

Chronomancer: The Movie

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How Quickness Works:

Boons that stack in duration will cap out at 5 stacks and will increase the duration of the boon. Reapplying the boon while at the maximum number of stacks will overwrite the stack with the lowest duration.

Ex: Having 15 seconds of quickness ($5 + 4 + 3 + 2 + 1$) and reapplying an instance of quickness that lasts 10 seconds will replace the stack that lasts 1 second, increasing the duration to 24 seconds

Why is this relevant? Casting all your quickness skills at the same time in a spam-like manner can be counterproductive, cause you to overcap, and essentially waste your skills/cooldowns.

Traitlines:

Every trait line offers something to either increase your damage or increase your quickness output. Knowing what each line does is important, so you can choose what you think is best per encounter.

Chronomancer (3-1-3)

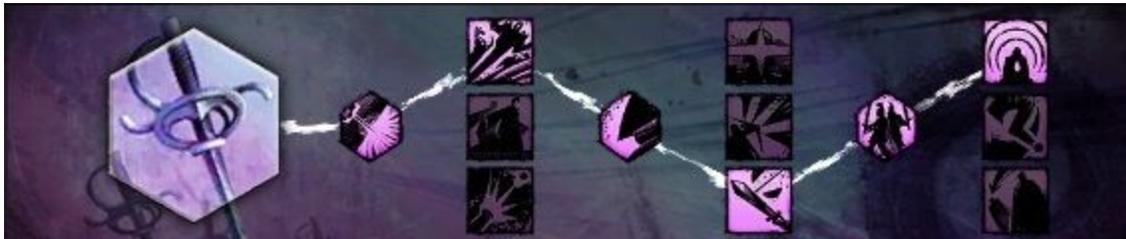


-Danger Time (First Master trait in Chronomancer) is a strong DPS increase worth bringing for any encounter that does not have a lengthy split phase.

-If you are not confident in your own alacrity uptime run Improved Alacrity

(Highest damaging trait lines on top, highest quickness producing lines on bottom)

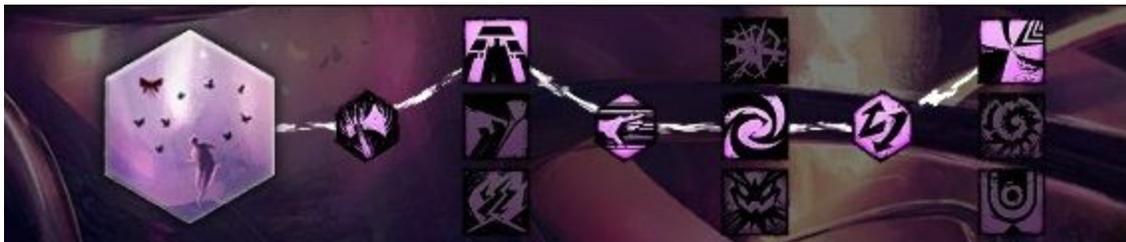
Dueling (1-3-1)



-Grants nothing in regards to quickness

-Highest DPS trait line

Illusions (1-2-1)



-Lowered CD on shatters, including continuum split

-Faster phantasm attack rate, meaning higher alacrity uptime

-Second highest DPS trait line

Domination (2-2-2)



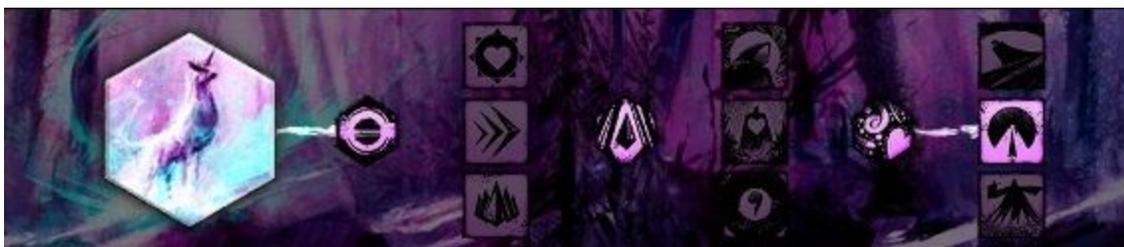
- Lowered CD on Signet of Inspiration
- Access to signet distortion
- Third highest DPS trait line

Chaos (1-3-3)



- Gain 3% boon duration per boon on you
- Offers a large amount of defensive boons for your subgroup
- Increased boon duration allows you to run more damage-centric gear (Butternut squash, slaying potions, scholar runes, etc.)

Inspiration (x-x-2)



- Casts an extra Signet of Inspiration on phantasm spawn
- Whenever you apply distortion to yourself, it is shared to nearby allies
- Access to heavy reflects (Medic's Feedback, Warden's Feedback)
- Offers nothing in terms of DPS
- Recommended to use on most encounters**
- Bring the first Adept trait (Medic's Feedback) to all encounters except Cairn or Matthias, as uncontrolled reflects can be detrimental to the group,

-For any fight you bring a focus bring the first Master trait (Warden's Feedback), if using an offhand sword or pistol use the second Master trait.

Builds:

Note: Click on trait icons to go to the traitline.

Chrono has a variety of builds that are not all one size fits all. I will list some of the more common builds and what I would recommend them on. It is important to note that you should use the above information to adjust your build to what your group needs, rather than strictly following my recommendations.

Domination/Inspiration



This is the go-to chrono build on most encounters, its damage is on the lower side but keeping up quickness with this build is exceptionally easy. The main appeal of this build though is the amount of distortion share that is built into it. With the trait Blurred Inscriptions your signets now apply distortion to yourself, when combined with Inspiring Distortion every Signet of Inspiration cast will now apply 1s of distortion to allies.

I would recommend this build on

-Vale Guardian: Distortion share allows you to distort your subgroup if you have a missed green circle, or if your group decides to skip greens on VG.

-Gorseval: Distortion share allows you to distort Gorseval's slam and his blue AoE during his CC phase.

-Bandit Trio: Lowered CD on focus pulls is useful for the trash mobs. Having overkill quickness uptime is also useful for this fight because your group will often be spread out dealing with the constant flow of trash mobs.

-Matthias: Distortion share can be useful here to save your group from the Hadouken attack. Overkill quickness is also useful here as people are going to be spread out, dropping corruptions, or dropping fire bombs away from your buff range. Note, you do not want Medic's Feedback here as uncontrolled reflections can lead to a wipe..

-Keep Construct: Distort share will allow you to distort his leap attack.

-Deimos: Distort share will allow you to to distort his smash attack.

-Any fight that you are not confident in your quickness uptime

Illusions/Inspiration



This build is very similar to Domination/Inspiration when it comes to quickness uptime and damage (Slightly lower quickness, and slightly higher damage). You lose lowered signet cooldowns and distortion on signet cast, so your distortion share is limited only to your F4 shatter. What you do gain is a lowered cooldown on all your shatters meaning you can F4 shatter more, and enter continuum split more. The other advantage of this build is the trait phantasmal haste. This trait increases the attack speed of your shield avengers by 20%, meaning higher alacrity uptime.

I would recommend this build on

-Slothasor: Medic's Feedback and Warden's Feedback are good traits to have on for extra reflects and pulls in this encounter. The lowered shatter cooldown is also important as every time Slothasor does his shake attack you can F4 Distort and jump inside of his hitbox to absorb the projectiles, potentially saving your team from a wipe.

-Samarog: The large hitbox size of Samarog could cause issues with shield phantasms as their range is not very large for alacrity application. People are also constantly moving around Samarog's hitbox as one of his attacks will turn him around to face the group. This constant movement and misplacement of phantasms could cause alacrity issues during this encounter, so Illusions becomes a great trait line.

-Xera: Any Inspiration build on this fight is useful, as overcapping quickness is worth it when your squad members get teleported. The Illusions variant allows you to overcap on alacrity as well for teleported squad members.

-Any fight that you are not confident in your alacrity uptime

Chaos/Inspiration



This build is only slightly more difficult than the Illusions or Domination variants listed above. While Chaos does lack any direct damage modifiers, it does come with the trait Chaotic Persistence (3% boon duration per boon on you). This trait allows you to drop concentration and boon duration gear/consumables in favor of damage (Berserker gear, butternut squash, scholar runes, etc.). This trait line also offers access to potentially every boon in the game. This can greatly benefit classes that gain % modifiers per boon on them such as Arcane Eles, Virtues Guardians, Warriors, and Heralds.

I would recommend this build on

-Escort: Much like Trio the extra mob pulls and overall ease of keeping of quickness can be great when trying to deal with all the trash mobs of this encounter. The stability from Bountiful Disillusionment can be life saving against the CC spam of Knights, Cultists, and Battlemages.

-Any encounter that would benefit from high uptime of defensive boons and does not require heavy distort sharing. Ex: Stability on shatter (self) may be useful in some Cairn or Samarog groups. Extra aegis from your Lesser Chaos Storm could also be useful on Deimos as well.

Domination/Illusions



This is the second highest DPS build for chrono but takes a very large spike in difficulty. While it is possible to maintain permanent quickness without timewarp the margin for error for permanent quickness becomes only 1-2s, so timewarp is heavily recommended with this build. On top of being difficult, even with timewarp you will still want to save this build for more golem-like bosses. Also worth noting you lose all ability to share distortion even with your F4 shatter.

I would recommend this build on

-Sabetha: Your party will just be stacking in the center for most of the fight meaning your ability to keep up quickness/alacrity is only going to be limited by your personal skill.

-Cairn: This entirely depends on the capability of your group and yourself. If anyone in your subgroup including yourself of not getting ported/knockback you should stick to an inspiration build.

-Mursaat Overseer: Much like Sabetha you spend most your time stacked on an immobile boss, making performing this rotation possible.

-Any encounter in which movement is minimal and distortion share is not needed.

Dueling/Illusions



This is the highest DPS build for chronomancer, but also the most difficult. It is similar to Domination/Illusions in many ways, but because you are dropping the lowered signet cooldowns Timewarp is now a necessity for permanent quickness. It is recommended to communicate with your other chronomancer to alternate your timewarps.

I would recommend this build on

-Any encounter you would run Domination/Illusions but you are very confident in your ability to keep up permanent quickness.

Elite Skills:



Signet of Humility, Timewarp, and Gravity Well will be the three most common elite skills you will have to decide between. While some racial elites and Mass Invisibility may have some very niche usage I will not mention them as you will not be using them 99% of the time.

Signet of Humility



This is the strongest CC skill in the game, equal to 10s of stun. The downside to this skill is the extremely high cooldown of 180s (144s if running a [Domination](#) build). The easiest and most efficient way to get around this cooldown is to only use the skill inside of continuum split, and alternate Signet casts with your other chrono. You will only be able to delay your continuum split/alternate Signet casts if you are running an [Inspiration](#) build. Builds that do not utilize inspiration will need to enter Continuum Split almost off CD to maintain permanent quickness and alacrity.

Do not be afraid to use this skill outside of Continuum split is desperately needed or if you are about to enter a lengthy phase that CC is not relevant in.

Time Warp



This is going to not only be a good elite for keeping up safety quickness, but it is also the highest DPS elite that chronomancer has. For fights that heavy CC is not required Timewarp will allow you to run more damaging setups such as [Dueling/Illusions](#), [Domination/Illusions](#), butternut squash, or just more berserker gear. It is important to space out your Timewarp casts with the other chronomancer, this is usually done by one chronomancer doing a “mini” rotation (Tides, Signet of Inspiration, and casting their wells then entering CS once most of these come back off cooldown).

The reasoning behind spacing out your Time Warps is due to how quickness is capped, as explained at the start of this guide. Having two Time Warps up will just be applying multiple low duration stacks of quickness that do not have any effect, as one timewarp alone will already cap a player.

Gravity Well



This is the least used out of the three elites, the CC is slow and beaten by Signet of Humility, the damage increase is extremely minimal, and still on a high cooldown. What this does have though is AoE CC, which can be extremely useful on fights with uncontrolled adds. Trio and Escort are great encounters for Gravity Well as you can stop mobs from spamming CC skills on your group. If your group cleave is low or you feel you do not have enough pulls Xera is also a decent encounter for Gravity Well.

Utility Skills:

Almost every utility chronomancer has access to has an amount of situational usage, so the skills I mention here are just some of the more common utilities. There will be cases where you will need to replace one of your standard chrono utility skills, the first utility to be swapped out should be Well of Recall.

Feedback



This skill is useful if heavy reflects are needed and your current group does not have enough reflection. Almost every current Raid encounter does not require needing feedback as proper mob control can negate the need for it. The only encounter in which this skill is a requirement is Matthias. If you are the primary or backup reflect you will need to be able to use this skill to reflect his bloodstone shards and break his shield.

Phantasmal Disenchanter



This phantasm allows you to keep heavy amounts of boon-strip, with every attack stripping two boons. Paired with your auto attack chain stripping a single boon per completion a single chronomancer can handle all the boon-strip ever needed in most encounters. There's currently no Raid encounter that requires any amount of boonstrip that a disenchanter would be useful, but many fractal encounters do require it.

Portal



The main usage of portal in Raids is going to be limited to trash events such as the Spirit Woods, or to portal your Tower team in Escort. In Escort a chronomancer can solo the mushroom cave and teleport the entire Tower team instead of forcing everyone to run through. Other strategies include portaling your entire team at the same time to instantly capture the Tower. The other main use of portal is for the first Spirit Woods event you can portal your team between two orbs to prevent any embarrassing wipes.

Mimic



Mimic will instantly refresh the cooldown of any utility skill you use, the problem being that mimic itself is on a very high cooldown. The main usage of this skill is to reduce the cooldown of Portal (you must use mimic on the portal exit) so you can portal Towers on Escort or orbs on Spirit Woods more often.

Mimic can also be used with Well of Action to overproduce quickness. This is mainly only relevant in low man groups and will require you to keep up 3 avengers to compensate for the lost alacrity. I would not recommend this for any group using two chronomancers.

Well of Calamity



This skill can situationally be a DPS increase, depending on your current setup. For encounters that you need to bring a Focus it is worth using Well of Calamity instead of Recall. To compensate for the lost alacrity you will be keeping up 3 shield avengers at all times. It is recommended that you use an Illusions build as Phantasmal Haste will increase your alacrity uptime from phantasms.

If you are not confident in your alacrity uptime, keep 3 shield avengers and continue to bring Well of Recall.

Healing Skills:

Which healing skill you bring can be highly subjective, as ultimately it does not have a very high impact on your overall buff uptime.

Well of Eternity



This should be your go-to heal skill for most encounters. It is not only a large self heal, but also a large group heal and condi cleanse. Well of Eternity will also grant 2s of alacrity to all allies standing in it.

Mantra of Recovery



The main use of this skill is for instant on demand condi cleanse (Using the active heal will trigger the Adept Minor in Inspiration, activating an AoE condi cleanse). The only Raid encounter worth bringing this on is Slothasor, as it can cleanse his fear after every CC.

Signet of the Ether



This is also a very situational heal, I would only recommend this heal if you are having difficulties maintaining your phantasms on the boss. This heal can also be useful for skipping greens on Vale Guardian assuming you are using a Domination/Inspiration build (Signets grant distortion, and distortion is shared with allies).

Boss Tips:

General Tips

- Your usual ratio of phantasms will be 2 Avengers and 1 Damage Phantasm.
- Bring Focus for any fight where pulls would be useful, otherwise use sword. Though if lacking CC bringing a pistol with a sigil of paralyzation is a viable alternative.
- Blurred Frenzy is worth using off cooldown, it is a very large DPS increase. You should also try to fit a Blurred Frenzy inside your Continuum Split, the best way to do this is to enter Continuum Split at the end of a Blurred Frenzy.
- Not every fight requires 100% boon duration, experiment with different amounts of damage gear to get the most out of your damage. **Remember** your #1 priority is to keep permanent alacrity and quickness on your subgroup, if you drop any amount of buff uptime then any damage gained is not worth it.

Vale Guardian

Recommended Build: [Domination / Inspiration](#)

- Bring a focus here to pull the seekers away from the group.
- Having quick CC here will be very useful for making sure Vale Guardian does not spawn a green circle in a bad area, making Moa Signet extremely powerful here.
- If running an Inspiration build, you can distort your subgroup in case of a missed green circle. The distortion only lasts 1s so your timing must be right when the green expires.

Gorseval

Recommended Build: [Domination / Inspiration](#)

- Gorseval will spawn mobs after every CC phase, be prepared to focus pull immediately.
- You can distort Gorseval's blue AoE during his CC phase, this is necessary to do if delaying your CC.

-Tides of Time is a massive CC against large hitboxes, if delaying CC you will want to hold off using this skill.

Sabetha

Recommended Build: [Domination / Illusion](#)

-Thugs and Arsonists can cause squad member deaths if not dealt quickly, make sure to pull these mobs in immediately. Using Tides of Time on them can also stun them and prevent them from casting abilities.

-If your group has missed a cannon refrain from pulling in the Sapper in, as killing him early can prevent your group from getting a much needed bomb.

-Distortion works against the Flamewall in case of emergencies.

Slothasor

Recommended Build: [Illusions / Inspiration](#)

-You can F4 distort and jump inside of Slothasor's hitbox to block projectiles from his shake attack.

-Make sure to trait Medic's Feedback and Warden's Feedback for extra reflects and pulls.

-Mantra of Recovery can act as a backup stunbreak to cleanse the fear off of your team assuming they have no other conditions.

Bandit Trio

Recommended Build: [Domination / Inspiration](#)

-Saboteurs and Bombardiers only have breakbars of 200 (2s stun to break), meaning many skills in your arsenal are capable of instantly breaking them.

-If doing mortars bringing Gravity Well is useful to take out two bombardiers at once.

-Focus pulls are extremely important here for helping your group manage mobs, and keeping them off of the cage.

Matthias

Recommended Build: [Domination / Inspiration](#)

-Communicate with your other chronomancer to alternate Moa Signets for the sacrifice

-Bring Feedback here over Well of Recall to reflect his blood shard projectiles. The easiest way to reflect all 18 shards is to not cast Feedback immediately once his shield appears, but rather once he starts firing.

-If you have to bring Feedback make sure to keep 3 avengers up at all times to maintain permanent alacrity.

-Excess projectile blocks and reflects here are detrimental to the team. Do not bring a focus, and do not have on Medic's Feedback.

Escort

Recommended Build: [Chaos / Inspiration](#)

-Gravity Well and Focus pulls can help pull mobs outside of the Tower's capture point.

-Self stability on shatter can be useful to avoid getting immediately stunlocked on Towers, this can also be shared to allies via Signet of Inspiration.

-Sword 3 and Focus 4 (Unactivated) are both inflict movement impairing conditions which can save your group from an uncontrolled Warg.

Keep Construct

Recommended Build: [Domination / Inspiration](#)

-You can focus pull the orb to a rift, a druid pushing alone without assistance will not be able to push the orb through all 5 rifts. Keep in mind your focus pull only has a 600 range, a good rule of thumb is to wait until the orb is ~1/3rd to the next rift before using your focus pull.

-Don't be afraid to continue your rotation on the projections before the burn phase, making sure your squad has quickness and alacrity before the burn phase starts is very important.

-Keep in mind where your group will be, casting all your wells on the boss then moving to the wall before they expire will be wasteful.

Xera

Recommended Build: [Illusions / Inspiration](#)

-Pulling mobs in is extremely important in this encounter, they produce most of the pressure and can even one shot certain classes. Communicate with your other chrono to prevent focus pulling at the same time.

-Gravity Well is a very viable elite for this fight to control adds and to contribute to the breakbar.

-During the 50% phase you can drop your healing well to cleanse cripple from allies, you can also distort them through projectile heavy areas.

Cairn the Indomitable

Recommended Build: [Domination / Illusions](#)

-Make sure to unequip Medic's Feedback and focus here, uncontrolled reflects can be detrimental to the group on this encounter.

-You cannot distort through Cairn's arm swipe attack.

-If your group cannot avoid being teleported, run the much safer Inspiration builds.

Mursaat Overseer

Recommended Build: [Domination / Illusions](#)

-Save Well of Eternity for when Jade Soldiers rush your group, cleansing slow off your allies can make dealing with these mobs much easier.

Samarog

Recommended Build: [Illusions / Inspiration](#)

-Save Tides of Time for the breakbar, Samarog has a massive breakbar that heavy CC such as Tides of Time will be useful. If more is needed alternate Moe Signets with your chronomancer.

-If fixated you can use Tides of Time right before he pummels you to assist in CC.

-Keeping Rigom on top of Samarog is your highest priority in the split phase, you can focus pull him in place and use your Sword 3 on Guldhem to immobilize him.

Deimos

Recommended Build: [Domination / Inspiration](#)

-Well of Precognition could save your group if somebody steps inside a black circle and you will not be able to enter the Ward. Aegis applied by Well of Precognition can be stripped by many things in this encounter, distorting right before Deimos's Mind Crush attack completes can ensure your group survives (Distortion will not save you, but prevent the Aegis from being stripped).

-If Deimos is doing is smash attack near an edge you can distort your allies to avoid squad member deaths.

-Do not be afraid to F4 distort if it means being able to revive a role of importance in the fight.

-While Gravity Well and Moa Signet are overkill for this encounter, be aware of your various CC skills to deal with the 75% and 25% Sauls efficiently.

-You can use distortion and Well of Precognition to prevent your group from getting knocked back on the final 10% of the fight.