



## Best solo power dcuo

Use your power shield and get the Hard light shield and flip flop em to prevent as much damage if you don't have enough SP to boost HP. I got a Sorc w/ 275 SP, I don't really pay much attention to my CR for older bounty content.

All powers have the same type of abilities. For example, all tank powers have a shield ability and a pull-in adds ability while the rest are power-animation specific abilities. Depending on your chosen role, your performance in it (whether you will be a good or a bad DCUO role-player) will depend on several things: Is your gear up to date?

7.2K subscribers in the dcuonline community. DC Universe Online. Yeah that's pretty much what it means. Channels are abilities that deal multiple hits of damage over a certain time and prevent you from doing anything in the ...

Fire is "best" because self heals and great damage Mental/gadgets/muni is "best" because PVP and buff troll is very helpful and high damage Ice is "best" for shields and amazing at night dps cause of ice elemental Rant warning: Nature used to be the "best" as in the most fun (imo).

Both powers are a bit power hungry starting out, but electricity stays that way into end game. And to solo survivability, I'd rather use tank self heal options, over just the healer options. A tank hybrid, imo, has more to offer than a healer hybrid. ... DC Universe Online Forums. Home Forums & DCUO Player Discussion & War Room (Powers ...

Best might power that can be clipped/weapon buff/phase dodge/robot sidekick/supercharge/whirling dervish. Electric will be using circuit breaker for supercharge and Gadgets will be using neo venom boost. Gadgets will likely be clipping suppressor turret instead of robot sidekick, but it eats a ton of power now.

Purchasing/Modding Gear In T2 you got 15-25 MoTs a day, now you get 65-90 MoTs. The cost for the whole T2 set is 1,600 MoTs, and the cost for the whole T3 set is 20,000 10,000 MoTs (as of Game Update 33). That's 12.5 6.25 times the T2 cost, while the MoT earnings is only about a 3-4 times times in MoTs! Then there's the T2.5 set (High Voltage Set) that is ...

DC Universe Online! ... Dcuo 2023 best dps powers? Gameplay Question Last i played was when the hades content came out and ice was pretty nasty on the dps chart, also i noticed a lot of pvp guys standing at watchtower with 400+cr all gear in tank role tho? ... Dps isn't dependent on power and much as it is dependent on artifacts. Artifacts are ...

Rotation Tips. Solo Rotation allows player to be powered all the time by spending low power in battle; Alerts and Raids Rotation has high-power consumption making it only viable when a controller is in the group;



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These Rotations focus on dealing heavy damage with Electrify effects. It is vital to have your enemies Electrified all the time (Arc Lightning [1] ) in order to deal great ...

The 3 healing powers I like best, are celestial, water, and electric. ... The only time in recent memory I considered it was FFe killing Jay Garricks feat with a solo tank. Henoshock ... DC Universe Online Forums. Home Forums &gt; DCUO Player Discussion &gt; War Room (Powers, Artifacts, & Builds) &gt; Home; Forums.

DCUO Best Solo Powers That Are Awesome; DCUO Best DPS Powers That Are OP; DC Universe Online Characters: Heroes and Villains; The 5 Superheroes in "Justice League" and Their Superpowers; Top 10 Justice League Members and Their Powers; 0. SHARES. Email us about this article. Alex Broadnax.

Powers: Each Power is good for trolling, most loadouts will be the same, there are just a few things to consider for certain powers to fit the playstyle you want. Quantum: has the best Stuns, they aren't technically hard stuns so enemies are less likely to break out and become immune which helps the tank and group.

Gadgets has several fast cast powers with short cooldowns. You can setup all 3 debuffs and by the time you are done, one will be off cooldown. Mental has a lot of very long casting powers and the dovetails make them awkward at times to hit them. Quantum has some great overall CC powers that are fairly neutral is speed and cooldown.

7.2K subscribers in the dcuonline community. DC Universe Online. Yeah that's pretty much what it means. Channels are abilities that deal multiple hits of damage over a certain time and prevent you from doing anything in the meantime (like Heat Vision).

The best solo build is using the power you like. Leveling from 1-30 is not that hard. Just do every quest and sidequest and soon you will be overleveled for the later solo quests anyway. ... DC Universe Online Forums. Home Forums &gt; DCUO Player Discussion &gt; War Room (Powers, Artifacts, & Builds) &gt; Home; Forums. Forums. Quick Links. Search Forums ...

As the title suggests, I am a old player returning and I am wondering what the best power to use is now in 2024. The powers I have are, Gadgets. Sorcery. Mental Nature Fire Ice Rage Light. Out of the powers I have listed what would be a good DPS / tank / aoe. I like to be able to fly.

DC Universe Online! ... Best. Open comment sort options. Best. Top. New. Controversial. Old. Q& A. Add a Comment. No-Satisfaction-3140 ... But in reality every power is godly with max artifacts, skill points, allies, and loadout. If you have all those things, then and only then, the powers that shine by BARELY a bit more than others are probably ...

1. Electricity. 2. Water. 3. Celestial + Sorcery. 4. Nature. Electricity has burst heals which is way better than HoT-Builds in elite content. Water has all the shields. Celestial and ...



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The best powers for Solo pve are (not in any order) are Ice, fire, mental, hardlight, electricity, rage, quantum, celestial, nature, sorcery, gadgets, Earth and soon to be Munitions, ...

Posts are either outdated, like 2016 outdated or very contradictory. For example rage, some posts say its best solo power, high dmg, hard to die while others say rage is not good pick, its melee only, with almost no AOE and its not good fit for beginners.

Rotation Tips. Solo Rotation allows player to deal heavy burst damage on your enemies but it required a lot of power.. It is recommended to wait for power to be restored before engaging another battle; For Bosses, weapon attacks must be used instead of Flame Cascade [1] to avoid being outpower; Alerts and Raids Rotation has high-power consumption making it only viable ...

"I'm more of a solo player (which I know is a little weird in a MMO) and I'm looking for some advice. I am looking to build up my Quantum character and with the bonus artifact XP week starting tomorrow I thought I would ask, what artifacts should I level up for a solo build?

1) rage, followed by Earth. Ice is the best free tank power. 2) probably Rage, but most of the power sets are pretty close. Gadgets, Nature, and Fire are probably the best free DPS powers. 3) all the healers are pretty balanced. Water and Electric are my personal favorites, Sorcery and Nature are both good though. 4) not sure what you mean.

All other Stat Points will go into Might and Power. Adaptive/Origin Augments will be Mighty. Generator Mods will be Power, Restoration, and Might. Here's where they split up. One loadout is Supercharged spam-based and the other is based on Crits. Biggest thing of note: **NO ICONIC OR SUPERSPEED POWERS NEEDED** Supercharge Spam Loadout

There are a lot of factors in determining the best DPS power so I think it mainly comes down to personal preference. You can put out overpowered damage with just about every power in my experience. You could run meta powers like Rage (Melee) Munitions, and Gadgets.

All powers are good for solo, mental is one of the best powers as well. You shouldn't be using your weapon as much as you'd think, if I were you I would watch videos labeled &quot;dcuo mental DPS&quot; and it will show you how to set your skill points and a loadout

A &quot;battle build&quot; with any power will probably work. I've solo'd ultimate soldier elite a few times as a sorcery user. It's a mix of dps and healing powers. Trolls have stuns which help a lot, tanks can take a beating and self heal, a healer can use powers that heal and damage. So basically I don't think you can go wrong.

Light lacks a aggro dump shield that others have but is still able to do it's power combos. Other than those it's



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mostly what color or animation you like. They all give the same amount of power, same amount of buff and same amount/duration of debuffs.

For F2P, I like Sorc for solo using the tanking pet and you can focus on using weapons with a few supporting abilities, simple to change up loadout for more pure DPS or healing for group play ...

The feedback on the different tank powers that I had was summarized as follows: Depending on the tank power chosen, it all depends on what the tank power encounters in front of it, some will find themselves in difficulty when there is a boss with a lot of add to manage around it, while others will perhaps have more difficulty with a powerful boss but with few add around ...

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