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Ivan the terrible fgo np

The table of content ivan terrible is not currently available in global ver. Ivan is a terrible limited species and is only available in the second Anastasia Summons campaign banner. AryrityCostClass5★16 Overview Ivan is probably one of the most powerful riders so far--- and his skill set provides access to great potential for both damage and utility to help the team against many enemies. A good NP damage to apply the odds can eliminate his weakening and can eliminate all enemy buffs with big full NP gains AoE ATK down all turn cones the effects of his third technology are packed, sometimes it can make the benefit of them all difficult Strategy and tips Ivan is very juggernaut, as well as his sheer size--- he can hit great potential for damage, he also has a good utility to turn the flow in his team's favor. He has no visible weaknesses that hinder his performance. To fully understand how good he is, we will go through his strengths in detail. When it comes to damage, Ivan --- a significant amount, and his ability alone can increase buster cards by 40%, but np's weakening can increase by at least 60% over three turn. His buster-up skills also come packed with buffs that give him stars per turn, so with the naturally high star absorption rate of his class, he will be able to handle high-performance Buster Crits with easy. And it doesn't stop there--- he's also able to bolster his NP gains for most of the time he's on the field, which with his 2 art cards and crit potential he can charge his gauge at a good rate. In other words, as long as buffs and weakening effects are active, he can build up more buster resistance because he deals more damage to the next NP. As for utilities, Ivan mainly has three. His first is his ability to eliminate his weakening effects. The ability to eliminate the weakening effect is very useful as a tool, since Ivan can eliminate annoying effects that can be aimed at hindering his damage or survival. It's not noticeable, but it can add a lot to how well he performs his strengths, and it can also counter the weakening-based deception of a difficult enemy. His third skill gives him two more utilities: ATK Down and AoE Buff Removal. ATK down is a bit simple--- can allow your team to survive more by reducing enemy damage, especially if you reduce the effect similar to other servants. However, AOE removal of the buff is a pretty great tool. Ivan can respond and defend against buffs and/or eye-catching buffs that can neutralize or kill the entire team. But he is not perfect, of course. Being able to use NP twice in three turn can be very difficult to get out most of the time. The effects of his third technology are also packaged together, making it difficult to use regularly, and one usually prefers to save buff removal for critical moments. Noble Pantaszbury Crestney Buffs on your enemies and NP1 deal decent damage from 23.7k damage against all enemies. It has a built-in NP buff multiplied by his buster buff and applies AoE buster resistance down. It's very simple, really, and mainly has a role to play in enhancing their damage. Servants Best Servants working with Christian Andersenhans can increase Ivan's damage by giving him ATK and passively starring for him. He can also stack his DEF buff on weakening down the latter ATK, as well as healing the party, providing a way for keeping it decent for the entire team. Zhuge LiangWaver can give Ivan AN ATK and a crack-up buff to further improve his damage. He can also provide a high-scaling DEF buff that can be stacked under the latter ATK for more reduction of damage. He was also able to charge Ivan's NP gauge directly, further enhancing his potential to use np twice in three turn. Merlinmullin can increase ATK for Ivan, buster-ups, and crit-ups. He can also heal the entire party by generating stars every time, granting Ivan more opportunities to heal with the crits paired under his ATK. The best CEs NP damage NP damage increases Ivan's potential for damage overall, especially due to the fact that he can charge his NP gauge very quickly. Ivan IV's maximum Bond level CE directory library is equipped only by Ivan Terrible (Rider) and increases np damage for all allies while on the field with buster card effects, while its servants are on the field 10% while in the field. Stats LvlHPATKBase1,9481,795Lv507,6846,765Lv9013,28411,619Lv10014,55312,719 Hidden Stats NP Charge (ATK)0.62%NP Charge (DEF)3%Star Weight200Star Rate8.9%Death Resist40%AlignmentLawful EvilAttributeHumanTraitsBeast, Earth or Sky, Humanoid, King, Male, Riding, Servant, Weak to Enuma Elish Noble Phantasm Zveri Krestnyy Khod Deals damage to all enemiesReduces enemies' Buster Resistance by 20% for 3 turns[Overcharge] Increases' own NP Damage for 1 turn (activates first) RankA+ClassificationAnti-UnitTypeBusterHit-Count5 LvlDamage +ChargeNP Damage+1300%100%30%2400%200%40%3450%300%50%4475%400%60% 5500%500%70% Skill Upgrade Priority Ivan is a great skill to charge np gauges at good speed. Most NP gain technologies have a cooling of 6 turns at the maximum level, and this one makes quite a trick as it boosts their profits for good numbers without long downtime. If the short usage latency is somewhat managed using the technique for either effect, one wouldn't worry much about wasting for the other. With 10 stars per rotation, Ivan can make good use of his potential. It's not enough to support 100% hit on every card, but you'll get a great opportunity to use NP to charge the gauge quickly using buffs and busters, or hit very hard with art and buster cards. Previously, this carries most of Ivan's potential to survive and support his allies. It can be very difficult to benefit from all the effects though, due to its long CD and tight packaging. In most cases, we decided to use ATK as often as possible, depending on how helpful it could be to the team's survival. In other words, technology for continuous use due to its sustainability potential. In this case, if you have 2 effects to cope with a terrible situation, it can become more difficult to use, because instead you will have to wait for a situation where you will benefit from the effects of the technology. Nevertheless, as it is completely problematic to use--- ATK Down can be used with other servants to build up similar effects, so Ivanman is invincible, and his allies are not left in the massacre. Buff removal can also eliminate piercing invincibility enhancements or eliminate enemy ATK-ups, further adding to how those effects can work together. 1/2/3 Contradictory mind increases their NP generation rate by 3 turn available at start+Cooldown130%7232%7333%7435%7538%7640%67 42%6844%69 46%61050%5 Innocent Monster (Lost) Improves their buster card performance for unlocked 3 turn after 1 turn LvlStar Regene +Buster +Cooldown 1520%72622%73624 %74726%757 288%76830%67832%68934%69936%6101040%5 Emergency unlocked after 3rd round K -Cooldown10%8211 %8311%8413%8514%8615%7716%7817%7918%71020%Class Skill Magic Resistance D increases resistance to weakening to 12.5%. Equestrian EX increases their quick card performance by 12%. Command Card Card Fast ArtbusterExtrahit-Count4324 A QAABB Deck allows Ivan to charge np with his art card and inflict damage through Busters. It is a perfect fit for him. Bond Level LvlExp Demand Total Exp12,00023,0005,0005,0004,0009,00045,00014,00056,00020,00020,0006250,0007250,0007250,0007250,000,000,0000,0000,0000,0000,00014,000500000000000