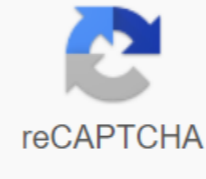




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Water su summoners war

GRADE ★★★★★ TYPE Attack GET FROM Mystical Scroll, Mystical Summon, Temple of Wishes, Water Scroll, Legendary Scroll AWAKENED BONUS Increases the critical rate by 15% STATS Level 40 (Awakened) HP: 9874 ATK: 768 DEF: 549 SPD: 104 Skills Skill 1: Swing [(130+ Spdx1.8)%]: Attacks the enemy's Attack Speed for 2 turns with a 50% chance. Damage increases according to attack speed. Lv.2 Damage +5% Lv.3 Damage Rate +5% Lv.4 Damage +10% Lv.5 Damage Rate +10% Lv.6 Damage +10% Lv.7 Harmful Action Rate +10% Skill 2: Fast Swing [185% x3]: Attacks 3 times in a row and deals continuous damage for 2 turns when you get a critical hit. (Reusable in 5 rounds) Lv.2 Damage +5% Lv.3 Damage +10% Lv.4 Damage +10% Lv.5 Cooltime Turn -1 Skill 3: Delicate Whip [715%]: Grabs and recovers by 50% of damage dealt. Stun the enemy for 1 turn when you attack an enemy that has more than 2 harmful effects. (Reusable in 5 rounds) Lv.2 Damage +10% Lv.3 Damage +10% Lv.4 Cooltime Turn -1 Lv.5 Cooltime Turn -1 Runes Recommended fatal+Blade (Atk%/Atk%/Atk%) Fury+Blade (Atk%/CritDmg%/Atk%) Violent+Revenge (Atk%/CritDmg%/Atk%) Stat Priorities CritRate% CritDmg% Atk% Spd HP% Strengths: Weaknesses: Value develop to: 6 stars Monster Synergy Coming soon Rating/ScoreDungeonArena OffenseArena DefenseLate gameAverage Score from all categories. Rakshasa Summoner War Survey – Choose the best Rakshasa 4 starsmonstersreviewunnessummoners warwater The overall rating is based on the rating by our experts Su is a big monster with their monstrous damage and combo skills, but their only problem is their squishiness. Its base HP is only 9895, it is very low considering it is a natural born 4 stars. Their base attack is decent, not so impressive. Although their underlyngs are mediocre compared to the Sylphs, he made up for them with their abilities. Your first skill can deal attack speed debuff with 80% chance @max abilities and the damage is scaled by their maximum speed. This is quite helpful in dealing with speed team. Su's second skill attacks an enemy three times and deals continuous damage for 2 turns when it lands as a critical hit. This makes her an ideal farmer for dragons and giant dungeons, especially when it is a speed team. What makes Su a pretty good monster is her third skill, which guarantees a stun when the enemy 2 gets harmful effects. Not only that it can be that this attack is a single target and will do a lot of damage. In addition to causing great damage to the enemy, he receives 50% of the HP-related damage Back. I would recommend running Su with Rage/Blade with slot 2 and 6 as an attack% while on slot 4, use critical damage. The Critical Damage Rune on Slot 4 uses the +15% critical bonus for the Awakened Rate. So, where can you use Su? You can use it in the arena, toa as DPS, while for Giant you can use it as a Yolk. Final Verdict: Very Good Monster Stats (max Level 6 ★) HP Stats - max Level 6 ★ ATK Stats - Max Level 6 ★ DEF Stats - max Level 6 ★ SPD Skills First Skill Swing Attacks the enemy with a whip and reduces the enemy's attack speed for 2 turns with a 50% chance. Damage increases according to attack speed. - Lv.2 Damage +5% - Lv.3 Damage Rate +5% - Lv.4 Damage +10% - Lv.5 Harmful Action Rate +10% - Lv.6 Damage +10% - Lv.7 Harmful Action Rate +15% Second Skill Quick Swing Attacks 3 times in a row and deals continuous damage for 2 turns when you land a critical hit. (Reusable in 5 rounds) - Lv.2 Damage +5% - Lv.3 Damage +10% - Lv.4 Damage +10% - Lv.5 Cooltime Turn -1 Third Skill Delicate Whip Attacks and recovers by 50% of damage dealt. This attack is a guaranteed stun for 1 turn if the enemy suffers more than 2 harmful effects. (Reusable in 5 rounds) - Lv.2 Damage +10% - Lv.3 Damage +10% - Lv.4 Cooltime Turn -1 - Lv.5 Cooltime Turn -1 Awakened Bonus Increases Critical Rate by 15% Summoning Of Source Mystical Summoning Legendary Scroll Rune Recommendations Runes Rage/Blade(ATK/CD/ATK) Fatal/ATK Blade(ATK/CD/ATK) Guaranteed to stun cons - Squishy Animated Available on Store Cons Conditional 3rd Skill Low Base Defense Embed Code <iframe frameborder=0 width=500 height=500 src= Only has it, is it worth it? considering that I have hwa, food for them or worth building? EDIT: Thank you guys, I keep them, I'll build them later tho, some projects cooked rn. Page 2Posted of 4 years 14 comments Su (Water Rakshasa) is a good attack monster in Summoner War. Su rune build All games: Violent/Revenge - SPD / %Crit damage / %ATT or SPD / %HP / %HP with accuracy Substats In-depth statistics about Su could be retrieved on SWARFARM Su Rating by users: 4.01 / 5 based on 41 reviews Monster Type: attack Speed CRI Dmg Resistance Accuracy 104 15% 50% 15% 0% Description, Cooltime and Powerup by Su's Skills Leader Skill: Increases the attack power of allied monsters by 25%. Swing((Spd+80)/0.45)% Attacks the enemy with a whip and reduces the opponent's attack speed for 2 rounds with a 50% chance. Damage increases according to attack speed. Lv.2 Damage +5%Lv.3 Harmful Action Rate +5%Lv.4 Damage +10%Lv.5 Harmful Action Rate +10%Lv.6 Damage +10%Lv.7 Harmful Action Rate +15% Fast Swing200% x3 Attacks the enemy 3 times in a row and absorbs the attack bar by 20% with each stroke. Deals continuous damage for 2 turns when attacking with a critical hit. (Reusable in 4 revolutions) Damage +5%Lv.3 Damage +10%Lv.4 Damage +10%Lv.5 Cooltime Turn -1 Delicate Whip810% Attacks the Enemy and recovers by 50% of damage dealt. Guaranteed to stun the target for 1 turn if the enemy is granted a harmful effect. that the Damage is increased by 50% if the target is immune to anesthesia. (Reusable in 5 revolutions) Lv.2 Damage +10%Lv.3 Damage +10%Lv.4 Cooltime Turn -1Lv.5 Cooltime Turn -1 How do I get Water Rakshasa in Summoner War You can get Rakshasa from Mystical Scroll, Mystical Summon (Crystals), Legendary Scroll How many Devilmon to max Skill-up Su? 14 Devilmons/Other Rakshasa are needed, to all abilities of Su (Water Rakshasa) Mininum and maximum values for each level of Su Form Stars Attack Defense Hp Awakened Min: 244 Max: 416 min: 175 Max: 297 min: 3.135 Max: 5,340 Awakening Min: 333 Max: 565 M in: 238 Max: 404 min: 4,275 Max: 7,260 Awakened Min: 452 Max: 769 min: 323 Max: 549 min: 5,805 Max: 9,885 Unawakened Min: 2 16 Max: 368 M in: 164 Max: 279 min: 2,940 Max: 4,995 Unawakened Min: 295 Max: 500 min: 223 Max: 379 min: 3,990 Max: 6,780 Unawakened Min: 400 Max: 681 Min: 304 Max: 516 min: 5.430 Max: 9.225 Su Water Rating in PVP and PVE Arena Defense (4.6 / 5) Arena Offense (4.5 / 5) Guild War Offense (4.3 / 5) Guild War Defense (4 / 5) Your opinions of Summoners War Monsters , last updated on 2020-10-26 2020-10-26

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