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 Neverwinter Nights: Enhanced Edition > General Discussions > Topic Details
 The best solo class/race for the newcomer? Hi all! I've heard a lot about NWN, but have never played previous parts or any other D&D games.In other RPGs I prefer healers or wizards. But here I've tried the elf wizard, and she looks a bit too complicated for the first run.Would you recommend me the easiest class/race to begin the first solo campaign? Healing and/or magic are preferable, but not necessary. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts.I just got this game and I was wondering what might be a good archer build for the main campaign? I noticed in another post that the level cap is 20, so what would be a good build to use that maxes out at this level? Are Rangers or Rogues good starting classes? I thought I saw another post suggesting Bards, but I don't know why. Thanks for the tips and for helping me out!Main Campaign your gonna cap out around level 16-18 somewhere unless you camp some rare enemy spawn points.You can probably make do with a straight rogue and maybe some shadowdancer for the Hide in plain sight.Bard Prestiges to Arcane archer. It could work, but I'm thinking too much downtime.So I'll say go halfling Rogue 14-16 Shadowdancer 1 Ranger 1.Mostly Rogue. I tossed the level of Ranger on there for the basic dual wield feats in case stuff gets hairy and you want to melee (favored enemy undead)Halflings can't use the longbows, but they're small so they are better at hiding...and shortbows should be fine I guess.Treat it as your standard Rogue build and you should be fine, focus on range, and if all else fails Flip to a rapier and dagger and stab. (told a kukri that gives blind status was very worthwhile late game)!the next one is called, because of his MO, the underwear bomber, you'll know I'm on to something. Calvin Trillin June 16, 2006.If you go arcane archer, you will probably want to combine ranger and bard as they allow the quickest route to the class, as I recall. The main campaign doesn't have items quite as suitable to arcane archer as in the later expansions so you may just want to stick with a ranger archer. With their favored enemy feats and strong melee presence, they are likely the best archer you're going to get.generally speaking, ranged combat is painful in this game.damage is really light and firing arrows draws tons of attention from baddiesit's like, if you want to be attacked by everything in the whole zone..... fire an arrow.if you have to do it, i'd advise either a thief or a fighter, depending on whether you're going to go dex or ST!rforget ranger.... unless you really wanna be one, but they get no archery benefits.Binky? You had best not be addressing me, gnome.Why wouldn't you want them to run at you? you gotta kill them one time or another!And Ranger1/ bard/ AA is decent enough, even for the OC, but really, you should take it only throughr SoU and HoTU /img256.imageshack.us/img256/9756/go4bamseumsmcz6.png A missile weapon based character is gonna have a hard time in the NWN1 engine. NWN2 has added many attributes making better missile based characters. That aside, I have built a dex based one anyway. Elf, str 14, dex 15, con 14, wis 12, int 14, and cha 8. Every bonus point (every 4 lbs) goes into dex. Ranger levels 1-10, wizard lvl 1, then arcane archer 12-40. I took this character to 40 th lvl on other mods after the OC(original campaign). Feats: 1 - wpn focus longbow favored enemy humans / 3 - point blank shot / 5 - favored enemy elementals / 6 - wpn finesse / 9 improved crit longbow / 10 favored enemy outsiders / 12 dodge / 15 mobility / 18 spring attack / 21 epic wpn focus longbow / 24 rapid shot after that all I did feat wise was take great dex. Skills: discipline / listen / lore / search / spot / and of course tumble which is cross class but you should always take tumble every 5 pts of tumble adds 1 to your AC. This is my Arcane Archer build,you gotta watch out for bamhe thinks the game starts at epic levels.Binky? You had best not be addressing me, gnome.Bam believes you don't NEED a build if you aren't dueling and if you are dueling you typically do it at level 40!if the next one is called, because of his MO, the underwear bomber, you'll know I'm on to something. Calvin Trillin June 16, 2006.I thought NWN2 was worse on archers with the inability to take more than 10 levels of a prestige class making arcane archers even crappier than they already were.The slow blade penetrates the shield.I was referring to the more advanced missile feats such as improved rapid shot, many shot, and being able to move the ranger through 3 increases in his chosen archery style. NWN1 doesn't offer such feats and therefore doesn't offer as much as nwn2 for a missile weapon based character. Hello forum,I am just beginning my NWN Journey. I detest multi-classing. What are some of your favorite single-class builds? I'm trying to decide what to play. Thanks in advance for any replies. Skip to main content
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 Neverwinter Nights: Enhanced Edition > General Discussions > Topic Details
 Class power rankings Does anyone have strong opinions about the better classes in NWN? Also, how good is the ranger class late game? It's largely a game of multiclassing, so ranking the base classes doesn't have a huge effect. Anyway, the base classes, in terms of descending power (for PVE):Cleric. I don't think you'll get any argument that Clerics are insanely powerful in this game and 3.x in general.Sorcerer. Slightly stronger than wizard since they can leverage charisma more than a wizard can leverage intelligence. You also don't need to focus on too many spells in NWN. That said, like the Wizard, the class has a bit of a learning curve to it.Wizard. It's a bit more beginner friendly than the Sorcerer because of the larger spell selection.Bard. The Bard isn't as strong as it is in NWN2 (or 3.5) but it's still pretty good and pairs well with the RDD prestige class. A lot of it's strength is in Bard Song+Curse Song.Paladin. Basically a Cleric with fewer spells.Fighter and Barbarian. Fighter is better for multiclassing, but the Barb is a bit better when kept pure (there are only so many feats you can take as a Fighter).Druid. Druid isn't a bad class, but it gets hurt badly by having a horrible spell list in NWN.Rogue. Don't go for dexterity in NWN, as long as you make a strength rogue it plays fine. That said the class' defining feature is Sneak Attack and about 1/2 the bestiary is immune to it.MNK. AKA the class that needs every ability other than charisma. It has some uses when multiclassing. In particular the class' attack schedule and Flurry of Blows ability in NWN is exploitable.Ranger. Ranger is a mix of fighter, druid and rogue and it mixes those classes in such a way that there's absolutely no synergy in the class abilities. It's actually impressive that WoTC can make a martial class that's so horrible. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.
 Neverwinter Nights 2: Enhanced EditionAspyrNeverwinter Nights 2: Enhanced Edition is out now for PC, PlayStation 5, Xbox Series X|S, and Switch complete with all four campaigns and cross-platform multiplayer features. The four campaigns are the original storyline, Mask of the Betrayer, Storm of Zehir, and Mysteries of Westgate. You don't have to necessarily play them in that order, but it's definitely what I'd recommend. You can read my review here for my thoughts on the game as a whole, but I also wanted to publish a separate article answering a lot of the specific questions I've seen raised about this game. This new Enhanced Edition was developed and published by Aspyr, but the original game from 2006 was originally developed by Obsidian Entertainment and published by Atari exclusively on PC.
 Neverwinter Nights 2: Enhanced Edition brings players back to the rich, story-driven world of Dungeons & Dragons with updated visuals, improved UI, and full mod support."
 Aspyr product manager Jordan Reese said in an email. Set in the iconic region around Neverwinter and the Sword Coast, its a deep, choice-driven RPG that modern playersespecially fans of Baldurs Gate 3will love. Whether youre returning or diving in for the first time, this edition delivers classic D&D adventure reimaged for today. Even though this is a numbered entry in a series, you don't need to play the original Neverwinter Nights at all previously if you don't want to. As I mentioned, there are four total campaigns included in Neverwinter Nights 2 and you can technically play them in any order, but I definitely recommend playing them in the order they're presented at the main menu.You don't have to start with the base game, but it can be a helpful introductionespecially for players new to the classic ruleset of D&D 3.5e. Reese said. The base campaign gives you a solid grounding in the world and mechanics, and if you do complete it, you can carry your character into Mask of the Betrayer. That said, MoTB also lets you create a new level 18 character, so you can jump right in if you prefer. Storm of Zehir and Mysteries of Westgate are standalone adventures with their own stories, so no prior progress is requiredthey're great options whether youre continuing your journey or looking for something fresh.
 Dungeons & Dragons has been around for many decades and directly influenced and laid the groundwork for, essentially, the entire RPG genre in video games. You can trace a direct line from D&D, to Ultima, and everything else that followed.As a result, it's seen many iterations and updates over those years. Right now, D&D 5e is the current version most people play and its the version games like Baldurs Gate 3 are based on. But since Neverwinter Nights 2 is a nearly 20-year old game, that version didn't exist when it was released. Instead, NWN2 is based on D&D 3.5e.5e is a ruleset that has been built upon the foundation set by 3.5e. Reese said.
 Neverwinter Nights 2 is based on the 3.5e which, to some, may feel more complex however it translates so well into the classic D&D game where the computer handles all the behind the scenes math. Players will have a lot of freedom in character customization, classes, and overall experience. Players looking for a deep and original D&D experience will feel right at home in Neverwinter Nights 2. I deeply enjoy playing with the 3.5e ruleset.Plus, as I mentioned in my review, the game has packages you can use during character creation to align with a certain playstyle you want to follow. Additionally, you can even have the game recommend stat points and feats when leveling up for you and any of your companions. There's a lot to digest in this game, but it doesn't have to be overwhelming if you don't want it to be.Neverwinter Nights 2: Enhanced EditionAspyrNeverwinter Nights 2: Enhanced EditionWhats New?As you can surmise from the title of the game, its not a remake and not even really a remaster. This is, more or less, a cleaned up port with restored functionality, better performance, more platforms supported, and slightly improved textures.Weve made several adjustments to gameplay including controller support, with a new controller specific UI, updates to the visuals with improved textures and assets, Reese said. Were adding in cross-platform multiplayer, so players are able to play with friends regardless of the platform they own. Were also including all four enhanced campaigns, which includes the expansions, Mask of the Betrayer, Storm of Zehir, and Mysteries of Westgate. There are some additional minor updates being made and well leave those to players to uncover and experience on their own.So if you were hoping for sweeping changes and updates to the game, this may leave you a little disappointed. But if you play primarily on Steam Deck, consoles, or had trouble getting the original game to run on your PC like a lot of folks, this is a very faithful and smooth way to play Neverwinter Nights 2. In fact, Id say if you havent played the game before, this is definitely the way to get the game since all of the existing mods and player-made campaigns still work on PC.Most of the console updates center around visual enhancements and playability, Reese said. Weve reworked menus, updated the controls scheme, and polished the experience so that players feel more comfortable navigating the world and game using a controller. Along with controller support were targeted Verified status on Steam Deck. It comes down to personal preference how and when someone wants to play games. If thats on a console or on the go with something like the Steam Deck, we want the player to be able to make that choice.Neverwinter Nights 2: Enhanced EditionAspyrNeverwinter Nights 2: Enhanced EditionPhysical Release?If youve followed my work here on Forbes, on social media, or anything Ive done over the years then you probably know Im a huge proponent of physical media, specifically in the game industry. I buy physically almost always when given the chance and have a large collection of nearly 800 games stretching back to Atari consoles, NES, Genesis, and far beyond.Naturally, I was hoping for a physical release of Neverwinter Nights 2: Enhanced Edition, but it doesnt seem like that was the plan for initial releasebut we dont need to rule it out entirely just yet.Physical is something were always thinking about, Reese said. There is a certain type of value that comes from having the physical version, plus it opens the doors to do all kind of cool things with collectors editions. I cant confirm anything right now but know its something we think about with all of our titles.Fingers crossed. Since I received a PS5 code for the review, Id immediately buy a physical edition on Switch to play on Switch 2. Id love to see cross-save support added at some point in the future as well.If you have experience playing any D&D based game, or D&D adjacent game, you'll pick up pretty quickly on how the mechanics work, Reese said. "Much like Baldurs Gate 1 and 2 and the Pillars of Eternity games, this game is a real time combat system simulating turn based gameplay. New players that are inexperienced with D&D will find that the learning curve isnt so steep that they will have a bad time. Its an exceptional game that veterans of the D&D world, and newcomers, can enjoy.Take your time, get into the story and the world, experiment with different characters, races, and classes, and above all elsehave fun. My personal favorite is a lawful good Paladin on a traditional heroes journey smiling evil from the land. That might be a good place for people to start.Neverwinter Nights 2: Enhanced Edition is available now from Aspyr for PC, Switch, PlayStation, and Xbox. Skip to main content
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 You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts. This is NWN in general. Meaning, campaigns, high and low magic multiplayer modules, pvp, team pvp, and all other types of servers thrown in. God TierMonk- Stupidly high AC, damage, attacks per round, moves super fast, can stun enemies, immune to mind effects, insane spell resist, and the list just goes on and on. Pretty much the bane of all classes. Sneakers get spotted by them. Mages have to deal with the spell resist(some mages can't even lower SR) and even the one's who can, have to waste a turn trying to lower the SR of the monk and end up eating a billion punches in the process. Melee have trouble hitting monks, character's with low discipline just get knocked down, players without mind protection can get stunned. Oh, and monks get a 50% conceal bonus and can restore their own health. The most overpowered builds generally revolve around adding some kind of monk/Demi-God TierPaladin- Paladin is so high because they can get their AB so high, their damage so high, and they can cut through buffs like nothing, and are capable of extreme amounts of damage. Able to deal with just about anything. Their holy avenger, stupidly high saving throws, and immunity spells are enough to deal with casters, and their high damage and AB make them arguably the best melee class. They can also boost their AC to great levels. Lastly, they have a wide variety of ways to heal themselves.Very High TierCleric, Sorc, Wizard, Palestmaster, Arcane Archer- This tier is still pretty much in the overpowered class tier. Casters can deal with pretty much everything, and have very few flaws. Clerics can't lower SR, one of their biggest flaws, but they can make up for that with their ability to multiclass well and even become mini paladins with better spells and buffs. Sorcs and Wizards are better casters than clerics, but literally all they have is their spells. Sorcs and Wizards are a bit squishier, but they are capable of more damage with some unsaveable spells. Arcane archers get the highest AB in the game, they do great damage and can pierce any damage reduction, they aren't effected by magical mage shield spells, and they have distance on their side. They can also just switch to a melee weapon/shield and be capable melee fighters due to high DEX/AB/AC etc. Just as good as a fighter or something in melee, but godly with a bow and arrow. Palestmasters get INSANE AC, and their immunities are just too good, to the point it's the most likely class to get nerfed. They can also get epic spells extremely easily. High TierRanger, Red Dragon Disciple(great stat boosts ac boosts and fire immune), Champion of Torm(not quite a paladin, still better than a fighter), Dwarven Defender(great HP and can tank physical attacks all day long with huge DR, but little else aside from that and horribly low amounts of feats), Druid(poor man's cleric), Rogue(the most versatile sneaker and some of their feats are much needed for very important class unlocks or feat unlocks). Middle Tier- Shadow Dancer(it's more than just HIPS abuse, however, it's a difficult class to unlock and it's basically a sneaker without it's own sneak attacks), Shifter (depends too much on the kind of server), Assassin (harder to unlock and slightly worse than rogues), Fighter, Blackguard(kind of like a paladin without the spells, ab, damage, etc, so not really a paladin at all and more just like a cross between a fighter rogue with some weak summons), Weapon Master (horrible saves and tons of feats to unlock) Bard (purely a support class or a way to unlock some prestige classes without sacrificing too much to their skills to learn and great at buffing, but they still come across as a lack of all trades masters of nothing and are more support than anything)Low Tier-Barbarian(basically poorer fighter's), rage effects just cancel out each other, no mind them too useful, and the boost isn't that noticeable, but they really suffer in the amount of feats department), Harper Scout(However, even the lowest tier classes have GREAT uses.Did you know the highest possible unbuffed melee build involves using 1 level of Harper Scout/Barbarian are useful simply because they can get uncanny dodge. A bard can absolutely wreck the stats of enemies while greatly boosting his own and everyone around him.Shadow Dancer is one that monk HIPS abuse, it gets two very valuable feats that can unlock the priceless epic dodge skill.Forgot about Purple Dragon Knights, but they would fall into the lowest tier, since they come off as a poor man's champion of torn.You might be asking why I rank rangers so high? It's simple really. They are more versatile and better at melee than fighters even. Favored Enemy is basically going to outdamage weapon specilization(and has the advantage of working with every weapon) and you easily have enough favored enemies to cover anything you might be fighting. Bane of Enemies only adds a huge damage boost to that. Rangers can sneak, spot, and all that too. Dunno why they get the stereotype of being archers, when they are arguably one of the best melee classes in the game(especially with those free dual wielding feats and improved weapon spec, which would cost any other class 3 feats)John. Dane posted...I'd put Cleric in the God Tier. =>I'd put the cleric in cleric tier, which is above god tier.cleric curbstomps god in NwN.If the next one is called, because of his MO, the underwear bomber, you'll know I'm on to something. Calvin Trillin June 16, 2006.Monk is much lower. The only thing you can really say about Monk is that it is hard to build it in such a way that it doesn't work at least decently because most of it's effectiveness is attribute independent and you don't really have to worry about things like spell selection or X per day usage.The reason for adding Monk to virtually any build has nothing to do with Monk being effective. It's because Monk adds two semi-useful feats they aren't supposed to have at that level. AB and Haste + Dead Kill.Cleric V Cleric. Could go either way, but the cleric wins.Now the mage got timestep, which is probably more broken. Cleric has to try and get gear that stops the mage from killing him in timestep.If the next one is called, because of his MO, the underwear bomber, you'll know I'm on to something. Calvin Trillin June 16, 2006.Monk is good, I'll give you that, but if you put a pure monk to a pure cleric, I promise you the monk will lose. With that said, I believe a tier system is very stupid when it comes to DnD, all classes can shine based on different circumstances and with the ability to multiclass (which most people due unless specific RP reasons not too) you can nab the best parts of classes and take advantage of epic feats in character building.In a low magic world, classes with magic abilities will destroy the competition. In a high magic world, all it takes is some good items to make your greataxe wielding weapon master to wipe the floor with you and many classes make arcane casters worthless. So for comparisons sake, lets assume a medium magic world (+6 Items tops, a few immunities and damage resistant items that are not over powered)God Tier:Cleric. I agree with everyone on this, clerics are extremely powerful and when combined with really any other class can make a melee god. A charisma based champion of torm/ paladin/cleric (war, strength) is an extremely powerful melee master that can wipe the floor with magic abilitiesTop Tiers:Arcane Archers: Truly powerful and many combinations to use them, you may go full arcane archer levels to max AB, or combine them with shadowdancer (for HIPS, Imp. Evasion), Rogue (for feats and sneak attack), barbarian, monk for speed, and other options that will make your spell casters have a strong attack along with great spells.One of my best characters was a 22 AA/10SD/8BardDragon Shift ClassesDruid, Shifter w/ monk: Dragon shifting druids and shifters are scary powerful especially when paired with even one level of monk. 70+ AC, 60+ AB, damage through the roof, I'm tempted to put them in GOD tier now that I think about it, but it is a very difficult build with some frowned upon features (monk).Weapon Masters:Now, bear with me before you execite me. In most servers, yes weapon masters are nerfed due to gimped dev crit. However, even without Dev. Crit a weapon master can pull off some amazing things melee wise with high AB+ and obviously more crits. A scythe weapon master crit is a scary thing, as is a dual scimitar weapon master. Hell a monk, ranger/weapon master is beautiful, albeit feat starved, with dual kamas and strength based. Downsides are extremely weak will saves, some a few magic items are very necessary and they are the most feat starved class in the game.High Tier-Rogues: So many great feats come with this class for dex users and the best skill dumps come with this class. When combined with shadowdancer for obvious reasons, this class is extremely dangerous and can reach high AC with epic dodge. Much like a monk, you do not want to go pure 40 with, but a great class to combine with others.Monk: Monks are good, but not god. Monks can bring 8 attacks per round unarmed, and 11 with kamas. Downsides for this melee class is lower AB when compared to other melee classes. If dex based, expect to not do much damage, but one thing i've found is a strength based monk is beautiful and my preferred way of playing them. Another good thing about monk is they multiclass real well especially to make use of their wisdom modifier (which you must be in clothing to use).RDD and Pale master: These "mage based" classes provide epic abilities when used right. RDD can make a semi-spellsword character with immense strength and the Palestmaster gives the ability to reach the highest absolute AC in the game and both provide some great immune feats. RDD breaths is a waste however, and Palestmaster summons are about damn near useless. Palestmaster also comes with low AB. So enjoy your high AC, but you won't hit much. A bard/Palemaster/RDD is an amazing character too, takes the best of both worlds! but again, low ab.One of my advisors will be an average five-year-old child. Any flaws in my plan that he is able to spot will be corrected before implementation. everkie161 Sorry, data for given user is currently unavailable. Please, try again later. View profile View wishlist Start conversation Invite to friends Invite to friends Accept invitation Pending invitation... User since ( { user.formattedDateUserJoined } ) Friends since ( { user.formattedDateUserJoined } ) Unlock chat User blocked This user's wishlist is not public. You can't chat with this user due to their or your privacy settings. You can't chat with this user because you have blocked him. You can't invite this user because you have blocked him. Comment buried. Unhide note. This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.
 Written by Jason B.Dungeons & Dragons Neverwinter Nights 2: Enhanced Edition features 15 base classes and over 20 prestige classes. Each one controls how your character fights, casts spells, or supports a team. You can take up to four classes per build, but only one can be a prestige class.Base ClassesThese can be picked at level 1. Each forms the foundation of your build.BarbarianA fast melee class with Rage. High Strength and hit points, but low armor and defense.FighterA feat-heavy martial class. Great with weapons, easy to multiclass, and works with any build.MonkUnarmed Wisdom-based fighter. Gains spell resistance, faster movement, and high AC scaling.PaladinLawful Good only. Has healing, smiting, and strong saves. Limited multiclass options.RangerDual-wield or ranged fighter with a weak animal companion. Gains bonuses against favored enemies.RogueSpecializes in traps, stealth, and locks. Sneak Attack deals big damage if positioned well.Swashbuckler (Storm of Zehir)Dexterity and Intelligence melee class. Adds Intelligence to damage. Pairs well with Rogue.BardCharisma-based caster. Uses music to buff allies. Can cast a mix of arcane spells.ClericWisdom-based divine caster. Wears heavy armor. Can heal, buff, or destroy undead.DruidCasts nature spells and can shapeshift. Has a solid animal companion. Very good solo class.Favored Soul (Mask of the Betrayer)Divine caster that uses Charisma. Casts like a Sorcerer. Fewer spell options, more uses per day.SorcererArcane caster with Charisma. Few spells known, but lots of casts. Great for blasting or buffing.Spirit Shaman (Mask of the Betrayer)Wisdom-based divine caster with a unique spirit mechanic. Uses a spirit pool to cast and shape spells.WarlockUses unlimited Eldritch Blasts and invocations. No spell slots. Good ranged class for beginners.WizardArcane caster with high Intelligence. Can learn nearly every spell. Strong in every campaign.Prestige ClassesPrestige classes need specific stats, feats, or alignment. They are more focused and only go up to level 5 or 10.Arcane ArcherElves only. Adds magical power to ranged attacks.Arcane Scholar of Candlekeep (Mask of the Betrayer)Metamagic expert for Wizards. Boosts spell power.Arcane TricksterRogue and arcane caster mix. Uses Sneak Attack through shadows.AssassinEvil-only stealth class. Gains poison and Death Attack.BlackguardEvil Paladin variant. Summons fiends and deals dark damage.Divine ChampionMartial divine fighter. Easy entry with bonuses and saves.Doomguide (Storm of Zehir)Cleric of Kilemvor. Death and undead-focused.DuelistDexterity-based melee class. Uses light weapons. Adds Intelligence to AC.Dwarven DefenderDwarf-only tank class. Gains damage resistance and high AC while standing still.Eldritch KnightBlends full base attack bonus with arcane casting. Easy Fighter/Wizard path.Frenzied BerserkerRage-based melee. Gets huge Strength boosts but can lose control in fights.Harper AgentGood-aligned support class. Light spellcasting and skill boosts.Hellfire Warlock (Storm of Zehir)Upgrades Warlock blasts using Constitution. Riskreward class.Invisible Blade (Mask of the Betrayer)Dagger-based rogue class. Fast attacks and critical damage bonuses.Neverwinter NineStory-unlocked class. Gives defensive perks and leadership bonuses.Pale MasterArcane necromancer. Gains undead traits and immunity to critical hits.Red Dragon DiscipleSorcerer or Bard only. Gains dragon traits and bonus Strength.Red Wizard of Thay (Mask of the Betrayer)Wizard-only. Boosts spell DCs and circle power. Must be Human.Sacred Fist (Mask of the Betrayer)Monk and divine magic hybrid. Focuses on unarmed combat and spell support.Shadow Thief of AnnStealth and gold-based rogue class. Tied to the Ann guild.ShadowdancerUses Hide in Plain Sight. Escape-focused stealth fighter.Stormlord (Mask of the Betrayer)Nature-based spellcaster. Focuses on electricity and storm spells.WarriorDivine combatant. Mixes healing with frontline strength.Weapon MasterFocused melee class. Gains huge critical hit bonuses with one weapon type.Final BlurbDungeons & Dragons Neverwinter Nights 2: Enhanced Edition gives unmatched class variety. You can mix melee, magic, stealth, and support to fit your playstyle. Prestige classes add strong benefits but require early planning. Builds can be flexible or focused, depending on your goals.FAQHow many classes can I take in Dungeons & Dragons Neverwinter Nights 2: Enhanced Edition?You can take up to four classes total. Only one of them can be a prestige class.Whats the best class for new players?Fighter, Sorcerer, and Cleric are easy to use and strong throughout the game.Are prestige classes required?No. You can stick with base classes and still finish every campaign.Can you respect classes mid-game?No. Once chosen, class levels are permanent.Whats the best solo class?Cleric, Druid, and Warlock are top picks for solo due to healing, summons, and constant casting.

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