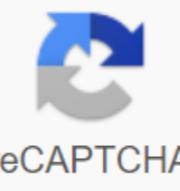


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Mehr ansehenPage 2 Kardfogu Guide to Prismatic Bolt Embermage by Kardfogu Another mine assembly for one of the common builds, Prismatic Bolt Embermage Again, do not reinvent the wheel, Prismatic Bolt Embermages are extremely common, my guide does not add much to it, but I will cover most I can. Sucking around the chaotic energies of the universe can be dangerous if you don't know what you're doing. Okay, well, it's still very dangerous, even if you know what you're doing. But with this guide, you can make it more dangerous to your enemies than to yourself and your friends. And that's really what matters after all, isn't it? Like hot chocolate and marshmallows, our Embermage guide is best used in conjunction with our Torchlight 2 Class Guide, which will be updated with new builds as we hatch them. Note about respecsBy default, Torchlight 2 only allows you to respec your last three skill points (at a steep price). So you can already be so far in that these builds are impossible to use. Fortunately, if you want the freedom to redistribute all your skill points at any time, the game supports it. You just have to follow a few steps. NOTE: This will give your character a visible scam flag next to your name in multiplayer, just as the editing of the statistics file does. Some people have a problem with this. Others don't say that. Just a fair warning. Find Torchlight 2 to save the folder, usually according to the documents / My games / Runic game / Torchlight 2 / Save. Open settings.txt, and find a line that says: CONSOLE0, which should be the third top. Change it to CONSOLE-1. Save the text file, download the character, and hit the INSERT to bring up the console. Item RespecPotion type. It will appear at your feet. Kuuff is far away to return all the points spent skill. It also has the advantage of allowing you to choose your starting skill to attack a new character instead of using the default one. It's also worth noting that, as far as we can tell, only the characters that actually use the caviar element command will be labeled by the scanner. Simple inclusion shouldn't ruin your entire account. Have? OK. All of the following builds have been tested for veteran complexities. Embermage Build: Chaos StormbringerUtter. This assembly will give your enemies enemies Run and have nowhere to hide, flooding the screen with torrential damage in enough shape and color to allow the National Weather Service to throw its hands in defeat. It lacks stun attacks, but you have to do enough damage on a wide enough area that your crowd controls essentially: The crowd is now dead. Gear Choice I like staves, but this build can work just as well with double sticks. Go with what will help you most damage the output and mana resilience. You're going to need a lot of mana. Stat Point Remember three seconds ago when I said you needed a lot of mana? It's still true. Put at least three stat points into focus each level until it gets up around 90 (ignoring gears). The remaining two items can be distributed however you want to bolster your other stats: don't let Vitality get too far below two-thirds of the total if you don't just really die. Agility gives you a dodge chance that never hurts. And strength can come in handy if and when you run out of mana and have to hit things. Levels 1-25 Your basic skill starting will be Prismatic Bolt (Storm Tree). Combine it with some points in charge of skill (Tree Inferno) and Hail (Frost Tree). Once you hit 14, grab Thunder Locus (Storm). By combining it with Hailstorm, you can begin to create vast areas of static damage, or layer their spell of impending doom for just a small area. All the while, the flood-stricken region with Prismatic Bolts . Any spare points you find yourself with can go to Elemental Attunement (Inferno) and Lightning Brand (Storm). Avoid the shocking explosion. As far as I can tell, in all four classes, this is the most useless skill in the game. Levels 26-50 Apart from picking up the bounty of death (Storm), which you have to prioritize immediately until it hits Tier 2, and Shockbolts (Storm), this is a good time to focus on your passivity. Lightning brand in particular should get some attention as you will replace Prismatic Bolt with Shockbolts in many scenarios. If you're ok using respec potions, I'd even go so far as to pull all your points out of Prismatic Bolts once Shockbolts unlocks, and put the latter on the right mouse. There will be a few more times when Prismatic Bolts are better, such as a large group of enemies in a very wide open area though, so it's up to you. Free glasses can be dropped in Prismatic Rift, especially if you're having a survivability problem. Levels 51-100 As you continue to max everything mentioned above, you might as well pick up Firestorm (Inferno) to complete the rain death from the Sky Trifecta. Because why the hell not, right? This is also the point at which I would commit to either sticks or poles (if you haven't already) and start putting the dots in the appropriate passive. Staff (Frost) will help you make more of a bang for your buck from your elementary attacks, while Wand Chaos (Storm) will add more madness to each battle. Aside from that, you could invest a few more in tree and in liabilities like Ice Brand, but only if you have taken enough freezing skills to make it worth the points. Shocking Orb (Storm) is another fun one to tinker with, sending his lumbering through a thunderous killzone before flooding his trail with Shockbolts. Try to always live by the rule that if there is anything on the screen that is not electric, frozen, burned, or killed in any other horrible way, you will probably do it wrong. Incorrectly, torchlight 2 embermage skill build

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