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## Saint seiya awakening guide reddit

Hi there, it's Kanon1983 from the E20 server and I thought I would offer some thoughts on the game and some level lists! I'll update these as the game evolves over time. Let's start with a PvE (eg dungeons, athena studies, legends, etc.) level list! SS SaintsKanon: Incredibly powerful, with its triangle capacity to a turn-kill. Ideal composition Luna (faster than Kiki), Kiki, Kanon plus Arayashiki/Saga/Poseidon/Firebird+Babel. Qualification priority: Golden Triangle. Cosmos: Speed/Reservoir Build, Flower, Tena/Bloom, NewMoon and Vulcan Chain. Worth leveling to lvl 80? NoArayashiki Shaka: Fundamental for Shrine Elite, Astral Space Elite+ and many other high-level dungeons due to its Blood Hell skill and in combination with Kanon. Priority Skill: Blood Hell for combo in Shrine / Space, Acala for combo with Kanon - although it works well at 1111. Cosmos: Rosary, Tena / Bloom, H. Bird and Vulcan Chain / Felina. Worth leveling to lvl 80? YesDC Ikki: Very powerful for continuous and mandatory damage to the legion boss/dungeon, however it does not require specific configuration/cosmos. Skill priority: 1-1-1-3. Cosmos: Rosary, Tena/ Bloom, H Bird, King Giant or Blood Elf and aim to have life leech as many as possible as secondary attribute. Worth leveling to lvl 80? YesSeiya: provides the fundamental Weaken debuff needed for the vast majority of PvE content. Qualification priority: Comet and Absolute Protagonist at 5. Cosmos: Flower, Tena/Bloom, New Moon, Roc/Dragon/Mandala - you must be quick to use the Comet before the main damage dealers. Worth leveling to lvl 80? NoMilo: best a kill saint blow - despite the RNG involved. Qualification priority: Antares &gt; Cyclone. Cosmos: P. Stone, Tena/Bloom, Crystal and Felina. Worth leveling to lvl 80? YesAphrodite: Makes a lot of hard levels much easier and is able to even solo them. Qualification priority: White Rose. Cosmos: Fire Drop, Tena/Bloom, Devoted and Narcissus/King Giant. Worth leveling to lvl 80? YesSaori: Fundamental for Shrine Elite, Astral Space Elite thanks to resurrection. Cosmos: Flower, Tena/Bloom, Moon, Dragon or MandalaIris/Marsh/Fairy (when she needs to die for Arayashiki Combo). Worth leveling to lvl 80? NoDC Seiya: the fastest holy agriculture, although very high skill use cards. Skill priority: 1-4-4-1. Cosmos: P. Stone, Tena/Bloom, Crystal and Vulcan Chain. Worth leveling to lvl 80? YesDeathmask: Fundamental for so many levels. Qualification priority: Praesephe Funeral waves. Cosmos: tanky build, Eagle, Tena/Bloom, H. Bird/Lotus and the Book of the Dead. Worth leveling to lvl 80? YessaintsJune/Marin/Kiki/Luna/Daidalos/Nero Priest: saints of fundamental support. Flower / Eagle, Tena / Bloom, New Moon. Marin uses legendary healing cosmo, Daidalos Hyacinth or Roc and for others, usually Marsh Fairy / Iris / Dragon depending on the composition of the group / needs. Worth leveling to lvl 80? NoPoseidon: Great all holy round with strong AOE/single target and support, however not as fundamental as other saints for PvE. Competence priority: 1-1-2-1 at split lightning, not much much needed for PvE. Cosmos: Rosary, Tena/ Bloom, H. Bird and Vulcan Chain. Worth leveling to lvl 80? Yesaiolos / Dohko: Great one holy bulb, although their power level has dropped because many powerful saints have come out. Priority skill: not really worth investing skill cards. Cosmos: P. Stone, Tena/Bloom, Devotath, Vulcan Chain. Worth leveling to lvl 80? Noradhamantis: great for the legion boss, though the requirement of highly skilled card. Qualifying priority: Rear and Wings at 4. Cosmos: P. Stone, Tena/Bloom, Staunch and Vulcan Chain/King Giant according to HP boss. A saint: Katya, Pandora, Moses, Nachi, Shun, Shiryu, Jamian, Grand Pope, Shaka, Saga, Ichi, Shaina, Babel, Firebird Ikki, Yuzuiha, Misty, Ito, Isaak. All of this can be decent in PvE content and replace some of the most appreciated saints, however not really mandatory for anything. Not really worth leveling to 80 unless someone like Saga is your sole damage dealer (it would be better to wait and use resources on saints better). I hope this helps you – looking forward to feedback and questions! Update 1: Athena's Trial quick thoughtsIn Athena's Trial it is important to note that your speed will always be higher than the enemy, i.e. you will make your turn completely before the enemy's acts, which means that you can plan a strategy in advance, but also it means that two Horned Dragon Cosmo does not really work (except DC Ikki). At lower levels (&lt;40), focus on supplied buffs and aim to take the most advantage. For example, use physical attackers on the PATK bonus side and cosmic attackers on the CATK bonus side, use Aphrodite on the side where there is an energy -1 for abilities to use. As you get around level 50, you'll notice how enemies now have a lot more HP, hurt a lot more and have much more resist status that complicates things significantly. Here are two team compositions quick to try: Team Kanon (best on the side with +CATK, energy -1, +DEF) - listed from fastest to slowest:Luna/KikiKanonArayashiki/Saga/Poseidon/DC Ikki (main damage dealer)/Arayashiki/Saga/Poseidon/DC Ikki OR Nero Priest/Misty/Moses/Deathmask/Jamian (with DC Ikki)IsaakYou will have a Fairy, which means you'll have 8 hand after the moon gives the turn, double to Ikki, then using Kanon and one of the great cosmic DMC dealers. Kanon's triangle is best used on The Marin if she is there, or on an enemy acting after the enemy Marin, to avoid her healing enemy team. In some cases, you will need to use the triangle on the main enemy dealer damage AOE and instead try to control The Marin with Nero Priest / Misty / Moses.If you have You can Blood Hell first and use Poseidon/Saga/DC Ikki attack instead, as Blood Hell can add a significant amount of damage to the triangle. Other than that you might have to repeat the steps as enemies don't hurt very much especially after level 50. Having Isaak to bait attacks alone target is great, however it does not always work if, for example, the enemy has both Ikki and Black Ikki, because even even Using the triangle on one of them, the other will kill all the tentacles in one go and leave your saints open to be a single shot by other enemy saints. Isaak, Kiki, Luna should use a fairy marsh and two dragon teeth, whereas your damage dealers will ideally be on Vulcan Chain.Team Control aka June Team (best on the other hand): JuneNero Priest/ ShakaDaidalosDC Ikki / Milo / Dohko (dealer main damage, Ideally the powerful single target capable of one-shot)Jamian/KatyaMarinFocus of this team will be controlling the enemy, slowly stealing PATK/CATK with Daidalos and healing back to full with Marin + Jamian/Katya. The advantage of using Milo/Dohko vs. DC Ikki is that when Daidalos steals CATK it will then buff your Marin, allowing it to keep the team complete. Nero Priest should be used on a powerful dealer aoe enemy damage like Jabu or Ikki and it is great because her silence will always work. Using Shaka with Hyacinth is a good alternative as you debuff PATK/CATK of the entire enemy team, however his silence will not always work given the high state resist enemies and keep in mind should you try to keep CATK's below Marin's, so daidalos buffs them. So you will face a side at the time, remember that you can change the cosmos over your characters and you will definitely need powerful cosmos to beat high levels. Your sense 8 nodes should also be at a decent level to be able to pass through level 50 +.P.S. If you are on The E20 and looking for a legion, feel free to drop me a message :)Thank you very much, KanonPage 2 80 comments youtube.com/watch?... Hi there, is there any list of updated level? Maybe with a noob guide, too? Thanks in advance Hello, I currently have a level 52 account and have been playing as a f2p account from the beginning, however, a friend of mine with a level of 60 bot f2p account will give me his account because he no longer plays. I'd like to know I'd like to know I'd like you guys to have advice for me as on what kind of resources I should save, so don't spoil his account, what should I focus on etc... The account has almost all units and most of them have decent skills and cosmos, so where should I go from here to keep improving? Flowers for my temples? The will of the stars? Trading stones for resources and repair clothes to get more statistics? What are the best resources for information and strategies for the game? I only found a few spreadsheets. I'm Hinamarith, a player on E-10 Leo. I wrote this guide as something that should be useful for you to rank high in the multiplayer ranking. To achieve the goal you have to play a lot, especially if are an F2P (Free to play, that is, if you will not spend money in the game) player. And to play a lot, you need a lot of resistance. The coins in the game in Saint Seiya Awakening are the followingGold: free currency, mainly used for leveling saints and to buy some items from the Mall (n-game store). Diamonds: the main premium currency. You can win diamonds shopping or from quests. They can be exchanged for anything in the game. Coupons: Currency only premium, they can be exchanged for diamonds and for wonderful items in the Mall (n-game store) Common Stones: allow you to shoot for Saints whose Rarity is in C->AAdvanced Gems: allow you to shoot for Saints whose Rarity is in B-SAR Gems: not shoppable at the moment. Let you shoot for saints whose rarity is in B-S. &lt;screenshot-here&gt; Resistance is the fuel of the game and is used in some of the content that you can play in SSA, namely in Side story/Saint Quest (Shard)Epic Ruins (Saint EXP)Dimension (Wake)Titans (Cosmo)\*\*these steps can also be played without resistance in Part mode, but they will only give you hearts (a type of coin in the game)Content that do not require resistance are the following :Legion contentsSaint Arena (PvP)Train Hall (PvP)Sacred Duel (PvP)Galactic Duel (PvP)Pope's TreasureAthena TrialBounty missions (?) Mystic TreasureSeal TowerEven if a lot of content are not consuming resistance, the ones that allow you to upgrade your saints need resistance. For this reason, resistance is so important. But can we win resistance? There are mainly 5 ways: Wait, 1 resistance is recovered every ... Prices will use resistance using Diamond; Use Daily Stamina (free Application that is available twice a day (11:30-14:30, 17:30-20:30 )Find the Pope's treasure, each treasure will provide you with 10 resistance. Unlocking chests in Trial Arena.Saints Home PageSaints are the characters that form your team, or lineup. A line can be formed up to 5 saints before level 18, after level 18 you can create a line with 6 Saints. Moreover, you can save up to 6 different lineups. Each Saint has some attributes that can be leverage going with the game, namely: Level: more is the level of a Saint the more will be the values of his statistics. The level is incremented using Saint EXP glass that can be grown in Epic.Rarity Ruins: each Saint can be of rarity C, B, A, S, SS where Saints C are less rare while the S ones are the rarest. Stars: The maximum level depends on the number of stars a saint has (see table below). Basic attributes: Each saint has his own statistics that make him unique. Towards a Holy, some actions can be performed:Enhance: in the Enhance page the level of a Saint can be updated, as well as its skills. More both, it can be Wake Up to Meaning 7 (which is gaining some stats and a new skill) using Awakening materials that are droppable from and can have Renaissance. Through the process of star rebirth can be incremented, in which you will sacrifice the Saints who must have the star of the Holy You &lt;screenshot-here&gt; &lt;screenshot-here&gt; at rebirth (i.e., if you want to reborn a Holy \*\*, you will need \*\* the Saints to sacrifice) and it is only possible when the saints have reached the maximum level for its real stars. Therefore, you must level up the usual C Saints (costs a lot of Saints EXP) and their rebirth in order to the Saint Revival that you really want. Tips: use Tomes for growth as saints to be slaughtered because they required a small amount of Saint EXP to be reborn. Cosmo: Your saints can be socketed with 9 Cosmos, which belongs to four different classes: Legendary Cosmo: Central Cosmo, each Legendary Cosmo has its own main and sub-attributes, as well as special effect available in battle-. Solar Cosmo: whose main attributes are damage that deals attributes-. Lunar Cosmo: whose main attributes are defense and hp attributes-. Star Cosmo: whose main attributes are HP, Speed and Hit attributes. Cosmo attributes improve the Saint Basic and Battle attributes. Notice that every Cosmo has sub-attributes: you should pay attention to them when Socket Cosmo to a try! For example, if the sub-attributes of a Cosmo is CATK, but Saint to upgrade the use mainly PATK, then you may want to choose another Cosmo (of the same type). Notice also that Cosmo different from the legendary ones have their own Attribute Set, which is unlockable when Socket three of the same Cosmo.Cosmo is unlocked at level 21 and you need to Rebirth a Saint twice in order to completely shock Cosmo to it. Pray: you can use the flowers to pray to the Temples of Saints to update their stats. Once you have reached the maximum level of a Holy Temple, you must advance it and do so can sometimes unlock attribute buffs. The holier you have belonging to a Temple, the higher is the level as the temple instructed to. The bigger their stars, the greater the attributes you can get. Saint can also be divided into the following categories, even if they are not explicitly in the game:AoE: Effects area. It is the category of those saints whose abilities can damage more than one enemy in a single attack. Tank: It's the category of those saints who are difficult to kill because they have great DEF or HP. Control: It's the category of those saints whose abilities don't let your enemy make a move. Support: It is the category of those saints whose abilities are useful to other saints because they provide state upgrade in battle, recover health, give extra energy/lum, OTK etc: One Turn Kill. It is the category of those saints whose abilities are capable of killing an opponent in a single attack. Saints can be obtained in two ways: Invoking them using precious stones; Invoking them using shards. Number of shards required To summon a Holy depends on its Rarity.PvE stands for Player vs Environment, which is every stage in which the player faces you game. I will discuss every PvE stage present in the game briefly. Tips: To delete PvE steps, you need to understand the enemies you face at a certain level. There are two main categories: main: are of the same level, there is no boss. In this case, use AoE Saints because you will do more indiscriminate damage. There is a boss (together or not with the servants). In this case, use The Main Story lets you remember the achievements of our favorite bronze saints. By date, the main story reaches up to the 12th temple in Pscis, which is the 16th stage of the main story. The Main Story steps can be unlocked if you have reached a certain level; You've eliminated the secondary story stages. Everything can be rewarded in Side Story and allows you to unlock The Saints' Interactions. These are dialogues with some of the saints in the game from which you will earn different resources and Saint Shards.Side-story costs 6 resistance per action. Epic Ruins BossIn Epic Ruins you can win Saint EXP and Exp. Account. Saint EXP is required to level Saints.You can face the ruins of Epic in two ways: Solo mode: there are 10 different floors and you need to beat the boss from the previous floor and meet some conditions during the fight with the final boss in order to move to the next floor. It costs 6 resistance per action and you need to win the fight against the ultimate boss, as well as some fight against mini-bosses. Party mode: you only face the main boss, along with other players. Rewards are 20% higher than solo mode rewards, but depend on the maximum floor removed by each of the party components. The head of epic ruins is a single huge mob that will split into 4 or 5 minions with much less attack (on some floor they will return to be the solo boss). Since the problem here is the big guy, bring with you some OTK Saints. The AoE are useful when the boss is divided.1 Tips: even if you finish your Stamina, you can play this stage in Party Mode in order to just get Hearths! Dimensions BossIn Dimensions, you can get Awakening Stones and Exp Account. Awakening Stones are needed to awaken Saints.You face dimensions in two ways: Solo mode: there are 10 different floors and you need to beat the boss from the previous floor and meet some conditions during the fight with the final boss in order to move to the next floor. It costs 6 resistance per action and you need to win the fight against the ultimate boss, as well as some fight against mini-bosses. Party mode: you only face the main boss, along with other players. Rewards are 20% higher than solo mode rewards, but depend on the maximum floor removed by each of the party components. The head of epic ruins is a single huge mob that will split into 4 or 5 minions with much less attack (on some floor they will return to be the solo boss). Since the problem here is the big guy, bring with you some OTK Saints. The AoE are useful when the boss is divided.1 Tips: even if you finish your Stamina, you can play this stage in Party Mode in order to just get Hearths! 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The AoE are useful when the boss is divided.1 Tips: even if you finish your Stamina, you can play this stage in Party Mode in order to just get Hearths! Athena Trial Floor StageIn Athena Trial, you can especially win Saint EXP, along with other rewards, such as Cosmo, Flowers, Shards, etc. Athena Trial is divided into floors, each of them containing three mini-bosses and a main boss: the higher the floor is, the higher the rewards will be. Going forward with the floor each boss will have two teams to defeat in order to move on to the next boss. Each battle gives your team a special buff, but the team used to beat a single boss must contain different saints (that is, you will have to use ten different saints in order to beat the two teams of a boss). Athena Trial is without resistance, but only five attempts are available per day. TO DO \*Saint LegendIn Saint Legend, you will help one of the manga characters in their battles against powerful opponents! You will have the Battle of the Holy Legend that you want to win as a teammate and with his help, you must defeat his opponent. Saint Legend is without stamina, with wonderful rewards, but one of the most difficult content to delete in the entire game! In PvP (Player vs Player) the main key to winning is to track strategy as soon as possible. Moreover, it is necessary to understand the synergy between the saints you own to create a strong team. You also need to know what are the weaknesses of your team in order to focus your opponent Saint earlier that can destroy your strategy at the beginning of the battle. Of course, this is a topic in which more analysis is needed (I will probably do another guide), but here I can give an example of synergy saints or Saint useful ability in battle:Emus-Hyoga-Isaak-Black Hyoga: they synergize well together. Comes, Hyoga and Can freeze your Saints opponents by allowing you to control the field, while Black Hyoga can increase the freezing time for 1 lap. Luna-Milo-Io-Afrodita: Aphrodite has the ability that if he is the last he will make an additional attack consuming 1 energy if there is any unused energy. This skill works perfectly with Milo, who is an energy-free OTK, and Io Scylla who attacks costs 0 energy once Scylla is summoned. Lune is here to let Milo win the turn he needs to unleash his true power. Saori-Mu-June-Marin: I will never die set-up. Mu is amazing in PvP, he can create a wall to protect his allies and then use an AoE skill that reflects the damage received from the walls. June links all the health of allies together in such a way that it is like you are faced with one huge boss: her skills to share 80% damage inflicted on one of Saint's to the entire team. Saori prevents a saint, different from her, from death. Marin is the main healer of the game. Aioliol: he is the most powerful OTK Saints, but it costs a lot of energy (4). Use it in a line with Kiki and other supporting saints whose purpose is only to defend Aioliol and use him as an ass. Great Pope: He is one of the best control saints because he is able to completely destroy the opponent's strategy. Another Dimension's ability makes the opponent's saints likely to skip their turn. Saint Arena Home PageThe Saint Arena is a PvP arena where you choose your opponent to earn victory points, which amount will be different for the opponent you are facing. You can lose Victory Points if you lose when you are as a defender, therefore be careful to update the defense training in The Guard Settings. Based on the victory points you can reach a certain Division, after you can see below. Honor Points can be used in the Mall to buy items. Saint Arena is one of the most important PvP content you need to grind, as diamond offers you as a daily and weekly reward! Galactic DuelGalactic Duel is the main PvP content, the most difficult. Here there are the following divisions and you can earn the weekly and seasonal reward based on your division. The difficulty here is in the fact that from the Gold III (to confirm) division, if the opponent is in the Gold III division or in the Gold III division or in the Gold III division, you can ban both a Holy opponent's team. The forbidden saint cannot be played by the adversary. The most commonly banned Saint are June and Marin: prepare the reserve if you want to win! Galactic duel also offers a weekly amount of honor that reaches a maximum per division. The honor can be spent in the Mall to exchange them for items. Sacred DuelSacred Duel is a PvP content that gives you the opportunity to test different pg. Indeed, you will have three S-rarity Saint to add to your team and face a random opponent. Unfortunately, in this content, the reward are not so as in Saint Arena or in Galactic Duel: they are gold, common stones and A-Rarity Saint shards and again depends on your division. The train room in the train hall, you have the opportunity to train. On the home page of this content, you see nine different opponents who are normally weaker than you. Whenever you beat three of them you can open a chest (which can a 3 chest, a 6 or 9 chest chest) that gives you reward like gold, Saint Exp, Stamina and Diamond.Moreward, there are 39 weekly quests that offer you more rewards. WORKS IN COURS

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