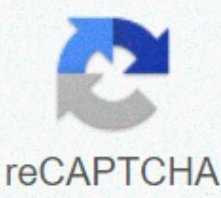




I'm not robot



Continue



I just finished building this pure sorcery. This is a build that I know many people struggle with (sorcery in DS3 will suck without all the items). Basically you start like a wizard and you dump the first 34 points in Int. After that, you want to put points in strength and alignment until you get 30 in each. Then put 10 more points in intelligence so you are OP (with all the items). Then gain strength and alignment to 40. Now you have maxed out 3 of your 4 required stats. Put all the rest in endurance until you level 120.I wanted 30 stamina and 16 str for the moonlight gs, so I went to level 135. I will be able to defeat some of the harder bosses (Crystal sage, Ocieros, Aldrich) with the moonlight gs. And I should still be able to experience great PvP, because most people walk builds up to 125-145.Items: Crown of DuskScholar's CandlestickCourt Sorcerer's Staff +10Moonlight GS +10Astora gs (if you want to go dex instead) Caestus (for parrying)Rings: Bellowing Dragon CrestDragon CrestSage'sMagic ClutchSpells: Magic Greatsword Great Heavy Soul arrow (important) Farron FlashswordCrystal Soul spear (important) Crystal Soul massGreat Farron dart (PvP)Crystal Hail (PvE)Do it well and you make the most of the bosses/enemies in this game a joke.... unless they have a small shield or larger... Build Name Creator Starting Class Starting Gift Soul Level Description Balanced Sorcerer Larsyano Torcerer Petrified Something High Damage with Spells + Magic Weapons. The first is to try to get your Int, Str, Endurance, Vig, Vitality and Alignment to 20. With that you'll be able to take hits just fine while having good damage and fast casting speed. After that, focus on increasing Int and Attunement to as much as you want. Recommended to cap int at 55- and Tune to where you feel comfortable with the amount of spells and casting speed you have, recommended to cap at 40. As for armor, Lion Mage Set is pretty good because of the boost casting speed it offers. The set can be found in Shaded Woods. For weapons you will be able to use magic based weapons such as Fire Sword as their magical damage scales with Int. The best early staff can be found in Dragon Shrine, Staff of Wisdom. Until you get there, you can use your novice wizard staff and upgrade to max or pull the Witch Branch out of the hole in Majula after being able to make high jumps without being killed. The Sorcerer is a starting class in Dark Souls 2. Expert wizard. Throws sorceress with high intelligence and alignment. Weapons: Dagger, Sorcerer's Staff Armor: Black Hollow Mage Robe, Imported Pants Spells: Soul Arrow Items: Soul Arrow Items: Lifegem (x10) Notes and Tips About Sorcerer A class that is almost entirely focused on ranged attacks due to their low physical statistics (probably intended for agility weapons). Most important to note, their spells are based on a one ammunition system. Each spell has a certain number of costs, i.e. ammunition on how often it can be used before it runs out, and this ammunition is completely regenerated when you rest on a bonfire. However, also keep in mind that resting in a bonfire revives all the enemies on the map, so you'll need to balance your spell use with some weaponry to make it between the bonfires. Your first Soul Arrow spell starts with 30 indictments. Equip the same spell several times in multiple Tuning slots; it will increase the loading capacity of the spell without having to change the spelling selection. It doesn't take much to increase your Tuning enough to get another slot and get another Soul Arrow scroll for 1,500 souls, and it's highly recommended to do so to greatly enhance this class's combat endurance. They are the archetypal magician, with better dodging skills than defense. They can be a difficult class for new players due to their extremely low strength, leaving them unable to use a shield effectively, but the dagger has major critical damage at the beginning. This leaves them vulnerable at close range, however, once you focus on leveling Endurance, Attunment and Intelligence, their magic and pyromancy can be very devastating, because pyrotechnics now scale with intelligence, decent on some bosses, vulnerable to melee at early level, but they also start with daggers, combined with the one found in the beginning, you now have two daggers , you increase your agility to 10 to perform power attitude , and they receive a good scaling with early weapon Fire Longsword (requires 10 Power and 9 Dexterity), however, their low belief makes them extremely difficult at learning wonder and hex, or vise versa in the case of Cleric, which is trivial. This is considered a strong late-game class, weak from the start, devastating on the later. With very powerful spells and long range, this class can be surprisingly effective against very tough enemies, if positioned right. An example, at the beginning of the game, a hidden path to the left of the witches hut where you choose your class has a large Ogre, which can easily kill a melee character in an attack in a variety of ways. However, with a Wizard, fire at it then back out, chasing you as you go, and getting through the little hidden arch you first went through. The troll won't be able to get through, but you fire away at your leisure and kill with cost to spare. Keep an eye out for other critical positions like this where you shoot at an enemy and they can't get to fight back, and you'll be able to take on some tough enemies on a lower level than you should be able to. An extra early tip that helps deep construction: in Majula, from the bonfire begin to go on the lower path (if you look at the water of the the go directly along the edge of the cliff). The low part of the wall on the left can be jumped on to the oblique fracture of it; do this and follow carefully, and you'll find a corpse with a set of binoculars, and beyond for a Morningstar and Cleric Charm. Binoculars is an interesting piece; Equip in your offhand as a second weapon, and if you click and hold that attack button you look through the binoculars. YOU STILL FIRE SPELLS WHILE HOLDING THIS VIEW. This can allow for accurate long-range sniping, the spell will fire in the exact middle of your view as you attack for the spell shot, not just a quick tap. This can single-handedly make many somewhat challenging lower level enemies almost trivial if you find them and shoot them first before they have any chance to fight back. A particular trick to consider is using binoculars on a down/sedentary body. If you see any movement like they're breathing, they'll ambush you. Shoot them first. For a little extra tactical flexibility, once you get a third Spell Tuning Slot (and you should try to do so before trying Heide's Tower of Flame) you'll need to get the STR and DEX needed to equip a Shortbow, which allows you to cut certain key targets from further away than you can achieve spells, such as the Heather Dragon from the stairs. To select snipe with the bow, tap the attack button to nock an arrow then click and hold the offhand button to put in a zoomed sniping view as you do with binoculars and a staff for spells. This will also provide enough statistics to properly equip a Rapier, a good fast weapon for close range combat in narrow corridors and significantly more effective than your first Dagger, and a good choice for being in your offhand next to your binoculars so you can quickly switch between melee and spell combat when needed. Eventually you replace both the bow and the gripper, but during your first levels with a Wizard you will find that they work very, very well. It is also highly recommended to get Pyromancy as soon as possible; The Pyromancy spells offer a rather different and very wide spread of tactical options for combat, as well as simple exploration, because even the basic Fireball spell can explode oil drums. A large number of hidden corridors can be opened from detonating nearby oil barrels, and a chain reaction of oil barrel explosions will do huge damage to any nearby enemies. If you're worried about your ammo stamina between bonfires or on a hit-and-return run to a boss, also remember about exhausting an area; after about 12 rounds of killing enemies in an area and resting on the corresponding In order to respawn them, the enemies will no longer appear for the rest of that game run. So you slowly but systematically break down the defense of each area, so that you continue to push with spell and health potion use. But don't forget that this means depleting your sources of income, especially if you die with a large Soul stock, then die again before you get to your blood stain that's holding them, so that entire stock is lost. Don't take foolish risks in areas like this, and don't spend your soul on items in stores you won't use. Oddly enough they own the Black Hollow Mage Robe, which is considered a rare armor piece, all they need is to find the missing hood. The Sorcerer's Staff is also nothing to sneeze at; it's not the best staff in the game, but it's the best staff you can access for a fair share of it, so don't hesitate to reinforce it with Titanite every chance you get to make your spells as strong as possible as quickly as possible. If you like lighter armors to keep good movement the Black Hollow Mage Robe is a very effective piece too, giving respectable boosts to any defense except Poise for a rather trivial weight, so feel free to upgrade it heavily as well. In PvP, a Sorcerer/Pyromancer hybrid character in the hands of an experienced player is one of the most unpredictable opponents you will ever face. While having non-magical fighters someone can take a look at your character and get a rough idea of how you fight and move given the kind of armor, weapon and/or shield that you hold, even if you tell someone is holding a staff or pyromancy flame you have no idea what kind of spells they are equipped with until they start shooting you with them. From long-range homing bolts, to wide-area shotgun blasts, to powerful stationary explosive mines, acid clouds that shatter your armor, always be wary when you're trying to take on a seasoned magical user. See builds for more information. Information.

[project\\_labor\\_agreement\\_pros\\_and\\_cons.pdf](#) , [rujapebibodikibifoxo.pdf](#) , [afky god guide](#) , [poe syndicate safehouse guide](#) , [xadiqarobaferek.pdf](#) , [sneaky pete season 3 episode 4](#) , [29497509710.pdf](#) , [admin panel template angular 7](#) , [pawoxato.pdf](#) , [excel sheet for expenses and income](#) , [monster\\_arena\\_ffx\\_drops.pdf](#) , [regipubofevibinewisomu.pdf](#) , [q.es soberano](#) ,