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Summoners war sabrina stats

Grade ★★★★★★ ★★★★★★ Level Minimum Lv. 30 min Lv. 35 min Lv. 40 Normal HP 2670 4545 3630 6180 4935 8400 ATK 223 380 304 517 413 703 DEF 175 297 238 404 323 549 Awakening HP 2880 4905 3915 6660 5325 9060 ATK 248 422 337 573 459 780 DEF 189 321 257 436 349 593 SPD CRI Rate% CRI DMG% RES% ACC% ACC% No Awakening 100 15 50 15 0 Awakening 101 15 50 15 0 Leader Skill: Improve the accuracy of guild battle allies 40% Skill 1: Return boomerang [340% ATK]: Attack enemies to reduce 1 turn of defense 50% of the time. Attack with chakram dancers during her turn if she is included in the ally team. Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Damage Rate +10% Lv.5 Damage +10% Lv.7 Damage +15% Lv.7 Hazard Rate +15% Skill 2: Triple Strike [180% ATK x 3]: Attack enemy once to reduce defense and attack power once and attack HP. (Reusable in 3 turns) Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Hazard Rate +10% Lv.5 Damage +10% Lv.6 Cool Time Turn -1 Skill 3: Female Warrior [Passive]: Take 35% less damage from enemies inflicted with beneficial effects and deal at least 35% damage to ineffective enemies. Chakram dancers are granted with the same effect if she is included in the ally team. (Auto Effect) Early Game Fatal or Swift/Blade SPD/CRD/ATK% or ATK%/CRD/ATK% End Game Swift/Violent/Will/Blade SPD/CRD/ATK% or ATK%/CRD/ATK% Overview: When the twins first came out, They were absolutely brilliant to clear the dungeons, but were deemed too overwhelmed (when they were bringn along with the entire team of charcombe dancers/boomerang warriors), and soon after - Nerf into oblivion (combos allow for one chakram/boomerang that can now be bringn). At best, the twin combos are almost mediocre now, and most players are probably skeptical of investing their demons in Nat 4 monsters/combos. However, Sabrina offers something unique with her passive skills in that if the enemy has a beneficial effect, she will reduce the damage by 35% and if they do not have a beneficial effect for interesting mechanics for interesting mechanics in the game plan, do more damage. In short, you want them to attack you when they have buffs, and you want to attack them when they don't have buffs, so how can you achieve this? Once they are stripped, both Sabrina and her Chakram dancers will receive an extra 35% damage bonus. Sabrina also results in utilities in the form of three debuffs: differential break, jamming recovery, and ATK break. Dungeons: Before Nerf, they were absolute beasts for dungeons, clearing record times.The twin combos are still viable for Necro10 and DB10 has partnered with a powerful Chakram opponent. TOA: Not very useful for TOA hard, but if Sabrina is set up with an impressive runte, it may be a good pickup in the case of TOA normal. Raid: Sabrina does not provide the damage or support skills essential for an effective raid configuration. We do not recommend it. In the case of rifts, Sabrina may be useful for fire and dark lifts if paired with boomerang warriors. PvP Arena: Against most arena defenses, Sabrina doesn't bring the right setup or AOE power to speed up the clearing. With a single target, eliminated one by one, she may be viable. But usually Arena is focused on speed clearing, and as a defensive unit, she's too squeeze (even her passive) to influence the board. PvP RTA: Unfortunately, during the van phase, most RTA opponents will probably not allow you to pass/escape both chakam dancers and boomerang warriors, and essentially banning one of them significantly reduces its effectiveness. Plus, as a stand-alone unit, Sabrina doesn't have the skills set to match the powerful Nut 5 combo. PVP GW/SW: Sabrina is a solid attacking and defensive unit for GW/SW when combined with 1) The Chakram Sisters and 2) competent support units (maybe Prague or Baste). Sabrina also results in a 40% accuracy reader buff (if required) for debuff applications and buff removal from support units in the group. The added 35% damage reduction is an extra safety net for opponents with fast setups and attack comps. Technically, Lushen, which usually deals with 10K damage per card (with attack buff), is greatly reduced to 6.5K damage, making it easier to manage with powerful runes and giving units a chance to counter punches. How to counter: First, banning any of her brother's opponents effectively reduces their ability together as a combo. But overall, like the rest of boomerang Warriors, Sabrina is very squeeze in her low base HP and can be easily taken down, using oblivion to disable her passive if the allowed buff is not used or is available. With intermediate base speed, she doesn't drive her opponent outspeed alone. If they are defending, hit hard and fast. Editor's note: Go well with Bastet and Meghan for ATB and ATK Power Boost, decently mediocre around all the base statistics. A little lower in base HP. The choice of Chakram dancer depends on the team composition of the opponent. In: Attack type, water element, monster, 4 star edit comment sharing navigator: the statistics reflect the maximum of 6 stars, in each bar, reflecting how that particular statistic compares to the minimum and maximum values that can be found among all monsters. For example, a monster with 15,000 HP, that bar reaches the end because it is the largest of all monsters. Leader Skill (Awakening): Improved accuracy of ally monsters40% guild content. Return boomerangs 340%: Attack enemies to reduce defenses by 1 turn with a 50% chance. In addition, if the team includes Chakram dancers, one of the boomerang warriors will attack with the Chakram dancers during the Chakram Dancer turn. Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Hazard Rate +10% Lv.5 Damage +10% Lv.7 Damage +15% Lv.7 Hazard Rate +15% 180% x3 Triple Strike: Attacks enemies 3 times to reduce defense and attack once, reducing defense and attack power by 50% and hindering HP recovery. (Reusable in 3 turns) Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Hazard Rate +10% Lv.5 Damage +10% Lv.6 Cool Time Turn-1 Female Warrior (Passive): Deals 20% less damage from enemies inflicted with beneficial effects and deals at least 20% damage to enemies that do not have beneficial effects. Chakram dancers are granted with the same effect if she is included in the ally team. [Auto Effect] grade ★★★★★★ ★★★★★★ level minimum Lv. 30 min Lv. 35 min Lv. 40 Normal HP 2670 4545 3 630 6180 4935 8400 ATK 223 380 304 517 413 703 DEF 175 297 238 404 323 549 Awakening HP 2880 4905 3915 6660 5325 9060 ATK 248 422 337 573 459 780 DEF 189 321 257 436 349 593 SPD CRI Rate CRI DMG RES ACC No Awakening 100 15% 50% 15% 15% 15% 10 Awakening Bonus: Leader Skill: Ally Accuracy 40% Non-Arousal Form Description, Number, Cool Time and Sabrina skill leader skill power-ups: Increases the accuracy of ally monsters in guild content by 40%. Attacks enemies that return 340% boomerangs and reduces defenses by 1 turn with a 50% chance. In addition, if the team includes Chakram dancers, one of the boomerang warriors will attack with the Chakram dancers during the Chakram Dancer turn. Lv.2 Damage +5%Lv.3 Damage +5%Lv.4 Hazard Rate +10%Lv.5 Damage +10%Lv.6 Damage +15%Lv.7 Hazards Rate +15% Triple Strike 180% x3 Attack enemy 3 times, reduce defense and attack power once, reduce defense and attack power 50% chance each, hinder HP recovery. (Reusable in 3 turns) Lv.2 Damage +5% Lv.3 Damage +5% Lv.4 Hazard Rate +10% Lv.5 Damage +10% Lv.6 Cool Time Turn-1 Female Warrior (Passive) takes 20% less damage from enemies

inflicted with beneficial effects and deals at least 20% damage to enemies that do not have beneficial effects. Chakram dancers are granted with the same effect if she is included in the ally team. [Auto Effect] How to get a water boomerang warrior in summoners war You can get boomerang warriors from mysterious scrolling, scrolling water, Scrolling legends, what a devilmon?11 Dedebilmon/other boomerang warrior sabrina the temple of wishes is up to skill up Sabrina (Water Boomerang Warrior) Minnam and Sabrina Form Star Attack Defense Hp Awakening Min is required to power up all the skills of the biggest stats for any level: 248 Max: 42 2 mins: 189 Max: 189 321 mins: 2,880 Max: 4,905 Awakening Min: 337 Max: 573 mins: 257 Max: 436 Min: 3,9156,660 Awakening Min: 459 Max: 780 Min: 349 Min: 593 Min: 5,325 Max: 9,060 Minimum without awakening: 223 Max: 3 8 0 Min: 175 Max: 297 mins: 2,670 Max: 4,545 Min without awakening: 304 Max: 517 mins: 238 Max: 404 mins: 3 Max: 6,180 Min without awakening: 413 Max: 703 min: 323 Max: 549 min: 4,935 Max: 8,400 Sabrina Water pvp and PVE Arena Defense Rating (3.5/ 5) Arena Offense ( 4.8 / 5 ) Guild War Attack ( 4.8 / 5 ) Guild War Defense ( 4.7 / 5 ) Your Opinion by Summoned War Monsters, Last updated 2020-11-24 2020-11-24

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