

A Short Character Guide (for BG)

This guide on char-building in BG addresses two groups of people:

- 1) Experienced BG-gamers who want to enjoy BG one more time and are looking for some hints on how to create a very powerful char either for soloing or group play
- 2) Newcomers to BG who just trust me and want to enjoy the game with a powerful char

Dear BG-Gamer,

it so happened that I played the BG series more than two-hundred times (without exaggerating). Thus I came to study the game and its mechanisms (2nd-AD&D-version) in depth. This guide is the outcome of my studies. Go along and enjoy.

Abbreviations

BG: BGee plus BGee2, the whole Baldur's Gate Enhanced Edition series

MMORG: Massive Multiplayer Online Roleplaying Game (f. e. World of Warcraft)

DD: Damage Dealer; a char who does massive damage

DR: Damage Reduction

AC: Armor Class

HP: Hit points

IWDee: Icewind Dale Enhanced Edition

Berserker/Mage (Dual): Fighter/Mage (Dual)

Kensai/Thief (Dual): Fighter/Thief (Dual)

Blade: Bard

Assassin/Mage (Dual): Thief/Mage (Dual)

Conjurer: Pure mage classes except dragon disciple and sorcerer

Knight: Paladin

Content

Typology.....	2
DDs and tanks.....	2
Discussing the types (The Fighters 4, The Killers 5, The Mages 5, Tanks 6).....	4
Equipment and high lvl combat tactics.....	7
Power.....	10
Goodbye.....	11
BG – Power.....	12

Typology

In MMORGs (BG is not one) you need Damage Dealers (DDs), tanks and healers to form a sufficient group. I'm going to use this typology on BG because most gamers will know and understand.

A BG-inherent typology (AD&D 2nd edition also used in IWDDee) would be Fighter, Thief, Mage, Cleric, Druid. However, these categories are insufficient when it comes to describing efficient char-building in BG. Therefore I start from the MMORG typology and modify it due to personal empirical long-time BG-studying.

DDs use to deal a lot of damage. Tanks can bear a lot of damage, they are like a fortress. Healers usually heal and buff.

In BG you don't need healers, though they might soften gameplay in a group. For relaxed group play get one healer; on the other hand it is quite possible to get along without a healer by using healing potions and items that grant regeneration such as Ring of Gaxx, Ring of Regeneration (2x), Pearly White Ioun Stone, Dragon Slayer, Blackrazor, Foebane +5 (Larlochs Minor Drain), Axe of Unyielding, Wong Fei's Ioun Stone, CON 20+, Cernd's Staff and Hexxat's vampiric ability to regenerate. It is possible to build a group of 6 chars where every char regenerates. Since healers are not substantially needed the only two types left to discuss are DDs and tanks.

DDs and tanks

Every efficient char-build in BG is both a DD and a tank. Therefore one could also leave the tank-category aside, since the most important difference between BG-chars is how they deal damage. Nevertheless, I also discuss some tanks in this guide because there might be gamers who just love them.

Damage Dealers

DDs deal damage in various ways: melee, missile, magic and traps. Traps are very powerful, but if you like smooth gameplay you will also need a char that can deal a reasonable amount of melee damage, magical damage or both of it. To describe DDs in BG the following categories came to my mind:

- 1) The Fighters
- 2) The Killers
- 3) The Mages

1) The Fighters

The fighters focus on melee damage (perhaps missile in groups) and use magic (if capable of it) primarily to protect themselves. They always have a fighter-class (Fighter, Ranger, Paladin, Monk) within, combined or pure. The most powerful char-builds are combined fighter-classes.

2) The Killers

The killers always have a rogue class (thief, bard) within. They are less powerful in melee than the fighters, but can usually use many different ways (melee, missile, magic, traps, backstab) to deal damage. Furthermore, every killer can create a similaricum that acts as an out-of-time-killer (discussed in the chapter combat-tactics).

3) The Mages

The mages primarily use magic to deal damage.

Tanks

Tanks are masters of defense, and thus very useful in groups. A good criteria for an efficient tank is „Can it stand in front of a hasted dragon for more than a minute (with healing potions and buffs)?“

Due to the overwhelmingly powerful defensive magic in AD&D 2nd edition every high lvl mage class, pure or combined can serve as a tank. Cleric and fighter classes can be played as a tank, too. High Lvl rogues (thieves and bards) can also be played as a tank due to „Use Any Item“ which means you can use any armor, shield and also mage scrolls for defensive buffs. Considering all this, only the druid class is inefficient of tanking and this is true only in the end game, since their tank-spell (Iron-Skin) is easily dispelled by dragons and other creatures using „Destroy-magic“-spells, whereas in the early and mid-game druids perform good enough.

Many efficient char-builds are both fighters and tanks (f.e. the Berserker/Mage). Thus, the tank category can be totally substituted by the other categories described below. Nevertheless, I discuss tanks in a separate chapter since some gamers just might love to focus on tanking.

To sum up, we have three types to describe efficient char-building in BG.

- 1) The Fighters
- 2) The Killers
- 3) The Mages

There are just a few chars that don't fit in any of these categories, f.e. the druid. Every character that can be soloed, however, fits in one of these categories. When soloing you have to take a char that includes a fighter, rogue or mage class. Pure druids and clerics can't solo. The Youtube-Video <https://www.youtube.com/watch?v=EFH12kJFI20> is not up to date, because in the actual BG-version the pain spell has to overcome magic resistance.

Discussing the types

1) The Fighters

The most powerful category I call the fighters. They always have a fighter class within their char-build and thus are capable of doing massive melee damage and have a lot of hit points. If combined with other classes they can become almost invincible.

Among the fighters are:

Fighter/Mage/Thief (Multi), Berserker/Mage (Dual), Fighter/Mage (Multi), Fighter/Mage/Cleric (Multi), Fighter/Thief (Multi), Kensai/Thief (Dual), Swashbuckler, Mage/Fighter (Dual) and every other fighter type.

Whenever I mention a dual class char-build like „Berserker/Mage (Dual)“ every Fighter/Mage (Dual) class is referred to. I have chosen this usage of language to point out the strongest char-build among the respective dual class. Furthermore, I don't discuss pure fighters with exception to some outstanding tanks (in the chapter tanks). Thus, I just call them „every other fighter type“. Of course, pure fighters are good DDs and some fighters can also be sufficient tanks, but pure fighters are not really versatile and can't compete with any of the classes listed above. With exception to the swashbuckler all pure thieves are much worse in melee and belong to „The Killers“-category.

The different fighter char-builds

The Fighter/Mage/Thief is an allround-star (melee, magic, traps, backstab). Like with all combined fighters, use magic primarily for your defense. The Berserker/Mage (Dual) is the most powerful front fighter dealing massive melee damage (Improved Haste = 10 attacks per round), Time Stop and being totally protected from all harm due to powerful defensive magic (Stoneskin, Mirror Image, Protection from Magical Weapons). Fighter/Mage (Multi) and Fighter/Mage/Cleric (Multi) are very powerful alternatives. You trade in some HP, Berserker Rage, weapon mastery and a lot of high Lvl mage spells against the high lvl combat abilities of fighters (such as whirlwind). The Fighter/Thief (Multi) is the best dwarven char-build in the game. It's very rounded up, can have AC -20 plus whirlwind plus traps plus using mage scrolls (Use Any Item) thus it can easily deal with every situation. Use full plate mail. The Kensai/Thief is the best non-magic offensive damage dealer. Again use full plate mail (Use Any Item) as soon as possible for decent AC. The Swashbuckler is the only char that can get AC -24 without any buffs (full plate mail and shield), thus even dragons won't be able to hit him most of the time. Nevertheless, I would prefer to trade in some AC for 4 attacks/round with Fire Tooth Dagger and Ninjato of Scarlet Brotherhood in left-hand. Use Magic Scrolls in critical situations. The Mage/Fighter (Dual) is a funny char, since you can now use „The Staff of the Magi“ as your main weapon which beside its flair isn't that bad, especially against any magic-user. It's a fighter that can use mage scrolls and mage's equipment. I would dual it at lvl 2 (Mage 2, Fighter X), so you get massive HP, wear Full Plate Mail, and just use the mage class for advantages in equipment.

Dual class fighters are best dualled at Lvl 7 or 13 due to their increase in number of attacks. If you want to enjoy your dual-class build in BG1 have your fighter class being dualled at Lvl 7 (Berserker 7/ Mage 8); if you want to unleash the full power of the dual class char-build dual it in BG2 at Lvl 13.

2) The Killers

The killers are less powerful in melee, but instead combine various ways of damage-dealing (melee, missile, magic, traps, backstab). They can't rush through combat like the fighter-types, but perform well enough to deal with every situation.

Among the killers are:

Mage/Thief (Multi), Conjurer/Thief (Dual), Blade (= all bards), Cleric/Thief (Multi), Cleric/Thief (Dual), every pure thief class except Swashbuckler and Assassin/Mage (Dual).

The different killer char-builds

The Mage/Thief (Multi) is the allround-star of the killers. It combines 4 attacks/round due to Fire Tooth Dagger + Belm or Ninjato of Scarlet Brotherhood (8 attacks with Improved Haste) with high Lvl magic plus an almost endless amount of traps (projected image and similaricum setting traps if you like to). It is so versatile that in former versions of this guide I put it on Nr. 2 of the most powerful chars (just after the Fighter/Mage/Thief). I reconsidered, however, since you need much more time to get through the game. You have to know much about equipment and use your finesse in some situations whereas the fighter-gods mentioned above just rush through almost every situation. The Mage/Thief (Multi) is THE char for stealing useful items like magic wands, spell scrolls and so on. Use everything you get. If you like magic rogues this is your option. Conjurer/Thief (Dual) and Blade are also allround-killers, just somewhat less powerful than the Mage/Thief (Multi). The Blade is a bit better in melee, but you get only 6th lvl mage spells and no assassination. The Cleric/Thief (Multi) and Cleric/Thief (Dual) combine cleric spells with assassination, spike and time traps. Use Vecnas Robe for fast spell casting. To overcome critical situations use Similaricums (Vhailors Helm) that fight hasted (Improved Haste scrolls) out of time (Time Stop scrolls) with the Black Blade of Disaster, Strength 25 (Cleric buffs) and Lvl 5 Cleric Spell „Righteous Magic“. Pure thief classes should get 4 attacks/round with Fire Tooth and Belm (or Ninjato of Scarlet Brotherhood) in left-hand, so they have sufficient melee performance against middle-game enemies. In the end game use scrolls and traps in critical situations. Furthermore I recommend full plate mail. You can very much use the additional AC in combat and substitute all important thief skills by other means: pick locks by the „knock“-spell, traps you survive with Spell Trap (Staff of the Magi); for Invisibility (Backstab) use Invisibility potions. The Assassin/Mage is your char if you like backstabbing with the best weapon in the game = Black Blade of Disaster, and why not out of time (Time Stop). It won't have an easy time in the final fight though (where you should use magic like Skull Traps and Horrid Wilting).

3) The Mages

The mages primarily use magic to deal damage. They are rather poor in melee, though they can become powerful short-time fighters (and tanks) with the respective spells (Black Blade of Disaster, Improved Haste, Tenser).

Outstanding powerful are the dragon disciple and the sorcerer since they don't need to memorize their spells and thus are much more flexible and in fact have both a bigger amount and a bigger variety of spells in combat. The dragon disciple, furthermore, gets additional HP, AC and fire resistance, so one could even think of it as the most powerful class of the game

(as I did in former days). On second thought (because who does not love mages?) and by empirical analysis one has to admit, however, that any fighter/mage combination, Dual or Multi, is just more flexibel, versatile and can rush through the game much faster with its impressive melee damage. A fighter/mage is also less vulnerable due to more HP, better Saving Throws and better performance against creatures that are very resistant to magic and magical damage. Therefore I put the dragon disciple on rank 5 of the most powerful chars in BG, whereas in IWDee it's on rank 1 because of the limitation on available spell scrolls that affects any fighter/mage class, but not the dragon disciple and sorcerer.

Among the mages are:

Dragon Disciple, Sorcerer, Cleric/Mage (Dual), Conjurer (= any pure mage class except dragon disciple and sorcerer), Cleric/Mage (Multi), Mage/Cleric (Dual).

The different mage char-builds

Dragon Disciple and Sorcerer are the magegods of AD&D 2nd edition. Their already impressive „mana pool“ = amount of spells can further be increased by Projected Image and Wish Spells (learn more about it in the combat tactics section). All other mages have a much smaller amount of actual spells available (since they have to memorize thus losing flexibility needed in the actual situation).

The Cleric/Mage (Dual) has good Saving Throws, more HP than the other mage classes and some cleric spells at its device. Use Flail of the Ages and Crom Faer in left-hand for decent melee damage. With this combination the Cleric/Mage (Dual) and Cleric/Mage (Multi) can compete with the killers in melee combat. You got only 2 attacks per round (4 with Improved Haste), but have Strength 25, decent THAC0, and decent damage. For high Lvl bosses use magic or similar items with Improved Haste, Black Blade of Disaster (with Crom Faer in left-hand), Righteous Magic (Lvl 5 Cleric) and Time Stop. The Conjurer, as any other pure mage or specialist mage class, is just a weaker dragon disciple or sorcerer. The Cleric/Mage (Multi) is your char if you want to combine fast spell casting with cleric spells. I recommend to use the weapons and tactics listed above under Cleric/Mage (Dual). The Mage/Cleric (Dual) is, by far, the weakest mage because he neither has any high lvl mage spells nor the high lvl mage ability Improved Acceleration which is obligatory for any mage. It is difficult to play, and if you want to solo with it I guess there will be much loading. Combine summoning magic (which is quite weak in BG except of the planetars and elemental lords the Mage/Cleric (Dual) can't summon) with damage spells.

Tanks

The best tanks aside from magic-users are Dwarven Defender, Fighter/Cleric (Multi) and Cleric/Ranger (Multi). Further options are Knight, Ranger and Barbarian. All of them have massive DR due to char-inherent abilities (Dwarven Defender, Barbarian), items, Armor of Faith Spell (Cleric, Knight, Ranger) and Hardiness (high lvl fighter combat ability).

If you like a funky char-build you might consider the Cleric/Thief (Multi), which is listed in the killers category, but can also be played as a tank. It can get a very high AC, use every item and set traps. As a tank it lacks sufficient melee damage, though.

All tanks should use Defender of Easthaven, Ronarchs Horn and Belt of Inertial Barrier for massive damage reduction. Furthermore, clerics, paladins and rangers should use the Lvl 1 Spell Armor of Faith and every fighter class should use Hardiness as a high Lvl ability.

The Dwarven Defender IS the legendary fortress he's supposed to be; also enjoyable in IWDee. Fighter/Cleric (Multi), Cleric/Ranger (Multi) and Cleric/Thief (Multi) can get AC - 24 and massive damage reduction with the right equipment and buffs though I would recommend to trade in AC for some spell and elemental resistances gained by items like Shield of Harmony, Ring of Fire Control, Batalista's Passport and Cloak of Reflection.

If you want to solo don't take the Fighter/Cleric (Dual), because he will have a very hard time overcoming some bosses in the end game including the final fight if he succeeds at all. The same is true for Ranger/Cleric (Dual).

Equipment and high lvl combat tactics

First of all, all chars should use the most valuable ring in the game: Ring of Gaxx.

In addition to this all char-builds capable of doing so should use the Staff of the Magi as a second weapon for the options of getting invisible at wish, spell trap and dispelling all enemy-magic with one hit. Thus fighters (and also killers) will kill any enemy mage that uses defensive magic within a few seconds with exception to enemies that are protected by „Protection from Magical Weapons“.

Furthermore: DDs need to use equipment that helps them to deal a lot of damage in a short period of time. Tanks need equipment that provides them with DR.

DDs

1) Fighters focus on melee damage. Use 2-Weapon combat and some of the best weapons the game has to offer. The best weapons are: Foebane, Flail of the Ages (only use 4 heads, not the fifth since you don't want to be slowed down by Free Action), Crom Faer, Celestial Fury, Fire Tooth Dagger (+1 extra attack), Belm for left-hand (+1 extra attack), Ninjato of Scarlet Brotherhood (+1 extra attack), Defender of Easthaven, Axe of the Unyielding, Angurvadal, Spectral Brand, Runehammer, Club of Detonation. There are also good two-handed weapons available, but you will lose 1 or 2 number of attacks/round (2 or 4 with improved haste), which is not worth the tradeoff. The only exception are fighters who focus on Whirlwind Attacks, f.e. a Mage/Fighter (Dual) that uses the Staff of the Magi plus another powerful Two Handed Weapon. On the other hand, even a char like this could also use one of the powerful one-handed weapons above plus a shield for additional AC. However, if you prefer Two Handed Weapons for reasons of style, you can easily win the game with a powerful fighter class using a Two-Handed Sword, Halberd, Spear or Quarter Staff.

2) Killers do damage with melee/missile weapons, with magic/scrolls and with traps.

There are four melee weapons in BG that grant you +1 extra attack/round: Scimitar Belm +2, Ninjato Scarlet Brotherhood +3 (can't backstab), Boomerang Dagger +2, Fire Tooth Dagger +3. Especially killers need these weapons since they have no other way to increase their number of attacks (no fighter class). When you equip Boomerang or Fire Tooth Dagger it is used as a missile weapon. You have to right-click on the weapon slot in the usual game mode

and select the melee option to use it as a melee weapon. A Kensai Lvl7/Thief f.e. who goes with Fire Tooth Dagger +3 and Belm +2 in left-hand gets 5 attacks/round, and 10 attacks/round with Improved Haste. For this no whirlwind attacks are needed. By combining these 10 attacks/round with Time Trap and Assassination one can kill 5 (Elite) Fire Giants within a few seconds.

Combat tactic „Out-of-time-killer“: All killers (and some fighters and mages as well) can create a powerful similaricum (by use of magic or Vhailors Helmet) that is equipped with Time Stop scrolls, Black Blade of Disaster scrolls and Improved Haste scrolls. After casting Black Blade of Disaster and Improved Haste it can use the Time Stop scrolls to act as an killer out of time. The black blade of disaster is the most powerful weapon in the game and it can even be used for backstabbing. With this combination one can overcome easily any enemy that is not immune to time stop (f. e. dragons). For the few enemies that are immune to time stop any thief and bard class can use Spike Traps. Learn Use Any Item first, then Assassination (if possible) and then Spike Trap and Time Trap many times.

3) Mages (and all combined mage classes who want to use spells) need Vecnas Robe and the Amulet of Power for fast spell-casting (thus many fighters and killers will use these items, too; even the cleric/thief, multi and dual class should use Vecnas Robe and the Amulet of Power if not played as a tank).

Combat tactic for high lvl mages: Cast Time Stop, Improved Acceleration, Greater Malison and then Skull Trap and Horrid Wilting many times and you will kill any enemy including the final boss within a short period of time. In some cases you first need to overcome the enemy's magic resistance with the respective Lvl5, Lvl6 or Lvl8 decrease magic resistance spells. To work with this combination many times use Projected Image which then casts Time Stop, Improved Acceleration and there you go. It's a mage that acts out of time many times a day. To further increase your „mana pool“ learn Wish and let your Projected Image cast Wish spells at the end of each casting series. With every Wish spell there's the possibility to get the option „party has rested whole night“ which means you regenerate all spells. You need Wisdom 18+ for the Wish spell to work properly. It is due to all of this that the dragon disciple and the sorcerer are the most powerful mages since they don't need to memorize spells thus your Projected Image has a much bigger amount of actual spells available than any memorizer can have.

In the whole BG series there's only one creature that is absolutely immune to all magic and this is the demi lich. A mage can kill it with Mordenkainen's Swords in the middle game or the Black Blade of Disaster combined with Improved Haste, Time Stop and Tenser in the end game. Even as a mage you can use Fire Tooth Dagger +3 and some other Dagger in left-hand for 6 attacks/round with Improved Haste. Combine this with Time Stop and Tenser and a mage kills every pure fighter in melee (except the powerful tanks discussed in this guide, perhaps).

Combat tactic „The bomb“: The bomb is another powerful combat tactic. Combine Spell Sequencer with 3 Skull Traps to devastate and kill most enemy groups and even some powerful bosses within a second (can also be used by most of the powerful fighters and killers).

Tanks

Tanks should always use Defender of Easthaven and Ronarch's Horn, so they get 70% DR versus crushing and 20% DR vs. all other melee weapons. In addition to this, the Belt of Inertial Barrier grants you 25% DR vs. missile and 50% DR vs. magical damage. The Cloak of Mirrowing totally protects from magical damage, but as far as I know it does not protect from dragon breaths and elemental damage other than magical. Therefore, I would recommend to use the Belt of Inertial Barrier, the Ring of Fire Control plus the Cloak of Reflection since this combination provides you with sufficient protection from most of the elemental and magical damage.

For combat tactics use Armor of Faith and Hardiness if available for your char-build.

The dwarven defender can easily stand in front of any enemy including the most powerful bosses for almost as long as you wish. It can get 90% DR against slashing and piercing, 95% against missile, 100% against crushing and 50% against magic damage (with the items mentioned above plus its Dwarven Defender ability). By furthermore using Ring of Gaxx, Ring of Fire Control, White Dragon Scale Plate, the Darksteel Shield and the Cloak of Reflection one gets 80% DR against Fire, 80% DR against Cold, 120% against electricity, 100% vs poison + regeneration. With this combination the only thing that's a real threat to a dwarven defender is being imprisoned by elder orbs.

Power

This chapter gives an overview on the power of each char-build. An empty line indicates that the next category of char-builds are somewhat less powerful than the previous. Criteria are security (to never die), smoothness (how fast the char can rush through the game), flexibility and impressive combat tactics.

The most powerful solo chars are:

- 1) Fighter/Mage/Thief (Multi)
- 2) Berserker/Mage (Dual)
- 3) Fighter/Mage (Multi)
- 4) Fighter/Mage/Cleric (Multi)
- 5) Dragon Disciple
- 6) Sorcerer
- 7) Fighter/Thief (Multi)
- 8) Kensai/Thief (Dual)
- 9) Swashbuckler

10) Mage/Thief (Multi)

11) Conjurer/Thief (Dual)

12) Blade

Less powerful options one might fancy:

- 13) Cleric/Thief (Multi)
- 14) Cleric/Thief (Dual)
- 15) Every pure thief class except Swashbuckler

16) Mage/Fighter (Dual)

17) Cleric/Mage (Dual)

18) Assassin/Mage (Dual)

19) Conjurer

20) Cleric/Mage (Multi)

Leftovers:

- 21) Every fighter type except those mentioned above
- 22) Mage/Cleric (Dual)

Not recommended for solo runs:

- 23) Cleric main class builds except Mage/Cleric (Dual)
- 24) Druid main class builds

If you want to solo don't take cleric or druid single class because they will fail. Druids can be likable group chars though. If you like summoners go along with Cernd and the elemental lords in the end game.

For relaxed group play go along with 1 tank (or 1 char capable of short-time tanking) + missile damage dealers (all NPCs can learn missile weapons thus in combat you only need to concentrate on your tank which can be very relaxing and quite efficient). In this case use standard attack as a script and buffs + offensive magic only against powerful enemies.

Statistics

To sum up the most powerful category is „The Fighters“ (combined fighter classes). There are 9 fighters and out of 24 ranks they fill the ranks 1, 2, 3, 4, 7, 8, 9, 16 and 21. Rank 1 is a fighter with magic and traps; ranks 2, 3 and 4 are fighters with magic; ranks 7, 8 and 9 are fighters with traps; rank 16 is a fighter with mage scrolls; rank 21 are fighters without magic and traps (without high-lvl traps, since Swashbuckler/Fighter (Dual) can have usual thief traps).

There are 7 killers and they fill the average ranks of power 10, 11, 12, 13, 14, 15, 18. Ranks 10, 11 and 12 are killers with magic and traps; ranks 13, 14 and 15 are killers with traps; rank 18 is a killer with magic.

There are 6 mages and they fill the ranks 5, 6, 17, 19, 20, 22. Ranks 5 and 6 are mages with exceptional powerful magical abilities; ranks 17, 19 and 20 are mages with usual magical abilities plus some individual extras; rank 22 is a mage without usual magical abilities.

The ranks 23 and 24 (Cleric and Druid) don't fit in any of the categories that are capable of soloing. They lack anything: melee, missile, magic, traps, backstab.

Out of the 12 most powerful chars all can use mage scrolls, 9 use magic, 7 use high-lvl traps, 9 are extraordinary in melee, 3 are average in melee. In one sentence: Magic rules, traps are nice, any char should also slice. :-)

The ranks 1 to 6 are also the most powerful char-builds in IWDDee, though in a different order. Power in IWDDee: Dragon Disciple, Sorcerer, Berserker/Mage (Dual), Fighter/Mage (Multi), Fighter/Mage/Cleric (Multi), Fighter/Mage/Thief (Multi).

This is AD&D 2nd edition, which has much more potential concerning char building than the edition used in IWD2. More recent games use the 3rd edition I never got accustomed to, but I know that it includes many sub-classes (like the prestige-classes in NWN) and therefore it does not lack variety. However, I have always been enthralled by the variety that 2nd edition offers and which is not covered by the BG2-NPCs. The full potential of a char-build is best experienced in a solo play.

Goodbye

With these pieces of information I leave you with best wishes.

Farewell, dear BG-gamer.

BG – Power

- 1) Fighter/Mage/Thief (Multi)
- 2) Berserker/Mage (Dual)
- 3) Fighter/Mage (Multi)
- 4) Fighter/Mage/Cleric (Multi)
- 5) Dragon Disciple
- 6) Sorcerer
- 7) Fighter/Thief (Multi)
- 8) Kensai/Thief (Dual)
- 9) Swashbuckler

10) Mage/Thief (Multi)

11) Conjurer/Thief (Dual)

12) Blade

.....

13) Cleric/Thief (Multi)

14) Cleric/Thief (Dual)

15) Every pure thief class except Swashbuckler

16) Mage/Fighter (Dual)

17) Cleric/Mage (Dual)

18) Assassin/Mage (Dual)

19) Conjurer

20) Cleric/Mage (Multi)

.....

21) Every fighter type except those mentioned above

22) Mage/Cleric (Dual)

.....

23) Cleric main class builds except Mage/Cleric (Dual)

24) Druid main class builds