

First Thoughts: Build Outlines 3.16

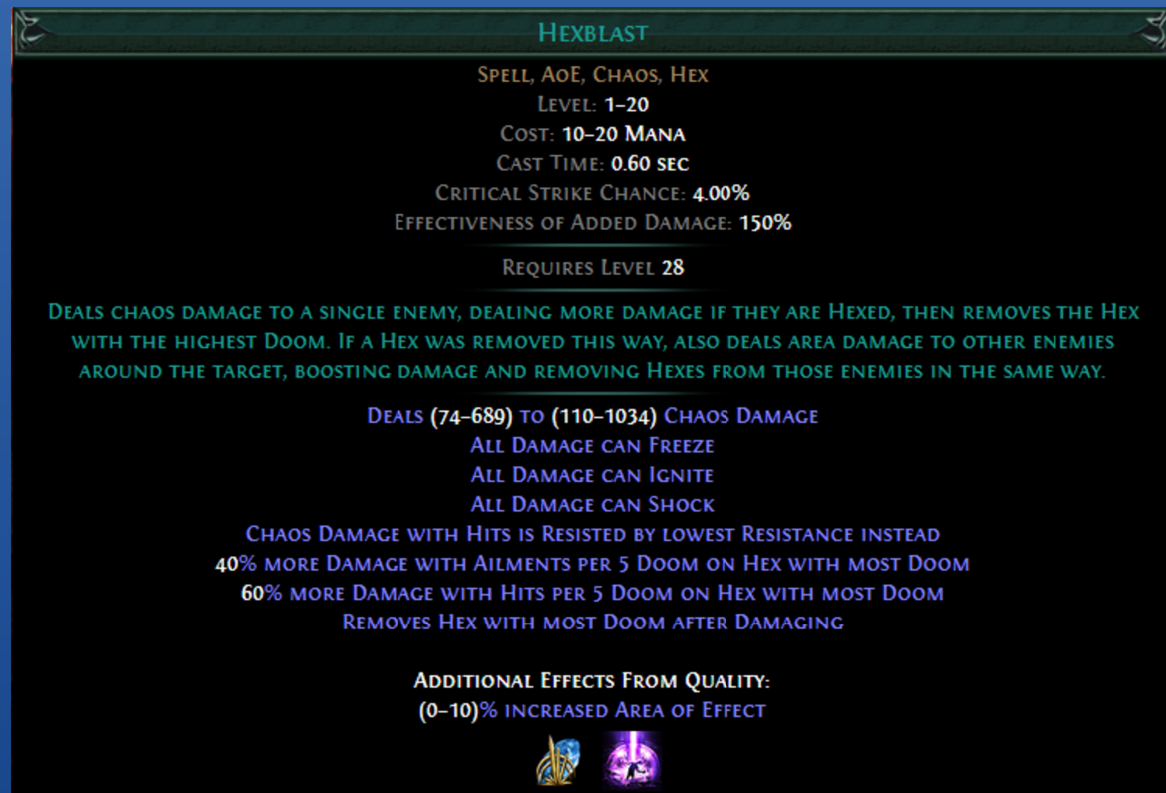
- It is too early (as of 18-Oct) to provide full build guides. If you want full guides, come back 21-Oct.
- For this reason this video looks at interactions with promise, not full builds.
- All old build guides – are obsolete. New Mastery system changes everything.
- New skills are inherently risky. Plan a backup!
- Building around new items is also risky, these items might be ultra rare!
- Will talk several ignite builds, plus the new Energy Blades, and physical trappers.

Ignite

- Player caused ignites got buffed a lot.
- A heck of a lot.
- The biggest buff was not necessarily to ignites that come from skills.
- Many skills like Fireball used to have Ignite bonuses, these took slight nerfs that partially counteract the immense base ignite buffs.
- Have a look for unusual ignite sources. We'll discuss one later!

Hexblast Ignite Occultist

- One of the few ignite builds viable in 3.15
- Buffed crazily!
- All damage can ignite doesn't mean it does. Need % ignite chance. Ideally 100%.
- Can get this from crit. Not easy. Especially at 4% chance to crit.
- Or can stack it from tree and other effects. Combustion Support, Flammability- Blasphemy, Breath of Fire cluster is almost capped.
- Less dependent upon the clunky doom mechanic than before.
- Note – gem shows 3.15 stats. These have been nerfed (but Ignite changes massively more than make up for this)
- Big damage + proliferation. May feel clunky.



Physical Trapper Archetype

- VERY strong in 3.15 and survives patch notes well. Loses some damage but not much.
- Seismic Trap is bad at clear, good at bosskilling.
- Exsanguinate linked to Chain and to Trap Support is opposite.
- These work very well together
- Exsanguinate's phys DOT is a minor bonus, don't scale it.
- Works great with poison!
- Budget/SSF friendly. Saboteur.



Energy Blade

- The super short version: Your energy shield (mostly) stops protecting you, and becomes an energy blade that you can use with sword-friendly attack skills. Entirely replaces your weapon.
- Rewards life-based builds that can get lots of ES at low cost
- Corrupted (Krangled) Soul
- Shadowstitch
- Spectral Helix
- Not tanky.



Spicy Option: Energy Blade Ignite

- Want to try something COMPLETELY untested and not remotely close to guaranteed to be powerful?
- Use the Energy Blade package (Corrupted Soul, Shadowstitch and a life build). Shadowstitch is self farmable. Corrupted Soul is not (Replica Soul Tether is uncommon, Glorious Vanity rare)
- Add the unique ring Stormfire.
- Hard hitting attacks. Scale ignite.
- Don't try this in SSF.
- Don't try without a backup plan.
- This might be bad.



Ignite Fireball – A Simple Starter

- Versatile! Can be played as Elementalist or Chieftain. (Trickster too, but why play that ascendancy in 3.16?). Elementalist unlocks some spicy high budget options.
- 33% more damage than in 3.15 at gem level 20 which is sorely needed. Bigger boosts at lower levels.
- Also picks up the new Flame Surge (details to be confirmed)
- Chieftain has less damage but can be very tanky.
- Elementalist has better damage but squishy.
- Sets things on fire. Setting things on fire in games is fun.
- Also has proliferation from corpses by default.
- Vaal Fireball is a thing of beauty. Everyone should see what it can do with ignite proliferation.

Indirect Ignites: Further Scaling Ignite Elementalists

- '3% isn't much!'
- Yes, yes it is.
- No seriously it is.
- 3% of life from the hit, plus 5 times that over 4 seconds.
- That 5x is scaled by all your increased fire/burny damage effects, and again by all fire DOT multi effects & fire res debuffs.
- Can exceed 250% base life.



...but I want to burn things MUCH MUCH MORE than that

- If 3% of base life scales to over 250%, what about this?



- Each Gifts is a big investment though. It's cluster jewels only.
- Is it worth it? Large Chaos Damage clusters might be too high of an opportunity cost. But Megalomaniacs... Those might be fun.

Fire is like love, best spread around

FAN THE FLAMES NOTABLE

IGNITES YOU INFLICT SPREAD TO OTHER ENEMIES WITHIN A RADIUS OF 15



- A picture is worth a thousand words.
- Here's 2000 words to digest.
- Elementalist shocks easily too, even when not trying to.

BEREK'S RESPITE TWO-STONE RING RINGS

REQUIRES LEVEL 20

+(12-16)% TO FIRE AND LIGHTNING RESISTANCES

ADDS (20-25) TO (30-50) FIRE DAMAGE TO SPELLS AND ATTACKS

(25-30)% INCREASED LIGHTNING DAMAGE

+(30-40) TO MAXIMUM MANA

WHEN YOU KILL A SHOCKED ENEMY, INFLICT AN EQUIVALENT SHOCK ON EACH NEARBY ENEMY

WHEN YOU KILL AN IGNITED ENEMY, INFLICT AN EQUIVALENT IGNITE ON EACH NEARBY ENEMY

(SHOCK INCREASES DAMAGE TAKEN BY 15%, FOR 2 SECONDS)

(IGNITE DEALS FIRE DAMAGE OVER TIME)

"WITH FLAME LICKING AT HIS HEELS

BEREK BERATED THE CLOUDS

UNTIL VENGEFUL STORM SPEWED FORTH HIS RAINS

AND BEREK HELD ON TIGHT

AS FIRE SCREAMED AND STEAMED

AND FLED."

- BEREK AND THE UNTAMED



...I prefer the Occult to the Elements
...and still want everything to BURN

- Zerphi's Heart is ultra-rare. But it gives Occultists the capacity to set things on fire with their chaos explosions (Profane Bloom).
- Still need universal chance to ignite. Breath of Flames cluster gives some
- Waiting on POB to decide how bad an idea this could be.
- Berek's Respite.



Come back for guides!

- Once Path of Building is updated and all of the new gems are revealed and implemented, I'll be able to get to work.
- Never assume I'm an unchallengeable authority! I'll make mistakes. Feel free to deviate from my outlines or blaze your own path entirely.
- Hoping to have at least 3 outlines of builds up by leaguestart.