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## Dcuo sorcery guide

Report this ad, no matter which powerset you want to play in DC Universe Online, understanding your permissions is extremely important. It goes beyond just knowing what's on the hotbar to knowing what might be on the hotbar. Understanding your role and optimizing your equipment is part of the game and we have good advice that can get you started. The power of the Sorcerer is nothing short of difficult. Thin paper and at the mercy of everything that packs a blow, it can be quite a trick to get aligned high enough to take advantage of the most favorable powers. If you are adamant in going through low levels, you will be rewarded with one of the most useful powersets in the game and a healer who will be the savior in group game and PvP. Spell powers are divided into two guild trees. Destiny Features have most of the power you use if you're focused on leveling and potential damage. This tree gives powers of harm, curse, stuns, and heals. Summoning traits focus more on animals and protective spells that help you survive in groups. As a healer, you will need power from both trees, as a damage/solo player, you can use the powers with more than the others. To choose a weapon, I made the mistake of trying a double wield and it was a serious flop. I suggest something more conducive to ranged combat, because the goal with this powerset will be to kill it before it reaches you. Damage Dealers This power set is undoubtedly a healing class and as such is not suitable for playing as an damage class. Spell powers are clearly more defensive, and as such, if you're looking for something that deals a lot of damage, you probably want to look elsewhere. Of course, there are many players who either want to quickly level up in a solo game or would occasionally contribute to group damage, in these cases there are some equipment options that will work fine. Starting out, you want to take advantage of the power interaction you receive with Condemnation and Vengeance. I'm not terribly fond of how long it takes to cast a Condemn so it's not something you want to use if you have mobs all on you, but it's great if they're still some distance away. As you level up, you'll want to work on the Destiny Weapon, which increases damage from your weapon, and the Ultimate Ruin, which works a bit like a lifesake. If you want to top up the power on your inventory, go with the Arbiter of Destiny if you tend to rely on your powers more than your weapon skills, otherwise skip the boost powers for damage specifications. You'll also want to have a direct cure on board, simply because you're a healer so wasting cash on cola soder is downright silly. Rejuvenate and/or call renewal both work to this end. I like to rejuvenate a bit better solo solo There are a few powers to evoke qualities that would be nice to have under injury specifications such as Anger and Soul Storm, but I would like to work on the characteristics of Destiny first and go back to recalling things for these powers later. These animals are not really helpful in any aspect of the game, so I wouldn't bother with them. Healers read on! On the next page we have the specifications for the treatment of groups. A group of Healers Where Spells lack damage ability, it more than makes up for it in healing suitability. I absolutely hated the solos of this powerset, but it was downright amazing in groups, which I think is how the healing class should be. To get a healing build, you will work mainly with summoning qualities. Again, the pets don't really contribute all that much in this regard but there are some powers here that you absolutely do not live with. First, capture boon souls. This power protects you and your group. More protection means less need for healing! Transcendence is your 100% boost power that regains health and power for you and your group. You'll need it, especially in big battles. At the end of the Summon trait tree is the Element of Life, which acts like the health barrels found in instances. It's a little cool to have, but I wouldn't worry about going after it until you have other cures already and extra points to burn. With the qualities of Destiny, you need to work down the left side to lift the Avenged, good basic heal, the calling of renewal, which is a handy AoE heal, and the Circle of Protection, another AoE heal. If you throw AoE heals to take care of your group members, you release concentration so you can have a solid eye on the tank. Group healers (especially in a well-balanced full group) don't really need any damage power. I think if you're doing damage, you should do it with your weapon skills. If you absolutely want to have the power of damage, go from Final Ruin, so you can draw double duties, deal damage and continue to heal from it. This will be helpful in smaller groups. Did you deserve to be promoted up the ladder as a master healer? Be sure to share your hard earned wisdom with other players! Post your own exout tips on our forum below to give beginners a boost. For the latest guides, news, and features, visit our DC Universe online gaming page. Last updated March 13, 2016, submit this ad in Skills, Powers, Spell Powers, Edit Ekwiom to revive allies with a whisper spell, or call on occult animals to bid. Characters who wield the invisible forces of the universe hold the power of life and death in their hands. Wizards S extermination enemies to defeat or ensure their allies have the power to continue fighting. They are ideal for combat support, often tilting the balance of combat with their spells. Specializing in healing abilities, Spells is Available for characters when creating characters. Dodge power description details Press the Block plus direction button to quickly dart in that direction to avoid an incoming attack. When dodging, ranged attacks are deflected. Inherent susceptibility to interrupt cooldown: 0.15s Block Press the Block Plus button to reduce damage from incoming attacks. When blocking, you get the following benefits: Congenital block-prone Press the Block button and to instantly regain control of yourself and regain control after rejection or other control effects. It is ineffective against counterattacks, interrupt effects and other very strong attacks. Inherent Power Cost: 100 Damage Press the Power Tray button to switch between roles. You get the following damage benefits: As a healer, press the Power Tray button to switch between roles. You gain the following benefits as a Healer: Revenge Role Direct a destructive beam of magical energy to your target by dealing damage. Power Interactions: Bad Karma affected by enemies receives additional damage. Level: 1 Cooldown: Power cost 0.5 s: 100 SoulStorm unleashes a plethora of shell spells on your enemies, dealing damage. Power Interactions: Bad Karma affected by enemies receives additional damage. Prone to Break Level: 3 Cooldown: Power Cost 2.25s: 30 Offers This cabalistic offer restores power during your guardian, fury, or guardian. Guardian : Protects the Guardian from incoming damage and allows him to taunt nearby enemies. Fury : Allows Fury to attack with heavy damage that knocks down enemies. Evil Karma, for which enemies take additional damage. Gives Fury 15% damage for 6 seconds. Level: 5 Cooldown: Power Cost 6s: 200 Summon a Guard to smoke, stun, and knock down enemies. If your health drops below 50%, it will taunt your enemies. When fighting a guard, your passive power regeneration is reduced. Hold down the Call Guardian button for three seconds to banish it. Level: 5 Cooldown: Power Cost 1.5s: 300 Rejuvenate Use supernatural connection to instantly restore health to yourself and the most affected group member. Priority Healing Level: 7 Cooldown: 0.5 s power cost: 250 Soul Well Conjure a Soul Well to help you fight. Healer Role : Heals you and nearby allies. Damage Role: Deals damage to nearby enemies. Level: 9 Cooldown: Power Cost 12s: 200 Grand Permission Summon a terrifying triumvirate: The Great Observer, Fury, and Guardian to fight at a time. Tier: 11 Cooldown: Top-up Cost 60s: 10000 Blast your target and nearby enemies with an explosion of supernatural energy, dealing damage knocking them down. Power Interactions: Deals bad karm, making enemies vulnerable to karmic effects. Karmic. 23 Cooldown: Power Cost 12s: 300 Circle of Protection Conjure up a glowing sigil under your target, constantly training allies who seek refuge on it. Level: 23 Cooldown: Power Cost 12s: 450 Final Ruin bombs the target with arcane energy, dealing damage. If the target is less than 35%, the attack deals double damage. Prone to Break Level: 24 Cooldown: Power Cost 4.4s: 200 Baleful Transmogrification Hex of your enemies, stun them and turn them into pathetic beasts. People caught as a result deal damage over time. PVP: Does not change PVP opponents. Level: 25 CoolDown: 30s Supercharge Cost: 5000 Karmic Luz Conjure up a magical explosion that deals damage and knocks down nearby enemies. Level: 26 Cooldown: Power Cost 3s: 200 Boon of Souls Surround yourself with a protective barrier that prevents incoming damage. Healer Role: Also surrounds up to three members of the group with a protective barrier that prevents incoming damage. At utilitarian level of controlled shield: 27 cooldown: 18s Power cost: 300 Soul Siphon Cast a cone-shaped spell that damages and pulls enemies in your direction, emptying their souls. Power Interactions: Deals bad karm, making enemies vulnerable to karmic effects. Healing Role: Deals reduced damage, but your target's attacks heal up to four members of the group after impact. This effect can occur 6 times. Level: 28 Cooldown: Power Cost 3s: 200 Condemn Inflict a powerful curse that stuns your target and deals damage over time. Power Interactions: Bad Karma affected by enemies receives additional damage. Level: 29 Cooldown: Power Cost 12s: 300 Call Cool Cool, restoring health to yourself and group members over time. Members of a group below 50% health will be ordered faster. Prone to interrupt level: 30 cooldown: 15s Power cost: 450 Destiny Arbiter transforms into destiny's ultimate agent, greatly increasing power regeneration and reducing cooldown. Weapon attacks are not suitable in this form. Level: 30 Cooldown: 60s Supercharge Cost: 5000 Sorcery Power Interactions [edit | edit source] Gallery[edit | editing source] Add photo to this gallery External links[edit | editing source] DCU O Blogguide Spellbound Style Mystical Aura Style Mystical Material Style Abilities

