

HO GUIDE (beta)

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Note: This guide is not completed yet. If you see error or amelioration about this guide plz send me a message about it. Btw I miss many icon about new HO. If you know them or could write it on paper for me it could help me finish this guide. Thx

HINT AND BASIC

Ok I assume you all know the basic of HO. But I will say some reminder to make sure we are all on same page. First HO is a huge benefit for the group that do it. Starting an HO and completing it don't cost nothing more than the spell you would have done even if no HO. **HO is free and must ALWAYS be in process. In any kind of group there is a pattern of HO you must do.** Those patterns are easy and you should be able to go without sheet pretty soon. An important thing to do, that may not be that easy, it's to **avoid doing a spell that would push us into an HO path we didn't want to.** To be able to do this you must look at spell that flash on each step of the pattern. If not your turn make sure you don't do those.

Example:

The Scout starts every HO, after it is the fighter to move on. Still when the scout is initiating the wheel every class have flashing spell and making those spell quickly could leave hard time to fighter to move to next step on time. If you need to do a spell that is involve with the HO that you are not suppose to be in, try to do it before or after the critical moment.

Remember that we don't call HO so you got to evaluate when the wheel is gonna pop. When you know it will pop soon, do skill that are not involve in HO when you are not suppose be on that step .It look hard but it is not, just need some prattice. And remember, you should always cast spell in fight, there is no more down time waiting on HO to resolve. The last patch about HO solve that problem.

Since new patch about HO, we don't call them anymore. Everyone should know what to do. Surely there should be someone that tells everyone how it will work at the beginning of the group but not on each fight or between each fight.

In small group there is not complication about HO, but when we start to have the 4 class there is some tricky HO that can help the group. Those patterns are not easy, or not even a pattern. In that case there is still a guy that should call HO pattern or HO skill.

Example of call that can be done:

We fighting against a named caster that is yellow^^ for the group...

1-HO 3sec... MAGE→SCOUT "Trickster's Grasp" DoT)

2- HO 3sec... MAGE→SCOUT "Suffocating Wrath" Arcane reduce 50%

3- HO Back main pattern (SCOUT→FIGHTER→MAGE)

Done for a while... than suddently all group is injure. The HO responsible can call...

4- HO 3sec... MAGE→Priest "Arcane Chalice" Group Heal

5- Back main pattern (SCOUT→FIGHTER→MAGE)

Fight is done. We did a nice job.

Ok have fun and don't be afraid it look harder than it is...

LEGEND



Fighter

Sword
 Wild Swing
 Fierce Swing
 Mangle
 Wound
 Shield
 Toughness
 Intervene
 Guarded Stance
 Horn
 Taunt
 Shout
 Hold the Line
 Fist
 Taunting Blow
 Assault
 Shield Bash
 Boot
 Kick
 Stomp
 Flexed arm
 Call to Arms
 Honker Down
 Rallying Cry

Mage

Wand
 Lightning
 Lightning Burst
 Tome
 ???
 Fire
 Static Pulse
 Staff
 Arcane Bindings
 Star
 Storm of lightning

Priest

Chalice
 Minor, Lesser Healing
 etc.
 Hammer
 Smite
 Contagion
 Distract
 Holy Symbol Cure
 Noxious, Cure
 Trauma etc.
 Auspice
 Eye
 Rebuke
 Wailing Haze
 Moon
 Minor, Lesser Ward
 etc.
 Spectral Ward
 Wards of Spirits
 Eidolic Ward
 Druidic Stones
 Minor, Lesser
 Regeneration etc

Scout

Dagger
 Quick Strike
 Impale
 Bleed
 Shadow Blade
 Bow
 Back Shot
 Open Shot
 Mask
 Sneak
 Lock Rousing Tune
 Pathfinding
 Cloak
 Ensnare
 Sneak Attack
 Ambush
 Coin
 Dirty Tricks
 Cheap Shot
 Evade
 Reconnoiter
 Merciless Melody

LIST OF THE HO AND WHAT YOU NEED TO DO AND WHEN

For printing (black and white) I have add these icons.

👍(green)= **Good**, do it if possible

🟡(green)=**Good once only**.

🚫(red) = **Bad**, Avoid doing that spell if possible

As a referrence, you will see those icons.

🔴 = **Debuff**, should be done once a fight



= **Buff for a during time**, shouldn't be redo until is time is over.(probably 6 min)



= **Life and mana heal**, should be done when needed only.



= **Damage**

FIGHTER – PRIEST

While Tank is not injured or "Nobility buff is up":

- Solo Figther HO

If Fighter injure (even a little bit):

- Fighter→Priest(chalice) "Divine Nobility"
- If fighter full of life, go back Fighter→Fighter (shouldn't be long before he get injure)

Two or more Priests and only 1 tank:

- (CLERIC HO until tank injured, than fighter→cleric)

NOTE: you should have the heal that cost the less mana available in your quick bar. This is for being able to do fighter→priest without losing mana for no reason (small injure). Divine blade is a good DD, also while attempting divine blade you will get Divine Nobility. Make sure every fighter or priest get the effect of divine Nobility and not only fighter.

	2th	3th	4th	NAME	EFFECT
 Fighter	 Fighter	----	----	 Crushing Anvil	EoE DD
 Fighter	 Fighter	----	----	 Sky Cleave	DD
 Fighter	 Priest	----	----	 Divine Nobility	Grants health regeneration over time to target to the last one who completes the Heroic Opportunity.
 Fighter	 Priest	----	----	 Divine Blade	DD

(Fighter – Priest) Skills you don't need to do...










 Fighter	 Priest	----	----	 Crippling Shroud	reactive 10% slow on mob
 Fighter	Priest	----	----	Celestial Bloom	Grants additional instant healing on the target of the priest who completes the Heroic Opportunity.
 Priest	 Priest	----	----	 Inspiring Piety	priest knowledge inc 2 levels + DD
 Priest	 Priest	----	----	 Divine Judgement	DD

FIGHTER – MAGE









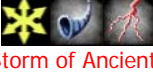



Always

- 1-Tank-->Mage till Arcane Aegis (last 6 min)
- 2-Mage all the way

Probably one of the easier combo. And it work well.

	2th	3th	4th	NAME	EFFECT
 Fighter	 Mage	----	----	 Arcane Aegis	Grants increased protection against crushing and magic attacks.
 Mage	 Mage	----	----	 Arcane Fury	Arcane DD equal to one mage nuke
 Mage	 Mage	----	----	 Arcane Storm	Equal to one mage nuke but AoE

(Fighter – Mage) Skills you dont need to do...

 Fighter	 Fighter	----	----	 Sky Cleave	DD
 Fighter	 Mage	----	----	 Scholar's Insight	+2 lvls knowledge for mage, DD for 70% of moderate DD
 Fighter	 Mage	----	----	 Storm of Ancients	DD + slows mob
 Fighter	 Fighter	----	----	 Crushing Anvil	EoE DD

FIGHTER – SCOUT

Always

- 1- Get all 4 buff (buff on 6 min)
 - Fighter→Scout (Swindler's gift)
 - Fighter→Scout (ardent challenge **for fighter first**)
 - Fighter→Scout (ardent challenge for scout)
 - Scout→Scout (swindler's luck)

3 or more mob:

- 2-Tank-->Tank crushing Anvil

One or 2 mob:

- 2-Tank-->Scout Luck's Bite

Note: if there is many scout I would said forget about swindler's luck cause this skill is uncommon and getting it for 2 or 3 scout is a waste of time. Once both buff done, if you fight pretty quickly you will see you don't need to often buff because you will get them few time without wanting them will fighting. Once buff done this work pretty well.

	2th	3th	4th	NAME	EFFECT
 Fighter	 Scout	----	----	 Swindler's Gift	Group accuracy buff for 2 levels
 Scout	 Scout	----	----	 Swindler's Luck	2 lvl accuracy increase
 Fighter	 Scout	----	----	 Ardent Challenge	Increases strength and agility by 10 to the one that finish HO.
 Fighter	 Fighter	----	----	 Crushing Anvil	EoE DD
 Fighter	 Scout	----	----	 Luck's Bite	DD 50% to 250%extra

(Fighter – Scout) Skills you don't need to do...











 Fighter	 Fighter	----	----	 Sky Cleave	DD
 Scout	 Scout	----	----	 Ringing Blow	Short duration stun

PRIEST – SCOUT

Always

- 1- Get Fervent Quickening (make sure scout finish HO) (stay 6 min)
- 2- Get Fervent Quickening (make sure cleric finish HO) (stay 6 min)
- 3- do until you get: Scout→Scout "Swindler's luck" (stay 6 min)
- 4- For the rest of fight
 - Priest→Scout (Piercing Faith **ONCE if possible** and Divine Trickery as much as possible)

**this buff should be done for the main Priest and the main Scout in group.

	2th	3th	4th	NAME	EFFECT
 Scout	Priest	----	----	Fervent Quickening	Increases defense by 10 & periodically grants power to the player that completes
 Scout	 Scout	----	----	 Swindler's Luck	2 lvl accuracy increase
 Scout	 Scout	----	----	 Ringing Blow	Short duration stun
 Priest	 Scout	----	----	 Piercing Faith	DD & -5 AGI on mob
 Priest	 Scout	----	----	 Divine Trickery	DD + pierce/divine resistance lowered on mob 5%

(Priest – Scout) Skill you don't need to do...

 Priest	 Priest	----	----	 Divine Judgement	DD
 Priest	 Priest	----	----	 Inspiring Piety	priest knowledge inc 2 levels + DD

PRIEST – MAGE











Only if mob are caster:

- Try until you get: Mage-->Priest "Suffocating wrath"

Always

- 2- Solo Mage HO only

(not pretty sure, can you help me out? (valaxius, bock, drokar, francky, memnok)

	2th	3th	4th	NAME	EFFECT
 Mage	 Priest	---	---	 Suffocating Wrath	Halves all mobs arcane spell dmg for 36s
 Mage	 Mage	---	---	 Arcane Fury	Arcane DD equal to one mage nuke
 Mage	 Mage	---	---	 Arcane Storm	Equal to one mage nuke but AoE

(Priest – Mage) skills you don't need to do...














 Priest	 Priest	---	---	 Divine Judgement	DD
 Mage	 Priest	---	---	 Arcane Chalice	Restores 10% power and major group heal
 Priest	 Priest	---	---	 Inspiring Piety	priest knowledge inc 2 levels + DD
 Priest	Mage	---	---	Celestial Bloom	Grants additional instant healing on the target of the priest who completes the Heroic Opportunity.

MAGE - SCOUT










Always:

- 1-Scout→Scout "Swindler's Luck" (stay 6 min)
- 2-till you get: Mage→Scout "Trickster's Grasp"
- 3-solo Mage HO only (arcane If many mob, storm if single)

(I am not a scout, but are you able to keep the aggro on ya? (give me a hint if you can)

	2th	3th	4th	NAME	EFFECT
 Scout	 Scout	---	---	 Swindler's Luck	2 lvl accuracy increase
 Mage	 Scout	---	---	 Trickster's Grasp	Additional 4-tick 150% arcane DoT
 Mage	 Mage	---	---	 Arcane Storm	Equal to one mage nuke but AoE
 Mage	 Mage	---	---	 Arcane Fury	Arcane DD equal to one mage nuke

(Mage – Scout) Skill you dont need to do...

 Mage	 Scout	---	---	 Arcane Trickery	add'l 75% dmg, 5% arcane debuff on mob
 Mage	 Scout	---	---	 Resonating Cascade	Grants minor power regeneration to the one who completes the Heroic Opportunity.
 Scout	 Scout	---	---	 Ringing Blow	Short duration stun

FIGHTER – SCOUT - MAGE

Always do buff when needed:

- Fighter → Mage till “Arcane Aegis” (last 6 min)
- Fighter → Scout till both
 - **Ardent Challenge on tank and scout (last 6 min)
 - Swindler’s Gift (last 6 min)

While there is 3 or more mob

- Mage -> Mage “Arcane Storm”




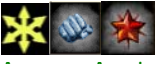













If 1 or 2 mob

- (need to check if good) till you get: Mage→Scout “Trickster’s Grasp”
- Soldier’s gambit for the rest of fight







Try to do buff on easy fight.

- Ardent Challenge on scout** (last 6 min)
- Swindler’s Luck(last 6 min)

**Apply it on fighter first because he gets the hits and agility makes him parry. Don’t forget the problem of this group is life not DMG.

	2th	3th	4th	NAME	EFFECT
 Fighter	 Mage	---	---	 Arcane Aegis	Grants increased protection against crushing and magic attacks.
 Fighter	 Scout	---	---	 Ardent Challenge	Increases strength and agility by 10 to the one that finish HO.
 Fighter	 Scout	---	---	 Swindler's Gift	Group accuracy buff for 2 levels
 Scout	 Scout	---	---	 Swindler's Luck	2 lvl accuracy increase
 Mage	 Scout	---	---	 Trickster's Grasp	Additional 4-tick 150% arcane DoT
 Scout	 Fighter	 Mage	---	 Soldier's Gambit	bonus nuke dmg 100%-300%
 Mage	 Mage	---	---	 Arcane Storm	Equal to one mage nuke but AoE

(Fighter – Scout – Mage) Skill that you don’t need to do...

 Scout	 Fighter	 Mage	---	 Trinity Divide	Add'l piercing dmg + increases hate on fighter by all mobs in group
 Fighter	 Fighter	---	---	 Sky Cleave	DD

 Mage	 Mage	----	----	 Arcane Fury	Arcane DD equal to one mage nuke
 Mage	 Scout	----	----	 Arcane Trickery	add'l 75% dmg, 5% arcane debuff on mob
 Scout	 Fighter	 Mage	----	 Grand Proclamation	Increases the maximum power pool of grp
 Fighter	 Fighter	----	----	 Crushing Anvil	EoE DD
 Fighter	 Scout	----	----	 Luck's Bite	DD 50% to 250%extra
 Fighter	 Mage	----	----	 Scholar's Insight	+2 lvls knowledge for mage, DD for 70% of moderate DD
 Fighter	 Mage	----	----	 Storm of Ancients	DD + slows mob
 Scout	 Scout	----	----	 Ringing Blow	Short duration stun
 Mage	 Scout	----	----	 Resonating Cascade	Grants minor power regeneration to the one who completes the Heroic Opportunity.

FIGHTER – SCOUT - PRIEST

Always do buff when needed:




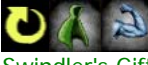

















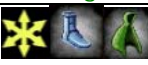












- Fighter -> Scout
 - Ardent Challenge on both (tank-scout) (last 6 min)
 - Swindler's Gift (last 6 min)
- Fighter → Priest "Divine Nobility on fighter"
- Scout->Scout "Swindler's Luck(last 6 min) (this is not a must, up to you to do it)

While there is 3 or more mob

- Fighter -> Fighter "Crushing anvil"

If 1 or 2 mob

- Try once Priest→Scout "Piercing Faith"
- The pattern for the fight
 - Scout → Fighter → Priest
 - "Capricious Strike" all the time (scout end HO is better I think)
 - "Verdant trinity" if all group injured
- Cleric low on mana: Fighter → Scout "Luck's Bite"

	2th	3th	4th	NAME	EFFECT
 Fighter	 Scout	----	----	 Swindler's Gift	Group accuracy buff for 2 levels
 Fighter	 Scout	----	----	 Ardent Challenge	Increases strength and agility by 10 to the one that finish HO.
 Priest	 Scout	----	----	 Piercing Faith	DD & -5 AGI on mob
 Scout	 Scout	----	----	 Swindler's Luck	2 lvl accuracy increase
 Fighter	 Priest	----	----	 Divine Nobility	Grants health regeneration over time to target to the last one who completes the Heroic Opportunity.
 Fighter	 Fighter	----	----	 Crushing Anvil	EoE DD
 Fighter	 Scout	----	----	 Luck's Bite	DD 50% to 250%extra
 Scout	 Fighter	 Priest	----	 Capricious Strike	High DD
 Scout	 Fighter	 Priest	----	 Verdant Trinity	50% group heal
 Scout	 Fighter	 Priest	----	 Nature's Growth	Group regeneration

(Fighter – Scout – Priest) Skill you don't need to do...

 Scout	 Scout	----	----	 Ringing Blow	Short duration stun
 Priest	 Scout	----	----	 Divine Trickery	DD + pierce/divine resistance lowered on mob 5%
 Scout	Priest	----	----	Fervent Quickening	(Increases defense by 10 & periodically grants power) to the player that completes
 Priest	 Priest	----	----	 Divine Judgement	DD
 Priest	 Priest	----	----	 Inspiring Piety	priest knowledge inc 2 levels + DD
 Fighter	 Priest	----	----	 Divine Blade	DD
 Fighter	 Priest	----	----	 Crippling Shroud	reactive 10% slow on mob
 Fighter	 Fighter	----	----	 Sky Cleave	DD

FIGHTER – MAGE - PRIEST

do buff on easy mob when needed:

- Fighter → Mage “Arcane Aegis”
- Fighter → Cleric “Divine Nobility”

If 1 or 2 mob


























- If cleric can handle heal easily
 - Fighter → Priest → Mage “Any of Thunder, Archaic, ...”
- If cleric have hard time to heal
- When cleric low on mana
 - Mage → Mage HO

If 3 or more mob












- Mage → Mage HO




















*Problem of this group is they cannot flip. So, even if a spell is good we must consider the fact we can get other spell we don't want.

*This group have good HO, but mana of cleric should be use to heal not only doing dmg!!

	2th	3th	4th	NAME	EFFECT
 Fighter	 Mage	---	---	 Arcane Aegis	Grants increased protection against crushing and magic attacks.
 Fighter	 Priest	---	---	 Divine Nobility	Grants health regeneration over time to target to the last one who completes the Heroic Opportunity.
 Fighter	 Priest	 Mage	---	 Thunder Slash	DD (3hits)
 Fighter	 Priest	 Mage	---	 Archaic Ruin	70% bonus to arcane/slash/divine dmg
 Mage	 Mage	---	---	 Arcane Fury	Arcane DD equal to one mage nuke
 Mage	 Mage	---	---	 Arcane Storm	Equal to one mage nuke but AoE
 Fighter	 Mage	 Priest	---	 Arcane Salvation	Grants power to party members near

(Fighter – Mage – Priest) Skill you don't need to do...

 Mage	 Priest	---	---	 Suffocating Wrath	Halves all mobs arcane spell dmg for 36s
 Fighter	 Fighter	---	---	 Sky Cleave	DD
 Mage	 Priest	---	---	 Arcane Chalice	Restores 10% power and major group heal
 Fighter	 Fighter	---	---	 Crushing Anvil	EoE DD

	Fighter				
 Fighter	 Mage	----	----	 Scholar's Insight	+2 lvs knowledge for mage, DD for 70% of moderate DD
 Fighter	 Mage	----	----	 Storm of Ancients	DD + slows mob
 Priest	 Priest	----	----	 Divine Judgement	DD
 Priest	 Priest	----	----	 Inspiring Piety	priest knowledge inc 2 levels + DD
 Priest	Mage	----	----	Celestial Bloom	Grants additional instant healing on the target of the priest who completes the Heroic Opportunity
 Fighter	 Priest	----	----	 Divine Blade	DD
 Fighter	 Priest	----	----	 Crippling Shroud	reactive 10% slow on mob

SCOUT – MAGE - PRIEST

Hard to know what to do! This is not easy stuff but I would say... yea this is hard stuff...

Make sure those buff up:

- Scout→Scout "Swindler's luck"
- Scout→Priest "Fervent Quickenning"

If 1 or 2 mob

- Priest →Scout "Piercing Faith"
- Mage →Scout "Trickster's Grasp"
- Try to get both "luminary Fate, Breaking Faith"
 - Scout→Priest→Mage
- Mage→Mage "arcane fury"

If 3 or more mob






























- Mage→Mage "Arcane Storm"

If hard to heal


























- Mage→Priest "Celestial Bloom" I think but must try that ho

*Scout must finish it...

*Problem of this group is that the scout is not the best to get dmg and keep the priest busy a little bit too much. To help him we will focus on defence at first.

	2th	3th	4th	NAME	EFFECT
 Mage	 Priest	---	---	 Suffocating Wrath	Halves all mobs arcane spell dmg for 36s
 Priest	 Scout	---	---	 Piercing Faith	DD & -5 AGI on mob
 Mage	 Scout	---	---	 Trickster's Grasp	Additional 4-tick 150% arcane DoT
 Scout	Priest	---	---	Fervent Quickenning	Increases defense by 10 & periodically grants power to the player that completes
 Scout	 Scout	---	---	 Swindler's Luck	2 lvl accuracy increase
 Scout	 Priest?	 Mage?	---	 Luminary Fate	power regen over time
 Scout	 Priest	 Mage	---	 Breaking Faith	Doubles dmg of last hit, reduces arcane, divine, and lightning resistance by 5%
 Mage	 Mage	---	---	 Arcane Fury	Arcane DD equal to one mage nuke
 Mage	 Mage	---	---	 Arcane Storm	Equal to one mage nuke but AoE
 Priest	Mage	---	---	Celestial Bloom	Grants additional instant healing on the target of the priest who completes the Heroic Opportunity.

(Scout-Priest-Mage) Skill you shouldn't do...

 Mage	 Scout	----	----	 Arcane Trickery	add'l 75% dmg, 5% arcane debuff on mob
 Scout	 Priest	 Mage	----	 Archaic Shackle	Does add'l dmg, roots briefly and slows by 5%
 Priest	 Priest	----	----	 Divine Judgement	DD
 Priest	 Priest	----	----	 Inspiring Piety	priest knowledge inc 2 levels + DD
 Priest	 Scout	----	----	 Divine Trickery	DD + pierce/divine resistance lowered on mob 5%
 Scout	 Scout	----	----	 Ringing Blow	Short duration stun
 Mage	 Priest	----	----	 Arcane Chalice	Restores 10% power and major group heal
 Mage	 Scout	----	----	 Resonating Cascade	Grants minor power regeneration to the one who completes the Heroic Opportunity.

FIGHTER - SCOUT – MAGE - PRIEST

Buff that need to be up:

- Scout→Fighter→Priest→Mage “Strength of Unity”
- Fighter → Mage “Arcane Aegis”
- Fighter → Scout till both
 - Ardent Challenge on tank (last 6 min)
 - Swindler’s Gift (last 6 min)
- Scout→Mage→Priest “Luminary Fate”

If mob are caster

- Mage→Priest “Suffocating Wrath” once

Pattern to do:

- If single mob
 - Mage→Scout “Tricker’s grasp”
 - Scout→Fighter→Mage “Soldier Gambits, Grand Proclamation(if buff not on), Trinity Divide” (I prefer this one cause of skill around it if we don’t get it and this one can be as good as Tears **if mage finish the HO**)
 - Scout→Fighter→Priest→Mage Tears of luclin (prefer soldier Gambit, he is easier, faster and as strong if good mage)
- If group Mob
 - Scout→Fighter→Priest→Mage « Ancient Demise »

If group injured



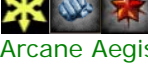
- Scout→Fighter→Priest “Verdant trinity”




















If hard time to heal the fighter

- Priest→ Mage “Celestial Bloom”














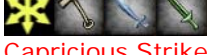


















Everyone going soon out of mana








































- Always: Fighter→Mage→Priest “Arcane Salvation”

	2th	3th	4th	NAME	EFFECT
 Mage	 Priest	----	----	 Suffocating Wrath	Halves all mobs arcane spell dmg for 36s
 Scout	 Mage?	 Priest?	----	 Luminary Fate	power regen over time
 Scout	 Fighter	 Priest	----	 Nature's Growth	Group regeneration
 Scout	 Fighter	 Priest	----	 Verdant Trinity	50% group heal
 Fighter	 Mage	----	----	 Arcane Aegis	Grants increased protection against crushing and magic attacks.
 Scout	 Fighter	 Priest	 Mage	 Strength in Unity	Increases str, wis, int and agility of the party by 10 pts
 Scout	 Fighter	 Priest	 Mage		Great AE DD + lowers arcane resist on mob 10% for 5 min

				 Ancient Demise	
 Mage	 Scout	----	----	 Trickster's Grasp	Additional 4-tick 150% arcane DoT
 Scout??	 Fighter??	 Mage??	 Priest??	?? Tears of Luclin	High DD
 Scout	 Fighter	 Mage	----	 Trinity Divide	Add'l piercing dmg + increases hate on fighter by all mobs in group
 Scout	 Fighter	 Mage	----	 Soldier's Gambit	bonus nuke dmg 100%-300%
 Scout	 Fighter	 Mage	----	 Grand Proclamation	Increases the maximum power pool of grp
 Priest	Mage	----	----	Celestial Bloom	Grants additional instant healing on the target of the priest who completes the Heroic Opportunity.
 Fighter	 Mage	 Priest	----	 Arcane Salvation	Grants power to party members near

Skills you shouldn't do in a full class group...

 Mage	 Mage	----	----	 Arcane Fury	Arcane DD equal to one mage nuke
 Mage	 Mage	----	----	 Arcane Storm	Equal to one mage nuke but AoE
 Mage	 Priest	----	----	 Arcane Chalice	Restores 10% power and major group heal
 Scout	Priest	----	----	Fervent Quickening	Increases defense by 10 & periodically grants power to the player that completes
 Scout	 Fighter	 Priest	----	 Capricious Strike	High DD
 Scout	 Priest	 Mage	----	 Breaking Faith	Doubles dmg of last hit, reduces arcane, divine, and lightning resistance by 5%
 Scout	 Scout	----	----	 Swindler's Luck	2 lvl accuracy increase
 Scout	 Scout	----	----	 Ringing Blow	Short duration stun
 Priest	 Priest	----	----	 Divine Judgement	DD
 Priest	 Priest	----	----	 Inspiring Piety	priest knowledge inc 2 levels + DD
 Priest	 Scout	----	----	 Piercing Faith	DD & -5 AGI on mob

 Priest	 Scout	----	----	 Divine Trickery	DD + pierce/divine resistance lowered on mob 5%
 Fighter	 Fighter	----	----	 Sky Cleave	DD
 Fighter	 Fighter	----	----	 Crushing Anvil	EoE DD
 Fighter	 Priest	----	----	 Divine Blade	DD
 Fighter	 Priest	----	----	 Crippling Shroud	reactive 10% slow on mob
 Fighter	 Scout	----	----	 Luck's Bite	DD 50% to 250%extra
 Fighter	 Scout	----	----	 Swindler's Gift	Group accuracy buff for 2 levels
 Fighter	 Mage	----	----	 Scholar's Insight	+2 lvls knowledge for mage, DD for 70% of moderate DD
 Fighter	 Mage	----	----	 Storm of Ancients	DD + slows mob
 Scout	 Priest	 Mage	----	 Archaic Shackle	Does add'l dmg, roots briefly and slows by 5%
 Fighter	 Priest	 Mage	----	 Archaic Ruin	70% bonus to arcane/slash/divine dmg
 Fighter	 Priest	 Mage	----	 Thunder Slash	DD (3hits)
 Mage	 Scout	----	----	 Arcane Trickery	add'l 75% dmg, 5% arcane debuff on mob
 Mage	 Scout	----	----	 Resonating Cascade	Grants minor power regeneration to the one who completes the Heroic Opportunity.
 Fighter	 Priest	----	----	 Divine Nobility	Grants health regeneration over time to target to the last one who completes the Heroic Opportunity.
 Fighter	 Scout	----	----	 Ardent Challenge	Increases strength and agility by 10 to the one that finish HO.

MACRO customization for HO

(on next guide I will put it...)