Ancestral protector vs warchief

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Why is a life leech associated with a stone golem? Are we self-casting vulnerability on izaro? Also, is there any guide on what helmets/boots to charm, outside the typical devoto/Stark/hubris/Royalburg? Or is it just the ultimate meta-call? Jedijax wrote: Badeanda wrote: Hello, love build. Played on SSF HC. My view on this build is not to use a few totems in the main link, for several good reasons. First, it will force you to use both Vaal ancestors of Warchief at the same time, and they will have less harm rather than more harm (They are still limted too 2 totems). Having the ability to just pop out one increases your clearspeed. Second, it opens up for the ancestors of a defender with multiple totems, which will double your only target DPS in 6link. Mathematics: Recommended lifting gems for bosses: Vaal Ancestral Warchief, Multiple Totems, Brutality, Melee Physical Damage, Concentrated Effect and Ruthless. This gives me a proud 6link condo 62k DPS for each totem, 4x 62k and 248k DPS total. Installation I Run: Vaal Ancestors Warchief, Maim, Brutality, Melee Physical Damage, Concentrated Effect and Ruthless. This gives me a proud 6link condo 139k DPS for each totem, 2x 139k and 278k. Ancestors defender, multiple Totems, Melee Physical Damage, Ruthless, Cruelty, Bloodlust. This gives me a 6link Armour 116k DPS for each totem, 2x 116k and 232k. 510k DPS total, in 2x 6links. If you're wondering why my generic Warchief setup only makes more DPS, then the elevator lift is an elevator setup, it's because you get injured and have more attack speed from the ancestors of the protector. These are my actual figures with the onslaught, except I don't have a 6link for my protector ancestors yet. I also have an 8K life. If you want to try this, I recommend using a new totem skin attack on The Ancestors of Warchief so you can easily tell which ones you have active, since you can have a 4x ancestral protector active. This means that you do not use the heart of Kaoma, and if so, what armor is best for this build? Loreweave is designed for elementary damage. On the other hand, you say that you have two military headscarves and two defenders. If you have both sets with multiple Support Totems, where do you get the third totem? This build can only have two separate totems that go twice thanks to this gem skill, but the changes you mentioned will allow 1 warchief and 1 double protector. Three totems. Where did the second military headscarf come from? Obviously a very late answer, but here it goes: 1 totem base (Warchief) 1 totem generic spirit (Warchief) No. 2 maximum totems from supporting gems. (2 Defenders) You can call 2 warchiefs and two treads with a support gem only being connected to the protector. The reason I use MTX on Warchiefs it to make sure I don't have 4 protectors active, it's visually simpler. When it comes to armor I would suggest Loreweave or fossil created lifesaving armor. My profile is open, if you want to take a look, it's nothing special though. Sorry, I'm not getting something. I don't understand how you get a second generic military headscarf. What do you mean by the Spirit of The Ancestors? What is this? You see, when using a conventional confit build, you get two invocation totems, twice the multi-totem skill gem, so four active totems. With your confit I only get one warchief, and one double protector, that is 3 active totems. If I try to get a second Warchief, he overwrites a double defender and that's all, not a second Warchief while retaining a double defender. So either two normal Warchiefs, because we don't have multiple totems in this setup, or one Warchief and one double protector. I don't get two Warchiefs and one double defender, that is, not 4 active totems, but 2-3 in most, at any given time. Oh, my God, it doesn't matter. I don't know what the hell, but when I start a new character it's true, but when I go pick my old one it suddenly generates 4. Can't delete this post tho, so, sorry. Hello there :) Is this build able to survive/maintain some uber izaro hits on day2/3 of the new league? Im not so confident with Uber izaro to fight so im making mistakes/don't dodging things sometimes. Enterich wrote: Hi there :) Is this build able to survive/maintain some uber izaro hits on day2/3 of the new league? Im not so confident with Uber izaro to fight so im making mistakes/don't dodging things sometimes. Uber izaru won't hit you, it will hit toetms) - wrote zavta Soningo: Thx! So even for the brain afk people like me who do not know exactly how Uber izaro works, it can kill him on the 3rd day of the new league? :-P Played this build as a starter for the last 3 leagues, I can vouch that you can kill Uber izaro quite easily on the 3rd day of the beginning Jedijax wrote: dushoci wrote: This may be because this assembly was recently updated for a new league. Stick to one here, not a POB one. Have. Thx. Pretty smooth build. How afk style of play, Got into many game mechanics. The elder, Mayger, has been killed. The lab is like a joke with this assembly. Just need to drink a flask when beeing afk into a trap. Hopefully they don't change much so I can start with this build in a new league. Just confuse again with Badeanda's answer and build. So is it better to have 2 Totem skills? Better for what? Just a few more DPS or just some significant more DPS? I'm cleaning very well with the 6-Link Starforge. Had crappy rings/jewels. Don't know how much DPS goes from x to physical dmg from rings/gloves/etc there were none of them. Just afk spam totems. Made even a physical map of reflection, not noticing. I'm just wondering why totems die so fast. Lol. Just no health regen fucked me on the red/guardian card with other high DPS mods. It's an amazing build. Good guide! Hello, is it not valuable to use the support gem of several totems? Sorry for the noob question. moughor Hello, is it not valuable to use the support gem of several totems? Sorry for the noob question. I don't know what you mean. This build uses several Totems Support Gem. It's very valuable. Page 2 Duelist Consider Consider in the wiki update for 3.12.0 - see Vicky's Exile Path: To-do list/3.12.0. The export of game data will be more recent, as technical changes in addition to regular changes will take some time. From the Path of Exile Wiki Attack, Totem, AoE, Slam, MeleeMana Cost: 10Cast Time: 1.00 secAttack Speed: 90% BaseEffectiveness added damage: (110%-133%)Required level 28Summons Ancestor Totem, which attacks enemies with powerful clap while you are near it. Being next to it gives you more melee damage.1% increase toTem Damage2% increase in the rate of placement of Totem2% increase in the range of activation2% increase in damage with disease (110-133)% of the base attack DamageTotem lasts 12 seconds50% increased speed placement of totem (8-18)% more damage in close combat, While Totem is active No.10 to Melee Strike RangePlace in an outlet of the right color to get this skill. click the right button to remove from the nest. Level: 281x Scroll FragmentItem Class: Active Skill GemsMetadata ID: Metada/Elements/Elements/Precious Stones/SkillGemAncestralWarchief Ancestors Warchief that creates a totem that will attack enemies with melee AoE slams while the symbol stands next to it. Being next to him also increases the damage to the character. The generic warchief has an attack rate multiplier of 90%. Multistrike Features and Interaction Skills: Warchief's Ancestors cannot be supported by Multistrike SupportAttack, Melee, SupportIcon: 3Mana Multiplier: 160%Requires a level of 38Consupport melee attack skills, making them repeat twice when used, targeting a random enemy each time. Can't maintain Vaal skills, totem skills, channeling skills or skills. Supported Skills Deal 0.5% increase In The Middle Combat Physical DamageSupported Skills have a 1% reduction in attack SpeedSupported Skills have a 1% increase in the area effect for RepeatSupported Skills have a 0.5% increase in attack SpeedSupported Skills Repeat 2 additional 1nd Time Supported Skills have a 0.5% increase in attack rate Repeat Skills Repeat 2 additional once SupportedEd Skills have (35-44)% more Melee Attack SpeedFirst Repeat Supported Skills Deals 22% more DamageSecond Repeat Supported Skills Deals 44% more DamageSupported Skills Deal (20-10)% Less DamageThis Attack is Support Gem. It provides a bonus not to your character, but to skills in outlets connected to it. Place in an outlet connected to an outlet containing Active Skill Gem, which you want to enlarge. Click the right button to remove from the socket. Fortify: Linking SupportArak Support, Support, MeleeIcon: OMana Multiplier: 130%Requires Level 31Support melee attack skills that don't work. Supported Skills Deal 0.5% increase in Attack DamageSupported Skills have 0.2% increase in Fortify EffectHits from supported skills 0.25% Physical Damage Reduction While You Have FortifySupported Skills Grant Fortify at The Middle Combat HitSupported Skills Deal (20-34)% more Melee DamageSupported Skills have (15-34)% increase in Fortify-supported skills deal (20-34)% more damage caused by Melee Hits is Gem. It does not give a bonus to your character, but the skills in sockets to him. Place in an outlet connected to an outlet containing Active Skill Gem, which you want to enlarge. Click the right button to remove from the socket. to the ancestors of Warchief will cause a totem rather than a player to get Fortify on a melee hit. This seems to be the way for the totem to strengthen and with the Rising Champion Knot. The totem can get Fortify with a 14-20% chance when he stuns the enemy while wearing Perseverance Requires Level 78 (260-320) in the armor and evasion ratingSome punches should be evaded. Some blows must be withholding. The trick is to distinguish them from each other. Daresso, King of swords. Multiple totems: the positive effect of melee damage does not stack when several totems are caused. Totem Attack Range: The range to which totem strikes is affected by the range of weapons equipped with weapons and modifiers on the range of the weapon. Scope: Modifiers within the radius of the area affect both the range totem and the radius of the attack. Activation: The totem is active as long as the player remains within a 80-unit radius. Initial activation also requires line of sight with the player, but this can be broken as soon as the totem becomes active. [2] Gem level progression LevelDamageEffectivenessDamageMultiplierMeleeDamageExp.Total Exp.12867110%110%8%0023173111%111.2%9%199,345199,34533479112%112.4%9%285,815485,16043785114%113.6%10%401,344886,50454092115%114.8%10%554,3791,440,88364296116%116.1%11%477,4371,918,320744100117%117.3%11%583,7862,502,10684610411 8%118.5%12%710,3593,212,46594810912 0%119.7%12%1,355,5114,567,97610501131 21%120.9%13%1,138,8775,706,85311521171 22%122.1%13%1,368,2337,075,08612541211 23%123.3%14%1,638,3388,713,4241356125: A3797N/A149%149.3%24%N/AN/A3898N/A150%149.9%25%N/AN/A3999N/A151%150.6%25%N/AN/AN/A40100N/A151%151.2%25%N/AN/A Item AcquisitionUpgrade WayIt item can be purchased through the following upgrade paths or supplier recipes:SummingredientGeneralTypeType6The Fox6Level 20 Gem Masters wit, strength and cunning. To survive the harsh winters, you have to be like a fox. - Ezomyte Proverbrandom level 20 gemAutomatic3Gemcutter's Promise3Superior Gem'quality: 20%I swore to use my position to help people. What's good about when it just accumulates on an already powerful? - Erasmus, Imperial Gemcutterrand Gemcutterrand Gem (No. 20) Automatically the following helmet charms affect the ancestors of Warchief. The alternative effects of Warchief's Ancestral Skills has the following alternative effects of skills: ItemEffect (s) Iron Maiden Ancestors Warchief Gem EffectYour ancestors Warchief becomes Iron Maiden Effect.Your generic warchief becomes Iron Maiden Effect.Void ancestors WarchiefKill Gem EffectYour generic warchief becomes a void effect. Your ancestral military headscarf becomes a void effect. The monster stats of the zlt.thead. The attack rate of critical impact is a critical shock chance of damage multiplier experience multiplier health multiplier minimum distance attack maximum distance attack skills IDS size 1 mod ids mod ids ids endgame mod ids ids name monsters.tags monster_types.tags armor multiplier damage the distribution of energy shield multiply multiplier tax evasion part1 fire part1 part1 part1 part of the lightning part1 part2 part2 Part2 Cold Part2 Lightning part2 Chaos monster_resistances.endgame-fire monster_resistances.endgame'cold monster_resistances.endgame-lightning monster_resistances.end game-chaos 1.0 5.0 1.0 1.0 3.0 6 6 4 Totem mud_blood - build a design 1.0 0 0.0 0.0 0. 0 40 40 40 20 40 40 40 20 40 40 40 20 Links Version Version Changes 3.7.0 Now deals the base damage equals, and has additional damage efficiency, 110% at the level of gems 1 (from 100%), to 133% at the level of gems 20 (from 123%). than a totem in melee range. The skill now has a melee range of 10 pounds at all levels, and the slam will always be centered in the melee range from totem. 2.3.0 2.3.0

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