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efrost's Consecrated Crusader Guide to the Aether

efrost's Crusader Guide to the Aether Introduction Crusader earns its fame as the premier...

Crusader

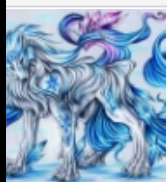
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Jadefrost's Crusader Guide to the Aether



Introduction

Crusader earns its fame as the premier support class of the game. Their buffs are unparalleled in application and uniquely hold the ability to target anyone and everyone in the party. Because of this, they have been unanimously considered the paramount party member of the game...but this has undergone some serious competition in balance patches of late. The playstyle that focuses on the battle skills of crusader is becoming increasingly more popular, and its value as a team member may soon rival its full-support alternative. Whichever playstyle fancies you--support or battle--this guide will enlighten you with the paths and vectors that may help you become the best crusader you can be.

Pros(battle):

- Highest survivability in the game.
- Tremendous utility and variability: super-hold, stun, crowd control, multi-hit.
- Battle crusaders can buff, too.
- Solid balance of burst and sustained damage.
- Highly affordable: little reliance on equipment.

Cons:

- Virtually no super-armor.
- Low potential for burst damage (has limited amount of burst skills).
- Limited selection for OV sets.

- Fairly slow

Pros (support)

- Highly survivable (as above).
- Tremendous asset to party damage and survivability.
- Even more affordable than battle crusader.

Cons

- Invariable playstyle: very passive.
- Virtually no damage output.

Unfortunately I have yet to find an efficient hybrid build that outperforms either playstyle. As with most hybrid classes, the conflict lies in the mixed interest of stats. The more you stack intelligence, the less you can stack vitality or spirit, similar to the case with skill investments. The nearest I'd suggest to being a hybrid would be maxing either Hammer of Repentance or Revenge of Light as a full support crusader, but even so you're missing out on skills like Crashing Cross, Grace of Courage and Magic Critical Hit that all essential in dealing optimal damage.

Equipment

As stated in the introduction, crusaders require minimal gearing to be competent. The first thing that should be noted is that regarding HP, strength and intelligence scale with your vitality, vitality and spirit respectively. Support crusaders (FS) should focus on these stats exclusively as buffing is their primary role. For battle crusaders (BS), the primary source of damage is magic fixed, and with much intelligence coming from buffs, the focus should be on independent base damage and magic critical hit.

Weapon



The weapons that stand out are the level 60 pink crosses: **Crux Fidelis** for BS and **Priest's Judgement** (see on left) for FS. **Crux Fidelis** gives an additional hit for 20% more damage when using light skills as well as three levels to Revenge of Light and two levels to strike. Because crusaders inflict primarily fixed damage, the discrepancy in base damage from the weapon being only level 60 is not nearly as significant as it would be for percent classes. **Priest's Judgement** gives an additional three levels to crusader's best buff: Divine Invocation.

Either of the above crosses can function as endgame weapons. Two weapons that stand out from them even more are the **Liberation Cross** (which you get from farming true ancients) and the **Cross of Boiled Blood** (an ancient unique weapon from Noire Ferra).

The **Liberation Cross** gives about 300 additional independent damage including refinement than Crux Fidelis, which will translate to roughly an additional 15-20% damage depending on your existing independent damage. It also gives 7% critical hit and an additional hit for 16% damage as well as ~80 more intelligence and spirit parameter than Crux Fidelis.



Cross of Boiled Blood enhances a crusader's damage buffs as follows: Strike physical attack +20, hit rate +1, Wisdom Blessing magic attack +10, intelligence +20, Divine Invocation strength and intelligence +20. These numbers are now twice as significant as they were in DFO NA with the New Balance patch halving the buff values from the skills (while doubling efficacy from vitality and spirit). This is truly the premier weapon for a FS crusader, but it will likely run you a fortune. Following the Cataclysm patch, the weapon can be upgraded to level 76 in which it gains a skill level to Strike.

Armor

As with most classes, **OV armor** is the way to go. With the ability to upgrade pieces to level 85, they offer about as good of stats as legacy equipment but with much, much better bonuses. I will list the sets below and then offer my analysis.

Note: Epic sets have become arguably better than OV sets, but I am lacking information in order to evidence this.

Spoiler

Show

FS: You can't go wrong with either Silent Prayer or Vow of Silence. Silent prayer gives slightly more to Wisdom Blessing and Strike, but loses significantly with Divine Invocation. The Revenge of Light bonus is nice but ultimately insignificant as it generally is omitted from FS builds. The other two support sets don't offer any damage boosts and are only situationally useful. Even in such situations where party defense is needed I'd use the motto "The best defense is a good offense".

BS: There are only two sets to choose from: Bloody Baptism and Spiritual Revelation. Bloody Baptism offers bonuses for Deflection Wall and Hammer of Repentance, while Spiritual Revelation offers very similar bonuses to Flash Sphere and Righteous Judgment. Spiritual Revelation has more overall damage to offer, but it quite a bit less functional than Bloody Baptism, which focuses on two AoE, instant-hit skills. However, with an upcoming massive buff to Revenge of Light, going the multi-hit route (Spiritual Revelation) will certainly have the better payoff.

Accessories

You will most likely be using **OV accessories**, but if you choose to go the 6-piece route you will have 4 available slots to use. The traditional supplementary accessories include **Soul Chaser** (which now affects independent damage), an elemental or base damage ring, an elemental tear and the new bracelet from King's Relic, which is farmable and gives additional damage. The best alternative, though, is perhaps the farmable accessories from the Heras Gallery, which can give either cooldown reduction or additional damage as set bonuses in addition to pretty terrific base stats.

Avatars

Hat/Hair

FS: Spirit

BS: Cast Speed/Intelligence

Face/Torso

FS: Abnormal Status Resist
BS: Attack Speed

Top

FS: Divine Invocation
BS: Divine Invocation

Waist

FS: Evasion/Any
BS: Evasion

Bottom

FS: Max HP
BS: Max HP

Shoes

FS: Vitality
BS: Move Speed

Skin

FS: Physical Damage Reduction
BS: Physical Damage Reduction

Skills

The reason that everyone came here for. Here I'll provide full analysis of each skill as well as my personal recommendation. Crusaders become incredibly SP-tight with their 2nd awakenings, and so I will be very suggestive as to which skills to get/not to get.

Recommended PvE Level (BS)
Recommended PvE Level (FS)
Recommended PvP Level

Common Skills

Indomitable Spirit



0, 10; 0, 10; 10

Crusaders do not have a lot of super armor which makes us very prone to being interrupted. Both playstyles for the class are very cast-oriented, and so the skill may prove to be useful. However, crusaders generally max a skill which bubbles them from most sources of hitstun, making this rather obsolete.

Ancient Memory



0; 0; 0

Employs a small intelligence buff (150 at max) to your character for twenty seconds on a forty second cooldown. We have permanent buffs that easily outperform this which makes this an inefficient use for SP.

Magical Critical Hit



10(max); 0; 0, 10

This skill gives so much bang for its buck in terms of SP that every (magic) class should find a way to max it. Although critical hits are generally disdained in PvP, they help us considerably to hit past the damage cap with our burst skills.

Rear Magical Critical Hit



0; 0; 0

Again, the additional 15% critical hit rate is amazing considering the SP cost of the skill, but crusaders are generally hard-pressed to land back attacks.

Leap



0, 1; 0, 1; 1

Not a bad use for 20 SP to be honest. It will be tricky to find a hotkey for this with all the other buffs we have though.

General Priest Skills

Slow Heal



0; 41 (max); 0; 41

Heals a selected character's HP gradually over ten seconds. The HP healed here is irrelevant for PvE, but you have a limited number of uses of the skill per dungeon, which increases with level. The reason you max the skill is because the TP upgrade for Slow Heal increases your vitality and spirit, which in turn yields more effective buffs, and a maxed level skill ensures you won't run out of slow heals.

Cure



0, 8 (max); 8; 0

A fairly low-cost skill that rids the party of all status inflections within a given radius. It's very nice in theory, but the availability of mega world toys negates the necessity for this.

Lucky Straight Punch (LSP)



1(pre-req); 1; 1

A nice mobility skill, but it doesn't get much from leveling.

Smasher



1(pre-req); 1; 1

"Swagger" is what you'll howl when you smash an enemy with this skill. As satisfying as this skill is to use it lacks in the damage department. The skill is intended to get its damage from colliding enemies into each other, but endgame and of course in PvP you'll only really be grabbing individual enemies.

Second Uppercut



0; 0; 10

The damage here is terrible, but you need it for continuing juggles in PvP.

Giant Weapon Launcher (GWL)



1 (pre-req); 1; 10(max)

Perhaps the single-best PvP skill in the game. A full, light-speed swing of the scythe with deceptively wide range and a full super armor frame. And the cooldown is 2 seconds. The ultimate melee counter you'll find yourself falling in love with should you decide to PvP deserves its own damn monument...I digress. You hopefully get the

idea. Good for a quick super-armor frame in PvE but not for its damage.

Phoenix Hammer



0, 1; 0; 0; 36(max)

Jump up and come smashing down with super armor creating a shockwave with your scythe of similar size as outrage break. You heard me: outrage break. The damage is mediocre though, and most importantly it doesn't flow well with the rest of our skills. A single point may be utilized for the invincibility frame given upon landing as well as a shockwave from our 2nd awakening hammer.

Rising Emblem



0; 0; 0; 33 (max)

Lifts enemies in a given radius. This is great for zoning and juggling in PvP and is a better alternative to Phoenix Hammer given the slowness of the class.

Furious Grab



1(pre-req); 1; 1

Not good for much for us--we have much better uses for our SP.

Painful Rapture



0; 0; 0

This skill should only be used if you're an avenger.

Crusader Skills

Buff Mechanics

Part of what makes crusaders unique is the mechanism by which their buffs scale. Buffs that target HP, strength and physical attack scale with the crusader's vitality stat, and buffs that target MP, intelligence and magic attack scale with the crusader's spirit stat. The following will demonstrate the exact mechanism.

Scaling equation: $[\text{Skill Value} * (1 + (\text{Crusader Stat} / 250))]$

Example: Crusader with 2000 vitality

Strike (Lv 41): 20 Physical attack

Scaled Version of Strike = $[20 \text{ Physical attack} * (1 + (2000/250))] = 20 \text{ Physical attack} * 9 = 180 \text{ Physical attack}$

Grace of God



(Automatic, invalid for PvP)

Provides crusaders with 10% resistance to abnormal status infliction.

Strike



1 (pre-req); 41 (max); 1, 41

Provides a boost to strength, physical attack, and hit rate to a selected player. Only the hit rate is useful for a BS build since we have no physical damage output (aside from basic attack), but spiritual sacrifice is a passive alternative for hit rate that also increases cast speed and intelligence. This is a staple buff for FS builds. I'd advise against strike for PvP because (1) the hit rate bonus is very mediocre, and (2) you have to cast it every minute, which makes spiritual sacrifice a much better alternative.

Wisdom Blessing



36 (max); 36; 1 (pre-req)

It's ironic that the first two skills we have are among our best. Wisdom blessing provides an intelligence and magic attack boost to a selected player. Because we ourselves deal magic damage, the skill is a viable max for both BS and FS builds. You could opt to max it for PvP, but Divine Invocation is a much better buff for damage and you'll unlikely have the SP to max both.

Grace of Courage



24 (max); 0; 1 (pre-req)

Passively gives strength and intelligence to your character. Gives 532 to both at max, and it will soon receive a 50% buff come the next balance patch. Obviously has no use for support crusader, and it scales rather poorly in PvP.

Blades of Purity (BoP)



1(pre-req), 36(max); 1; 36

Quickly makes a cross that travels ~150 pixels and consecrates enemies in front, inflicting damage, hitstun and a light resistance debuff*. Given its two second cooldown and low cost of 15SP per level, it can easily be considered for maxing. The damage isn't far off from an unboosted holy amulet, but it's by no means a source of burst damage. The cast speed of the skill and hitstun increase with level, as does the intensity and duration of the light resistance debuff. The damage is nice for running normal dungeons, and the debuff is useful for certain endgame enemies, but you can easily get away without it and may in fact be better investing your SP elsewhere.

The light resistance debuff functions to remove a fixed percentage of the enemies light resistance, not a fixed amount (e.g. if the debuff value is 25%, and an enemy has 100 light resist, the enemy will lose 25 (100.25) light resistance. If the enemy has 0 light resistance, the enemy will lose 0 (0*.25) light resist.

Grace of Protection



1 (pre-req); 24 (max); 1

Passively increases your character's spirit and vitality giving 166 to both at max. This means more effective scaling of your buffs, but the SP investment only pays dividends on a FS build. This scales horribly in PvP, and you'll likely have capped max HP in the arena without it anyway.

Heaven's Melody



0; 33 (max); 0

Increases the max HP and MP of a targeted player. The magnitude of the buff is enormous when maxed which greatly helps the survivability of your teammates. Unfortunately, the skill consumes a moderate amount of SP and offers nothing in the damage department and so it isn't feasible on a BS build.

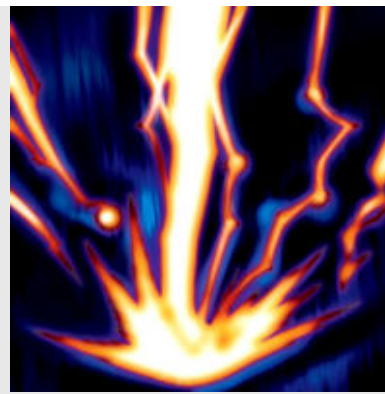
Heaven's Harmony



0; 17 (max); 0

Now you're playing real music. This skill transforms Heaven's Melody into an AoE buff and further increases its magnitude and duration. Costs an initial 100 SP but then only 10 SP per additional level afterwards. A melody is nothing without harmony~

Revenge of Light (RoL)



1, 33 (max); 1, 33; 33

More than you were expecting?--It's only a trademark skill. RoL buffs the magic defense of a selected player and supplies them with an electric aura that returns magical hits received from an enemy with a damaging lightning strike. The buff additionally gives the targeted player to initiate a lightning strike of their own whenever using attacks that make direct contact. For a battle crusader, RoL applies to every hit of every skill, and thus makes a fantastic source of additional damage for multi-hit skills such as Flash Sphere and Righteous Judgment. If your build focuses on these skills you should highly consider maxing RoL.

Javelin of Victory



10 (TP), 33 (max); 10; 1

Throws a spear of energy in front of you, piercing and holding every enemy it connects with (ungrabbable and super armored foes are not held). Charging the spear deals additional damage and hold. Without the TP upgrade, the hold is very short-lived, and the damage is lackluster even with the javelin now inflicting an additional hit after the hold is released. You can consider maxing it for DPS if you choose to forego BoP. For PvP, the effect of the hold is terrific for finishing juggles, namely in tandem with Flash Sphere.

Sign of Protection



1 (pre-req); 31 (max); 1

Increases physical and magic defense of a targeted player (scales with crusader vitality and spirit) as well as increasing their vitality and spirit (these do not scale). When cast on allies, Sign of Protection transfers 15% of the damage they receive to the crusader. This makes a terrific combination with Heaven's Melody as the two of them together can often stop even the fiercest of OHKOs. Insignificant for PvP.

Spiritual Sacrifice



1-22 (SP dump); 0; 22 (max)

Increases the strength, intelligence, hit rate and cast speed of the crusader while decreasing vitality and spirit. It also creates an AoE healing effect when the crusader

dies. The reason you get this skill for PvE is its hit rate. Dump as much SP into it as you need to in order to get ~20% total hit rate. For PvP, it gives as much hit rate at max as strike, and the cast speed makes for a nice bonus too.

Fast Heal



0; 1 (pre-req); 0, 31 (max)

Restores the HP of a single party member. This heals roughly the same amount of HP as slow heal, except it regenerates the HP in one second instead of twenty. With the max HP increase from Heaven's Melody, the amount of HP healed from this skill is negligible and should not be considered whatsoever. The heal is moderate for PvP, and you can certainly max it there if you are so inclined.

Crashing Cross



31 (max); 0, 31; 31

Fires a cross straight ahead to hit a single target. In addition to inflicting damage to the target, Crashing Cross will give a skill damage buff to the crusader for twenty seconds, which stacks twice. It supposedly gives an attack strength buff to party members that stand in the skill's circle as well, but I have yet to observe how this works (the attack strength bonus doesn't seem to appear in the stat window). The skill is a must-max for BS builds but should be left unconsidered for FS builds until the ally buff effect is revamped. Terrific poke for PvP, great combo follow-up to Javelin of Victory.

Light of Divinity



0, 21 (max); 0, 21; 21

Creates a shield around the targeted player to absorb all physical damage and hitsun. It makes skills such as BoP, Javelin of Victory and hammer of Repentance miles safer to use, and the damage it will preserve from preventing skill interruption certainly justifies its value of getting maxed. This skill is what helps us dominate physical melee attackers in PvP.

Divine Invocation



28 (max); 28; 28

It's a little bit ironic that the Star of David (a Jewish symbol) should symbolize the pinnacle skill for Crusaders, although I suppose technically Judaism is part of Christianity so I'll let it rest. Divine Invocation is an AoE buff that increases the strength and intelligence of all party members in massive proportion. No matter who, what, where or when, this skill means more damage, so you'd be silly not to max it. This is typically the skill Crusaders look to overlevel as its skill value increase scales very well with its level. The damage from this skill will really help drive your pokes and combos home from PvP.

Deflection Wall



0, 28 (max); 0; 1

Summons a moving wall up from the ground, damaging enemies in its area during its spawn. The skill is good for a quick hit of burst damage, but its ability to push enemies can often conflict with the intentions of your party members, and so it's not the best available source of damage. "Jade, you need five levels in Deflection Wall as a pre-requisite for Pressure Wall". Yes, but I wouldn't recommend getting Pressure Wall if it's going to cost you the additional SP you need to dump into its pre-req. We're just too SP tight.

Flash Sphere



0, 26 (max); 0; 26

It's a moving version of Exorcist's Holy Amulet! This ball of light travels 400 pixels horizontally over five seconds inflicting multi-hit damage before exploding for a burst hit. Any enemy facing the sphere when it explodes will be stunned at a 100% rate, which makes it terrific for a combo reset in PvP. A new feature for this skill is its ability to attract enemies into its center as it hits them in PvE, which makes it much easier to get all the hits in. The 6-piece set for spiritual revelation makes this skill stationary and concentrates the hits into a shorter duration, making it very easy to use.

Hammer of Repentance



23 (max); 0, 23; 23

Judges use hammers, and we're judges of DFO. Hammer of Repentance uses a giant hammer of light to smash enemies, inflicting both a direct hit and a shockwave.

The direct hit from the hammer has a chance to inflict penance status to enemies, causing all of their attacks to damage other enemies and not the party. You can get away without the skill in PvE, but the burst damage alone is worth the SP. This is one battle skill that has unarguable utility in a FS build, and it will give you somewhere to dump your TP as well. The one thing the skill doesn't have is super armor, and so it needs to be used tactically in PvP.

Fountain of Life



1; 23 (max); 23

Bufs a party member to increase their speed, hit recovery and HP regeneration per minute. Its main effect though is the resurrection it provides to any player who dies with Fountain of Life cast on them (bufs are preserved through resurrection). The skill lasts 200 seconds, and the speed buff and free resurrection is certainly worthwhile enough at level 1, but maxing it increases the number of uses so that you can keep the entire party fountained for the whole dungeon.

Healing Wind



0; 21 (max); 21

You'll perform an AoE heal and summon a circle which negates all damage and hitstun to those who are within it. The skill allows party members to go all-out on the offensive, which is incredibly useful for mobile enemies, such as the rogue from darkside. The heal is insignificant in PvE and it is not affected by how long you hold the

skill.

Righteous Judgment



21 (max); 0; 1

This skill summons a circle in front of your character creating a barrage of spears that hit and pierce every enemy within. This deals truly terrific damage (especially with RoL) and should be seen as our primary source of burst damage. The skill can be cancelled to deliver the final hit using the jump key, but the final achieves peak damage only when all the multi-hits are carried through.

Aura of Faith



13; 13; 1

An aura is given to us for our awakening that passively increases the four core stats of all party members within 400 pixels of the character. The aura's emission of strength and intelligence increase on a spectrum the less HP the crusader has, while the aura's emission of vitality of spirit increase on a spectrum the more HP the crusader has. This scales very well in PvE, but not in PvP and should be viewed as both a means of increased damage and increased buff proficiency.

Apocalypse



8 (Automatic)

The ultimate buff. For 10 seconds, you'll create a sun which massively buffs all party members within its area including their strength, intelligence, overall speed and defense. Following the buff period, the sun will explode to deal multi-hit laser damage to enemies within the area. Leveling bonuses include increased laser damage (level 3), increased AoE (level 6), and increased duration (level 9). The increased duration is only one second and by no means is it necessary to achieve through overleveling the skill. HOT CHOCOLATE!

Pressure Wall



0, 13 (max); 0

Create two deflection walls from the ground that move inward towards one another, creating a powerful explosion when they make contact. This deals terrific damage but is reliant on both walls surviving for five seconds, which seldom happens in endgame dungeons. I'd suggest getting this only if you choose to max deflection wall as there are more reliable sources of damage you can select.

Flash Shrapnel



0; 8 (max); 0

A more powerful version of flash sphere. This now has a more frequented multi-hit than flash sphere, and its final explosions releases additional spheres which explode for damage as well. Max this if you chose to max flash sphere.

Holy Sanctuary



0, 1, 6 (max); 6

Designate an area on the field to be lit by a radiating circle. The circle will pulsate to damage enemies and heal allies within it before exploding. Nice damage, terrific healing effect (percent based) and is certainly worth the SP if you have it.

Divine Flash



0, 1; 0

Passively gives Heaven's Harmony and Divine Invocation a damaging burst when they are cast. Additionally refreshes the buffs on a selected ally for a short duration of time, which scales with level. Divine Invocation and Heaven's Harmony aren't skills you should be casting when you're engaged in a fight with an enemy--the interruption is too risky. The lackluster damage furthermore justifies not getting this skill. The buff refresh is needless with the TP upgrades for all our buffs giving this skill very little to offer.

Thunder Hammer: Jupiter



6 (max); 0, 1

The skill name says Jupiter but I'm going to say it is Thor's. Using this skill sends Thor's hammer crashing to the field from the heavens. When on the field, the hammer will pulsate inflicting light damage and shock status to enemies within range. If you are within range of the hammer, you can activate the skill again before its final pulse to equip it and gain access to its powers. Your basic attack will now consist of swings from the hammer, which inflict light magical damage, procure RoL at 100% chance, and reduce enemy light resistance upon contact. GWL and Phoenix Hammer will inflict shockwaves, and you will gain the ability to cancel your hammer swings into any battle crusader skill. BoP, Javelin of Victory, Hammer of Repentance and Righteous Judgment will gain an attack strength bonus when the hammer is equipped as well. One level can be acquired with a FS build to procure the light resistance debuff if so desired.

Divine Punishment



0, 1 (max); 0

Enter Divine status for 45 seconds. Every crusader skill you activate will provide 1-2 divine counters (indicated on the bottom left of the screen). For each counter you accumulate you will receive five points to your four core stats, which may seem like a lot, but it will cap at 350 (70*5) and you will only have an additional 150-200 on average for the duration of the skill. Prior to the completion of the Divine status, you may activate the skill again to ascend to the top of the screen with invincible status and summon lightning bolts (1 per counter) from the sky in a random pattern. A finisher lightning bolt awaits at the end of the animation and hits the entire screen.

With the buff being lackluster and the damage animation being too long-winded, this skill has very little to offer other than its aesthetic effect--for which you have my permission to max it.

TP Skills

All TP skills cost 2TP per level and have a total of 5 levels unless noted otherwise

Slow Heal Upgrade (1TP per level)



Gives a vitality and spirit buff to slow heal--and it scales! Must max for FS, not as worth it for BS.

Cure Upgrade (1TP per level)



Gives cure a buff that increases abnormal status resistance of the party. It's nothing to write home about, but it's somewhere you can put your TP for FS.

Javelin of Victory Upgrade



Increases damage and hold duration. Get at least three points to make the skill a competent hold while leaving enough TP to max three other skills. Five points for FS should you choose this utility.

Revenge of Light Upgrade



Increases damage of RoL and also gives it a chance to activate when you receive physical damage (6% chance per level). An excellent choice if you also choose Flash Sphere and Righteous Judgment.

Hammer of Repentance Upgrade



Increases damage and repentance probability. A great alternative to the multi-hit route, but it doesn't resonate with RoL. Can also be considered with a FS build.

Flash Sphere Upgrade



Reduces the multi-hit interval, increases explosion damage and decreases after-cast delay of the skill. This doubles the number of multi hits when maxed, so you get more bang for your buck with this upgrade. Highly recommended for BS build.

Blades of Purity Upgrade



Increases damage, hitstun and cast speed of BoP. I'd recommend leaving this one out unless your prime goal is to grind time gate or power station dungeons instead of endgame content.

Deflection Wall Upgrade



Increases damage and HP of Deflection Wall. Max this with Hammer of Repentance if you are going the bloody baptism route.

Righteous Judgment Upgrade



Increases damage and decreases the amount of time it takes to deliver all the multi-hits. This makes our highest damaging skill even better.

Crashing Cross Upgrade



Increases damage, cross distance and buff duration of Crashing Cross. None of these justify maxing the upgrade over our other skills.

Strike Upgrade (1 level max, 5TP)

Turns Strike into an AoE buff and increases the duration by 10%. Nothing too substantial but it makes life easier for FS builds.

Wisdom Blessin Upgrade (1 level max, 5TP)

Turns Wisdom Blessing into an AoE buff and increases the duration by 10%. Nothing too substantial but it makes life easier for FS builds.

Sign of Protection Upgrade (1 level max, 5TP)

Turns Sign of Protection into an AoE buff and increases the duration by 10%. Nothing too substantial but it makes life easier for FS builds.

Conclusion

Crusaders have a plethora of fun, flashy skills, but it's up to you to decide which ones you like. I urge you to experiment as much as possible so you can truly learn what works best for you--and what might perhaps enhance the advice of this guide. I love to learn, and I always look to learn, and so I will turn to you now for what advice you are able to give to me. Thank you.

My build for reference

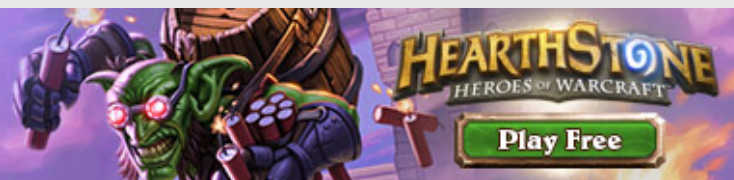
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NovaPulser. Upper Slash.

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Crush Goblins. Not Candy.

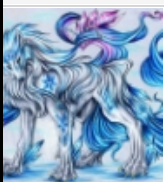


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Started by EvelynNoSpaces , 10 May 2014 Priest, crusader, paladin, skills and 2 more...

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Jadefrost

14 May 2014

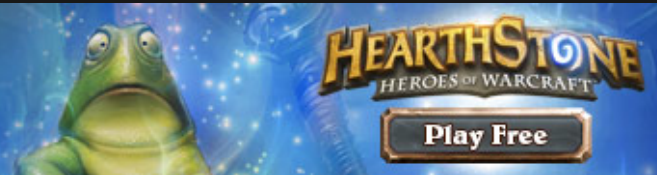
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"Pulls me into a new genre and refuses to let me go."



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