

Baldur's Gate 3 Builds

Full Tank (Patch 7)

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Introduction

Just a funny build I ran with Ryothan during Honour mode.

Provides HP and heals for days and under the right circumstance (see [Gameplay notes](#)), is probably the best healer in the game as you can heal for 90hp for the cost of *just* one action.

Despite being a great punching bag, you will hit like a wet noodle though, so make sure you have some other strong damage dealer in your party.

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Char Creation

- Gold Dwarf
- Barbarian
- Soldier

Leveling

1. Barbarian

- Ability points:
 - STR 16 (+1)
 - DEX 14
 - CON 17 (+2)
 - INT 8
 - WIS 10
 - CHR 8
- Skills:
 - Athletics
 - Intimidation

2. Barbarian

3. Barbarian

- Wildheart (Bear)

4. Barbarian

5. Barbarian

6. Fighter

- Two-weapon fighting

7. Barbarian

- Aspect of the Beast: Stallion

8. Barbarian

9. Barbarian

- Feat: Ability Improvement (+2 CON)

10. Fighter

11. Fighter

- Battle Master
- Trip Attack
- Disarming Attack
- Menacing Attack

12. Fighter

- Feat: Tough

Itemization

Act 1

- Shattered Flail (Gnoll Flind)
- Periapt of Wound Closure (Lady Esther)
- The Graceful Cloth (Lady Esther, optional)
- Bloodguzzler Garb (Bullette)
- Auntie Ethel's Hair Constitution (Auntie Ethel, optional)
- Caustic Band (Derryth Bonecloak)

Act 2

- The Mighty Cloth (Optional)
- Sword of Life Stealing (Damon)
- Ichorous Gloves (chest behind Thisobald Throm)
- Fleshmelter Cloak (House of Healing Morgue)

Act 3

- Bonespike Garb (happy dragon lady)
- Bonespike Boots (optional)
- Bonespike Helmet (Voiceless Penitent Bareki)
- Hellrider Longbow (Ferg Drogher)
- Sword of Chaos (Sarevok)
- Ring of Regeneration (Lorroakan)

Gameplay notes

- Transfuse Health when within a Globe of Invulnerability doesn't take away your HP, allowing you to heal someone to 100% pretty much for free.
 - This still works in Patch 8.

Final Rating

- Damage: 1 (Shadowheart sacred flame is a bigger damage threat than you are).
- Control: 2 (run around to pull opportunity attacks but that's the extend).
- Fun: 4 (run around without giving a damn).
- Ease: 5 (Only you can kill you).
- Tempo: 4 (mostly online in late-Act 1 after obtaining *Periapt of Wound Closure*).