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Virtual density lab answer key

The Content Community Edit Sharing Browse Charastery is available under CC-BY-SA, unless otherwise noted. in: Hero, Mechanic, Physical ATK Type, Medium Edit Comments Share Class Mechanic ATK Type Physical Position Medium Base Rank Unknown He is also called Song of Silver Madness. A tactless man to the point of surprise, with no sense of responsibility. But as soon as the battle begins, he becomes an untouchable silver wolf, scurving the battlefield into a zone of bloodshed. HP 918448 ATK 20176 DEF 4264 MDEF 3488 All stats are taken level 80 Skill 1:Bang! Bang!! Mana Cost: Cooldown: 6 seconds attacks the enemy 2 times, trading? P.DMG everyone. After Crit Hit, will there be an explosion, trading? p.DMG nearby enemies. x20: DMG increases by 10%. x60: DMG increases by 15%. x120: DMG increases by 25%. Skill 2: Time to die! Mana Price: Cooldown: 15 seconds For 20 sec, ATK increases by ?, and ACC increases by 300. Each car attack has a 15% chance of activating Bang! Bang!! x20: ATK increases by 10%. x60: ATK increases by 15%. x120: ATK increases by 25%. Skill 3: Dance with me! Mana Price: Cooldown: 25 seconds of spray shot at random enemy 12 times, dealing with a total? P.DMG. Each damage causes 1 stack of Death Signs that cannot be dispelled. On every stack of the Sign of Death, Dance with me! DMG increases by 1%. x20: DMG increases by 10%. x60: DMG increases by 15%. x120: DMG increases by 25%. Skill 4: You are next! Passive Each self-attack causes a death sign to enemies that cannot be dispersed. When the car attack and bang! Bang!! hits the target, the deal? in addition, P.DMG. For each stack, the DMG skill increases by 2%. Can be stacked up to 100 times max. x20: DMG increases by 10%. x60: DMG increases by 15%. x120: DMG increases by 25%. Transcendence 1Cost: 10 Transcendence Body Name Effect ATK Up ATK Rises by 30% HP HP Rises by 30% DEF Up P.DEF & M.DEF rises by 35% Crit Resist Crit Resist increased by 200 Transcendence 2Cost: 15 Transcendence Body Name Effect Target Weakness ATK and DEF Penetration rises by 20%. Ready Cannons Mana Recovery per second rises by 50 per enemy. Crit Chance pressure point increases by 300. Special Bullet Attacked Target has its ATK and Crit Rate reduced by 15%. There is no stack. Transcendence 3 & 4COst: 15 Transcendence Points Title Effect Bang! Bang!! It's all right. DMG increases by 100% when there is 1 enemy. Bang! Bang!! It's all right. Mark the trays twice. Time to die! It's all right. It takes 20% more DMG from all sources in exchange for an additional 100% in ATK increase. Time to die! It's all right. Bang! Bang!! probability increases by 10%. Dance with me! It's all right. DMG increases by 40%. Dance with me! It's all right. Adds up two more marks per hit. It's your turn! It's all right. Mark maximum changes to 200. It's your turn! It's all right. All reassifications are reduced by 0.3 when hitting a target with 100 stacks. Transcendence 5Ost: Transcendence points Name Effect Mitra [Light] ATK, DEF, HP +15% / Crit DMG +20%. Mitra [Dark] On Crit Hit, increase Crit DMG by 0.5% and ATK Spd by 5. The maximum stack number is 100. Roar of Madness, Velkinoth Star Stats Effect 39329 ATK Each car attack increases penetration and ATK SPD by 8. Can be stacked up to 30 times max. ★ 43262 ATK Each car attack increases penetration and ATK Spd by 10. Can be stacked up to 30 times max. ★★ 51128 ATK Each car attack increases penetration and ATK Spd by 12. Can be stacked up to 30 times max. ★★★ 62927 ATK Each car attack increases penetration and ATK Spd by 14. Can be stacked up to 30 times max. ★★★★ 78659 ATK Each car attack increases penetration and ATK Spd by 17. Can be stacked up to 30 times max. ★★★★★ 98323 ATK Each car attack increases penetration and ATK Spd by 20. It can be stacked up to 30 times max. Wolfhead Mercenary Insignia Star Stats Effect 906395 HP [Dance With Me!] DMG increases by 20% and with each activation the cooldown of skills is reduced by 5%. This effect can be stacked max 8 times. ★ 997027 HP [Dance with Me!] DMG increases by 24% and with each activation the cooldown of skills decreases by 5%. This effect can be stacked max 8 times. ★★ 1178313 HP [Dance With Me!] DMG increases by 29% and with each activation the cooldown of skills decreases by 5%. This effect can be stacked max 8 times. ★★★ 1812791 HP [Dance With Me!] DMG increases by 42% and with each activation the cooldown of skills decreases by 5%. This effect can be stacked max 8 times. ★★★★★ 2265983 HP [Dance With Me!] DMG increases by 50% and with each activation the cooldown of skills decreases by 5%. The content of the hero mechanic physical atk type Middle Community is available in the CC-BY-SA section, unless otherwise stated. in: Hero, Mechanic, Physical Type ATK, Medium Edit Comments Share Class Mechanic ATK Type Physical Position Medium Base Rank Unknown Legendary pirate who was cursed and turned into a little girl. He has an amazing ability to drop cannonballs directly on the enemy's head. HP 918448 ATK 20176 DEF 4264 MDEF 3488 All stats are taken level 80 Skill 1:Baaaaa! Mana Price: Cooldown: 7 seconds deals? P.DMG enemies in range, and knocks them back. x20: DMG increases by 10%. x60: DMG increases by 15%. x120: Crit Chance increases by 250. Skill 2: Roll OverMana Price: Cooldown: 15 seconds of offer? P.DMG three times to frontal enemies, and each attack has a 100% chance of being knocked down to 2 sec. x20: DMG increases by 10%. x60: DMG increases by 15%. x120: Crit Chance increases by 250. Skill 3:Miruru Pirate! Mana Price: Cooldown: 20 seconds deals? P.DMG enemies in range for 2 reduce their SPD by 40%. x20: DMG increases by 10%. x60: DMG increases by 15%. x120: Crit Chance increases by 250. Skill 4:Boooooom! Passive in attacking the enemy, there is a 60% chance to shoot more bullets and cause? P.DMG to 3 random enemies. x20: DMG increases by 10%. x60: DMG increases by 15%. x120: Crit Chance increases by 250. Transcendence 1Cost: 10 Transcendence Body Name Effect ATK Up ATK Rises by 30% HP HP Rises by 30% DEF Up P.DEF & M.DEF rises by 35% Crit Resist Crit Resist increased by 200 Transcendence 2Cost: 15 Transcendence Body Name Effect Target Weakness ATK and DEF Penetration rises by 20%. Ready Cannons Mana Recovery per second rises by 50 per enemy. Crit Chance pressure point increases by 300. Special Bullet Attacked Target has its ATK and Crit Rate reduced by 15%. There is no stack. Transcendence 3 & 4Ost: 15 Transcendence Points Name Effect Baaaaa! It's all right. The price of mana is reduced by 1. Baaaaa! It's all right. After activation, the ATK increases by 35% for 10 sec. Roll Over [Light] DMG increases by 40%. Roll Over [Dark] DMG increases by 40%. Miruru Pirate! It's all right. DMG increases by 40%. Miruru Pirate! It's all right. Removes the ATK Spd debuff effect and adds 3 sec stun. Boooooom! It's all right. DMG increases by 40%. Boooooom! It's all right. It has a 10% chance of stun stun stricken enemies for 1 second. Transcendence 5Cost: 15 Transcendence Body Name Effect Miruru [Light] ATK, DEF, HP +15% / Crit Chance +100 Miruru [Dark] Miruru Chimneys Darkness depending on the number of enemies she hits. When it reaches 50 stacks, it go crazy, increasing the SPD ATK by 800 and the ATK by 20%. Ultimate Weapon, Leviathan Star Stats Effect 39329 ATK Every 5 seconds, deals with 100% ATK as P.DMG enemies in random areas. Enemies hit increased by 20% P.DMG. ★ 43262 ATK every 5 seconds, deals with 120% atk as P.DMG enemies in random areas. The enemies hit will take a 24% elevated P.DMG. ★★ 51128 ATK every 5 seconds, deals with 144% atk as P.DMG enemies in random areas. Enemies hit increased 29% P.DMG. ★★★ 62927 ATK Every 5 seconds, deals with 172% of ATK as P.DMG enemies in random areas. Enemies hit increased 35% P.DMG. ★★★★ 78659 ATK every 5 seconds, deals with 207% atk as P.DMG enemies in random areas. The enemies hit will take a 42% elevated P.DMG. ★★★★★ 98323 ATK Every 5 seconds, deals with 250% atk as P.DMG enemies in random areas. Enemies hit with 50% increased P.DMG. Miruru Cannonball Star Stats Effect 906395 HP [Miruru Pirates!] DMG increases by 50% and skill overreach decreases by 12%. ★ 997027 HP [Miruru Pirates!] DMG increases by 50% and skill overreach decreases by 14%. ★★ 1178313 HP [Miruru Pirates!] DMG increases by 50% and skill overreach decreases by 17%. ★★★ 1450230 HP [Miruru Pirates!] DMG increases by 50% and skills oversteer decreases by 21%. 21%. 1812791 HP [Miruru Pirates!] DMG increases by 50% and skill overreach decreases by 25%. ★★★★★ 2265983 HP [Miruru Pirates!] DMG increases by 50% and skill overreach decreases by 30%. The content of the hero mechanic physical atk type Middle Community is available in the CC-BY-SA section, unless otherwise stated. Reject any girl from the tenth generation who is coldly close to her. It is sometimes accompanied by models that are not often seen on land, and shows the unknown presence of superpowers, which are hard to see as human power. Exclusive weapon has created a dream of God – InoSante's S rating relies on the high inherent effects its attack power increases by 10/12/14/17/21/25%, and the response power increases by 10/12/14/17/21/25%. When entering the Circuit Breaker state, the attack force increases to 20/24/29/35/42/50% and the response force increases to 20/24/29/35/42/50%. An exclusive treasure can have a good dream evaluate with the recommended high effect (empty cyclone) Every time you hit, you pull the target in front of you and you have a 40/48/58/70/84/100% chance of stacking the target 2 times. Intruder Gift Rating S Recommended High Effects (Breakthrougher) Increased magic consumption over time will be reduced by 40% and average attack damage will increase by 20/24/29/35/42/50% over time. Live Damage Miss Evaluation S Recommended high effects (empty one punch) damage increased by 20/24/29/35/42/50% and maximum stacking number Blank changed to 40 times. Small Tracking XII Rating Recommended High Effects (Empty Blast) Recovery Magic 100 per second, which increases attack power by 20/24/29/35/42/50% for the duration of empty blast. Skill Empty Cyclone Consumption Force: 3 Cooling time: 18 seconds to the enemy before range caused 12 magic damage totaling 302832 and each shot reduced the target corresponding to 150 magic spells. Enhanced Damage II Increased by 10% x20 III Damage increased by 15% x 60 IV damage increased by 25% x 120 breakout points 3 lights Each strike restores a magical 100. 闇 is abnormally immune to the state of use. Breaker Consumption Force: 3 Cooldown Time: 8 Seconds Breaker De-Expendable Force: Passive Cooldown: Slightly Breakthrougher mitigates its own negative effects, deals 93166 magic damage to all enemies, enters breaker state and strengthens basic attack. Skills will not be available if it is in a Breaker state and will be immune to abnormal conditions. In a general attack, the target can be stacked up to 20 times in an empty state, and reduces enemy resistance in circular range by 30% and consumes 100 custom magic per second. The energy consumed increases over time, and if the spell is exhausted or skills are used, the condition of the circuit breaker rises. The Release Breaker is de-listed and the Breaker skill will have a cooling-off time of 8 seconds. This skill starts automatically when the spell runs out. Upgrade Capabilities II Damage Increased by 10% x20 III Increased by 15% x 60 IV damage increased by 25% x 120 breakout points 3 when damaged in Circuit Breaker state, the attack speed increases by 500 points. 闇 you are in a breakthrough state, the damage is reduced by 20%. empty punch blow Cooling time: 20 seconds of magic 332668 damage to enemies in round range in front of you and knock it down for 3 seconds. When attacking an enemy in an empty state, all target stacking is consumed, and each stacking layer deals additional magic damage from 13762. Upgrade Ability II Damage Increased by 10% x20 III Damage increased by 15% x 60 IV damage increased by 25% x120 breakout points 3 light damage range. 闇 a 40% increase in damage. Empty Blast Away strength: Passive cooling time: A slightly more aggressive 42740 and a 50% increase in all magical reactions. For every 1 spell they hold, defense penetration increases by 100. When the spell is full, it enters a state of empty explosion away within 30 seconds, all attacks during the duration ignore the block effect of the enemy and the penetration of defenses increased with magic is fixed to 1000. The empty explosion status away will use a cooling time of 15 seconds. Increase attack force By 10% x20 III increase attack force by 15% x 60 IV increase the number of attacks increased by 25% x 120 light breakout 3 (empty explosion) with cooldown change for 7 seconds. 闇 is in an empty explosion state, the amount of BOSS damage increases by 50%. Breakthrough 1 Increase Attack Increase Attack Increase by 30% Life Value Increase Life Value Increase Defense Increase Defense Increase 35% Storm Resistance Increase Storm Resistance Increase 250 Hunter Monster Increase Damage by Nonheral Enemies by 10%. Reduce Damage by 10% Break 2 Strong Attack Increase Speed by 150% and Storm Damage Increase by 30%. Militant Each enemy increases the attack by 7% and the resistance of the control field by 30. Stack up to 10 times. Aggressive attacks on patrol and defense increase by up to half of physical defense, and physical damage decreases by 15%. The first dodge speed of the enemy aircraft increased by 200 and the damage was reduced by 10% Blood Rage Life absorption increased by 200 and attack speed increased by 200. Breaking 5 (light) attack forces, defense, life values with 15% / attack speed with 100 (闇) turns stacking empty into an unrealistic state with a 25% probability of stacking 1 layer of target (empty) in a general attack. Soul Weapon Start conditions Can be used after 20 seconds build-up. Skill information summons god's dream created - The Soul of InoSante in 10 seconds, increases its attack power by 40% over a duration, restores magic by 200 per second, and reduces the attack power of all enemies by 30%. Ascending Phase 1: The state of use changes to 15 seconds, reducing the defense of all enemies by 30% for the duration. Ascending Phase 2: The duration of the soul changes to 15 seconds and the amount of enemy damage increases by 20% over the duration. 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