

5e bladesinger guide

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Thought about trying Bladesinger, but I'm not quite sure how to build them outside of Max dex and Int, cast shield and hit stuff. Any recommendations? Page 2 16 comments Hello everyone! First, here's the guide! NADRIGOL's Melee Bladesinger Guide is a guide specifically designed to create melee-focused Bladesingers, with a focus on multi-class. I have many reservations and explanations in my introductory sections about the focus and breadth of this guide. While I applaud you for sharing your opinion on concepts or builds I'm not focusing on, keep in mind that I'll keep the tone and direction of the guide as it is now. A big thank you to TheBigHouse, who was a kind enough friend to let me use his ratings spells from Arrival on time as a baseline for my guide. I started with his ratings and descriptions and updated and adjusted for Bladesinger's style of play. Credit also Treatmonk Guide to Masters 5e, which along with the management of TheBigHouse, compiled my early 5e master of education. Those interested in my Math section can only find a reading table here. An explanation of how to use a spreadsheet and related abbreviations are in the Mathematics section of the guide. --Late 2017 update-- I wrote this guide in late 2016, and with feedback/comments from the user here, updated it to early 2017. The shifts in my work/personal life have taken me out of the RD for most of 2017 and I don't expect to return in the near future. Therefore, do not expect major leadership updates or a thorough response to new comments. I do point of checking in from time to time though. I would also like to highlight some developments in society. EN World User Rofel Wodring recently published his own Bladesinger Guide, which represents a huge amount of work on his part. Our two guides take very different approaches to the class and I recommend you read it to see what style of play appeals to you. Check out his guide if you want. - an amazing review of magical elements -party interaction with each other class -more recognition of AL rules/gameplay-post mid-2017 WoTC content -less focus on melee and melee DPR-less focus on multi-class Guide is also going through active development and most likely include the latest WoTC content. The comment section on his guide also includes some interesting discussions that haven't happened here before. To follow his example by interestingly incorporating it, I will be linking publicly edited copies of this guide to those who want to include their own content/comments. Perhaps some enterprising people will see this as an opportunity to include later content in this guide. You are welcome Respectful! NADRIGOL's Melee Bladesinger Guide - Public version editing In conclusion, I'm still around and still getting notifications for most of the big streams of the master guide here, so feel free to include me in the discussion. I just wanted to make sure that no one expected major updates to this guide in the near near near Last edited: May 4, 2019 log in or sign up to remove this ad Two things to note: Double ownership doesn't work with SCAG cantrips: You're cutting your DPR double-wielding vs. using cantrips. Duels do not increase your chance to get. It also seems someone forgot the Magic Stone. Going SAD for bonus action just about every second round is pretty much given above. Last edited: October 14, 2016 Two things to note: Double wielding doesn't work with SCAG cantrips: You're cutting your DPR by double-wielding against using cantrips. Duels do not increase your chance to get. It also seems someone forgot the Magic Stone. Going SAD for bonus action just about every second round is pretty much given above. It's not entirely true that you reduce the damage of double wielding. 3 attacks at level 6 are absolutely forward and are more reliable than a boom blade or a greenflame blade. It's still a shame that there's some kind of negative synergy between the extra attack and those cantrips... And that blades are not allowed to use dexterity when wielding a long sword with one hand... shame that I say. Hmm, you may be right. Maybe if Bladesinger had a feature that actually synergies with it. ... Not Oh no, the game is a ruined question. Maybe not a problem at all, just a change. Note that a character planning to use this second attack may consider not messing with any of these cantrips, in favor of utility, although this kind of thing never appears in the DNR sweepstakes. Anyway, Ken Thank you for this Nadrigol guide. It was time for the bladesinger guide. I'll watch and let you know any comments I might have. One comment: in the damage tables, the last ASI is calculated on the basis of lvl 20 (wizards get it at level 19). So basically the other races /but the bladesinger table will be the last ASI on lvl 19 not 20. Same with other races/double owner will get last on lvl 20 (while the guide mentions th last not at all). Or did I miss something? Also, one question is how to read the rules when using cantrips of a green flame blade or a boom blade. Both cantrips will say that a melde attack should be made. The PHB on page 205 says that a spell requiring an attack (melda or range) uses a mesmerizing ability modifier. Does this mean that bladesinger a) uses the INT bonus when attacking with GFB or BB cantrips and when the blades does b) a complete attack (potentially with dual possession) the DEX bonus is applied? if so, is this reflected in the manual/statistics? I'm not sure I agree with your assessment of George. It's not always about DNR, George is pretty unkillable, and it can count on a lot. I've had some experience of playing George and it can be very nice to tie up enemies while they're stuck useless trying in you. Also, one question is how to read the rules when using cantrips green green blade or arrow blade. Both cantrips will say that a melde attack should be made. The PHB on page 205 says that a spell requiring an attack (melda or range) uses a mesmerizing ability modifier. Does this mean that bladesinger a) uses the INT bonus when attacking with GFB or BB cantrips and when the blades does b) a complete attack (potentially with dual possession) the DEX bonus is applied? if so, is this reflected in the manual/statistics? This refers to the very spell requiring a roll attack. GFB and BB formulated in such a way that you make a melee weapon attack as part of a casting spell. Attacking the weapon is decided separately from the spell itself, and uses your STR or DEX as needed (although the spell does increase it by adding some extra dice to higher levels). Last edited: October 15, 2016 One comment: in the damage tables the latest ASI is calculated based on lvl 20 (wizards get it at level 19). So basically the other races /but the bladesinger table will be the last ASI on lvl 19 not 20. Same with other races/double owner will get last on lvl 20 (while the guide mentions th last not at all). Or did I miss something? Thank you! Yes, I was thinking about my own character based on two levels of fighter. I must have been in this mindset when I built these tables. Fix now. Also, one question is how to read the rules when using cantrips of a green flame blade or a boom blade. Both cantrips will say that a melde attack should be made. The PHB on page 205 says that a spell requiring an attack (melda or range) uses a mesmerizing ability modifier. Does this mean that bladesinger a) uses the INT bonus when attacking with GFB or BB cantrips and when the blades does b) a complete attack (potentially with dual possession) the DEX bonus is applied? if so, is this reflected in the manual/statistics? This would be the case, except for sCAG cantrips specifically the state to make a melee attack with a weapon, as opposed to say Shocking Grasp which says: make an attack spell of melee. Rule 205 applies to spell attacks, while 194 set out rules for melee attacks and range attacks. The tables in the guide reflect only the average damage result, without taking into account the probability of being hit. However, all attacks in the tables (except Firebolt) will be Dex based attacks anyway. I'm not sure I agree with your assessment of George. It's not always about DNR, George is pretty unkillable, and it can count on a lot. I've had some experience playing George and it can be really nice to tie the enemies until they're stuck uselessly trying to poke at you. He's definitely tankier on the HP side, but Alexander probably has the same ac and more spell slots to burn on defensive reactions. Less likely to die AOE which may not be the opposite with Absorb Elements, but I think in the end George and Alexander are at the same level in defence. This means that George is giving up a lot of a lot a little more DNR. That's what makes me feel like it's not worth it. To be fair, George is still a strong build overall, and a decent drop for EK, I just feel that a lot of players will feel more drawn to Alexander or Brutus (maybe it's just min-max'r in me!). Two things to note: Double wielding doesn't work with SCAG cantrips: You're reducing your DPR to double-wielding anti-use cantrips. Duels do not increase your chance to get. It also seems someone forgot the Magic Stone. Going SAD for bonus action just about every second round is pretty much given above. As UngeheuerLich points out, at certain levels (with certain builds), dual ownership will out-damage SCAG cantrips on their own. You can see this in a few tables at the end of the guide. The real synergy comes from Haste however, allowing you to proc your attack outside of your hands with Haste provided attack, in the same turn you use one of the SCAG cantrips. I think without this particular combo, the feat of scoring in a double-build possession would make it questionable. Thank you for pointing out my dueling mistake. I must have thought it was No.2 in attack rolls. I'll put some thought into presenting this where it's appropriate throughout the guide. The Magic Stone is not the Wizard's Castrip. It's only on Druid and Warlock's spell lists. I'm not sure where you're going with the SAD comment. There is a common problem that these cantrips reduce the value of a second attack. Not Oh no, the game is a ruined question. Maybe not a problem at all, just a change. I think you're right that this is more of a change than a problem. This gives you options in most scenarios. SCAG cantrips the bunch all your damage coming out in one roll attack. If you want to have a better chance of dealing with at least some damage, the full action of the attack will be better. It is also straight out-damaging SCAG cantrips at certain levels with certain builds. I think giving Bladesinger the equivalent of War Magic would be too much. As I mentioned in my BS drop section for EK I think that Mar Magic is not so broken for EK (even one dive BS). I think it would give too much damage to the output at Bladesinger. I think the extra attack actually ends up feeling pretty balanced. You stop the fighter too soon. Fighter 6 gives you more ASIs than otherwise available to you, while Eldritch Knight 7 gets you a powerful War Magic feature. Fighter 6 gives you two early ASI fighter instead of the two late ASI's Masters. It's not really a benefit. You also give up level 9 spells (and only get one level 8 slot at level 19 or 20 (depending on your and a spell of skill. If you want to lose Master ASI back (from more than one level of multiclass), only four level fighter will do, but still due to Level 9 spells. EK 7 will give you war war which will allow you to get one additional attack in after the SCAG cantrip (which could be performed with TWF and Haste, or any BA spell damage flaming sphere, Minute Meteors, etc....). In addition to the 6th level drop loss, you lose the Victory Song, which is a huge damage buff at the upper levels. If you take all your fighter levels early, you can get a potential positive damage effect through the average levels of War Magic, but The Victory Song is definitely an out-of-damage magic war in most scenarios. I think one level of fighter drop is great for TWF (and Con Save if level 1), two has the potential for splash action, three has the potential to maneuver, and four, maybe to get your ASI back, but all that's behind it seems like a waste. Not true. ASIs are at 4, 8, 12, 16 and 19. Fighter 7/Wizard 13 receives ASIs at 4, 6, 11, 15 and 19: In fact, moving all ASI forward except the last. So you get them early if you start a pure fighter. It's true, but you were originally told that you would get more ASI. It's not true. Fighter 8/ Wizard 12 also gets more ASI than that, at the expense of the Wizards 13 stuff. It should also be noted that the Victory Song is cool and all but how long until you see it? And how long until this campaign ends, when do you do? Vs War Magic is already on the 7th level. More levels of fighter also makes you tougher. For the same reason, the ninth level of spells is not so great outside of the situation board. You get it for the last three levels if you go straight to The Wizard and then more for multiclassers. Not true. ASIs are at 4, 8, 12, 16 and 19. Fighter 7/Wizard 13 receives ASIs at 4, 6, 11, 15 and 19: In fact, moving all ASI forward except the last. So you get them early if you start a pure fighter. It's true, but you were originally told that you would get more ASI. It's not true. Fighter 8/ Wizard 12 also gets more ASI than that, at the expense of the Wizards 13 stuff. Abandon the level 8 spells. It should also be noted that the Victory Song is cool and all but how long until you see it? And how long until this campaign ends, when do you do? Vs War Magic is already on the 7th level. More levels of fighter also makes you tougher. But the same line of thinking (why worry about what happens at the end of the game if you couldn't get there) makes me wonder what the point is, starting with a 7/8 level fighter, if you can never actually get to play Bladesinger... Yes, you could war Magic at level 7, but you could also level 4 spells at level 7. Putting so many levels into a fighter jet dilutes the Bladesinger experience for me... Yes, you'll have a bunch of HP and perhaps an extra/previously feat, but fewer spells are known/slots. After all, I also just don't think War Magic is worth the plunge. Just gives you another way to spend your bachelor. I don't think you need it. For the same reason, the ninth level of spells is not so great situation boards. You get it for the last three levels if you go straight to The Wizard and then more for multiclassers. The last four levels. Level 9 spells start at 17. And if you don't plan to play until 17, then you're holding something back until the last few levels (7, 8 spell levels? Because the blades are a guy with a sword and a spell. Eldritch Knight Blades as well as Bladesinger goes online at a maximum of 9, leaving you more than half the game. Taste wise there is no influence. Power wise you trade some spell of power for military might. But you Bladesinger, you do that anyway or you won't be Bladesinger (at least not the type of this guide focuses on). Because the blades are a guy with a sword and a spell. Eldritch Knight Blades as well as Bladesinger goes online at a maximum of 9, leaving you more than half the game. Knight Eldritch has been around for a while though, as a combat expert with a bit of magic. The beauty of Bladesinger is a complete Wizard of Motion Art with considerable combat prowess. So I personally don't think of EK as a BS at all, which is probably where our major differences in style of play come from. Taste wise there is no influence. Power wise you trade some spell of power for military might. But you Bladesinger, you do that anyway or you won't be Bladesinger (at least not the type of this guide focuses on). One level of multiclass, as I often promote, is a small trade yes (but as I noted, the last level of the Masters gives very little). But the clean blades do not give up a spell for their fighting prowess. You give other abilities to the Magic Tradition, but I, for one, think That Bladesinger is better than the others. But for playstyle/taste considerations, I still just don't think that a bunch of HP (on damage reduction/mitigation focused class) and War Magic (another BA option) cost so many levels of drop. Your combat output damage won't improve, so you give up high-level spells and Bladesinger features for some tankiness and another feat. I just think it's bad Page 2 Some comments/thoughts on eleven blades (no human option with starting feat): 1) Paladin 2 / Bladesinger X How would you paladin 2 / Blades X and what feats would you take? I can see that wielding two weapons will still work (to get another chance for a divine smite), although I will probably miss the double-wielding feat. Instead of Warcaster, mobile, and 2x (DEX-2) will be taken. 2) Fighter 1 / Bladesinger X As a second thought overall, I am tempted to endure a double wild field (trading two Rapiers for two short swords means 3 points less damage in a full round of attack, plus a AC dropped by 1) and instead use a mobile feat. To increase mobility. Exploits: mobile, warcaster, DEX-2, DEX-2, INT-2 3) Pure Blades of Beaty I see here flexibility. You can either work with 2 weapons (short swords) or use bonus action for the spell. If two weapons are used, it will be short swords. Compared to the Rapiers fighter 1/bladesinger X build, the average damage is 3 points lower (three d8 vs. three d6). In addition, a dual style fighter should be subcontracted. If DEX were maxed out a full round of attack would lose 5 points on an off-attack. A total of 8 average damages are traded to gain more flexibility and free up the feat. So I could see cases where bonus action is used on a flaming sphere or a misty pitch or to revive the dead. The feats will be: mobile, warcaster, Dex-2, Dex-2, INT-2. Just some thoughts ... Log in or sign up to remove this ad MENTION6803822NADRIGOL/MENTION, I recently noticed that the haste allowed you to make a rush attack with an additional offhand. Then you won't be able to use the extra attack, but it will still be worth it. I think the extra attack is still useful for the good old longbow, which with d85 and primary dex may well outdamage your firebolt along the length. I play Bladesingers almost exclusively, and I tend to agree that too many multiclass levels are misleading to the Bladesinger experience. Currently I have a Level 8 pure singer in AL and I love it as it is. I don't think I'll be multiclassing at all for my build. My build is a little different compared to the manual, particularly in the way I handle my exploits and ASIs. I ignored War Custer and instead took a hard and steady Dex at 4 and 8. My last three will be No.2 Int, Int and Dex in that order. Having struggled a lot of big troubles like Hydra and Beholder, I think Tough was a great take personally. Sent from my iPhone using Tapatak As UngeheuerLich points out at certain levels (with certain builds), dual wielding will be out-damaging SCAG cantrips on their own. You can see this in a few tables at the end of the guide. The real synergy comes from Haste however, allowing you to proc your attack outside of your hands with Haste provided attack, in the same turn you use one of the SCAG cantrips. I think without it combo, the feat of the score in the double build of the owner will make it questionable. I think part of what keeps dual wielding somewhat viable is that it doesn't get compared to two-handed weapons or weapons and shields, both of which are banned Bladesong. I like to use Haste to attack actions to trigger your attack. Given MAD, I'm not sure how much I would give up on ASI for the feat though. Dex/Int plus if multiclassification is all you need for that. Although haste's need to make regular effective use of the feat seems alarming. If DM does 6-8 fights a day, it's a lot of slots. Especially since in the melee you are likely to be hit and need to make concentration saves even if you have a good bonus blade. Plus it blocks other concentration spells like Fire Shield and the like. And it takes steps to throw, so you linger to get into the mix. It's awful. This gives you 1 hp per level vs. 2 con at a price of 1 euro for your con, and thus concentration, saves and checks. It's awful. This gives you 1 hp per level vs. 2 con at a price of 1 euro for your con, and thus concentration, saves and checks. As someone who currently has an active build using Tough, I don't regret taking it for the No.2 con. You still don't get the knowledge to keep it, and it's better than just increasing the con. So I understand by saying that taking Resilient Con is better than tough, but to get the con to the point where it will make a big difference in your HP you have to reset 3 stats or you can't get Int and Dex to 20. Third, an additional 40 HP for an additional 20 is a big difference at higher levels. I only level 8, but I survived only against Beholder and Hydra I fought because of tough. I'll take an extra 20 HP for an extra 1 euro con saves. Especially since I'm already getting a bonus to concentration checks Blade Song. Sent from my iPhone using Tapatak Concentration Savings throws it is important to succeed in. The fact that no skills require a con does not mean that the test does not. PHB even lists example checks for each statistic. So good luck with that constitution check to tolerate the harsh desert sun or any other few thoughts about multiclassy. I'm not sure I'd appreciate Paladin Sky Blue. Yes, Divine Smite and smite spells, but you move Charisma from landfill statistics to at least 13. Ranger (Hunter) 3 feature Hordbreaker, if you already use the Haste-for-attack action trick you mentioned, can give you another attack as a free action. The sorcerer has the same Chr question as Paladin, and brings you much less in terms of the spells known. But it has con saves if you start with it. The twin works well with Haste. I wouldn't have sidelined. Thin spells also makes your spells to counterspell, so if this is a tactic you DM uses with any regularity it's a great choice. I also have a few specific-K-UA drop thoughts, but those are valid only in case the DM allows UA. Mystic is the only other INT core class. You can get a bunch of alternative excellent abilities. If you go Immortal on You'll get INT tempo HP's every round, which will help with your own HP problems. Also disciplines can help. The focus for Clericity gives you an edge on int, which lets you get your bladesong style up earlier, before people attack you. The psionian weapon gives something similar to the Divine Smite Paladin, but is powered by PP instead of spell slots. Whether it's a blessing or a missed opportunity depends on how quickly your slots run out. The sorcerer (immortal light) gets Chr damage all fire and radiant, which can add to some SCAG cantrips and a bunch of spells. The Sorcerer (Shadow) has con saves like all other sorcerers - but he also gets to make a con save from getting reduced to 0 HPs. DC 5 damage. You can do save every time, not just once. Also, once you get witchcraft points you can use to throw the darkness you can see though, a good trick to gain an advantage. Concentration saving throws are essential to success. It's no.1 to it has a 5% chance of saving every time you hit. The fact that no skills require a con does not mean that the test does not. PHB even lists example checks for each statistic. So good luck with the fact that the constitution check to endure the harsh desert sun or any other roll making to survive the harsh conditions to keep not being tested. This is in DMG. Plus one is 5%. Are you sure. But then again with a full int to concentration, that's not a problem. One is the problem of dropping on things that make 20 damages a hit. 40 HP means you survive two of these hits. not one. Sent from my iPhone using Tapatak 20 hit? Of course, 20 extra hp helps. So not having your (effectively) AC drop from a loss of concentration on a rush or great invisibility. Use your invisibility very often. Of course Haste I will use, but my main defensive spell is Mirror Image. You don't need concentration. The rush I use for extra attack and speed is more than No.2, and I don't use it against big threats where extra HP is the biggest help. Too risky with its flaws. Sent from my iPhone using Tapatak We play in different styles. I don't use invisibility very often. Of course Haste I will use, but my main defensive spell is Mirror Image. You don't need concentration. The rush I use for extra attack and move speed is greater than No.2. Sent from my iPhone using Tapatak Still does not affect the math: the blunder does not cause any damage. 20 extra HP (and that's not on 20) That's it. 20 hp once a day. Against how much you would save from concentration spells turning a hit into a miss. Re: Saves: No. saves at the moment (There's a boulder heading for you, make Dexterity save throw), checking off the things you make effort to (It's agility (acrobatics) check to run the assault course). Still does not affect the math: the blunder does not cause any damage. 20 extra HP (and that is level 20) that's it. 20 hp once a day. Against how much you would save from concentration spells turning a hit into a miss. It doesn't make sense. If you rely on your concentration spells turning punches into misses, why should you do the checks first? You're not going to get hit! Ultimately, it's not a reliable style of play to just not get hit. At higher levels things can hit you in air conditioner with good rolls and power saves that are damaging, regardless of whether you do them or not. You will take the damage. And with such poor health make your saves no matter when you get dropped from attacks that make it through. Taking Tough allows you to survive longer when you get hit (and you will) and you don't give a huge boost to con saves. The difference is only 5%. This comes 1 in 20 saves. I'll give that one miss in 20 to make sure I survive longer when I can't avoid being hit. Sent from my iPhone using Tapatak Re: Saves: No. saves at the moment (There's a boulder heading for you, make Dexterity save throw), checking off the things you make effort to (It's agility (acrobatics) check to run the assault course). Page DMG 110. Details of severe weather. You're eating saves. Not checks. Sent from my iPhone using Tapatak It doesn't make sense. If you rely on your concentration spells turning punches into misses, why should you do the checks first? You're not going to get hit! No, it doesn't make sense. It's an argument in the same vein as if you rely on hit points to not die, why do you die in the first place? You don't accept the damage! Hits will pass, it's inevitable, especially given the keeping to throw the power thing. The important thing is that when they pass, you minimize their impact. Even at the highest level, losing 20HP has less impact than losing the likes of Haste. No, it doesn't make sense. It's an argument in the same vein as if you rely on hit points to not die, why do you die in the first place? You don't accept the damage! Hits will pass, it's inevitable, especially given the keeping to throw the power thing. The important thing is that when they pass, you minimize their impact. Even at the highest level, losing 20HP has less impact than losing the likes of Haste. Not at the loss that HP drops you. Again only 1 to con saves won't effect 19 of the 20 saves you make. 20 HP keeps you alive longer. Sent from my iPhone using Tapatak Not at the loss that HP drops you. Again only 1 to con saves won't effect 19 of the 20 saves you make. 20 HP keeps you alive longer. Sent from my iPhone using Tapatak Good. And in what seanario creature ever enough damage to throw you into one hit? Because if it's not a one-hit, saving AC is better than saving HP. Page 3 is Good. And in what seanario creature ever enough damage to throw you into one hit? Because if it's not a one hit, keeping the AC current than saving HP. Fighting an ancient dragon is the first thing that comes to mind. Breathing arms drop you quickly. But it's not easy doing it in one hit. It's about having your health chipped away during an adventure day. Sent from my iPhone using Tapatak which doesn't happen with your protection from the concentration of spells still up. When this happens, when you lose concentration because you went for an extra 1HP per level. Chipped from health, meet the costs of a hit bone, it is handy in a pinch if there are no healers. As for you, lost concentration, you are still stuck with wasting another slot spell I'm afraid of. Ditto. Rule 0 is an unchanged rule. If your DM changes the rule to crush you or your character find a new band. There is no good reason to do some abandon saving because you don't want them to succeed. Sent from my iPhone using Tapatak If your DM changes the rules to smite you or your character to find a new group. There is no good reason to do some abandon saving because you don't want them to

hit, prepared spells, concentration saves, damage at higher levels), so I build them with an int one level of fashion above Dex until I can max them both. At a high level, against something really big, I can throw the Crown of Stars for bonus attack action, eliminating the benefits of TWF. Upcasting Shadow Blade to 5 (or even up to 7 against epic enemies, as I just did against Kraken last weekend) cranks up the damage. In addition, it is a mental injury that almost never interferes with immunity/resistance. The high level of upcasting is viable with the extra top slot I get from a clean caster build. Add to that the advantage of dim light/darkness (which is fantastic in a whole group of characters with darkvision), and the damage increases significantly. Of course, this leaves me with just a non-con spell to protect. Blink is a great half time, and shield/absorb elements/song defense can mitigate or eliminate even harm the rest of the time to make concentration almost no problem with Bladescng and War Caster. Add in Misty Step to get out of persistent AoE or mobility-obstructing zones, and I have all the mobility I need. So... I like the versatility of this character because it is as viable as a melee class with rare cool utility or damaging spells or as pure caster at the back as required by the situation. There are probably ways eek a little more harm out of the build, but I really enjoy playing like that. Hello everyone, just a quick update. Several people have been maintaining a public copy of this guide. Thanks for your work and for keeping things civil and clean in this document. Just tops that every once in a while, Google inexplicably returns permission for this document to read only to the public. Perhaps in response to the abuses in the document, or maybe just a time limit on access to public editing, it is unclear. If this happens, please send me a request for access and I'll exhaust public access back into editing mode. Cheers! NADRIGOL Hello everyone, quick update. Several people have been maintaining a public copy of this guide. Thanks for your work and for keeping things civil and clean in this document. Just tops that every once in a while, Google inexplicably returns permissions on a document to read only to the public. Perhaps in response to the abuses in the document, or maybe just a time limit on access to public editing, it is unclear. If this happens, please send me a request for access and I'll exhaust public access back into editing mode. Cheers! NADRIGOL Just to let you know, a public copy shows the dialogue that the file is in the owner's trash you will soon lose permanent access to this file. For further access, please make a copy (And of course it's not edited.) Thanks for the head up. I double-checked the file. It's definitely not in my trash. And nothing to do with my trash. I double-checked the resolution for the share, and updated the link in the first post with a new link to the stock from the document (don't check if it was another URL...). Let me know if anyone else has similar issues. OK in my rush to build a BS for 3 session one shot that started at level 3 I went straight BS missing to build a sentence to start the fighter falling on one - well, if I level I'll go fighter 1 to grab double wield and short swords. I was able to roll very well on the ability with the option of human construction and war caster with the right bat. 18 dex 18 int... I spent with the CR 4 orca war chief for 4 rounds of leg-toe using a shield spell when needed while two other PCs whiddled him and his followers down. This levitating spell offer was AWESOME, I levitated the '50' main up and threw it on 5d6 and wrecking it. Super fun, we hope to make build more strictly going forward, thanks for all the work and sharing! I also took the rapier at the beginning and noticed a low dpr I was going to be stuck with as one weapon to own, can not pick up by hand, since Rapier's choice locked me in a non-light main hand, squinted the pooch there and the guide in the document makes perfect sense ... The double wield feat looks tempting even with a paper proposal against it with a Fighter 1 failure. OK in my rush to build a BS for 3 session one shot that started at level 3 I went straight BS missing to build a sentence to start the fighter falling on one - well, if I level I'll go fighter 1 to grab double wield and short swords. I was able to roll very well on the ability with the option of human construction and war caster with the right bat. 18 dex 18 int... I spent with the CR 4 orca war chief for 4 rounds of leg-toe using a shield spell when needed while two other PCs whiddled him and his followers down. This levitating spell of suggestion was I levitated the '50' main up and threw it on the 5d6 and wrecked it. Super fun, we hope to make build more strictly going forward, thanks for all the work and sharing! I also took the rapier at the beginning and noticed a low dpr I was going to be stuck with as one weapon to own, can not pick up by hand, since Rapier's choice locked me in a non-light main hand, the dog squinted there and the guide in the document makes perfect sense... The double wield feat looks tempting even with a paper proposal against it with a Fighter 1 failure. Sounds like a good time! Frankly, for something short at a lower level, a clean BS can often be more fun just because of increased access to spells. If you get to the fourth level and aren't expected to reach the fifth, that fighter level could certainly be the best time though! All the credit to TheBigHouse for levitating wisdom. Hi, I have to prepare a backup character in the event of the death of the first. I've wandered around a lot of people. And stop in front of the hexbladesinger. Use int'char. What do you think about IT? Hi, I have to prepare a backup character in the event of the death of the first. I've wandered around a lot of people. And stop in front of the hexbladesinger. Use int'char. What do you think about IT? So I haven't spent any real time with XGE. At first glance, Hexblade obviously looks awesome. I've seen several posts on the forum where people complain about the power level of Hexblade, particularly as one level drop because it's so front-loaded. I don't think it's that surprising. The Curse of Hexblade is the real reason to take this dip and better than Hex/Hunter Mark... somewhat true. -The bonus damage is actually worse than Hex (3.5) averaged up to level 9 when your skill bonus reaches 4 pounds, but the late game scaling was what those spells lack, and the curse of damage is more consistent. -It's also concentration free, which is awesome. For example, the real reason to consider this failure. The bonus damage in each attack, which can be active while Haste is active, is great. -It's still BA... which means that your first three rounds of FIGHTING BA are probably Bladescng, Curse, Hex... and you don't make additional attacks until round 3 or 4 (depending on whether you're Hex). It's amazing when you expect a fight, a little slow when you're thrown into things. -Critical bonus kick is probably solid. I didn't do that math. -Bonus healing is just fine. This will only happen once for a short rest by definition, but it is still helpful given the overall poor health and focus on preventing damage. -Can only be used once for a short stay. Can't be translated into new goals. This makes it very Nova-esque. Useless in hordes of fights and you have to worry about whether you should be saving it for the next fight when you find a strong target. This makes it a bit dm/campaign dependent. I realized this late in writing this answer and I can't stress this point enough. Hex Warrior is weird - Knowledge doesn't have to matter. You can't use armor/shield and you get one relevant combat point knowledge from -Charisma based attack and damage ... First, it applies to one weapon rather than one type of weapon, so it weakens dual wielding if you are blessed with god stats. Dual wielding was our method of getting more hits in, in, Damage To Victory Song, Hex, Curse, and any other when you damage bonuses. The construction of Int'Cha as a whole is still questionable. You're going to use Cha for your attack and damage now, great. Maybe it will benefit a couple of witch spells and the odd save; It's not much to make a major stat change for extra function. Dex is still a massive stat. Melee Bladesinger is building the work largely in part to the huge air conditioning and access to damage prevention. Dex is still a huge part of your AC, and that's your initiative (which is important to get your defenses early in the fight). It's also a save for many AOE-based damage, which is one of your biggest flaws. I think if I did this drop I would still dump Cha, and build DC/Int. The only thing Cha has to do is healing from the curse of Hexblad. Of the potentially interesting first-tier Sorcerer spells the two most promising (Armor of Agathys and Hex) do not require Cha. In fact you are just diving to get Curse and Hex, and otherwise building the same thing. Compare this directly to the fall of a fighter jet, for example. Ignoring conservation, HP, and Second Breath (not a small good) we're basically comparing the two-gun fight to the curse. TWF - adds ability based on damage (probably more (3-4) early game and less (4-5) late play, can be manipulated) - only adds to attacks (usually only one attack per round, internally tied to BA) - passively always active -applied to any goal -only damage buff curse - adds skill based on damage (probably less (2) early game and more (6) can not manipulate) - adds to each attack (before maybe 4 attacks end of the game, does not require BA) -requires BA to activate -limited by your course goal - also attack (critical) and healing buff Hex - adds fixed necrotic damage (not scaling) - adds to each attack-requires BA to activate -limited spell of goal (can pass to death) - a small save related buff looks like a common win. but don't let BA activate the slip past you... You have so much cool BA and it adds a second/third, basically a must, one to the top of each fight. If the Curse was transplanted like Hex, it would probably be broken (which is why it barked into the 14th level Of Hexblade class feature). As it is, it's overpowered by the less accessible Hex. This certainly makes the drop more attractive than it used to be, but not particularly surprising, I think. I think I'd probably appreciate the first level of Sky Blue's fall, but I'm also considering blue as I write it. NADRIGOL is a great job in describing /-. I have to read it later again. @NADRIGOL Hexbladesinger is gone. I made High Elven Fighter 1 Bladesinger 2 (fighter first for Con saves) On the first ASI I'll take elven precision (dex 17r-gt18, with a familiar action and I find it a great choice) Now I have an important question for me: How to work. Green Flame Blade with double wielding or with additional attack? I'm afraid when I dropped the GFB, I couldn't make an extra attack and sure about the attack by hand with DW. And in another topic where it is about the sorcerer vs. Wiz I suggest 3 lvl Sorc to take metamagic. How will the accelerated or twinning spell with GFB/Booming Blade because they have a range of self-ins and a half-forward will allow you to do two attacks. For your build, since you don't take the war caster I suggest not going to DW because you won't be able to throw shield/absorb items. No opinions on anything else, but you may want to consider the second level of the fighter at some point for a splash action. This allows you to hand out two spells in the same turn, as none of them are bonus actions that you can do things like double fireball or keep a person/monster. I am currently going in a different direction, ignoring elven precision, familiar shenanigans, and even int boosts for Fighter 2, Military Charming, and Mobile. Currently level 7 but hasn't played at this level yet. The plan is a haste proposition in the manual, very focused on multiple attacks and using spells mainly for Aoe, range combat and defense. Last edited: Sep 16, 2019 You're right about GFB not letting you make an additional attack or DW attack, the guide suggests using the rush to get around this with a haste attack proc DW. The twinned spell doesn't work with the GFB/Booming Blade because they have a range of self-ins and a half-forward will allow you to do two attacks. For your build, since you don't take the war caster I suggest not going to DW because you won't be able to throw shield/absorb items. No opinions on anything else, but you may want to consider the second level of the fighter at some point for a splash action. This allows you to hand out two spells in the same turn, as none of them are bonus actions that you can do things like double fireball or keep a person/monster. In lv5 (1+4) when I can take to be able to throw without a free hand, makes the GFB 1k6/weapon damageDEX - another creature 1k6/INT , that is almost the same as the DWF and on higher lv's stronger. I believe TWF is not much stronger... The sorcerer 3BS X is pretty nice. Using a ingestive spell on a cantrip will cost you only 1 SP, but much more fun. And by the way, in my study of DnD I read about monk kensei, and 3 WIS, maybe there will be no waste. If you make an unarmed strike as part of your attack action, and holding a kensei melee weapon you get No.2 AC before the next turn begins. Spending skills for wisdom is not necessary because magician armor will be better than the monks of unarmed defense, but in almost every round there is No.2 without the need for a reaction, a real shield in the second with active BS give me AC 13 No 3 Dex No 3 Int No 2 without any ASI (and using each ASI) for DEX and INT will base AC 25 with shield 30 ...24 is still enough EDIT: or use bonus action to dodge you can avoid his crit, but you have to do it before your turn, and divert the rocket without spending ki points or slots for the shield... I'm here again. My main character is still alive... so I can think of my (backup character) Bladesinger for free. What about the monk Kensei to take the plunge? Fighting with one hand the sword, and the second for martial arts and casting. If I use BA for MA attack I'll get No.2 AC for my next turn (as I get a shield in hand, but without punishment bladesingim) Page 9 I'm here again. My main character is still alive... so I can think of my (backup character) Bladesinger for free. What about the monk Kensei to take the plunge? Fighting with one hand the sword, and the second for martial arts and casting. If I use BA for MA attack I'll get No.2 AC for my next turn (as I get a shield in hand, but without punishment bladesingim) Kensei drop is what I plan for my bladesinger. I think it's a solid idea, both mechanically and flavorwise (dedicated weapons using the master needs a special weapon with the help of a monk). In addition, the unarmed defense ac am being pumped to help as well. log in or sign up to remove this Kensei Fall ad is what I plan for my bladesinger. I think it's a solid idea, both mechanically and flavorwise (dedicated weapons using the master needs a special weapon with the help of a monk). In addition, the unarmed defense ac am being pumped to help as well. The unarmed defense doesn't work with mage armor and mage armor give a much better AC than ac from the unarmed defense of the unarmed Defense of the Unarmed Defense of Unarmed Defense doesn't work with mage armor and magician armor to give a much better AC than AC from an unarmed defense yes, sorry was the home-rule we implemented a long time ago. Since Mage Armor is just a defense force that surrounds you, we decided that it should not interfere with unarmed defense. Also, even without this, the magician armor base of AC 13 and my WIS 14 will give me a AC 12 anyway without a spell slot and a 24-hour day, not just an 8. If your WIS isn't great, then sure you won't get any benefit probably. But, for me with a house-rule and 14, is No.2 to AC. Oh yes, it's a pity that there was a house-rule we implemented a long time ago. Since Mage Armor is just a defense force that surrounds you, we decided that it should not interfere with unarmed defense. Also, even without this, the magician armor base is AC 13 and my WIS 14 will give me an AC 12 anyway without a spell of spells and 24 hours a day, not just eight. If your WIS isn't great, then sure you won't get any benefit probably. But, for me with house-rule and WIS 14, it's No.2 to air conditioning. That's my idea too, but GM is playing with official rules. And if you have high wisdom, it can be used, but getting a high DEX/INT has left no room for high WIS (only if you have rolled dice stats and good luck) In which case we did a roll and I was lucky, so things are looking for me. But even with the point of build, you could have at least a 1 or 2 euro WIS bonus. What's useful is when you don't have magician armor active (like night meetings or something...) @delph: In addition, increased movement and ki ability for dashing, dodging, etc. can be very useful, as is the movement of No.10. And nothing like adding bonus action to an unarmed strike for d4DEX damage. For me the good thing is also with kensei, longswords become monk weapons, and you can use your DEX to attack and damage the rolls. Yes, it won't be until Level 5 (Wizard 2 / Monk 3) that my character is starting to really show what he can do. @delph: In addition, increased movement and ki ability for dashing, dodging, etc. can be very useful, as is the movement of No.10. And nothing like adding bonus action to an unarmed strike for d4DEX damage. For me the good thing is also with kensei, longswords become monk weapons, and you can use your DEX to attack and damage the rolls. Yes, it won't be until Level 5 (Wizard 2 / Monk 3) that my character is starting to really show what he can do, and a few points of ki, but use for a short rest, and the blades add the following move No.10 (if I remember it right) and yes - dex longsword is a good point, and a few ki points, but can be used for a short rest, yes, it's a pretty sick combo. Add mobility to the level for a speed of 60 when in the blades. With our home-rule for magician armor, and my good rolls, I'll have AC 25 (13 and 4 DEX No. 4 INT 2 WIS 2 Kensei Agile Parry when on offense) when in bladescng at level 5. AC 30 with a shield spell lol! This is a good illustration of there is a rule that you can't use two different AC formulas on each other. It's strange to me that you were so worried about how interact with limited accuracy, but you don't mind throwing away limited accuracy when it comes to AC calculations. Also, if you want to use flexible parry you have to drop at least one of your usual weapons attacks to strike because it requires an unarmed strike to be part of the assault action - monk bonus action unarmed strike does not qualify. Not a huge cost once you have an extra attack since you just trade dr for d4, but that's something. Bladesingers get light armor knowledge though, so I really doesn't give you better than studded leather... With our home-rule for magician armor, and my good rolls, I'll have AC 25 (13 and 4 DEX No. 4 INT 2 WIS 2 Kensei Agile Parry when on offense) when in bladescng at level 5. AC 30 with a shield spell lol! This is a good illustration of there is a rule that you can't use two different AC formulas on each other. It's strange to me that you were so worried about how interact with limited accuracy, but you don't mind throwing away limited accuracy when it comes to AC calculations. Also, if you want to use flexible parry you have to drop at least one of your usual weapons attacks to strike because it requires an unarmed strike to be part of the assault action - monk bonus action unarmed strike does not qualify. Not a huge cost once you have an extra attack since you just trade dr for d4, but that's something. Rules that work that make sense logically, mechanically, and for balance in order. If he doesn't answer all three, something else has to be. I never worried about expertise and limited accuracy. I never touched myself with BA, except I never had a problem it had to solve and didn't like BA anyway. My problem was the expertise made no logical sense with the rogue just being better potentially on any other skill than other classes. The master, for example, should be able to have as good an Arcana as a rogue, and better in most cases. Yes, the Agile Parry part really won't come later if I want to attack with a weapon and get a AC bonus. But once I have an extra attack, it can do both. For me the good thing is also with kensei, longswords become monk weapons, and you can use your DEX to attack and damage the rolls. Rapier, of course, already allows you to use DEX, and if you blade you can't use a long word with two hands. But I think it's more likely that you'll work through magical longsword, so it's good (and it gives you a different type of damage). Rapier, of course, already allows you to use DEX, and if you blade you can't use a long word with two hands. But I think it's more likely that you'll work through magical longsword, so it's good (and gives you a different type of damage). Usually true, but we don't have rapiers in our game because they don't match the taste of our game/style so longsword was my best choice for kensei. I never worried about expertise and limited accuracy. I never touched myself ba, except that I never had a problem, it meant meat solve and don't like BA anyway. I'm not inclined to go back and dig up a quote, but I'm sure BA was the reason you led for wanting to change how the experience worked. Although I think during this conversation it became clear that this was not really something you were worried about since you didn't like any of the suggestions that dealt with it and actually went in the opposite direction with the chosen fix. I'm not inclined to go back and dig up a quote, but I'm sure BA was the reason you led for wanting to change how the experience worked. Although I think during this conversation it became clear that this was not really something you were worried about since you didn't like any of the suggestions that dealt with it and actually went in the opposite direction with the chosen fix. No, it's because there's no reason for the rogue/bard to be better at skills than the classes built (essentially) for them, such as Arkana/The Wizard and the Athletics/Fighter issue. If BA came up at all it's because BA is unnecessary as far as I'm concerned, or should have been extended to 40 as the desired limit, not 30. We've seen it as a game-break, as a rogue can sneak in and out of places hardly at risk of being noticed. Yes, we get it, it's mid-level with great DEX and experience, it should be good, but there comes a point when it takes some excitement out of the game when you do tough checks regularly. In other words, the rogue sneaks successfully on average about 90% of the time. It's too high in our book. RAW rogue was almost impossible to find because so few creatures have 15 passive perceptions. I mean, even earlier at Rogue One was No.10 back with RAW at level 5. Most creatures then only passive scores 10-14 at best. So all the rogue needed 5 to be almost discovered. DM decided it was just too good you might not have used the word, but that's the limited accuracy you're talking about here: the likelihood of failure getting too low as bonuses become very high. So why, if it's a problem for stealth, isn't it a problem for attack rolls? If you allow magician armor and unarmed stack defense, you create a situation where you might very well have an air conditioner on which many matching level creatures literally need a crit to hit you. You may not have used the word, but it's the limited accuracy you're talking about here: the probability of failure gets too low as the bonuses become very high. So why, if it's a problem for stealth, isn't it a problem for attack rolls? If you allow magician armor and unarmed stack defense, you create a situation where you might very well have an air conditioner on which many matching level creatures literally need a crit to hit you. So you were in the mood? It's a problem with the creatures he's been around having a horrible perception. Average perception for monsters something like 13, maybe if they even have a perception. I think in higher CRs it's approach 15 IRC. I had an Excel spreadsheet on it but couldn't find it and probably deleted it after another thread went quiet. In the rogue example, all that was required was experience in stealth (very normal IME) and good DEX (for rogue as well as very normal...). And the attack bonus is better than passive perception. High ac variable requires many factors, including multi-classification, the use of fickle resources (bladesong), devote to attacking non-superb destructive weapons (unarmed vs. longsword) for flexible parrying, rolling lucky ability scores, and perhaps devoting another resource to shield spells. Viewed in a more typical light, at level 5 anyway, you're more likely to have AC 18 (13 and 3 DEX 2 WIS) even including magician armor until you refer to bladescng, bumping into it before 21. Hardly a game to break because a character can have an AC 21 at level 1. Throwing a shield spell is no different than Eldritch Knight does. So all things are considered, no, I have no problem with this, especially when the symbol is built for a high AC given the lower HP and uses a lot of features/resources to get it (instead of just one or two often used for such with experience/stealth example). If the expertise was extra cost, such as bonus action even, I wouldn't have felt as strongly that it was too powerful. So you were in the mood? Only after you denied it a second time... Viewed in a more typical light, at level 5 anyway, you're more likely to have AC 18 (13 and 3 DEX 2 WIS) even including magician armor until you refer to bladescng, bumping into it before 21. Hardly a game to break because a character can have an AC 21 at level 1. Throwing a shield spell is no different than Eldritch Knight does. I'm not even taking the shield spell into account, as it's a much more limited resource than bladescng is. But it's a little different from EK doing it because they have a 1/3 caster while you're a full caster minus a bit for monk fluff. You can only (I think) have an AC 21 at level 1 if you're a fighter who gives up a bunch of damaging potential to wear a shield and adopt a style of defense and you somehow purchase a mail plate that costs 1500gp. Since the fighter has to give up damage to get that AC seems fair to take on a flexible pair, which has similar value features. So compared to a fighter jet that is fully optimized for AC and has spent a whole bunch of gold on armor, Level 3 monk/blade with your house rule using magician armor, blades and flexible parries (all of which can be on almost constant) has 13 and 3 x 3 x 2 x 23. Thinking of typical Level 3 meetings, in LMoP you come across things like hobgoblins, which have a bonus for attacking at the rate of 3 pounds. So even without a shield, they need a crit to hit you. Essentially your home rule has reduced your chances of being hit by 2/3 (since RAW they will still need 18, which is 3 in 20, which you have reduced to 1 in 20). Against the no.4 attack bonus, you cut your punches by half: 5 euros, 40%. 40%. means that during the adventure day you can take about twice as many attacks before you go down. It's really a significant influence of House rule. Of course, it's less impact on higher levels as attack bonuses grow, but maybe not so much since you're a class that can raise their AC and their casting stats, or their AC and their attack stat, with the same ASI, and so you keep going up in the variable at the same time, even as the assault bonuses grow. Only after you denied it a second time... And I will continue to deny the purpose of these other streams really has anything to do with BA except as it is too restrictive. I'm not even taking the shield spell into account, as it's a much more limited resource than bladescng is. But it's a little different from EK doing it because they have a 1/3 caster while you're a full caster minus a bit for monk fluff. You can only (I think) have an AC 21 at level 1 if you're a fighter who gives up a bunch of damaging potential to wear a shield and adopt a style of defense and you somehow purchase a mail plate that costs 1500gp. 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