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Dcuo sorcery healing guide

Skip to content Sorcery Healer Guide 206,115 views | Powers/Sorceries/Properties Sorcery players master universal metaphysical laws to bring enemies to their end or see allies to victory. This power is available to all players for free during character creation. Sorcery Healer directory is updated to GU73. You can check videos from DCUO Youtubers below to learn more about other drawers and rotations. STAT POINTS PRIORITY This Loadout is focused on Hybrid Playstyle allowing your character to use a mix of weapon and super power attack attacks. Players must unlock these stat points after unlocking Required Weapon Combinations, Weapon Mastering Combinations and Motion Innate (7 Skill Points) Focus: Hybrid - Use 1 Skill Point Unlocking Weapon Mastering Combinations, and Motion Capabilities Before Unlocking These Stat Critical Healing Odds - Use 20 Skill Points Required: 10 Skill Points - Suggested: 15 Skill Points - Recommended: 20 Skill Points Critical Healing Size - Use 40 Skill Points Required: 10 Skill Points - Suggested: 30 Skill Points - Recommended: 40 Skill Points Repair- Use 175 Skill Points Low Skill points (less than 60): Spend required skill points in critical before unlocking this stat Middle skill points (between 75 and 90): Spend proposed skill points in critical before these stats have proper skill points (over 100): Spend recommended skill points in critical before these stats may and power are unlocked - Improve your power pool so once all recovery unlocked magic healer LOADOUT Click Power Icons to display their Tooltip Sorcery Healer Loadout12A3456 Rejuvenated [1] is your primary cure to restore Health to yourself and the most injured group member Ritualistic Word [2] is your secondary Healing. Use it for curing you and up to three group members. Great for curing enemies damage over time inflicted on various allies Circle of Protection [3] provides a wide cure over Time area where group members are constantly healing. Magic healers should always detect this Circle of Protection [3] in strategic locations Bean or Souls [4] is your emergency shield. This shield will surround you and up to three group members. It's perfect for protecting fellows from NPCs when the Tank is unable to grab their aggro Calling Of Renewal [5] is your maximum Healer Power allowing you to restore health to yourself and your group of members over time (specially those members under 50% health). Magic healers should be careful when using it because it is vulnerable to interrupted Transcendence [6] should only be used on emergency situations. This shield heals and protects you and all group members Watcher Healer This loadout allows the Wizard to have a companion Healer all the time, but it requires keeping Watcher [6] powered all the time with Offer [5] With Watcher Watcher Can be great for situations where you are unable to heal due to control effects Watcher [6] will reduce the healer passive strength rebirth. 2A2B2C According to the situation, players can choose between the above three superpoons. Ritualistic Word [2A] is perfect for Alerts when the group does not have a tank or Raids where NPCs attack multiple allies at the same time If Shard or Life [2B] allows you to heal close to your target over time. Soul Well [2C] provides an additional healing area for group members. Like Circle of Protection [3], Soul Well [2C] should be located in strategic places Don't use all your healings at the same time. Mastering their cooling will prevent your group from dying and increase your survival chances against powerful bosses choosing between Sorcery Loadout and Watcher Loadout is entirely up to the healer. Watcher Loadout should only be used in situations where Watcher [6] will not be targeted by Base. Watcher Loadout requires keeping Watcher [6] powered all the time or its healings won't be enough for the group Sorcery Loadout is viable for all situations, but mastering the Cooldowns is essential for the healer to succeed Keep your shields ready for emergencies. Using them when not needed will be catastrophic in Base or multiple NPCs fighting Calling Renewal [5] is one of the best healing forces in your lasout, but it's vulnerable to interruption. It is recommended to equip empowered channeler (tactical mod) This mod will make calling of Renewal [5] no longer vulnerable to interruption, prevent standard governing effects and increase defense and toughness by 5% WEAPON restorative adapter: Weapons attacks cure you and three other group members a small amount. This effect can only occur once every 20 seconds OF NEK Reinforced Recovery: Increase your recovery by 5% until you are hit by an attack. This effect is given back to outbreak rebirth every 10 seconds: Get Health rebirth for 4 seconds after using the Breakout Capability Breakout Protection: your defense and toughness are increased by 10% for 4 seconds after using the Breakout ability TO BLOCK EXPLOSIVE Block: Your Block Counter beats enemies much further away and increases their helpless duration by up to 4 seconds Second CHEST Quick : Get an additional 2% bonus to Healing Receive Reserve Tank: Increase your maximum Power Pool by 5% HANDS Regenerative Shielding: Heal yourself when using a Shield super power empowered Channeling: Channeled super powers are no longer vulnerable to interruption, prevent standard control effects and increase Defense and Toughness by 5% while active. This Mod Touch: Calling Renewal [5] RED SOCKET YELLOW SOCKET BLUE SOCKET Towery Healer | Post Gallery Skip to Content Sorcery Healer Guide 206,115 views | Powers/Sorceries/Properties Sorceries master universal universal laws to bring enemies to their end or see allies to victory. This power is available to all players for free during character creation. Sorcery Healer directory is updated to GU73. You can check videos from DCUO Youtubers below to learn more about other drawers and rotations. STAT POINTS PRIORITY This Loadout is focused on Hybrid Playstyle allowing your character to use a mix of weapon and super power attack attacks. 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