DPS Builds for Cosmics

This is a generic way to make DPS characters capable of doing well at a cosmic

- [ ] Figure out which powers you want to use the most at a cosmic.
- [ ] Find a/the toggled form that goes with these powers and triggers more stacks based on those powers. You may want to test this on the practice dummies to make sure it works the way you think it does.
- [ ] Read in the description for which stat the damage scales with. This stat will be one of your super stats if not your primary super stat. Also, Make sure this is the kind of damage you want to do (ranged, melee).
- [ ] Find at least one power that triggers stacks for your buff. Test it.
- [ ] Find a power that provides a defense debuff for the type of damage you are doing.

Energy! Do you need a huge amount of power for your most amazing attacks? Do you just need some power at the beginning?

- [ ] Need power for big attacks? You might need endurance as a super stat.
- [ ] Need power for maintains? Consider intelligence for its cost reduction.
- [ ] Need power at the start of a fight? Recovery might be something you need.
- [ ] Make sure your powers trigger your energy unlocks. Also, you might get energy from your form when you get a stack. Some builds might not need END,REC, or INT as a superstat.
- [ ] Note: Power conversion in Laser Sword works well with END

How do you do damage with this power?

- [ ] Do you need Criticals? You probably want Dexterity as a super stat. Make sure your chance of making a critical is at least 30%. Also, your critical bonus should be pretty high.
- [ ] Bleeds, Poisons, and other DOTS. Do you need to stack or modify what you are doing for more damage?
- [ ] What conditions do you take advantage of when doing damage?
- [ ] What categories of damage are you doing? Do you have a slotted passive that goes with this type of damage in a damage role?
- [ ] Is your build set up for the correct damage role?

Specializations

- [ ] Melee: Brawler (Melee), Warden (Melee + Tank), Arbiter (Melee +Support)
- [ ] Ranged: Avenger (Ranged), Guardian (Ranged + Tank), Overseer (Ranged + support).
- [ ] Vindicator (any damage)
- [ ] Combos? Blasts? Maintains? AOEs? Crits?

- [ ] Certain conditions?

Powers you should have in addition to what you already have.

- [ ] Active Offence (makes your attacks do more damage)
- [ ] Active Defense (heals you or preserves the health you have)
- [ ] Threat Reduction.
- [ ] Self Resurrection. (Do not get Last Stand from Beastial Supernatural)
- [ ] Rank 3 Block (Do not get Fluidity from Martial Arts)

Other considerations

- [ ] Resurrect others. (Get the multiple rez advantage if you can)
- [ ] Spec for Damage Mitigation (defense, health, etc)

At a Cosmic

- [ ] Make sure your AOEs will not disturb crowd controlled things like Dogs and Hearts. You may have to position yourself so this doesn't happen or use different attacks.
- [ ] Save Active Offenses for damage checks at dino.
- [ ] BLOCK during the storms at Kiga.
- [ ] if melee, make sure you are close enough to do damage on your target but no so close that you take the same damage the tank does.
- [ ] If ranged, watch for the Frozen Tombs at Kiga, adds at Dino, and avoid hitting the tanks at Apex.

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