

Trickster Splitting Steel Build Guide

POE 3.25 | Sheepishly

1a. Pros & Cons

Pros:

- One of the tankiest builds
- One of the highest dmg builds
- Pretty fast / coverage for mapping
- Infinite scaling & good budget options

Cons:

- Very expensive at top end
- Not as fast as bow builds
- Meta abuser

1b. Scaling ES for Defence & Damage

Escape Artist
Ascendancy Notable Passive Skill



+5 to Evasion Rating per 1
Maximum Energy Shield on
Equipped Helmet
+1 to maximum Energy Shield per 6
Evasion Rating on Equipped Body
Armour

EPHEMERAL EDGE
DUSK BLADE

ONE HANDED SWORD
PHYSICAL DAMAGE: **19-54**
ELEMENTAL DAMAGE: **1-75**
CRITICAL STRIKE CHANCE: **5.00%**
ATTACKS PER SECOND: **1.30**
WEAPON RANGE: **1.1** METRES

REQUIRES LEVEL **32** **57** STR, **57** DEX

40% INCREASED GLOBAL ACCURACY RATING

+10 TO INTELLIGENCE
50% INCREASED GLOBAL CRITICAL STRIKE CHANCE
(40-50)% INCREASED MAXIMUM ENERGY SHIELD
25% REDUCED MAXIMUM LIFE
ADDS 1 TO 75 LIGHTNING DAMAGE
ATTACKS WITH THIS WEAPON HAVE ADDED MAXIMUM
LIGHTNING DAMAGE EQUAL TO 20% OF PLAYER'S MAXIMUM
ENERGY SHIELD

*IN THE RIFT BETWEEN FUTURE AND PAST,
LIFE PASSES QUICKLY.*



Intelligence

1,714

2 Intelligence = +1 Mana
5 Intelligence = +1% Energy Shield

131

207

Strength

Dexterity

CARRION PENDANT
SIMPLEX AMULET

QUALITY (ATTRIBUTE MODIFIERS): **+20%**

REQUIRES LEVEL **64**

ALLOCATES ARCANIC FOCUS

-2 PREFIX MODIFIERS ALLOWED
-1 SUFFIX MODIFIER ALLOWED
IMPLICIT MODIFIERS CANNOT BE CHANGED
100% INCREASED EXPLICIT MODIFIER MAGNITUDES

19% INCREASED ATTRIBUTES
26% INCREASED INTELLIGENCE
2% INCREASED DAMAGE PER 15 INTELLIGENCE

SPLIT



TORMENT KEEP
NECROTIC ARMOUR

3 Monster Level: **QUALITY: +30%** INVENTORY
Settlers Level: **EVASION RATING: 3596**
Free to: **ENERGY SHIELD: 739**

REQUIRES LEVEL **84**, **114** STR (GEM), **173** DEX, **173** INT

1c. Buffs to Chest Armour in 3.25



1d. Splitting Steel with Nimis

SPLITTING STEEL

ATTACK, PROJECTILE, AoE, PHYSICAL
LEVEL: (1-20)
COST: (6-11) MANA
ATTACK SPEED: 90% OF BASE
ATTACK DAMAGE: (120-330)% OF BASE
EFFECTIVENESS OF ADDED DAMAGE: (120-330)%

FIRE A SINGLE PROJECTILE THAT SPLITS ON IMPACT OR AT THE TARGETED LOCATION, DEALING AREA DAMAGE WHEN IT SPLITS AND AGAIN WHEN THE SPLIT PROJECTILES EXPLODE AT THE END OF THEIR FLIGHT. REQUIRES A SWORD OR AXE.

MODIFIERS TO NUMBER OF PROJECTILES INSTEAD APPLY TO THE NUMBER OF TARGETS PROJECTILE SPLITS TOWARDS
PROJECTILES SPLIT TOWARDS (2-5) TARGETS
BASE RADIUS IS (0.6-1) METRE
40% CHANCE TO IMPALE ENEMIES ON HIT
PROJECTILES CAN SPLIT WITHOUT HITTING A TARGET

ADDITIONAL EFFECTS FROM 1-20% QUALITY:
(2-40)% INCREASED IMPALE EFFECT

PLACE INTO AN ITEM SOCKET OF THE RIGHT COLOUR TO GAIN THIS SKILL. RIGHT CLICK TO REMOVE FROM A SOCKET.



NIMIS TOPAZ RING

QUALITY (ATTRIBUTE MODIFIERS): +20%

REQUIRES LEVEL 48

+30% TO LIGHTNING RESISTANCE

+38 TO DEXTERITY

32% INCREASED PROJECTILE DAMAGE

PROJECTILES RETURN TO YOU

PROJECTILES ARE FIRED IN RANDOM DIRECTIONS

*TOO MUCH OF SOMETHING IS BAD ENOUGH;
TOO MUCH OF NOTHING IS JUST AS TOUGH.*



Section 2

Gear

2a. Ephemeral Edge

Enables dmg scaling from ES stacking



Ephemeral Edge Dusk Blade

One Handed Sword
Quality: +20%
Physical Damage: 19-54 (48.5 DPS)
Elemental Damage: 1-75
Elemental DPS: 50.5
Total DPS: 99.1
Critical Strike Chance: 5.00%
Attacks per Second: 1.33
Weapon Range: 1.1 metres
Sockets: B=G=G

Requires Level 32, 57 Str, 57 Dex

Quality does not increase Physical Damage
1% increased Attack Speed per 8% Quality

14% chance to gain Onslaught for 4 seconds on Kill
Resolute Technique

+10 to Intelligence
Adds 1 to 75 Lightning Damage
50% increased Global Critical Strike Chance
49% increased maximum Energy Shield
25% reduced maximum Life
Attacks with this Weapon have Added Maximum Lightning Damage equal to 20% of Player's Maximum Energy Shield

Corrupted

Video of my attempts at corruption:
https://youtu.be/_sasaVclBIs

Must have:

- Resolute Technique

Aspirational:

- Harvest A Spd Enchant
- Onslaught on Kill
- Attack Speed
- 50% max ES roll

2b. Mageblood

Enables 90% max res & solves resistances



Mageblood Heavy Belt

Requires Level 44

+42 to Strength

+58 to Dexterity

+23% to Fire Resistance

+18% to Cold Resistance

Magic Utility Flasks cannot be Used

Leftmost 4 Magic Utility Flasks constantly apply their Flask Effects to you

Magic Utility Flask Effects cannot be removed

Tip: Press Ctrl+D to disable the display of stat differences.

Must have:

- 4 Flasks
- Intrinsic Catalysts (attr %)

Aspirational:

- High resistance rolls
- High dex roll (more tattoos)
- Good % int implicit (~2 mirror)

2c. Nimis

Splitting Steel does no dmg without this



Nimis

Topaz Ring

Requires Level 48

+30% to Lightning Resistance

+38 to Dexterity

32% increased Projectile Damage

Projectiles Return to you

Projectiles are fired in random directions

Must have:

- n/a

Aspirational:

- High proj dmg roll
- High dex roll (more tattoos)
- Good % int implicit (~3 mirror)

2d. Anathema

Enables quad curses (2x burst dps)



Anathema Moonstone Ring

Requires Level 49

4% increased Strength
7% increased Intelligence

+48 to Intelligence
13% increased Cast Speed
11% chance to gain a Power Charge when you Cast a Curse Spell
Your Curse Limit is equal to your maximum Power Charges

Corrupted

Must have:

- n/a

Aspirational:

- Max int roll
- Good % int implicit (~80 divines)

2e. Body Armour

Enables ES stacking for defence & dmg



Torment Keep Necrotic Armour

Quality: +30%

Evasion Rating: 3596

Energy Shield: 739

Sockets: W=W=B=W=W=W

Requires Level 84, 173 Dex, 173 Int

12% increased Explicit Defence Modifier magnitudes

50% reduced Explicit Resistance Modifier magnitudes

1% less Damage Taken per 180 Intelligence

+2% to maximum Lightning Resistance

+22% chance to Suppress Spell Damage

+55 to Intelligence

+415 to Evasion Rating

122% increased Evasion and Energy Shield

+89 to maximum Energy Shield

56% increased Global Defences

6% increased Attributes

Split

Tip: Press Ctrl+D to disable the display of stat differences.

Video Crafting Guide:
https://youtu.be/evHb3_vq2IE

Must have:

- Max spell suppress
- 2% max lightning res
- Less dmg taken per int

Aspirational:

- This entire item

2e. Body Armour (Budget)

Enables ES stacking for defence & dmg



Oblivion Keep Necrotic Armour

Searing Exarch Item
Eater of Worlds Item

Quality: +20%
Evasion Rating: 3768
Energy Shield: 792
Sockets: R=R=R=B=G=B

Requires Level 84, 173 Dex, 173 Int

8% increased Explicit Defence Modifier magnitudes

1% less Damage Taken per 180 Intelligence
+2% to maximum Lightning Resistance

+22% chance to Suppress Spell Damage
+53 to Intelligence
+373 to Evasion Rating
163% increased Evasion and Energy Shield
+86 to maximum Energy Shield
17% increased Stun and Block Recovery
6% increased Attributes

Video Crafting Guide:
https://youtu.be/1_SMIQjdiYY

Must have:

- Max spell suppress
- 2% max lightning res
- Phys taken as chaos

Aspirational:

- 30% quality
- Breach global defence mod

2f. Helmet

ES & Curse on hit. Also can use MRE.



Gloom Peak Lich's Circlet

Quality: +20%
Energy Shield: 558
Sockets: B=B=R=B

Requires Level 84, 224 Int

8% of Physical Damage from Hits taken as Chaos Damage
24% reduced Mana Cost of Attacks

+58 to Intelligence
+61 to maximum Energy Shield
141% increased Energy Shield
+47% to Cold Resistance
16% increased Stun and Block Recovery
Trigger Socketed Spells when you Focus, with a 0.25 second Cooldown

Tip: Press Ctrl+D to disable the display of stat differences.

Video Crafting Guide:

<https://youtu.be/yhLz4hj8ms4>

Must have:

- Crafted trigger
- Physical dmg taken as chaos

Aspirational:

- 30% quality
- T1 resistance vs MRE (mana reservation efficiency)

2g. Shield

ES & max lightning res. Also synth implicit.



Ghoul Anthem Titanium Spirit Shield

Quality: +20%
Chance to Block: 25%
Energy Shield: 500
Sockets: G=B=B

Requires Level 68, 159 Int

Socketed Gems have 20% increased Reservation Efficiency

+55 to Intelligence
+89 to maximum Energy Shield
151% increased Energy Shield
+3% to maximum Lightning Resistance
17% increased Stun and Block Recovery
15% chance to deal Double Damage while Focused

Tip: Press Ctrl+D to disable the display of stat differences.

Video Crafting Guide:
<https://youtu.be/vphUJQNpzz8>

Must have:

- 3% max lightning res

Aspirational:

- 30% quality
- Synthesis implicit (alternate passive tree in POB provided)

2h. Boots

ES & chance to avoid ele ailments.



Doom March Warlock Boots

Quality: +20%
Energy Shield: 309
Sockets: R=G=R=B

Requires Level 84, 177 Int

23% chance to Avoid Elemental Ailments
6% increased Action Speed

+53 to Intelligence
+47 to maximum Energy Shield
98% increased Energy Shield
30% increased Movement Speed
31% chance to Avoid Elemental Ailments
+20% to Fire and Cold Resistances

Tip: Press Ctrl+D to disable the display of stat differences.

Video Crafting Guide:
https://youtu.be/BNbiUmb_wIE

Must have:

- 50%+ avoid ele ailments

Aspirational:

- 30% quality
- 35% movement speed

2i. Gloves

ES & big source of attack speed for dmg



Behemoth Paw Warlock Gloves

Quality: +20%
Energy Shield: 310
Sockets: R=G=B=B

Requires Level 84, 144 Int

While a Unique Enemy is in your Presence, Inflict Lightning Exposure on Hit, applying -16% to Lightning Resistance
Gain 2 Rage on Attack Hit

+54 to Intelligence
16% increased Attack Speed
+49 to maximum Energy Shield
97% increased Energy Shield
50% increased Attack and Cast Speed while Focused
43% increased Damage while Leeching

Tip: Press Ctrl+D to disable the display of stat differences.

Video Crafting Guide:

<https://youtu.be/0uPdNtM0ByI>

Must have:

- A speed
- Gain 2 rage on attack hit

Aspirational:

- A speed while focussed

2j. Amulet

BIS for int & ES stacking



Carrion Pendant Simplex Amulet

Shaper Item

Crusader Item

Requires Level 64

Allocates Arcane Focus

-2 Prefix Modifiers allowed

-1 Suffix Modifier allowed

Implicit Modifiers Cannot Be Changed

100% increased Explicit Modifier magnitudes

19% increased Attributes

26% increased Intelligence

2% increased Damage per 15 Intelligence

Split

Tip: Press Ctrl+D to disable the display of stat differences.

Video Crafting Guide:

<https://youtu.be/55FdXDdmYHQ>

Must have:

- Anoint Arcane Focus

Aspirational:

- This entire item

2j. Amulet (Budget)

Good option when not int stacking



Voice of the Storm Lapis Amulet

Quality (Attribute Modifiers): +20% (augmented)

Requires Level 69

Allocates Arcane Focus

+36 to Intelligence

+18 to all Attributes

50% increased Lightning Damage

20% increased maximum Mana

Lightning Damage with Non-Critical Strikes is Lucky

Compared to Simplex

- Note 'lucky dmg' is a 17% more dmg mod only

Equipping this item in Amulet will give you:
(replacing Carrion Pendant, Simplex Amulet)

-26,006.3 Average Damage (-3.3%)

-64,161.5 Hit DPS (-3.3%)

-141.3 Impale DPS (-41.5%)

-64,302.8 Total DPS inc. Impale (-3.3%)

+2 Strength

-9 Dexterity

-374 Intelligence

-49,523 Effective Hit Pool (-12.1%)

-6,336 Phys Max Hit (-12.1%)

-58,300 Fire Max Hit (-12.1%)

-46,057 Cold Max Hit (-12.1%)

-46,057 Lightning Max Hit (-12.1%)

+51 Total Mana (+3.1%)

+5 Unreserved Mana (+3.6%)

+0% Unreserved Mana

+1.0 Mana Regen

+11.5 Mana Leech/On Hit Rate (+3.0%)

-2,818 Energy Shield (-10.2%)

-64.8 ES Regen

-351.3 ES Leech/On Hit Rate (-10.2%)

-7,585 Evasion rating (-12.3%)

-1% Evade Chance

Tip: Press Ctrl+D to disable the display of stat differences.

Section 3

Jewels

3a. Ancestral Vision

Fix elemental ailments

| |
|--|
| Ancestral Vision Viridian Jewel |
| Limited to: 1 |
| Damage Penetrates 1% Lightning Resistance |
| +8 to Dexterity Modifiers to Chance to Suppress Spell Damage also apply to Chance to Avoid Elemental Ailments at 50% of their Value |
| Corrupted |



Must have:

- This item

Aspirational:

- Useful implicit (pen, reservation efficiency etc)

3b. Melding of the Flesh

Enables 90% max ele res cap

Melding of the Flesh Cobalt Jewel

Limited to: 1

-73% to all Elemental Resistances

-4% to all maximum Elemental Resistances

Elemental Resistances are capped by your highest Maximum Elemental Resistance instead



Must have:

- -4% to all max ele res (max roll)

Aspirational:

- Good roll on the negative to all ele resistances (best is -70%)

3c. Light of Meaning

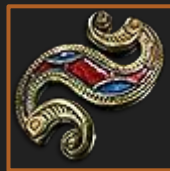
Big source of ES

The Light of Meaning
Prismatic Jewel

Limited to: 1

Radius: Large

Passive Skills in Radius also grant 3% increased Energy Shield



Must have:

- This item

Aspirational:

- Useful implicit (pen, reservation efficiency etc)

3d. Watcher's Eye

Any useful mods here is fine

Watcher's Eye Prismatic Jewel

Limited to: 1

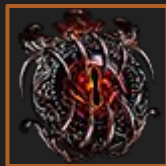
5% increased maximum Energy Shield

6% increased maximum Life

4% increased maximum Mana

Regenerate 2.30% of Energy Shield per Second while affected by Discipline
Gain 10% of Maximum Mana as Extra Maximum Energy Shield while affected by Clarity

14% chance to Recover 10% of Mana when you use a Skill while affected by Clarity



Must have:

- Max mana as extra ES

Aspirational:

- Discipline (ES regen, ES on hit)
- Clarity (less mana cost, recover mana when using skill)
- Anything useful really e.g. precision, grace are all fine

3e. Split Personalities x2

Good source of int & ES

Split Personality
Crimson Jewel

Limited to: 2

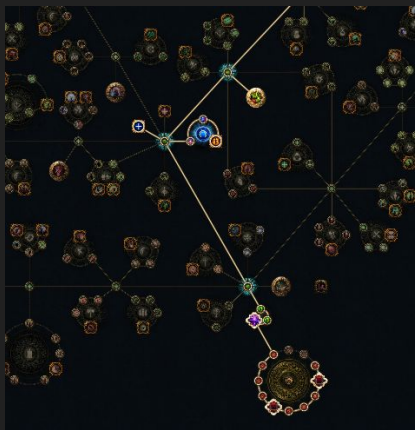
This Jewel's Socket has 25% increased effect per Allocated Passive Skill
between

it and your Class' starting location

+5 to Intelligence

+5 to maximum Energy Shield

Corrupted



Must have:

- Get 2 of these

Aspirational:

- n/a

3f. Forbidden Flesh / Flame

Any useful notable



Forbidden Flesh
Cobalt Jewel

Limited to: 1
Requires Class **Shadow**

Allocates Opportunistic if you have the matching modifier on Forbidden Flame

Corrupted



Forbidden Flame
Crimson Jewel

Limited to: 1
Requires Class **Shadow**

Allocates Opportunistic if you have the matching modifier on Forbidden Flesh

Corrupted

Must have:

- Any useful mod (born in shadow, one step ahead etc)

Aspirational:

- n/a

3g. Emperor's Mastery

Good source of int & ES

Emperor's Mastery
Prismatic Jewel

Limited to: 1

7% increased Attributes
4% increased maximum Life
3% increased Character Size
5% increased Global Defences



Must have:

- n/a

Aspirational:

- Use a good rare jewel if cannot afford

3h. Max Lightning Resistance Rare Jewel x2

Enables 90% max ele res



**Brood Eye
Cobalt Jewel**

+3% Chance to Block Spell Damage while Dual Wielding
+16 to Intelligence
7% increased maximum Energy Shield
+2% to maximum Lightning Resistance



**Pandemonium Ornament
Cobalt Jewel**

+16 to Intelligence
3% increased Cast Speed while Dual Wielding
8% increased maximum Energy Shield
+2% to maximum Lightning Resistance

Must have:

- 2% max lightning res
- Max % energy shield

Aspirational:

- Int (or Str and Int) roll
- Attack speed roll
- Useful implicit (pen, reservation efficiency etc)

Section 4

Passive Tree

4a. Cluster Jewel Set-up

Build runs 4x Clusters



2x



Behemoth Ruin Large Cluster Jewel

Requires Level 40

Adds 8 Passive Skills

2 Added Passive Skills are Jewel Sockets

Added Small Passive Skills grant: 12% increased Attack Damage while holding a Shield

Added Small Passive Skills also grant: +3% to Fire Resistance

1 Added Passive Skill is Feed the Fury

1 Added Passive Skill is Smite the Weak

1 Added Passive Skill is Veteran Defender

Pandemonium Essence Large Cluster Jewel

Requires Level 67

Adds 12 Passive Skills

2 Added Passive Skills are Jewel Sockets

Added Small Passive Skills grant: Axe Attacks deal 12% increased Damage with Hits and Ailments

Added Small Passive Skills grant: Sword Attacks deal 12% increased Damage with Hits and Ailments

Added Small Passive Skills have 35% increased Effect

Added Small Passive Skills also grant: +4% to all Elemental Resistances

Added Small Passive Skills also grant: +5 to Intelligence

Added Small Passive Skills also grant: +9 to Maximum Energy Shield

Tip: Press Ctrl+D to disable the display of stat differences.



Crafting Guide:

<https://youtu.be/aIGFBtk0MuE>

Armageddon Creed Large Cluster Jewel

Requires Level 67

Adds 12 Passive Skills

2 Added Passive Skills are Jewel Sockets

Added Small Passive Skills grant: Axe Attacks deal 12% increased Damage with Hits and Ailments

Added Small Passive Skills grant: Sword Attacks deal 12% increased Damage with Hits and Ailments

+3 to maximum Life

Added Small Passive Skills also grant: 2% increased Attack Speed

Added Small Passive Skills also grant: +4 to Intelligence

Added Small Passive Skills also grant: +9 to Maximum Energy Shield

Added Small Passive Skills have 35% increased Effect

Tip: Press Ctrl+D to disable the display of stat differences.



4b. Tattoos

Replace all dexterity nodes on tree

Best Tattoos

- 10-11x Tasalio Scout
- 1-2 x Tasalio Warrior



4c. Passive Tree Pathing

Go through pathing in game.

Section 5

Flasks

5a. Prismatic Tincture

Ele pen and increased effect



Must have:

- Can also use increased effect & more mana burn

5b. Quartz Flask

Cap spell suppression & give phasing



Must have:

- Classic magebood package (i.e. increased effect implicit, increased effect explicit)
- Suffix is either 1 of 3 (reduced curse effect, avoid stun, elemental resistance during effect)

5c. Topaz Flask

Enables 90% all ele resistances



Must have:

- Classic magebood package (i.e. increased effect implicit, increased effect explicit)
- Suffix is either 1 of 3 (reduced curse effect, avoid stun, elemental resistance during effect)
- Swap in immune to bleed / CB for bosses that needs it

5d. Bismuth Flask

Cap resistances



Must have:

- Classic magebood package (i.e. increased effect implicit, increased effect explicit)
- Suffix is either 1 of 3 (reduced curse effect, avoid stun, elemental resistance during effect)

5e. Quicksilver / Silver / Gold

For general use / bossing / farming respectively. Any suffix is fine here.

DABBLER'S SILVER FLASK OF THE ORDER

LASTS 4.20 SECONDS

CONSUMES 40 OF 60 CHARGES ON USE

CURRENTLY HAS 0 CHARGES

ONSLAUGHT

REQUIRES LEVEL 48

70% INCREASED EFFECT

GAINS NO CHARGES DURING EFFECT

30% REDUCED DURATION

25% INCREASED EFFECT

30% INCREASED RARITY OF ITEMS FOUND DURING EFFECT

*RIGHT CLICK TO DRINK. CAN ONLY HOLD CHARGES
WHILE IN BELT. REFILLS AS YOU KILL MONSTERS.*



ALCHEMIST'S QUICKSILVER FLASK OF THE ORDER

LASTS 4.40 SECONDS

CONSUMES 30 OF 60 CHARGES ON USE

CURRENTLY HAS 0 CHARGES

40% INCREASED MOVEMENT SPEED

REQUIRES LEVEL 64

70% INCREASED EFFECT

GAINS NO CHARGES DURING EFFECT

26% REDUCED DURATION

25% INCREASED EFFECT

30% INCREASED RARITY OF ITEMS FOUND DURING EFFECT

*RIGHT CLICK TO DRINK. CAN ONLY HOLD CHARGES
WHILE IN BELT. REFILLS AS YOU KILL MONSTERS.*



ABECEDARIAN'S TOPAZ FLASK OF THE ORDER

LASTS 5.30 SECONDS

CONSUMES 20 OF 50 CHARGES ON USE

CURRENTLY HAS 0 CHARGES

+5% TO MAXIMUM LIGHTNING RESISTANCE

+40% TO LIGHTNING RESISTANCE

REQUIRES LEVEL 48

70% INCREASED EFFECT

GAINS NO CHARGES DURING EFFECT

34% REDUCED DURATION

25% INCREASED EFFECT

30% INCREASED RARITY OF ITEMS FOUND DURING EFFECT

*RIGHT CLICK TO DRINK. CAN ONLY HOLD CHARGES
WHILE IN BELT. REFILLS AS YOU KILL MONSTERS.*



Section 6

Gems

6a. Splitting Steel

Main attack skill



Main Link

- Splitting Steel
- Volatility
- A. Elemental Dmg with Attacks
- A. Lightning Penetration
- Energy Leech
- Dmg on full life

Swap:

- A. Fork for mapping (replace dmg on full life)

6b. Curse Set-up Helmet

Quad Curses



Main Link

- Conductivity
- Elemental Weakness
- Enfeeble
- Inspiration

Swap:

- Punishment for bosses (over enfeeble)
- Empower over inspiration (if mana allows)

6c. Sniper Mark

Quad Curses



Main Link

- Sniper's Mark
- Enhance
- Mark on Hit

Swap:

- n/a

6d. Auras

Flexible but focus on defence



Main Link (Shield)

- Haste
- Discipline
- Enlighten 4

Swap:

- Grace for Haste (tankier)
- Flesh and Stone can be flexed for anything else

Main Link (Gloves)

- Flesh and Stone
- Arctic Armour
- Clarity (lv1)
- Enlighten 4

6d. Flex Slots

Movement skill, guard skill, war cries, etc

Options (mix & match for content you want to farm)

- Shield Charge + Faster Attacks
- Flame Dash / Frost Blink (get over walls)
- CwDT + Immortal Call (best guard skill)
- Enduring Cry + Urgent Orders (endurance charge generation)
- etc

Section 7

Final Tips

7a. Final Tips

- Suppress Cap
 - Spell breaker (20%) + Inveterate (39%) + Quartz Flask (19%) + Body Armour (22%)
 - Alternate: Resourcefulness (8%), Watcher's Eye Mod (14%), Entrench (27%)
- Resistance Cap
 - 35% cluster jewel with 5% all res + Bimusth Flask + Flask Suffix All Res
 - Alternate: T1 resistance mods on gear, resistance mods on rare jewel
 - Alternate 2: purity of elements (don't do this please)
- Physical Damage Mitigation
 - Physical damage taken as chaos on Helmet (8%) & Chest (12%) + Arctic Armour (21% when standing still) + Soul of Tukohama (9% when standing still) + Soul of Solaris (6% when only 1 unique enemy)