

Guide by
MinMaxedARPG
Bing 2 Creative Genius
Chain Lightning
Campaign Guide
SS10 OverRealm



<https://MinMaxedARPG.com>



Last Updated 10/10/2025 Season 10 OverRealm

Introduction

In Torchlight: Infinite, **Bing 2: Creative Genius** is a spellcaster who channels chaos into brilliance. His traits revolve around Spellburst Mastery, unleashing rapid waves of magical power, chaining explosive spell effects that overwhelm enemies. Built around stacking and detonating spells in quick succession, he turns creativity into devastation, making him a high-octane choice for players who thrive on flashy, fast-paced combat.

Ideal gear by the end of Campaign



Main Skill Explanation

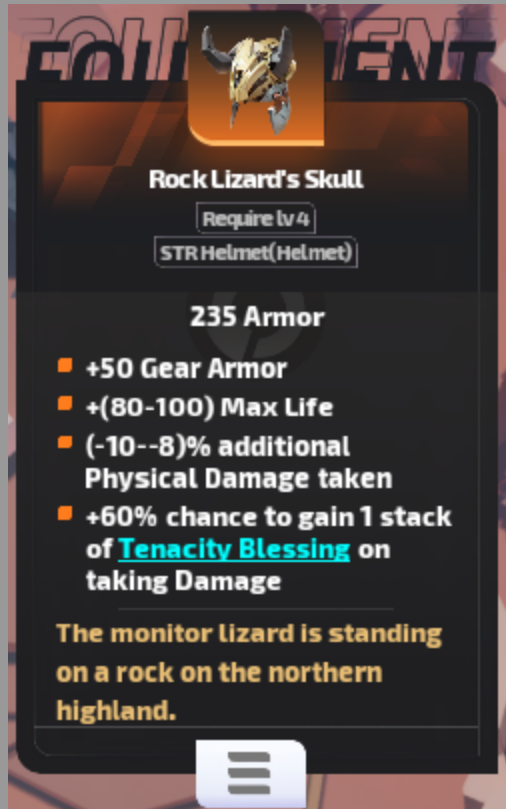
Our primary skill is Chain Lightning which unleashes a surge of crackling energy that leaps between enemies, dealing Lightning Damage to each target it hits. Its chaining behavior makes it ideal for clearing tightly packed mobs or spreading effects across the battlefield.

Campaign

Treasure troves

Treasure Trove Level 7

You'll most likely get a rock lizards skull here it's a decent early defensive layer



Treasure Trove Level 16

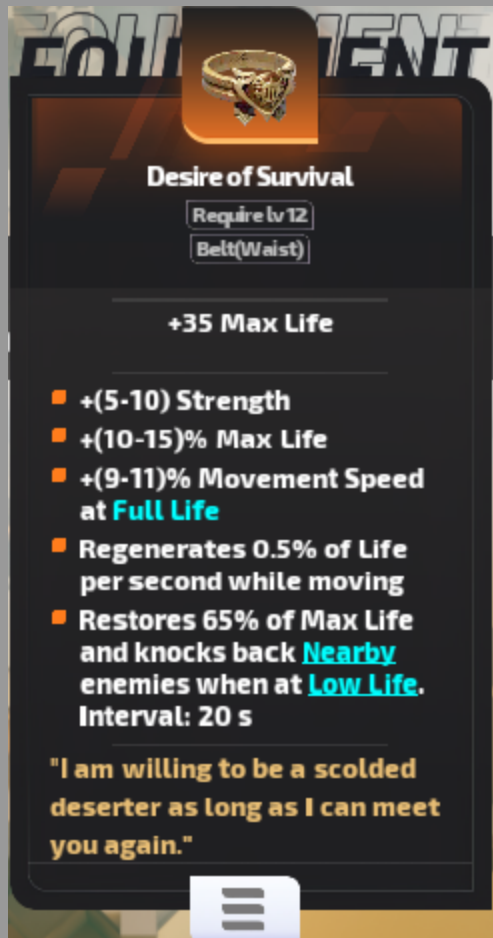
These grace boots are just so great for the power they give, Highly recommend farming this until you get a pair

Focus blessing generation - intelligence - and movementspeed

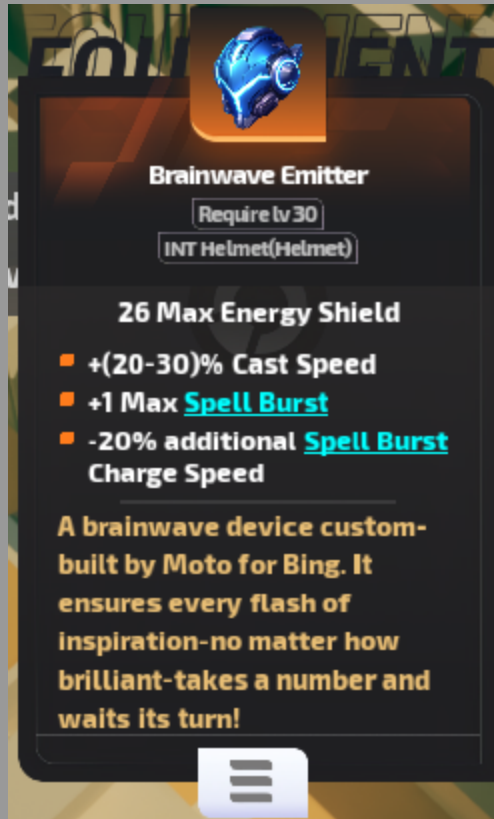


Treasure Trove Level 27

This will give you a nice layer of defense

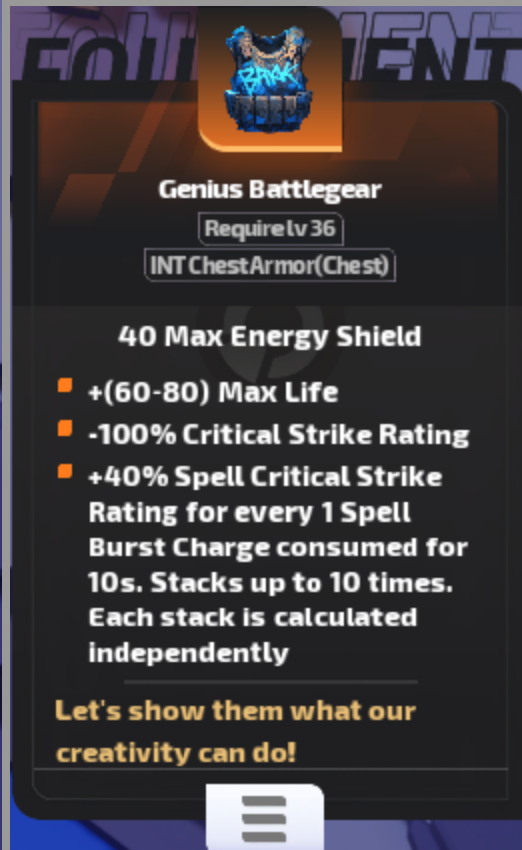
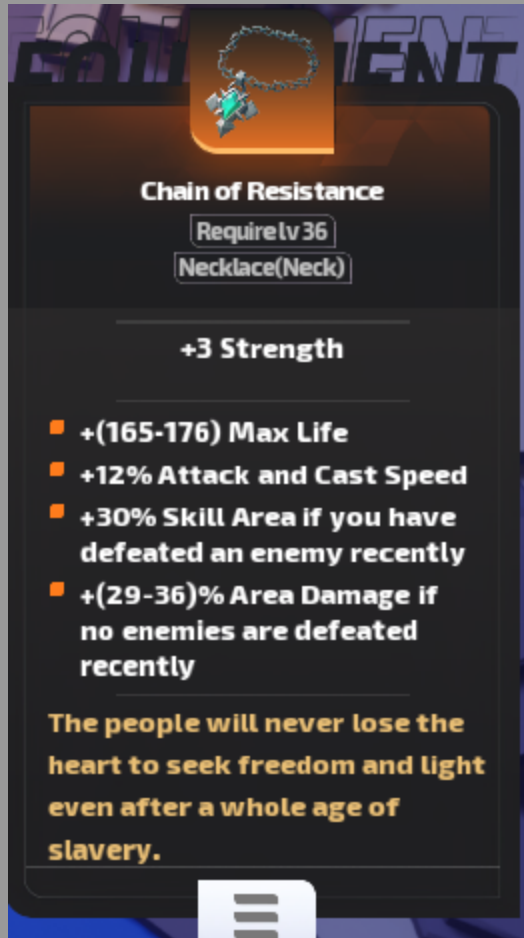


Treasure Trove Level 35



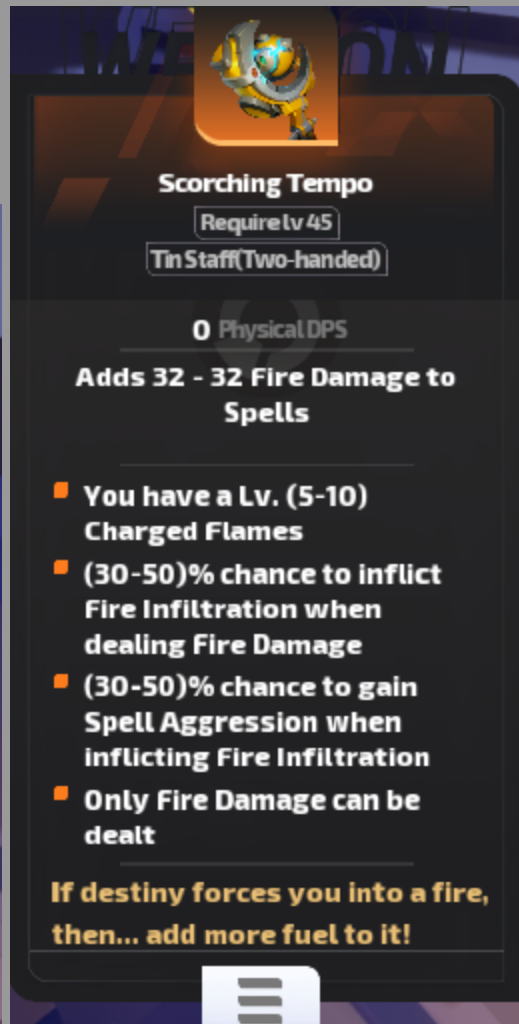
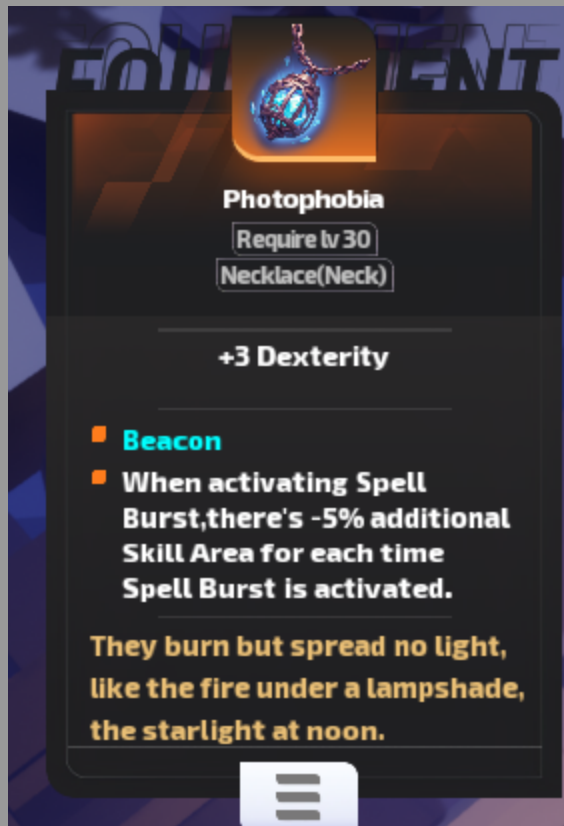
Treasure Trove Level 44

Both of these Drops can be skipped, there's no area tag on Chain Lightning
A random necklace with some stats on it will be better same with chest



Treasure Trove Level 54 (Last Trove)

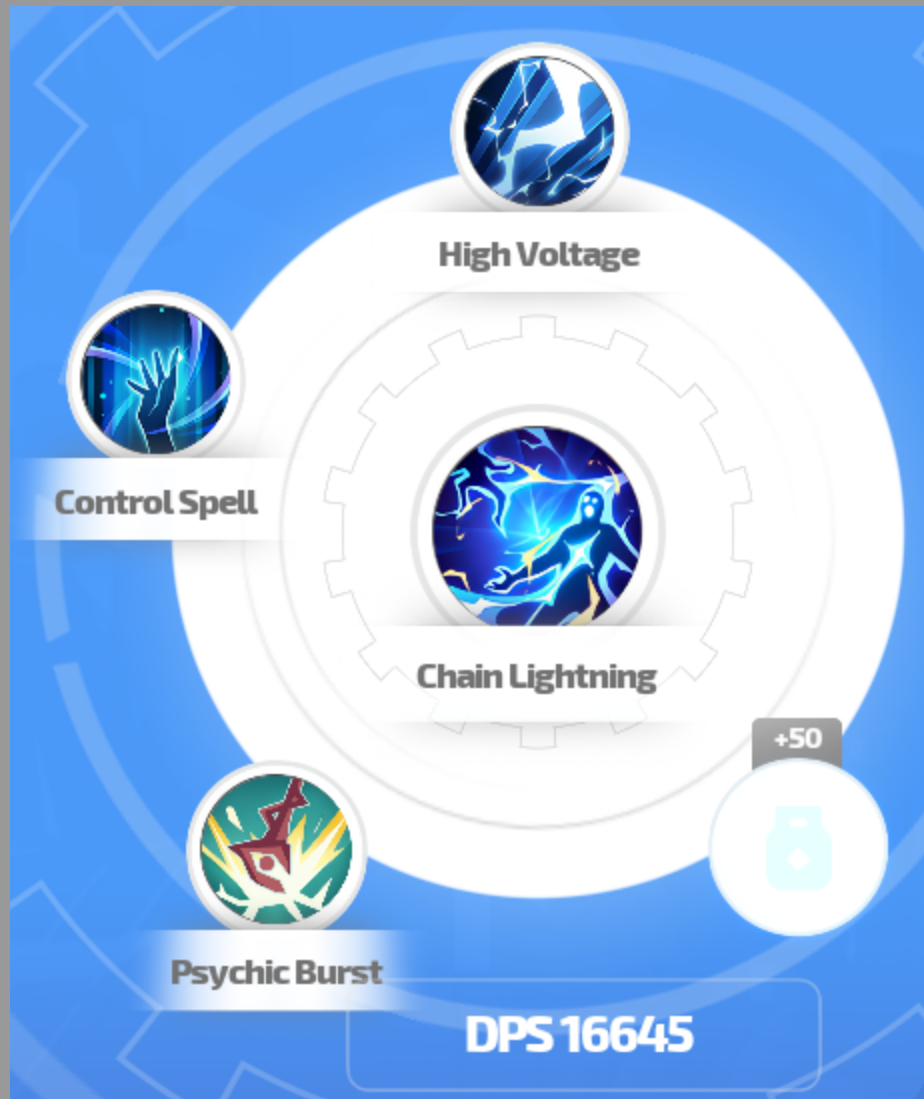
Obviously here we're just going for Photophobia, once you get it you'll have to do a small swap



After obtaining photophobia swap beacon in your first tree to Peculiar Vibe



Then on Your Mainskill Swap Elemental Fusion for High Voltage

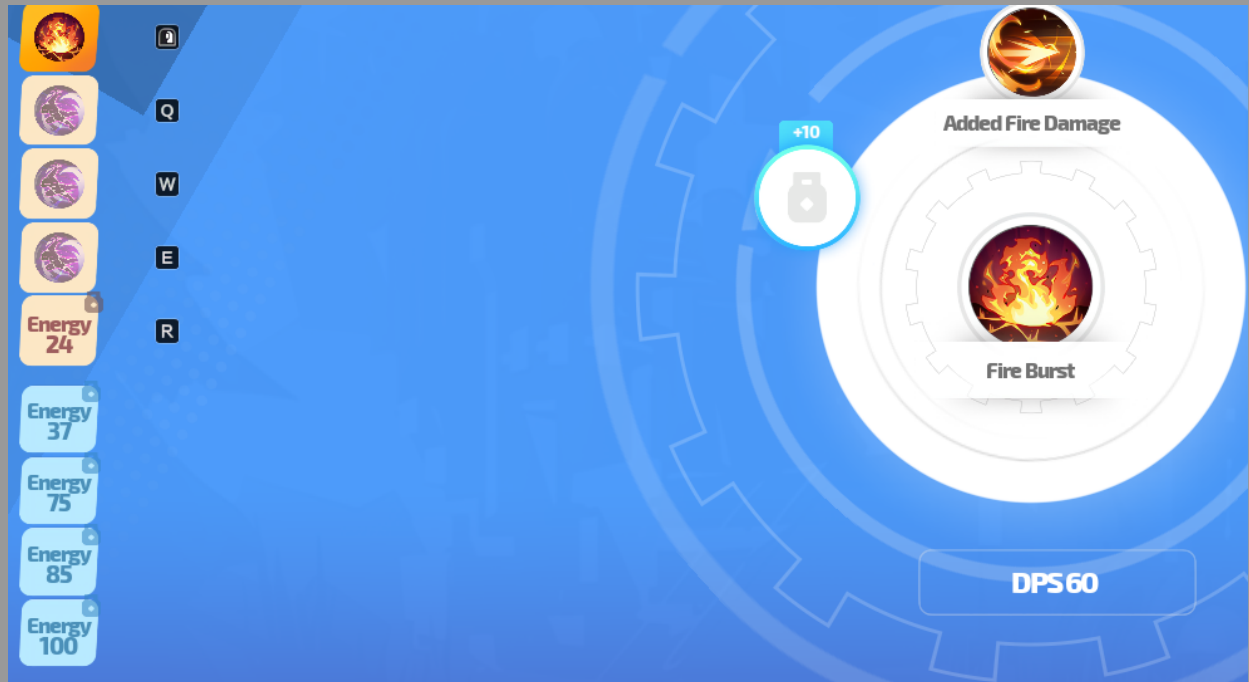


Skills

Level 3

Equip 3x or 2x shadow dash depending on how confident you are in not needing compound source (the potion)

Support fireburst with added fire damage or increased area if you'd like



Level 7

When you get 10 energy and elemental fusion equip it!

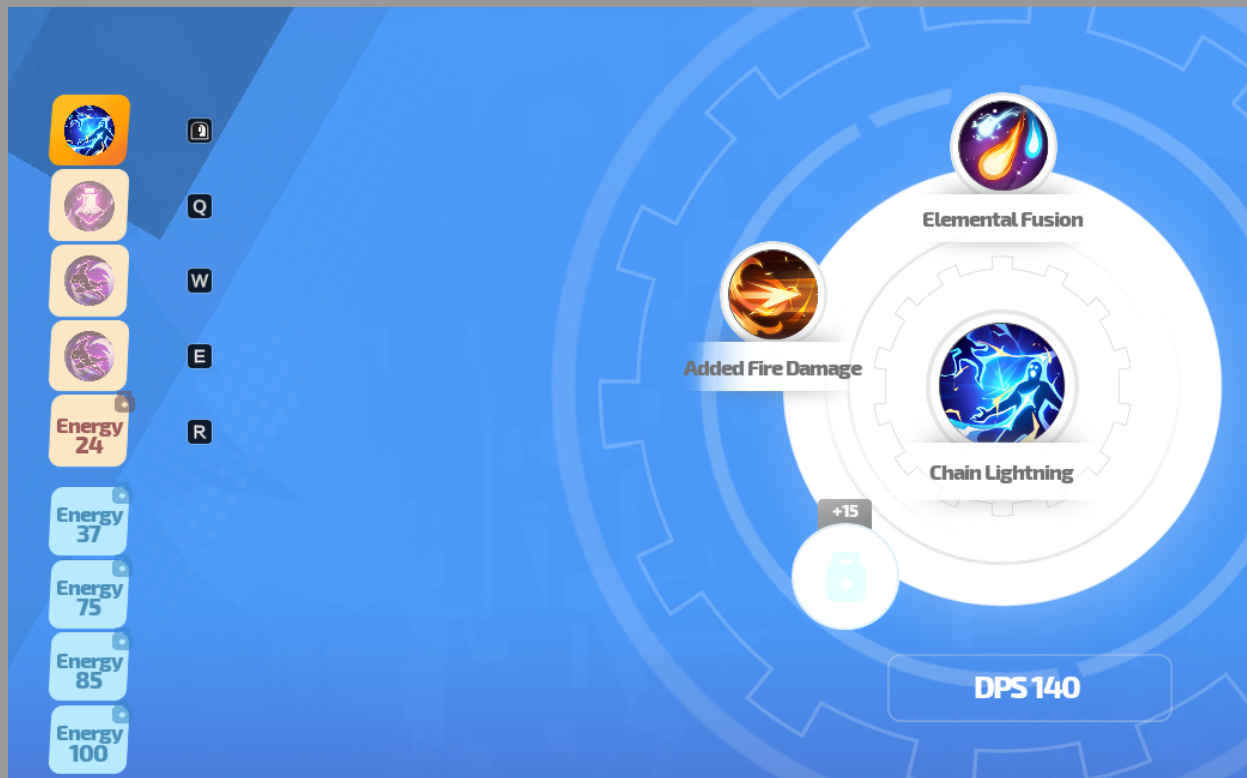
This is fine for now since we aren't planning on igniting due to it doing less dps



Level 14

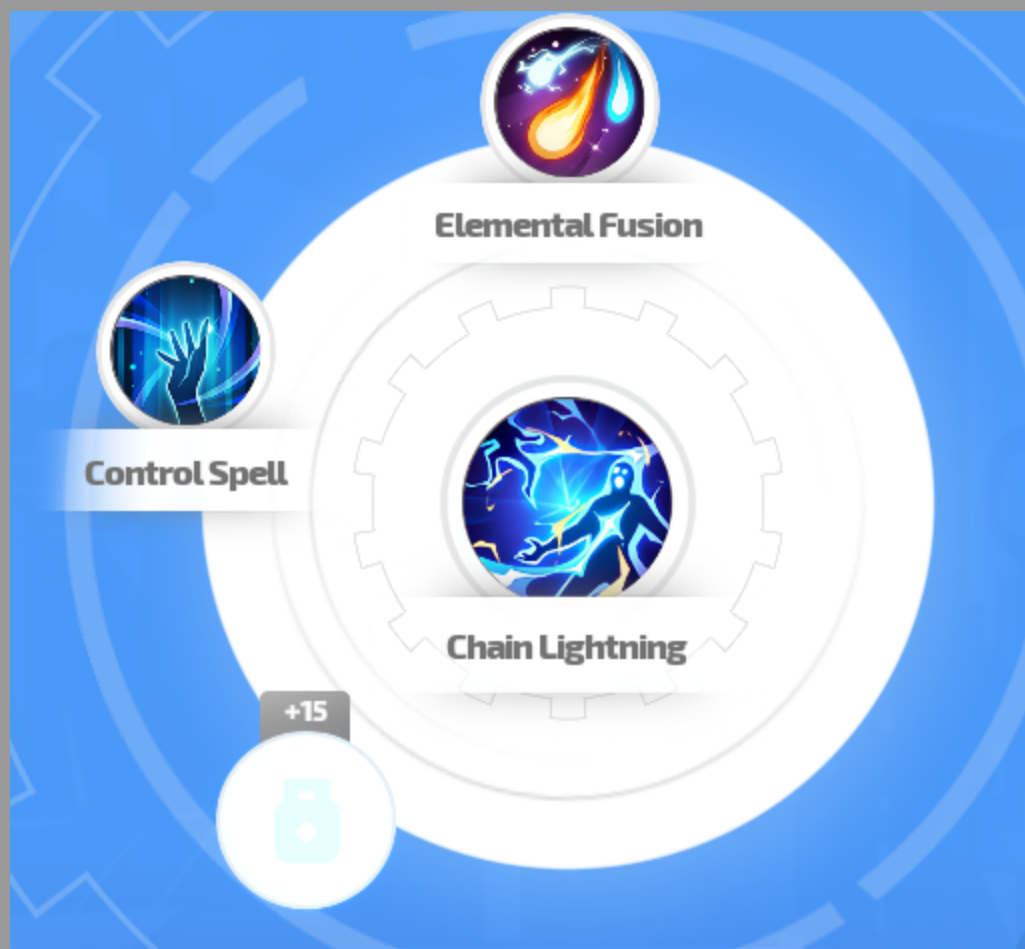
We'll be swapping to chain lightning here The reason for keeping elemental fusion and added fire damage over highvoltage / electric punishment here is simply just because its the highest

scaling available at this current point



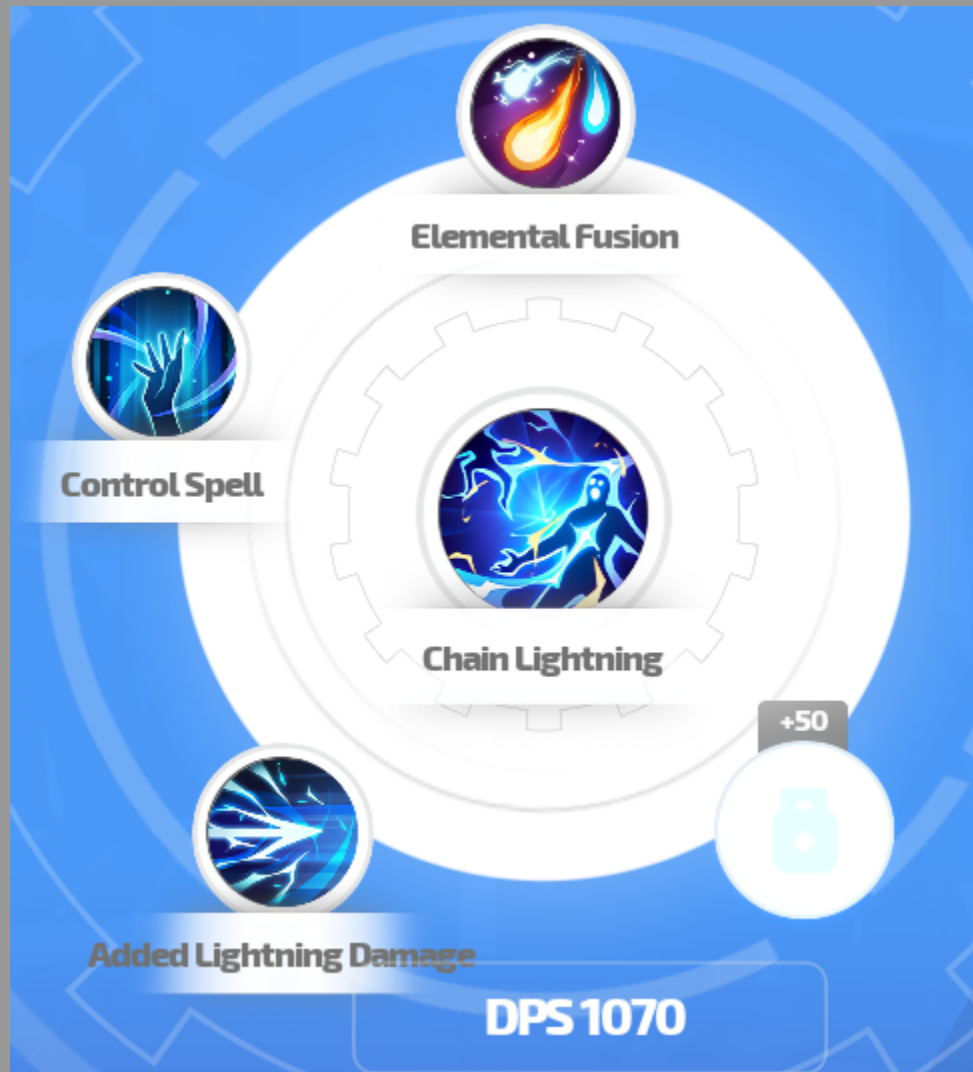
Level 17(After Liv)

Once you Kill liv and activate all the pedestals in the plaza of glory you'll receive control spell
Swap out added fire damage with control spell



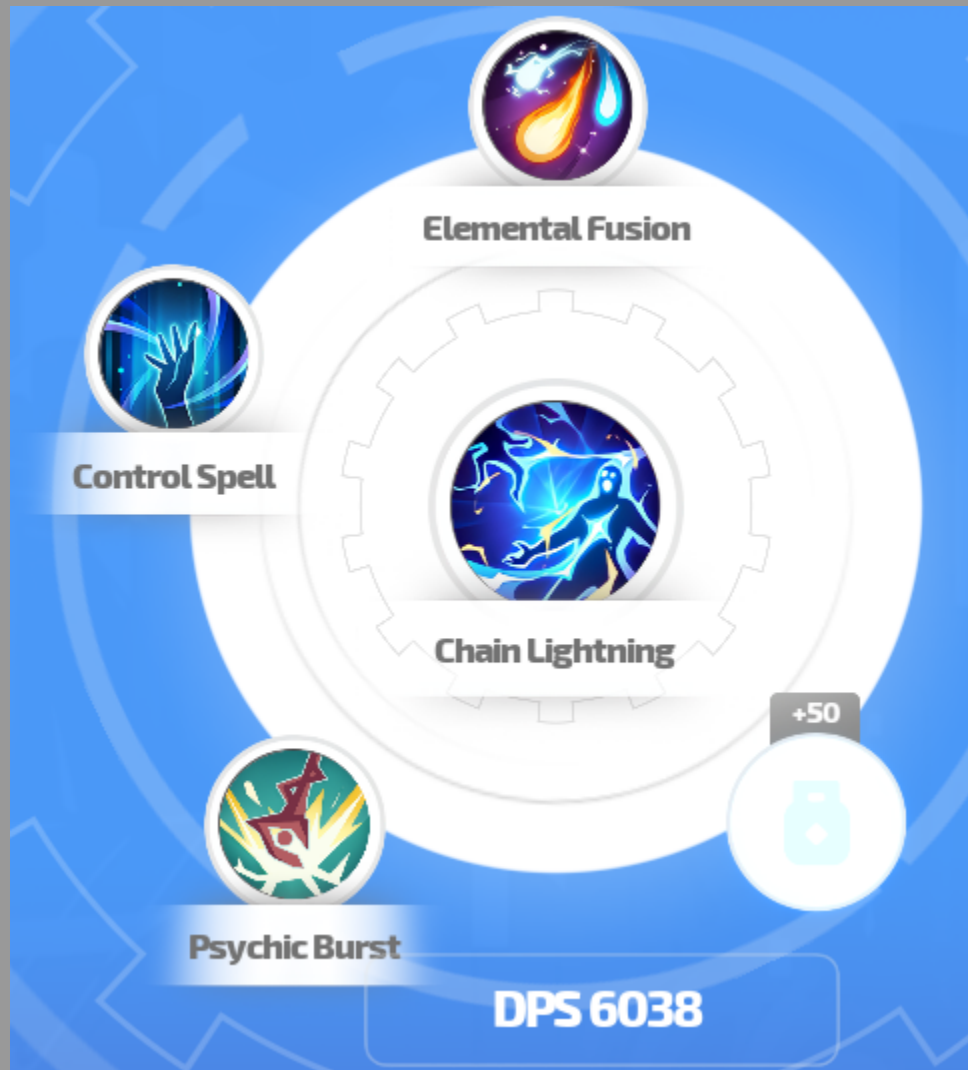
Level 21

Add added lightning damage support

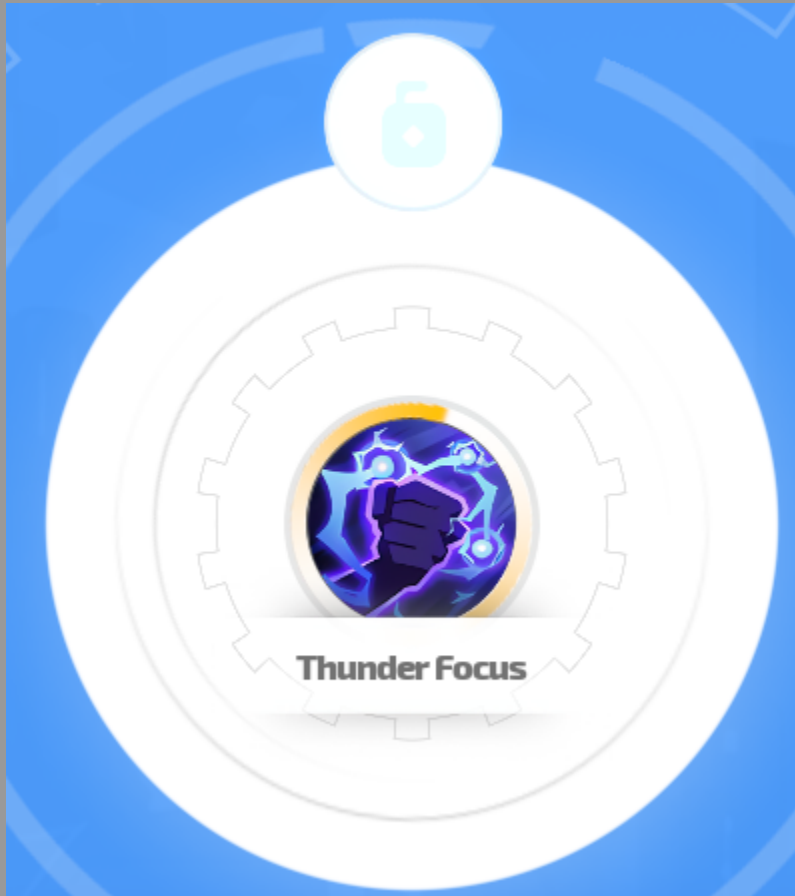


Level 27

Swap Added Lightning Damage with Psychic Burst

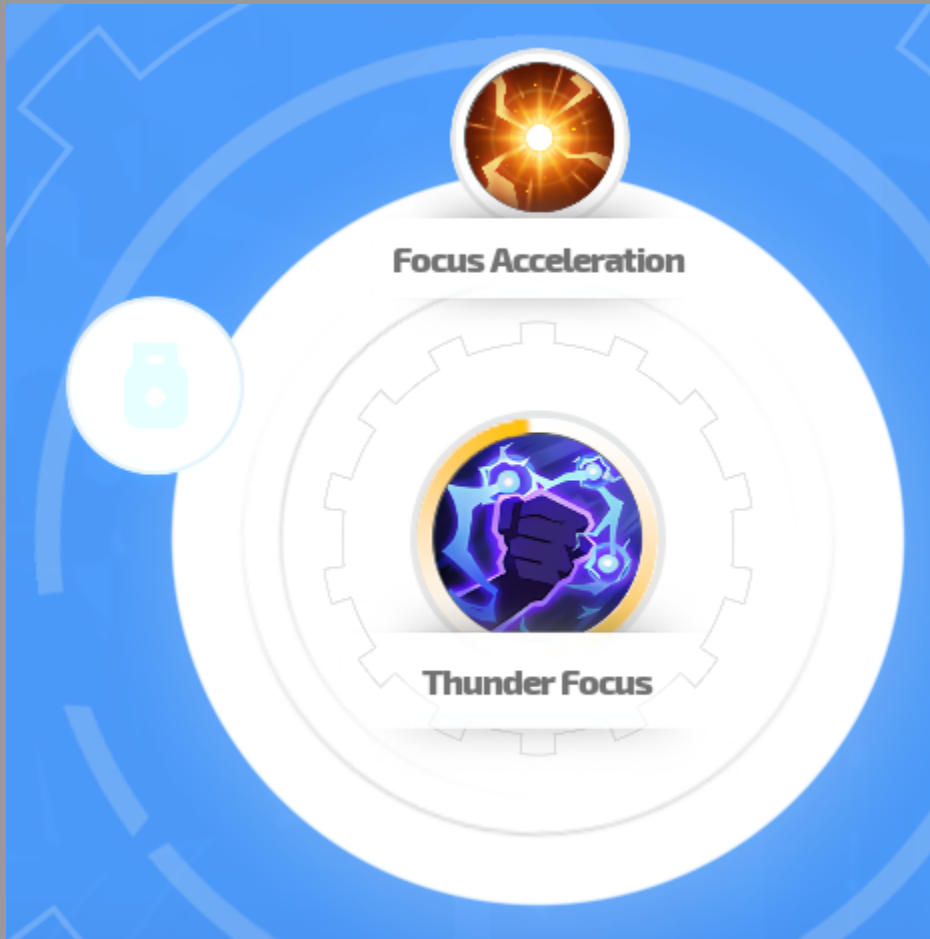


Level 34



Level 40

When you enter Lionheart you should unlock Focus Acceleration



Skills at End of Campaign:



It's recommended to dial back on the shadow dashes as you enter maps and swap things out for more damage :)

Talents

Knowledge

Points 1-7

The reason for this is to have a bit more dps early



Points 1-12

Major Talent: Beacon (+2 Max Spellburst)



Points 12-24

Major Talent: Burning Touch



Rush the intelligence in the top right before grabbing either the % damage in the beginning or regain

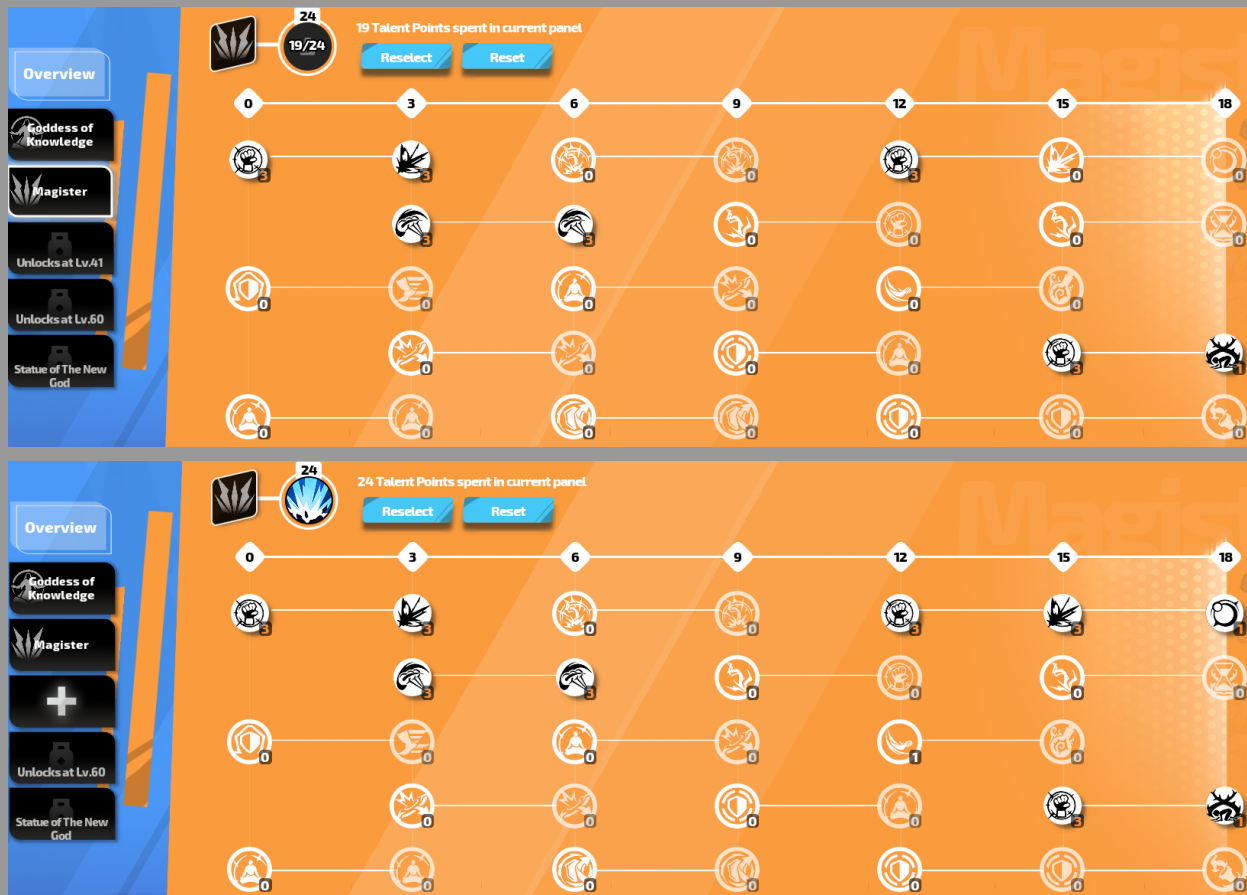
Magister

Points 24-50

Major Talents: Play Safe

Two screenshots included because I felt the need to show the importance of the allocation route After the 3 points in spellburst charge speed RUSH for the “inflicts frail on Spell hit” as it’s an

additional 15% damage You should have these unlocked at level 40

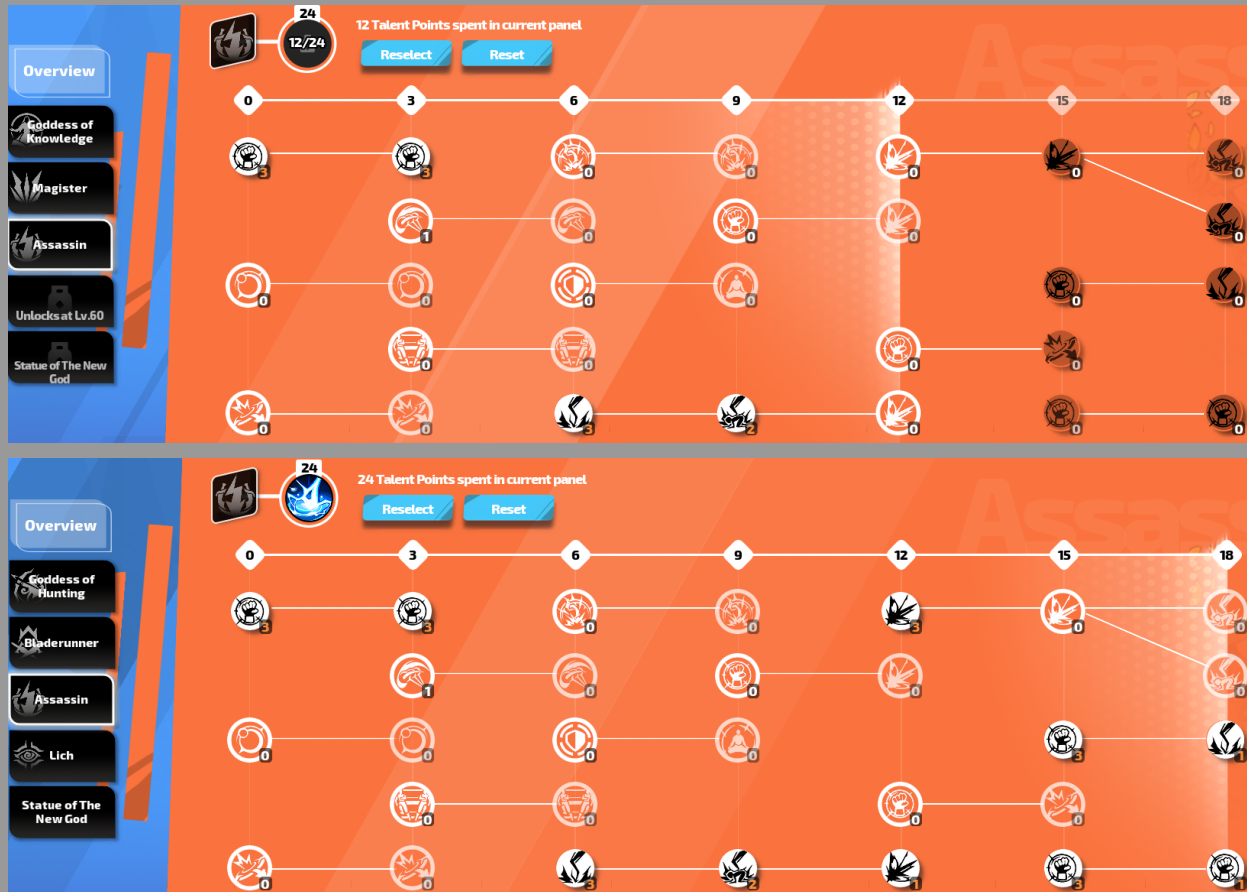


Assassin

Points 50-74

Major Talent: Conductive

This one is also slightly awkward since you have to put a point somewhere else to get that 12 points section unlocked (place that 12th point into cast speed last)



*Note by this point you'll have completed the campaign. I recommend following whatever after the campaign guide's trees are and don't forget that it costs oblivions to respec after level 90!

Hero Traits

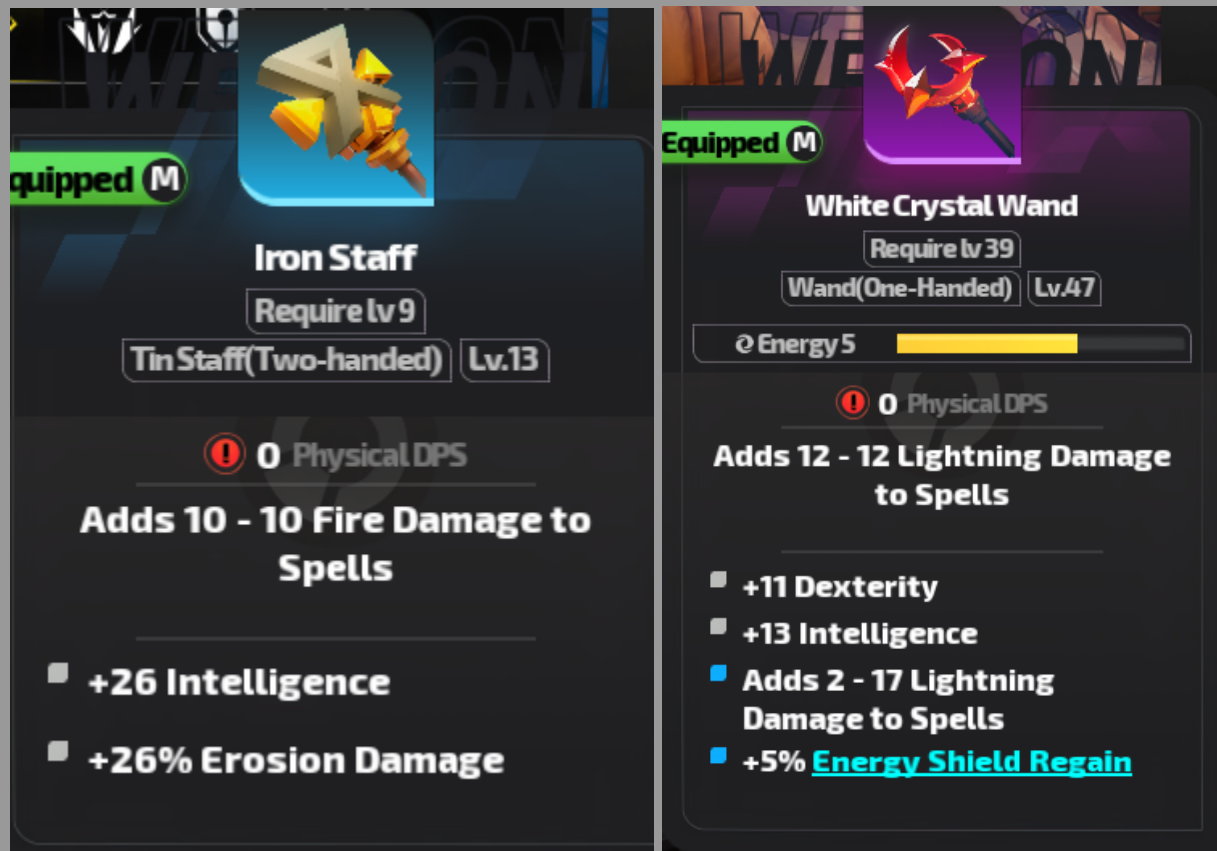
You'll Get your Level 45 Memory After defeating King Lionheart Remember to pick it up!
Since bing can select both we'll be going with SuperSonic Protocol just to zoom



Early Campaign Gearing

Keep your eye out for flat damage to spells items with flat intelligence and or Dexterity on them!

Here's some examples



Pactspirit affixes to look for

Elemental penetration additional damage additional lightning damage cast speed

Examples



Dreamweaver

Spell

Details

Pactspirit Overview

Increases Elemental Damage, Elemental Piercing, and Cast Speed
Unlock 2 Pact Nodes in advance

Pactspirit Effect

Elemental Mastery: +3% Elemental Resistance Penetration every time you hit an enemy with Elemental Damage recently. Stacks up to 4 times

Elemental Mastery: +4% additional damage

Elemental Mastery: +19% additional Elemental Damage dealt by Spell Skills
+1.2% Elemental Resistance Penetration when hitting an enemy with Elemental Damage, stacking up to 4 times

Upgrade Reward

Major Talent Nodes gain Bonus Affix 1: +2% additional damage

Major Talent Nodes gain Bonus Affix 2: +1.5% Elemental Resistance Penetration every time you hit an enemy with Elemental Damage recently. Stacks up to 4 times

Effect of Major Talent Node Bonus Affix 1 +100%: +4% additional damage

Effect of Major Talent Node Bonus Affix 2 +100%: +3% Elemental Resistance Penetration every time you hit an enemy with Elemental Damage recently. Stacks up to 4 times

Effects of Non-Bonus Affixes in Major Talent Nodes +33%



Bitter Thunder

Lightning

Details

Pactspirit Overview

+ Lightning Damage; + Lightning Penetration; + Attack and Cast Speed
Unlock 2 Pact Nodes in advance

Pactspirit Effect

Excruciating Thunder: Bestows the surging power of lightning to the pact holder, granting + 19% additional Lightning Damage and + 20% additional Max Damage for 5s. Cooldown: 10s.

Excruciating Thunder: +12% additional Lightning Damage

Excruciating Thunder: +4% additional damage

Upgrade Reward

Major Talent Nodes gain Bonus Affix 1: +6% additional Lightning Damage

Major Talent Nodes gain Bonus Affix 2: +2% additional damage

Effect of Major Talent Node Bonus Affix 1 +100%: +12% additional Lightning Damage

Effect of Major Talent Node Bonus Affix 2 +100%: +4% additional damage

Effects of Non-Bonus Affixes in Major Talent Nodes +33%



Starcatcher

Spell
Details

Pactspirit Overview

Increases double Spell, Spell Damage, and Cast Speed

Unlock 2 Pact Nodes in advance

Pactspirit Effect

Malleable: +4% additional damage

Malleable: +10% Movement Speed per second when an **Elite** is **nearby**, up to +3 stack(s)

Malleable: +8% additional Cast Speed per second when an **Elite** is **Nearby**, up to +24%
+4% Movement Speed when an **Elite** is **Nearby**, up to +12%

Upgrade Reward

Major Talent Nodes gain Bonus Affix 1: +2% additional damage

Major Talent Nodes gain Bonus Affix 2: +5% Movement Speed per second when an **Elite** is **nearby**, up to +3 stack(s)

Effect of Major Talent Node Bonus Affix 1
+100%: +4% additional damage

Effect of Major Talent Node Bonus Affix 2
+100%: +10% Movement Speed per second when an **Elite** is **nearby**, up to +3 stack(s)

Effects of Non-Bonus Affixes in Major Talent Nodes +33%



Don't Spec into these nodes until all 3 of your pact spirits are filled out