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Super chibi knight 2

Super Chibi Knight is an absolutely charming retro RPG that will engage you from beginning to end. The campaign is on the short side - much like its hero - and the difficulty curve is through the roof at times. But it's satisfying all the same, and will draw you in through both of its story paths. Super Chibi Knight is a fun, bite-sized adventure that has a little bit of challenge but always remains welcoming enough that anyone can enjoy it. Super Chibi Knight is a very high-quality title and a worthy successor to Chibi Knight in every sense. Overpriced. Average play time to complete all content (yes, that means two playthroughs) is a little over 5 hours. I would only consider buying it if it went on sale for \$5 or less. Developer: PestoForce Publisher: Armor Games Studios, PestoForce Release Date: 24 Jun, 2015 Genre: Action, Adventure, RPG Minimum: OS: Windows XP, Vista, 7, 8 or later Processor: 2.5 GHz Memory: 1 GB RAM Graphics: Direct X9.0c Compatible Card Storage: 100 MB available space Super Chibi Knight is a miniboss in Epic Battle Fantasy 5 found in the Frozen Valley, and later during the miniboss rush in the Temple of Trials. If Foe Remix is enabled, she also appears in Rainbow River and Natalie's solo challenge in the Battle Arena. Appearance Chibi Knight is a cameo of the protagonist from the series of flash games of the same name, created by Nick Pasto. Her "Super" form represents her in the middle of her adventure, with better equipment and new abilities. Super Chibi Knight's armor is completely pink, save for the curved yellow bands sticking out of the dark pink top of her helmet. The visor of the helmet is wide enough to fully expose her blue eyes and part of her face, revealing light green skin. She wields a steel sword with a straight blade and a brown hilt. Overview Super Chibi Knight is much more dangerous than her previous form, with improved offensive stats and a wider variety of skills to use. She fights alongside a Golem partner, summoning another if it goes down. If "Foe Remix" has been enabled, she can also summon a Woolly Mammoth when fought in the Frozen Valley. Super Chibi Knight gets two actions per turn, the first of which will be used on casting a multi-target magic attack. She can use Fire Storm, Thunder Storm, or Ice Storm, choosing whichever element is least resisted by the active party. On her second action, she'll use one of her non-elemental physical attacks, all of which hit multiple times; one of them also allows her to jump between targets mid-combo. When weakened, she'll start using Heavenly Shield to greatly buff her defenses; she can only use it every other turn at most, so removing the buffs with Dispel will give the party some time to hit her at full power. Super Chibi Knight is immune to Stun, Chill, Freeze, Syphon, Doom, and Instant Death. She resists Fire, Ice, and Thunder, but is weak to Bio and especially Dark. She greatly resists debuffs to her Attack and Magic Attack, with lesser resistance to HP, Defence, and Magic Defence debuffs. With "More Foe Resistance" enabled, she becomes immune to Dark and very resistant to Evade and Accuracy debuffs. Unlike most foes in EBF5, Super Chibi Knight cannot be captured; when her HP is depleted, she'll Surrender and flee. Only on her last appearance as Ultra Chibi Knight can she be captured. Like her previous form, Super Chibi Knight is one of the few foes who can have rare Food stolen from her; in this case, Orange Juice. She also drops Pizza when defeated, but this cannot be stolen due to being in her fifth drop slot. Statistics Super Chibi Knight EBF5 Chibi Knight leveled up and learned some magic. She get two turns in a row this time, and knows which elements are effective! Statistics BaseStatistics Exp AP SP Gold Hit2HP Catch 2000 5 4 5 4 4 4.2 600 60 60 500 9 N/A* ElementalResistance 50% 50% 50% -50% - - - -80% StatusResistance -100% 100% -100% - - - -100% DebuffResistance 30% 50% 50% 20% 20% - Item Drop Rate Icon Name Apple Raspberries Cupcake Orange Juice Pizza Chance 100% 100% 100% 100% 100% Status Damage Damage taken from status effects, in % of maximum health (per turn), including elemental resistances: Burn Scorch Poison Virus Doom(if Death fails) Regen 0.315% per stack up to 2.835% 0.63% per stack up to 5.67% 0.81% per stack up to 7.29% 1.62% per stack up to 14.58% Immune -6% Damage taken from first four is decreased by 30% on Easy and 65% on Zero difficulties. Final damage is randomized by ±5% (except for Doom) and rounded down. Before the v2 update, had 20% resistance to Attack/Magic Attack debuffs instead. Statistics with More Foe Resistance enabled. Super Chibi Knight EBF5 Chibi Knight leveled up and learned some magic. She get two turns in a row this time, and knows which elements are effective! Statistics BaseStatistics Exp AP SP Gold Hit2HP Catch 2000 5 4 5 4 4 4.2 600 60 60 500 9 N/A* ElementalResistance 50% 50% 50% -50% - - - -100% StatusResistance -100% 100% -100% - - - -100% DebuffResistance 30% 50% 50% 20% 20% 50% 50% Item Drop Rate Icon Name Apple Raspberries Cupcake Orange Juice Pizza Chance 100% 100% 100% 100% 100% Status Damage Damage taken from status effects, in % of maximum health (per turn), including elemental resistances: Burn Scorch Poison Virus Doom(if Death fails) Regen 0.315% per stack up to 2.835% 0.63% per stack up to 5.67% 0.81% per stack up to 7.29% 1.62% per stack up to 14.58% Immune -6% Damage taken from first four is decreased by 30% on Easy and 65% on Zero difficulties. Final damage is randomized by ±5% (except for Doom) and rounded down. Attacks and Abilities Attack List Attack Target Power Type Element Status Effect Acc Crit RdF Double Slash Single 40/2 ---- - - - - 100% 10% 10% Spinning Slash Single 100/6 ---- - - - - 100% 10% 10% Jumping Slash Random 150/6 ---- - - - 100% 10% 10% Notes: 2 hits per target before retargeting. Will not target the same player twice in a row unless they have Target or no other targets are available. Summon None - - - - - - - - - - Notes: Summons either a Pearl Golem (if fought in the Frozen Valley), or an Amethyst Golem (if fought in the Temple of Trials); if Foe Remix is enabled, summons either a Woolly Mammoth (if fought in the Frozen Valley), or a Topaz Golem (if fought in the Temple of Trials) instead. Summoned foes will be at the same level as the user. Heavenly Shield Self - - - - - 50%50% - - - - Thunder Storm All 45/5 100% 20% 1x 115% 10% 10% Ice Storm All 45/3 100% 10% 2x 100% 10% 10% Fire Storm All 50/3 100% 40% 2x 100% 10% 10% Battle Logic The following describes general logic of the enemy and attack patterns, with chances of each attack to be used. Conditions are listed from highest to lowest priority unless specified otherwise. 1st action If Berserked → Jumping Slash; Otherwise → Chooses best elemental spell based on active party's elemental resistance → Ice Storm/Thunder Storm/Fire Storm. 2nd action If Berserked → Jumping Slash; If no other foes are left and Summon Score is ≥3 → Summon; If playing on Hard/Epic,

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