Trickster 3.19

a clearspeed fiend adequate for bossing

Heartstopper

Every 10 seconds:
Take 40% less Damage from Hits for 5 seconds
Take 40% less Damage over Time for 5 seconds

(These are consecutive)

Evasion and Energy Shield, Movement Speed

14% increased Evasion Rating
5% increased maximum Energy Shield
4% increased Movement Speed

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14% increased Evasion Rating
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Evasion and Energy Shield, Damage

10% increased Damage
14% increased Evasion Rating
5% increased maximum Energy Shield

Escape Artist

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

Polymath

3% more Damage for each different type of Mastery you have Allocated
Recover 1% of Life on Kill for each different type of Mastery you have Allocated
Recover 1% of Energy Shield on Kill for each different type of Mastery you have Allocated
Recover 1% of Mana on Kill for each different type of Mastery you have Allocated

Spellbreaker

+20% chance to Suppress Spell Damage
Prevent +10% of Suppressed Spell Damage while on Full Energy Shield
50% chance for Energy Shield Recharge to start when you Suppress Spell Damage

(50% of Damage from Suppressed Hits and Ailments they inflict is prevented)

Evasion and Energy Shield, Frenzy Charge Duration

14% increased Evasion Rating
5% increased maximum Energy Shield
15% increased Frenzy Charge Duration

Swift Killer

200% increased Charge Duration
+2 to Maximum Frenzy Charges

Evasion and Energy Shield, Energy Shield Recharge

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5% increased maximum Energy Shield
10% increased Energy Shield Recharge Rate

Evasion and Energy Shield, Attack and Cast Speed

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5% increased maximum Energy Shield
4% increased Attack and Cast Speed

Evasion and Energy Shield, Energy Shield Leech

14% increased Evasion Rating
5% increased maximum Energy Shield
40% increased total Recovery per second from Energy Shield Leech

One Step Ahead

Your Action Speed is at least 108% of base value
Nearby Enemy Monster's Action Speed is at most 92% of base value

Soul Drinker

2% of Damage Leeched as Energy Shield
20% increased Attack and Cast Speed while Leeching Energy Shield
Energy Shield Leech effects are not removed when Energy Shield is Filled

(Leeched Energy Shield is recovered over time. Multiple Leeches can occur simultaneously, up to a maximum rate)

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Everyone knows how to die. Some just need a little nudge to get them started.

Very Different to 3.18

- 3.18 Tricky had no cohesive design, just a few different options that didn't work together.
- It's basically all been scrapped.
- 3.19 Tricky has a few new options.
- Tricky offers two massive life recovery options – one for mapping, one for bossing. Pick one or both.
- Polymath is good damage and explosive recovery against trash monsters
- Soul Drinker is more reliable against bosses.

The Escape Artist Side

This side offers good stuff for bossing.

Escape Artist transforms your gearing but pays you off if you work around it. Big ES and Evasion boost, letting you evade most hits and have ES to take the edge off the ones that get through.

Spellbreaker helps cap suppression. Works best with low ES, high evasion and Ghost Dance so spells that do land eat a ghost shroud to recover your ES to full

Soul Drinker is overleech, better on high ES builds with low life (or CI). A good damage node too due to Energy Leech Support and the speed.

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Four Two Point Nodes

- Heartstopper: Conditional damage mitigation, better than it looks
- Polymath: The big 'draw' to playing Trickster. Damage and recovery together. Lots of both.
- Swift Killer: Frenzy Charge stacking only
- One Step Ahead: Always great, sometimes outstanding.

Heartstopper

- Not as bad as people say.

- Should prevent half of your deaths mapping, maybe a little more. If you have 6001hp, 50% of the time you survive a 10000 point hit.

- Mandatory in 'casual' Delve where dying to a mixture of DOT and hit damage is the most common way to die.

- Extremely good for softcore bosskillers. Uber Doober Elder piles of rubbish on the ground are a lot less dangerous when either you outleech them, OR you don't outleech but the icicles do 40% less damage.

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Polymath

- 'Type of Mastery': If you allocate two Fire Mastery and one Lightning Mastery, this is 2 types (6/2/2/2% not 9/3/3/3)

- One of the best nodes full stop. Most builds get 18/6/6/6 or a little better without trying, maybe more with effort

- 18% almost worth 2 points.

- 6% omni-recovery on kill is already worth 2 points

- Both at once?

- And maybe more than those numbers?

- Always take this. Make it work. Somehow.

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Swift Killer

- This is niche. Don't take without powerful frenzy charge synergies.

- If you have those synergies, don't skip it.

- Note duration applies to all charges. For light bossing (Conquerors and down) this should mean capped endurance charges all fight if you generate them mapping.

- Spec Overcharged on the 'classic' tree if you take this.

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One Step Ahead

- 108% base action speed is equivalent to 'You have tailwind and are unaffected by chill and freeze'

- That's already very good. You can get chill/freeze elsewhere, but always with an opportunity cost.

- The small 'Temp Chains Aura But Worse' effect is all upside

- This turns off monster action speed buffs, but not movement speed, attack speed or cast speed buffs.

- This will never be clear in-game

Default Bossing Setup

- (This assumes you are set on the Trickster; it's not a boss specialist ascendancy, but it does have bossing options)

- Escape Artist, Soul Drinker

- Any two of:

- One Step Ahead, Polymath, Spellbreaker, Heartstopper

- Heartstopper goes UP in value against bosses that leave enduring DOTs on the ground (Uber Elder, Cortex, Feared etc) and DOWN against hit-based bosses (Atziri, The Formed)

Default Mapping Setup

- Polymath, One Step Ahead, any two other nodes

- To empower Polymath further, consider taking masteries that might otherwise be marginal in clusters you are already taking

- Don't take entire clusters just for Polymath. You'll get 18/6/6/6 without trying