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Hexblade paladin sorcerer 5e

More and more Dungeons and Dragons players continue to explore the secret: paladin class betting as one of the strongest in the game. In past editions, the paladin class has weighed players with the need to play a flawless, legitimate do-good that has given away most of its treasure, so designers have made paladins powerful to compensate. The fifth edition frees players from these old restrictions, but the class gets as many powerful features as ever. As good as class betting, players are looking to improve their paladins through multiclassing. The recipe seems strong. Combine the battle skill of paladin, armor and divine smites with a class of spells based on Charisma, which gets more spell slots to fuel additional smites. Compared to level-10 paladin, a level 10 character that mixes 2 levels of paladin with 8 levels of sorcerer or bard benefits 1 level-3 slot, 3 level-4 slots, and 1 level-5 slot. The combination gives 24d8 additional total smite damage per day. Plus sorcerers get witchcraft points they can trade even more slots. Of course, such combinations do not have the generosity of paladin features. More on that at the end. Which multi-class combinations work best with paladin? Paladin and the sorcerer Multiclass paladin /witches live their dreams by throwing sped to hold a man or monster to paralyze the enemy and then following with paladin smites, who automatically score critical indicators twice the damage to the bone. However, the combination suffers from flaws that careful choice can help compensate. Sorcerers only get a d6 hit dice, so the lack of hit points limits the characters that need melee to smite. To compensate, choose Draconic Bloodline Origin for an additional hp on the level. Prepare for the flap spell, and then for the mirror reflection, which is rated as the best protective spell that works without concentration. While paladins can decompose their paladins using a holy symbol emblazoned on the shield as a focus, sorcerers need a free hand for the components of witch spells. You can avoid this by focusing on the great style of gun control, but the lack of shield reduces ac gun. To equip the shield, take the feat of a war caster, so you can spell it by holding it. This brings the added benefit of providing the benefits of the Constitution saves the necessary to maintain concentration. This combination of classes never gets an extra attack if you invest five levels in a paladin. To make up for this, select either a boom blade or a green flame blade cantrip to add additional damage to a single attack. The class combination relies on several ability points. Dracunical sorcerers Bloodline get in armor if they focus on Dexterity over strength, and high agility offers more advantages than strength, but these characters still need 13 Strength to become a multi-class paladin. It hurts enough for most of these characters to choose strength over Dexterity. Half elves work particularly well with this combination of classes because of their ability to score increases. Paladin and Bard Multiclass Paladin/Bards boast one edge: When you join the Bard College Swords on level 3, you get features that work in melee. The Bards in college get an extra attack at level 6. These characters can start with 2 levels of paladin for Divine Smite, switch to Bard, and yet get an extra attack at level 8. In addition, these sword bards can use their weapons as a secret focus. Defensive Flourish option allows you to add Bardic Inspiration to Die AC. Combined with paladin armor, it can give an untouchable AC, at least for a turn. For this combination, opt for a defense paladin combat style and choose the style duel available for college swords. Half-weights make a good choice of race. Compared to the combination of sorcerers, the bard lacks spells that complement the style of combat. You want spells like a shield, but you have to wait for the 10th level bard Magic Secrets feature to get them. Paladin and the sorcerer Hexblade patron makes the sorcerer a strong combination with the paladin for several reasons: The Sorcerers who choose the Covenant Blade feature and the Improved Covenant Arms Appeal can use their weapons pact as a spell of focus. Sorcerers who choose the Blade Covenant feature and the 5th Level Thirsting Blade challenge can attack their weapons twice whenever they take action. Most paladins need high strength to lead their attack and damage rolls. For a weapon pact or for any weapon that does not have

two-handed property, a hexagonal sorcerer can use Charisma instead. This frees the character from the need for force above 13, a prerequisite for multiclassing. You can focus the ability to score improvements on Charisma, the Constitution, and the sustainable (Constitution) feat that you want to improve your concentration. Hexblades get spells like shield that prove particularly useful. The curse of the hexagonal kind allows critical strokes at 19-20, which doubles your chances of getting to roll twice as much bone damage on a divine smite. In addition, you receive a damage bonus equal to your knowledge bonus. Plus, when you kill your target, you recover hit points. Sorcerers recover spell slots after a short rest. Often this provides more fuel for smites than comes from a complete spellcaster like a bard or sorcerer. The multi-class Warlock/paladin characters divide their loyalty between the sacred oath and probably the mysterious essence of Shadowfell, which manifests itself in a reasonable magical weapon carved out of the things of the shadows. For some players, this is a role-playing task they feel willing to accept. Paladin and more Paladin Paladin multi-class characters draw for racking heaps of smite damage and sometimes beating encounters alone. Pure paladin cannot blink so often or so brightly. However, a clean paladin can raise the party's strength more by creating a more powerful powerful Look at all the goodies a multi-classed paladin can lose. Characters who choose only 2 levels of paladin never achieve an increase in ability score at level 4. Those who take less than 5 levels never get an extra attack. Get out to level 6 and you'll never get that sweet, wonderful aura of protection that gives you and every ally a 10 foot bonus to save throws equals your charisma bonus. This aura will make your paladin party MVP at each session. The benefits of paladin at level 7 and above feel less significant, but multi-graders still miss out on some compelling features. At level 10, allies within 10 feet can't be scared. At level 11, all of your melee attacks cause additional 1d8 damage. At 14 years old, you can touch yourself and allies to remove spells. At 18, the range of your aura increases to 30 feet. Plus at level 7, if you follow the Path of the Ancients, you and the allies in your aura get resistance to the damage of the spell. All this, and unlike the 1st edition of the paladin, you can save all your magical items. 2018-01-27, 04:07 PM (ISO 8601) Only started in a new game, starting at level 2. Ability to Score Rolls : 18 - 16 - 14 - 14 - 12 - 11 I chose half elf for my race (I think Elfen Precision on Pally 4). For the initial build, I took Pally 1 first for heavy armor, and then Hexblade 1 for Hex Warrior and Hexblade's Curse of 15 (14'1) - DEX 14 - CON 16 - WIS 12 - INT 12 (11'1) - CHA 20 (18'2) GM will most likely allow me to switch around a character if I want to switch my order or start one class. First I intend to take it to Pally 6/Hexblade 2 and then turn left on the sorcerer for the remainder of his career, getting metamagage online at level 11. I have trouble deciding when to take the second level of the Sorcerer. So I check wisely for the hive to find out the popular opinion on whether the triple class it spreads it is too thin, and if not the best order to do so. 2018-01-28, 12:18 (ISO 8601) I'm playing the same type of character in a campaign right now. I run Oathbreaker 6/Hexblade 1/Shadow Sorc 1. The character was made to be the SADest tank ever, and the boy does it to do so. For me, continuing Paladin is too good to give up another CHA to damage, ASI, and Level 3 spells coming over the next 3 levels. Oathbreaker level 7 aura is really nice though. Do you know what type of Paladin you're going to play? What role would you understand in the party? I see picking up Warlock 2 for Agonizing Blast if you decide that you need a powerful and spam range option. Darkness and Devils Look OK combo but are seriously reclassified on these boards as it doesn't mesh well with all types of sides and can be an obstacle party efficiency in some fights. Do you see this character as a direct melee Gish? Will you transition to a blaster/gish role? either way, you could have done a better job of going Paladin Paladin 1/Sorc 4 to select Kivken Metamagia, Raising Metamagia and Feat Warcaster. This optimizes your economy action by ensuring that you can always use your bonus actions, and you can deliver more powerful attack capabilities (heavy direct use can also increase the blade chamber to increase your durability). TLDR: If you see yourself primarily melee, I would go at least to the sorcerer 4 before taking the second level of the sorcerer. It's a little beyond the scope of this discussion, but an in-depth write-up paladin/Heblade/Shadow Sorc build can be found here. It touches on the level of progression and selection of spells and goes into the depths of the economy and the ability to synergy to the goal of tanks/support. Even if it's not the exact character you're looking for, it should have some good thoughts to help you decide how to build. The latter, edited by Finlam; 2018-01-28 at 02:43. 2018-01-28, 02:15 AM (ISO 8601) Gotta figure paladin 6 is the immediate target - you get an aura and additional attacks and level 2 paladin spells. Warlock 2 should be next - the 2nd Pact magic slot and appeals. After that it's up to you, although I'd point out, there's a couple of big break points on the sorcerer build: 6) get a ghost. Great for exploration and utility. 7) Level 4 Spells... specifically Mollia's shadow. Both super and team friendly darkness. 10) armor hexes 50% miss? Um, yes, please. 11) the third slot of the pact. More smiting and spells and goodness. 12) a call for life imprisonment. Talk about increasing the damage - by the time you're here (level 18) it's half GWM without a negative penalty hit. 14) can move the hexagonal curse. enough said. The sorcerer gives good things, but I don't think it gives anything worth more than what you get going to hexblade the rest of the way. 2018-01-28, 04:46 AM (ISO 8601) Originally published by Subproject54 Do you know what type of Paladin you will be playing? I'm thinking about Loyalty. I find the channel of divinity options very lacklustre in other Sacred Oaths, and the No.5 hit come in handy with my GM tendency to inflate the monster AC originally posted Subproject54 What role are you going to play? The game is in the hobby store and other players can come and go to a certain extent, so I would like to be ready to adapt. So far we have a Wizard (with one standard of living a clergyman for healing and armor) and a barbarian. We'll probably have a few more payers showing up in the coming weeks, but for now it's a trio. I'll probably be the face and the co-tank. Originally published as Subproject54 I see warlock picking up 2 for Agonizing Blast if you decide that you need a powerful and spam range option. Darkness and The Devils Look OK Combo, but Seriously on these boards as it does not mesh well with all types of parties and can be an obstacle to party effectiveness in some fights. It's a common idea to capture AB and second short slot for the rest for bonus smites. I have a small problem with choosing a second call. I don't plan on using darkness, but devils Look is still tempting... Repulsing the explosion is always a nice bit of control on the battlefield when needed. Originally published as Subproject54 Do you see this character as a direct melee Gish? Will you transition to a blaster/gish role? Either way, you could do a better job of going to Paladin 6/Warlock 1/Sorc 4 to choose the Kiken Metamagic, Heighten Metamagic and Warcaster feat. This optimizes your economy action by ensuring that you can always use your bonus actions, and you can deliver more powerful attack capabilities (heavy direct use can also increase the blade chamber to increase your durability). TLDR: If you see yourself primarily melee, I would go at least to the sorcerer 4 before taking the second level of the sorcerer. I see him primarily as a melee combatant, but I want him to be able to blow away if he can't reach his goal, or while he closes the distance. Thank you for your advice! Hello! So your priorities would be if I understood well ... 1/ Good melee 1/ Good resilience. 2/ NAWAKI CHA. 3/ Explosion 4 / Everything else. With this in mind, I suggest you this: if you're going to use concentration spells, you might imagine taking a sorcerer now and ditching heavy armor. Why? a) Tripleclass means you'll be holding up ASIs for a long time: well, you have great stats so you could focus on the exploits. But you'll probably have the most up to character level 11. If you were only interested in Warcaster or the Constitution, then starting Paladin is a good thing. If you were also interested in things like Shield Master, PAM, Mobile, Mage Slayer and more, then a tough choice should be made. b) Having knowledge of the Constitution (not just a warcaster) means not only a greater concentration for a shield of faith or bless, but also less to worry about all the monsters that are aimed at you with unpleasant CON-effects such as shortening your life (well that Paladins get immunity to disease, and you have a lay on Hands, but still). c) It also means that you will get a shield for a long stay right now. Maybe or not be better than a short rest slot, honestly YMMV. d) You get 1 point less AC, it's annoying, but IMO is worth the cost. If, however, you have planned mainly using slots for smiting then you can save your starter Paladin. Other points: - Eldritch Blast is good, even great, but if you plan to go Paladin 6 as soon as possible, you don't need that much. Don't forget that going to Loyalty means in the toughest fights, you'll spend you the first turn polishing yourself when closing in (Hexblade and Sacred Weapon). In the next round, if your DM likes an extremely disjointed encounter, you should be able to reach the enemy to strike. - Eldritch Blast, damage-wise, really gets over other cantrips once you get level 5 and learn Agonizing Blast. Without it you could easily wait until level 11: again, because you are primarily a melee that wants to draw a front line to boot: so you'll try to get into a melee at all times, making the range of attack a rollback for flyers or unattainable creatures. The sorcerer, depending on your choice of archetype, Be worth investing at the beginning: - Shadow is one of the choices if you plan to use debuff spells like smiting them or Hold X later, thanks to Shadow Hound. And you can use the Trick of Darkness without calling a sorcerer if necessary. And you have an extra chance to save your life. - The Divine Soul will allow you to use extended help Once a sorcerer 3 that can help your group survive. You can also use Advanced Warding Bond on your wizard to help him survive unexpectedly while you tank (although this makes it more risky for you). And you also get Subtle Enhancement abilities (good for your facial role, but not only) as well as Spirit of the Guardians later, which is impressively good at Pally.) So... Summing up. If your idea of your character ... 1. Smack things on your head as often as possible, attack from a distance otherwise. The best help I give the party is to kill as quickly as possible. Start as you said and then go straight up Paladin 6 and then take Warlock 2 and then ponder what sorcerer to choose. 2. Be a party leader who cares about his people in many ways... Divine Soul Sorcerer 1 zgt; Paladin 1 qgt; Hexblade Sorcerer 1 zgt; Sorcerer 3 (Extend and either Thin or Fast), then either the Sorcerer 5 or The Paladin 6 is anything. The idea here is that you 'ditch' extra attack and aura protection instead rely on Boom Blade for mundane twists, using cleric spells to protect your party and sorcerer's spells to be great in social/adventure. Of course, you have to take an inspirational leader with asl. ^^ As for whether the sorcerer or the Paladin is for a higher level, it's really a choice between Spirit Guardians/Haste and Extra Attack (which doesn't matter if you went GWM) and the aura of protection (which can be even much better even if your co-tank is a barbarian: better than half the damage :)? Spirit of the Guardians uses another action though, so you go that way, I highly recommend choosing Kwicken as your other metamagic (so the first twist: full self-buff at closing, second turn, faster Spirit of the Guardians and engage). 3. Be a juggernaut that strikes doom on several enemies. It actually requires a kinda different build: put an extra point in WIS instead of INT to get 13 WIS, just enough to multiclass in Tempest Cleric. Start as you said by pushing Paladin to 3 at least. Then, once you want to get very nasty on one enemy, drop Tempest Cleric 2, and pair Booming Blade (Warlock) with Thunder Strike and Channel Divinity (and of course smite). If you're not afraid to use all the resources at once, get Warlock calls, allowing you another smite-like ability. 4. Be a swordsman who sucks the corpses of enemies down. The idea here is to type in the number of attacks. If you want to stick to The Loyalty of Paladin, then stop at 3 and instead get Bladesinger 6 as soon as possible (statistics switching to get 13 INT) to get both extra attack and rush. Of course, it's also light armor and one armed weapon. It's suboptimal. Much easier, just choose Revenge of the Paladin instead of Devotion: you create competition for the bonus action of the 1st turn (Hexblade VS Sworn Enemy), but with a plus, you get all the goodies of Paladin (spells - Extra Attack - Aura) Aura) Defense) And Haste And your main ability is Hexblade Warlock as fast as one might hope. All viable ways, this will depend on your feelings about what you are going to get into your campaign and how your goals are said: if you get as many attacks as possible, your main goal, the extra attack should be a priori. If it's instead of solving as much sustained damage as possible, then you can ditch around if your DM throws some crazy AC creatures at you: just with your stats you start with No.7. At level 3 you can add Bless for another No 2. At level 4, if the Dedication you would add another 5 pounds. Do you really need it so early? XD 2018-01-28, 10:41 AM (ISO 8601) Originally published Matrix_Walker I see him primarily as a melee combatant, but I want him to be able to blow away if he can't reach his goal, or while he closes the distance. Thank you for your advice! On the closing note of the gap: A quick retreat is a Level 1 spell of the sorcerer. This allows bonus dash action and bonus action thrown time. I have found that this will be extremely effective in combat because it allows the paladin to close huge distances quickly and therefore always be exactly where it should be. When weighing in against Agonizing Blast I, personally, decided that I would prefer a character close in a melee fast where he could dish out his sweet, sweet melee damage and smites rather than bench with Agonixing Blast. That's how I solved the problem of attacking paladin and in 18 sessions of the game, I did not regret it once. 2018-01-28, 10:52 AM (ISO 8601) Originally published by Subproject54 On the closing note of the gap: Operational retreat is Level 1 Witch Spell. This allows bonus dash action and bonus action thrown time. I have found that this will be extremely effective in combat because it allows the paladin to close huge distances quickly and therefore always be exactly where it should be. When weighing in against Agonizing Blast I, personally, decided that I would prefer a character close in a melee fast where he could dish out his sweet, sweet melee damage and smites rather than bench with Agonixing Blast. That's how I solved the problem of attacking paladin and in 18 sessions of the game, I did not regret it once. Ten euros. I don't remember that the Sorcerer was also, I remembered only the sorcerer... But for a character who relies on melee and that will have a powerful standard attack already (Boom Blade with a maxed attack stat already), using the focus on an operational retreat rather than on a bless or other buff spell is a great way to overcome the challenge of achievement. Sure, you'll still have a flyer problem, but then you know what? If the leaflets are just one in one round, a basic cantrip or spear is far enough of an investment for that. If flyers face a complete problem, then the good news: Sacred weapons can be used on bows, so even with 14 DEX you will still finish as well as a fighter with max DEX and archery. I forgot to mention that last time, but this is important because it further reduces the need for investment on (Reflection/Agonizing) Eldritch Blast to cover corner cases. Spoiler: To try to be crystal clear about the EB Show about REPELLING BLAST I'm among those who profess as the great blast repellent internally, and this is one of the first options that I suggest when Warlock dips are involved, even before Agonizing. The fact is, for your particular character it would probably be overrated. - When closing, you probably rarely want to see a further distance separating you from your goal. - When you are in close contact, you will get a disadvantage if you use it, even if it is actually to help a buddy. - If you really are only a 3-man party, chances are you and Barb will already be the main attraction and the wizard will be far behind, in relative safety with a bit of mind (take cover). - Overall, it uses your actions, actions that you usually want, because it is the one that gives you the best potential damage, either with Boom Blade or Extra Attack, on which you can stack not only Hexblade, but also smites or smite spells. So you trade well high-power damage, which can often hard injure or kill a creature, for the chance to push the enemy out of the path of an ally (not you: to inject what I said a little higher, it is better to try to kill the enemy with a powerful attack than to repel it at a disadvantage). A good way to get around this is quiken, but it's a very expensive tactic and you'll often have other options for your bonus action anyway so at best you couldn't rely on it before at least 4 levels of the sorcerer). About AGONIZING BLAST Of course, he gets a hefty amount of additional damage. However, you don't get as good as a punch as when using a basic weapon, or even a bow as shown earlier. So, up to level 5, it's basically useless. If you can hit in close combat, BB or attack will be for better. If you are on a close range, the spear will be close enough to equal and still allow you to get OA if you want to own a shield. If you are on long range, then it has a mild interest if you do not have the Sacred Weapons still available. At level 5, damage-wise, it is still significantly inferior to melee attack weapons because on these melee attacks weapons you have a much better chance of getting caught thanks to the Sacred Weapons. Thus, the use of the case will only be inaccessible creatures, confer above: if you really enter flyers only to fight unprepared, you have other options that do not require delay level of the higher level of Paladin or Sorcerer function. Only at level 11 is it getting good enough to be considered a worthy investment to use not only when no AC can be reached, but also when someone can be reached, but is now too dangerous to come face to face. The latter is edited by Citan; 2018-01-28 at 11:11. 11:11. PM (ISO 8601) Thanks for the entry guys... gives me some things to ponder. The second call to go with AB is still annoying me! 2018-01-29, 03:48 AM (ISO 8601) Originally published Matrix_Walker Thanks for entering the guys... gives me some things to ponder. The second call to go with AB is still annoying me! If you don't plan to go more than warlock2, then there aren't many call options available. I would recommend Fiendish Vigor, or EB appeals from XGTE.

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