

Hegemony's Ascendancy Notes

Duelist:

Champion (Sticky Melee Tank)

Clear Speed Rating: 1 if Solo Boss Killing: 1, Party Friendly: 10, Tankiness 10

Strengths - Tank Support Melee Character (Possibly Cyclone) Path of Exile's Main Tank Type Roll. Holding aggro and mitigating damage. Recommend Cyclone - Lgoh - curse on hit - dual curse. Use reverse knockback gloves have great synergy with this class. New way to play a support class and a role that path of exile has never seen (the main tank).

Gladiator (Boss Killer, Possibly great for Atziri)

Clear Speed Rating: 3, Boss Killing: 7, Party Friendly: 2, Tankiness: 8

Strengths - Lots of available block. Possibly some good 1h sword/maraketh foil for infernal blow. Level up with blood in the eyes/outmatch and then respec into versatile combatant for some serious rippy boss killing.

Slayer ****Hege's Pick***

Clear Speed Rating: 7 if Solo Boss Killing: 6, Party Friendly: 8, Tankiness 7

Strengths - Great RT Leap Sweeper (Impact + Endless Hunger). Could Respec for Boss Killing

Marauder

Juggernaut (King of Wukong - Undeniable + Unrelenting) ***Hegemony's Pick***

Clear Speed Rating: 8 if Solo Boss Killing: 8, Party Friendly: 7, Tankiness 8

Strengths - Great choices for defense and offense. Momentum based power & crazy physical damage mitigation and damage. Great for cyclone if you want to utilize the unstoppable notable for no movement speed penalty while using a slow skill.

Berserker (Yolo Wukong)

Clear Speed Rating: 8 if Solo Boss Killing: 6.5, Party Friendly: 5, Tankiness 6

Strengths - the ability to run multiple warcries. Very active feeling to combat. Lots of buttons to press that provide different things.

Weaknesses - If you invest in the savage hit notables, then it will feel super situational.

Chieftain (Tanky Sticky Fire Totems)

Clear Speed Rating: 4 if Solo Boss Killing: 8, Party Friendly: 8, Tankiness 8

Strengths - Taunt Totems that debuff enemies in powerful ways that curses can't penetrate via immunity. Great for Boss Killing and Atziri Farming. Could play Wukong + Decoy Totem with this. However, not recommended for wukong as there seems to be better alternatives.

Shadow

Assassin (Crit King) **Hege's Pick*****

Clear Speed Rating: 11, Solo Boss Killing: 10, Party Friendly: 10, Tankiness 7**

Strengths - Elemental status ailments, Initial hits (which are arguably the most important). **Defenses come through Surgeon's Flasks putting up +max resists and whatever else. Aside from flasks, Leech. It's an active defense. Freezing/Leeching are the strengths of the assassin's defense. If you're not a totem build or trapper, then consider vaal pact or atziri's acuity. Arguably the strongest class of them all. Anything crit can utilize this. Deadly infusion is a must have in this tree. The other 2 points should be spent in Ambush. Very versatile Crit Build.

Saboteur (Non crit trapper, poison trapper):

Clear Speed Rating: 8, Solo Boss Killing: 7, Party Friendly: 8, Tankiness 5

Strengths - Mobility, and blind when it lands. Not super reliable. Susceptible to Porcupines + Volatiles. Not a bad class to choose for poison trapping as it helps with the cooldown recovery.

Trickster (All around great options for DoT or Defensive HC friendly es/hybrid builds)

Clear Speed Rating: 6.5, Boss Killing: 7, Party Friendly 8, Tankiness: 8

Strengths: Defensive Ci with an added layer of evasiveness. Great for EB MoM Hardcore. All around very friendly for defense and resources.

Cons: Lose out on a lot of damage/ailments by not going Assassin

Templar

Inquisitor

Clear Speed Rating: 8.5, Solo Boss Killing: 7, Party Friendly: 8, Tankiness 7

Strengths: All around great elementalist. Has a lot of consistency within the tree. Some novelty defense when nearby which is currently a size 40 radius. This would be a great trapper/caster/totem character.

Hierophant

Clear Speed Rating: 7 Solo Boss Killing: 8, Party Friendly: 8, Tankiness 7 (Newage Wukong)

Strengths: Could have a lot of potential with New Style Wukong. Utilizing Crit 2H handers (recommend staves) to cover 5-6L AoE Skills such as Ice Crash/Sweep/Ground Slam/Earthquake/Static Strike). So it uses up to 3 Ancestral Protector (New Melee Totems) for single target damage while taking you away from the threats. Pre reqs for this to be successful would include a 2hd crit weapon (for double 5 or 6L and that you actually swing an aoe skill to cover what the totems can't aoe)

Clear Speed Rating: 1 Solo Boss Killing: 1, Party Friendly: 8, Tankiness 8 (Full on Support Aura Totems)

The Idea would be to put auras on totems to support your group. The less damage modifiers don't even matter since you don't dish damage. This tree currently has the most mana support out of all the ascendancy classes. You can also utilize High mana cost skills with Ci. Could possibly use hierophant with Ci Blade Vortex Cyclone Discharge.

Guardian **Hege's Pick*****

Clear Speed Rating: 5, Solo Boss Killing: 2, Party Friendly: 10, Tankiness 8

Strengths: Party play. The consistency you bring to the group is extremely versatile and useful. You could probably level this up as a null's build if you were interested in solo play. Otherwise you may resort to SRS or animated weapons for doing damage on your own. Animated guardian is also a nice addition to this character. Try and push for low life and run as many auras as possible.

Witch

Necromancer

Classic Summoner (Zombie+Specter)

Clear Speed Rating: 6, Solo Boss Killing: 6, Party Friendly: 7**, Tankiness 9

SRS Summoner

Clear Speed Rating: 8, Solo Boss Killing: 10, Party Friendly: 9, Tankiness 7.5

Animated Weapon

Clear Speed Rating: 8, Solo Boss Killing: 7, Party Friendly: 8, Tankiness 7.5

Nulls Summoner

Clear Speed Rating: 7, Solo Boss Killing: 6, Party Friendly: 3, Tankiness 6

**Not party friendly with Nulls depending upon partying with high clear speed runners. Strengths: A lot of aggro distribution within minions or just dmg soaking.

Occultist

Clear Speed Rating: 8.5, Solo Boss Killing: 7.5, Party Friendly: 8, Tankiness 7.5

Strengths: Another way to play summoner that emphasizes curses. Option to play energy based flicker. Can play hybrid crit builds with this. Ci Chaos builds or Low life Chaos builds could utilize the chaos pen. A bit more QoL for ES/HP Hybrid builds with recharge options.

Elementalist ***Hegemony's Pick***

Clear Speed Rating: 8.5, Solo Boss Killing: 8, Party Friendly: 8, Tankiness 6.5

Strengths: Great design, lots of thought in combat. Great for ele crit trappers and proliferation. Gets some nice defensive rewards against reflection damage and damage taken. Softcore viable EA dual ailment prolifer.

Ranger

Deadeye

Clear Speed Rating: 8, Solo Boss Killing: 8, Party Friendly: 8, Tankiness 5

Strengths: Very versatile with a lot of different shots. Tree has good synergy with drillneck if you choose to use it. Very meaningful tactical choices you have to make with the character to make use of the notables. Definitely has a lot of risk/reward built into it.

Raider

Clear Speed Rating: 4-10, Solo Boss Killing: 6.5 Party Friendly: 3, Tankiness: 6

Strengths: not very many. Could be excellent at extreme gear levels, but pretty lackluster as it takes a lot to get it going. Possible choice for Poison arrow with phasing and extra defense.

Pathfinder ***Hegemony's Pick***

Clear Speed Rating: 9, Solo Boss Killing: 9 Party Friendly: 8, Tankiness: 8-10

Strengths: If you're good at micromanaging cooldowns and flask usage, this is extremely powerful for so many things. **However and a newer player may struggle to fully utilize the strength of the pathfinder.** Would definitely recommend strong crit based abilities to keep up with all the perks of the Pathfinder. The pros will abuse the shit out of this class, and the new players will fall far behind. Recommended 6 points would include masters surgeon and natures boon for late game. Master herbalist is good but for very niche builds (ie. poison trapper)