

## Guide to W3-4TY Clear (Support)

By Ember

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### Gear used:

- T20 Skyent Soul (T20 Notorious Beef)
- T18 Clover
- T17 Exothermic Jacket (Required)
- T15 "Give 2 SP to team" Flamium
- Full T20 gear for max ts on familiars
- Gael Meta rune (increased SP regeneration at full health)

**Accessory used:** Divine Ward +3 (Allows me to gain multiple sp from skyent mh 1sp skill)




*Only 1 stat distribution and build is needed if your turn rate exceeds Dr Ed's turn rate (Will go more into detail in Dr Ed's section). Because my Flamium build was under Dr Ed's turn rate, I used 2 builds*




- With SP Flamium: 2.3k / 2.7k / 55.3k (60.3k ts at 396,097 turn rate)



**Level Progress:** 564,853,312 to 567,879,808

Experience

**Stats:** 176  / 626  / 102 

**Total:** 2,295  / 2,744  / 55,278   $\Sigma =$   
**60,317**

**Turn Rate:** 396,097.10

- Without SP Flamium: 2.6k / 3k / 64k (69.5k ts at 471,501 turn rate)



Level Progress: 564,853,312 to 567,879,808

Experience

Stats: 176 / 626 / 102

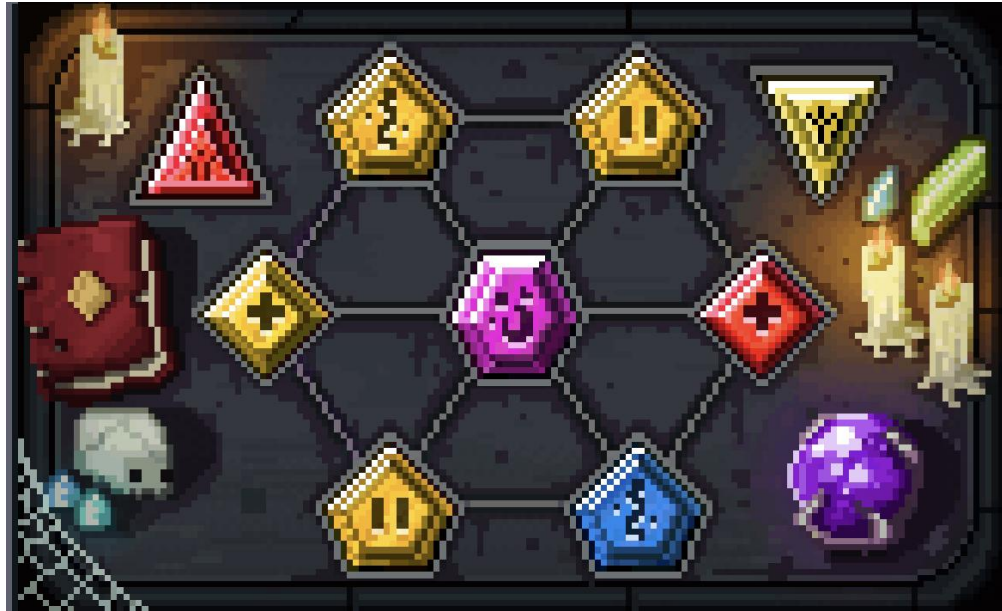
Total: 2,567 / 3,016 / 63,936  $\Sigma = 69,519$

Turn Rate: 472,501.55

**Important Stats/Bonuses:** Multihits (dual strike, quad strike), additional speed bonus

- I had 25.1% dual strike, 5.75% quad strike, and 9.7% speed bonus

<b>Speed Bonus:</b>	<b>9.7%</b>
<b>Critical Chance:</b>	<b>10%</b>
<b>Critical Damage:</b>	<b>50%</b>
<b>Evade Chance:</b>	<b>2.5%</b>
<b>Block Chance:</b>	<b>0%</b>
<b>Life Steal:</b>	<b>0%</b>
<b>Damage Enrage:</b>	<b>0%</b>
<b>Deflect Chance:</b>	<b>0%</b>
<b>Absorb Chance:</b>	<b>0.9%</b>
<b>Damage Reduction:</b>	<b>0%</b>
<b>Dual Strike:</b>	<b>25.1%</b>
<b>Empower Chance:</b>	<b>5%</b>
<b>Redirect Chance:</b>	<b>0%</b>
<b>Quad Strike:</b>	<b>5.75%</b>



**Familiars used:** Bleeximum Renacuaj Sparkin You Renacuaj

TEAM					393,001	
#	NAME					
		<b>Bleeximum</b>	17,583	50,227	14,885	
		<b>Renacuaj</b>	57,900	12,866	5,629	
		<b>Lady Sparkin</b>	15,594	14,412	48,751	
		<b>[DARK] Ember</b>	2,840	3,289	72,630	
		<b>Renacuaj</b>	57,900	12,866	5,629	

Augments highlighted in red are recommended to have, but not required

(+5) *Bleeximum* augments: **Redirect bone**, Gain dr while all teammates are alive chip, 3 dr pumps

(+0) *Lady Sparkin augments*: Heals are more effective while below %, Skills that cost sp deal increased damage, 3 speed pumps

(+1) *Renacuaj augments*: First attack has increased chance to empower, Skills that cost sp deal increased damage, 3 ds pumps

- Sparkin's fury added additional damage to Renacuaj and protection/sp when needed
  - Renacuaj is required for this strategy because of its 3 sp skill
  - I used ds pumps on Renacuaj instead of empower to make trash encounters faster
  - Bleeximum's barrier stopped multi-familiar hits
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### **Basics:**

- Your main goal as the support is to spam protection as much as possible. The SP Flamium will supply Renacuaj with the SP so don't worry about giving them SP.
- Sparkin acts mainly as a buffer for Renacuaj by spamming the team fury skill.
- Bleeximum is not required as the front tank, anything with heft will do.
- There is no ideal boss order.
- Jacket is required against Dr Ed.

### **Dungeon Basics:**

- Start every encounter off using the 0 sp spread heal skill, then the 1 sp "gain 1 sp" skill. Start using the 2 sp protection skill on any familiar that enemies will hit (check enemy skills).
- Use Sparkin as a backup for protection, giving yourself SP, or for building up fury.
- Skyent's 3/4 cleanse is incredibly helpful when supporting your front tank against Washi's shock.

*Robosawa*: Start cycling sp to yourself and get SP Flamium going. As soon as you can, use 2 sp protection on yourself since Robosawa's 0 sp skill attacks weakest. Robosawa's turn rate is 97,811, so you don't have to worry about him putting pressure on you as the weakest. Once you have protection on yourself, use protection on your closest 2 familiars with greater focus on the front tank (Robosawa's 0 sp attacks strongest and 1 sp attacks closest 2) Use Sparkin to fury team and stack additional damage onto Renacuaj. Once Renacuaj's turn is up, use the 3 sp to combust Robosawa 3 times. Repeat the process if Robosawa doesn't get one shot.



#	NAME	TEAM	DAMAGE DONE
1	Renacuaj	My Team	3121722
2	Renacuaj	My Team	1849312
3	Robosawa	Enemy	284693
4	Gotapatents	Enemy	158193

*Dr. Ediblegh:* Dr. Ed's turn rate is 461,573 (The fastest of the 3 bosses), so make sure you have your high turn rate build on if necessary. All of Dr. Ed's attacking skills are attack weakest, which means Exothermic Jacket is required in order to live long enough to start cycling protection. Use the 0 sp spread heal to start the battle. Jacket should tank Dr. Ed's first hit if he attacks you, so use the 1 sp "gain 1 sp" skill to heal and start sp cycling. By healing yourself, this will make you above the 50% health threshold for jacket and allow you to tank 2 more hits from Dr. Ed before dying. With protection up, that increases to 3 hits. Continue to cycle protection and use Sparkin to fury team and to serve as backup if you need to apply more protection.





STATS				
#	NAME	TEAM	DAMAGE DONE	
1	Renacua.j	My Team	1772869	
2	Renacua.j	My Team	1291851	
3	Maxmax	Enemy	500947	
4	Dr. Ediblegh	Enemy	428143	

*Washi:* Washi's turn rate is 200,000, so faster than Robosawa but slower than Dr. Ed. Washi has a 0 sp shock closest enemy 2 times, so start protection cycling on your front tank. Skyent Soul's 3/4 cleanse helps clear Washi's shock and prevents your team from getting E.M.P.ed. Washi also has a 1 sp attack weakest skill, so use protection on yourself after putting protection on your front tank. Use Sparkin to fury team and act as backup for protection when needed.





### Final Thoughts:

Robosawa should be the only boss that survives a single 3 sp combust skill from Renacuaj. My winning run had my first Renacuaj almost 1 shot Robosawa. Dr Ed will be your biggest problem as he has an incredibly fast turn rate and exclusively attacks weakest (you). This is a budget friendly version of "The Joebu Special" and only requires 2 ancients and 1 mythic (which don't have to be uptiered). *You can also use the Aeneas mainhand and T19 TG mythic neck instead of Skyent soul.*

Good luck!

