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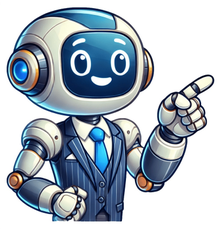

Baldur's gate 3 classes guide

Our comprehensive Baldur's Gate 3 builds guide covers all classes, companions, and party combinations, providing the best possible setups for each class and playstyle. These builds have been extensively tested and updated with every new content patch, ensuring they offer optimal combat, gameplay, exploration, and personal enjoyment. With numerous ways to play, we recommend checking our top 10 builds or tier list for performance-related suggestions. Each build includes: - Class Mechanics Guide - Best Subclass Race Choices - Ability Score Background and Skills Leveling tips - Gear Consumables - Companions essential for solo playthroughs - Gameplay and Combat Tricks Notable builds include the Giant Barbarian, capable of soloing Honour Mode due to its enhanced damage, range, and survivability. The College of Glamour Bard offers a powerful melee way to play while retaining spellcaster identity. Meanwhile, the Death Domain Cleric excels with extra necrotic damage and cantrips targeting two enemies. The Oath of Crown Paladin is notable for its ability to taunt enemies over a 9-meter radius. To utilize this effectively, Paladins need high survivability and some self-healing within their party. This build allows Paladins to taunt enemies, avoid damage while they're distracted, and deal significant harm. The Swarmkeeper Ranger's unique twist comes from utilizing Prey's Scent to alter Hunter's Mark effects. This build maintains the strengths of weapon and armor proficiency, range, and damage. The Swashbuckler stands out for its ability to automatically land sneak attacks in melee combat and execute charisma-based dirty trick actions. It simplifies melee combat while making sneak attack damage more accessible. The Shadow Magic Sorcerer combines melee attacks with spellcasting, leveraging strength and charisma stacking to maximize effectiveness. The Hexblade is distinctive due to its ability to bind a weapon, gain proficiency in medium armor, and function as a melee-focused spellcaster. Its benefits include high damage output, simplicity, and versatility in both melee combat and spellcasting. In Baldur's Gate 3, the following builds excel across classes and subclasses: - Barbarians rely on raw strength for success, with an optional animal spirit customization. - Wild Magic Barbarians focus on channeling chaotic energy into their rage. - College of Lore Bards emphasize magic and knowledge to aid exploration and dialogue. Traditional Bard builds serve as a foundation for support roles, leveraging spell proficiency to enhance party performance. The College of Sword provides a potent damage dealer build with spells, featuring an Extra Attack that improves overall damage significantly. For a Bard playstyle focused on weapon damage, this is the best option. Given text rewritten as: Access to a range of abilities is available. Druids can transform into various animal forms, granting them unique strategic benefits. They excel in supporting roles, crowd control, and summoning, making them valuable assets for any party. This build differs from the traditional Druid style. The Circle of Spores focuses on offense, using Wild Shape to deal damage. Additionally, this class can summon creatures, undead or otherwise, to aid in combat. If you enjoy a more aggressive Druid playstyle that doesn't focus on support, you'll want to try this build. The Fighter is an excellent choice for those who want to deal significant damage and serve as a durable tank. They have access to various armor and weapons, making them highly resistant in battle. This build focuses on using two-handed weapons, creating ultra-aggressive attacks that prioritize damage. The Champion subclass emphasizes burst damage, which can be amplified with the Two-Handed melee weapon we'll use. Our Eldritch Knight subclass combines elements of Fighter and spellcaster, allowing us to deal significant damage while also providing utility and crowd control spells. We'll keep our Intelligence low and focus on Sword and Shield for increased survivability and damage. The Way of the Four Elements can be unlocked by the Monk class, granting access to powerful abilities and elemental disciplines. Mastering this class requires careful management of ki points and strategic discipline. For the Best Baldur's Gate 3 Monk Way of Shadow, we'll focus on high mobility and multiple attacks while maintaining an additional spellcasting option. This playstyle is well-suited for Githyanki Monks, who value stealth and invisibility abilities. The Oathbreaker Paladin is a formidable force on the battlefield, using aggression, melee range, and devastating spells like Smite to outmaneuver foes. By embracing darkness and corruption, you can take on the role of an antihero or fallen paladin seeking redemption. We'll employ heavy armor and two-handed melee tactics, amplified by utility abilities that provide healing, buffs, and extra survivability. This Paladin build seeks justice, stopping at nothing to vanquish enemies. To annihilate. The Paladin's Oath of Vengeance subclass is distinct in its emphasis on spells and abilities tailored to specific enemy types, ideal for dealing burst damage to single targets while providing debuff utility. In contrast, the Beast Master subclass enables Rangers to forge a strong bond with a loyal animal companion that fights alongside them, aiding in combat, exploration, and other activities, with this build focusing on ranged burst damage using a bow. The objective is to swiftly eliminate high-priority targets, leveraging high initiative, stealth, and significant damage. The Best Range Hunter subclass excels in ranged combat and survival skills, combining the finesse of an expert marksman with an innate connection to nature, uniquely allowing targets to pick a special ability via Hunter's Prey. Meanwhile, the Arcane Trickster Rogue build emphasizes typical Rogue aspects like stealth damage, augmented by the ability to cast spells for crowd control, stuns, and immobilization, enhancing the class's natural tendencies. The Assassin subclass specializes in stealth, precision, and deadly strikes, utilizing dual wield for high single-target burst damage, while Rogues excel in both melee and ranged combat, leveraging their Sneak Attack feature for substantial damage. Sorcerers, with their innate magical abilities and metamagic class mechanic, can add range, cast multiple times, and provide versatility in spell casting, with this build focusing on massive area-based damage using predominantly Lightning Spells, especially with the Stormy Sorcery subclass and Dragonborn racial choice. The goal is to excel at lobbing fireballs and wiping out groups, with the Wild Magic subclass introducing randomness and fun, while allowing experimentation with various spells. Lastly, Warlocks, mysterious spellcasters with a pact, can optimize their powerful cantrip Eldritch Blast paired with Hex to debuff enemies, complemented by skills for area damage, crowd control, and buffs. Great Old One Warlocks in Baldur’s Gate 3: A Powerful and Dynamic Class Warlocks who choose to serve a powerful being like a demon, devil, or archfey must follow their patron's orders, often in dark and malevolent ways. The Great Old One Warlock class is a great example of this, bringing a dynamic and powerful playstyle to the game. In combat, they excel at dealing massive damage with spells like Hex and Eldritch Blast. They can also summon allies from the Far Realms to fight alongside them. The Abjuration subclass focuses on protecting party members with protection spells, which are amplified by the Arcane Ward feature. This shield is incredibly effective in defensive situations. The Conjuration subclass allows for more mobility and summons additional allies to aid in combat. This build combines area damage, crowd control, and defensive spells to ensure survival. One of the unique features of this build is the Portent ability, which manipulates dice rolls to shut down opponents' attack rolls. This adds a fun and useful mechanic to the typical cloth-and-quarterstaff Wizard playstyle. The Enchantment subclass focuses on mind control, using charm spells to confuse and deceive enemies. An illusion Wizard excels at creating realistic illusions to distract and control foes. Another compelling option is the Necromancy subclass, which unlocks dark and potent magic that allows characters to raise the dead and drain life force from enemies. The Transmutation subclass emphasizes the power of changing matter and energy, casting spells like Haste and Great Invisibility. Multiclassing in Baldur’s Gate 3 allows for creative builds that combine different classes. For a unique playstyle, consider playing this build if you enjoy summoning creatures to support you or mastering deception and illusion magic. With the right combination of spells and abilities, Warlocks can become nearly unstoppable forces on the battlefield. We suggest investing in three levels of Paladin class. Starting at level 6, invest in Bard to unlock Extra Attack and a feat, allowing you to take advantage of class passives that don't stack. Two investments into Fighter grant an additional Fighting Style and Action Surge. With seven levels in Cleric and five in Paladin, access is granted to both class subclasses, feats, and high-level spells. Spellcaster build starts by taking 5 Wizard levels for level 3 spells, then switches to 3 Sorcerer levels for Metamagic. The rest of the leveling process involves switching back to Wizard. This results in two feats and massive utility from Quickened Spell, which lets you cast a spell as a bonus action. For solo Barbarian builds, emphasizing actions and bonus action utility is key. Therefore, multiclassing into Rogue Thief and Fighter Champion will be done. This build focuses on eliminating targets and reducing incoming damage substantially by turn one. Bards are adaptable and engaging, but this Bard is designed for players looking to complete BG3 solo. The Cleric class has 7 subclass selections, each offering unique spells and powers. For this solo build, the Light subclass will be focused on, as it plays well with a solo build in BG3. Druids in Baldu’rs Gate 3 are powerful spellcasters connected to nature, wielding potent mix of nature-themed spells and animalistic prowess through Wild Shape. This solo Druid build leans into Wild Shape mechanics, using shapeshifting for animal forms rather than spellcasting or support builds. The best Fighter Solo build emphasizes ranged damage, prioritizing movement and positioning for survival. Without someone to heal you, potions and consumables are crucial. Expect alternative options and choices to keep you alive and progressing through BG3. This build utilizes Multiclass features to take advantage of Rogue subclass Thief. It's designed for high performance in combat on Honour Mode difficulty. Our expertly crafted solo builds for Baldur's Gate 3 are designed to deliver top-notch performance in combat, especially for players tackling Honour Mode difficulty or playing solo. To get started, we recommend taking one level of Wizard at the beginning to unlock exclusive spells and enhance survivability. This unique approach allows Sorcerers to access a broader spellbook and adapt to changing situations. In contrast, Warlocks specialize in harnessing eldritch power by forming pacts with otherworldly beings, granting them access to forbidden magic. Our solo Warlock build focuses on cloth-wearing spellcasting at range, providing exceptional damage while maintaining high survivability. Meanwhile, Wizards are potent spellcasters with the ability to learn spells through scrolls and enjoy expanded spellcasting capabilities. They also offer a range of subclass options, making them an effective choice for solo players. For those interested in dialogue and exploration, we've developed a persuasion build that allows players to influence NPCs and shape the story. For a more challenging experience, multiclassing into every class within Baldur's Gate 3 can earn you a rare achievement. Alternatively, our Dark Urge background presents a complex narrative with moral ambiguity, inviting players to immerse themselves in the game's rich storytelling. We've also adapted a build specifically designed for beating Honour Mode, including key gear, skills, and a character creation guide. Click on the link below to access this comprehensive resource: In addition, we've compiled a list of the best companion builds for Baldur's Gate 3, each with their unique abilities and strengths. Astarion's backstory is filled with secrets and surprises, making him an asset to any party with his wide range of spells. Gale is a kind and compassionate individual who excels at support roles and crowd control. Halsin can shape-shift into various animals, granting him tactical advantages in combat. Druids are valuable assets due to their ability to excel at support roles, crowd control, and summoning. Jaheira is focused on damage dealing through Wild Shape, while other forms of support and healing options are available. Karlach is a powerful Asmodeus Tiefling Barbarian who admires strength in combat and life, likely having a soldier background. Lae'zal is a Githyanki warrior with a companion Boo, a 'Miniature Giant Space Hamster', according to Minsc. Minthara is a Drow Paladin planning to take down the Druid Grove in the name of Absolute, using this single-target burst build. Shadowheart is a complex and well-developed High Half-elven Cleric who wields great debuff utility as a servant of Shar under the Trickery Domain. This grants her expertise in stealth and deception, making her a formidable spellcaster. With a rich backstory as the Blade of Frontiers, Wyll has earned a reputation as a legendary figure, but beneath his noble façade lies a darker truth bolstered by a demonic patron. A recent update to Baldur’s Gate 3, Patch 7, offers various changes including new cinematic scenes and battle sequences, enhanced Honour Mode with additional legendary actions against bosses, and the introduction of a modding toolkit and in-game mod manager, allowing players to create and install mods directly within the game, effectively handing creative control over to the community.

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