



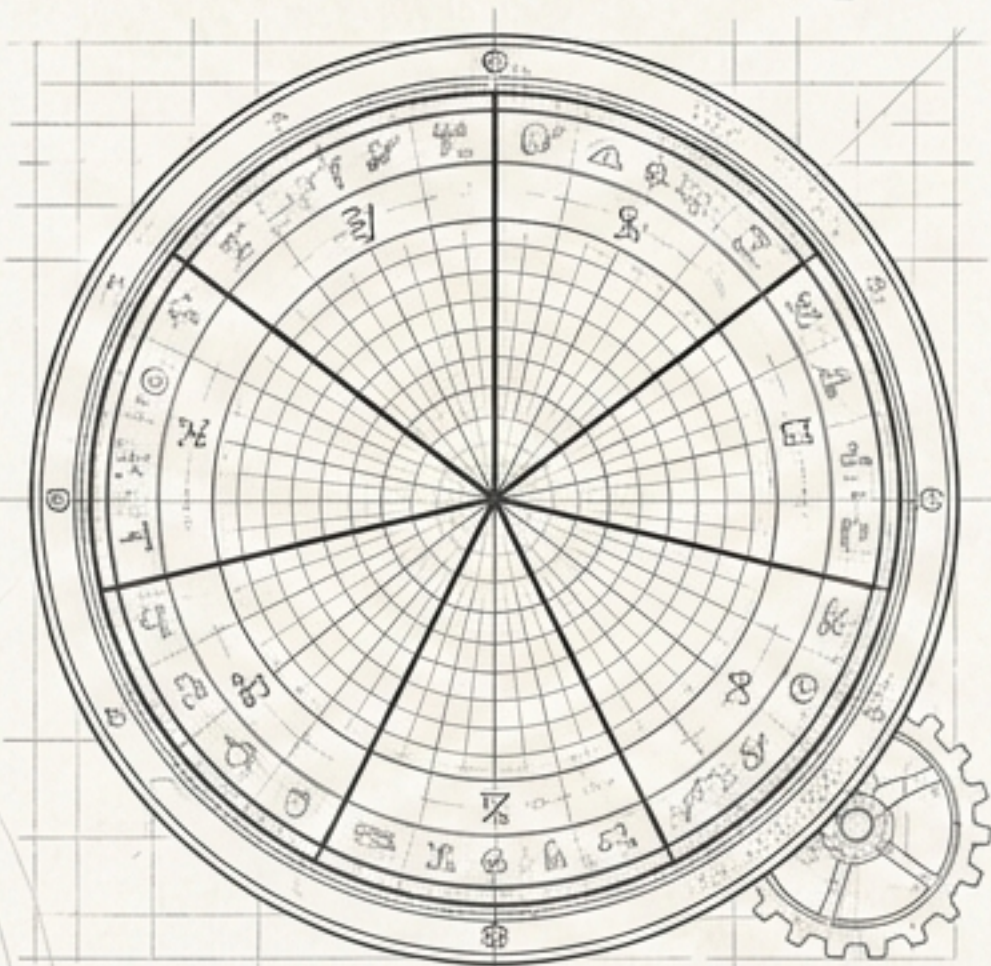
Ultima Online Builds: The Architect's Blueprint

Proven templates, skill splits, and what
actually works in the sandbox.

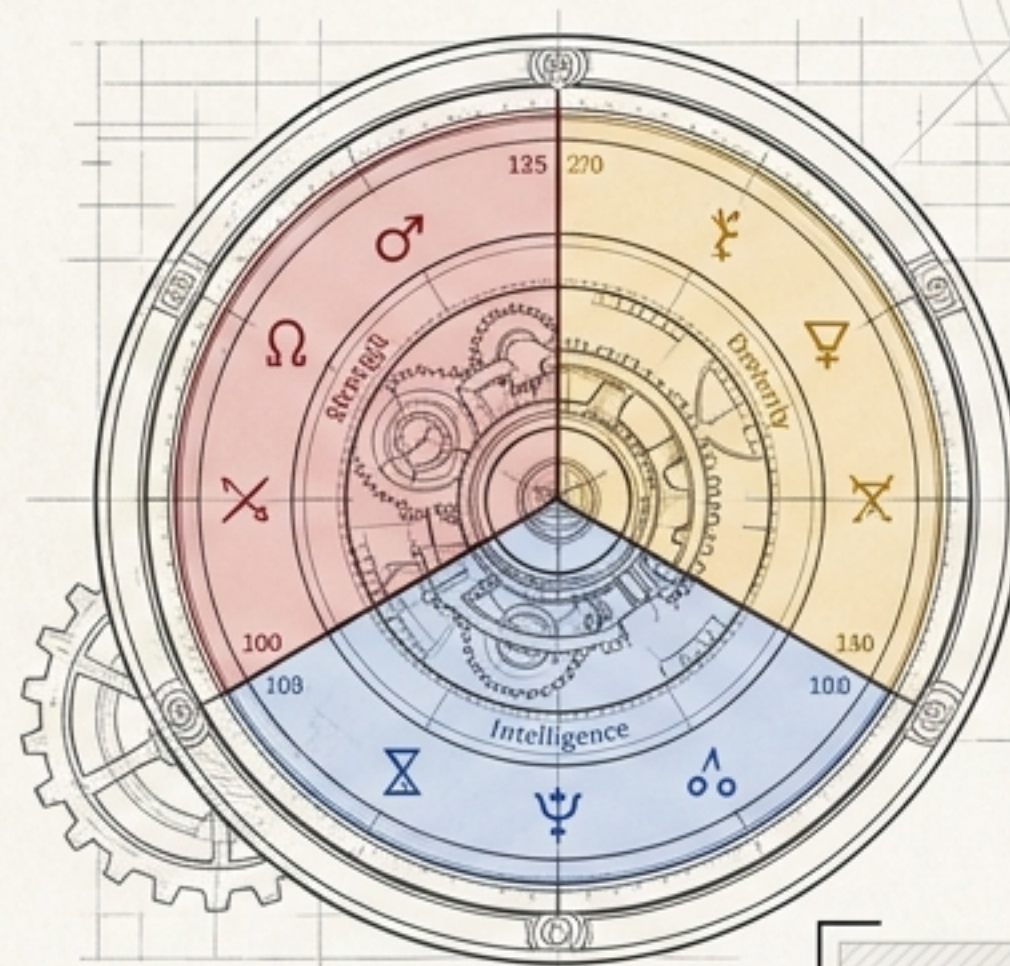
Blueprint Equation:

[Template (7x 100 Skills)] + [Stats (225 Pool)] + [Gear] + [Powerscrolls] = **The Build**

The 700-Point Skill Cap



The 225-Point Stat Pool



Ultima Online has no classes. Your character is defined entirely by the boundaries of these two dials. While templates represent the targeted 100-point skills, a true "build" is the endgame synthesis of skills, stats, gear, and scrolls.

No Hard Respects

Changing a build means locking skills and setting old ones to "down" so they decrease over weeks of play.

The Stat Triad

Strength (Crimson) – Governs hitpoints and carry capacity. (Essential for fighters; mages keep low).



Dexterity (Amber) – Governs stamina, which directly gates swing speed. (Essential for dexers; mages keep low).

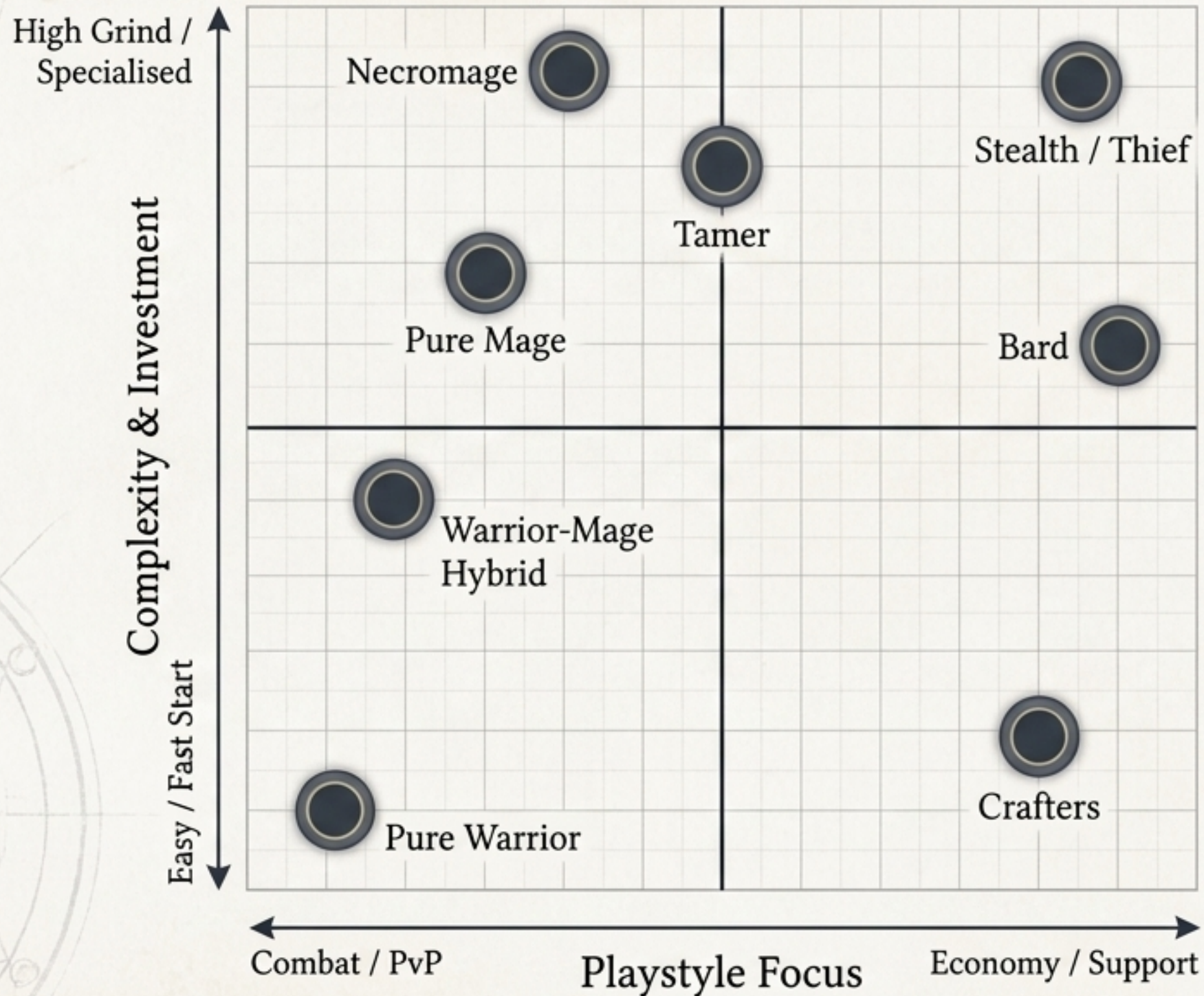


Intelligence (Sapphire) – Governs mana, which gates spell-casting. (Essential for mages; fighters keep low).



Mechanics Note: The baseline pool caps at 225 points. However, Felucca-exclusive Stat Scrolls can push individual stat caps from 100 up to 125, allowing highly specialised endgame stat distributions.

The Archetype Matrix



Choose your starting point. First characters thrive in the bottom left; veterans migrate upward and rightward.

The Pure Warrior (Dexer)

Reliable, simple, durable. The classic frontline fighter.



Skill Roster

- Swordsmanship
- Tactics
- Anatomy
- Healing
- Parrying
- Magery
- Resisting Spells

Scroll Priority

Swordsmanship & Tactics first, followed by Anatomy.

Pros / Cons

Strengths: High sustained damage, exceptionally tanky, simple execution, self-healing via bandages.

Weaknesses: Highly predictable, low burst damage, struggles against competent ranged attackers.

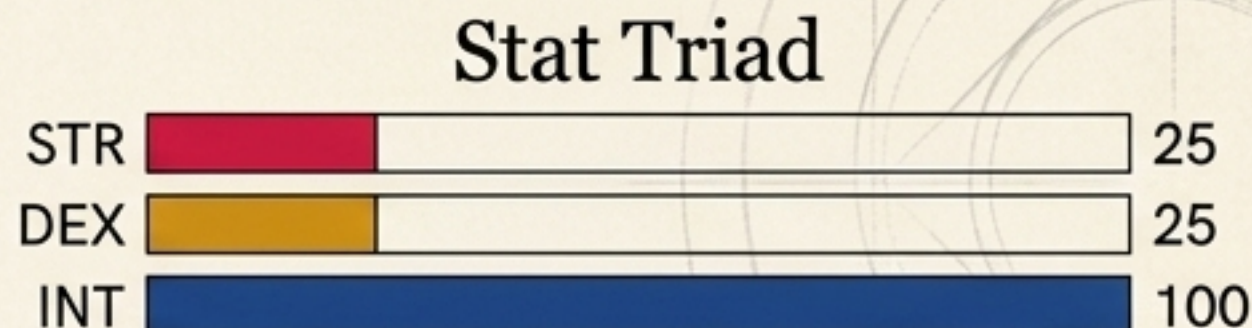
The Architect's Note

The Magery slot is strictly for the Recall spell—without it, you are a slow, easy target. 100 skill points is sufficient.

For a PvP flavour, swap Magery for Chivalry (unlocks Close Wounds and Consecrate Weapon).

The Pure Mage

High burst, highly mobile, high risk. The classic glass cannon.



Push INT to 125 with stat scrolls.

Skill Roster

- Magery
- Eval Int
- Meditation
- Resisting Spells
- Wrestling
- Anatomy
- Inscription

Scroll Priority

Magery and Eval Int are critical. Meditation is third (mana regen scales with the cap).

Pros / Cons

Strengths: Ranged burst damage, superior mobility (Recall + Teleport), heavy area control, scales exceptionally with high INT.

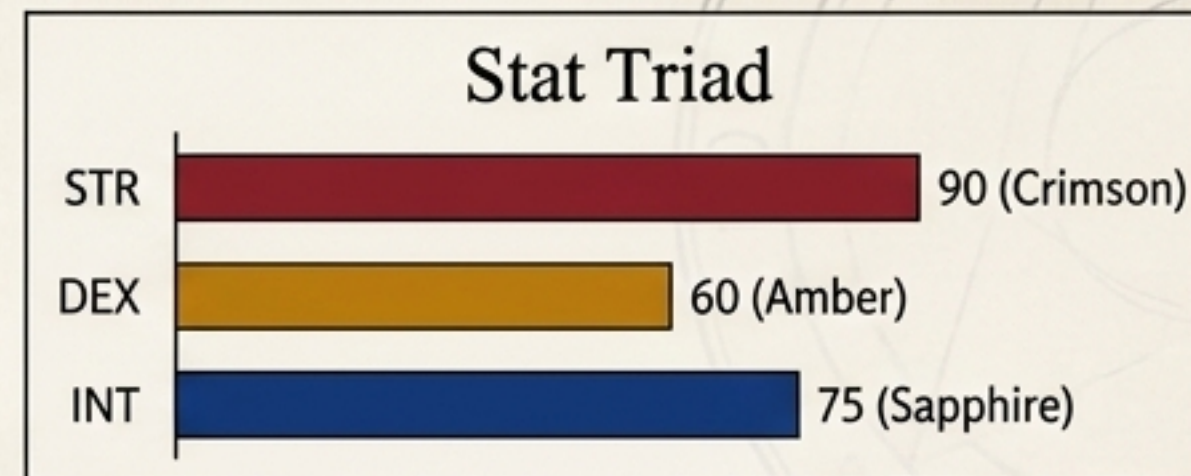
Weaknesses: Deeply fragile in melee range, Deeply fragile in melee range, massive reagent costs, unforgiving early-game learning curve.

The Architect's Note

Wrestling prevents you from being disarmed, establishing a melee defensive floor. Inscription serves a dual purpose: saving money by scribing your own scrolls and unlocking high-circle scrolls for combat emergencies.

The Warrior-Mage Hybrid

The flexible generalist. Adaptable in casual PvP, but outclassed by specialists at the apex.



Skill Roster

- Weapon Skill (Sword/Mace/Fence)
- Tactics
- Anatomy
- Healing
- Magery
- Eval Int
- Resisting Spells

Scroll Priority

Weapon Skill > Tactics > Magery.

Pros / Cons

Strengths: Seamless switching between melee and ranged, double self-healing capability (bandages + Greater Heal), can read and react to almost any situation.

Weaknesses:

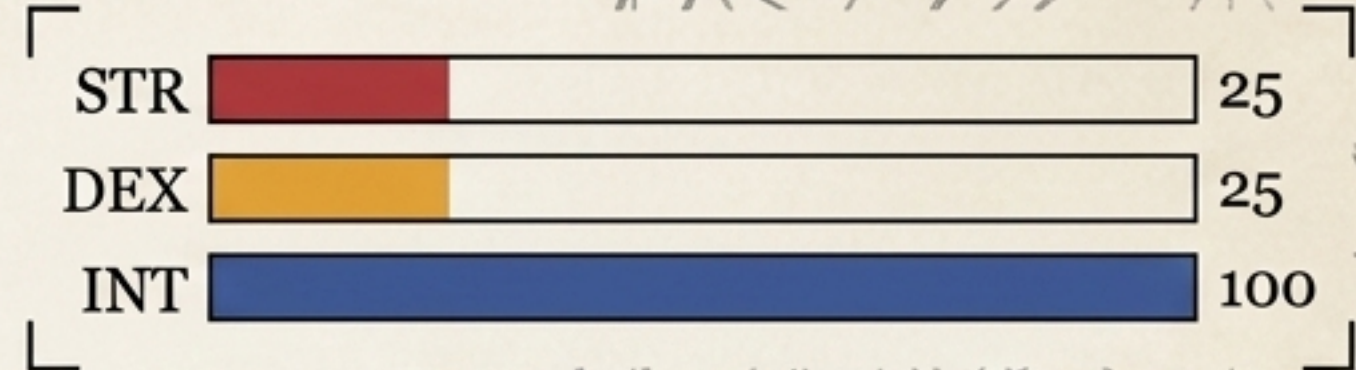
Slightly inferior to pure builds in their respective specialties.

The Architect's Note

Notice the missing skill: Meditation. Without it, your mana pool relies entirely on potions and natural regeneration. This dictates a deliberate, resource-conscious playstyle.

The Necromage

The modern caster variation. Supreme utility through layered magical disciplines.



Skill Roster

- Magery
- Eval Int
- Meditation
- Necromancy
- Spirit Speak
- Resisting Spells
- Spellweaving

Scroll Priority

Magery > Eval Int > Necromancy.

Pros / Cons

Strengths:

Enormous spell variety, massive AoE damage via Spellweaving, crippling debuff utility via Necromancy.

Weaknesses:

Highly fragile, requires management of two separate reagent pools.

The Architect's Note

This build is highly environment-dependent. Always verify your shard runs Necromancy and Spellweaving with sane balance before committing the hours to train them.

The Tamer

Pet-driven combat. The ultimate PvE solo engine.

Skill Roster

- Animal Taming
- Animal Lore
- Veterinary
- Magery
- Eval Int
- Meditation
- Resisting Spells

The Grind Curve

Levels 1-80:
The Brutal Grind

Endgame:
Unmatched PvE Capability

Stat Triad

STR  25

DEX  25

INT  100

Pros / Cons

Strengths

Can solo content other templates cannot touch; pet handles damage while you support; long-term economic value (good pets are rare and tradeable).

Weaknesses

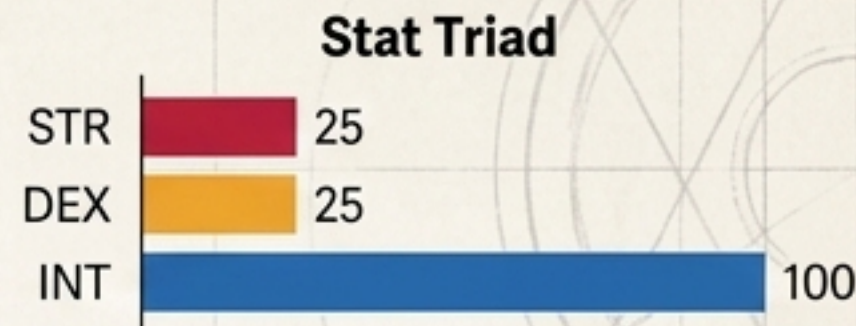
Excruciatingly slow early progression, vulnerable pets, often restricted in PvP rulesets.

The Architect's Note

Powerscrolls in Animal Taming and Animal Lore are paramount—they directly dictate the tier of pets you can command.

The Support Class (Bard)

Crowd control mastery. Punching far above your combat weight class.



Skill Roster

- Provocation
- Discordance
- Peacemaking
- Musicianship
- Magery
- Eval Int
- Resisting Spells

Pros / Cons

Strengths: Invaluable in groups, heavy enemy debuffs (Discordance), force enemies to destroy each other (Provocation).

Weaknesses: Negligible direct damage, entirely song-dependent, highly vulnerable in PvP.

Scroll Priority

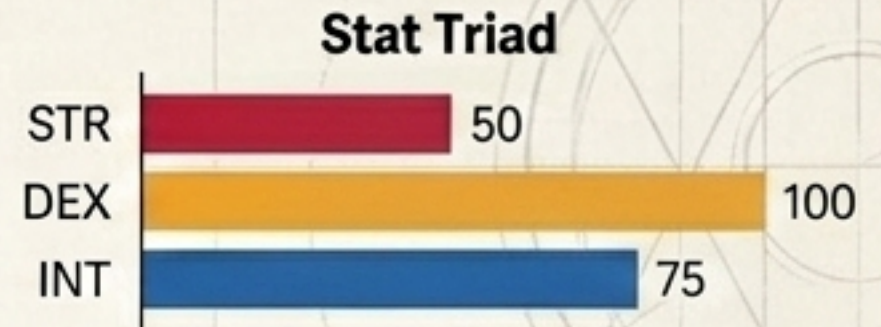
Provocation > Discordance > Musicianship.

The Architect's Note

Bards are UO's underrated solo farmers. The "Provocation Leverage" allows you to orchestrate battles between high-tier monsters, farming content vastly superior to your own combat stats.

The Specialists (Stealth / Thief)

Scouting, ganking, and skirmishing. The kings of asymmetrical information.



Skill Roster

- Stealth
- Hiding
- Stealing
- Snooping
- Tactics
- Wrestling
- Resisting Spells (or Magery for Recall)

Pros / Cons

Strengths: High information advantage, controls the terms of engagement, incredibly rewarding on shards that support the playstyle.

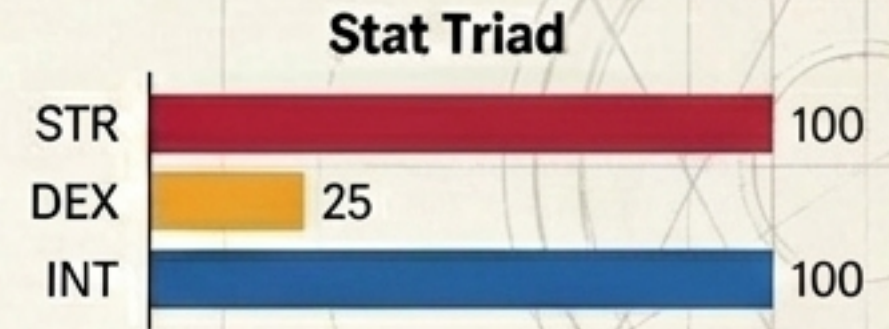
Weaknesses: Extremely fragile, legally murky within game rules, heavily restricted across many servers.

The Architect's Note

This is a deep specialist build. Do not pick this as your first character; pick it only once you intimately understand the world's geography and mechanics.

The Economy Engines (Crafters)

Generating wealth outside of combat.



Common Foundation Box

Both builds share 100 STR (for carrying capacity) / 25 DEX / 100 INT. Both rely on Magery (for Recall escape) and Anatomy (for a baseline combat floor).

Path A: The Pure Smith (Metal)

Skills: Blacksmithy, Mining, Tinkering, Arms Lore, Carpentry.

Focus: High gold income from Bulk Order Deeds (BODs) and weapon/armour sales. Scroll Blacksmithy first for top-end recipes.

Path B: The Tailor/Bowyer (Leather & Wood)

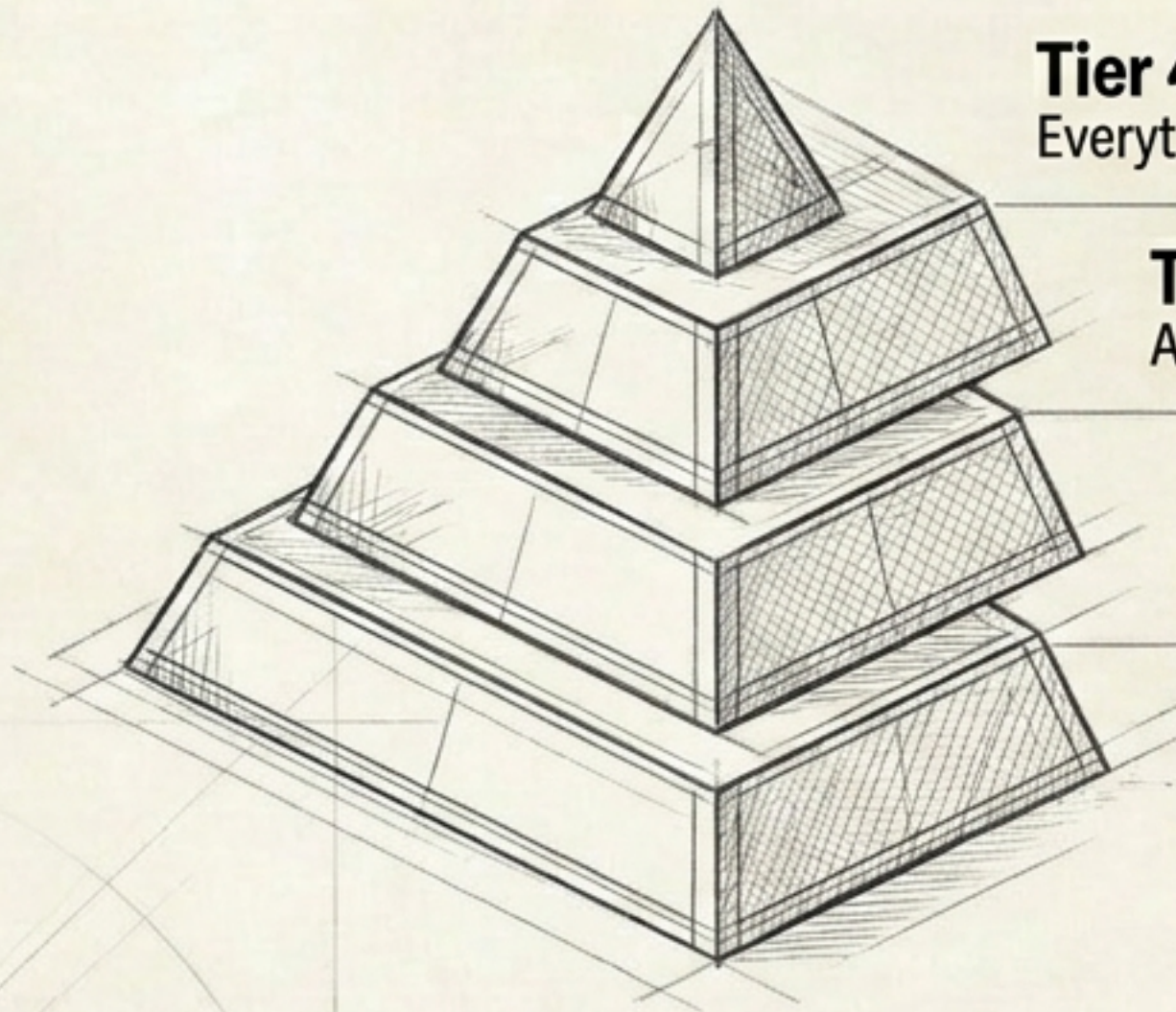
Skills: Tailoring, Lumberjacking, Bowcraft/Fletching, Arms Lore, Carpentry.

The Architect's Warning

The Architect's Warning: Crafters are too weak to gather raw materials in dangerous zones. Pairing them with a combat-capable 'Gatherer Alt' character is mandatory for survival.

Endgame: The Powerscroll Pyramid

The universal upgrade path from 100 to 120 skill points.



Tier 4: The Rest.

Everything else provides diminishing returns.

Tier 3: Defensive Caps.

Anatomy or Resisting Spells. Surviving the endgame damage output of others.

Tier 2: Multipliers.

Tactics or Eval Int. Whichever skill mathematically multiplies the damage output of Tier 1.

Tier 1: Primary Damage.

The combat skill or Magery. This provides the largest raw delta in power and must be capped first.

Data Callout

A 110/110/110/110/100/100/100/100 character is meaningfully stronger than a flat 100x7.

A 120/120/110/110/100/100/100/1000 character is the practical top-end goal for PvE and PvP.

Environment: Shard Caveats

A six-week build that doesn't work on your shard is a six-week mistake.

Pre-AOS (T2A-era) Shards	Lacks post-AOS skills entirely (Necromancy, Chivalry, Mysticism) and uses older spell mechanics.	<i>Impact: Modern hybrids and Necromages simply do not exist here.</i>
Custom-Skill Shards	Adds or entirely replaces core skills.	<i>Impact: The standard 700-point math must be recalculated to incorporate or bypass the custom skills.</i>
Custom-Balance Shards	Manually rebalances specific overpowered abilities.	<i>Impact: Check patch notes for nerfs to Provocation, Tamer pet damage, or Spellweaver AoE before building around them.</i>

The Architect's Roster

Building your account sequentially.

Step 1: The Generalist First.

Spin up a Pure Dexer or Pure Mage.

Goal: Solo basic content, learn the shard geography, and build a baseline bankroll.

Step 2: The Economy Engine.

Create a Crafter (Smith or Tailor).

Goal: Turn gathered materials into safe, reliable wealth.

Step 3: The Specialist.

Commit the time to a Tamer, Bard, or Thief.

Goal: Leverage your wealth and world knowledge to dominate niche content.

Reference Archives

- **Immortal Realm Progression:** For the 1-70 gain curves and the specific 70-100 grind mechanics.
- **Immortal Realm PvP:** For Felucca-tuned build choices (what survives and what dies).
- **Immortal Realm Custom Systems:** For the economic levers governing crafter templates.