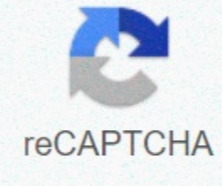




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Ff7 buster sword build

This page lists the statistics and skills of the sword buster, one of Cloud's weapons in Final Fantasy 7 Remake (FF7 Remake). Read on to learn how to get the sword buster as well as the best sword buster skills to upgrade first! Buster Sword Base Fully Enhanced Attack 22 91 Magic Attack 22 91 User Cloud Materia Slots(Fully Upgraded) 22 91 User Cloud Materia Slots(Fully Upgraded) 3 11 users booked in the last 12 hours. Focused capability effect lunge thrust towards an enemy with a drilling attack that hits several times. Significantly increases the stagger. Proficiency Bonus -- how to get the Buster sword fitted in the cloud by default. This will be Cloud's starting gun and is automatically equipped at first. Buster Sword Core (Req. SP 4)Weapon level: 1 Attack power +5 Magic Attack Power + 5 *Max *HP + 100 *Strong Attack Punisher Mode Damage 5% Boost Buster Sword Sub-Core I (Req. SP 6)Weapon level: 2 Attack power +8 Magical attack power +Defensa +5 Magic Defense +5 Buster Sword Sub-Core II(Req. SP 8)Weapon level: 3 Magency magic attack +Magic Attack Power +8 Max HP +150 Max MP +6/MP Regeneration 10% Boost New Materia Slot (O link two existing slots) Buster Sword Sub-Core II (Req. SP 12)Level d * weapon: 4 *Attack powerpotency +16 Magic Attack Power +16 Defense +6 Magic Defense +6 Max HP +150 New Materia Slot (Or link two existing slots) Buster Sword Sub-Core IV(Req. SP 14)Weapon level : 5 *Attack Power +Magic Attack Power +16 Max HP +200 Max MP +10 Limit Break Damage 5% Boost New Materia Slot (Or Link Two Existing Slots) Buster Sword Sub-Core V (Req. SP 16)Weapon Level: 6 Attack Power +16 Magic Attack Power +16 *Max HP +200 *Max MP +10 *New Materia Slot (Or Link Two Existing Slots) Nova Materia Slot (Or Link Two Existing Slots) *New Materia Slot (Or Link Two Existing Slots) The strength of this weapon lies in its balance between attack and magic attack statistics. Depending on your style of play, select upgrades accordingly, but you'll definitely want to upgrade Materia Slots as soon as possible given this low slot availability of weapons. Physical attack and HP upgrades definitely won't go to waste, so upgrade them first when you're not sure where to spend SP. Cloud Strife Weapons and Skills Full List of Weapons Statistics and Materia Slots Reviews about an article or post go here. Next Team Barrett Wallace Prev Team Cloud Strife This page from the FF7 Remake guide has information about the best constructions for cloud. What skills should you choose for the main character? What's materia? Below you will find a handful of tips! Remember, this build has adapted to our style of play – you can come up with a variation yourself. To facilitate the monitoring of information, we divided the development into different Cloud's development until Chapter 4A the start of the game, you should use Cloud as a melee character, which also uses Materia from time to time. The cloud begins with the sword buster. Choose the following skills in Buster Sword Core: Max HP +100, Attack Power +5, Punisher Mode Strong Attack Damage 5% Boost. In Chapter 3, you get iron blade - learn your triple slash and switch to the sword buster again. Get the following skills from Buster Sword Sub-Core: Power of Attack +8, Defense +5 and Magic Defense +5. As for accessories and armor, prioritize attack and strength, followed by vitality, defense and magical defense. When it comes to Materia, place healing matters in accessories. Dodge Deadly Materia is also helpful. You can also choose an offensive materia like Lightning Materia. Cloud's development through chapter 9Get Elementary Materia in Chapter 7 and use it with Lightning Materia to deal with additional lightning damage with his sword. Get nail bat in Chapter 8 budding bodyguards (kids on patrol) and learn disorder. Buy the art of Swordplay Vol. 1 in Chapter 8 to increase your SP – you can get it at the Emporium Mooglee. You can still use the sword buster. Develop the weapon this way - Buster Sword Sub-Core II: Attack Power +8, New Materia Slot, Max HP +150. Buster Sword Sub-Core III: Attack Power +16, New Materia Slot, Max HP +150, Defense +6.Use Ifrit Materia as Call. Use, for example, Lightning Materia + Elemental Materia, Evaluate (since Aerith is best off casting spells), and for example, deadly Dodge Materia. You can also use HP UP if you feel cloud has little HP and is getting too much damage in battles. Cloud's development until the subsequent development of Chapter 18Cloud is quite similar to those of the previous chapters, with the difference that you should always have it equipped with a healing materia. This is especially useful during the final chapters of the game. Buy Hardedge at the gun store on Wall Market in Chapter 9. You can also buy Mythril Saber. Cloud's final weapon (Twin Stinger) is in Chapter 17. Perform side missions, including squats in Chapter 9, to win the Champions Belt for Cloud, which will increase HP and Strength. Hardedge is a great weapon even during the last moments of the game. You also have to learn new weapons skills. Focus cloud development on gaining pure strength, with an HP UP Materia, Healing Materia and Elementary Materia + chosen element to easily deal with most enemies. Next Team Barrett Wallace Prev Team Cloud Strife Page 2 Download PDF Game Guide, eBook & eBooks Free iOS App Old adventure never dies Final Fantasy 7 Remake guide, walkthrough explains the materia system, best weapons and location of mooglee calls and medals. There is also a detailed description of all the head fights. The following guide to Final Fantasy 7 Remake contains all the information about the revamped version of the iconic iconic from The Enix Square. Here you will find basic information to help you successfully complete the game and learn the secrets of the planet Gaia. This is a complete guide that will guide you through all the most important aspects of the game. Here are some tips on how to develop Cloud and the rest of the team. We described the main character, Cloud, and the rest of the team - Tifa, Barrett, and Aerith. Each character has unique skills and a role in the team. 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