

Endless Heist Build First Thoughts

Something for each ascendancy in a world where uniques and replica uniques are everywhere, flask charges are limitless, Heist well rolled rares are common, and there's occasional downtime

Before Talking Ascendancies: Build Around Items

- These can be played on multiple ascendancies, although there will be clear bests.
- March of the Legion (Supreme Ego, Introspection clusters). March really plays well in a world where you have convenient scheduled breaks. Tier 2 rarity.
- Replica Dreamfeather (Grace, Determination, Iron Reflexes, Jade Flask, Granite Flask). Cannot easily get Transcendence (Timeless jewels div card only). Unsure of rarity, powergamer only in SSF, accessible in trade.
- Replica Shroud of the Lightless will still be rare in this event, but more accessible than usual.
- Replica Alberon's Warpath is VERY rare
- Replica Allelopathy is good.
- Replica Alpha's Howl (HoT/HoI)
- Crest of Desire (lots of things)

Witch

Elementalist

Detonate Dead ignite. Can be adapted to other ascendancies like Necro

Occultist

Cold DOT selfcast

Necromancer

Generalist summoner. Lots of options. Discussed skele mage option and not recommending it due to mobility.

Shadow

Assassin

Low investment Cast on Crit with any payload. May be squishy, works best if you mostly run scoured contracts. Best if not advancing past 90.

Trickster

Essence Drain – Contagion. This isn't amazing but you are only competing with Tricksters, not real ascendancies

Saboteur

Seismic Trap is too good, especially in heist. Other duration/cooldown traps also strong, just less so.

Ranger

Deadeye

Ele Hit Wand Attack, Piscator's Vigil. Defensive reservations to make up for inherent squishiness. Grace, Determination, Tempest Shield and/or Precision.

Raider

Lots of options. Coldslinger or Icebite Spectral Helix with starter dagger

Pathfinder

Poisonous Concoction

Scion

- Physical spellslinger. Corrupting Fever, Spellslinger-Reap and Spellslinger-Exsanguinate
- Necro/Glad ascendancy
- Block comes from Cast While Channelling setup instead of the usual trigger wand.
- Winter Orb – CWC – Desecrate – Bone Offering. Worse than trigger wand but all we have.

Duelist

Slayer

Bladestorm, can be elemental crit for something different if you want.

Champion

Toxic Rain, it's super meta, super strong and tanky AF.

Gladiator

Shield skills (SC and/or SST), bleed explosions. Lioneye's Remorse is a tier 3 unique.

Marauder

Juggernaut

Brutus' Lead Sprinkler STR stacking with any attack skill. BLS = tier 3 rarity. Can play with other, rarer, STR stacking items... Endurance charge duration mastery is surprisingly good in the context of Heist.

Chieftain

Infernal Blow BEEFTAIN, or as a more speculative and risky option, Consecrated Path – Earthbreaker

Berserker

Lightning Strike (which is great on many ascendancies)

Templar

Hierophant

Holy Flame Totem. Can also play well as other brand or totem builds.

Inquisitor

Righteous Fire. Need to be pretty careful playing this, as the incoming damage when crossing door thresholds can be explosive in Heist

Guardian

Even though Replica Dreamfeather is build-agnostic, I'll recommend it here. Divine Shield is nuts. Auras give damage and tank. Phys OR conversion possible.