



CLERIC GUIDE BY LUISA RLZ

Guide How to Make a Cleric written on 13/10/18

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YOU MAY TAKE THIS GUIDE, MODIFY, REWRITE AND SHARE IT AS WELL, BUT I AM GRATEFUL IF YOU DO CREDIT ME.

Contact me @LuisaRLZ#3429 at Discord



This Guide may have some updates as time passes.

I strongly recommend sharing this Guide with your guildmates to help them make their own Clerics much faster or even have a few questions solved.

NOTE: If you have any comments, something you want to add, or want to point out a mistake, please do send me a message at Discord.

→ Video made specially for this guide ←

<https://www.youtube.com/watch?v=34fCNLv1ph8>

Clerics - Why should I play Cleric?

Clerics are a class that is always very welcomed in all guilds. There's no place where a Cleric is not really needed - With a very high Magic DPS and the best supportive skills in-game, you can either be a scary Battle Cleric and make your enemies fear you or become the best guild's support overnight and never let a guildmate down again. Revive them, Heal them, Buff them and then protect them! While a bit harder to master than most classes, it is still easier than Seal Masters.

Pros and Cons

Pros:

- High Magic DPS
- Easy to build, relatively easy to master
- Best supportive class in-game. Can heal, revive, buff and has the highest heal.
- Slightly more independent than Seal Master
- Has the best survivability out of all classes

Cons:

- Not good for solo leveling
- Very targeted in all PKs
- Has only 1 damaging skill
- Might lack skill points in end game

Stats

A Cleric should always be full SPR. Once your SPR stat is full, you can begin adding CON to gain a little bit of defense. Why full SPR though? because not only clerics base their attack damage into SPR but also their defense... relatively. You see, Clerics get to learn a skill named Energy Shield which transforms every 1 SP to 3 HP. Let's say, technically, while Energy Shield is on, an attack that would normally take away 9000 of your HP, would instead take 3000 of your SP. No other builds are recommended.

Skill Tree

Battle Cleric

Battle Cleric is the most used build for this class, as Clerics like being independent, too! While this build is flexible, depending on personal preferences, I'll explain why every skill is used in the build, so you can decide which one fits your needs better.

Reminder: You only get about 69 Skill Points by lvl 75. Use them wisely!



Heal Lv 3: More of a requisite, it is always nice to throw a Heal here and there to save a guildmate's life even though he won't even say thanks.



Spiritual Bolt Lv 10: Our only source of damage. Can't go without this one.



Vigor Lv 8: A requisite to waste your skill points.



Divine Grace Lv 2: Another one



True Sight Lv 2 / Lv 10: One of our main skills to use every second we can. While leveling it up to 10 doesn't change anything else than the duration of the skill, a 3-minute-TS is for sure useful. Just have in mind your Skill Points!



Tornado Swirl Lv 3: Yet another way to waste precious Skill Points. Requisite.



Energy Shield Lv 10: Our main skill to stay alive. Transforms 1 SP to 3 HP.



Harden Lv 3: Goodbye, Skill Points. Requisite.



Recover Lv 4: Well, even though 3 Skill Points are wasted here, this skill is actually very important to have. Always keep it in your skillbar. You can recover yourself and others from seals.



Revival Lv 1: Lv 1 does the work already. It revives your silly guildmate who just ran into a huge PK without stealth. Super important for clerics.



Spiritual Fire Lv 4: Requisite, but at least helps buffing annoying Crusaders.



Tempest Boost Lv 10: A buff for yourself. It keeps you moving very fast around the PK, and it is also nice to throw it to your mates, it helps everyone. It boosts Movement Speed and Attack Speed.



Angelic Shield Lv 10: Another buff for yourself, but also nice to throw it to others once in a while. It boosts your Defense by 30% for 3 whole minutes.



Crystalline Blessing Lv 1: A totally optional skill. Allows you to freeze yourself under overwhelming situations, such as hiding from strong monsters.

Support Cleric

Support Cleric is a much less popular type of Cleric that focuses into supporting guild mates rather than attacking. It is nice for those people who prefer focusing into keeping their party alive. While this build is flexible as well, depending on personal preferences, I'll explain why every skill is used in the build, so you can decide which one fits your needs better. [If you want a full buffer Cleric, Click Here.](#)

Reminder: You only get about 69 Skill Points by lvl 75. Use them wisely!



Heal Lv 3 / Lv 10: One of my favorite skills while playing a Support Cleric. Even though Lv 3 is enough to do the work, Lv 10 Heal has an extremely fast cooldown which makes it actually fun to heal guildmates!



Spiritual Bolt Lv 10: Our only source of damage. Can't go without this one. If you actually want to play a class that is 100% support, I recommend going for a [Full Support Seal Master](#).



Vigor Lv 8: A requisite to waste your skill points.



Divine Grace Lv 2: Another one



True Sight Lv 2 / Lv 10: One of our main skills to use every second we can. While leveling it up to 10 doesn't change anything else than the duration of the skill, a 3-minute-TS is for sure useful. Just have in mind your Skill Points!



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Recover Lv 4: Well, even though 3 Skill Points are wasted here, this skill is actually very important to have. Always keep it in your skillbar. You can recover yourself and others from seals.



Revival Lv 1: Lv 1 does the work already. It revives your silly guildmate who just ran into a huge PK without stealth. Super important for clerics.



Spiritual Fire Lv 10: It is cool to have this buff, as most people won't really care to level this one up. Doesn't it feel cool to be the only one who can buff everyone during a long run? - It boosts Max attack.



Tempest Boost Lv 10: It boosts Movement Speed and Attack Speed. It is important to buff your mates every chance you have, as buffs might run out without you noticing.



Crystalline Blessing Lv 1: A totally optional skill. Allows you to freeze yourself under overwhelming situations, such as hiding from strong monsters.

Equips

Clerics probably have the easiest to choose equips - Pretty much, just choose whatever has the most SPR, Physical Resistance and Movement Speed. If your Cleric is an Ami, try getting a +6 (or more) SPR cap.

Armor



- For a low budget but good armor, you can go with Enigma Chest armor. It has a decent amount of PR and defense, plus good SP recovery rate.
- If you have money but aren't lvl 70 yet, go with a Chaos Framestone. It is not much better than the Enigma Chest Armor but it does the trick until you can lvl up enough. I however do not recommend wasting money in this one if the Lvl 70 frame is not too expensive.
- Lv 70 frame (Hestia Framestone), worth 5 kals, is the best armor a Cleric can get in my opinion. With a combo of very high Physical Resistance + awesome SP recovery, personally I prefer this one even over BD torso, as BD torso would be only 3 PR more but you'd lose all the SP recovery.

Staff



- This one is very simple. Just go for the lvl 65 unsealed staff and gem it up. If your budget is low, you can go with lower level unsealed staffs such as lvl 35, 45 or 55 as the difference might not be that big after all. If death staffs are available, you can take one, but it doesn't really make much of a difference.

Shoes



- For low budget shoes, you can start off with the shoes from Enigma Chest. They've got decent defense and a bit of CON and SPR.
- Once you're rich enough, get yourself a Chaos Pawstone. This shoe will give you a great boost of Movement Speed which is a crucial stat for Clerics.
- Only if you're ever rich enough, you can also get a Black Dragon Shoe. It is not a very big boost from CA Paw, but hey, a boost is a boost.

Gloves



- For a low budget glove, you can simply use the glove from Enigma Chest. And well... technically you can keep this glove for as long as you wish, the stats are actually very good.
- If you however prefer slightly bit less of defense, and slightly bit more of attack, you can get the lvl 70 claw (Hestia Clawstone). It is not very different from the Enigma Glove, though. More like a matter of preference.

Pet



- A SPR 2nd gen SPR pet is ideal for a Cleric. Skills: Standard Meditation, Standard Recovery and Standard Magic.

Rings & Necklace



- I recommend going for the most SPR then CON you can get. An example would be a Consecration of Priestess which has +10spr+3con but if other rings are available that are better than this one, then go with it.
- For the Necklace, I recommend going for the lvl 60 +SP+Movement Speed one (Name: Blessed Davao). This one is primordial for our Cleric as it will provide

it with a lot of Movement Speed which is very important to attack and stay alive. As mentioned above, if there is one with more Movement Speed, then get that one.

- Keep a +5 Physical Resistance in your inventory, in case you get stunned, you can always change to this necklace to survive a bit more.

Gems

- **Armor:**
 - Budget Friendly: Broken Colossus, Cracked Colossus, Gem of Colossus
 - Rich: Cracked Colossus, Gem of Colossus, Black Dragon Soul
- **Note:** Getting a glowing lvl 4 can actually be more beneficial than broken or cracked colossus, as it will make you tankier to slashes and mobs due to the extra Defense and the fact Clerics do not rely on HP.
- **Staff:** Broken Gem of Soul, Cracked Gem of Soul, Gem of Soul
- **Shoes:** Spirit gem
- **Cap:** Green Jade, Yellow Jade
- You can gem BD Hearts later on, though they're not really necessary

Some Tips about this class

- Never, ever, walk alone. Always move together with your guildmates, as Clerics are a very targeted class due to their ability to support entire guilds.
- Always keep Heal, Recover, Revive and Buffs (if available) easily accessible in your skill bar. You will need them all the time, trust me fam.
- Always try to stand behind your guildmates during PK clashes. The more you survive, the longer you will support your guild.
- Try to exclusively Bolt enemies that get out of the guild formation, rather than running into them. Running into them will very likely get you killed.
- Never stop using True Sight! you never know who's hiding in there...