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## Words in words generator

Discord's team, which had rather uninformed, inaccurate rankings of other tier lists, decided to evaluate the units. Hello list! It is a stylish online text generator. You can generate stylish text by placing plain text in the first box, and then different text styles are created in the second box. Have you ever wanted a stylish name on social media or on a gaming handle? This generator will help with this! It will also help if you want to use stylish text in your Instagram biography or social media posts. Here's another stylish name generator that also has some extra effects and stuff. The conversion is done using a series of special characters from the Unicode standard. I collected some different stylish alphabets and then made them into a generator using some JavaScript. In case you're curious, Unicode is ASCII's older sister. ASCII defines only 256 characters in an extended set, and Unicode defines more than 100,000 text symbols. So when creating stylish text from unicode we have a huge number of different characters, symbols and accents (diacritics) that we can use to create text and decorate it. You can use this converter to generate text for facebook names, tumblr, twitter, instagram, or for almost any social network you want. This is because all modern browsers now support a large number of Unicode text symbols. If you want, you may find that some websites do not support som special letters, and instead a box or question mark will be displayed. This is not a problem with the converter tool. This simply means that the website you are trying to use it on uses a font that has limited Unicode support. You should be able to copy and paste into most websites without any problems. This translator now contains more than two dozen different alphabets, including italic text, inverted text, double-stroke text, old English letters, kawaii text, and more. If you know about the alphabet that you think should be included (i.e. it's fancy/stylish or just unusual) please let me know and I'll add it! Also, whether you're just making a stylish name on fb, or writing an entire tumblr post in one of these fonts please share your creations (or link to them) in the comments! I'd like to see what to do with it in the end. Thanks for using my web app :) | Read more... | Website | Facebook | Reddit | Android | iOS Huge thanks to the community for your amazing feedback and help! You are the best! If you want to check the current state of the game and go through the guides, tips and tricks, please use the link below. Knights Chronicle Review and Knights Chronicle Guides is a turn-based RPG where you have to compose a group of heroes that will be upgraded in over time. The hero upgrade depends on the game's resources and the player's choice in which order the heroes will be upgraded. The most useful information for a new player is information about the quality of each hero, because no one invest time and resources in heroes who are not good. Game developers in all games of this type try to balance the heroes, so that each hero has their own good sides and weaknesses, and that each hero can be successfully used in certain segments of the game, but in fact there are always top-level heroes and low-level heroes. Knights Chronicle is better balanced than most games of this genre, but frankly some heroes stand out compared to others. The Knights Chronicle level list compares heroes by their role in the game and ranks them from best to worst. Keep in mind that some heroes perform better when combined with heroes of the same element or with heroes with similar skills. KNIGHTS CHRONICLE level list Our recommendations for the best masters... Note: Use the LEVEL LIST button in the lower right corner to return to this section. Tap the hero image to go to the hero's guide. Remember that the list of levels and the best heroes can vary depending on the player, and this is not supposed to be a strict way to decide what to do in the game, it is to give you guidelines throughout the game. KNIGHTS CHRONICLE Heroes information, guides and tips on heroes chronicle knights... Aika is a celebrity from the Grand Duchy of Delcart. Although she was educated at the Academy of Magic, she was not interested in spells and magic. Her passion and talents are singing and dancing, and their pursuit made her a star. Her mission is to bring joy to her country through her performances. Aika is a water support hero whose leadership skills increase the maximum PZ of Light/Water allies by 20%. Her passive gives her 50% reduced damage for 2 turns at the start of the battle, and she also has a 30% chance to charm her opponent every time she attacks. At level 60, it gains the ability to activate determination when an ally (excluding Aika) takes lethal damage. Take damage by 30% and restore 50% HP (once per battle). Her first skill deals 100% ATK to a single target and restores 5% of the ally's HP with the lowest health. If the ally with the lowest health level is the same as Aika, 10% of the HP is restored. Her second ability restores 25% of ally's HP and two neighboring allies and reduces damage by 20%. Aika heals all allies for 35% of their HP and increases their maximum HP by 30% for 2 turns. Aki's lack of recovery skills makes him less desirable than top-tier fans like Rue, but aka is undoubtedly a great water-supporting hero. All three skills heal allies, plus they have a 30% chance to charm the enemy in a first-skill attack – it's definitely worth investing a few resources for your water team. Alec is a Royal Knight Haldrea. He and Theo joined the order together, and despite Alec's exceptional skills, bad luck left him out of the order. While Theo took all the credits for their Alec was intimidated. His arm was disfigured in one of Faust's experiments. Alec is a dark hybrid hero whose leadership skills increase the Dark Allies' chance of multistrike by 20%. His passive gives him 20% extra damage from targets with a reduced atk. At level 60, Ronin's ATK increases by 10% each time it attacks a target with reduced ATK (stacks up to 3 times). His first skill deals 100% ATK to a single target and has a 50% chance to reduce the target's ATK by 30% for 2 turns. His second skill deals 200% ATK to a single target and has a 50% chance to deal an additional 30% damage in an attack that ignores DEF. Alec's final hits and two neighboring targets for 180% ATK. Alec has a good chance of weakening the enemy, higher than most SSR and SR heroes, which makes him very useful, but a large number of dark damage dealers puts Alec in an awkward situation. Alfred is a priest from the Kingdom of Haldrea who is studying under the leadership of Benedict. He uses censers and holy water to defeat evil spirits and shows no mercy to evil opponents. He travels the kingdom to help people suffering from demonic possession. Alfred is a lightweight defense hero whose leadership skills increase the maximum PZ of Light/Wind allies by 20%. His passive gives him 2 Spiritual Censers at the start of the fight and he has a 50% chance to earn 1 Spirit Censer while using the skill. 1 Spiritual Censer is consumed every time Alfred is attacked and restores Alfred's HP by 15%. At level 60, Alfred applies a shield equal to 20% of his maximum HP to all allies at the beginning of the battle and can revive one ally after death (excluding himself) once per battle. His first skill deals 100% ATK and has a 45% chance to hit a target for 1 turn. His second skill has a 50% chance to taunt 3 targets per turn, and he also has a 70% chance to reduce the duration of the goal boost by 1 turn. Alfred's ultimate attack is 3 targets for 165% ATK and 35% chance to stun 2 targets per turn. Alfred has Defender stats and can taunt, while his passive gives him some of the best skills available for support. It is definitely worth investing time and resources in it. Alice is a dimensional traveler. She arrived at Garniel, opening the dimensional door. She desperately wants to go home, but every time she opens the door, she goes elsewhere - but she has not given up hope! Since Garniel is similar in climate to her homeland, it is the safest place for her to stay until she can return there. Alice is a lightweight attack hero whose leadership skill increases the chance of multistrike/light/water allies by 20%. Her passive increases the damage of shocked targets by 30%. At level 60, Alice can excretion an additional target after using her final target. Her first skill deals 100% ATK and has a 50% chance to blow the target for 2 turns (Shock has 30% ATK per turn). Her second ability increases Alice's critical hit chance by 30% for 3 turns. Turn, removes all debuffs from Alice. The ultimate target of Alice's attacks and 2 neighboring targets at 180% ATK, has a 30% chance to expel 1 target per turn and deals 30% additional damage to bosses. Alice has a really nice skillset for R Hero. Her damage is great, and her utility skills can definitely change the course of the fight. If you're picking a Light Heroes team, you should consider Alice as part of your plan. Alphonse alchemist is the younger brother of Edward Eilric. Like his brother, he was blond-haired and golden-eyed, but his body was completely taken away when he and his brother failed to untie their mother. Edward's desperate efforts allowed Alphonse's soul to be anchored in metal armor. He travels with his brother to find a way to recover his body. Unlike his brother, he was not initially able to transform things without a circle of transmutation (meaningless to Human Transmutation), but now he is able to perform alchemy without a circle after recalling the memory &#x2013; Gate of Truth – about the battle of Devil's Nest. He is calm and even and is often responsible for calming his brother when Edward's temperament gets the best out of him. Since his body is made of armor, he can not feel tired or temperature, but also can not eat or sleep. Armored Alphonse Alphonse is a water defense hero whose leadership skills increase the atk of all allies by 50% if Edward is in the party. His passive gives him 40% of the restored HP and reduces the cooldown of allies by 1 turn after capturing the transmutation circle. While under the influence of Transmutation, the Alphonse Wheel receives a counterattack and the damage taken by all allies is reduced by 30%. At level 60, Alphonse receives a solution after receiving fatal damage and a transmutation wheel when an ally dies (once per battle). In addition, the Transmutation Circle increased Def Alphonse by 50%. His first skill has a 45% chance to taunt the main target for 2 turns and deals 100% ATK. His second skill applies a shield equal to 30% of Alphonse's Maximum HP to all allies and gives Alphonse the Transmutation Wheel for 2 turns. There is also a 50% chance to taunt all enemies for 1 turn. The ultimate pimp penetrates the basic and 2 adjacent targets on 180% ATK with a 70% chance to remove all reinforcements of all targets and a 70% chance to stun the main target for 1 turn if Alfonso has a transmutation wheel. Alphonse is a powerful new defense hero that can significantly affect the outcome of battles by absorbing incoming damage. Defense Heroes' lack of quality makes it a very important addition to your Knights Chronicle lineup, but its full potential can only be seen during the event with Edward. Altair is a Bounty Hunter from haldrea Kingdom. He makes his life tracking targets and exchanging them for cash – dead or alive, and targets rarely survive his impeccable shots. Carolina in the Underworld, a limited area where illegal trade &#x2013; Gate of Truth – and the Kingdom of Haldrea, and they have been arguing over everything ever since. Altair is the hero of the Dark Attack, whose leadership skills increase the atk of Dark/Wind allies by 20%. His passive gives him a 50% chance to hit an adjacent target for 100% atk while attacking a target that was bleeding on itself. At level 60, the final altar cooldown is reset when Altair kills a bleeding target. His first skill deals 100% ATK to a single target. His second skill hits the main target for 200% ATK and has a 35% chance of applying Bleeding to the target for 2 turns. (Bleeding has 30% ATK per turn.) Altair provides 300% ATK penetration damage for a single target. Altair's passive ability depends on a 35% chance of applying Bleeding to the enemy, and I would say that Altair in 2 of 3 fights literally has no passive ability. If you think otherwise, combine it with other Dark/Wind heroes to increase ATK. Welcome to the Heroes of the Knights Chronicles page. Here is a complete description of KC Amon's statistics, skills and skills. Amon is the Master of the Elite Junta Draiden. He is called a prophet because of his ability to look to the future / Although he meets as polite and sophisticated, he is soulless and puts no value on human life. He has as much information about the events of 100,000 years ago as the Hokhma tribe, and firmly believes that using this information to revive the ancient gods is the only hope for humanity. It is his firm conviction that every life lost in pursuit of this goal is a worthy sacrifice. Morrigan Draiden Elite wears a torch for him, but Amon was careful to reject her romantic advances. Amon is a lightweight defense hero whose leadership ability increases the atk of light allies by 40%. His passive ability gives him an increased eva and acc by 40%, and while he has the power of revelation on himself, all allies have increased ATK by 30%. At level 60, Amon gains the ability to play at the beginning of a fight and can activate a determination for an ally that takes lethal damage. Amon's determination goals gain 50% of the restored HP, and their atk is increased by 50% for 2 turns. Amon's first skill deals 100% ATK to a single target, has a 45% chance to taunt the target, and gives Amon Signet Revelation for 1 turn. His second ability strikes all enemies for 80% ATK and has a 40% chance to taunt each target. Additionally, Amon's second skill provides all allies with 1 counterattack for 2 turns and gives Amon a Revelation to Signet for 1 turn. The ultimate atk deals penetration damage equal to 180% ATK to basic and 2 adjacent targets. The main target is printed with destruction engraving for 2 turns, and there is a 50% chance to print each adjacent target. (Destruction Engraving deals damage equal to 100% hp Amon when its ultimate is in use). Amon is undoubtedly the best defense hero in the game at the moment. Add it to your plan as fast as possible - whatever The price he deserves is part of his team! Anna is a member of a trio hunting for treasures. Anna collects relics with Eric and Francois and sells them on the black market. She is responsible for using her interpersonal connections and skills to gather information and has received a tip about desert ruins from a miner she met at a bar. Anna is a fire attack hero whose leadership skill increases acc fire allies by 20%. Her passive deals 20% additional damage to monsters. At level 60, he takes 30% additional damage from marked targets. Her first skill deals 100% ATK to a single target. Her second skill means two goals and increases Anna's ATK by 30% for 2 turns. The final Anna hits two targets at 210% ATK and applies the Explosion. Anna is a pure injury dealer and all her skills are used for this purpose. Unfortunately, at least 5 other fire attack heroes are better than Anna, which means that her fate is to be used as evolving material. Anulet is a boy from Hokhma Village known for his outdated sense of humor. He is the grandson of an elder before Ozyris, but supports Ozyris, who won the title. He fell in love with Lidia and was devastated when she left - and was devastated again when he realized that everyone but him already knew he was going to leave because of their clairvoyant. Ever since he came to see other villagers as heartless and cold. Anulet is a wind attack hero whose leadership skills increase the power of Wind/Dark allies by 20%. His passive gives him an increased ATK of 8% on 2 turns per debuff he has on himself (stacks up to 5 times). At level 60, it gains the ability to activate resolve after receiving fatal damage. His first skill deals 100% ATK and deals 20% additional damage to targets that have debuffs. His second skill increases all ATK and Critical Strike Chance allies by 20% for 2 turns. Anulet strikes all enemies for 120% ATK and has a 25% chance to enlist 2 enemies in tornado restraint for 1 turn. Although Anulet is nothing special, it is especially good for Taiyo Advent Dungeon. Connect it with Ruby, Ramu, Cordelia and the accidental hero of Wind or Dark, activate the automatic fight, make a coffee and wait for the free Advent Hero Taiyo. Queen of the non-human spider tribe, Arachnia rules the forest in the Kingdom of Haldrea. Usually they eat animals... but she makes an exception for any human intruders who cross her! She loves each of her spider babies, so don't mix them with monsters – you'll call her ghosts if you damage your hair on their cute little carapaks. Arachnia is a notoriously devoted hunter. Once she decides to aim, she will not rest until her prey has died or left her territory ... So, if you are going to run, it is better to be fast, because the territory of the spider queen is very, very large. Spider's Coblog is a dark hybrid whose leadership skill reduces def of all enemies by 50%. Her passive gives her Predator Predator status Start each battle and additionally give her an 80% chance to earn this status after defeating the enemy. Predator status increases damage by 80%. At level 60, at the beginning of the fight, Arachnia fills all enemies except the enemy center with corrosion weapons, which greatly reduce the damage inflicted by infected targets. In addition, it automatically throws incoming death at all enemies who activate Resolve (The Oncoming One, which deals damage equal to 50% of the POM of a given target and kills the target when the status ends). Her first skill deals 100% ATK to a single target and has a 30% chance of applying looming death if Arachnia is a Predator (10% chance of looming death if she does not have Predator status). Her second ability deals damage equal to 200% of her atk, which ignores DEF to a single target and an additional 200% ATK penetration damage if Arachnia is under predator effect. Arachnia's ultimate attack has two targets at 210% ATK and has a 50% chance to apply Disable on each target (Disable reduces the target's attack speed). After the final hand over, Arachnia receives the Predator for 1 turn. Despite being squishy and easy to kill, Arachnia is very powerful. Her damage and ability to reduce damage to 4 members of an enemy team makes her very deadly. It will definitely devastate the enemy team if it lives long enough, so remember that someone will protect it when it does what it does best. Aristo is a martial arts intern from the Far East. He specializes in physical discipline and energy transfer, but his aggressive, lifelong training routine inhibited his ability to express his emotions. His biggest dream is to fight powerful opponents and increase his own strength. Aristo is a lightweight attack hero whose leadership skill increases the chance of multistrike/light/water allies by 20%. His passive gives him an increased number of access points by 0.5% per shiny energy stack (maximum stack:100). At level 60, he receives 10 stacks of Shining Energy at the beginning of each turn and can activate Determination after receiving fatal damage. After a respawn, 10% of its HP is restored. His first skill deals 100% ATK to a single target, while Aristo gains 3 Shining Energy + 1-3 Shining Energy. His second skill objective and two adjacent targets are at 120% ATK and he has a 25% chance to remove 1 boost. In addition, all of its Shining Energy is consumed to deal additional damage equal to 0.5% ATK per shiny stack of energy. Aristo's ultimate assassin kills a target for 300% ATK and has a 40% chance that the target cannot revive for 2 turns. All Shining Energy stacks are consumed for 0.5% additional ATK damage per stack that ignores DEF. Aristo can be a very powerful addition to your Arena Light Team. It grows stronger as the fighting time passes, becoming a great threat to the opposing team, which must while other heroes, undisturbed, deliver their pack. Ashley is the Dark Knight, the highest level of knights Grand Duchy of Delcart. He seems to be a formidable and careless man, but he is an excellent strategist and is skilled at mind games. Thanks to its charisma and ability to command large groups of people, it is naturally suitable for the conductor of other knights. Since he is much more interested in chasing skirts than honor and money, nobility does not see it as a threat. He was already gifted with dark magic when he raised his sword and effortlessly mastered it as well. Ashley is the hero of The Dark Attack, whose leadership skills increase the chance of a 30% counterattack by dark allies. His passive gives him a 70% chance to use Ebony Wound when attacking a target and an additional 70% chance to apply ebony wound to the target and 2 adjacent targets if the target already has Ebony Wound. At Level 60, Ashley takes 70% more DAMAGE from ATK that ignores DEF when attacking a target with Ebony Wound, and his multistrike chance is increased by 50% for 2 turns. After the start of Season 2, Ashley is one of the heroes you can wake up to. Upon awakening, Ashley is able to use the Insightful Eye, which allows his ultimate influence on 2 adjacent targets and gives him a 90% chance to capture the Phantom Curtain for 2 turns if he applies Ebony Wound to the target. His first skill deals 100% ATK and 35% additional damage to the target if the target's HP is 50% or more. His second ability increases critical hit and critical damage by 30% and applies 5 Ebony Wound stacks to all enemies for 3 turns (Ebony Wound deals 20% damage in atk. Ashley ultimate delivers 300% ATK to a single target and has a 70% chance of removing all reinforcements from the target. He also has a 55% chance to stun for 2 turns. Ashley is deadly when he's in a team with other dark heroes and is a big asset in the squad. After Update 1.7 Ashley's skills are changed and although these changes may seem cosmetic, he is in fact much stronger than before and you should be careful if he is on the opposing team. Attila is frost mag. Born with overwhelming magical powers that unchecked everything, she fled into the wilderness, where her powers caused less damage as quickly as she could. There she met and befriended Vladivo. Attila is a water attack hero whose leadership skills increase the atk of water allies by 20%. Her passive deals 15% additional damage to frozen and cursed targets (if the target is cursed and frozen, it deals 30% additional damage). At level 60, Atty, gains the ability to freeze an additional target after using the final one. Her first skill deals 100% ATK to a single target. Her second skill hits 2 targets at 140% ATK and has a 50% chance to curse each target for 30% ATK. Ultimate Attyli delivers 165% ATK to 3 targets and has a 50% chance to freeze 1 opponent per turn. Attila has a pretty good chance of debuffing but Freeze takes only 1 turn, so it's not possible for Attila to deploy her increased damage against Frozen Frozen with the exception of Multistrike. Overall, Attila is better than most R heroes, but still not good enough to compete with her SSR and SR pandanus. Belle is an ice mage from the Grand Duchy of Delcart. This girl is studying at magic academy and wears thick fur even when the weather is hot and sunny. She tries to control her powerful ice magic and her body temperature is extremely low as a result. However, her colleagues love to spend time with her on hot summer days because she is great at helping them relax! He has a clear personality, but he has a shy side and often hesitates to make the first move - but quickly warms up when someone else comes to the conversation. Belle is a hybrid water hero whose leadership skill gives 50% chance to all water-based allies to freeze 1 enemy per turn during an attack. Her passive provides a shield equal to 30% of her Maximum HP for 2 turns each time an opponent freezes and increases Belle's damage by 30% against targets affected by abnormal states. At level 60, Belle has a 50% chance to freeze all Support enemies at the beginning of each turn, and her HP is restored by 100% after falling below 50% (once per battle). Additionally, when hp is restored, Belle cleans all debuffs and all her cooldowns skills are reset. Her first skill deals 100% ATK to one target and has a 65% chance to reduce all Belle cooldowns by 1 turn if the target has an invalid status. Her second skill hits the main target with 200% ATK and has a 70% chance of freezing that target. If the target has an invalid status, there is an 80% chance to freeze 2 adjacent targets. Ultimate Belle delivers damage that ignores DEF, equals 120% ATK for all enemies, and has a 55% chance to freeze 3 targets per turn. Belle is an amazing hero combined with other water-based heroes! Every second attack freezes enemies, and freeze status is chained to other enemies, and Belle's skills make the enemy team completely helpless and useless. Belle is sure to change the balance of knights chronicle! Benedict is the highest priest in the Kingdom of Haldrea. Although his sacred power is weaker than Hilda's, his unwavering faith allows him to perform miracles. He can recognize children with sacred powers, so he travels the world to identify potential novices and bring them to the priesthood. Benedict is a fire support hero whose leadership ability increases the amount of recovery of fiery allies by 20%. His passive ability allows him to restore the hp ally's lowest HP by 15% when attacking a target, and each Divine Light he owns increases his recovery by 3%. At Level 60, Benedict receives additional Divine Light when using Skill#1 or Skill#2 (up to a maximum of 3 Divine Lights). His first skill deals 100% ATK to one target and has chances of granting Benedict 1 divine Light. His second ability restores 20% of the ally's HP and two adjacent allies and has a 50% chance of awarding 1 Divine Light to a commentator. commentator, ultimate revives 1 ally, restores its HP by 20% and consumes all divine lights for 20% of the additional HP for Divine Light. Benedict can heal, but his healing is small compared to Rue and Hilda. I don't think anyone will use Benedict except for the development of other heroes. Blake Belladonna is a stealthy loner for RWBY. She is quiet and spends most of her time reading on her own because she is afraid to accidentally hurt the people around her. Blake has a strong sense of righteousness and can't stand to see injustices emerge. Her weapon, Gambol Shroud, is a pistol combined with a long sword and combined with a sharp cover. Blake is a Dark Attack hero whose leadership skills increase the chance of dark allies on multistrike by 20%. Her passive gives her 2 Shadows (Max 2) at the beginning of the battle. While she is under the influence of shadow, she is guaranteed a Multistrike every time she attacks, and she will nullify any damage against her, but she loses 1 Shadow after attacking her. At level 60, she receives 1 Multistrike Shadow and her damage is increased by 80% when she is under the influence of the Shadow. Additionally, it ignores any bonuses to reduce enemy damage when under the shadows. Her first skill deals 100% ATK to a single target and an additional 60% atk if she has a Shadow. Her second skill provides 120% ATK for basic purposes and 2 adjacent targets and has a 70% chance to remove 1 boost. Blake's ultimate strike of 3 enemies at 165% of his atk and has a 70% chance to apply corrosion weapons (reduces the enemy's atk) for each target for 6 turns. Basically, after the level 60 update, Blake is under the influence of the Shadow all the time, which means that to hit her, you have to waste 2 attacks for hurting her with her third attack. During this time, all her attacks are 80% stronger, and each attack provokes Multistrike and another Shadow. It's good that her active skills are not very strong, otherwise she would be by far the best attack hero in the game. Blake will change the balance of the game in knights chronicle and you should get it as soon as possible. Now he can fully control his chilling power. Blizzaria can cause snow to fall in





300% atk ignoring the defense and has a 65% chance of causing Resuscitation inaccessible to 2 turns. If the target HP exceeds 50% of the final target, it asks 30% of the Damage. Natsu Dragneel is a member of Fairy Tail Collaboration Heroes and has similar skills to Morrigan. Morrigan turned out to be a great hero and I have no doubt that Natsu Natusu with the same success. Navi is a non-affiliated mage from the Kingdom. Because of her incredible skills, the Kingdom was looking for her to join their armed forces, but she loathes the violence. This shy, shy mage rarely takes more than a few steps from his room. Navi is a lightweight support hero whose leadership ability increases the maximum PZ of allies by 20%. Her passive restores the PZ of all allies by 5% each time Navi uses the skill. At level 60, he gains the ability to restore 20% of his Maximum PZ after killing an enemy. Her second skill deals 100% ATK to a single target. Her second skill hits the main target with 200% ATK and has a 50% chance to apply the brand (Brand increases damage by 30% for 2 turns). Ultimate navy provides 120% atk damage to all enemies. Navi is counted as support, but all of her abilities deal a lot of damage while she restores a small portion of her allies' HP with each hit. She would be fantastic if she could heal a little more or hit harder. However, her basic stats are less than average, and she is as squishy as support can be. This is the main reason why I use it as a developing material. Nemesian is the Dark Knight, the highest level of knights of the Grand Duchy of Delcart. It is simple, positive and even reckless. She loves to fight and fight, but she hates to study combat strategies and sword skills, so she is often unconventional in combat. Her instincts and judgment always lead her to victory. She wants to make friends with Mary, a fellow Dark Knight. Nemesia is a fire attack hero whose leadership ability increases fire/dark allies' damage by 20%. Her passive gives her a 30% chance to fight that she cannot be resuscitated for 2 turns after a Nemesian attack. In addition, her passive increases her atk by 10% for the dark ball she creates. At level 60, he receives 30% additional damage from targets that cannot be reborn. Her first skill deals 100% of her ATK and gives her a 55% chance to create a Dark Ball. Her second ability increases the critical hit chance of all allies by 15 of 2 turns and gives her 1 Dark Ball. The ultimate nemesian provides 120% of his atk for all enemies and an additional 5% damage for every dark ball he owns. Nemesian is an average attack hero who relies on his dark balls to deal additional damage, and she can be a useful addition to your squad. Netty is a waitress from the capital, Keter. She runs the largest bakery in the Kingdom, and after tasting her creations, no one would ever consider going elsewhere for pastries. Its long-term goal is to open a branch in the Grand Duchy of Delcart, regardless of this ugly war. Netty is a fire support hero whose leadership ability increases allies' maximum HP by 20%. Her Passive gives her a 30% chance to take damage from all allies during an attack. At level 60, he gains a 20% chance to restore the PZ of all allies by 10% while under attack. Her first skill is 100% ATK ATK and restores hps lowest HP ally by 7.5%. If an ally is the same as Netty, an additional 7.5% HP will be restored. Netta's final value restores 50% hp to the main ally and 2 neighboring allies. Although Netty has a decent skill set, she has no advantages over other support heroes who are ranked higher and therefore her only goal is to evolve the material. Nicholas is a boy from the Grand Duchy of Delcart. He thought his powers were magical, but the Delcartian Academy of Magic found himself differently, which was surprising because his powers are very much like magic. Although he is not considered an official magician, academia still considers him exceptional. It helps with the search for some herbal medicine. Nikita is a water attack hero whose leadership ability increases ally's damage by 20%. His passive increases damage to all water allies by 20%. His passive also determines the amount of damage and restores 40% when the solution is activated. The ultimate nikita deals 100% ATK to a single target. His second skill provides 110% ATK for 3 targets and has a 50% chance of bling each target for 2 turns. The ultimate Nicholas gives him Shadowification for 4 turns, which increases Nicholus' ATK by 50%, but reduces his Max HP by 50%. Nicholas is a decent seller of water damage. It can be used in various situations, and its ability to blind enemies makes it very desirable for R Hero. Try it- you'll be happy. Nikita is an underworld arms dealer. He loves weapons – he collects them, sells them and uses them. Despite her young age, she is skilled in swords, bows, pistols, explosives, and much more. She is known in the underworld for her skills, and people often come to her when they encounter a broken or unknown weapon. Of course, she destroyed a forest or two of her experiments and didn't want to ever read the manual before performing unsanctioned upgrades... but she doesn't realize that these behaviors are in any way eccentric. Lately, she's been doing quick business with an unidentified organization that buys lots of weapons, but despite her suspicions, she's not going to investigate because the salary is good. Nikita is a fire attack hero whose leadership skills increase the chance of fire/water allies' multistrike by 20%. Her passive increases damage by 50% after a successful Multistrike and has an 80% chance to use adrenaline for 5 turns on herself at the start of a fight (Adrenaline increases attack speed). At level 60, her multistrike chance is increased by 50% and she can activate Resolve after receiving fatal damage. Nikita's determination restores her HP by 30% and activates adrenaline for 5 turns. Her first 100% ATK and increases NIKITA's ATK by 10% per turn (stacks up to 3 times). Her second skill provides 120% ATK to basic and 2 neighboring neighboring and Nikita's atk is increased by 10% per turn. Nikita's ultimate deals 180% ATK to basic and 2 adjacent targets. Additionally, Nikita has a 15% chance to stun stun enemies for 1 turn and 35% chance to have the same impact on hybrid enemies. Nikita is a decent damage dealer, and her main strength is the ability to play multiple games in one turn. While there are many Fire Attack Heroes, my advice is to collect Nikita as soon as possible. Nix is a member of Draiden Elites. It's covered in bandages and doesn't say much... but when she does, her remarks are biting, and her utterances piece even her ally's ghosts into smithereens. However, among the upper echelon of the Draiden Junta, no one thinks her words much (except poor Janus). Amon doesn't pay her anything, and Morrigan can give as good as she gets. Although Kal is usually considered to be more than such a minor concern, she suggested to Amon to limit Nix's behavior without any way. Berdandi often suggested that she should be prettier... But Nix's bad attitude seems to be a mechanism for dealing with her physical weakness. Nix is a Dark Attack hero with a leader skill that increases the Dark Allies' atk by 40% if the site has 5 dark heroes. 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Ultimate Nix provides 120% YES to all enemies and has a 50% chance to curse two enemies (Curse is over time overboard – 30% ATK for 2 turns). Nix is a very strong hero when he joins other dark heroes who can curse enemies. If you can, try to assemble a dark team with Nix, Mary and 3 other heroes – the result can be amazing. O'Hara is a problem solving tool from the Underworld. After Scarlett lost her parents in a wolf attack, O'Hara played a key role in recovering from her trauma. He is a simple and charming person who usually has a smile on his face. In fact, he can laugh at almost everything ... But she will definitely lose her temper if he is disturbed while at the table. When that happens, even her best friend Scarlett can't calm her down. O'Hara is a wind attack hero whose leadership skills increase damage from critically hitting Wind/Fire allies by 20%. Her passive gives her a 30% chance to apply Spin Shot to 3 during an attack. O'Hara deals 20% extra damage to a target that has a Spin Shot on itself and if there is one 2 or more spin shots additionally reduces the amount of recovery by 100% (when attacking a target that has a Spin Shot, the Spin Shot is consumed). At level 60, O'Hara receives increased speed and deals an additional 20% damage to targets affected by spin shot. Her first skill deals 70% atk to 2 targets and has a 35% chance to increase O'Hara's multistrike chance by 30%. Her second ability attacks 3 enemies for 110% ATK and imposes an explosion on each target. The ultimate O'Hara deals 120% ATK to all enemies. O'Hara's skill set is similar to Mary's, but she doesn't apply any debuff and she is dependent on her chance to apply Spin Shot. A good thing about O'Hara is that she is not enough to characterize O'Hara as a top-tier hero, in my opinion. Because of its AOE skills, it is useful for some PvE, but otherwise it is only good as evolved material. Olive is a fencing woman from the Kingdom of Haldrea. Olive is accused of guarding young priestess Hilda, her longtime friend, and she takes her duties extremely seriously. Although Olive often worries about Hilda, thanks to her devoted eye, Hilda is able to take care of the army with peace of mind. Olive is a hybrid wind hero whose leadership skills increase critical damage to wind/water allies by 20%. Her passive gives her 30% extra damage from poisoned targets and 60% additional damage that ignores DEF while hiding. At level 60 after defeating an opponent, Olive receives 10% more ATK for 3 turns (stacks up to 5 times). Her first skill deals 100% ATK and has a 35% chance of poisoning the target for 2 turns (Poison does 30% ATK per turn). Her second ability increases the atk of all allies by 20% and applies Hide to Olive. Olive ultimate deals 300% damage in attack and has a 60% chance to apply silence for 2 turns. Olive is a seller of pure damage with the ability to hide and should not be underestimated. A great addition to the Wind-based site if you ask me. Ozyris is the Elder Tribe of the Desert. Her precise prophecies led directly to her position of seniority. She sees the future through meditation and dreams– in one of these visions she predicted the end of the world. Ever since she devoted her meditations to finding a way to prevent the danger she had foreseen, Ozyris is a lightweight support hero whose leadership skills increase the maximum PZ of allies by 20%. Her passive skill gives her a 50% chance to sleep the targets of light and dark elements for 2 turns while using the final. At level 60, the damage he intends to deal is reduced by 90% if Osiris is asleep. Her first skill deals 100% ATK to a single target and restores 7.5% of the ally's HP with the lowest HP. The ultimate ozyris revives and two neighboring allies with 10% HP and puts Ozyris to sleep for 1 turn. Ozyris is very useful for the hero R. She treatment, but overall its skillsets is very helpful. Eurora is a female Drayan equal position with Haspel. Unlike her siblings, she is delicate and interesting. Her desire to learn and understand new notches is greater than her Drayan peers– she can, for example, induction and rationalize the emotions of others, but even she has never been able to understand Father Antalus's desire for the Spirit. For Eurora, who had the Spirit, and therefore emotions, it seemed like an uncomfortable obstacle to knowing. Still, she really liked people's mental flexibility in developing new ideas, solutions and inventions. The Nubia tribe and their prophetic abilities were of particular interest to Eurora. 100,000 years ago, she researched the mechanisms required for prediction and learned that this was most effective when the persecutor was emotionally absent, further reinforcing her belief that having the Spirit would not bring any benefit. The experiment, which they later subjected to Edan and Rowana, was based on Eurora's research. Despite her personal opinions on the subject, Eurora was head of the Spirit Department and was tasked with transposing Antalus with her own Spirit. The department itself was controversial and met with strong opposition when it was built during the founding of the empire. Eurora was the only Drayan who did not resist Rayden's actions – she was curious to see how she felt trapped in the Sealing Gem. Eurora is a hybrid wind hero whose ability to leader increases damage to enemies. Her passive provides her researcher effect for 2 turns (Scientist reduces the chance of counterattack of all enemies and EVA by 50%) and a 50% chance to reduce cooldown by 1 turn when attacking an enemy affected by damage over time. At level 60, it becomes weaken-resistant and receives an 80% chance to remove up to 2 boosts from all enemies and an 80% chance to reduce damage by 50% while defending. Her first skill deals 100% ATK to a single target and has a 50% chance to apply a Poison equal to 300% ATK per turn. Her second skill hits primary and neighboring targets at 120% ATK and has a 30% chance to stun each target for 2 turns. Eurora's final value deals damage equal to 240% atk to all enemies and has a 40% chance to apply 300% ATK Poison for 2 turns of each enemy. In addition, Eurora receives the status of scientist for 2 turns. Like all Drayan Heroes, Eurora is overpowered compared to other heroes. Its ultimate can destroy an entire enemy team, and its basic ability has a 50% chance of dealing damage that is higher than most heroes. Getting it should be your priority. Maya is the queen of the Inhuman tribe of Poliste, which lives in the Kingdom of Haldrea. She is very hostile to people because she has previously attacked her tribe and treated them like prisoners – and that's twice nowadays, because Faust marched his army on its territory used for a brainwashing experiment. Faust is dead, of course, but no one has told Maya that yet... It has luxurious flavors and although he particularly likes sweet things, he doesn't want to try even a single bite of everything that is not pure honey (he has a phobia of honey). Maya is a water attack hero whose leadership ability increases damage to all water allies by 20%. Her passive increases damage to all water allies by 20%. Her passive also determines the amount of damage and restores 40% when the solution is activated. The ultimate maya deals 100% ATK to a single target. Her second skill provides 110% ATK for 3 targets and has a 50% chance of bling each target for 2 turns. The ultimate Nicholas gives him Shadowification for 4 turns, which increases Nicholus' ATK by 50%, but reduces his Max HP by 50%. Nicholas is a decent seller of water damage. It can be used in various situations, and its ability to blind enemies makes it very desirable for R Hero. Try it- you'll be happy. Nikita is an underworld arms dealer. He loves weapons – he collects them, sells them and uses them. Despite her young age, she is skilled in swords, bows, pistols, explosives, and much more. She is known in the underworld for her skills, and people often come to her when they encounter a broken or unknown weapon. Of course, she destroyed a forest or two of her experiments and didn't want to ever read the manual before performing unsanctioned upgrades... but she doesn't realize that these behaviors are in any way eccentric. Lately, she's been doing quick business with an unidentified organization that buys lots of weapons, but despite her suspicions, she's not going to investigate because the salary is good. Nikita is a fire attack hero whose leadership skills increase the chance of fire/water allies' multistrike by 20%. Her passive increases damage by 50% after a successful Multistrike and has an 80% chance to use adrenaline for 5 turns on herself at the start of a fight (Adrenaline increases attack speed). At level 60, her multistrike chance is increased by 50% and she can activate Resolve after receiving fatal damage. Nikita's determination restores her HP by 30% and activates adrenaline for 5 turns. Her first 100% ATK and increases NIKITA's ATK by 10% per turn (stacks up to 3 times). Her second skill provides 120% ATK to basic and 2 neighboring neighboring
and Nikita's atk is increased by 10% per turn. Nikita's ultimate deals 180% ATK to basic and 2 adjacent targets. Additionally, Nikita has a 15% chance to stun stun enemies for 1 turn and 35% chance to have the same impact on hybrid enemies. Nikita is a decent damage dealer, and her main strength is the ability to play multiple games in one turn. While there are many Fire Attack Heroes, my advice is to collect Nikita as soon as possible. Nix is a member of Draiden Elites. It's covered in bandages and doesn't say much... but when she does, her remarks are biting, and her utterances piece even her ally's ghosts into smithereens. However, among the upper echelon of the Draiden Junta, no one thinks her words much (except poor Janus). Amon doesn't pay her anything, and Morrigan can give as good as she gets. Although Kal is usually considered to be more than such a minor concern, she suggested to Amon to limit Nix's behavior without any way. Berdandi often suggested that she should be prettier... But Nix's bad attitude seems to be a mechanism for dealing with her physical weakness. Nix is a Dark Attack hero with a leader skill that increases the Dark Allies' atk by 40% if the site has 5 dark heroes. Her passive gives her a 50% chance to increase the commentator's attack by 10% for 2 turns if an ally's ability applies a debuff (stacks up to 5 times) and gives her a 60% chance to remove 1 debuff from the wheel when under attack. At level 60, he receives a 100% chance to cast the Phantom Curtain for

Sincere and direct with her opinion, Weiss may come across as apodictically and even snooty. Her weapon, Myrtenaster, is a multi-action Dust rapier with a revolver in guard. Weiss Schnee is a water attack hero whose leadership skills increase the atk of all attack-type allies by 60%. Additionally, if Ruby Rose is in the Multistrike party, the chance of all allies will be increased by 20%. Her passive gives her a glyph at the beginning of the fight. While she is under the influence of Glyph, her overall damage is increased by 80%, and she has 70% to activate cannot be resumed for 1 turn. At level 60, he takes reduced damage by 50% for 2 turns at the start of the battle and has a 70% chance to freeze the target and a 50% chance to reduce the cooldown of all abilities by 1 turn if under the influence of Glif. Her first skill deals 100% ATK to a single target. Her second skill deals 200% of her atk if she has glyph and consumes it. If there is no Glyph, he hits all enemies for 80% ATK and receives a new Glyph. The final kill count of Weiss Schnee is 300% atk if he has glyph or hits 3 enemies at 120% ATK if there is no Glyph. Weiss Schnee is another extremely powerful RWBY hero. While under the influence of Glyph her ultimate performs 540% of her attack, her first skill deals 180% ATK and has a 70% chance to freeze with each attack. He loses glyph only when he uses the second skill, so it is important to properly calculate whether there is any reason to use at all Skills. On the other hand, unlike other RWBY Heroes Weiss Weiss it has no means of survival, especially after the second round and is much easier to kill. Nevertheless, she is stronger than most water attack heroes and is an irreplaceable member of the RWBY team because of her leadership skills, which are amazing. Wendy Marvell is a Sky Dragon Slayer who uses Air Magic as a source of power. She specializes in healing spells and is said to be so powerful that she can even heal the wounds inflicted by dragons. She joined Fairy Tail after the nirvana incident, and although she was depressed and restless, she got along well with the Guild and got along well with the other members. Wendy Marvell is a hybrid wind hero whose leadership ability restores 5% HP to all allies when the wind hero uses the skill. Her passive provides 1 highly concentrated Ethernano each time an ally receives a bonus or healing from Wendy up to a maximum of 10 and restores 10% HP to all allies when Wendy attacks. At level 60, Wendy's damage is increased by 5% on each highly concentrated Etherano and deals an additional 5% ATK that ignores def. If Wendy has 10 highly concentrated Etherano, she deals 200% ATK that ignores DEF to basic and two adjacent targets plus initial damage from the skill used. Her first skill deals 100% ATK to a single target and an additional 10% damage if the target's HP exceeds 50%. Her second ability provides power clusters to all allies (35% increases skill damage#1 per turn) and Prepare to attack on 1 turn to Wendy (the next attack is critically guaranteed). The ultimate Wendy penetrates the main target at 300% ATK and deals an additional 50% ATK if you don't kill the target. Wendy Marvell is a healer who can deal serious damage and her versatility makes her unique. Her downside is that she is very squishy with no means to avoid death, but her healing and injuries are amazing. Unlike the rest of the Fairy Tail crew, Wendy can be combined with various other heroes from the game with great success. Let him be the leader of a wind-based team and watch the team win battles without losing health. Astaroth is a member of the Great Demon tribe. This unit is at a higher level than Karina and Kamia and takes male form, although demons have no spirits and are born of chaos, so they sustain each other on the spirits and emotions of men. In other words, they are one step closer to chaos than a vampire like Vtady. Although demons rely on human spirits, their strength will be contrary to the order of the universe. Instead, demons use contracts and trades to get spirits. Of course, these professions are essentially nfair for a life form giving up his Spirit or energy, but demons are particularly adorable and tend to do what they want. Like Karina and Kamia, Astaroth also came to Garniel through the Void of Time Space. Although it has a masculine form, the immense powers of demons make it capable of charm to anyone you choose. As the embodiment of laziness and lust his personality is listless and carefree . . . or, as some might say, devil-may-care. Astaroth is a Dark Attack hero whose leadership skill increases Dark's ability to multistrike allies by 30%. Passive gives him the Phantasm Veil for 1 turn at the start of the battle and has an 80% chance to apply Mortal Charm to a single enemy for 5 turns if Aseroth asks for an incorrect status for that target. At level 60, at the beginning of each ally and enemy, all buffs are removed from minimized targets, and Aseroth damage is increased by 20% each time an ally asks an enemy an incorrect status (up to 5 stacks). His first skill deals 100% ATK to a single target by ignoring DEF and giving him a 30% chance to apply Deadly Charm for 1 turn. His second skill provides 120% ATK for primary and neighboring purposes and has the chance to apply Minimize to each target (50% chance of a primary goal and 25% chance of neighboring targets). The ultimate Astarotha assassin kills the main target for 300% ATK and a 40% chance to apply Unable to Revive. This attack ignores Def. Astaroth is an average attack hero whose skills can be deadly if he is part of a team made up of debuffers. If it is possible to gather debuffer's team, Astaroth can be very useful, otherwise he is just another attack hero in the Knights Chronicle. Wiz is the archmage of the Grand Duchy of Delcart. Although he looks much younger than his actual age, he is a magical genius. His innovations, such as the massive spells that anyone can use, have enthused the whole country. He is kind, optimistic and ungraphed – and his naivety has allowed him to think that the Grand Duchy has noble reasons to support his research. Wiz is a hybrid water hero whose leadership ability increases eva water allies by 20%. His passive gives him reduced damage by 20% while the Shield is active. At level 60, he receives the ability to increase eva shielded ally by 20% for 1 turn at the end of the turn. His first skill deals 100% ATK to a single target. His second skill gives all allies a shield equal to 20% of the Maximum Visa HP for 2 turns. Wiz' ultimate hit all enemies at 120% ATK and has a 40% chance to remove the shield from each enemy. Wiz has some cool skills, but he's generally not a hero you can rely on. His Shield is not strong enough and you rarely encounter enemies with a shield nut that he can use for some Advent dungeons. The xenon comes from the Grand Duchy of Delcart. He is energetic, warmed to redness – a wanderer without a fraction. A Berserker. A few years ago, he was on a mission to protect the excavation crew when he accidentally touched a cursed magic sword, turning it into a berserker and wiping the entire area. After the Mages examined the sword and created a protective device to control the magic. His harsh, rude words and deeds are probably the result of the initial frenzy he experienced when he first touched the sword. Xenon Xenon A fire attack hero whose leadership ability increases the damage of a critical fire/dark ally by 20%. His passive grants him Berserker status when his health reaches 30% or less and removes all debuffs. While in Berserker mode its atk is increased by 50% and Resolve is activated, but Xenon becomes uncontrollable. At level 60, Xenon gains a 30% chance to apply looming death on 2 turns in Berserker mode, plus his damage against bosses is increased by 30%. His first skill deals with 100% ATK and has a 35% chance to reduce the goal recovery amount by 100%. If the Target HP is 50% or less, xenoon deals 15% additional damage. His second skill deals 200% ATK to one target and has a 35% chance to reduce the duration of the target boost by 1 turn. Xenon's ultimate ignores DEF and hits the basic and two adjacent targets at 180% ATK. Although Xenon is not the best fire damage dealer, it can be very useful especially in PvE. If there is a spare room on duty, consider Xenon as a possible accessory – you won't be wrong. Yan is a treasure hunt bandit. He and his boss, Jango, will do everything at the right price. She went to eavesdrop on the desert ruins at the tip of another treasure hunter, Eric, but her treasure hunt suddenly stopped after meeting Theo and his party. Yan is a wind attack hero whose leadership ability increases the ACC of Wind allies by 20%. Her passive increases damage by 30% when attacking a target that has less than 30% HP. At level 60, Yan receives a Multisrike each time he lands in a critical attack. Her first skill deals 100% ATK to a single target, and if Mithril Shot is loaded, she deals additional damage. Her second ability gives her 3 Mithril shots and increases her critical hit chance by 30% for 2 turns. The ultimate Yan kills a single target at 300% ATK and if Mithril Shot is loaded she will also mark the target for 2 turns. Yan can be used as a fire damage dealer for both PvP and PvE if you equip her with a series of critical hit chances, and she's one of the few R heroes who actually has a decent skill set. Yang is an extroverted and cheerful RWBY player who really knows how to throw a punch. She is very close with her younger half-sister Ruby Rose and does her best to watch out for her, especially since Ruby is shy'er than she is. Despite Yang's joyful disposition, it's best not to anger her, because she hardly shows mercy. Her weapon is Ember Celica, a pair of two-range shot gloves. Yang Xiao Long is a lightweight attack hero whose leadership skills increase the atk of his Light/Wind allies by 40%. Her passive gives her a 60% chance to take the opposing posture for 2 turns on the counter-attack. While she is Counter Stance, its damage is reduced by 50% and has a guaranteed counterattack that deals 200% additional damage. At level 60, he receives Counter Stance for 2 turns and receives 1 Compounding Rage (Max 3) per Fight. Her ATK is increased by 30% for Compounding Rage, and she receives 1 Rage when attacked, but all Compounding Rages are consumed at the end of Yang's turn. Her first skill deals 100% ATK to a single target and has a 30% chance to stun an opponent for 1 turn. Her second skill deals 120% ATK basic and 2 adjacent targets and gives Yang a 2-turn opposing stance. Yang's ultimate assassinates target at 300% ATK and has a 60% chance to activate Disable Resolve for 2 turns. If properly equipped, Yang Xiao Long will be in Counter Stance throughout the fight, and that means anyone who attacks her will be drastically punished. However, her offensive abilities are not so great and she won't notice that she poses a threat if you just ignore her until she stays last on the opposite side. All in all, Yang Xiao Long is a decent hero, but nothing more. That.

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