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Fire epikion priest

Grade ★★★★★ type of support received from mystical scrolling, fire scrolling, temple of dreams, legendary scroll wake-up bonus increases attack speed by 15 hit level 40 (awake) HP: 11689 ATK: 549 DEF: 649 SPD: 111 skill skill leader skills: defending monsters united in the arena increases 27%. Skill 1: Absorption of mana [145%+11% of MAX HP]: Inflict damage proportional to your maximum HP and heals by 30% of the damage suffered as HP. Lv.2 Damage +5% Damage Lv.3 +5% Damage Lv.4 +5% Lv.5 Damage +5% Damage Lv.6 +5% Damage Lv.7 +10% Skill 2: Filling: Hp Recovery from 2 Syms with Lowest HP by 25% and 15%. (Reusable in 4 turns(s)) Recovery Lv.2 +10% Lv.3 Recovery +10% Lv.4 Recovery +10% Lv.5 Cooltime Turn -1 Skill 3: Fanatic: All symings are invincible for 1 turn and gain immunity for 2 turns. (Reusable in 8(s)) Lv.2 Cooltime Turns -1 Lv.3 Rotation Time Cool -1 Runes Recommended Swift + Energy (Spd/HP%/HP%) Violence+Nemesis (Spd/HP%/HP%) Swift+Will (Spd/HP%/HP%) Hit Strengths Priority: Weaknesses: Worth Evolving into: 6 Stars Monster Synergy Soon Epikion Priest Summons War Survey – Choose the Best Epikion Priest 4 Starsfiremonstersreview Overview Monster User Information Overview Overall Rank Based on Reviews by Our Statistics Experts (Max Level 6 ★) HP Stats @ Max Level 6 ★ ATK Stats @ Max Level 6 ★ def stats @ Max Level 6 ★ SPD Skills First Absorption Mana inflicts damage proportional to your maximum printer and recovers by 30% of damage as HP. - Lv.2 Damage +5% - Lv.3 Damage +5% - Lv.4 Damage +5% - Lv. 5 damage +5% - Lv.6 damage +5% - Lv.7 damage +10% hp recovery second skill full of 2 likes with lowest HP by 25% and 15%. (Reusable in 4 innings) - Lv.2 Recovery +10% - Lv.3 Recovery +10% - Lv.4 Recovery +10% - Lv.5 Cooltime Turn -1 Skill lli Fanatics are all also invincible for 1 innings and gain safety for 2 innings. (Reusable in 8 innings) - Lv.2 Cooltime Turns -1 - Lv.3 Cooltime Turns -1 Skill lv Skill Leader Skill: Defending Monster United at arena increases by 27%. The wake-up bonus increases the speed of the attack by summoning 15 from the mystical source of mystical scrolling summoning fire scrolling legendary Rune recommends runes positive personal feedback - Tanky, Healing Skills, Negative Shield - No Fire Epikion Priest (Chloe) - reviews of more product users of fire grade ★★★★★★ minute Lv levels. 30 min Lv. 35 min Lv. 40 Natural Printer 3195 5430 4350 7380 5910 10050 ATK 161 273 219 371 297 505 DEF 203 34 5 276 468 375 6 37 Awake HP 3720 6330 5055 8595 6885 1 1700 ATK 175 297 238 404 323 549 DEF 206 351 280 476 381 648 SPD CRI RATE% CRI DMG% RES% ACC% Unawakened 95 15 50 15 0 Awakened 111 15 50 15 0 Leader Skill : Increases the Defense of ally monsters in the arena by 27%. Skill 1: Absorb Mana [180%ATK +12%HP]: Attack enemy and recover HP by It's damaged. This attack will deal more damage according to your HP max. Lv.2 Damage +5% Damage Lv.3 +5% Damage Lv.4 +5% Lv.5 Damage +5% Damage Lv.6 +5% Damage Lv.7 +10% Skill 2: Filling: Hp Recovery from 2 Syms with Lowest HP by 25% and 15%. (Reusable in 4 innings) Recovery Lv.2 +10% Lv.3 Recovery +10% Lv.4 Recovery +10% Lv.5 Cooltime Turn -1 Skill 3: Fanatic: All symings are invincible for 1 innings and gain immunity for 2 innings. (Reusable in 8 innings) Lv.2 Cooltime Turn -1 Lv.3 Cooltime Turn -1 Early Game Making Swift + Energy or SPD Guard / HP% or DEF% / HP% or DEF% End Game Making Swift + Whether SPD /HP% or DEF% / HP% or DEF% Alternative Making Violent + Is SP D/HP% or DEF%/HP% or def% slow troll build (counter-buff removal) violence + does HP%/HP%/HP%/HP%or DEF% Dungeon: Chloe can be used sporadically if you are desperate for a safety buffer for DB10. However, a typical fast veromus is normally enough. The 6-time long cooling of immunity and his lack of cleanup make monsters like Delfoy a much better alternative. You will almost just use him if you are starting out on a new DB10 team. Attacks: While he may seem useful for attacks, removing the frequent buff from the boss makes his role here very useless. His best use would be at the start of attacking teams as the front line of the tank which offers zero debuffs or for the very niche pace of Katarina R5 for much more advanced teams. ToA: Chloe can serve as a very decent bodyguard for newer teams, giving her monsters breathing room against hard-hitting bosses. This is especially useful for newer players who first climb toAN or are approaching the steps of the early ToAH boss. However, your kit falls pretty fast when you collect a suitable team. PvP: As mentioned earlier, Chloe is a great monster that allows you to make your team slower than it needs. As long as Chloe is herself faster than the enemy's speed booster, her team is practically given to move without worrying about the enemy will runes. However, it is likely that Chloe will be able to cut in between enemy monsters if they are not properly tuned in. Chloe can also be used in most mid-game and late-game teams as a stables tactic in your defense, as enemies without eliminating the AoE buff is appropriate to wait for a turn that allows your team to attack. However, removing the right buff can easily erase the buff of invincibility. Another advice: One tactic for Chloe's users to deal with buff removal is to deliberately make her Chloe slower so that the enemy's buff removal moves before her. However, this makes him easily tackled by the attacking bar booster and potentially numb disappointment. Alternatively, some players can choose to set up two Chloe in their arena defenses, one fast and one slow, to further stables of the enemy. Don't try to save Epikion priest ups skill Water and wind species You haven't been able to catch her yet, while Chloe's skill set certainly deserves to feed the devils, the availability of her 3* natural counterparts should be used. For the sake of reference, he needs a total of 12 killups, so save away! Scepter: Support Type, Fire Element, Monster, 4 Star Edit Navigator Sharing Comments: Statistics reflect up to 6 stars, with each bar reflecting how that particular stat compared to the minimum and maximum that can be found among all monsters. As such monsters with 15,000 horsepower will have their bar reaching the end of it max among all monsters. Skill Leader: Defending Monsters United at arena increases by 27%. 180%+12% Absorption Mana: Attack the enemy and recover HP by 50% of collision damage. This attack will deal more damage according to your HP max. Lv.2 Damage +5% Damage Lv.3 +5% Damage Lv.4 +5% Damage Lv.5 +5% Damage Lv.6 +5% Lv.7 Damage +10% Filling: HP recovers from target theally by 25%, and HP recovers from allies excluding target by 15%. (Reusable in 4 turns) Lv.2 Recovery +10% Lv.3 Recovery +10% Lv.4 Recovery +10% Lv.5 Cooltime Turn -1 Fanatic: All are invincible for 1 innings and gain immunity for 2 innings. (Reusable in 7 innings) Lv.2 Cooltime Turn -1 Grade ★★★★★★ Level Min Lv. 30 Min Lv. 35 Min Lv. 40 Natural Printer 3195 5430 4350 7380 5910 10050 ATK 161 273 219 371 297 505 DEF 203 345 276 468 375 637 Awake HP 3720 6330 5055 8595 6885 11700 ATK 175 297 238 404 323 549 DEF 206 351 280 476 381 648 SPD CRI RATE CRI DMG RES ACC UNAWAKENED 95 15% 50% 15% 0% AWAKE 111 15% 50% 15% 0% community content is available under CC-BY-SA unless otherwise noted. < Pastor Epikion (Fire) - Chloe Edit Comments Sharing Navigator: Statistics reflect a maximum of 6 stars, with each bar reflecting how that particular stat compared to the minimum and maximum that can be found among all monsters. As such monsters with 15,000 horsepower will have their bar reaching the end of it max among all monsters. Note: The general build may be added from this pre-approved list, with minor changes possible due to monsters. To add your own unique rune builds, look at this page. The listed build is only provided for convenience. use your judgment . Comps team[edit | edit source] Note: To add team suggestions, look at this page. The listed teams are only offered for convenience. use your judgment . Monster making community content pages available under CC-BY-SA unless otherwise noted. So I drew a third Chloe today. Chloe (Fire Pastor Epikion) is one of the best mid-game support monsters in subpoena battles. His third skill (1 in turn transforms invincibility and 2 immunity into all) is what makes the difference. He must act as fast as possible against the enemy (and cast fanatics) and turn the advantage and therefore being To recast as soon as possible the third skill is another time. Chloe is very good to use in defending the arena, thanks to her third skill and in Swift runes making: when awake, fire epikion priests acquires 15 speeds as a wakefulness reward and so reaches their speed to 111. He is not as good as the injury dealer, but can do quite some damage in the wind monsters if they have broken defenses. Also he will recover some HP using his first skill (30% of the damage dealt) and he can provide some healing to the two countries with the second skill. Use othe Epikon priest to level his skill, they are three star monsters and quite easy to find, don't use devilmans in him! Chloe's PvP is her main use in the mid-game defense arena: being out of the fire element, she's a good tackle to Lushen. Anyway, pair him with a speed leader like Barta or Tyrone to get him gone first. At this level he should be faster than the enemy team since the opponent will most likely use Bernard to buff his team's attacking bar and go first with the cores. In the next game he used not to be a good cleave team in the arena will debuff some reliable strippers like Tiana, Chiwi or Praha, and even though Chloe will go first, stripper will debuff her entire team. Chloe, however, has become a good, used monster under siege battles (on bases of up to 4 stars as part of some defensive teams) and is allowed in the special league with a maximum PVE monster of 4 stars. A good jazz mix in the next game with Chloe is one next to Mo Long: Water Panda Warrior trades 70% of hp enemy's maximum but in front of her will receive the same amount of damage. But she is under the effect of invincibility (for example provided by Chloe) she will not suffer any harm. Chloe nune making PVE directions: Swift/Energy or Violence/Energy - SPD /%HP%/HP with speed, %HP, RES% and DEF% PVP substats: Swift/Will - SPD /%HP%/HP with speed, %HP, %HP, RES% and DEF% sub-in-depth statistics about Chloe can be recovered in Chloe's SWARFARM rating by users: 4.14/5 based on 141 monster type reviews: supports cri speed rate cri dmg precision resistance 111 15% 50% 15% 0% 5 5 15 5 20 Awakening Bonuses: Increase attack speed by 15 non-awake form descriptions, beats, cooltime and power skills Chloe Skill Leader: Defending Monsters United at the Arena increases by 27%. Attract mana180%+12% enemy attacks and recover HP by 50% of collision damage. This attack will deal more damage according to your HP max. Lv.2 damage +5%Lv.3 damage +5%Lv.4 damage +5%Lv.5 damage +5%Lv.6 damage +5%Lv.7 damage +10% HP recovery from target theally by 25%, and HP recovery from allies excluding target by 15%. (Reusable in 4 turns) Lv.2 Recovery +10%Lv.3 Recovery +10%Lv.4 Recovery +10%Lv.5 Cooltime Turn -1 Fanatics are all undefeated for 1 innings and gain immunity for 2 innings. (Reusable in 7 innings) Lv.2 Cooltime Turn -1Lv.3 Cooltime Turn -1 YouTube Videos featuring Chloe Chloe Sample team up at the Arena with Chloe by Schizophrenicgamer How to get epikion priest fire in summoning war you can obtain Epikion priest from mystical scrolling, mystical summoning (crystals), scrolling fire , legendary scrolling how many Devilmon to maximize skill up to Chloe? 12 Devilmons/Other Epikion priests needed to power up all skills Chloe (Fire Pastor Epikion) Chloe Skills Buffs and Debuffs Safety - Invincible Fanatics - Minium fanatics and max stats for each level of Chloe's form star attacking horsepower defense awaken minutes: 175 Max: 297 mins : 206 Max : 351 min : 3,00 720 Max: 6,330 Min Awake: 238 Max: 404 Min: 280 Max: 476 Min: 5,055 Max: 8,595 min Awake: 323 Max: 549 Min: 381 Max: 648 min: 6,885 Max: 11,700 Min Un Awakened: 161 Max: 273 Min: 203 Max: 345 Min: 3,19 Max: 5,430 min Un Awakened: 219 Max: 371 Min: 276 Max: 468 Min: 4,350 Max: 7,380 Min Unsealed: 297 Max: 5 05 Min: 375 Max : 637 mins: 5,910 Max: 10,050 Chloe Fire Points on PVP and PVE Arena Defense (4.7/5) Arena Offense (4.4/5) Trade War Offense (4.4/5) 4.2 / 5) Defending Trade War (4.6 / 5) Your comments by Monster War Summoners , last updated on 2020-11-27 2020-11-27

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