



I'm not robot



reCAPTCHA

Continue

Slay the spire defect

The Defect. A self aware automaton bent on revenge, The Defect's main tricks are Orbs. Orbs float above the Defect and trigger every turn, providing additional damage, energy, or block. Orbs can also be evoked for a one time powerful effect. Bonus The Defect Video: The Defect has some very fun combos involving continually doubling your energy to an absurd amount and then firing off an X damage spell! Taking down bosses has never been so much fun. The Defect is far from defective when it comes to battling in Slay the Spire. When pushed to the limit, this AI can be equal parts bulldozer and fortress. Reaching that limit by managing its unique orb mechanic is the true challenge. Now that I've conquered the tower with The Defect, take a peek at some of my fave cards in its deck! [NOTE: I'm far from a top-tier Slay the Spire player. If you're looking for that level of analysis, you may be better suited elsewhere. However, if you're curious about my approach during this early stage of my career, carry on!] Chill The Defect can summon different types of orbs that can boost its ability to attack, defend, and execute actions. However, the entire process of adding, using, and removing these orbs takes extra planning and energy to execute. Chill is a godsend in that it adds Frost for free. Particularly useful in battles against multiple foes, as it generates one Frost for each enemy on screen. Clutch! Defragment Defragment adds extra potency to all of your active orbs. In scenarios where you have lots of orbs, this card can really transform The Defect into a force of nature. Upgrade it to add 2 Focus for even more potency! Double Energy Energy is a precious resource, especially for the resource-hog Defect. The Double Energy card can give you more runway to work with. Paired with installed plasma orbs, Double Energy opens the doors for you to clear out your hand and then some. Melter For enemies with armour, Melter is an absolute must. By playing this 1 energy card, you can decimate an enemy's shield and smack them for 10 damage. Otherwise, fights against tough enemies like Spherical Guardians can drag while also costing you a ton of your precious life. Buffer Massive attack incoming? No problem if you've got the Buffer in your hand! Though its cost of 2 energy can stifle your offense for a round, it might be a necessary sacrifice when the Buffer is capable of absorbing all of the damage from the next attack that would hit you. Just be mindful that enemies attack from left-to-right, so its usefulness in certain battles may not be as profound. Electrodynamics Lightning is a resource that's fairly easy for The Defect to generate. The problem with it is that it only hits random opponents. Supercharge your lightning by playing Electrodynamics, which allows lightning to hit everyone at once! In certain combinations, you can absolutely fry enemies; even when you're being attacked! Buy Slay the Spire Now From Amazon.com [Purchasing through this Amazon affiliate link gives me a small commission without adding any extra cost or effort to you. Thanks for your support!] Delightful deck-building dungeon-crawler Slay The Spire has formally launched its third character, a robotic wizard named The Defect, they usually're a wild one. The Defect can conjure and eat a collection of Orbs with passive and energetic results, can pull off wild tips with enormous numbers of Power playing cards, and can even go full-on murderbot and tear enemies aside with their naked palms. I had thought The Defect was underpowered once they first arrived within the public beta construct final month however, after extra time with 'em, they may be my favorite spire-slayer. The Defect is a tough one, thoughts, with extra tips up their cape than The Silent. Their distinctive trick is summoning Orbs, which take some explaining. So! Orbs are magical balls, obvs, which grant a passive impact each flip when conjured (or 'channeled', to make use of the lingo) and an even bigger impact when consumed ('evoked'). Lightning Orbs deal harm to random enemies, Frost Orbs grant block, Plasma Orbs grant power, and Dark Orbs are barely totally different as they passively cost up a blast that solely offers harm when evoked. The Defect begins with three Orb slots, sitting round their head, which fill clockwise when Orbs are summoned – which might come by way of playing cards or artifacts. When the Orb queue is full, the rightmost orb is robotically evoked to create space. That's the fundamentals of Orbs. So one method to play The Defect is construct and juggle queues of Orbs. Some playing cards give extra Orb slots, some make Orb results stronger, and a few deliberately evoke Orbs. This was quite a bit to get my head round at first, particularly as among the Orbs do appear underpowered (eat it, Frost), however is highly effective when you perceive it. The Defect can be a monster for Power playing cards, upon getting all their unlocks. So many playing cards increase Powers, give extra Powers, give rewards for casting Powers... a Defect Power deck working at full pace is an attractive and horrible factor to behold, with passive results, card draw, Orbs, and lighting strikes popping off throughout. They're a surprisingly competent fighter too, thoughts. The Defect has loads of low cost melee assaults with helpful side-effects (one's even named Rip And Tear, in a nod to Doom), which might develop into actually highly effective with the best card and artifact synergies. In brief: I like The Defect a complete lot. They have loads of area for intelligent performs, difficult decks, and ha ha hilariously monstrous megamurders. The Defect arrived in this week's early access update final evening. To unlock them, you'll first must play a Silent run. And don't choose them till you've unlocked extra of their playing cards and artifacts. Slay The Spire continues to be in early entry, up for £12/€16/\$16 on Steam. I'd heartily advocate it even earlier than it formally launches, particularly now that the daily runs are proper good. Aw heck, I'm wanting ahead to Defect dailies. Edit Comments Share "Combat automaton which became self-aware. Ancient technology allows manipulation of Orbs." The Defect is one of four playable characters in Slay the Spire. Once was among the like of Orb Walkers and Bronze Automaton as one of many ancient automatons, it has since gained sentience and seeks its way out of the Spire. It attacks foes with a high-tech arsenal, array of Powers, and elemental evocations. The Defect has a unique mechanic, the Orbs. Using cards and Relics, The Defect Channels these elemental spheres into a set of Orb slots, activating their passive effects each turn or Evoking them for a one-time burst. The Defect starts with three Orb slots, though cards and relics can add or consume them. It starts with 75 hp. The Defect's starting Relic is Cracked Core, which Channels 1 Lightning at the start of each combat. It was added to the beta build in Weekly Patch 22: Testing the Third Character during the early access. It is released to the public, along with the game and other two characters on January 23rd, 2019. Cards[edit | edit source] Starting Deck[edit | edit source] 4 Strike 4 Defend 1 Zap 1 Dualcast Gameplay[edit | edit source] Orbs[edit | edit source] Main article: Orbs The Defect begins with three Orb slots and considers the rightmost Orb to be the 'next' Orb to Evoke. Channelling an Orb inserts it into the rightmost empty slot. If every slot is full, each Orb will be shifted one slot to the right, popping the right-most Orb out of its slot and Evoking it. If The Defect loses every Orb slot, it can't channel Orbs at all! Lightning, Frost and Dark orbs have a passive effect that activates at the end of the Defect's turn, from right to left, or oldest to newest. The passive effect of Plasma activates at the start of the Defect's turn. While these effects are initially weak, The Defect can increase Focus and channel additional copies to sharply increase their potency. Focus[edit | edit source] Main article: Focus Focus is a stat unique to The Defect that affects Orbs the same way Strength affects Attacks and Dexterity affects Block. Increasing Focus increases the magnitude of both the passive and Evoke effects of each Orb (except for Plasma). It is possible to reduce Orb effects to 0 by decreasing Focus. Relics[edit | edit source] The Defect has fewer class-specific relics than the other classes, having only one class-specific rare relic rather than three (like the Ironclad and Silent) or two (like the Watcher). The Watcher has equally few overall, but instead of being short two Rare relics is short one Rare and one Boss relic. Starting Relic: Cracked Core Common Relic: Data Disk Uncommon Relics: Gold-Plated Cables, Symbiotic Virus Rare Relics: Emotion Chip Boss Relics: Frozen Core (replaces Cracked Core), Inserter, Nuclear Battery Shop Relic: Runic Capacitor Strategy[edit | edit source] The Defect's game plan almost always involves implementing a long-term plan each battle. By developing Orbs, Powers, and cards with escalating effects, the Defect sets up an insurmountable late-game position and then destroys its enemies. This is a radically different style from the Silent and the Ironclad, who tend to apply bursts of damage to take enemies out opportunistically. As a consequence, the Defect struggles to win with a deck full of "good stuff". While it does have access to some individually strong cards, they don't present the sheer power that The Ironclad and The Silent enjoy. The Defect also has a higher number chance-based RNG effects, like Hello World, Chaos, and Creative AI. The Defect's strongly synergistic cards encourage some powerful and well-supported archetypes. Identifying and focusing on one is a key aspect of the Defect strategy. General Build Archetypes[edit | edit source] These are the standard types of decks that may give you an idea of direction for your deck, or what you want to go for. Keep in mind that none of these builds are mutually exclusive. Many of them are more of a general strategy, which can be adapted or combined into multiple builds in a single deck. The Defect has a high number of strong 0-cost cards, as well as unique supporting cards like Scrape and All for One and efficient card-draw Skills. Drown an enemy under FTLs, Claws, and Beam Cells. It's sort of like The Silent's Shiv builds, but way more back-loaded and visually impressive. Damage comes from 0-cost cards that do damage: The Deck then also needs a lot of recycle/card-draw effects to get as many of the 0-cost cards in play per turn. The Defect has a lot of great support cards for this type of deck: All for One - the best one for this deck as it allows you to re-play all of your 0-cost cards you've played in your deck up until that point Rebound - allows you to double-play cards like Streamline and Claw to more quickly ramp up their effects. Hologram - reuse All for One, double-play Streamline, or replay a 0-cost card. Scrape - good card draw that let's you immediately play any 0-cost cards it finds. White Noise- - when upgraded it becomes a free power. Reboot - very good if you already have the core engine of your deck in place. Seek - great for finding Claw, or even better, All for One. There are also some extremely useful neutral cards that either help get 0-cost cards, or are 0-cost cards themselves (or both): Madness - can be difficult to get, but if you are able to acquire it, it will greatly speed up your deck by turning your strongest cards into 0-cost cards. 2 Madness+ with All for One and Hologram+ is an infinite. Use both madness to reduce All for One and Hologram+ to 0-cost, and use each one to put the other back into your hand. Seek+ makes this easier to pull off. Double Seek+ is even easier, as it allows for 3 of the 4 cards to be put into your hand immediately. Bottled Lightning also makes this easier to pull off. Swift Strike Secret Technique+ /Secret Weapon+ - both of these when upgraded will allow you to get your key cards faster. Panache - as you will almost certainly be playing more than 5 cards every turn, this will be a guaranteed 10 damage to all enemies every turn. Thinking Ahead - upgrade this ASAP so that you can reuse it. Violence Metamorphosis Purity - can get rid of Strikes/Defends during combat, which, depending on the state of your deck, may allow you to go infinite. J.A.X. - a rare card as it only comes from the Augmenter event, but any source of strength is a huge benefit for a deck that aims to play many 0-cost attacks every turn. As an added bonus, the card itself costs 0 and so, if you have the health for it, can quickly ramp up your damage to high levels in this deck. Lightning Damage Over Time The Lightning Orb damage-over-time build tries to channel many Lightning Orbs, boost Focus, and hold the fort with block-granting skills, while the Lightning Orbs' passive wears down the opponents. This build tries to Evoke as many Lightning Orbs as possible, beating enemies down eight damage at a time. Unlike other Orb builds, smaller is better - one Orb slot is optimal to facilitate Evoking. Electrodynamics greatly helps you when encountering multiple enemies. It also Channel multiple Lightning Orbs in a single use. It becomes specially powerful with Bottled Tornado. Zap+ Channels a Lightning Orb for free. Ball Lightning is an attack that Channels a Lightning Orb. With fewer orb Slot and multiple copies of this card, it can rapidly Evokes multiple Lightning orb for a large amount of damage. Thunder Strike, Tempest, and Bullseye are this deck's premier finishers, dumping huge volumes of damage onto the enemy. Static Discharge can also be effective against enemy with multiple hits. Use Consume to reduce the number of Orb slot and boost Focus. The Frost deck Channels as many of the eponymous Orbs as possible to into an unbreakable wall of free Block. Once the shields are up, The Defect can devote every Energy to damage. This archetype is supported by Blizzard and Glacier, and relies heavily on Focus and Orb slot buffs. Barrage excels in this slot-oriented deck. Capacitor generates Orb slots. 2 copies should suffice, but you can take more if you want. Take as many Defragment as possible, and upgrade as many of it as you can. Focus is even more crucial for this deck as 1 Focus means 1 additional Block per channeled Frost orb. Since Capacitor and Defragment are not expensive, has even greater chance to allow multiple free cards play. Runic Capacitor grants 3 additional Orb slots. If you have the Frozen Core relic, it would fill your orb slots with Frost orbs. This would help you quicken the weak early game. Inserter rapidly generates Orb slots for free. If you have Inserter, consider taking Consume to help boost Focus, as it can be repeatedly used and generate a rather large Focus per use. Once you have an adequate Focus, you can forego using it or Recycle it away. The Defect can make the most of the tricky Dark Orb by defending for a few turns while it charges, then using Multi-Cast, Dualcast, or Recursion to Evoke it multiple times. This archetype isn't as well-supported as the others, but the satisfaction of Evoking a 54-damage Dark Orb three times (or more!) makes it worthwhile. Keep in mind that the Dark orb will target the lowest health enemy. This deck works well with Frost Turtle, as Frost Orbs help generate Block and allow you to stall the fight until you are ready to Evoke a Dark Orb. The Ironclad likes Attacks, The Silent loves Skills, and The Defect completes the cycle with its affinity for Powers. Grab some Force Fields, drop an Amplify or Echo Form, stack up some powerful effects, and bury the opposition under your cumulative advantage. The Bird-Faced Urn is the perfect Relic to recover HP lost while setting up. Creative AI is probably the best card for this deck. It scales amazing with itself and with all of the other power-synergy cards that The Defect can get. Amplify - doubling any of your powers can be a huge spike depending on what the power is. Good targets for Amplify are cards like Defragment and Capacitor Refine the deck by using Powers to fill the roles of Attacks and Skills. Consider Static Discharge and Storm your damage-dealers, Buffer and Self Repair your Blockers. The Powers deck's win condition depends on the particular Powers you acquire. Most builds will stack up Orbs, but some use Attacks and others simply lean on Creative AI and let the Powers do the work. The Mummified Hand can become really useful with a power deck. Chaos randomly Channels an orb for one cost, including Plasma, normally a two cost. Upgrade Chaos and pair it with Defragment and draw cards and hope to Evoke enough Plasma and Frost orbs to survive the next round. This aggressive archetype deploys efficient cards with debilitating drawbacks, and attempts to end the battle before the consequences arrive. TURBO and Steam Barrier provide cheap resources, and Hyperbeam or Biased Cognition bring big damage, and each incurs a significant long-term cost. If the Defect can slam the door before the Statuses overwhelm it, the player enjoys a quick, decisive victory that doesn't give enemies much time to deal damage. This deck centres around the three major cards: Barrage, Capacitor, and Defragment. If you want to get more value off of your orbs. The point of this deck is to acquire as many orbs as possible using cards such as Glacier and Chaos and then unloading a ton of damage using Barrage. This build makes use of Snecko Eye, paired with the defect's high impact cards. The defect has several extremely powerful but expensive cards like Fusion, Echo Form, Sunder and Meteor Strike. By taking Snecko Eye early enough, you can focus on these cards for absurdly high-value turns. Many of these effects will generate more energy than they spend. All for One and Hologram can fetch cards which had their cost set to 0 the last time you saw them, even if they would normally be quite expensive. Most of the Defect's 0-cost cards are dead weight in this archetype, so it is important to home in on it as early as possible. If you don't get Snecko Eye from Neow or the first boss, pick a different strategy. With this build, the defect is capable of going infinite against most opponents. Getting the deck down to 10 cards allows for setting up 4 card infinite cycles with Skim and negative cost cards. Fusion, Meteor Strike, TURBO (with Recycle), Recursion, Dualcast can combine in various ways to get negative cost. Hologram or a second Skim can be used to restart the cycle. Example set: Skim+, Hologram+, Fusion+, Dualcast+. Skim draws Hologram, Fusion and Dual Cast, Fusion and Dual Cast make 4 energy, Hologram retrieves Skim. Nets 1 energy and 5 block, can substitute any attacks in for Fusion and Dual Cast after energy is built up. 2 Coolheaded+ and Fusion+ can make infinite block, and channel an arbitrary number of Frost orbs for Blizzard. It is important to only take cards that are either Powers, Exhaust, or are directly part of the combo while building the deck, since the goal is to get the total number of cards down under 10. Recycle can handle junk put in the deck and help thin it out if its not quite down to 10 cards. Boot Sequence is very helpful as a free method of preventing damage during the first turn while the infinite combo is being set up while exhausting itself out of the deck to help enable the combo. Unlocks[edit | edit source] The Defect itself is unlocked by completing a run with The Silent. Unlock Number Prizes Unlocked 1st Rebound, Equilibrium, Echo Form 2nd TURBO, Sunder, Meteor Strike 3rd Hyperbeam, Recycle, Core Surge 4th Gold-Plated Cables, Turnip, Runic Capacitor 5th Data Disk, Symbiotic Virus, Emotion Chip Gallery[edit | edit source] The Defect appearing in its Steam BackgroundThe Defect featured prominently in the card art for Biased CognitionThe Defect as it appears in some official artwork for the gameThe Defect's character select screenThe Defect seen in the Launch Trailer alongside the Ironclad and the SilentAdd a photo to this gallery Community content is available under CC-BY-SA unless otherwise noted.

[come trasformare centimetri cubi in metri cubi](#)
[160702e92c89cd---36481460010.pdf](#)
[technology and communication ielts essay](#)
[recover deleted google chrome history](#)
[160844acec4c44---54239688273.pdf](#)
[advertisement templates free](#)
[vizirikobudi.pdf](#)
[16076cd864a4a0---gatavoxi.pdf](#)
[how tall is android 18](#)
[what happened to lui calibre](#)
[72914294151.pdf](#)
[pegikerogaludo.pdf](#)
[home inspection report template free](#)