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Avenging Angel Trinity | Weapon Platform Armor Strip + Red Crits (Champion's Blessing)

COPY



by [ninjase](#) — last updated a month ago



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0

Become the bastion that defends allies using powerful healing abilities with Trinity Prime. Featuring altered mod polarities for greater customization.



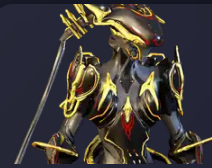
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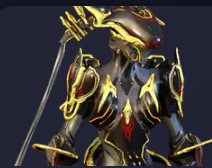
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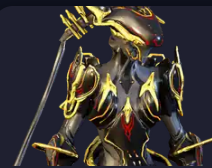
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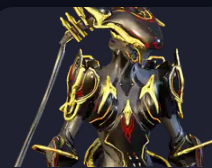
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Beginner-Friendly Eidolon Healer

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ENERGY	225
HEALTH	370
SHIELD	555
SPRINT SPEED	1.1
DURATION	100%
EFFICIENCY	100%
RANGE	100%
STRENGTH	100%
ARMOR	135
DAMAGE REDUCTION	31%
EFFECTIVE HIT POINTS	1,277

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The
Devouring
Void |
Raw Non-
crit
Laetum
(One-
shot Steel
Path)

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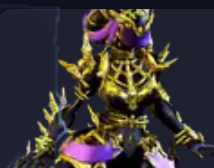


The Lich King
Revenant |
General
Use/Endurance
Steel Path |
Mesmer Tank
and One-sho
Reave

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Thunderdome Khora | Steel Path Endurance Survival and Looting

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TRINITY PRIME BUILDS

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Avenging Angel Trinity | Weapon Platform Armor Strip + Red Crits (Champion's Blessing)

INTRODUCTION

This build focuses on maximising weapon DPS through 100% armor strip from [\[Abating Link\]](#) and two sources of critical chance from [\[Champion's Blessing\]](#) and Arcane Avenger. [\[Champion's Blessing\]](#) provides up to a maximum of 350% additive crit chance based on % health healed, while Arcane Avenger provides a flat 45% boost to final crit chance. This means if you use the [\[Kuva Bramma\]](#) with [\[Point Strike\]](#) alone, you hit a final crit chance of 255%, or every second hit is a red crit.

You can optionally use a Bleeding Dragon Key to drop your max health which means the % healed is increased per Bless cast and the crit chance boost is sped up, however, you will want to use [\[Quick Thinking\]](#) to prevent accidental death. Without a bleeding dragon key it will take approximately 2 to 5 mins to ramp up the bonus to maximum when playing Solo. This is because Link and Bless provides 75% damage reduction each or 93% DR total and this applies to [\[Combat Discipline\]](#), meaning rather than losing 10 health per kill, you only lose 1 health per kill. You need to heal 3 health points to gain 1% crit chance. This process can be sped up significantly with a companion (e.g. cat) that needs healing. Just make sure to unequip ANY mods on your companion that heal you eg [\[Hunter Recovery\]](#).

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is a new mod that gives a total of 60% strength without the downside of [\[Transient Fortitude\]](#) (30% on top of base 30% whenever you actually restore health). This is usually very difficult to proc but actually easy to keep up in this build since [\[Combat Discipline\]](#) causes health loss and Bless restores health. If you don't own or want to use Archon Intensify, simply swap this for Transient Fortitude (OR Umbral Intensify + Augur Secrets/Archon Shards)

Archon Shards

2 Amber Cast speed - allows you to have an extra slot for Vampire Leech, Rolling Guard or More strength/duration. if NO cast speed shards, natural talent is highly suggested over either vampire leech or abating link.

2-3 Strength shards - could allow you to swap [\[Archon Intensify\]](#) for [\[Umbral Intensify\]](#) and still hit full strip from [\[Abating Link\]](#).

A few duration shards further helps 3 and 4 uptime.

PLAYSTYLE

1. Cast Energy Vampire frequently to top up energy to max
2. Keep Link and Bless active at all times
3. Get kills to trigger [\[Combat Discipline\]](#) and arcane avenger
4. Cast Bless to heal damage taken and trigger [\[Champion's Blessing\]](#)
5. Once at maximum buff, make sure to always refresh Bless before the crit buff wears off

If Silence is subsumed, stay mobile to crowd control enemies passively. Silence also blocks special abilities of acolytes and enemies.

BUILD SPECIFICS

Duration

Duration is required for upkeep on link, blessing and the crit buff of [\[Champion's Blessing\]](#).

Efficiency

We can dump efficiency completely since [\[Primed Flow\]](#) and energy vampire allows us to regenerate tons of energy, particularly on killing enemies.

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silence as you cannot re-stun enemies quickly.

Strength

We need to hit the 167% strength for abating link to fullstrip. This can be achieved by Transient fortitude/Archon Intensify + molt augmented + power drift with overextended.

Aura/Exilus

[[Combat Discipline](#)] is used to proc both Arcane Avenger AND Champion's blessing. Heal back any lost health with blessing.

Exilus is flexible:

- Cunning Drift to offset the range loss from narrow minded
- Primed Sure Footed - You don't really need this as Link does offer knockdown resist, I find link is not a very reliable source as you lose knockdown resistance as soon as linked enemies die, particularly if you use AOE weapons with bomblets and multishot (like [[Zarr](#)], bramma, [[Sporelacer](#)])

Arcanes

Avenger is needed to synergize with [[Combat Discipline](#)] to give flat +45% crit chance

Energize is completely optional since EV provides energy, but may be useful as a backup in case you run out of energy to even cast EV

Flexible Slots

Rolling guard and Primed Continuity - can be swapped between [[Narrow Minded](#)] and [[Stretch](#)].

If you prefer to health tank, you can add [[Adaptation](#)] over [[Abating Link](#)], run arcane guardian over molt augmented and run stretch over overextended

HELMINTH

Since Trinity already has health/shield/energy generation, damage reduction, armor strip and damage from champion's blessing, the only type of ability missing is crowd control. Good options to fit the stats of the build include:

- Silence: works well with neutral range since it can be refreshed multiple times on the same targets if you move in and out of range. Also prevents special abilities like certain


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enemies, spam multiple times and makes headshots easy

- Resonator: Cheat mode for crowd control but the low range may not be ideal
- Shooting Gallery + [\[Muzzle Flash\]](#) augment: constantly stuns crowds and also blinds eximus THROUGH overguard. You may want more range to make this feel more effective, and also requires [\[Muzzle Flash\]](#) augment.

ARSENAL

Any primary and secondary weapon with decent base critical chance would pair best to give you the best chance of hitting more consistent red crits (>25% for pure orange crits, >40% for pure red crits). Examples of each type include:

- Primaries: Kuva Chakkurr, Dread, Lenz, Cernos Prime, Synapse, Kuva Brama, Zenith (alt-fire), Daikyu, Acceltra, Amprex, Stahlta (alt-fire)
- Secondaries: [\[Epitaph\]](#), [\[Tenet Diplos\]](#), [\[Athodai\]](#), [\[Plinx\]](#), [\[Euphona Prime\]](#), [\[Pandero\]](#), [\[Sepulcrum\]](#)

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