

How to be a Fawker – Cra Fire/Earth Guide & Review

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How to be a Fawker – Cra Fire/Earth Guide & Review

I. INTRODUCTION

If you're already familiar with Cra basics and you're looking to know how to maximize Cra's potential, you've come to the right place. Gears and characteristics are easy to follow, but not the playstyle. In this guide, I will share what I usually do in hopes that it will improve your Cra's performance and presence in a team. I'll also explain the "why"s and "why not"s—kind of like FAQs—so you completely get the idea of this and that. Keep in mind that effective playstyle is the goal.

Disclaimer: This guide is purely based on my more-than-2-year experience maining a Cra. Hence, it may or may not be biased.

Objectives

1. Mastery of **both** Single Target (ST) and Area of Effect Damage (AoE), by focusing on Distance and Critical Hit Damage with 100% Critical Hit Rate.

Why not pure Single Target Cra?

I've done ST Cra and honestly it would be sugarcoating for me to say that the reason I deleted it (I once had 2 post-deck Cras) was simply because it wasn't my cup of tea. No... it's because ST Cra is very lackluster compared with a Cra that knows how to AoE + ST. In my opinion, Cra is one of those few classes who need to be able to deal ST and AoE to be effective and outstanding. So, going pure ST is like tossing aside half of Cra's great potential and that's certainly not what we're looking for in this guide. Unless you're an Air Cra who wants to have high Crasernic (Poison Arrow) damage and is somehow just passing by this guide, I see no reason to invest in ST at all.

2. High Initiative. Minimum 350 without Inhalation passive.

Why?! Runing support slot is torturing!

Simple. You're a Cra that knows how to AoE. Gotta make sure you go first or second to grab those early AoE hits, which again proves why ST Cra is not so effective in team fights. Max them initiative, mate. Know what you do best and ensure you get the chance to perform it.

3. Great resistances for PvE and PvP.

You'll never know when new hard content is released and you might just need them to survive the storm.

II. CHARACTERISTICS

Now that you understand your objectives, choosing characteristics is a walk in the park.

Intelligence

%Health Points – 30

Elemental Resistance – 10

%Armor – 10

Strength

Distance Mastery – 20

Elemental Mastery – 30

Agility

Initiative – 20

%AP & MP Removal – 20

%AP & MP Resistance – 10

Why not dump the final 10 points in Dodge?

With all due respect to every Cra who does it, what are you looking to dodge with just extra 60 dodge? Cra naturally uses Roly Poly (primarily), Beacon Sneaking, or pushing spell to escape anyway. There, 3 escape tools.

Chance

%Critical Hit – 20

Critical Mastery – 27

%Block – 3

You can stat all 30 pts in Critical mastery. I put 3 pts in %Block only to activate the chance of blocking hits.

Major

Action Point

Movement Points & Damage

Final Damage

Reduction

Holy moly, you don't stat Range? I don't want to hit less than other Cra's...

You won't. Efficient and effective performance is what differs a Cra from another Cra. You're following my guide, so deal with it. Just kidding. On a serious note, one of the objectives is to have great resistances if you still remember. You'll learn why Reduction is a versatile major for Cra in the next sections. If you still insist in taking Range till the end of this guide, just so you know, I can't stop you either.

III. SPELLS & PASSIVES

You're going to be Fire/Earth so obviously you max all spells in both branches. All of them are equally amazing.

The Five Mandatory Passives

Devious Archer, Heightened Vision, Cra Precision, Powerful Shooting, Carnage.

Yeah, I still curse Ankama to this day that they had to break Sharpening into several different passives.

The Great 6th Passive List

1. The Way of The Bow

I can't think of any other better passive to start off this list. This is your must-have passive in **all** dungeon rooms as well as when you're mobbing in a group. I might be wrong but Piercing Arrow with this passive activated is hands down the best AoE in game right now "if" you're smart enough. Use Beacon to chain the rebound damage if needed. And don't be afraid to use Homing Arrow to make your cockblocking ally *transparent* before you cast the Piercing Arrow. All in all, practice your spotting AoE skill and make it your 2nd nature.

Note: Explosive Arrow is better, when there are more than 4 enemies in the area.

2. Anticipation

The 1v1 PvP and universal Boss Room passive. You'll need Lashing Arrow as your bread and butter.

3. Archery

A unique passive that I use for Bosses with slower vulnerability, eg: Kannilooni, and perhaps Grozepin although Way of Bow (Piercing Arrow) can be great if your Cra is the flower smasher. Anyways, what I love to do is placing 4 beacons on the sides of the map whenever I get the chance in order to maintain the +24% FD (6% FD each beacon in play), making sure it's safe from getting destroyed.

4. Inhalation

1v1 PvP stuff mostly, when your base initiative is lower than your enemy.

The 'Meh' Passives

1. Pyrolysis Fusion

Fire/Air stuff, you're never gonna need it.

2. Elusive

Purely personal opinion: Worst Cra's passive across all possible builds. Maybe it's just me, as I prefer to be in control of what I'm doing when it comes to gaining final damage rather than resigning myself to external factors, which in this case are the mob's AI and PvP opponents. Even the native Elusive 'state' is something you shouldn't invest your mind, soul, and energy in. There are times you can't predict where enemies will move. No matter how far you try to stand from enemies, if they can still reach you or something is being summoned near you, your effort is pretty much thrown into the gutter. Avoid playing awkwardly, is all I'm saying.

IV. END-GAME GEARS: PVE AND PVP

You might've just gone to this gear section immediately and skipped all my yipyapping above. **So, I take the liberty to advise you to scroll up again and read them.** You may learn new stuff and it won't hurt if you do. Understanding of a class and its tools is essential to having a strong presence in any team.

Without further ado, let's get started! ***Please kindly refer to [Wakfu Encyclopedia](#) for the gear names and stats.*

Runes

- +200 Distance Damage
- +100 Initiative
- +100 Elemental Resistance

PvE Set (as of 1.46 patch)



SYCOWELL LVL. 200

HP 10,135	AP 12	MP 5	WP 7
DI 43%	CH 85%	CrM 663	DiM 550
SiM 40	RA 6	INI 376	CTL 2

MASTERY

255	65% (473)	1325	65% (481)
1037	64% (469)	1325	67% (499)
40%	20%	40%	20%

(Nation Buff x8)

Max total damage:

1325 + 663 CrM + 550 CrM + 40 SiM + 90 CrM (Precision) + 50 SiM (Reach) = 2718 Damage

2726 Damage when Nation Buff x10

Why Bygone Hand relic?

Because Bygone is still the best relic for hybrid build, and Cras fully benefit from it. There you have it, a right-hand weapon with consistent 300 damage. There's no non-relic right-hand weapon that can come close to it so far, unlike other higher level relics who can almost be pwned by legendary gears. And 6 Range is perfectly fine for PvE. 7 range if you stat Range instead of Reduction.

1v1 PvP Set

Similar to PvE set. Except, I frequently change Beach Bandage to Nomad Max depending on how well-gearred my opponent is and whether s/he is long ranged, mid-ranged, or melee build/class. This is my stat after changing ring, with Nation Buff x8. Look at those delicious Resistances in exchange of little damage.




SYCOWELL LVL. 200			
HP	10,212	AP	12
MP	5	WP	7
MASTERY			
305	68% (513)	1335	68% (521)
997	67% (509)	1335	69% (539)
40%	20%	40%	20%

Now you know why Reduction major is very versatile and why I prefer it to Range major. But guess what, there is more. Keep scrolling!

1v1 init-freak-sore-loser PvP Set

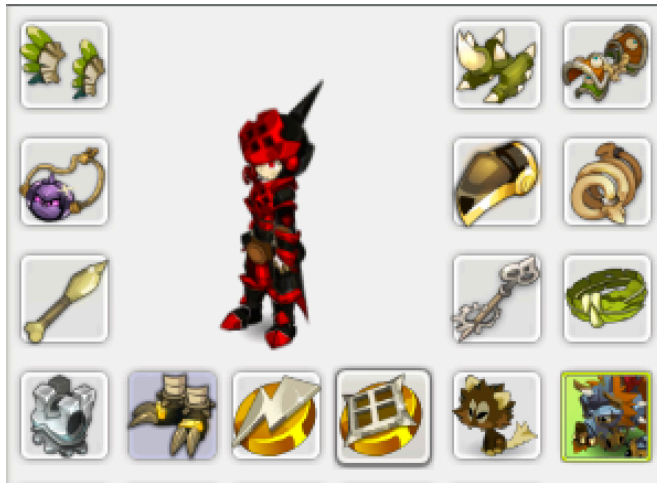
Just as I name it, this set focuses mainly on reaching steroid Initiative in exchange of little damage and resistance. If you're out there wreaking havoc (eg. chopping trees or going on a killing spree), this set might be best for you just for the sake of having higher initiative than literally *everyone*.



SYCOWELL LVL. 200			
HP	10,153	AP	12
MP	5	WP	6
INI	674	CH	100%
CrM	713	DiM	615
SiM	90	DOD	131
BLO	3%		
MASTERY			
243	67% (498)	1343	67% (510)
935	65% (483)	1343	70% (553)
40%	20%	40%	20%

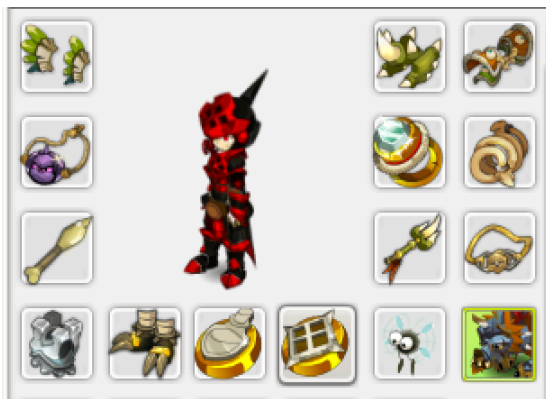
Note: 674 with Inhalation passive. You need **Sporey Cocktail** for the %CH Boost.

I use Steel Beak Boots in this set. I can get +15 more init if I use Pointy Leggings, but of course I'm lazy to full rune that thing at the moment (requires class 20 runes). So, suit yourself, get as fast as you can, freaks! Meanwhile, I'll try to reach 700 init when I have free time.



Team PvP Set

Similar to previous sets with Bygone Hand... **not**, absolutely not, bad idea. It's time to take off that Bygone temporarily and put on a Golden Keychain to save your life.



SYCOWELL LVL. 200

XP				
HP 9,732	AP 12	MP 6	WP 7	
RA 7	CH 84%	CTL 2	DI 46%	
MASTERY				
345	65% (483)	1195	66% (491)	
1157	65% (479)	1265	67% (509)	
40%	20%	40%	20%	

Don't mind my faulty Earth damage, my weapon had the wrong element roll.

Now, you have 7 Range and 6MP. Exactly all you need to be the “sniper” of your team. I’m gonna say this again, it’s very important to know what you do best. This includes knowing your role, so you know how to adapt and be useful for your team. It is okay if you hit less with Golden Keychain, it’s more important that you, the sniper, are in a safe position at the back instead of moving forward due to lack of Range & MP from Bygone.

Explosive Arrow is your most dangerous spell in team PvP—yet another reason pure Single Target build is lackluster.

If I ever fight against a team that has a Cra in it, I'll vote to shoot down the Cra first. Not because I worship my main class, but it's really the *logical* thing to do, knowing how lethal Cra can be in the long run. Hence, Reduction major can give the opposing team a harder time to kill you, especially if your position is already far from them to begin with. Better yet, they probably would just decide to let you live and focus on another person that is nearer and more vulnerable to them. With that, you're free to fire away.

V. Decks & Spells Insights (Extras)

I was about to go on to the finale but I felt like I needed to talk about decks/spells choices too or this guide would seem incomplete. The thing is, though, there's no restriction to spell choices with Cra whatsoever. Therefore, in this extra section, I'll simply do quick commentaries & suggestions that you could take into consideration when you arrange your decks.

Note: This will be PvE-based unless otherwise stated.

Eagle Eye

Always have this in your deck. I see many Cras who don't and I mentally bang my head onto the wall right away. Why? Because Cra's first turn has the worst damage compared with its next turns. No buff (Reach, Riddled, Flamb) stacked and 100% non-Elusive at the start of first turn. The only way to pump the damage up is with Eagle Eye. Simple as that.

You also need Eagle Eye in 1v1. Only that you use it during your Sharpened Arrowhead turn (with Destructive Arrow).

So, when to drop Eagle Eye? There had to be a better option...

Only when you're going to be doing a fight where other (utility) spells are much more compelling to take. For instance, take Beacon Sneaking instead if you need high mobility for that fight, Retreat Arrow if you need pushing spell etc.

Plaguing Arrow

Great spell to gain WP. That's why you certainly don't need it in dungeon rooms. Room fights are usually not long enough for you to need to generate WP manually. This spell is a **must-have** in boss fights, though.

Homing Arrow

Must-have at all times. Excellent for positioning and making ally(s) transparent.

Piercing Arrow & Burning Arrow

Great spells for dungeon rooms and you need Way of Bow passive. See *III. Spells & Passives* section regarding Piercing Arrow. Burning Arrow deals more damage than standard 4AP Single Target spells with Way of Bow activated.

Blinding Arrow

Oh, here lies one of Cra's most underrated spell according to popular opinions. But I'm here to tell you this spell is magical. The -4 Range (2 turns) can be game-changing when you use it at the right time in PvPs, especially if you hit (& blind) multiple enemies. However, it doesn't shine that much in PvE since blinding mobs is useless and it gets overshadowed by Explosive Arrow.

Biting Blow

I've seen people hesitating to take this spell. But fret not, it is a great spell and you should always have it on your deck. Biting Blow + Rain of Arrows combo is pretty deadly on Sharpened Arrowhead. Being able to stabilize enemies is indeed worthwhile. You also need Biting Blow to activate Blinding Arrow's secondary effect (-4 Range). And another usage is, the +40% MP Removal can help you chip MP of enemies that already have high hypermovement.

Okay, that's all the necessary commentaries that I could make.

"Fawk please, let me see your decks at least..."

Tch. Alright, alright, I'll share my two most common decks that I use:



** Basic Template

Means it's my Universal deck for almost everything that isn't PvE Dungeon Rooms. And I change spells or passives around from this template before certain fights, e.g: I take Archery passive in Kannibal Boss instead of Anticipation (see *III. Spells & Passives*).

If you don't see your preferred spells in my deck, don't bother convincing me. It only means the spells I choose are much more compelling to me than your certain preferred spells. It's my deck and I don't have to justify it. ☺

VI. IN-DEPTH FAQs

In this particular (final) section, I will be reviewing my own build and Cra itself as a class in the form of FAQs. On top of that, if you're not an end-game player and ever have doubts in Cra's strength, my words and thoughts on this section could motivate you so you don't give up too soon. And to those who read my guide just so you have shit to argue, hopefully this section could offer you my possible responses.

What do you think of Tri-elemental Cra?

I don't have much objection against it, except tribid Cra will have lower damage than hybrid Cra due to gear selections. And you should already know by now, the one and only Cra build I certainly despise is Single Target build no matter which element the Cra is. It's safe for you to assume that I feel the same way with Fire/Air build, reason being Earth branch has the heaviest damage and if your aim is really to be a Cra with nice AoE, you absolutely should not pass up Piercing Arrow (Earth) by all means.

I'm a low/mid-level Cra and I feel that I'm not doing much damage. Help!

Okay I get it, this is actually a concern that I foresee too as I am making this guide—that will soon turn into a novel. Let's be real. There's a lot of struggle as a Cra before you reach level 190, the point where you finally unlock Powerful Shooting Level 2 to help reach 100% Critical Hits. The quality of life difference between level 189 and level 190 Cra is earth and heaven. So, don't give up yet if you do baby damage in your current level. You'll reach 'heaven' sooner or later. And all will be well in the end.

I'm a high-level Cra (above level 190) and I don't do as much damage as other ranged damage classes, such as Xelors, Foggernauts, and Rogues. Is this normal?

*No, it's not normal. Sorry but that's why this guide exists, thus you can bring out Cra's best potential. I can't deny that gears play huge roles in Wakfu. But when it comes to Cra, it depends on your playstyle and efficiency as well to be one step ahead of other Cras and other ranged classes, merely because Cra is considered an easy class to play; everyone and their dog can play one without much effort. Anyways, by right, you should be able to deal **at least as much as** aforementioned classes within*

certain number of given turns. But as the fight prolongs, it all comes down to each class design, meaning you may or may not deal more damage than them.

Do you think Cra is overpowered?

Just between you and me... I vote 'yes', sort of. I know I'm probably the only person that ever thinks of his own main class as overpowered. Keep in mind it is completely personal opinion, and it could be just me outplaying this class. On a different note, general opinion: Cra is a pretty balanced class. Hopefully, it is never nerfed and it certainly doesn't need any more buff.

What are the advantages and disadvantages of your Cra build?

I think I don't need to list the advantages, do I? If you read my guide thoroughly, you already get the idea on which aspects I excel more than other Cra builds. Regarding the disadvantages, PvE-wise... none? As for 1v1 PvP-wise... It's not good against tank and/or healer classes. However, Cra in general—regardless of builds—has hard time against such classes, nearly impossible winning chance unless they are several levels lower of course. Last but not least, team PvP wise... I would say the disadvantage is the deck feels very tight at times, as there are so many delicious and useful spells to take from Fire and Earth branches and you can't "have it all". That's a challenge per se, though, in choosing spells to best suit your opposing team composition.

You only showed end-game sets, what about gear sets for low and mid-level Cras?

I don't think I'm in the position to do so. I'm an old Wakfu player and there have been significant gear and characteristics revamps within 2 years of playing this game. What I used in the past won't be applicable anymore. But I can suggest you gears for level 170 and above, just ask away.

Is Cra sought after for dungeon runs?

Cra isn't mandatory for any dungeons available so far, since it isn't the only ranged damager. Nevertheless, having a Cra—especially the one that adapts my playstyle—is a great advantage to a team. I have my own full team of 6, and my Cra's presence is the strongest when it comes to clearing dungeon rooms. Hail Piercing Arrow & Explosive Arrow!

Teach me cool Cra tricks, please!

Since you've reached this far... sure! I'll share an original combo that I invented for 1v1 PvP against **non-tank/healer** opponents as a complimentary gift. It works extremely well for my build too. It's a combo of 3-turn waves. The 3rd turn is only when your enemy amazingly survives your 2-turn nuke. Anticipation is best 6th passive for it. If your enemy has higher initiative though, use Inhalation instead. It's important that you move first.

1st turn:

1*Lashing Arrow (15 Riddled) + 1*Rain of Arrows (10 Riddled) + 1*Riddling Arrow (10 Riddled) + Place a Beacon on a safe spot (edge of map) where it can't be destroyed

Details – You can Roly Poly once for the +resist but do not spend 6MP this turn or it will trigger +20 Sharpening from passive. We want to manually enter Sharpened Arrowhead next turn, you'll find out why later. Riddled collected this turn is 35 Riddled. So we need 15 more for Max 50 Riddled.

2nd turn:

Eagle Eye + 1/2*Roly Poly to enemy's side/back + 1*Lashing Arrow (15 Riddled) + Plaguing Arrow on the Beacon to enter Sharpened Arrowhead + 1*Destructive Arrow

Details – Since we manually get the Sharpened Arrowhead, you'll notice our natural Sharpening doesn't disappear and it should already be almost entering Sharpened Arrowhead by nature in the next turn. Additionally, spending 5 or 6MP doesn't matter that much this turn.

By this turn, our enemy is either dead or running at low HP. If it's the latter, fret not, we still have one more wave up our sleeves.

3rd turn:

Details – For this turn, use spell(s) and/or spend 6MP to reach the next Sharpened Arrowhead. Make sure you have enough AP left for Biting Blow + Rain of Arrows nuke. And there you have it, consecutive Sharpened Arrowhead on nuke spells. Less damage than turn 2's Destruct Arrow, but still very powerful.

*Remember. This scenario/combo is only for **non** tank/healer opponents in which the fights are rarely more than 3 turns.*

What do you think of Ankama in one sentence? (last question)

They suck.

VII. IT'S A WRAP!

Alright... It's finally over. Okay I'm not gonna say any more bullshit, so hope you enjoy this guide as much as I enjoy making it... not really.