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NOTE: Remember, you will act more like a thorn than a sorcerer. Don't worry; that's the way it should be. In the beginning (up to level 18), you are going to suck. Just keep puffing, staying alive with the frozen armor, killing things with lightning until you're tough enough to get there and start slicing. Also, if you're looking for ultimate power, look elsewhere because it's not that Meli Enchantress o. I designed this build as a fun alternative to the endless monotony of Hydra Sorc, Orb Sorc, Orbstorm Sorc, etc. and it's worth any amount of sucking just to watch your friends' faces as you go to the nocturn-to-nos with Diablo's ink. She's not the best, but she's a lot of fun, and if you're looking for a less ordinary sorcerer build, look no further because Maily Enchantress is nothing if not unconventional. Edit Share The Sorceress, most appreciated for its high elementary damage and range of AOE attacks rather than her teamwork, is great against large groups of monsters; however, because they cause elementary magical damage, they are less effective in PvP combat because of elementary resistance. Despite this flaw, they are considered to be among the best, if not the best, PvP class because of their ability to move quickly around the map with teleportation and range attacks, making them ideal for hit-and-run tactics. Common Sorceress builds edit edit the source of the Fireball Sorceress: Focuses on the development of the sorceress's skills: Fireball, Fire Mastery, and other fire skills to increase Fire Ball skill with additional bonuses. It seems to be doing the most damage of all the sorcerers builds and can rain destruction with a few screens away, making them very powerful. However, this build is very weak against a lot of fire resistance, as very few points are spent on non-fire skills. Frozen Orb Sorceress: Focuses on cold spells, with a frozen spell orb as a top. In PvP, this assemblage of the sorceress are the most common due to the huge AoE frozen Orb (Effect Area), however they do less damage than other builds. Frozen sorceress Orb often develops Energy Shield as a secondary skill, making it more vital than others, builds chain Lightning Sorseres: Focuses on spells of lightning, with the spell of Chain Lightning as the pinnacle. Blizzard Sorceress: Focuses on cold spells, with Blizzard's spell as the top. In PvP, this Sorceress build is the scariest as a blizzard sorcerer can teleport around and instantly throw death at his enemies with the right equipment. Meteorb sorances: focuses on fiery spells and cold spells, with a spell of Meteor and frozen orb spells as Blizzball Sorceress: Like Meteorb, focuses on fiery spells and cold spells, with Blizzard spells and Fire Ball spells as the pinnacle. Remarkably, one timed and one spam spell at all times, against against enemy types. Enchantress: Focuses on enchantments, often in combination with spells such as Energy Shield or Shiver Armor. Fire Wall Sorceress: Focuses on the Spell of the Fire Wall, often combined with another cold or lightning spell. Weatherwoman: Equally focusing on Blizzard, Meteor and Thunder Storm (skills that seem to kick over the top). Melee Sorceress. Focuses on Enchant however Lightning Mastery is the point of view. The most popular builds are Frozen Orb, Fireball and Blizzard sorceress in both single-player and multiplayer and arguably the most efficient builds of this class. Most if not all Sorceress builds use shield energy and teleport skills to protect and move quickly. Unlike other builds, Sorceress builds heavily depends on the synergy of mana to inflict damage. Blizzard Sorceress or Chain Lightning Sorceress will likely put almost all of their dots in cold and lightning spells respectively to increase damage from their top spells, while spells like Enchant, Frozen Orb, Fire Wall, or Thunder Storm all have little to no synergy that makes them easy to use effectively when combined with other spells. Cold spells Sorceresses are arguably the most powerful of the three elementary types of assembly, due to the cold skill -% of cold resistance. Lightning sorceresses have a big disadvantage because their elementary skills take longer to throw, and often their damage is 1-1900, meaning they can do more damage than other elementary types but are thrown less frequently. Sorceress Builds Community content is available in accordance with CC-BY-SA unless otherwise stated. Gamepedia and Fandom have joined forces, and our combined teams would like to encourage all Diablo fans to come together and work together. Please go to the community portal to discuss whether this wiki should merge with the Diablo Fandom community. From Diablo Wiki The Sorceress is probably one of the most popular characters played in the world of Sanctuary, because of its brutal casting powers and its fast transport methods. This will be the first guide I've ever put on paper and hopefully you'll find it interesting, informative and easy to follow to make your decisions about your next sorceress build! The MeteOrb build primarily focuses on two very powerful skills that the sorceress has at her disposal, Meteor and Frozen Orb. That being said, you've probably already noticed that these two skills are on two different tree skills, and wondering how you can afford to invest in two different tree skills! We'll cover it all later in the manual and hopefully you'll understand why this is such a versatile build. NOTE e that if any new patches are released (i.e. 1.13 patch), this build may be changing or obsolete due to buff/debuffs skills. Review Before you go straight into the basics of this guide, there are a few note before we started. If you're looking for a Sorceress builds that will kill quickly, with a high-damage deal, it's probably not a build for you; You can check out Lightning Sorceress. This build is made for versatility due to the rarity of cold/fire immunity in the game. This build can very easily solo hell (difficulty) without having to miss monsters that are immune to her spells. Being a double elementary, she will be able to take care of almost any monster that dares to cross your path! In addition, you may also want to consider what you are using this build for: Magic Find, PvP (Player vs. Player), Rushing, Fun. This build is definitely not one I would suggest for PvP, but will work well for Magic Find Works and Rushing/Fun. An important note! Throughout the guide, you will find that I give you the opportunity to make decisions for yourself. I'm here to guide you through the decision-making process, but ultimately it's up to you to choose how you want your character to work and thrive! Also, I would suggest you read this guide in full and plan your character on paper out the skills/stats/equipment before you start, because once you invest the points, you can't get them back. Now, enough to say, lets get on with the things you came here to read! The distribution of the tonic skills for this section I'm going to break it down into three separate parts. First, I will cover the cold spells of the Wizard, followed by lightning and fire spells. Each section will contain an explanation of why you will invest points in certain skills and certain max/min you should get for build efficiency. I'll give you a breakdown of when you should invest points in certain alignment skills and I'll let you know what skills should be maxed out and in what order. I'll show you what skills you had to invest at 88 (including all bonuses). Next! Cold spells As you can see, I've indicated what skills should be invested in based on the picture of your tree craftsmanship on the right. Let's give a brief summary of cold spells: -Pre-Requisites: Obviously, a frozen ball will be your main skill under a tree of cold spells, so we should invest points in all pre-requirements. This includes: Ice Bolt, Ice Blast, Ice Spike, Frost Nova, and Blizzard. -Frozen armor: This is a very useful spell for the sorceress. With just one point, as well as your skills from your equipment, this spell will give your character a very good boost in defense (plus, it will freeze enemies). This is the only armor you'll invest points in, if ever -Frozen Orb: This is your bread-and-butter verse of these fiery immunities. He is also very Nightmare. Max this skill is like SOON AS POSSIBLE. -Cold Craftsmanship: This is where you may have to decide on how many points you want to invest in this skill. Cold Cold will dramatically increase the killing power of the Frozen Orb; however, IT will not make the cold immune system vulnerable to cold spells. You will always use your spells of fire against these monsters. Now, with that in mind, I suggest you invest at least 6-7 points in this skill; However, I would also recommend you get at least 10 pounds of skills from your equipment. The ideal minimum for this skill is around levels 16-18 (which gets you about -100% to the enemy cold resistance, which is a good amount). Now, you may be wondering why we don't invest any glasses in frozen Orb Synergy skill. Ice Bolt. We are unable to increase this synergy due to the lack of qualified points at our disposal and the synergy will only increase the frozen Orb by 2% per level that is simply not worth it. Moving on! Lightning spells now, in case you haven't noticed, we don't use lightning spells as a way of offense. There are only three spells that we have to invest in on this skill tree. -Static field: This skill is invaluable when it comes to boss fights. This will take their remaining health down by 1/4 each time. Only invest 1 point here. -Telekinesis: It's really just a preview needed for Teleport, but some people would actually like to play around this skill. Use to your liking! -Teleport: This is your way of fast transport. It may be a killer mana at the beginning of the game, but once you start getting the equipment, you won't have a problem. Only 1 point here as well! Fire spells your fire skills will be your main source for killing monsters in the game. Now let's see how these skills break down: -Preliminary props: They consist of Inferno, Blaze, and Fire Wall. This will allow us to get Meteor, our basic skills. Only 1 point in them. -Heat: This skill will help restore mana at a fast speed. Only 1 point will need to go here because of the amount of skills that you will have from your equipment. -Fire Bolt: This is the main spell of fire that leads to a more powerful Fireball and Meteor. This skill won't be the maximum, although you may find yourself investing about 5 points here (I'll explain later, see below). Fire Bolt is a synergy for both Fire Ball and Meteor. -Fireball: This is a solid spell of fire that you can find yourself using more Meteor. It is also a synergy for Fire Bolt and Meteor. Max is a skill after Meteor. -Meteor: This is your main spell of fire that will do a lot of killing for you. You'll probably have to use to delay in casting and where to aim, but you'll quickly master this amazing spell. It's also a very useful moat mephisto while you're a Magic Find. This skill is second, after the Frozen Orb (Although you may have invested a few here until you can get a frozen Orb at level 30) -Fire Mastery: This skill will dramatically increase your fire damage and is very important to your construction. Max this skill after fireball. However, if Find yourself using Fire Ball more than Meteor, you can put a few points in Fire Bolt instead of maxing Fire Mastery at once (you end up, depending on your level). The fireball will get more momentum in the damage of Fire Bolt's synergy than from the skill of the fire. Skills Investment Summary The distribution of your skill points is very important for you to be effective with this build when aligning. You don't have to follow this distribution on the tee, but it's just a guide to help you along. It can also be very tough early on due to problems with mana, but stick to it and you will be happy with the result. Also, I'll take the overall level for bonus skills (Den Evil, Radament's Lair, and Izual), so just stick to the guide the best you can. -Level 2: 1 point in Fire Bolt -Level 3: 1 point in Heat -Day of Evil: 1 point in Ice Bolt -Level 4: Save this point -Level 5: Save this point -Level 6: 1 point in Ice Blast, 1 point in Frost Nova, 1 point in Static Field -Level 7: Level 1 point in Telekinesis - Level 8: 1 point in Inferno -9 : Save this point -Level 10: Save this point -Level 11: Save this point -Level 12: 1 point in fireball, 1 Point in Blaze -Level 13: Save This Point -Level 14: Save This Point -Level 15: Save This Point -Radament: Save This Point -Level 16: Save This Point -Level 17: Save This Point -Level 18: 1 Point in Teleport, 1 Point in Ice Spike , 1 point in Fire Wall -Level 19: Save this point -Level 20: Save this point -Izual: Save this point -Level 21: Save this point -Level 22: Save this point -Level 24: 1 point in Meteor, 1 Point in Blizzard -Level 25: 1 Point in Meteor -Level 26: 1 Point in Meteor -Level 27: 1 Point in Meteor -Level 28 : 1 Point in Meteor -Level 29 : 1 point in Meteor -Level 30: 1 point in Meteor, 1 point in frozen orb, 1 point in fire skill, 1 point in cold skill. With level 30 on, you'll need To Max Frozen Orb first and get the cool skill at the desired level 6, then you'll max Meteor, Fireball, and Fire Mastery in that order. Once they've all been satisfied, there must be about level 88, the rest of your skills go to Fire Bolt. The distribution of what points Stat can be a very controversial area for many players. I'll give you a few options and you'll eventually decide how you want to invest your stat points. The wizard gets a shaft when it comes to her stat points, as she gets only 2 lives on 1 point vitality. So, I'll go for some options with you, so you can decide what you want to do. The following chart will show you what stats sorceress will come up with when you start the game: Stat Starting Points Strength 10 Dexterity 25 Vitality Energy 35 Now that we see what the Magician's stats comes with, we'll be able to work with-power: It's very very Stats because it will allow you to wear/use certain equipment throughout the game. With that being said, you only need to put as much effort as the highest power requirement for your gear. For some, it may be 156 if you plan to use a monarch shield or lower depending on your choice of gear. Also, if you're playing twinked (i.e. using a zst of charms/elements/etc you need to calculate the bare mines you need to wear the outfit). These statistics can range from 75-156. -Dexterity: This is one of the highly controversial stat points. Dexterity, for the sorceress, is only useful if you want to have a higher chance of blocking. Some will argue that you should have a maximum unit (75%) or that you don't need at all. I'll give you two cents. Maxing block will cost you a lot of points in Dexterity; However, you will block 75% of physical attacks. Some say it's useful since you only get 2 lives on 1 point vitality. In addition, you will only block 75% of attacks if you are NOT MOVING. If you hit while moving, the block percentage decreases to 1/3 of its original value. So, some people say to keep your knack on his base amount and invest all your points in Vitality. In addition, you can also shoot a 50% chance of blocking instead of maxing it out. This statistic can vary from base to base - 200 (depending on your shield). The choice is yours! Note: Lock calculation: Full lock (Blocking - (Dexterity - 15)) / (Character Level No. 2) -Vitality: This is your life blood. This should have everything else that you don't put in other stats. This state will have 200. -Energy: It should be at the base. You will have a lot of mana later with your gear. Trust me! Now that I've given you what I can, it's time for you to decide on how you want to go about it. Here's a breakdown of what your stats point might look like, depending on what you decide regarding Dexterity and Vitality. Stat Offered Point Distribution Power 75-156 Dexterity 25-200 Vitality 100 Energy 35 Gear Highlight Now for the most important (and fun!) part of your build, gears. I'll split this section into two parts, Optimal Killing Gear and MFing Gear. I would suggest that you plan your end of the gear game before you start your character so you can plan your strength and Dexterity stat point of distribution. I'm not going to list all the possible options in the show, but I'll give you some of the more popular gear used for this build. It's up to you to what outfit you want to use and how much you can afford to get. Now let's get started! Optimal Killing Gear As I said earlier, it's only and you can mix and match as you please. These are also the end elements of the game and do not include items that you will use while you align or replace until you get these items. -Helm-Amulet-Weapons -Shield -Gloves -Rings -Belt Arachnid Mesh (Top caster Belt) Verdungo's Hearty Cord -Boots MFing Gear Gear listed according to the first bullet point is my suggestion and what I use. This outfit will give you a good amount of MF without compromising many murders and living abilities. Although, it's up to you, as always, what kind of gear you choose to use. Gl! -Helm-Amulet -Oculus Weapons (with Ist, if you can afford it) Ali Baba Blade (with 2 Ists if you can afford it) 6 Socketed weapons with 6 Ists (Very price and donate good fashion) -Armor -Shield Rhyme (Runeword: Shael-Eth) Magnificence (Runeword: Etyu Lum) 3 or 4 Shield Sockets with Ists-Gloves Chance Guard Rare Gloves MR-Rings -Belt Tal Rasha's Fine-Spun Fabric (3 Piece MF Pulse) Goldwrap -Boots War Traveler Rare Boots MF Mercenary This is the last section Before you're off to build your new MeteOrb Sorceress! It will be short and to the point, and that's just a suggestion. Since you are a charmer, you will need a solid tank to distract the monsters while you destroy them. The best mercenaries to carry out this task are mercenaries under Act 2 and Act 5. Personally, Act 2 mercenaries are unsurpassed because of the beneficial aura that comes with them. For the purposes of this guide, I would suggest you get Act 2 Nightmare (Difficulty) Mercenary Defense because you get a Holy Freeze aura that will stop hordes of monsters in their tracks! Now, for the gear your mercenary will be equipped (Essential Items If Possible): -Helm Harlequin Cross Vampire Gaze Tal Rush in Goradrick Cross Crown Thieves -Weapons -Armor-Armor diablo 2 sorceress leveling guide. diablo 2 sorceress starter guide. diablo 2 sorceress speedrun guide. diablo 2 sorceress skill tree guide. diablo 2 sorceress equipment guide. diablo 2 sorceress build guide. diablo 2 single player sorceress guide. diablo 2 fire sorceress leveling guide

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