

Character Creation

Elden Ring's protagonist is a blank slate whose background and initial abilities are determined entirely by your own choices during character creation. When you start a new game, your very first task will be to craft your avatar and customize their appearance. Your character's build and age have no bearing on stats or skills. What does matter is their stats or abilities; however, the Origin you choose will determine your starting stats, items and armor. The following overview of each available Origin will assist you in making a well-informed choice.

Picking one class over another only affects your starting loadout and won't restrict character progression in any meaningful way, so you don't need to worry about committing to a class that you don't like, as you can always reshape your character as you level up. nevertheless, your starting class makes a noticeable difference during at least the early hours of the game, and can continue to do so even in the long term if you are a proponent of stat optimization.

Attribute Points Explained

As you level up, it's a good idea to focus on passively upgrading your Vigor and Endurance, as these will be key to your survivability. Strength and Dexterity are the most common usage requirements for weapons and can also help you deal more damage with favorable scaling, but they will contribute less to your overall attack power than simply upgrading your armaments. Intelligence, Faith, and Arcane have a similar relationship with spells, serving as both prerequisites and damage modifiers for magical abilities. Before you commit to upgrading a weapon or equipping a spell, be sure to carefully check its usage requirements - if you don't at least meet the minimum stat requirements, you'll be unable to use weapons effectively or cast spells at all.

• Attribute Point Descriptions

Vigor	VIG	Increases HP, Fire Resistance, and Immunity
Mind	MND	Increases FP and Focus
Endurance	END	Increases Stamina, Equip Load, and Robustness
Strength	STR	Damage modifier and usage requirements for Strength-based weapons
Dexterity	DEX	Primary damage modifier/requirement for Dexterity-based weapons; secondary modifier/requirement for most other weapons; slightly increases casting speed of spells

Intelligence	INT	Damage modifier and usage requirement for Sorceries and certain Incantations
Faith	FTH	Damage modifier and usage requirement for most Incantations and certain Sorceries
Arcane	ARC	Damage modifier and usage requirement for certain Sorceries and Incantations;; determines Item Discovery rate; increases Blood Loss buildup on weapons

SPOILER: Reassigning Attribute Points

After defeating Rennala, Queen of the Full Moon in the academy of Raya Lucaria, she'll offer you a "Rebirth" ability at the cost of a Larval Tear for each use. While you cannot decrease your level using this service, you can freely reassign each individual point to refine an existing build or create a completely new one.

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