

Holy Knight Training Manual

By: Haplicity



Overview


Charlotta is a skill focused fighter who excels at sticking to her target and dealing consistent damage with her rapid attacks. Her core gameplay revolves around activating her **Noble Stance** through the use of her damaging skills, link attacks, or basic attack chain and devastating enemies with her powerful finishers.





Charlotta's standard opener

What this means in practice is that you want to quickly rotate through all of your damaging skills, slipping her **Lunge** finisher in between each cast. Once all your skills are on cooldown you can use her rapid basic attacks in **Noble Stance** to get them back faster with her unique character sigil, **Holy Knight's Luster**.

Skills

Skill Name	Details	Cooldown
 <p>Holy Ladder</p>	Jumps into the air to unleash a whirlwind of long-range slashes. After the last slash press X/□ or Y/△ while airborne for a follow-up attack.	18 seconds

 <p>Shining Onslaught</p>	<p>A multi-hit lunge attack that inflicts DEF↓ on hit.</p> <p><i>15% DEF Down, 20 second duration</i></p>	<p>33 seconds</p>
 <p>Sword of Lumiel</p>	<p>A flurry of slashes that cut wider and deals more damage the longer Charlotta swings. Hold while activating to continue slashing.</p> <p><i>5 second channel</i></p>	<p>45 seconds</p>
 <p>Rising Cut</p>	<p>Charlotta readies her weapon to parry and counter.</p> <p><i>3 second parry window</i></p> <p><i>Only gains Noble Stance on a successful parry</i></p>	<p>25 seconds</p>
 <p>Invincible</p>	<p>Grants Invincibility to Charlotta.</p> <p><i>15 second duration</i></p>	<p>123 seconds</p>

 <p>Valiant Stance</p>	<p>Grants an ATK effect to Charlotta that strengthens over time. She loses the effect upon taking damage.</p> <p><i>-30-120% ATK Up, 60 second duration</i> <i>-Increases by 30% every 10 seconds</i> <i>-Refreshing buff maintains ATK Up buff</i> <i>-You don't lose the buff from debuff or periodic damage (Burn, Darkflame, etc)</i></p>	<p>83 seconds</p>
 <p>Konigsschild</p>	<p>Grants DMG Cut to Charlotta and nearby allies.</p> <p><i>50% Damage Cut, 20 second duration</i></p>	<p>93 seconds</p>
 <p>Sacred Charge</p>	<p>Redistributes Charlotta's SBA gauge to all allies.</p> <p><i>Lose up to 30% SBA Gauge and party members gain up to 10% SBA Gauge</i></p>	<p>56 seconds</p>

Recommended Skills



Holy Ladder, **Shining Onslaught**, and **Sword of Lumiel** are her best damaging abilities. These are the most consistent ways to gain **Noble Stance** without having to resort to her normal attack chain.



The last slot is flexible and can rotate between **Invincible**, **Konigsschild**, or **Valiant Stance** depending on the situation. **Invincible** being the preferred choice due to the safety it brings, **Konigsschild** can be used to help your team survive through troublesome boss mechanics, and **Valiant Stance** is for the speedrunners who know the fight by heart and never get hit.

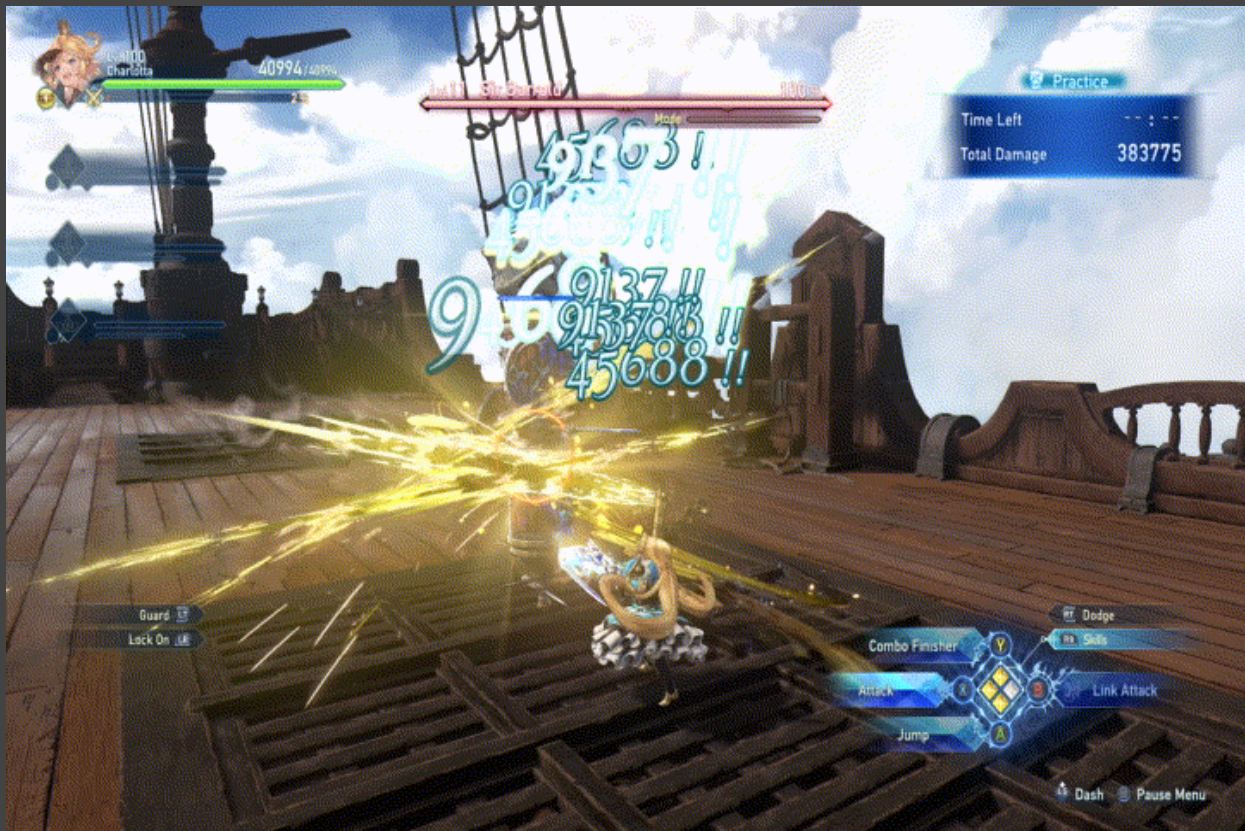


Unfortunately, **Sacred Charge** is basically useless and **Rising Cut** is far too awkward and situational to use on most fights; especially

considering you have a very generous parry already built into your **Noble Strategy** (Y/△).

Techniques

Here's some basic stuff to get you started.



Repositioning with dodges, maintaining Noble Stance



Faster movement with Lunge



Parrying with Noble Strategy



Holy Ladder dodge cancel

The animation of **Holy Ladder** is fairly slow with relatively low damage output, but you can immediately cancel out of the animation with a mid-air dodge and go straight into your **Lunge** finisher.

This mid-air dodge cancel technique is also used with **Noble Strategy** to control the height at which you perform a **Lunge**, guaranteeing all the hits land on your target if performed correctly. Mostly useful for prone or smaller targets. Please reference the opener shown in the **Overview** for a visual demonstration.






















Lunge immediately after using a skill










You can also perform her **Noble Strategy** into **Lunge** immediately after both her grounded skills without needing to do any additional slashes. The timing can be tricky if you are combining this with her mid-air dodge cancel technique to try and hit a smaller target (I hate you Sir Barrold).

Sigils (pre Warpath)

Every optimal endgame build will have 8 of their 12 sigils slots spoken for: requiring **War Elemental**, **4 Damage Cap (0-2x Alpha, 0-2x Beta, and 2x Gamma)**, and **3 Supplementary Damage** sigils. Ideally these remaining slots will be filled with 4 offensive traits and an additional 5th (or even 6th) offensive trait on your wrightstone.

Sigils			
Main Trait	Lvl	Additional Trait	
 Damage Cap ▼	15	 Potion Hoarder ▼	
 Damage Cap ▼	15	 Cascade ▼	
 Damage Cap ▼	15	 Quick Cooldown ▼	
 Awakening Sigil ▼	15	 Damage Cap ▼	
 Critical Hit Rate ▼	15	 Stamina ▼	
 Tyranny ▼	15	 Aegis ▼	
 Combo Booster ▼	15	 Improved Dodge ▼	
 Combo Finisher ▼	15	 Nimble Onslau... ▼	
 Supplementary D... ▼	15	 None ▼	
 Supplementary D... ▼	15	 None ▼	
 Supplementary D... ▼	15	 None ▼	
 War Elemental ▼	15	 None ▼	

An example pre-Lucilius build with 4 damage sigils

Sigils			
Main Trait	Lvl	Additional Trait	
 Alpha ▼	15	 Damage Cap ▼	
 Beta ▼	15	 Damage Cap ▼	
 Gamma ▼	15	 Damage Cap ▼	
 Gamma ▼	15	 Damage Cap ▼	
 Supplementary D... ▼	15	 None ▼	
 Supplementary D... ▼	15	 None ▼	
 Supplementary D... ▼	15	 None ▼	
 War Elemental ▼	15	 None ▼	
 Critical Hit Rate ▼	15	 Stamina ▼	
 Tyranny ▼	15	 Potion Hoarder ▼	
 Combo Finisher ▼	15	 Improved Dodge ▼	
 Awakening Sigil ▼	15	 Combo Booster ▼	

An example post-Lucilius build (enjoy your 2 free sub slots)

The priority for offensive traits are as follows:

1. Glass Cannon (speedrunners only)

2. Stamina
3. Tyranny
4. Combo Booster
5. Combo Finisher
6. Injury to Insult
7. Life on the Line
8. Critical Damage
9. Quick Charge

With a damage focused build containing the 5 best offensive traits (and 1000 attack on Overmastery) you can cap your **Lunge** finisher through back attacks or by hitting enemy weak spots. If you want to consistently cap without using these methods then you either require **Valiant Stance** or a minimum 20% attack buff from one of your allies.

With the new caps introduced by the **Lucilius** sigils, Charlotta now requires **Valiant Stance** or another attack buff from one of your allies to reach her **Lunge** cap. Feel free to drop an **Alpha** for another **Beta** if you're not capping.

For those who are still working on obtaining their sigils or those who want more defensive options (looking at you Stout Heart), it's recommended to remove lower priority offensive traits.

Traits

Holy Knight's Luster

T. Lvl 15 / 15



Shortens Charlotta's skill cooldowns whenever she lands a  attack while Noble Stance is active.

T. Lvl 15

Skill cooldown -0.5% per  hit

Charlotta is fortunate enough that she only requires **Holy Knight's Luster** and you don't need to fish for both her unique character sigils with offensive trait rolls.

Charlotta is incredibly hungry for cooldown reduction and you should aim to fit as much as you can comfortably afford. Ideally this means running 1 or 3 **Quick Cooldown** sigils (never 2, as the scaling is awful for the intermediate levels), 1 **Cascade** sigil, and 0-2 **Nimble Onslaught** sigils.

Improved Dodge is very nice for both micro positioning and avoiding damage, as Charlotta does not lose **Noble Stance** upon dodging.

Wrightstone (pre Warpath)

Charlotta prefers having more offensive traits on her wrightstone to increase her **Lunge** damage even further. Just make sure to switch out the duplicate sigils to a different offensive trait (I.E. don't have **Combo Finisher** on both the sigils and wrightstone).

Wrightstone Stats			Wrightstone Stats		
	Critical Hit Rate ▼	10		Critical Hit Rate ▼	10
	Injury to Insult ▼	7		Life on the Line ▼	7
	Cascade ▼	4		Critical Damage ▼	5

Honorable mention to **Cascade** on a wrightstone's lowest level slot, as it maxes out at 20 levels.

Warpath Endgame

Traits

Holy Knight's Warpath

T. Lvl 16/15






Allows Charlotta to perform ⓧ attacks in Noble Stance after ending a combo with Noble Strategy. Those attacks deal enhanced damage.



T. Lvl 15 Enhanced DMG +10% for attacks in Noble Stance

Unfortunately, Charlotta is just a less interesting character once you get her Warpath Sigil. You can freely re-enter **Noble Stance** after any finisher by simply basic attacking. She no longer cares about cooldown reduction and you can free up those subslots for **Uplift** and other quality of life improvements. You can drop **Holy Knight's Luster** entirely and your build will ultimately look something like this, where you run **Warpath** and **Grandeur**:

Sigils				
Main Trait		Lvl	Additional Trait	
★	Alpha	15	⚔	Damage Cap
★	Alpha	15	⚔	Damage Cap
★	Gamma	15	⚔	Damage Cap
★	Gamma	15	⚔	Damage Cap
⚔	Supplementary D...	15	★	Uplift
⚔	Supplementary D...	15	★	Improved Dodge
⚔	Supplementary D...	15	🧪	Potion Hoarder
★	War Elemental	15	?	None
🛡	Critical Hit Rate	15	💪	Stamina
👊	Tyranny	15	❤	Aegis
★	Warpath	15	?	None
★	Awakening Sigil	15	⚔	Combo Booster

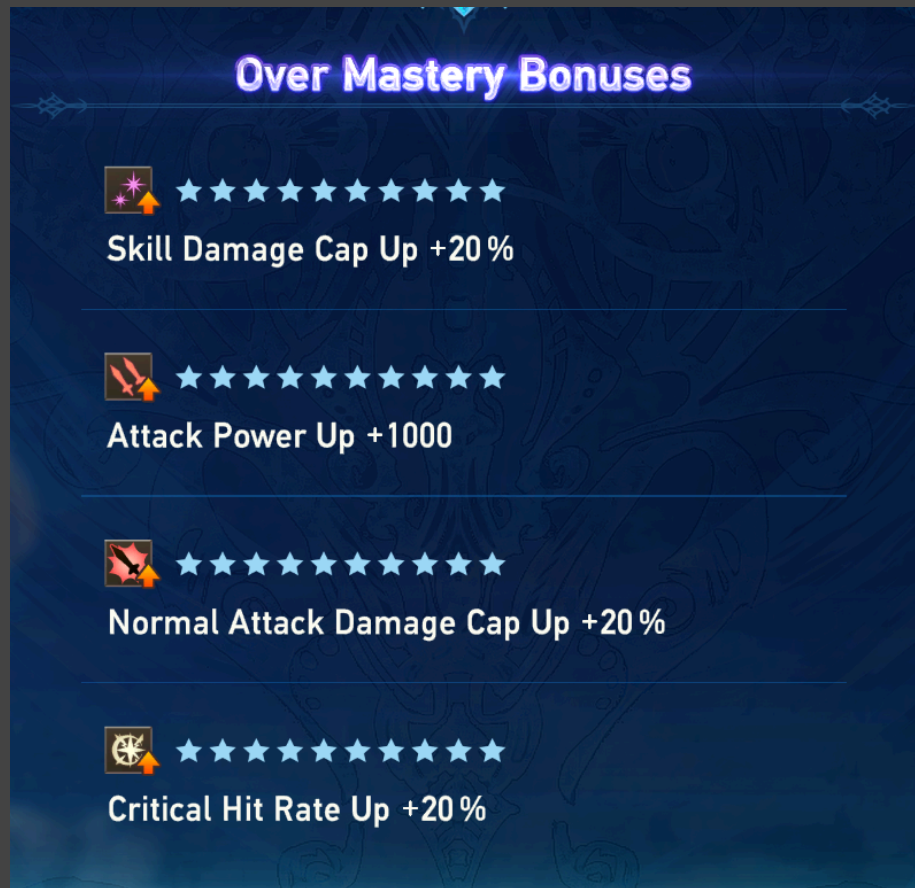
Wrightstone Stats		
	Critical Hit Rate ▼	10
	Combo Finisher ▼	7
	Injury to Insult ▼	5

Feel free to drop **Sword of Lumiel** for whatever you want, as you won't be using it.

Overmastery

Overmastery priority are as follows:

1. Critical Hit Rate Up +20%
2. Attack Power Up +1000
3. Normal Attack Damage Cap Up +20%
4. Skill Damage Cap Up +20% / Stun Power +20 / SBA Damage Cap Up +20% / Health Up +2000
5. Everything else



Perfect Overmastery rolls

Cascade Breakdown

Damage Source	Details	Cooldown Reduction
Noble Stance Basics	1 second of slashing	0.75%
Lunge Finisher	5/6 hits	0.95%
Holy Ladder	All projectiles (no finisher)	0.26%
Shining Onslaught	All hits	0.77%
Sword of Lumiel	Full channel	5.3% (!!!)
Link Attack		0.41%

Values are recorded using **20 Cascade** and **45 Supplemental Damage**¹.

For additional context, **Holy Knight's Luster** reduces cooldowns by 5.7% for every second spent basic attacking in Noble Stance. Cascade and Luster combined reduce cooldowns by 6.34% per second in Noble Stance, an approximate 18% increase from Luster alone.

Other Resources

- [Maygi's Video Guide](#)
- [Sir Dammed's Q&A Document](#)
- [Miraiki's 60 second Training Dummy Run](#)
- [Maygi's Damage Calculator](#)

Changelog

- 4/26/2024 - Added Warpath Endgame section
- 3/14/2024 - Updated Sigil section to account for new Lucilius sigils
- 3/05/2024 - Updated Sigil section's blurb on Lunge capping
- 2/27/2024 - Updated Skill cooldowns and added Cascade section
- 2/26/2024 - Updated Sigils and Wrihstone sections
- 2/25/2024 - Added Damage Breakdown section
- 2/24/2024 - Added Techniques section and missing icons, thanks FurryKun!
- 2/23/2024 - Initial draft

¹ For those curious, 45 Supplemental Damage approximately doubles the value for both Holy Knight's Luster and Cascade for your basic attacks during Noble Stance.