These worked well because of his offensive stats, which are still highest at 960, His AB2 absorbs the enemy's sensitive art meter and raises its own attack by further increasing its total damage. Lumiere's best friend does not stop here and shows even greater strength. His delicate art does incredible damage to all enemies in a vertical line and lowers their sensitive art meter. His A.O.M take the defense of his ally and turn it into a computer for himself and has a Midnight Eye v2 formation. His determination to save the Clover Kingdom gives him the necessary power to fight! Crossing their borders, the

long-awaited duo are here to prove their strength! And prove their strengths they do. Tag Black Asta / Yami is a heavy hitter who also offers a decent amount Team. Their AB1 harms the enemy and has the option of transferring enemy enthusiasts to themselves, which can prove very useful at certain stages, and especially in the PvP. His AB2 is a supporting skill that heals himself and his close allies and removing their space effects. This skill ensures that their friends survive to the end, effectively using their swords to save everyone. His AB3 does great damage to the enemy, as well as 1,000 solid damages and their double attack harms the enemy and gets immunity to damage for a short time. His A.O.M. transfers allied status elements to enemies and end it, his delicate art is a heavy attack by the AOE, which has the potential to prevent enemies from applying buffs. If that wasn't enough, their reel is one of the best reels in the game and offers exceptional statistical bonuses. Their opponents better watch out because they didn't come to play games! He grew up captain of clover kingdom's best team because of his mentor Julius. Tag William-Julius is a jamming that does not allow the enemy to attack! His AB1 has a mediocre opportunity to pass on the enemy enthusiast to himself. This works well against tougher steps, where enemies are covered with buffs. His tag attack harms the enemy and he has a great chance of stunning the enemy. His AB2 has a basic damaging ability and his AB3 acknowledges a big delay in enemy attacks and lowers their attack statistics. His delicate art adds to his already astonishing series of harassment, as he has a great opportunity to stun the region's enemies and delay healing techniques. Her grimoire skill is a Golden Dawn v2 formation that is pretty bad considering there are 3 units ahead. His A.O.M half of his artic art meter to participating allies. Not a good A.O.M because there are much better options. He clearly learned a lot about Julius and together they are unstoppable! Patri, I mean Licht. As the leader of the midnight sun, you think he would be more generous... But we're not talking .M. Outside of that, this Licht is an attacking monster. Every statistic he has is great, and DEF and SPD are the only two that are slightly below average. But other than that, he has nothing to sneeze about, even though he debuted alongside Word Devil. His 2nd. the ability to raise his own secret meter (should be 10%, if I remember correctly) as well as his attack and his ult growing blue crystal drops, he should be able to use his nuclear weapon for a secret transfer before most others. And as an added bonus, since the Blue Crystal drop is a statistic, it pairs very well with his third. A skill that happens to be the perfect map of an AoE attack. He may not be the real Licht, but he knows how to keep \$700,000. Giving up is his magic! The Royal Knights' experiment left Asta with new power, and he'll show it here. His AB1 and AB3 are damaging abilities, albeit a slightly strange area. His first V and this third in X format. While every contract is a huge amount of damage, thanks to him is one of the highest offensive stats in the game. He can even take some hits thanks to his AB2, which gives his attack boost boost give him a bonus noting. His 4000 HP also helps ensure he is not shredded too easily when he is on the front line, as well as a reasonable DEF statistic of 300. His AA strikes all enemies in a straight line and causes a lot of damage. As an added bonus, he has a chance to seal the enemy's abilities. His A.O.M relic aren't good at all, but still nice if you don't have anything else in your arsenal. Asta gets up and gets even stronger every time. While Yuno may have a great new technology to show for it, Asta won't let herself stay that easily! His fighting power is unending and always powerful! Captain of the Silver Eagles and eldest brother of the Silva family. He worked hard to get stronger and it shows up. His AB1 raises his defenses a lot. His AB2 is a multi-stage attack on one enemy and his AB3 is a multi-stage attack on all enemies. His delicate art seals the enemy's secret arts and abilities. His A.O.M invincence to all participants and he comes with a new Silver Eagles v2 formation. He intensified and honed his magic with determination and once again proved himself worthy of the captain! You thought this T1 entry was Dio, but it was me, Grey! Best G, I mean Grey. Shocking marking on T1. His secret elevates the defenses of his allies and also gives them total, albeit temporary, invincence. That's pretty clever, if you ask me. Combine it with his skills 1+2, and you can block every debuff in the game! Which is very useful for those who struggle with WK Rades and all the nonsense that comes with. He can also reduce the enemy attack, which is meh, but overall he definitely deserves his place at this level. You could even say he's embarrassing the rest of the buffers on the list. Hazukashiiii, what are you doing? The best character in the series has arrived and brought with him the best haircut of sires. Unfortunately, it's not the best unit in the game. But he has nothing to sneer at either. His brother may be higher than him, but he's always level 0 in my heart. But bias aside, let's because of what makes him so useful as a support unit. His stats are great, apart from COMPUTER and DEF, but he's not built to attack, so it's not too much of a downside. However, he is built to make your attack shred enemies as effectively as possible. And his skills 1 and 3 do just that, with AB 1 polishing the allied SPD and CRIT, and AB 3 giving them two extra functions and damaging immunity. His AB 2 is also able to move enemies to the front row and destroy the enemy CRIT and SPD, which is very useful when trying to target the back row PvP. His AA is also a reorganization of the AoE formation combined with a massive COMPUTER and SPD debuff. She presents the results of her training and her stylish new look with this unit. Unit. Like just wheels, that's for sure. Hey, what's this? Mimosa cute art that can keep its own damage wise and accompanied by healing ability? Where have you been my whole life? Mimosa shows how much his skills have grown during this new hand-over. Mimosa, which is included with a remarkable 800 ATK, as well as a decent HP, SPD and WIS, Mimosa is certainly not limp in the attacker pool. AA and AB1, which do one target damage, AA also downgrades enemy DEF against a nice bonus, already have a decent attacking pack right off the bat. But combined with the fact that his AB3 is a full-line attack, albeit with occasional damage, and that his AB2 is 2XL improved for one ally, and oh man Mimosa is still starting to look comfortable on your team. Everyone says he's not worth it, but to be honest, he's not a bad choice for you. He's doing great. A true symbol of growth. Even if she's a little flat, in more ways than one, the surprise entry in T1 is the witch queen, but it's well deserved. His ability 1 and 3, he has the power to lower enemy aggression, defense, speed, wisdom and criticism. I'll turn them off completely. Combine that with his secret, which has the potential to immobilize all enemies and seal their secret move, and he is definitely a force to take, and his ability 2 is great to heal, just because why not. Another surprise newcomer to Level 1 is Zora, a cool masked jerk bringing a new feature to the game, traps. After a certain period of time, or if the enemy formation changes traps, the traps work. His first ability to set up a stun trap that affects entire enemy lines by immobilizing them. 2. Finally, his third ability to allow an ally not to harm the normal attacks of the enemy, and even reflects some of these damages back. Really happy to see that this game has some anime continuity. Heir to the vaude name. Easily one of the most unpleasant characters to grace the pages of Black Clover. Certain, however, easily made him pleasant on the pages of the Phantom Knights. Langris is built as a doll, and boy, he's excellent at it. After all, he's the best at everything. Besides making friends. But he's a good friend to your team, that's for sure. His stats are excellent in everything except def, but he defeats his gradient with raw force. Skills 1 and 3 are full-line damaging attacks that, along with his COMPUTER and CRIT buffing Skill 2, really make him a monster on the battlefield. Not to mention the fact that his AA is a monstrous 8 hits, an AoE attack. For a little extra taste, it decodes the enemy's speed to make sure he gets to attack first. He wipes everything out of his way. Golden Real Vice-captain. They kissed him without saying a word. But the upside is that he's a pretty solid striker now and it certainly wouldn't be the worst option for your team if you're not in the unit department. His statistics may have received a substantial increase, but unfortunately his equipment is still not the best. Use him any way you want. The Black Bulls big sister has finally got her real debut (usable) 5 star! And like any good Neesan, he is well equipped to make sure his team is well protected. Vanessa is a buffer whose main fork is keeping her teammates from taking too much damage... or, in fact, any damage. His AB1 prevents and an ally takes damage from attacks and damaging skills, with the exception of the enemy's secret movements. It works well with his AB3. What could it be? He's mostly a box of tires from the dot shop. For himself and all the allies in range, he increases the rate at which attack, recovery and degradation skills are activated. It'll be useful. His AB2 applies a buff ban to one enemy of its choice, which, as the name suggests, prevents the enemy from receiving any kind of buff from its allies. Couple that AA that prevents all allies from being harmed, secret skills are the exception, and gives complete invincibility to short time with a formation match, and you have arguably one of the best buffers in the whole game! They even made him A.O.M. improve attendees, because why not? You might as well go the whole nine yards. Not to mention the fact that his relic is very good for others jammers/Buffers because of its very high WIS statistic. Now that Neesan has finally been freed from the shackles of destiny, his powers seem limitless! Rouge is sweet. Captain of the Coral Peacocks. Except he's possessed. The ant Dorothy is a jamming that revolves completely around a sleep disorder. His AB1 harms the enemy and has a high chance of causing sleep. This works well with his AB3, as it has a mediocre chance of causing sleep for all enemies. His AB2 counts the enemy attack and removes all his buffs. All his talents help pack a big punch into his everyday art. His delicate art harms all enemies in range and criticizes if they sleep and lower their defenses so they never get out of his grasp. His A.O.M his allies to sleep on attacks for a short time. His grimoire skill is The Hat of Dreams, which is a good relic for support units due to the statistic of high wisdom. Never bother Dorothy or she'll make sure you stop when you have a sweet last dream. The Black Bulls' fearless captain creates a big offensive statistic of 715. 1 he ducks himself and makes clear his weak defense. His skill 2 attacks the enemy and lowers their defenses. His last skill in being a column makes him good. Finally, his secret can do solid damage(500 damages(500 But can do a lot of damage. He also has one of the best non-critical A.O.Ms in the game, which strengthens every statistic. Among the Silva family, Nozel still stands at the top. With an effective full AOE secret that also gives his entire team a critical hit-up buff, he definitely has the potential to help your entire team do nasty damage. His skill 2 further elevates his own attacking power. Put it through to his 1st. A very valuable performance of the Silver Eagles captain. Yuno was a free unit given to all players at the start of the game. He's a decent attack unit if we're running low on units, but he's nothing special. However, his special returns his own debuffs and his A.O.M adds the blue .M dropped during the A.O. His specialty is the rather extensive AOE, which sucks up an ally's secret transmission meters and increases its own attack. In some ways, this may be bad, but if used correctly, it can be really useful. His skill 1 also sucks up much of the enemy's secret metric, and his Skills 3 has a great chance of sealing the opponent's secret move. I can taste despair when I can't ★ him from here. Unlike its attacker colleagues, this Vetto is actually good for an 800 ATK F2p unit with AoE skills. Come on, let me know. His secret is a standard that damages damage, he can heal himself from 1 January 2011. He's good. To Noelle now in a beautiful yukata. He's a jamming man who stands with other people. His first abilities stop the enemy and prevent them from attacking. His AB2 filters sleep on both enemies and AB3. Sleep isn't very good, but it can help him help you fight. His delicate art is very good, lowering the enemy's attack and defense, making it easier to bring them down. His A.O. .M the defense of the participants, which isn't really a bad thing. His grimoire skill is the Old Fox formation, which is a very good A.O.M formation. This Noelle is not afraid to show off her skills and beauty! Yami's unrealized interest in love. With impressive IT, HP and WIS, you'd think he'd be aggressively oriented. You'd be right about that. But he should be a jammer. It puts this in T2. Two of his talents are DPS-oriented, and his only main debuff skill has been unlocked by 6 stars. yes, what are you? I should have made him an aggressor if they wanted him to be a beastick first and foremost. Not to mention the fact that the AOM never sees usage, so it's minus another point for the Captain of the Blue Rose. If there is one redeeming factor in his package, it is that his AA offers a fairly significant amount of debuffs and damage Range. If you don't have a better Jammer. Jammer. Or even the aggressor, he's not the worst choice. But once 100 defenses are crossed, he dies if the enemy looks in his direction. Especially if that enemy is Yami, ahuhu. Despite the sorcerer king coming out after Black Asta and Mereoleona at a time when the red and blue jewels are quite scarce, the wizard king ends up as a fairly solid unit. The ability to give an ally extra action (think mirror), this makes him excellent right off the bat, adds a full AoE-ult and the ability to stun enemies, and you have a very viable, versatile character. Unfortunately, the only thing holding him back is his average stats. But other than that, Julius will still do a good job for all the teams you throw him to! It's a shame he came out alongside Jien... In hiding, Henry performs. A secret that deals with damage, raises the defenses and gives him armor. Henry, calm down. His skill 1, causes damage to everyone's health and moves to the front of the formation. His skill 3 gives him damage and sucks HP from the enemy, while sparking anger. He's got everything you want the tank to be. And he has 2. He deserves his place as a respected defender on the level list. I can fight too... Wrong program. Well, Mimosa is one of the 99 re-roller characters and might be the best. With a full team, a healing secret move, returns an ally and clears the abnormal state. All in all, he's a pretty good average cot. Yami's Rival ends up a whole level below him. I think we know who the real winner is. As an attacker, Jack works well enough. But that's all. That's all he can do. Every skill he has is either his attack or his damage. I think it represents his character in the series well, but that makes him very down overall. His COMPUTER is very good, and his HP and Speed are passable, but otherwise he is made of glass. Scroll up and you'll find a list of much better and more versatile attackers to use. The other unit is in dire need of V2. It's a shame. But for now (and always) Yami is on top. One of the newest units that has hit the Global stage, and unfortunately he doesn't leave too much of an impact. His stats are middle-middle at best, a little under Null Julius, but his equipment is just good. Not so good. But it's a good thing. He has one target, AA, that seals the enemy's secrets. There's nothing special about it, especially in the early global. His first ability is nice to heal, but the range is far too tricky to be very enjoyable. Just like Fanan, but Jien isn't a waifuni. So even that can't help him here. His second ability is also far too area to be very good, and it lowers wisdom. Wisdom? Really? Not to mention his 3rd. Hopefully, Jien will remain a unique character because, to be honest, there are much better units. Did someone say waitu? Because I know I did it, but, girl love aside, unfortunately Fana becomes irrelevant pretty quickly as more Bumper units are released worldwide for things. This is mainly due to his particularly dismal spread of statistics. His HP and DEF are pathetic, which automatically sends him down Tiers alone. His other statistics are above average, but are in no way groundbreaking. Especially as a buffer, which means his COMPUTER is high, doesn't really help. It's the same with a damagingult. It's nice, but dmg is always mediocre at its best. Fortunately, his equipment is pretty comfortable. Perhaps not his third ability, but DEF and ATK, as well as a pretty strong (albeit oddly placed) constant improvement, make him a nice buffer for an undermanned team. But like I said, the stats really hold him back. I hope we get a V2 soon, but for now, my girl Fana is stuck on T2. In honor of the Diamond Empire. Mars was a unit on the 8-day free invitation ticket and he was definitely a great choice for any new player. His 2nd. his ability to harm all enemies is great, but it is randomly targeted and his statistics are not intended for him as a batting stick. However, his first skill elevates his defense, and jumping in front of the formation will help protect your allies from danger, not just because his third skill gives him some self-healing. He also has a damaging secret. . I wish it had done something other than damage. It's not Zetsubo-kun. For a thug who had one of the finest fights, this unit is so LAME. Looking at his statistical pool might fool you because he manages to work well in HP and SPD numbers, and at 750 he has one of the game's higher IT stats at the moment. But what they thought with his plans, I have no idea. Where to start Vetto. His AA is fine when he's considered a beat stick, but his AOM makes him even a little unfit to work as a leader. His Ability 1 is just a joke. An attack on one enemy. It must be a joke. His Ability 2 is no better, just lifting his own defense. It's like he's ever been used instead of a tank with that terrible DEF statistic. And his ability 3 randomly harms the enemy. Really? Everything he does, Mars can do better, besides the damage. Mars is a tank. Such a cool character. What a betrayed one. The only thing I feel when I see him is actually despair. So mission accomplished, Vetto. His HP and WIS are commendable, and his AOM would be if you ever led him as your leader. Which you wouldn't do. Otherwise, his stats suck. His AA sucks, his 1st. His third is the only one that has a use, but in 6 main sections, Lotus is a complete waste, like this unit. Use Jammer Finral instead. :) The head toe of the strongest Magic Knights Squad? Bandai made sure this unit didn't reflect it. It. All. Are the SPD and WIS all he's got and his equipment? They made sure he was almost useless as a buffer. 2 offensive skills and a damaging AA? Really? He was convicted of conception. His only buff is an AOE attacking game for the team, which sounds nice, but this place would be better filled with any other buffer at the upper levels. Or any unit. Let's hope he's given a new unit soon, because he needs it. However, his formation is very comfortable. Captain of Aqua Deer. For such a funny character in the series, the man is absolutely mediocre everywhere. On the other hand, that's what this level really is. The most mediocre units you can use. No terrible stats, but nothing fancy, I'm sure he's not on the team to hurt. Half of his equipment makes better unowned, Undefeated Lioness himself. And the other half is just meh. The most viable you can see of him is his last ability to heal an ally to perfect health. But he must be 6 stars for what's impossible to do at Global. So yes, NEXT! The royal himself was now preparing for the summer. Although she likes to impress Astaan in appearance, her powers do not stand out at all. His AB1 increases the speed of the ally and improves it. His AB2 is standard damage to one enemy and his AB3 reduces allied anger within range. His delicate art elevates the defenses of all allies and provides abnormal status resistance. His A.O.M prevent participants from being sealed. His stats don't help him stand out either, and his reel couldn't be worse. Overall, she looks cute in the outfit, but she's definitely not good at fighting. This is a real shame. The valiant former captain of the Crimson Lion Kings ends up in the game's worst bumper unit. But honestly, when you look at his equipment, it makes perfect sense why he would end up here. Every statistic next to the SPD and WIS is ridiculous, and while increasing the number of red crystals dropped on AB 1 is nice, that's where his usefulness ends. A bad excuse for AOE-ult and mediocre AB 2 and 3 put him next to Rades. Ironic, isn't it? At least he's got a good formation. For someone who is the main motivation in life is to fight, Goody really dies quickly when you put them on the battlefield. Shame. But his equipment also won't build him to last. Suffering from many of the same things as Vetto, Luck is functionally a batting stick. And that's it. His series definitely reflects that, but without a high ATK and a decent SPD and HP, Luck would conveniently sit alongside Nero on Level 6. Terrifying AA that does only one target damage, as well as one targeting ability, attack in a bad area and itself make Luck a really bad choice on most teams. Damage may play a key role later in the meth, but Onni is already lagging behind. The lightning boots weren't. Been. This time it's enough. What a great fall. The hardest content in the game, and this unit we get as a reward? Rades has a lousy stats tank and a package that doesn't fit his Defender class in the slightest (2 damaging skills and a bad debuff), Rades is a lousy excuse for a tank that has almost no redeeming factors. At least he looks cool. Seriously, just use Mars.Unfortunately, clocking at the bottom of the level list is everyone's favorite Anti-Bird: Nero. It is difficult to be too angry with the unit that was given free of charge to the community, but at the same time it would be fully deserved. A low total statistic, combined with arguably the worst pack in the game, sends Nero straight to Level 5. In a game based on your team's versatile skills, 3 abilities and AA doing only mediocre damage, they don't cut it in the long run or even early on. I'm sorry, Sec. Better good next time. Licht's best friend wasn't as blessed as he was this time. Rhya is a Null write defend the capital reward unit. His stats are very bad for 5*, his abilities are inferior versions of other units and his A.O.M and sensitive art don't help him that much. Quite a bad unit for one of anime's finest plots. Your resident friend Phoenix has started a Youtube channel: to cover JP Black Clover content! If there is information that needs to be changed, contact @Phoenix#4692 or @Element#0939 Black Clover Infinity Knights Discord. If you want to use or support the website, please send me a DM/Message to let me know. For those who aren't yet part of the difference, join the fun:

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