IMPORTANT

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**Note** We are still working on improving the builds guide. We will be adding many more builds, improving the information for each build, and adding a section on how to use each build to its maximum potential. **Note**

[PvE] Max DPS For Dungeons/Trials (Magicka Based)

**Objective:**
Trials oriented build for Sorcerer high-end single-target sustained DPS. Not a solo build. This build can reach 15k+ DPS with only 70 champion points.

**Playstyle:**
Try to take advantage of the new pets buff, without going for a full pet passive mode. You will use pets, you will cast nice nukes, you will play from range.

**Main stats:**
Prioritise the magicka caster stats. Spell power > Spell crit % > Max magicka > Magicka regen > Crit damage.

![Weapon Swap #1](image1)

![Weapon Swap #2](image2)
Bar 1:

- Daedric Prey: Nice damage and boosts your pets
- Crystal Fragments: Nice nuke, cast on proc
- Force Pulse: Replaces Crushing shock since nerf. To spam
- Restoring Twilight: Zappy flappy. Nice damage with the buffs, provides magicka regen
- Inner light: Major spell crit buff, 5% additional magicka
- Ultimate: Greater Storm Atronach

Bar 2:

- Structured Entropy: Additional health, Major Sorcery buff, procs Might of the Guild, small DoT
- Liquid Lightning: Currently the best DoT in the game on stationary targets
- Mage’s Wrath: Finish him! To spam
- Restoring Twilight: Because toggles suck
- Inner light: Same same
- Ultimate: Ice Comet

Equipment:

As said previously, these are the stats we are focusing: Spell power > Spell crit > Max magicka > Magicka regen > Crit damage

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Logic behind itemization:

With 1.6, the spell crit stat has been shifted from gear to champion points. It is not worthy anymore to aim for crit on gear.

Instead we will focus on the main stats which are Spell power and Magicka.

Concerning the enchants on armor pieces: You should aim for ~20k health, rest in magicka, so eat food, use magicka/health enchants on armor and then spend attribute point to reach ~20k health, rest in magicka.

Spell Power on Jewelry to reach the highest possible value on this stat. However if you feel that you are facing sustain issues, feel free to drop an adequate number of Magicka cost reduce glyphs here.

About the weapon traits: Precise is to be used on all classic bosses as they do not have that much spell resist (Elemental drain will be fine on them). However, when fighting Trial bosses that have a much higher spell resist, slot the Nirnhorned staff on your main damage bar as it will grant better results.

Variations:

If you are lucky enough to possess one or two Master Inferno Staff with the traits Precise, Sharpened (or Nirnhorned but not sure it can be looted with that trait), use the Master Staff in replacement of the Torug’s one. It will grant a nice max Magicka boost.

Champion points:

Here, I will describe the repartition of champion points to benefit this build. I will limit myself to 90 points at the moment.

The Mage

- Elfborn: 14 points
- Elemental Expert: 8 points
- Spell Erosion: 8 points

The Warrior
- Spell Shield: 10 points
- Light Armor Focus: 20 points

The Thief

- Magician: 25 points
- Arcanist: 5 points

**Rotation and notes:**

- Toggle your Inner Light and Twilight.
- Apply Entropy
- Apply Liquid Lightning
- Apply Daedric Prey
- Spam Force Pulse
- Cast Fragments on proc
- Spam Mage’s Wrath when target under 20%

Reapply Liquid Lightning, Entropy and Daedric Prey as soon as they are finished.

Cancel a Medium Attack before every spell you cast.

Exception: after casting Entropy, immediately cast a Fragment (even if hard cast). Do not weave a MA on this cast. This is to take advantage of the Might of the guild passive which is awesome on Fragment. Using a MA between Entropy and CF would consume the passive on MA.

**Ultimates:**

For AOE fights, Meteor is a no-brainer.

For single target, it is a bit trickier. You can use either one depending on fight length. Meteor is very good on short fights with the target staying in DoT area. If the fight is long enough for boosted Atronach to last its full duration, then it easily wins other Meteor on the overall damage race.

TL;DR: Meteor has better DPS on a smaller time frame. Atronach deals better damage if alive for its full duration.
[PvE] DPS For Dungeons/Trials (Stamina Based)

**Overview:**

**Note** Sorcerers are the worse class to use as a stamina based character. We suggest you go with magicka if you are a sorcerer.

This build occasionally plays very similarly to the old 1.5 dual-wield build that had you animation cancelling Flurry for a spammy, finger-licken good time. Except it’s more kickass and interesting since Overload now has the potential to scale from your Weapon damage and Crit and it hits hard. (14-16k light attack crits) HOWEVER, FROM MY RIGOROUS TESTING ON ZOMBIES IN BANGKORAI (Necromancy isn’t okay. I’m sorry zombies) OVERLOAD SCALES FROM WEAPON DAMAGE BUT DEALS MAGIC DAMAGE WHICH IS MITIGATED WITH SPELL RESISTANCE, WHICH IS LOWERED BY THE DEBUFF MAJOR BREACH, BATMAN.

**BAR 1: DUAL WIELD**

1: Rapid Strikes

2: Steel Tornado (Interchangeable with whatever you want. I’m not your mother.)

3: Bound Armaments (More like ‘boring armaments’ amirite?)

4: Evil Hunter

5: Surge (Haven’t done much testing with these morphs.)

ULT: Overload (Either morph. Again I’m not your mother.)

**BAR 2: DESTRO STAFF**

1: (Drum roll) Elemental Drain!

2: Thundering Presence

3: Boring Armaments (Toggles hurt me.)

4: Dark Deal

5: Surge

ULT: Negate (Since it’s unfortunately required for some fights.)

**OVERLOAD BAR:**
1: Lightning Flood (Since I use the Energy Overload morph and sit on full magicka a lot in Overload.)

2: Thundering Presence

3: Boring Armaments (... THE EXCITEMENT.jpeg)

4: Evil Hunter

5: Surge

How do I make work, wise internet man?

It’s a Priority system:

– Is Surge up?

– Do they have Elemental Drain on them?

– Is Thundering Presence active?

– If you’re >220 ultimate power dump Overload light attacks into the target until you’re == 220 ultimate power. (You can just empty your ultimate power into the target if you don’t need to throw negate down at any point.)

– Animation cancel flurry for a bit until you’re at >220 ultimate power again.

Rinse repeat.

“I’m not convinced Weakness to Elements is worthy of my bar space and love!” You might say.

In my testing the Major Breach debuff was granting a rough 20-25% increase to Overload damage. Of course, different mobs have drastically different amounts of spell resistance and this can vary your damage a lot.

Builds We Are Currently Working On:

**If you are looking for a stamina based DPS build (Using 2hander or bow) or if you are looking for a tanking build check out our DK and NB build guide, you should be able to alter the class skills used to make a pretty good build for your Sorc until we get more Sorc specific builds done.**

- [PvE] Max Healing (Magicka Based)
- [PvE] Monster Tank Build
- [PvP] Magicka Based DPS