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## Skyforge hall of trophies guide

So I'm a Junior God... What about now? A quick and effective guide to progress quickly in SkyforgeUpdated by: Naughty Senpai (LoA)Edited by Cyr Ezix &amp; Scrubley AddamsOriginally By [EG] Vexsin Karix of EXILE So you've got your younger god unlocked, you're able to do invasions, operations, Thea, and many other things, but you may feel a little overwhelmed. Be sure to try to join the pantheon academy first (for God's sake form) or get invited to the pantheon after unlocking God's form. Don't know where to start? You don't want to miss anything?... Well, you've come to the right place! Unleashing the God Form is where the game really starts, branching out with more activity, content and tradition. This guide will cover many everyday and weekly things that you need to do to stay on top of your game. (AS OF NOW COMMUNITY LINKS DO NOT WORK) These are other community/ingame chat channels to connect through forums for the North American server. They let you chat and search for groups with anyone in them from anywhere in the game. You don't always have to be in a divine observatory to find a group. Server General - - PvP - may seem obvious, but I want to make sure it is covered! Press Shift+K to switch to the Capital menu. 5 things you should do daily! It's simple and short, but important. Tower of Knowledge - max out these clicks every day, farm KoE (Knowledge of enemies) and stock up to ensure that you always have enough. Cathedral - focus on it after the statistics on your device are correct and catch up system is completed. Flavius Laboratory – (outdated flavius lab has been removed) Focus on cards that are not currently invading the army when you have those filled then you can focus on the current army card. Also ensure that you stay up to date on combat superiority. StrongHold – Is what used to be your power from the bastion, now you can only get a currency to progress this building from directive rewards. Hall of Trophies – You will be targeting the most if not all of your winning medals here outside of the initial speed increase. This is where you increase your could higher and unlock quality of life/progression improvement with companion abilities. Scaling SystemKnowing, how the scaling system works, is the key to understanding how you need to target your character's progression early. The game is mixed between reduced and unlimited content. All warm-up difficulty missions are designed to scale your can, health and total damage bonus up to a level where you are at the same enemy level. However, it doesn't scale any more stats from your character. What it means is that your character is as powerful as the key and secondary statistics on your device among other inseparable passive statistics, while your natural may be higher than what the game will scale you up in warm-up missions. The point at which you will be above scaling the system in terms of power is when your Tower of Knowledge is at max rank and Stronghold is at max rank, while at the same time have current gen myths almost full integrity. This means that you don't have to worry about your cathedral at all early game because you can push to do more trouble early and faster by focusing your credits on your gear and progression elsewhere. Due to this scaling system, the first thing to do as a new player is to get some blue or purple gear and work on rescheduling statistics then start upgrading to mythical quality in addition to brooches and bracelets. Once on mythical quality, work to complete rerolling stats on dps, tank, or support set as follows. I'll have my PCB and tank file posted below in pictures as well. Brooch and bracelet may be mythical, but they will need to be replaced completely when you want to get new ones from the higher generation. The rebirth of Flames I, II and III (note: the rebirth of the flames can only be obtained from the season pass and events now.) allows you to keep the same piece of equipment (in addition to the brooch and bracelet) and upgrade to the next generation. Useful tip: Try to keep an eye on the jetpack mount to buy in the market, you can fight while on it and move decently fast while it is in battle. Feel free to ask for help, questions, or learn to play different roles. Useful tip 2: Do not search groups because the population of games is too small to pop quickly. It's easier to sit in God's Observatory and use region chat to find people for what you want to run. The first 2 class unlocks suggested are The Revenant and Grovewalker.The best way to get legendary weapons for argenty and weapons for each class. There are two ways to get legendary weapons in the game through argenty (can be obtained for free or bought), either when four types of capsule box weapons are on the market or when an Argent Lottery event comes around called Kings Ransom. Four gun capsule boxes are only good if you have absolutely no legendary weapons at all, and only purchase 2 of each to give a small selection of weapons to play if you don't care what class you get the gun. However kings ransom is the best way if you want to get weapons for a particular class. Both methods cost about the same in argents per gun if you average it. But the kings ransom allows you to randomly roll the legendary weapon for the class you open the box on. To get weapons during the Kings ransom you must first check if they have green coins as a reward, the best way to do this is to go to the park and down Flight steps in front of you, there should be a strange npc at the bottom with the text of the dialog to open the trade in green coins as the cost of the items. If it's npc being there during the king's ransom then you're gold and then you can spend your argent on the king's ransom to get the green coins. It costs 12 green coins per gun capsule from npc, but you can try to recover the cost cut, keep in mind if you try too hard after it seems like npc doesn't want to give a discount you don't want to keep trying otherwise any discounts you get can be cancelled for this purchase. Get as many capsules as you wish to try and then open them to the class you want the gun. This is a google letters link with all the current legendary weapons and their capabilities in text format. Legendary Weapons (List which weapon / s is best for each class / situation coming soon, youtube videos will follow) Premium and Premium Rank bonuses Premium account statistics are quite important to have in the game. It provides increased credits, KoE profits, and other useful bonuses. When you get the rank of your premium up high enough additional bonuses such as daily blue chests, the ability for your adepts to instantly recharge your energy and be sent out after you bring them back right away, and even raise the ceiling on the amount of faith you can save at once until 2000. All bonuses in rank 10 will be listed below, but the important thing is to have no need to let your adepts rest before sending them back out, which happens to premium rank 7. You can slowly get there from a free premium rank to upgrade chips from stocks, or it will progress faster than you buy argenty for other purposes if you decide to spend money on the game. The lower the rank, the less bonuses they are, but each will eventually hit rank 10 with plenty of playing time. A quick overview of the progressionfinište tutorial quests that unlock the ability to launch missions to get new devices and upgrade / reroll your devices. The tutorial mission in sequence should be as follows:Open the tab for the avatar of the champion. This is here. Don't start the adventure, just click on the ship to open the Card (Outdated flavius lab removed from the game)There will be a quest after this to open flavius lab and progress in the current army card invasion by taking it then doing some quests. I suggest you omit these with stims if you can't get help to clean them up. You will need to return to this progress of all army beading to get passive damage, defense, and hp boosts for your physique. The current invasion army will have to launch an invasion mission, the other cards will just ask you to kill that enemy type. Be sure to have these ASAP in the regions. Once you've completed your device's learning program, your next progression path will have to be your device. To quickly and easily find missions, Is an adventure list card that has all the missions listed inside. Run a 5 man mission or preferably 10 man party missions for the best chance of getting purple gear. He will need a competent group or several gods for any of these options. When you have a purple or even blue gear piece for all 8 pieces in generation 18+, you can start working on upgrading your device. The gear upgrade card can be found here. Work on upgrading any blue pieces of purple gear. When all 8 pieces of equipment are purple, you can start to re-rolled the statistics on them. There is a list of images with PCB statistics set for the mythical file on them. The text version is as follows. While at this stage don't spend any credits anywhere except to improve your device until you have at least the right stats about purple (epic) devices or after your device's mythical quality, if you so choose to print there first. Upgrade your device from blue to purple, or integrity purple device to 100% so you can improve on the mythical quality, click upgrade. Resource costs are listed above each time. To re-rolled the statistics, click the modification button and a window like this will appear. You can choose the stats you want to keep by clicking on them on the left, hovering over one will show you all the possible stats it could roll to replace it. Sparks that extend how the reroll will work can be put in the box on the right. If you have any statistics you want to select your time click modification again to try to re rolled over for different stats. Choosing to keep the old statistics will have the original statistics on the device. Save new statistics will change the statistics you did not lock into the statistics in orange, next to them you have a range that all the statistics can roll between. If you get a max roll, great! If not, it's okay how we'll fix it later. After you have everything set up for the PCB like this, we can finally dig into the next focus area. Don't worry with the maximum possible version of stat percentage, only having a stat is important. Once your device is set up, every so often there will be what players call a 9 event. These events can be found by pressing 9 or by going to the same tab where you go to view adepts. Some shares will have a reward relatively early on called Spark of Evolution. You will need 8 of them for your devices. Usually drops 10, another 2 will be saved for later. They allow you to insert it into a field on the gear change page when you re-rolled your stats. With a spark, it won't lock up any statistics and rewind them all using sparks of evolution. This changes all statistics to their maximum possible value. Use these on your device when you get them. to evolution can be found below.) You can do the same with memory sparks instead of evolution. Sparks of memory increase will increase of all unlocked statistics unchanged stat itself. Just lock the stats that are at their maximum value, then reroll the others up. It should take 1-3 sparks of memory per piece of equipment. A quick guide to multiple gear sets game allows you to use multiple gear sets between different classes quite easily once you know how it works. Next to the artifact on the device card you will have a set of numbered buttons 1-6. Each button can be assigned a separate set of gears with its own artifact and gear pieces that are paired with this button. Each class can have one of these selected to be equipped and the game will automatically swap gears as you change to a class with a different artifact and gear sets. You can do what some of us do and have different dps artifacts for different things with the same set of dps devices. It is also recommended to finally get 1 set for refueling. As you can see, I have different ones swapped between dps classes or different classes altogether, and each class retains the choice that you have chosen for it. So you can have one set of clean tank build for all the refueling you can do and easily replace the dps set with the click of a button. IDEAL DPS STATSRing and Amulet will have the same key statistics as follows. Crit Chance Armor Fracture Damage to EliteRing a Amulet Secondary Stats will be Damage when combat begins Damage to stunned targets If a mythic set then the third stat here can be either melee defence or anything of your choice. Brooch and Bracelet Key Statistics are Armor Fracture Damage Elite Main DamageBrooch and Bracelet Secondary Statistics Exactly the same as Sapphire, Ruby, Emerald, and Topaz Key Statistics Crit Chance Main Damage Crit DamageSapphire and Ruby Secondary Statistics String Killing Damage Slowed Down Target Protection Against Controllf only a purple piece of equipment then you can choose two of the three you want. Emerald and Topaz secondary statistics String Killing Damage slowed down the goal defense, when injuredIf a purple piece of equipment, you do not need a defense when wounded.Completed end game equipment When you are closer to the end of your character's progression, you will slowly acquire legendary packs of weapons and adept sights that have additional stats about them to increase your strength. Pack weapons need to be purchased with argents or sometimes very special events. You will focus on major damage as the main stat on your weapons when you get to this point. If you have received Treasure Hunter companion skills from the Trophy Hall and have been collecting all 12 treasures from open regions daily, you will slowly find Legendary relics with some might and other stats on it. Your desired final status has 8 of them, one on each adept with a +3% major damage bonus on them total +24% major damage bonus. When all the equipment is complete your stats page will look like this with a crit rate gun or a major damage weapon. Flavius lab, Bastion/Symbols When collecting resources for upgrading and rerolling equipment, you should work to complete the bastion and progress your Flavius laboratory. I recommend finishing your bastions first to have all available symbols unlocked and set them up for PCB in all your classes. Each class can have its own set of 3 different layouts symbols. In general, people use the same dps symbols in all characters and set specific symbols for support or tank roles. This is the dps symbol layout I personally use, it's getting changed depending on what end game raid I'm running. This information will usually be told to give you your raid team in the future when you get strong enough to participate in deformations and master avatars. The picture below is a layout symbol on the same class for paladin,

you can set up to 3 different symbol set ups for each class, and which case you leave on it will remain active for that class every time you change back to that class. (Outdated Flavius lab has been removed from the game) Flavius Laboratory has a node progression system for any enemy that attacks the aelion. You will have the current invading army card and then access other enemy army cards as well. Each card has nodes filled with passive damage and defense against this type of enemy, along with passive damage and hp boosts for your character over all as well. You want to focus on filling the butts in order of the next army invasion first, then the rest of the army, which are not currently invading. Save the current invasion as the last card. You do this because the current army invasion card will have you doing tasks in invasion missions that are hard to complete without God form for most newer players. Focus on other cards that can only be progressives by taking the search and killing of this enemy type in an open area. This practice will net you more immediate increases. See above for flavius lab. Flavius Lab also has a superiority stat that affect how your bonus rank (green number in order) goes up. You will receive superiority from the killing of special soldiers in missions specific to the current army invasion. All these missions can be seen under the invasion card while browsing the globe. Each new invasion resets your superiority and you have to re-earn it for this army over and over again. The total amount you can earn is divided into more than 50 days with a little more being added to the available ceiling every day until you can the total amount. Each Army Tab also has an Eradicator Rank on it, which you increase over time by killing that enemy type, it caps at 10 and each rank provides a 1% damage bonus to this type of enemy totaling 10%The order of invasion of the army is as such: Phytonides&gt;Mechanoids&gt;Gorgonides&gt;Demons&gt;Oceanides&gt;ReapersIt repeats in this order. Regions for flavius laboratory cardsShoote fill in the card directly after the current army by list directly above the first, so you do not have to fight so many subsequent invasions. To fill gorgonides and mechanoids I suggest the Red Coast because they both live there. Reapers and oceanides are together on the island of Naori. In the Eskenian Peninsula you will find both Phytionides and Demons.Hall of Trophies Hall of Trophies is where all passive could increase for your tower of knowledge, cathedral and fortress is located. It's also a place where several legendary artifacts and Companion abilities are that you'll want to acquire to make your progress in Skyforge easier. It will be a slow process to get something here because the amount of medals winners have to buy anything is quite high and the amount you earn for free in the game is a small amount slowly over time. There is a list of artifacts and companion skills I recommend you focus on getting the first one before getting it could increase your card because it will help your quality of life while playing Skyforge by making things easier or more convenient. Just enjoy these when there is a sale for hall of trophies.There are several companion skills I strongly recommend you get first. Companion Ability Personal Medic is one of the most useful Companion ability to buy. Then you will want search and rescue, treasure hunter, and seal of deeds. All of these will be things you can do daily to help gain followers/faith, equipment boxes, sparks, or deeds faster. You also want to get Auto-Booty and revive the master at some point, but they are not that important. Next, you want to unlock sunny prism and upgrade its ranks until you have an artifact with a 300% hp bonus on it. After this you want Asterius Glyph divine weapons to help with earning more KoE, pure mass, and branding. Finally, you want the Divine Weapons card to improve your base 4 divine weapons. Important 2 are the solar prism and asterius glyph. After unlocking these additional focus should be buying can cards for tower of knowledge, stronghold, and cathedral in that order. Since the games catch up the system will cap the Tower of Knowledge and Stronghold to cap first. The cathedral will take you months. Guidelines and a system of catching up your guidelines are the way you catch up with your power to players who have been playing for years. 6 types of missions will have random rewards that will quickly increase your tower of knowledge, strong hold, and You can earn one Gold directive a day. If you don't want to do this because either rewards aren't what you're looking for, or you don't like the mission, you can wait until the next day to see if it turns into something better. Keep in mind, though, you can only stack up a total of 7 on any of the 6 and all stack and run out individually. If you complete all your gold quests for the directive type there will be an up arrow icon at the bottom that you can hover your cursor over and it will highlight what rewards will turn green. If it's something you want, you can spend stimulants to change into another gold directive. You can also farm silver guidelines until you upgrade something useful or that you want. Temple of Deeds and Ideal Procedure The fastest way to earn divine deeds is to run a region like Isola Digs as god and complete all the missions there. The second fastest is to do 5 male group missions and 3 man squad missions as god. (you can get all 6 trophies from avatar training now) After careful consideration I have compiled the best way to use my first 4 avatar trophies in the temple of deeds. What are the avatar trophies you ask? These are the items you get from doing a training version of a real avatar. The version of training is proving to be a directive, every as often as the directive's mission to do. You can earn 4 of them from the training version of the avatar, after which you need to make a 10-man champion version to earn your last two. The best command to unlock the temple of deeds to make things as simple as possible for you as a newer god is to put 2 trophies into the Hall of Knowledge, and 1 trophy to both the halls of will and the hall of war. Both the 4th and second last node in each of the 3 halls require an avatar trophy. You should also make sure you completely fill the halls of paths to help run things like a solo god easier. Temple of deeds max, I am an older God now. This is the end of the road for Skyforge's main character progression. Once you're done with this, you're just in maintenance mode or working to complete reaching the max can through unlocks in the trophy hall. The elder God unlocks after the complete completion of the Temple of Deeds for the Halls of Knowledge, Will, and War. At the time of writing this guide, you have unseeded three aspects of progress. There are halls of older gods. You have three aspects of progress here, The Aspect of Mercy, Tenacity, and Rage. Mercy is support oriented, Toughness is tank/defense oriented, and Rage is PCB and PvP focused. If you want to proceed through each of the three aspects as quickly as possible, it is best to focus on filling one aspect 100% complete first before moving on to the next. The suggested page order is Mercy first, then select or Rage second. The progression of the older God's aspects require knowledge. There is a bar along the bottom that shows your knowledge of progress towards higher deity development orb that allows you to unlock part of the node in aspect. There is a minimum limit on the amount of bronze nodes that you need to fill before you make silver, and to fill the gold knot, you will need everything else filled 100% first. Mercy is the suggested first aspect because it has a knot that reduces the cost of faith going into its older God aspect of form. It also has a node that increases the duration of the aspect of the form from 1min 30sec to 2min 30 sec. Mercy gold knot not only increases additional cognition gains by 20%, but also unlocks weekly edicts. These edicts can help you progress faster and use the older God aspect of the form more often. You can gain knowledge in different ways once you have the Elder God unlocked. You will receive it as a daily reward from the directives, every 3 days from any version of the avatar, and daily from each distortion if you can delete it. The last way, which is the most difficult, but the fastest, is to kill 4 bosses who reproduce every so often in the invasion of the area. These bosses require you to either wait for them to spawn, or make public region zone quests successfully with a group of other gods up to 100% for bosses to spawn. When you father you have 2.5 min to kill in order to gain full cognitive rewards to get knowledge, you must have killed one of the four while transformed into your elder God aspect of the form. You also need to stay in the area of one of the boss's zones where he died until all four are dead to get credit. If everyone in the region fails to kill in the first time, the known rewards are dropped by 20% and you get another 2.5 min to kill. The game has 4 levels of this before the quest is a failure and they go away. Each invasion army has its own bosses with its own mechanics. All knowledge earning bosses in these regions have 2 phases to them. In the first phase they are normal and receive damage from ordinary gods. In the second phase they receive reduced damage from normal gods and increased damage from aspects of the older God. Some bosses go into their transformed state a few seconds into a fight, some transform after the first 10% of health is lacking, and some don't change until they have 10% health left. One thing everyone does though is be hit hard. They also try to quickly heal back into the same hp supreme hp boss alive. So you need a group of 2-3 gods/elder god aspects on each boss to make all 4 bosses easy if everyone is new to the knowledge of agriculture. After you max out all three older god aspects all that remains to do are finish getting something you don't have in the trophy hall, unlock the mount upgrades in the mount card, finish collecting Alerium-9 from Thea, and farm the ether for class By Terra.Quick Guide thea and Alerium-9 Each class has the ability/talent at the end of its temple class to unlock for Alerium-9. You get the A9 by completing region quests, collecting meteors, and killing Helicers in their den from the quest you get from a combination of 5 Helicer memory blocks. The recommended classes to unlock A9 talents for the first are as follows. Alchemist - because it allows you to build alchemy as the only target of the DPS class, which can kill bosses with ease. The Revenant – This will allow your punishment to do an additional 100% damage to targets with less than 50% health that can also be used to quickly kill enemies and bosses quickly. Lightbinder – Provides one free salute in case something happens that would kill you or a teammate in your support aura. Soundweaver – Provides a passive treat when using a blue enthusiast for class. Necromancer - allows the class to perform more damage, especially later with proper legendary weapons and talent from the field. Outlaw - allows you to increase your crit rate for a short time so you can slip in using ulti and do more damage from hitting more crits. These are base 6, some are 1k, some are 10k, but all 6 should be the first ones you focus on. Then, the rest of them are fair game. To fast farm the A9 you will need a group of 3-6 depending on how fast you can kill helicers. You will need to have about 10 Helicer memory blocks each before you try it. These can be obtained from killing Helicers during meteor showers. When everyone in the group has 10 or more, one person will double click on the blocks in the bag and get a quest. After killing 3 Helicers within the time frame allocated, that person gets 150 Alerium-9, while everyone else in the group has a chance of looting more helicer memory blocks to make popping quests to get more blocks. Once everyone has more than 30-40 blocks each you can go into what I call a fast A9 collection. That's when you have a person activate their quest, go kill 3 Helicers ASAP to complete your task, and then quickly move on to someone else's quest. Repeat this as many times as possible and just aim to complete quests ASAP. When everyone gets low on the blocks, then you can stop this method, and go back to killing as many enemies at each quest site as possible until the timer ends up on the farm more blocks. Farming A9 with this method can net you about 2-3k A9 per hour in a 4-man team if you can kill fast enough. The more people you have or the slower a small team kills will affect how fast you get the A9, but this is the fastest and easiest way for new players to get the A9. Terra and Ether farming for symbols. There has been a new region released recently with some new party progression to make your class a little stronger or more new/different ways. There will be a tutorial quest game will have you progress at some point to help npc called Hugo. Once you do this intro quest line you will be on a new map (Terra). There are several quests that you need to do with the main one is you have to find ether balls that will fill the bar at the top of the screen 100%. Once the bar is filled, you must go make a call for scarlet, gold, or emerald symbol. I suggest starting by unlocking the scarlet symbol for class choice to get a sense of how it works because it's the easiest challenge to do so. After this initial symbol you will now have to farm Ether in a slow way, which I let Crazy Pickle explain in his youtube video. Operations are sometimes referred to as brackets of older players. Shortcut: Push Y, then click on operations. There is 8 locations to go through. You have 2 weeks to complete all 8. Doing 3-mans (squads), 5-mans (groups), and invasion instances will reward you with operations tokens that contribute to your score. Operation last 4h, you can be placed in the ongoing one as long as there is more than 1h remaining. The top 25% of players will advance +2 Seats (That's 10 players in the full group of 40 people), another 26% to 50% will advance +1 place (players 11 to 20 if it is full). Each completed place will reward knowledge of enemies (KoE), credits and argenty. Note: Argenty is awarded only once per completion, the repetition of wins on the final operation does not reward argenty every day. KoE and credits are repeatable. You can delete any mission you want that rewards tokens of the operation, or you can do missions in your guidelines for 3x tokens of the operation marked with a red symbol in the lower right corner. These are doable every day. Survivors (Followers) Another important thing to do daily is save 100 survivors! Each rescued adds either +1 or +5 followers to the cathedral. Survivors can be found in 3 men or regions of the open world, except Terra. Even if they don't have labels directly, using Shift+Z highlights their survivor name from a decent distance. There are fixed spawn points for survivors, so with time you can remember their possible spawn locations. Now with a handy manual tracker if you wanted to know how many followers and beliefs you've gathered in a day and total. My personal favorite farm places are: Red Coast, Isola Digs, and Vienes. Remember their spawn locations and use Shift+Z when you're close to looking for a survivor brand name. Ride the hill and save 100 of them, not to be confused with 100 followers. Since each one is +1 or +5, you can get anywhere between 100 and 500 followers a day from them, although realistically you will see about 200. As soon as you jump the limit, the pop-up window tells you you're done. survived saved after it is added to your faith. Note: To get shift + from to work, you must enable Monster Name view within the game settings. AdeptItimes one of the most important things to maintain and manage is your Adepti! These loyal little guys (get it!?) go out on missions for you to collect credits, items, multiple adepts, and most importantly, VIERA! (Oh! Now I get it!). You always want to take on missions as much as you can, so you will constantly gain more faith to use for your divine form! One of the first things you will notice are the statistics Adepti have. Here's a quick breakdown of what they're doing for you. Agility – Used with action event quests, assists in finding reliccharisma – Used with interaction event quests, Helps With Income FaithConstitution – Increases the amount of time your adept can stay on the road by influencing the outflow of energyIntelligence – Used with knowledge event quests, helps with income from creditPerception – Critical chances at all events, crits earn more rewardswisdom – Used divine event quests to find more AdeptsAdept quests happen every 18 minutes since the end of the last expedition. Achievements consume 0.5%-1%, and failure consumes 4%-5% energy. Lost energy values are ahead of the modifiers. Adepti resuspress energy every 15 minutes while idle from the road. While at 30% or less energy, your adept gets more multipliers and increase the amount of rewards earned. Always leave out the adepts until the last minute. Using the relics your adepts will find, the recommended statistics are: Constitution, Charisma, Perception, in that order. If you find new adepts with a better base of stats, feel free to send off the current ones and replace them to maximize your profits! Remember that you can only have 8 adepts at a time, all others must be sent away, if left as initiating on the list, they will hinder your profits. If you want faith to get simple, try evenly increasing all the stats as high as all the others. This allows you to succeed on all types of quests that will reduce the amount of energy used giving you more chances to gain faith quests. Tank Set Stats For anyone interested in refueling and needing another tanking kit, this is my personal tank layout I use. There are slight differences people use depending on how and what they need to do. But I found that this lineup is best for maintaining aggro and living. Ring + AmuletKey Stats: Crit ChanceGeneral DefenseMain DamageBrooch + BraceletKey Stats: BarrierGeneral DefenseMain Damage Ring + Amulet + Brooch + BraceletSecondary:Melee DefenseDetention after healingranged defenses (or anything of your choice) Sapphire + Ruby + Emerald + TopazKey Stats: General DefenseProtection against EliteHealing Effectiveness Secondary: Protection against controlDefeeding in injuryMobility after (healing or or (Or whatever option) option)

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