

# Elden Ring: How to build character according to the best attributes

Elden Ring is finally out and makes the gaming community more vibrant than ever. The game is similar to Dark Souls in some respects, due to the same developer, and especially the character development system is almost identical.

Just like in Dark Souls, players strengthen their characters by leveling up stats with the experience (runes) they gain from defeating enemies.

The process of optimizing these stats and targeting to create a specific type of character is called build. In FromSoftware games, having a good build is crucial for success in both PvE, boss fights, and PvP encounters with other gamers.

Here are the best ways to build characters in Elden Ring, based on Strength, Dexterity, Intelligence,.

## Build Strength in Elden Ring

1. Starting Class: Hero, Vagabond/
2. Vital stats: 44 Vigor, 40 Endurance, 66 Strength.
3. Weapon: Weapon with Strength ratio (use both hands to increase damage), Medium or Greatshield.



If you want to create a pure strength character, this build is the best choice. The three main stats that players need are Vigor, Endurance and Strength.

Characters will need a lot of health and stamina to wear heavy armor, fight tanks. Since two hands holding a weapon increases effective power by 50%, there is a 66 Strength that gives 99 strength whenever wielding a weapon this way.

This gives the character an incredible amount of damage that can kill any enemy or player they encounter, especially if they're wearing light armor and don't have much health left.

Note that using a one-handed weapon and carrying a good shield is also an effective option. High stamina combined with an upgraded Medium or Greatshield will allow to block tons of physical attacks with ease.

## Build Dexterity (quickness) in Elden Ring

1. Starting Class: Samurai, Vagabond.
2. Vital stats: 44 Vigor, 40 Endurance, 65 Dexterity.
3. Weapons: Weapons have a ratio of Dexterity bow, shield.



The best way to create an agile character is to choose the Samurai or Vagabond class because they inherently have Dexterity and great physical stats compared to other Elden Ring classes. Players will then want to upgrade their health and stamina along with their dexterity for maximum durability and damage in melee combat.

One important thing to note is that as a skilled character, everyone will be one of the few non-magical character classes that can fight at range effectively.

But the character also takes a lot more damage when hit with critical hits, so it is necessary to use a shield like Buckler. Try and hide around for a chance to sneak behind.

## The best Build Intelligence (intelligence)

1. Starting Class: Astrologer
2. Vital stats: 39 Vigor, 35 Mind, 20 Endurance, 60 Intelligence.
3. Weapon: Weapon with Intelligence ratio, stick.



Elden Ring players who want to build a purely magical type of mage should invest heavily in Intelligence. It increases magic damage and allows more powerful spells to be used.

In addition, gamers will also need to upgrade their Mind a bit to have more Focus Points to use their magic.

Increasing the Vigor stat is also good, as the character will need a high amount of health to make up for not being able to wear very heavy armor as a pure Intelligence character. In addition, the player can increase Vigor's stats to Dexterity to cast spells faster.

In addition to spells, using weapons with an Intelligence ratio is also a good idea if you need to engage in a melee battle. There are many Intelligence weapons in the open world of Elden Ring, and the player can also use Ashes of War to change the ratio of weapons already present. Make sure the character has the minimum Strength and Dexterity requirements to use these weapons.

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