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One piece treasure cruise sakazuki

No1314 Admiral of the Navy Headquarters. He has a strict sense of justice, along with a strong will and a drive to push through it. If he feels evil in someone, whether it's a pirate or a navy man, he destroys them all in order to eliminate any of their potential. Type Class 1 Class 2 Rarity cost STR driven Powerhouse 6 55 Sockets combo Price Max Lv.(Exp.) 4 4 1500 99(5,000,000) Sockets (after break limit) 5 Lv. HP Attack RCV Base 1 1,642 835 32 Max 99 3,500 1,600 99 After a break limit of 3,950 1,800 189 Special description of a meteor volcano causes enormous damage to other enemies, changes slots randomly , except slots [STR] , and increases ATK characters with a cost of at least 50 by 1.75x for 2 turns Captain Ability Evil-crushing Scorched Earth Description boosts ATK crew by 2.25x, adds 1.75x more ATK to characters from [STR] slots, and increases the likelihood of landing on the [STR] slot After the break limit No crewmateAbility No one added post-limit break 1 Doubles the damage from normal attacks inflicted by character to enemies QCK Added post-limit break 2 No potential features 1 Critical ATK Lv.1 If the symbol lands the perfect strike , 20% probability of 5% increase in damage on the last hit Lv.2 If the character lands the perfect blow, 30% probability of 5% damage increase on the last Lv.3 hit If the character lands the perfect punch, 40% probability of 5% increase in damage on the last Lv.4 Impact If the character lands the perfect strike, a 50% probability of 5% damage increase on the last Lv.5 If the character lands the perfect punch, the 50% probability of a 10% damage increase on the last hit Potential Ability 2 Provoked by ATK Boost Lv.1 raises the underlying ATK 20 Next Turn After Damage Lv.2 Boosts Character's Base ATK by 40 Next Turn After Damaging Lv.3 Boosts Character's Base ATK by 60 Next Turn After Damaging Lv.4 Boosts Character's Base ATK by 80 Next Turn After Damaging Lv.5 Boosts Baseline ATK Character at 100 Next Turn After Damage Potential Ability 3 Slot Tie Resistance Lv.1 Reduces character slot binding duration by 3 turns Lv.2 Reduces character slot binding duration by 5 turns Lv.3 Reduces character slot binding duration by 5 turns 7 turns Lv.4 Reduces the duration of binding the character's nest by 10 turns Lv.5 Completely removes the bind character slot -- Where to find Evolvers Limit Break Node Unlocked required skill level Pts Required berries Essential materials 1 ATK Power Up : 20 99 Pts 20,000 10,000 Guiding Stone: Raspberry Fragment × 2 2 ATK Power Up : 20 99 42436 20000 Guiding Stone: Raspberry Fragment × 3 3 ATK Power : 20 99 67606 300 000 Guiding Stone: Raspberry Fragment × 4 4 Get Potential Ability 99 95842 40000 Guiding Stone: Raspberry Fragment × 3 Stone: Crimson Crystal × 1 5 RCV Power: 10 99 127517 50000 Guiding Stone : Crimson Fragment × 2 Guiding Stone: Onics Fragment × 1 6 RCV Power: 10 99 163051 60000 Guiding Stone: Crimson Crimson × 2 Guiding Stone: Onyx Fragment × 1 7 RCV Power: 10 99 202914 70000 Guiding Stone: Raspberry Fragment × 2 Guiding Stone: Onyx Fragment × 1 8 hp Power supply: 40 99 247632 80000 Guiding stone: Raspberry fragment × 3 9 hp Power: 40 99 297799 90000 Guiding stone: Raspberry fragment × 5 10 hp Power supply: 40 99 99354076 100,000 Guiding Stone: Raspberry Fragment × 7 11 Add Crew Capacity 99 417209 110000 Guiding Stone : Raspberry fragment × 3 Guiding stone: Crimeline Crystal × 3 12 hp Power: 50 99 468034 120000 Guiding stone: Raspberry fragment × 3 Guiding stone: Jade fragment × 1 13 hp. Power supply: 50 99 567485 130000 Guid Stone: Raspberry fragment × 3 Guiding stone: Jade fragment × 1 14 hp Power: 50 99 6566 16 140,000 Guiding Stone: Raspberry Fragment × 3 Guiding Stone: Jade Fragment × 2 15 Get Potential Ability 99 756604 150000 Guiding Stone : Crimson Crystal × 5 Guiding Stone: Onyx Crystal × 2 Guiding Stone: Crimson Jewel × 1 16 ATK Power Up : 20 99 868773 160000 Guiding Stone: Crimson Fragment × 3 Guiding Stone: Fragment of Azure × 3 Control stone: Amber Fragment × 1 17 ATK Power Up : 20 99 994606 170000 Guiding Stone: Raspberry Fragment × 3 Guiding Stone: Fragment of Azure × 1 18 Guiding Stone: Amber Fragment × 1 18 ATK Power Up : 20 99 1135768 180000 Guiding Stone: Raspberry Fragment × 3 Guiding Stone: Azure Fragment × 1 19 Guiding Stone: Amber Fragment × 1 19 Reduced Special Charge Time: 1 99 1294126 190000 Guiding Stone: Beg Snippet × 5 Guiding Stone: Crimson Crystal × 2 Guiding Stone: Crimson Pearl × 1 20 RCV Power Up : 20 99 1471775 200000 Guiding Stone: Crimson Fragment × 3 Guiding Stone: Fragment Azure × 2 Guiding Stone : Amber fragment × 2 21 RCV Power: 20 99 1671065 210000 Guiding stone: Raspberry fragment × 3 Guiding stone: Fragment Azure × 2 Guiding stone: Amber fragment × 2 22 RCV Power: 20 99 189 4632 220,000 Guiding Stone: Crimeline Fragment × 3 Guiding Stone: Fragment Azure × 2 Guiding Stone: Amber Fragment × 2 23 Add Power Slot : 1 99 2145435 230000 Guiding Stone: Raspberry Crystal × 3 Guiding Stone : Azure Crystal × 2 Guiding Stone: Amber Crystal × 2 24 hp Power: 60 99 2426789 240000 Guiding Stone: Raspberry Fragment × 5 Guiding Stone: Raspberry Crystal × 3 25 hp Power supply: 60 99 2742419 19250000 Guiding stone: Raspberry fragment × 6 Guiding stone: Raspberry crystal × 4 26 hp Power: 60 99 3096497 260000 Guiding Stone: Raspberry Fragment × 7 Guiding Stone: Raspberry Crystal × 5 27 ATK Power Up : 25 99 3493709 270000 Guiding stone: Raspberry fragment × 3 Guiding stone: Crimstone crystal × 5 Guiding stone: Small New Jewel × 1 28 ATK Power Up : 25 99 3939310 280000 Guiding Stone: Cri fragment × 3 guiding stone: Crystal × 6 Guiding Stone: Crimson Gem × 1 29 ATK Power Up: 30 99 4439192 290000 Guiding Stone: Raspberry Fragment × 3 Guiding Stone: Crimson Crystal × 7 Guiding Stone : Raspberry Jewels × 1 1 1 1 Get potential capacity 99 5000000 300000 Guiding stone: Crimson Crystal × 10 Guiding Stone: Crimson Jewel × 5 Tandem Attack Tandem Attacks Description - Character 1 No Character 2 No Character 3 No Character 4 No Character 5 No Character by Type: Edit Comments Share Of Sakazuki Admiral Headquarters He has a strict sense of justice, along with a strong will and a drive to push through it. If he feels evil in someone, whether it's a pirate or a navy man, he destroys them all in order to eliminate any of their potential. Statistics (up to LB) HP 3500 ATK 1600 RCV 99 CMB 4 Skills (up to LB) Special: Meteor Volcano Click, to see characters with corresponding specialties Offers massive custom damage (125x ATK) for all enemies, changes slots randomly except slots [STR], and increases ATK characters with a value of at least 50 by 1.75x for 2 cooldown level turn 1 25 MAX - 8 18 Manual Location Bandits! Dadan family! Captain Abilities' peculiar live situation: The evil-crushing scorched Earth boosts the CREW's ATK by 2.25x, adds 1.75x more ATK to characters with [STR] slots, and increases the likelihood of landing on the [STR] slot by 1.8x Note: If the character has a stro-ball, regardless of the type of character, they will have a 3.9375x ATK boosting sailor's ability: N/A support capacity: N/A switch effect: for dual units only N/A crashing statistics crashing Special: N/A crashing ability: N/A crashing resistance: N/A crashing speed: N/A crashing defense: N/A Limit Break Update HP ATK RCV Slot CD 3950 1800 189 1 (1) Post-LB Captain Abilities: N/A Post-LB Sailor Ability 1: Doubles the damage from normal attacks in nature to QCK enemies. Post-LB Sailor 2: N/A Post-LB Potential Ability 1: Critical Impact Provoked Attack Slot To Tie Resistance Post-LB Potential Ability 2: N/D Post-LB Potential Ability 3: N/A HP ATK RCV Slot CD N/A N/A/A Post-LB Key Captain's Ability: N/A post-LB sailor key abilities: N/A post-LB KEY Main potential abilities: N/A Evolution Chain Materials How to get this character entry on the official Bandai OPTC page (en)/(jp) Some links may be affected through en and JP having different numbers for some characters This character entry in OPTC-DB Sample Commands, Using this symbol as captain: Nakama List of Network Notes: Summary (as of April 2019): Tier rank: Medium (3/5). Akainu still provides strong ATK (4x) momentum when the balls match, but when they don't, it's pretty mediocre. And his special shows his age too, which means that Akainu is a decent captain and a pretty weak sub, in the growing need of a 6+ hope to return to his glory days. Captain's ability: Average (3/5). The base pulse of 2.25x isn't great, but 4x when the balls match up really well. Special: weak to medium Cleaning up HP's low-medium mobs is nice but rarely a priority, stirring orb doesn't match nice, but usually forgetfully too, and 2 turns of 1.75x ATK boost are usually good - but a cost of 50+ can significantly limit the choice of subs. The two Akainu captains often signify two niche majors in the team, and the need for a special ATK accelerator for lower spending units. It is rarely used as a sub because it is all the easier to get stronger/longer longless restrictive ATK boosts, and its damage/permutations extra are pretty forgotten (because of it can fit pretty well on all the team legends...). Limit Break: Akainu's average (3.5/5) gets sole sailor ability, his potential abilities are on the stronger side, supporting himself to have a mug available to deal with maximum damage with annulment. He also gets the 5th socket slot, and that's great. He needs matching for his special (captain abilities kind of works against matching balls because you want [STR] balls, but his special alone says give me the appropriate sockets), his charging screams to reduce charging, and auto-curing is a must. So yes, it needs/needs a 5th slot. Detailed review and other notes When released, Sakazuki was perceived as a monster because he was the second unit to provide a 4x boost to the characters, and unlike TSL Luffy, his enhancement is also available beyond his special. But as new and emerging legends bypass him with a creep of power, his OU status is steadily declining. However, a solid choice for many battles where you face DEX opponents but will fight against most of the new content. Sakazuki boosts the str speed by 1.8x, meaning that one captain's Sakazuki team will have an estimated 40% chance of having a str orb, Double Akainy doesn't improve it much, only about ~45% with matching armor. Note that having matching balls can reduce the likelihood of having any good balls for non-STR units, since it will be a kind of counter to its CA. For in-depth discussion and analysis see the Reddit post here. Construction team Agricultural outlets places: Zatoka - Oris Plaza - Ch. 10, 11, 14, 15 Collision!! Akaina Neo Clash!! Akainu Other Reddit Guides Know Other Best Guides/Analysis? Link them here, please! The Trivia 24th legend, released on global community content in March 2017, is available as part of CC-BY-SA unless otherwise stated. Note4.

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