



Summoners war loren

295 500 400 681 DEF 114 205 164 279 223 379 304 516 SPD CRI RATE% CRI DMG% RES% ACC% Unawakened 101 15 50 15 0 Awakened 102 15 50 15 25% Leader Skill: Increases the Attack Power of ally monsters by 18%. Skills 1: Cross Fire [125%ATK x 3]: Fires 3 projectiles, with each projectile having a 30% and a star of the Attack Power of ally monsters by 18%. Skills 1: Cross Fire [125%ATK x 3]: Fires 3 projectiles, with each projectile having a 30% and a star of the Attack Power of ally monsters by 18%. Skills 1: Cross Fire [125%ATK x 3]: Fires 3 projectiles, with each projectile having a 30% and a star of the Attack Power of ally monsters by 18%. Skills 1: Cross Fire [125%ATK x 3]: Fires 3 projectiles, with each projectile having a 30% and a star of the Attack Power of ally monsters by 18%. Skills 1: Cross Fire [125%ATK x 3]: Fires 3 projectiles, with each projectile having a 30% and a star of the Attack Power of ally monsters by 18%. 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Skills 1: Cross Fire [125%ATK x 3]: Fires 3 projectiles, with each projectile having a 30% and a star of the Attack Power of ally monsters by 18%. Skills 1: Cross Fire [125%ATK x 3]: Fire [125%ATK x 3]: Fire [125%ATK x 3]: Fir chance of slowing the attack speed by 2 turns. Lv.2 Damage +5% Lv.3 Harmful effect speed +10% Lv.4 Damage +10% Lv.6 Damage +10% Skill 2: Silver-coated ball [300%ATK x 2]: Attacks enemy 2 times with holy bullets and removes 1 beneficial effect. Disrupts HP's recovery within 2 turns with a 60% chance for each attack. (Reuse in 4 turns) Lv.2 Malicious effect speed +5% Lv.3 Damage +10% Lv.4 Malicious effect rate +10% Lv.5 Damage +15% Lv.6 Cooltime Turn -1 Skill Skill 3: Chaser (Passive): Reduces the enemy's attack score by 20% with each attack and weakens the enemy's defense by 1 turn with 75% chance. [Auto Effect] Early Game - Swift/Energy (SPD/HP% /HP%) Late Play - Swift / Revenge (SPD / HP% / HP%) – Updated 2015.10.28 Cross Fire – The number of hits has been increased from 2 to 3 hits. the chance of casting a harmful effect has dropped from 30% to 20%. GB10 - (Rating: 9.5/10) Her skill set is perfect for GB10. It is used as a utility to remove useful effects from the boss and apply spd reduction, stop and reduce the attack sensor. Just make sure she has enough survivability, adding HP to her basic stats when the boss procs counterattacks. DB10 - (Rating: 8/10) There are several pointers to know a viable monster for DB10: Slow debaff, buff band and lower ATB. If it satisfies 2 or all 3, then this monster is a good choice for this dungeon. Lauren offers a good amount of damage when built as a striker, but most importantly her skill set alone brings great utility against the boss. It is a good choice as your extra nuker for speed works. Let's say you already manage the standard Sigmarus, Belladeon, Megan and Spectra face team. She's a good candidate for your +1. NB10 – (Rating: 9/10) It is a good choice for those looking for the NB10 agricultural unit. While she can't reduce her boss's ATB with her passive, slow debaff, def break and multi-hits makes a good utility. With violent and revenge runes, you can do a reliable hit count to ensure that the Necro Shield is always down and under a slow debaff. Combine it with units that can apply continuous damage to make running even more R5 -Not recommended element rift beasts - Only on the dark beast. Its multi-hits reduce the number of chains faster. She is also a good harm dealer when working as an attacker. Like a niche block on certain floors. She may not have use for standard teams, but she provides a good CC against the boss with her ATB lowering passive. (Rating: 7/10) While we do not recommend using it in the Arena, you can use Lauren in the War Crimes Guild's situational teams against enemies that are not immune. Don't worry using it if there's a unit that can give immunity or cleanse because its crowd control potential is the reason you use it first. It's very unlikely to face Lauren on the defensive team, but if ever you do with coincidence, just use the immunity buffer on your team to resist the potential of the CC. also, you can just nuke her first with your team speed (her base stats are not that high). Lauren doesn't have the potential of a single shot, so denving her debate might just easily win you a fight. For versatility, run its SPD/CD%/ATK% with HP% and DEF% subs. Although it's best not to give speed for the perfect NB10 build, it opens up its usability in DB10, ToA and situational PvP. If you want to use it exclusively for NB10, then ATK% / CD% / ATK% or HP% is better. Her waking bonus gives an extra 25% accuracy. Note that the optimum accuracy of Necro and ToA is 45% and dragons are 55%. Lauren is primarily a fusion monster for Light Paladin (Jeanne). However, it can also be used in some dungeons for players who have limited monsters and are looking for agricultural units. Her skills are good for dragons and Necro B10, as well as a niche unit that works as Hwa against the boss of the ToA floors. What makes her good for DB10 is her slow debaff, buff strip and ATB contraction. For necro B10, her 1st and 2nd nd players are multi-hits that are perfect for shield removal. And her slow debaff can constantly control the boss's speed, giving you more twists and turns to take down the boss. - Updated for 2018.1.30 Silver-plated Bullet: Increases the damage done by 11% Editing Comments Share Navigator: 15 Mid 10 Low 10 Mid 5 Low stats displays a 6-star max, with each bar reflecting how this particular statistic compares to the minimum and maximum that can be found among all monsters. For example, a monster with 15,000 HP will have its bar reach an end as it is the maximum among all monsters. Leader Skill: Increases allied monster attack power by 18%. 125% x3 Cross Fire: Fires 3 projectiles, with each projectile having a 30% chance of slowing the attack speed by 2 turns. Lv.2 Damage +5% Lv.3 Harmful effect speed +10% Lv.5 Harmful effect rate +10% Lv.6 Damage +10% x2 Silver Bullet: Attacks the enemy 2 times with holy bullets. Each attack has a 60% chance of removing one beneficial effect and disrupt hp recovery within 2 turns. (Reuse in 4 turns) Lv.2 Harmful effect level +5% Lv.3 Lv.3 +10% Lv.4 Malicious effect speed +10% Lv.5 Damage +15% Lv.6 Cooltime Turn -1 Chaser (Passive): Reduces the enemy's impact bar by 20% with each attack and weakens the enemy's defense for 1 turn with a chance of 75%. [Auto 368 295 500 400 681 DEF 114 205 164 279 223 379 304 516 SPD CRI Rate CRI DMG RES ACC Unawakened 101 15% 50% 15% 0% Awakened 102 15% 50% 15% 25% Additional notes[edit | edit source] Loren can also be used as fusion material for Paladin (Light) - Jeanne. Community content is available in the CC-BY-SA section unless otherwise stated. &It; Cow Girl (Light) - Lauren Edit Comments Share Navigator: 15 Mid 10 Low 10 Mid 5 Low Stats displays a 6-star max, with each bar reflecting how this particular statistic compares to the minimum and maximum that can be found among all monsters. For example, a monster with 15,000 HP will have its bar reach an end as it is the maximum among all monsters. Note: Common builds can be added from this pre-approved list, with possible minor changes according to the monster. To add your own unique collection of move, check out this page. These collections are provided for convenience only. Use your own judgment. Build 4-set(s) 2-Set(s) Stat priorities? Useful for ? An early striker? Fatal blade focus ACSC, CR, CD, SPD, acc all games advanced attacker? Fury Swift Blade Will Nemesis Spd, Atk, CR, CD Mid-End Game Violent Striker? Violent Blade Revenge Will Spd, Atk, CR, CD End Game Team Comps[edit | edit source] Note: To add team suggestions, view this page. These commands are provided for convenience only. Use your own judgment. Monster build pages Community content is available in the CC-BY-SA section unless otherwise stated. HP 9225 ATK 681 DEF 516 SPD 102 CRI Rate 15% CRI Dmg 50% Resistance 15% Accuracy 25% 2i.redd.it/6ug1he... Light Cow Girl, Lauren, is a fusion monster who has slept on a collection of monsters since years but only released in late September 2017 as a thermonucleuous material for Light Paladin. Drawing on her skills she can find herself a very useful block, her first skill is nice to have a tool in Necropolis as it's a multi-hit with chances to apply a debaff of speed meanwhile a second skill, which is a multi-hit too (2x hits) comes in conjunction with a healing debaff (must have in NB10). Finally, but not least Light Cowgirl has a passive ability that makes it more interesting and definitely NOT FOOD, this skill is not the case despite the reduction of ATB (which is made useless in Necropolis Dungeon) opportunities to ignore the 1-turn break with a 50% chance of impact, staffing another 1 debaff on her first and second skills. Based on some trials in the darkness of darkness Raid Dungeon it is very useful, especially if in conjunction with nuker that weight damage on the number of harmful effects applies (Brandia or water kung fu girl), you will need it at least 18-20K HP and 800 defenses to safely place the cowgirl in the back line. How to get light of a cow girl c light (every Sunday) once you have found this SD, make more work as you can even on low floors, but you have to be very lucky enough to find it all yourself, so always keep an eye out for available secret mailings in chat (official channel to get a better 2409 chance for a US server and 337 for Europe), then when someone finds it, ask him or her to add you (very polite). In an alternative tou, you can try getting her out of the magic shop using 100 crystals to open random secret dungeons (not a clever way). Keep in mind that you will have at least 1 hour to collect all the necessary pieces! Light Cowgirl Offered Runes Necropolis and Giant B10 Unit - Violent/Revenge ATK% / CD% / ATK% width crit rate substats and some HPIf used in NB10 it can be a great replacement for Hwa (Fire Rakshasa), but only if you do not already own one. ToA Hard Boss Stages - Violent/Broken Speed, Critical Harm and HP% At Stand Speed Raids Dungeons -VIolent/Revenge SPD/CD% / Atk% (HP% Subsuffle) In-depth statistics about Lauren can be obtained on SWARFARM Loren User rating: 4.4 13/5 based on 223 monster type reviews: CRI attack speed CRI Dmg Resistance accuracy 102 15% 50% 15% 0% 5 10 10 15 Awakening bonus: 25% Accuracy Unprocessed form Description, Multipliers, cool time and power skills Lauren leader skill: increases allied monster attack power by 18%. Cross Fire125% x3 fires 3 projectiles, with each projectile having a 30% chance of slowing the attack speed by 2 turns. Lv.2 Damage +5%Lv.3 Harmful effect speed +10%Lv.4 Damage +10%Lv.5 Harmful effect rate +10%Lv.6 Damage +10% Bullet with rack 300% x2 Attacks enemy 2 times holy bullets. Each attack has a 60% chance of removing one beneficial effect and disrupt hp recovery within 2 turns. (Reuse in 4 turns) Lv.2 Harmful effect speed +5%Lv.3 Damage +10%Lv.4 Malicious effect rate +10%Lv.5 Damage +15%Lv.6 Cooltime Turn -1 Chaser (Passive) Reduces enemy attack by 20% with each attack and weakens enemy defense by 1 turn with 75% chance. [Auto Effect] Youtube Video featuring Lauren Light Cowgirl Review Fwa teaches early game players not to eat it! How to get a light cow girl in Summoners war Can you get a cow girl from a secret dungeon how much devilmon to Lauren's maximum skill? 10 Devilmons/Other girl cows needed to nourish all skills (Light Cow Girl) Mininum and maximum stats for any level Lauren form star attack defense hp woke up min: 150 Max: 271 min: 114 Max: 205 min: 2040 Max: 3660 Woke Min: 216 Max: 368 368 Max: 279 mins: 2,940 Max: 4,995 Woke Up Min: 295 Max: 500 Min: 223 Max: 379 Min: 3990 Max: 6780 Woke Min: 304 Max: 5 Min: 5,430 Max: 9,225 Unbuilt Min: 133 Max: 240 Min: 114 Max: 205 Mins: 1,740 Max: 3,135 Unfinished Min: 192 Max: 327 Min: 164 Max: 164 Max: 1 Min: 101 Max: 101 Max: 101 Max: 205 Mins: 1,740 Max: 3,135 Unfinished Min: 192 Max: 327 Min: 164 Max: 164 Max: 1 Min: 304 Max: 1 Min: 308 Max: 240 Min: 114 Max: 205 Mins: 1,740 Max: 3,135 Unfinished Min: 192 Max: 327 Min: 164 Max: 164 Max: 1 Min: 304 Max: 1 Min: 308 Max: 9,225 Unbuilt Min: 133 Max: 240 Min: 114 Max: 205 Mins: 1,740 Max: 3,135 Unfinished Min: 192 Max: 327 Min: 164 Max: 164 Max: 1 Min: 304 Max: 1 Min: 308 Max: 308 Max: 308 Max: 308 Min: 308 Max: 3,135 Unfinished Min: 308 Max: 308 Min: 308 Max: 3,135 Unfinished Min: 308 Max: 308 Max: 3,135 Unfinished Min: 308 Max: 308 Max: 3,135 Unfinished Min: 3,136 Max: 3,135 Unfinished Min: 3,136 Max: 3,136 Max: 3,136 Max: 3,137 Min: 3,138 Max: 3,138 Ma

2,520 Max: 4,275 Unforeal Min: 261 Max: 444 Min: 223 Max: 379 Min: 3,420 Max: 5,805 Unforeal Min: 355 Max: 604 Min: 304 Max: 304 Max: 516 Min: 4,650 Max: 7,905 Lauren Light ranking in PVP and PVE Defense Arena (3.8/5) Crime Arena (4.2/5) War Crime Guild (4/5) Military Defense Guild (3.6/5) Your thoughts are calling military monsters, last updated at 2020-10-28

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