

Trauma Stacking Juggernaut 3.18 Edition

*What divides the conqueror
from the conquered? Perseverance.*



My planned second build

Unplayable under 8 exalts

Fully online at Ashes of the Stars + 20 exalts

Absolutely NOT SSF viable.

Build Designs - A Team Effort

- Every team has someone whose main job is publicity, not theorycrafting. That's me. The parts of this that are entirely my work mostly come down to weapon/belt crafting (later videos), and some semi-budget ideas.
- This is loosely based upon a build by Jaamon (that guide is <https://www.youtube.com/watch?v=vbsE1SFEYH8>), but has been heavily modified by Daed, who sent me a POB that was largely finished and some 100% delirious gameplay footage.
- There's undoubtedly others who have had insights incorporated into this build that I'm not even aware of.

Core Mechanic 1: Trauma Stacking on Divergent Boneshatter

- Divergent Boneshatter adds 1% increased attack speed per trauma per 20 quality. This creates major breakpoints (40q, 60q, 80q) where the gem abruptly gets much better.
- As well you get the default 3% more damage per trauma from Boneshatter gem levels 8-19, or 4% at level 20
- There's a balancing act here – gem levels and trauma BOTH scale up the self-damage of Boneshatter. Plus on Divergent, quality ALSO scales this.
- 8/60 seems like a sweet spot on a high budget. 8/40 on medium. Gem level 20 does miles more damage but at unmanageable increases to self-damage.
- Trauma will kill you quickly. We'll invest a LOT in mitigating this damage.
- Even still you will hit a cap beyond which you can't keep attacking.



Core Mechanic 2: Mantra of Flames

- Unlike real life, in POE, trauma is a buff. 300 stacks of Trauma is 300 buffs.
- This is where your damage comes from, and is why we will use what look like unusual attack weapons.
- This item should be divine perfect (5-12 attack damage, spell side doesn't matter).
- In trade league, this item is common enough that you can corruption hunt it, chasing 5-12 with your desired corruption (1% penetration, or corrupting blood immunity, or 2% reservation efficiency)



Core Mechanic 3: Trauma Duration

- Trauma defaults to expiring after 6 seconds
- We want longer to get LOTS of it.
- We take Exceptional Performance and Potency of Will on the passive tree (the latter from a Very Large Ring Thread of Hope, or even better on Impossible Escape – Necromatic Aegis) and Duration Mastery. We anoint Enduring Bond (a minion node that grants 20% unconditional duration plus other effects we don't use)
- We extend further via self-curse Temporal Chains (Rotblood Promise)
- When safe, use Malevolence – Eternal Blessing – Lifetap
- Increased Duration Support adds even more.

DOPPELGÄNGER GUISE
SADIST GARB

EVASION: (427-491)
ENERGY SHIELD: (93-107)
MOVEMENT SPEED: -3%

REQUIRES LEVEL 68, 103 DEX, 109 INT

GRANTS LEVEL 20 UNHINGE SKILL

(40-60)% MORE CRITICAL STRIKE CHANCE WHILE
ENEMIES KILLED BY YOUR HITS ARE DESTROYED WHEN
(0)% LESS PHYSICAL AND CHAOS DAMAGE TAKEN
GENERATE 10% LIFE OVER ONE SECOND WHEN HIT WITH

*WITHIN EACH OF US EXISTS A BEING OF PURE MALICE,
HELD BACK ONLY BY THE LIES WE TELL OURSELVES.*



Core Mechanic 4: Physical Damage Mitigation

Trauma is well named.
It hurts. A lot.

We mitigate with:

Doppelganger Guise (Sane)
Arctic Armor (Divergent if possible)

Endurance Charges
Armour, Fortify

Determination Watcher's
Eye mod

Juggernaut ascendancy
(Unbreakable & more)

CWDT-Immortal Call

Enduring Cry 100% uptime

DIVERGENT ARCTIC ARMOR

SPELL, DURATION, COLD
LEVEL: 19

RESERVATION: 25% MANA
COOLDOWN TIME: 1.00 SEC

CAST TIME: INSTANT

QUALITY: +20%

ALTERNATE QUALITY

REQUIRES LEVEL 68, 95 DEX, 66 INT

ENEMIES WHEN THEY HIT YOU. YOU
FIRE AND PHYSICAL DAMAGE WHEN

BASE DURATION IS 4.30 SECONDS

PHYSICAL DAMAGE TAKEN FROM

FIRE DAMAGE TAKEN FROM HIT

WHEN HIT, REDUCING THE

GRANTS IMMUNITY TO FREE

Cult of Chaos Clear Sep

+1% to maximum Chaos Resistance
+18% to Chaos Resistance

Divine Flesh

All Damage taken bypasses Energy Shield
50% of Elemental Damage taken as Chaos Damage
+5% to maximum Chaos Resistance

Glorious Vanity
Timeless Jewel

Radius: Large

Bathed in the blood of 2490 sacrificed in the name of Xibaqua
Passives in radius are Conquered by the Vaal
Historic

Core Mechanic 5: Xibaqua Jewel

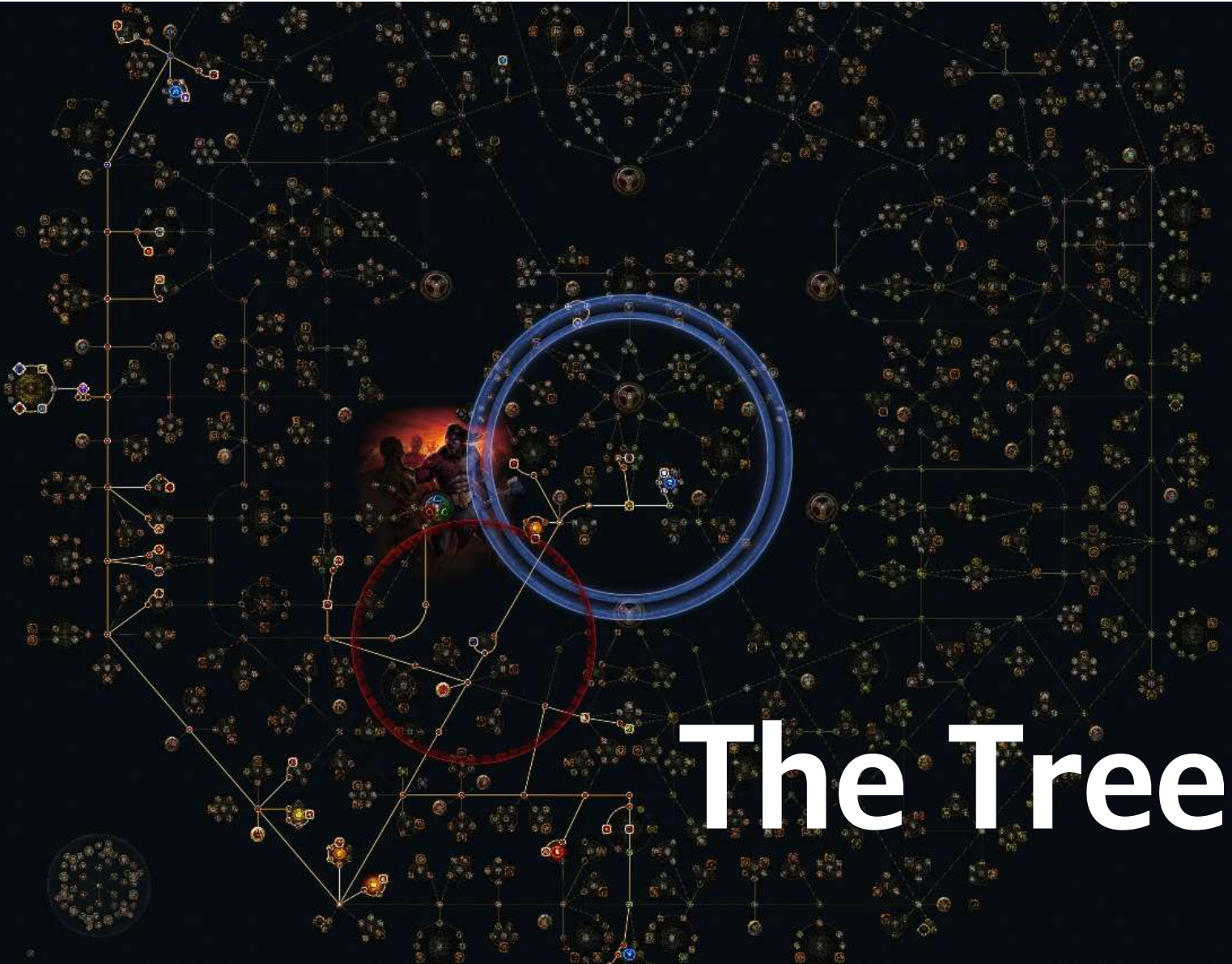
- We have 40% less chaos damage taken from hits on Doppelganger Guise – we might as well use it!
- A Glorious Vanity with the Xibaqua name allows 50% of elemental damage suffered to be taken as chaos instead.
- A god tier jewel will also turn Berserking, Martial Experience or Command of Steel into Cult of Chaos.

Core Mechanic 6: Endurance Charges

- Base 3 charges
- 3 passive tree +1 charge nodes
- +1 Jugg charge
- +1 from Chieftain's Valako, Storm's Embrace (gained through Forbidden Flame/Flesh, just a couple exalts)
- +1 from Synthesized Boots
- +1 from Synth Shield
- +1 from Synth Ring

Core Mechanic 7: Extreme Quality Gems

- There's no getting around it, Ashes of the Stars is god-tier on this build... and dozens of exalts.
- This helps Temporal Chains and Anomalous Malevolence too.
- Boneshatter non-budget option:
- Enhance 3 (16q), native 14 quality, Ashes (30q) = 60
- Boneshatter Budget:
- Enhance 4 (24), native 16 = 40
- Boneshatter Extreme High End (requires Forbidden Flame – Indomitable Resolve to survive):
- Enhance 5 (32, Awakened Enhance or Enhance 4 with +1 from chest corrupt), native 18, Ashes = 80.



The Tree

Daed's POB

<https://pastebin.com/purFCsNP>

This is Daed's character as it existed prior to us discussing some possible improvements to the belt, weapon and other slots. He's since improved the helm considerably (to Perfect tier Eldritch Temp Chains effect, 36%).

My improvements to weapons will come in a later video.

It's not budget friendly and relies upon Ashes of the Stars. However, you can make the build work with a cheaper amulet with mana reservation efficiency, taking Champion of the Cause in place of Galvanic Hammer.

Performance:

100% delirious T16 rare maps: 11-12 min clear time

Uber Shaper, Uber Cortex: Facetank everything, easy win

Uber Eater, Uber Exarch: Failed

Uber Maven, Uber-Doober Elder: Mechanics are important

Uber Sirius: Not tested but expected to be very hard.