SSR Leaders

SSR Heroes with Row bonus skills

- Tachibana Ginchiyo
- Minamoto no Yoshitsune
- Mordred

Tachibana Ginchiyo



Type: Strength

Element: Snow

Hero: Team Core, Rear Row DMG Up

Love: Violet

Skills:

- **Lightning**, ULT: Attack a single enemy, inflicting 140% DMG. Randomly apply 1 Buff for self (Buffs include: Increase ATK by 20%; Increase DEF by 20%; Increase Crit chance by 20%; Increase Armor Piercing chance by 20%); Buff effects last for 2 rounds.
- **Thunder**, ULT: Attack a single target with the lowest HP percentage, inflicting 340% DMG; There is a 25% chance to [Paralyze] the target, and there is a 50% chance to apply [Thunder Mark] to the target; Randomly apply 1 Debuff to the target (Debuffs include: Reduce ATK by 20%; Reduce DEF by 20%; Reduce DMG dealt by 20%; Increase DMG taken by 20%); Debuff effect last for 2 rounds.
- **Fierce Thunder**, Mystic ULT: Attack a single target with the lowest HP percentage, inflicting 370% DMG; There is a 30% chance to [Paralyze] the target, and there is a 100% chance to apply [Thunder Mark] to the target; Randomly apply 1 Debuff to the target (Debuffs include: Reduce ATK by 20%; Reduce DEF by 20%; Reduce DMG dealt by 20%;

Increase DMG taken by 20%); Debuff effect last for 2 rounds.

- **Storm (Supreme)**, Passive Skill (Awaken): Increase Final DMG dealt by 18%. Increase Hero Tenacity by 10%.
- **Thunder Lord Daughter**, Passive Skill: [Rear Row Leader Skill]: When Tachibana Ginchiyo is in battle, own Heroes in the rear row obtain [Power of Thunder Lord] (increase Crit chance by 20%, increase DMG dealt by 20%), and Leader Skill effect lasts for 1 round; The effect cannot be dispelled or stolen. - Reduce Control Immunity by 10% for all targets lasting for the whole battle; Self is immune to [Paralyze] and [Thunder Mark] effects.
- **Sharp Blade**, Passive Skill (Awaken): Increase Hero Base ATK by 24%. Increase Hero Tenacity by 10%.
- **Lightning (Advanced)**, ULT (Awaken): Attack a single target , inflicting 160% DMG; There is a 30% chance to [Paralyze] the target, and there is a 30% chance to apply [Thunder Mark] to the target; Randomly apply 1 Buff for self (Buffs include: Increase ATK by 20%; Increase DEF by 20%; Increase Crit chance by 20%; Increase Armor Piercing chance by 20%); Buff effects last for 2 rounds.
- **Thunder Lords Daughter (Awaken)**, Passive Skill (Awaken): [Rear Row Leader Skill]: When Tachibana Ginchiyo is in battle, own Heroes in the rear row obtain [Power of Thunder Lord] (Increase Crit chance by 30%, and increase DMG dealt by 30%). When own Heroes in rear row are under attack, there is a 35% chance to apply [Paralyze] to the target. The effect cannot be dispelled or stolen. - Whenever [Thunder Mark] disappears or is dispelled, Tachibana Ginchiyo permanently gains self 10% ATK bonus in battle, up to 30%. Reduce Control Immunity by 15% for all targets lasting for the whole battle; Self is immune to [Paralyze] and [Thunder Mark] effects.
- **Thunderclap (Final ULT)**, Final ULT: Attack a single target with the lowest HP percentage, inflicting 400% DMG; There is a 35% chance to [Paralyze] the target, and there is a 100% chance to apply [Thunder Mark] to the target; Randomly apply 2 Debuff to the target (Debuffs include: Reduce ATK by 20%; Reduce DEF by 20%; Reduce DMG dealt by 20%; Increase DMG taken by 20%); Debuff effect last for 2 rounds. If there is more then 1 targets, then attack all enemies in the target row, inflicting 200% DMG; There is a 35% chance to [Paralyze] Each Target, and there is a 100% chance to apply [Thunder Mark] to the target; Randomly apply 2 Debuff to each target (Debuffs include: Reduce ATK by 20%; Reduce DEF by 20%; Reduce DMG dealt by 20%; Increase DMG taken by 20%); Debuff effect last for 2 rounds.

- [Paralyze]: The target cannot take action for 1 round.
- [Thunder Mark]: Decrease the rate of Fury Restoration for the target by 20% and increase [Paralyze] chance for the target by 30% lasting for 2 rounds.
- [Rear Row Leader Skill]: Can only exist 1 Rear Row Leader Skill in battle; Several Rear Row Leader Skills cannot be activated simultaneously.

Special Skills:

- R1 - **Butterfly Skill,** Battle Skill: Launch Normal Attack or Skill Attack, +252 Fury
- R2 - **Might (Awaken)**, Passive Skill: Skill Trigger Chance +30%

- R3 - **Full Strength (Awaken)**, Passive Skill: When HP is higher then 50%, Crit DMG +20%
- R4 - **Effort (Awaken)**, Passive Skill: Perm. Skill DMG +20%
- R5 - **Shura (Awaken)**, Passive Skill: When attacking the target under Control, Crit +20%
- R6 - **Penetrate (Awaken)**, Passive Skill: Perm. Skill DMG +20% Perm. Skill DMG RES +20%
- R7 - **Harshness (Awaken)**, Passive Skill: Under attack, if HP is higher then enemy, DMG Reduce +15%
- R8 - **Kaiden (Awaken)**, Passive Skill: Perm. ULT DMG +20%; Perm. ULT DMG RES +20%
- R9 - **Mighty Power (Awaken)**, Passive Skill: Total Hero HP +30% during PVP

Life Skill: Jokamachi Prod. SPD +28.0%

Intro: Pure girl. She is the younger sister of Tachibana Dosetsu, and takes seriously for what her sister makes rules. Ginchiyo is obsessed with torturing others, and do not be fooled by her cute appearance.



CV: Araharuse

Minamoto no Yoshitsune



Type: Intellect

Element: Flower

Hero: Team Core, Rear Row DMG DN

Love: Daisy

Skills:

- **Kurama-Cold Wind**, ULT: Attack a single target, inflicting 140% DMG; Steal the target 100 Fury, and apply [rupture] to the target.
- **Kurama-Wind-Backwing**, ULT: Attack an enemy row, inflicting 160% DMG. Absorb each target 6% of DMG dealt (the effect cannot exceed 25%of self DMG) lasting for 2 rounds; There is a 16% chance to [Silence] each target.
- **Kurama-Wind-Redwing**, Mystic ULT: Attack an enemy row, inflicting 180% DMG. Absorb each target DMG dealt and DMG Reduce by 8% (the effect cannot exceed 25% of self DMG dealt and DMG Reduce) lasting for 2 rounds; There is a 20% chance to [Silence] each target. If the enemy in battle have not one of the skills, [Crane]/[Skill of Crane], [Butterfly]/[Butterfly Skill], [Raged Phenix Skill]/[Skill of Phenix]/,[Spirit Fox]/[Skill of Fox], then additionally increase Silence Chance by 40%.

- **Tactics (Supreme)**, Passive Skill (Awaken): Increase Final DMG Reduce by 18%. Increase Hero Tenacity by 10%.
- **Tengu Strategies**, Passive Skill: Rear Row Leader Skill: When Minamoto no Yoshitsune is in battle, in the first round reduce DMG taken by 40% for own Heroes in the rear row. (the effect cannot be dispelled or stolen).
- **Cross (Supreme)**, Passive Skill (Awaken): Increase Hero Base HP by 24%. Increase Hero Tenacity by 10%.
- **Kurama-Blue Fog**, ULT (Awaken): Attack a single target, inflicting 160% DMG; Steal the target 200 Fury, and apply [rupture] to the target. If the target is not [Intellect] enemy, then increase DMG dealt by 50%.
- **Tengu Strategies (Awaken)**, Passive Skill (Awaken): Rear Row Leader Skill: When Minamoto no Yoshitsune is in battle, in 1 round reduce DMG taken by 60% for own Heroes in the rear row. (the effect cannot be dispelled or stolen); In 1 round is immune to Fury Reduction effect, and increase self Fury to 1000 points.
- **Kurama**-Fog-Skanda (Final ULT), Final ULT: Attack an enemy row, inflicting 200% DMG. Absorb 10% of each target DMG dealt and DMG Reduce (the effect cannot exceed 25% of self DMG dealt and DMG Reduce) lasting for 2 rounds; There is a 35% chance to [Silence] each target. If the enemy in battle have not one of the skills, [Crane]/[Skill of Crane], [Butterfly]/[Butterfly Skill], [Raged Phenix Skill]/[Skill of Phenix]/,[Spirit Fox]/[Skill of Fox], then additionally increase Silence chance by 100%. When HP is lower then 40% fot the first time, Minamoto no Yoshitsune [Awaken]. Increase Leech by 30% lasting for two rounds (only can trigger it once for each battle). The Ultimate Skill permanently switches to Final Ultimate Skill [Kurama Current-Storm-Skanda] to attack a single target, inflecting 400% DMG; Absorb 30% of the target DMG dealt and DMG Reduce (the effect cannot exceed 30% of self DMG dealt and DMG Reduce) lasting for 2 rounds; There is a 65% chance to Silence the target.

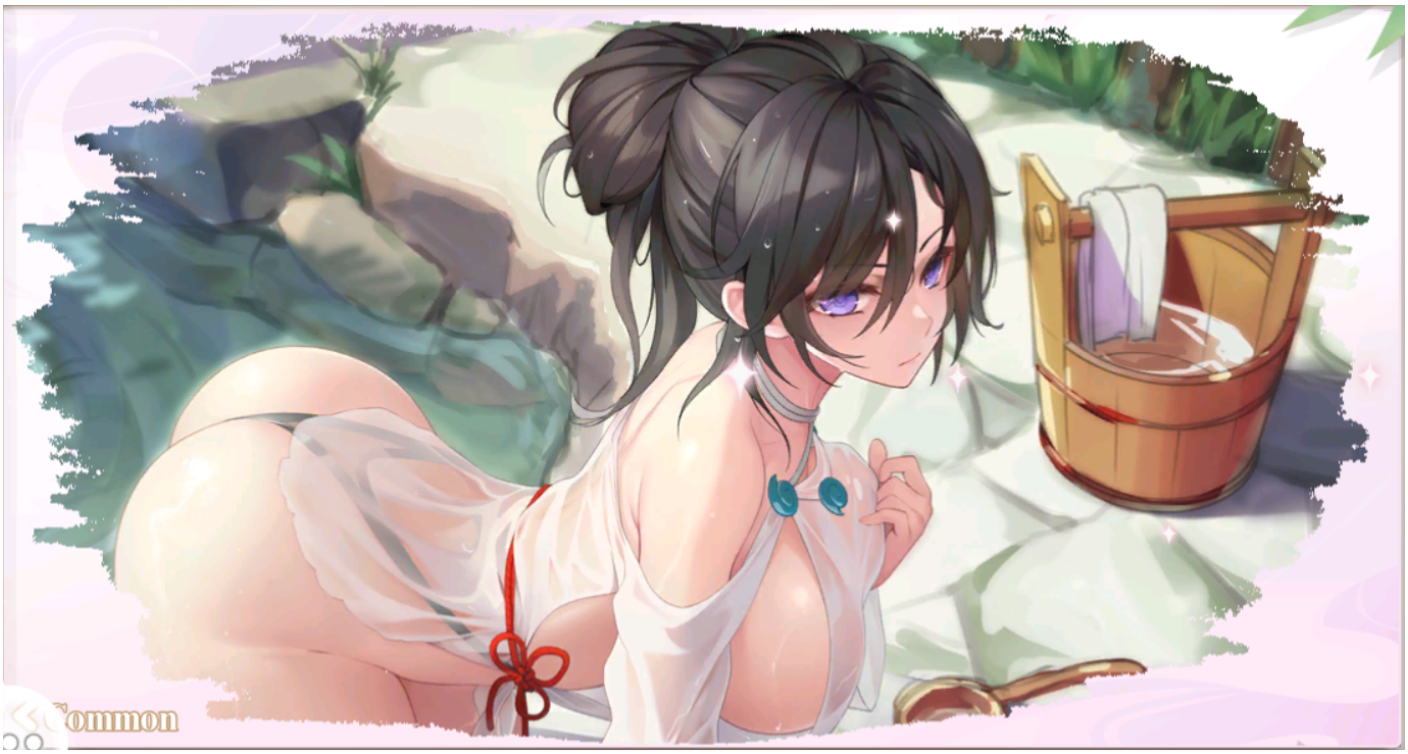
- [Silence]: The target cannot release the Ultimate Skill lasting for 1 round.
- [Rear Row Leader Skill]: Can only exist 1 Rear Row Leader Skill in battle; Several Rear Row Leader Skills cannot be activated simultaneously.
- [rupture]: When the round starts, inflict additional DMG dealt equal to 15% of ATK lasting for 2 rounds.

Special Skill - **Butterfly Skill**, Battle Skill: Launch Normal Attack or Skill Attack, +252 Fury

Life Skill: Treasure Ship Prod SPD+28.0%

Intro:

Swordswoman with Dual Wield. Yoshitsune is a cool and righteous big sister and a trustworthy leader.


Common

Mordred



Type: Stamina

Element: Moon

Hero: Team Core, Enhance Vanguard

Love: Violet

Skills:

- Shake Earth - ULT - Attack a single target, inflicting 140% DMG. Self restores 100 Fury. If self HP is higher then the target HP, then restore 150 Fury.
- One Big Attack - ULT - Attack the target with the highest ATK, inflicting 340% DMG; Restore 20% of self Max HP; Increase self DMG Reflect by 20% lasting for 2 rounds, and reduce the target 150 Fury.
- One Big Attack (Advanced) - Mystic ULT - Attack the target with the highest ATK, inflecting 370% DMG; Restore 30% of self Max HP; Increase self DMG Reflect by 25% lasting for 2 rounds; Apply [Weakening Mark] to the target, and reduce the target 200 Fury.
- Guardian (Supreme) - Passive Skill (Awaken) - Increase Final ATK by 18%. Increase Hero Tenacity by 10%.
- Glory of Knight - Passive Skill - [Front Row Leader Skill]: When Mordred id in battle, increase DEF by 18% and Block chance by 15% for own Heroes in the front row. (the

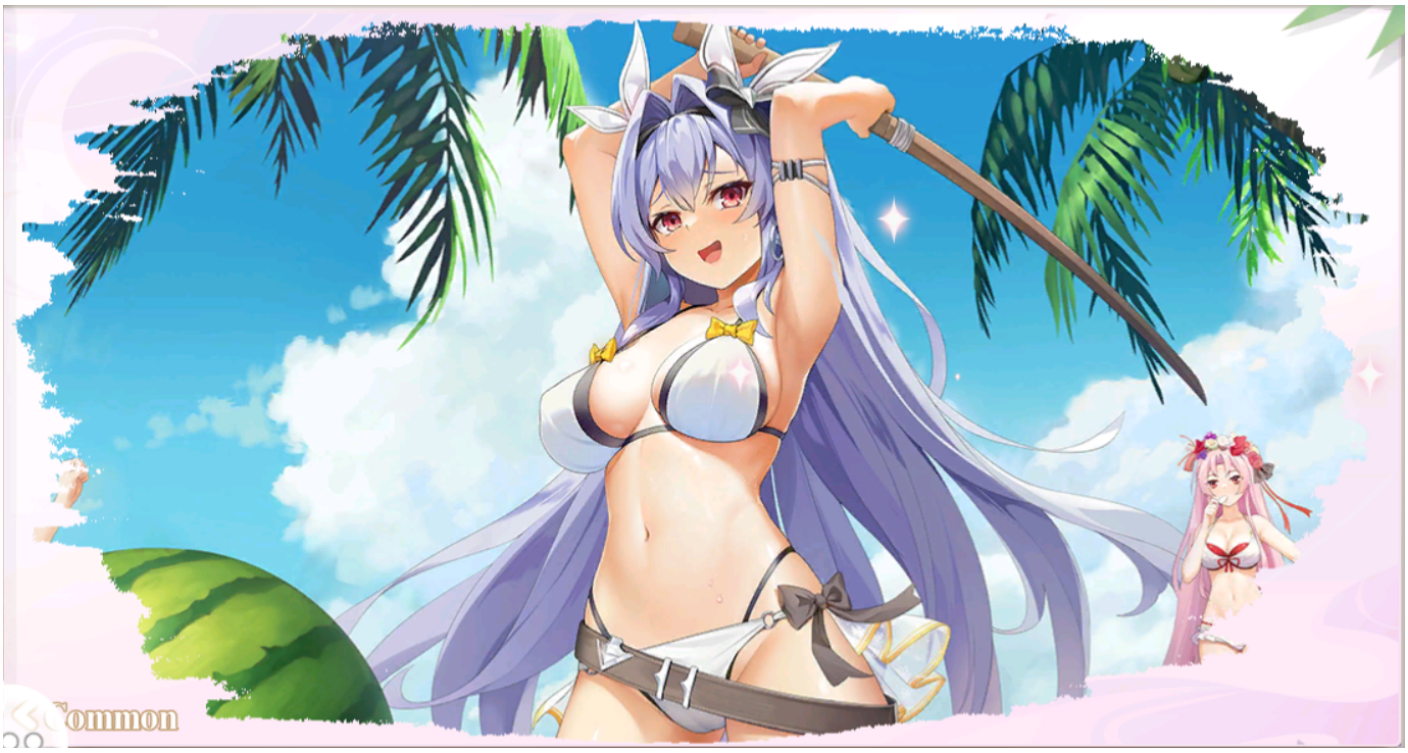
target 118% DEF, self 115% Block), and Leader Skill lasts for 1 round, and the effect cannot be dispelled or stolen. When Mordred is in battle, self obtains 3 layers [Iron Flesh] till the battle ends; Whenever Mordred launches an attack, reduce [Iron Flesh] by 1 layer; Every 1 ally dies, and then increase [Iron Flesh] by 1 layer, up to 5 layers.
- Strong Life (Supreme) - Passive Skill (Awaken) - Increase Hero Base ATK by 24%. Increase Hero Tenacity by 10%.
- Shake Earth (Premium) - ULT (Awaken) - Attack a single target, inflicting 140% DMG. Self restores 150 Fury. If self HP is higher then the target HP, then restore 200 Fury. If self Fury is not full at the beginning of the round, then the skill must be released in the round.
- Glory of Knight (Awaken) - Passive Skill (Awaken) - [Front Row Leader Skill]: When Mordred id in battle, increase DEF by 36% and Block chance by 30% for own Heroes in the front row. (the target 136% DEF, self 130% Block); When own Heroes in the front row are under control, instantly restore 25% of Max HP (The effect can be triggered once for each Hero); Leader Skill lasts for 1 round, and the effect cannot be dispelled or stolen. When Mordred is in battle, self obtains 1 layers [Iron Flesh] till the battle ends; Whenever Mordred launches an attack, reduce [Iron Flesh] by 1 layer; Every 1 ally or enemy dies, and then increase [Iron Flesh] by 1 layer, up to 8 layers.
- Critical Strike (Final ULT) - Final ULT - Attack the target with the highest ATK, inflecting 400% DMG; Restore 40% of self Max HP; Dispell self all Debuffs, and increase self DMG Reflect by 30% lasting for 2 rounds; Apply [Weakening Mark] to the target, and reduce the target 300 Fury; Every 1 [Iron Flesh] exists, additionally inflict True DMG equal to 3% of self Max HP to the target.

- [Iron Flesh]:Each Layer reduce Mordred DMG taken by 5%; The effect cannot be dispelled or stolen.
- [Front Row Leader Skill]: Can only exist 1 Front Row Leader Skill in battle; Several Front Row Leader Skills cannot be activated simultaneously.
- [Weakening Mark]: Reduce the target DMG dealt by 15% and Crit chance by 15% lasting for 2 rounds.

Special Skill: Skill of Spirit Fox - Own Hero dies, +175 Fury; Enemy Hero dies, +155 Fury

Life Skill: Mine Prod. SPD +28.0%

Intro: She is a girl of impulse and always loses control of herself. But she cherishes friendship vary much, and any who bullies her friends will be taught a lesson by her.


Common