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Edit Charaters Share Browse Community content is available under CC-BY-SA unless otherwise stated. in: Hero, Mechanic, Physical ATK Type, Middle Edit Comments Share Class Mechanic ATK Type Physical Position Middle Base Rank Unknown He is also called Silver Madness. A wise man to the point of surprise, with no sense of responsibility. However, once the battle begins, he becomes an untouched Silver Wolf, throwing the battlefield into a killing zone. HP 918448 ATK 20176 DEF 4264 MDEF 3488 All statistics assumed Level 80 Skill 1:Bang! Bang!! Cost Where:Cooldown: 6 seconds Attacking the enemy 2 times, dealing ? P.DMG each. After Crit Hit, explosions happen, deal? Additional P.DMG nearest enemy. x20: DMG increased by 10%. x60: DMG increased by 15%. x120: DMG increased by 25%. Skill 2: Time to Die!! Cost Mana:Cooldown: 15 seconds For 20 dk, ATK increased by ?, and ACC increased by 300. Each automatic attack has a 15% chance of activating the Bang! Bang!! x20: ATK increased by 10%. x60: ATK increased by 15%. x120: ATK increased by 25%. Skill 3:Dance with me! Cost Wwhere:Cooldown: Spray 25 seconds shots to random enemies 12 times, deal with total ? P.DMG. Each damage creates 1 pile of Mark of Death that cannot be eliminated. Per every pile of Mark of Death, dance with me! DMG was increased by 1%. x20: DMG increased by 10%. x60: DMG increased by 15%. x120: DMG increased by 25%. Skill 4:You're Next!!! Passive Each automatic attack poses a Death Sign for the enemy that cannot be eliminated. When auto attack and Bang! Bang!! Hit the target, deal? additional P.DMG. Per each stack, DMG skills are increased by 2%. Can be stacked up to 100 times max. x20: DMG increased by 10%. x60: DMG increased by 15%. x120: DMG increased by 25%. Transcendence 1Cost: 10 Transcendence Points Name Effect ATK Up ATK increased by 30% HP Up HP increased by 30% DEF P.DEF & M.DEF increased by 35% Crit Resist Up Crit Resist increased by 200% Transcendence 2Cost: 15 Transcendence Points Name Effect Target Weakness ATK and DEF Penetration rises by 20%. Ready Cannons Where recovery per second goes up 50 per enemy. Pressure Point Crit Chance increased by 300. Bullet Attacked Specific Targets have their ATK and Crit Rate reduced by 15%. It doesn't stack up. Transcendence 3 &amp; 4Cost: 15 Transcendence Points Name Effect Bang! Bang!! [Light] yes, I'm sorry. DMG increases by 100% when there is 1 enemy. Bang! Bang!! I'm not going to be like that. Mark the stack twice. Time to Die!! [Light] yes, I'm sorry. It takes 20% more DMG from all sources in exchange for an additional 100% in ATK increases. Time to Die!! I'm not going to be like that. Bang! Bang!! increase by 10%. Dance with me!! [Light] yes, I'm sorry. DMG was increased by 40%. Me!! I'm not going to be like that. Stacks of 2 more marks per hit. You're next!! [Light] yes, I'm sorry. The maximum mark is changed to 200. You're next!! I'm not going to be like that. All cooldowns are reduced by 0.3 when they reach the target with 100 stacks. Transcendence 5Cost: 5Cost: Transcendence Points Name Effect Partners [Light] ATK, DEF, HP +15% / Crit DMG +20%. Partners [Dark] After Crit Hit, increase Crit DMG by 0.5% and ATK Spd by 5. Max stack number is 100. Roar of Madness, Velkinoth Star Stats Effect 39329 ATK Each automatic attack increases Penetration and ATK Spd by 8. Can be stacked up to 30 times max. ★ 43262 ATK Each auto attack increases Penetration and ATK Spd by 10. Can be stacked up to 30 times max. ★★ 51128 ATK Each auto attack increases Penetration and ATK Spd by 12. Can be stacked up to 30 times max. ★★★ 62927 ATK Each auto attack increases Penetration and ATK Spd by 14. Can be stacked up to 30 times max. ★★★★ 78659 ATK Each auto attack increases Penetration and ATK Spd by 17. Can be stacked up to 30 times max. ★★★★★ 98323 ATK Each auto attack increases Penetration and ATK Spd by 20. Can be stacked up to 30 times max. Wolfhead Mercenary Insignia Star Stats Effect 906395 HP [Dance with me!!] DMG is increased by 20% and per each activation, cooldown skill is reduced by 5%. This effect can be stacked max 8 times. ★ 997027 HP [Dance with me!!] DMG is increased by 24% and per each activation, cooldown skill is reduced by 5%. This effect can be stacked max 8 times. ★★ 1178313 HP [Dance with me!!] DMG is increased by 29% and per each activation, cooldown skill is reduced by 5%. This effect can be stacked max 8 times. ★★★ 1450230 HP [Dance with me!!] DMG is increased by 35% and per each activation, cooldown skill is reduced by 5%. This effect can be stacked max 8 times. ★★★★★ 2265983 HP [Dance with me!!] DMG is increased by 50% and per each activation, cooldown skill is reduced by 5%. This effect can be stacked max 8 times. Hero Mechanic Physical ATK Type Middle Community content is available under CC-BY-SA unless otherwise stated. in: Hero, Mechanic, Physical ATK Type, Middle Edit Comments Share Class Mechanic ATK Type Physical Position Middle Base Rank Unknown The legendary pirate is cursed and transforms into a little girl. He has an incredible ability to drop cannonballs right on the enemy's head. HP 918448 ATK 20176 DEF 4264 MDEF 3488 All statistics assumed Level 80 Skill 1:Baaaam! Cost Where:Cooldown: 7-second offer? P.DMG to the enemy within range, and knock them back. x20: DMG increased by 10%. x60: DMG increased by 15%. x120: Crit Chance increased by 250. Skill 2:Roll OverMana Cost:Cooldown: 15 seconds Offer? P.DMG 3 times to frontal enemies, and each attack has a 100% chance of dropping them for 2 seconds. x20: DMG increased by 10%. x60: DMG increased by 15%. x120: Crit Chance increased by 250. 3:Miruru Pirates! Cost Where:Cooldown: 20-second offer? P.DMG to enemy in range for 2 2 reduce their Spd by 40%. x20: DMG increased by 10%. x60: DMG increased by 15%. x120: Crit Chance increased by 250. Skill 4:Booooooom! Passive After attacking the enemy, there is a 60% chance of shooting additional bullets and inflicting? P.DMG three random enemies. x20: DMG increased by 10%. x60: DMG increased by 15%. x120: Crit Chance increased by 250. Transcendence 1Cost: 10 Transcendence Points Name Effect ATK Up ATK increased by 30% HP Up HP increased by 30% DEF P.DEF & M.DEF increased by 35% Crit Resist Up Crit Resist increased by 200% Transcendence 2Cost: 15 Transcendence Points Name Effect Target Weakness ATK and DEF Penetration rises by 20%. Ready Cannons Where recovery per second goes up 50 per enemy. Pressure Point Crit Chance increased by 300. Bullet Attacked Specific Targets have their ATK and Crit Rate reduced by 15%. It doesn't stack up. Transcendence 3 &amp; 4Cost: 15 Transcendence Points Name Effect Baaaam! [Light] yes, I'm sorry. Cost where reduced 1. Baaaam, what's going on? I'm not going to be like that. After activation, ATK is increased by 35% for 10 d. Roll Over [Light] DMG increases by 40%. Roll Over [Dark] For each enemy that takes DMG, reduce the cooldown by 8%. Miruru Pirates! [Light] yes, I'm sorry. DMG was increased by 40%. Miruru Pirates! I'm not going to be like that. Remove the ATK Spd debuff effect and add a 3-second Stun. Boooooom, what's going on? [Light] yes, I'm sorry. DMG was increased by 40%. Boooooom, what's going on? I'm not going to be like that. Have a 10% chance of hitting the enemy for 1 second. Transcendence 5Cost: 15 Transcendence Points Name Effect Miruru [Light] ATK, DEF, HP+15% / Crit Chance +100 Miruru [Dark] Miruru accumulates Darkness depending on the number of enemies he hit. When he reached 50 piles, he went berserk, increasing his Atk Spd by 800 and his ATK by 20%. Ultimate Weapon, Leviathan Star Stats Effect 39329 ATK Every 5 dk, gives 100% ATK as P.DMG to enemies in random areas. The enemy that hit took a 20% increase in P.DMG. ★ 43262 ATK Every 5 seconds, giving 120% ATK as P.DMG with enemies in random areas. Enemy hitmen took a 24% increase in P.DMG. ★★ 51128 ATK Every 5 dk, giving 144% ATK as P.DMG with enemies in random areas. Enemy hitmen took a 29% increase in P.DMG. ★★★ ATK 62927 Every 5 seconds, giving 172% ATK as P.DMG with enemies in random areas. Enemy assassins took a 35% increase in P.DMG. ★★★★ 78659 ATK Every 5 seconds, giving 207% ATK as P.DMG with enemies in random areas. Enemy shot took a 42% increase in P.DMG. ★★★★★ 98323 ATK Every 5 seconds, giving 250% ATK as P.DMG with enemies in random areas. Enemy hitmen take a 50% increase in P.DMG. Miruru Cannonball Star Stats Effect 906395 HP [Miruru Pirates!] DMG increased by 50%, and cooldown reduced by 12%. ★ 997027 HP [Miruru Pirates!] DMG was increased by 50%, and cooldown skills decreased by 14%. ★★ 1178313 HP [Miruru Pirates!] DMG was increased by 50%, and the cooldown skill was reduced by 17%. ★★★ 1450230 HP [Miruru Pirates!] DMG was increased by 50%, and cooldown skills decreased by 21%. 21%. 1812791 HP [Miruru Pirates!] DMG was increased by 50%, and cooldown skills decreased by 25%. ★★★★★ 2265983 HP [Miruru Pirates!] DMG was increased by 50%, and cooldown skills decreased by 30%. Hero Mechanic Physical ATK Type Middle Community content is available under CC-BY-SA unless otherwise stated. Reject any 10th generation girl who is close to her in a cold way. He is sometimes accompanied by models not often seen on land, and shows the presence of unknown superpowers that are difficult to see as human power. Exclusive Weapon Created God's Dream - InoSante evaluation S relying on the inherent effect of high attack force increased 10/12/14/17/25%, and response strength increased 10/12/14/17/21/25%. When entering the Breaker country, the increase in attack force will be changed to 20/24/29/35/42/50%, and the increase in response force will be changed to 20/24/29/35/42/50%. Exclusive Treasure Maybe you have a good dream of Evaluating the Recommended High Effect (Empty Cyclone) Every time you attack, you pull the target in front of you and have a 40/48/58/70/84/100% chance of stacking the target 2 times. Increased Intruder S Recommended High Effects (Breakthrougher) Magic Consumption will decrease by 40%, and the average attack damage will increase by 20/24/29/35/42/50% over time. Vivid Miss Evaluation S Recommended High Effect (Empty One Strike) Damage Increased 20/24/29/35/42/50%, and the maximum stacking number of Empty changed to 40 times. Evaluation follow XII Small Magic High Effect Recovery (Blank Explosion) Recommended 100 per second, which increases attack power by 20/24/29/35/42/50% over the duration of empty explosion duration. Skill Empty Cyclone Consumption Force: 3 Cooling time: 18 seconds to the enemy in front of the range causing 12 magical damage amounting to 302832, and each blow to reduce the target is equivalent to 150 magic. Skill II Damage Increase by 10% x20 III Damage increased by 15% x 60 IV Damage increased by 25% x120 Breakout 3 light Each strike will return Magic 100. 闇 abnormally immune to the state when used. Consumption Force Breaker: 3 Time Cooldown: 8 Second Breaker De-Expendable Force: Passive Cooldown: A Little Breakthrougher Relieves Its Own Negative Effects, Causes Magical Damage to All Enemies, enters breaker country, and amplifies basic attacks. Skills will not be available when in a Breaker state and will be immune to abnormal conditions. In general attacks, targets can be stacked up to 20 times in an empty state. and reduce the response power of enemies in a circular range by 30% and consume 100 of their own magic per second. The power consumed increases over time, and if magic runs out or skills are used, the state of Appointed. Breaker Release is not declared and the Breaker skill will have a cooling-off time of 8 seconds. This skill starts automatically when the magic runs out. Skill II Damage Increased by 10% x20 III Damage increased by 15% x 60 IV Damage increased by 25% x120 Breakout 3 light When in breaker state, attack speed increased by 500. 闇 when you are in a breakthrough state, the damage will be reduced by 20%. empty empty punch Cooling time: 20 seconds of magical damage 332668 for enemies in a circular range in front of you and knock it down for 3 seconds. When attacking the enemy in an empty state, all the buildup of targets is consumed, and each layer of stacking will cause additional magical damage in 13762. Skill II Damage Increased by 10% x20 III Damage increased by 15% x 60 IV Damage increased by 25% x120 Breakout 3 light Release Range Enemy Positive Effects. 闇 40 percent damage. Empty Explosion Consumption Force: Cooling Time passive skills: Slightly More Aggressive 42740 and a 50% increase in all magic responses. For every 1 magic they hold, the penetration of defense increases by 100. When the magic is full, it will enter a state of empty explosion in 30 seconds, all attacks for the duration ignore the enemy block effect, and the penetration of the defense increases with the magic repaired to 1000. An empty blast state will apply a cooling time of 15 seconds. Skill II Increase attack power increased by 10% x20 III Attack Power increase by 15% x 60 IV Attack Increase by 25% x120 Breakout 3 light (empty explosion) with cooldown change to 7 seconds. 闇 in an empty explosion state, the amount of BOSS damage increased by 50%. Breakthrough 1 Attacks Increase Attacks Increase 30% Value of Life Increase Defense Increase Defense Increase 35% Storm Resistance Increase Storm Resistance Increase 250 Hunter Monsters Increase Nonheral Enemy Damage by 10%, Reduce Damage By 10% Break 2 Strong Attack Rate Increases 150% and Storm Damage Increases by 30%. Each enemy's militants increased attacks by 7% and the resilience of the control field by 30. Stack up to 10 times. Aggressive watch-and-defend attacks increased by half from physical defenses, and physical damage decreased by 15%. The rate of dodge first enemy aircraft increased by 200 and the damage decreased by 10% the absorption of Blood Rage Life increased by 200 and the attack speed increased by 200. Breaking through 5 (light) attack power, defense, life value s 15%/attack speed s 100 (闇) converts the empty buildup into an unidirectional state, with a 25% chance of stacking 1 layer of target (empty) in a general attack. Soul Weapon Start condition can be used after 20 seconds of stacking. Information Skills Calling God's Created Dreams - InoSante Soul within 10 seconds, increasing its attack power by 40% over its duration, restoring magic by 200 per second, and reducing the attack power of all enemies by 30%. Phase Up 1: Usage conditions are changed to 15 seconds, reducing the defense of all enemies by 30% over the duration. Ascending Stage 2: The duration of the soul is changed to 15 seconds and the amount of enemy damage increases by 20% over the duration. Unless otherwise stated CC-BY-SA license terms are used for community content. Unless otherwise stated, the CC-BY-SA license terms are used for community content. Community.

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