
Build Ideas 3.17

Left Side/Centre

Of Tree

Not full builds, these are foundations that builds can start from

Full builds: A great resource is Reddit's 'PathOfExileBuilds' forum

Level	Requires Level	Strength	You and nearby allies gain 40% more Armour	You and nearby allies gain 179 additional Armour	# to radius	Experience
1	24	58	40	179	0	118,383
2	27	64	40	214	1	175,816
3	30	71	41	254	2	254,061
4	33	77	41	300	3	359,090
5	36	83	42	351	4	498,508
6	39	90	42	417	5	682,057
7	42	96	43	492	6	921,777
8	45	102	43	571	7	1,727,879
9	48	109	44	670	8	1,138,877
10	50	113	44	745	9	1,368,233
11	52	117	45	827	10	1,638,338
12	54	121	45	916	11	1,956,648
13	56	125	46	1019	12	3,655,184
14	58	130	46	1122	13	3,017,327
15	60	134	47	1246	14	7,793,914
16	62	138	47	1377	15	15,206,031
17	64	142	48	1523	16	26,185,582
18	66	146	48	1683	17	62,755,923
19	68	151	49	1860	18	211,877,683
20	70	155	49	2051	19	

Determination. Numbers Don't Lie. Use It.

Determination is so powerful right now in Path of Exile that every build should use it. This is partly due to armor being good, partly due to Molten Shell being amazing.

If your build doesn't have Determination in it, pick a random aura and remove it. Repeat until you can reserve mana to also fit in Determination. Your build is now better.

Aura clusters (tree and cluster jewel) often provide more survivability than life clusters.

Grace and Defiance Banner make it better.

Build Around Uniques Note

There's an amazing online resource listing community estimates of rarity tiers on unique items. (Thanks /u/PoorFishWife)

Tier 5: Achievable in trade by level 50

Tier 4: Twice as rare. Achievable in trade before your 15th map

Tier 3: 4 times rarer. Achievable in trade day 1 for powergamers, day 5 for casuals. Requires focused farming in SSF e.g. grinding Heist unique chests.

Tier 2: 4 times rarer. Think Shavronne's Wrappings and Brass Dome.

Tier 1: 3 times rarer. Badge of the Brotherhood, Asenath gloves. This might be a casual player's whole of league goal to acquire.

Plan accordingly! Know your limits.

POE.Ninja – an invaluable resource

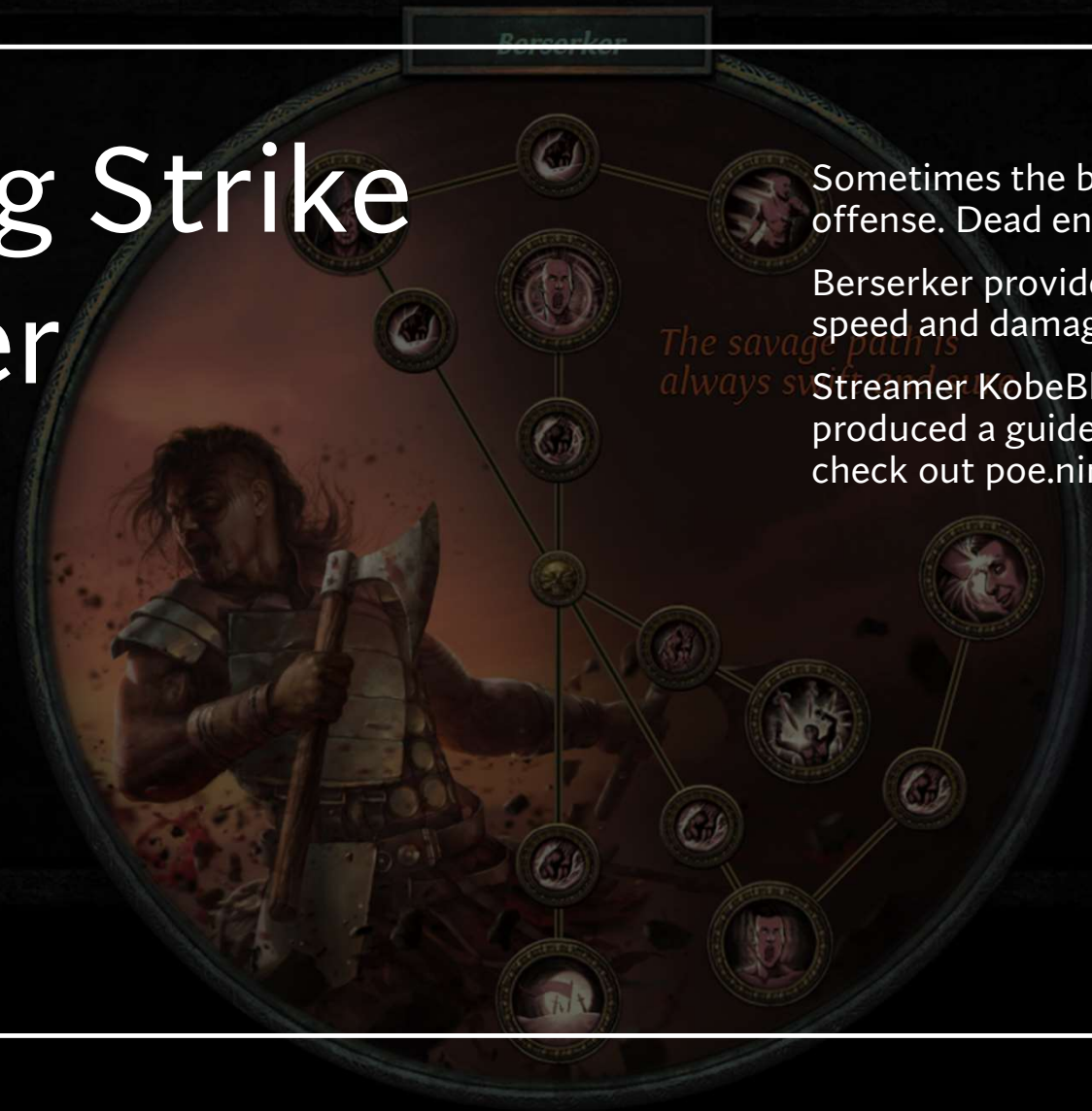
Playing something that's mostly unchanged from 3.16?

If so, you can use poe.ninja's Builds area and the Time Machine feature to look up builds as they existed early in Scourge league

Trade or SSF, HC or SC – you can check out both

It's a great source of passive tree texture. I suggest checking out day 4.

Lightning Strike Berserker



Sometimes the best defense is a good offense. Dead enemies don't hit back.

Berserker provides incredible attack speed and damage scaling.

Streamer KobeBlackMamba has produced a guide on this, or you can check out poe.ninja's archives for 3.16

Champion Toxic Rain

*Champion that which
you love. He who fights
for nothing, dies
for nothing.*

The right side video covered something more experimental, Champion played as a physical damage archer.

However, Champion Toxic Rain was the second best performing build early in 3.16 and still looks excellent despite the nerfs.

Do expect to hit a damage ceiling. You are tough enough to endure against bosses but might take a while to whittle them down.

ARAKAALI'S FANG

FIEND DAGGER

RUNE DAGGERS

PHYSICAL DAMAGE: 22-87

CRITICAL STRIKE CHANCE: 6.5%

ATTACKS PER SECOND: 1.2

WEAPON RANGE: 10

REQUIRES LEVEL 53, 58 DEX, 123 INT

40% INCREASED GLOBAL CRITICAL STRIKE CHANCE

100% CHANCE TO TRIGGER LEVEL 1 RAISE SPIDER

(170-200)% INCREASED PHYSICAL DAMAGE

ADDS (8-13) TO (20-30) PHYSICAL DAMAGE

ADDS 1 TO 59 CHAOS DAMAGE

15% CHANCE TO POISON ON HIT

(POISON DEALS CHAOS DAMAGE OVER TIME, BASED ON THE BASE PHYSICAL AND CHAOS DAMAGE OF THE SKILL)

MULTIPLE INSTANCES OF POISON STACK

ALL CHILDREN MUST EAT.

Arakaali's Fang Minions

WARNING: This ABSOLUTELY requires a ~300c unique (based on day 4 price last league). Only you know whether this is realistic for you or not!

These spiders are little wrecking balls

Incredible top-end scaling options (The Squire) but good without them.

Can be played as Occultist, Necromancer, Guardian and more.

Inquisitor RF


Righteous Fire Inquisitor was the third best early build in Scourge HC SSF and it's easy to see why.

Powerful defense and serviceable offense combine into a boss obliterator with a very safe playstyle.

Inquisitor can replenish energy shield and life exceptionally well, making it extremely resilient.

However the playstyle is not for everyone. I don't enjoy RF so I won't play it.

Truth is elusive, yet God has provided us with all the tools necessary to find it.



Champion, Berserker or Chieftain Spectral Helix

*Champion that which
you love. He who fights
for nothing, dies
for nothing.*

Champion again?

Yes, it's the best ascendancy in the game.

Spectral Helix offers solid offense and is probably the best attack skill utilizing a melee weapon.

Early on, allocate Resolute Technique.

Once you have serious gear behind you, it's time to outgrow RT and move into a critical strike build.

Helix is versatile and can be played on different ascendancies too - Berserker (elemental crit) or SSF HC as Chieftain RT.

Necromancer

Necromancer Absolution

*Embrace the serene
power that is undeath.*

Sometimes a skill that's truly awful gets buffed over and over until the point it becomes extremely good.

Seismic Trap was one. Absolution is another.

Awful in 3.15, this skill is now good even without Doryani's Prototype. That very very rare item makes it even better.

Note: There's a cryptic patch note line about negative resists. That does not affect Doryani's in any meaningful way (it's for resist multipliers)

Ascendant Phys DOT

Corrupting Fever is quite good now.
Exsanguinate is even better.

Ascendant Necromancer and
Gladiator together provide easy
capped block. Capped block is good.

This can be played as either selfcast
Exsanguinate (buffed in 3.17) or as
Spellslinger Exsanguinate (about
the same as 3.16)
