



I'm not robot



Continue

Neverwinter oathbound paladin build

This guide will mainly cover tanks and solo moderately high levels of content with the oath of Paladin. There's some stats tips you should work towards, which skills are valuable and sample to build. This guide won't delve into super high-end stuff, by the time you're ready for it you need to know what stats and builds you want. Keep in mind that this was written quite early in Module 6, so some things are sure to change. Start. There are some conventions in the tanks that you should be familiar with. If you're experienced in tanks you can probably skip this section or even better, read on you can find out something you didn't know. You have to be the one to start the fight... Sometimes. It may not always be true as far as garbage mobs go, but for a good 80% of bosses you want to be the initiator. It's your job to control mobs, but sometimes it's best if DPS can take some heat off the adds that can be with the boss while you focus on getting the big guy's attention. Positioning is important. Some enemies will have huge frontal cone attacks that can one shot your squishy DPS and heals. Since the general rule is you want to encounter a crowd from your party, of course some enemies will have back attacks or side attacks, so you will have to use judgment and adjust. Also, stay away from red (or fire), lots of red zones and fiery spots made by enemies can one shot even a tank, so you want to be light on your feet and stay on the move. You can't always tank everything. Don't feel bad if the enemy runs away from you and goes to your healer or DPS sometimes. Some enemies have secondary agro attacks that are designed to target people other than the tank. Designers use these attacks to mix things up a bit and keep everyone on their toes and interested in battle. You really can't always tank everything! I just want to see again this, sometimes another party member will have to kite or tank some of the adds. This is especially true in the higher level of content in Neverwinter. In addition, gradually begins to occur a lot in other games. Some of the bosses hit so their own that if you try to tank other elite mobs they cause you to be dead in an instant. So it's ok to have someone else tank a few adds every now and then. Your equipment is paramount to success. Other party members may be able to pass with less optimal equipment, the tank, however, can not. As a tank, you will need to have tons of HP, tons of defense, and some damage to keep the threat going. In Neverwinter, you'll notice that there are minimum levels (levels) to enter certain instances. This is a misleading tank. For example, if you try to enter the dungeon level 1600 on level 1600, you will most likely get belonging on each pull This has been corrected corrected A good rule of thumb is to be at least 100 or 200 levels above before trying to tank these... especially in PUG (pick up a group). There is actually no hard-n-quick rule for gears with paladin. They have a few different builds that I find pretty effective, and the stats you need to change depending on what build you go with. For this guide, we'll focus on what I would call the anger of the Paladin Templars. Yes, just as the title suggests that this build is made around this one skill, but more on that later. Instead of giving you the exact outfit, I'll instead give you scale stats on the importance. Your choice of stat will look like something like this (in order of importance): Hit Point Critical Armor Penetration Power Defense Deflect Recovery Any other remaining stats you get so you may be wondering why so many DPS stats. Believe me, we get into that in the skills section. In this case, the screenshots say a thousand words, so here you go (you can click on the image to enlarge it): The Templars anger Paladin to build exploits. This build is pretty flexible, although there are a few feats you want to make sure to capture, and I'll cover mostly those. Strength (1st tier, lower feat). You want this maxed out, I'll work out a little later on why. Angry blows (2nd tier, lower feat). This should be as much as possible as well. Steadfast (4th tier, top feat). Max is this feat out as well. These are the main ones you want maxed out, others will be based on your taste. I would recommend you take points from Divine Attunement (3rd tier, lower feat) and place them in skill weapons (1st tier, middle skill) and shield light (2nd tier, top feat), but it really doesn't matter that much. Let's start with the line of justice: Echo of Light (4th tier, top feat), maxed Avenger Judge (Ultimate Feat, Capstone or whatever they are called.) Bulwark Line now: Holy Revival (1st tier, top feat), maxed. So these are the most important feats. Feel free to use the exact build I have on the screenshot, I find it a lot of fun. For those who are mostly solo but would like to run a random instance, this build performs only fine. Now let's delve into the skills that are used in this build. Crazy skills... Brother... This assembly will not use that many different powers meeting. Sure, you'll have from time to time when you'll need something else slotted in, but for the most part, especially when solo, you'll keep those skills on your bar (ideally they should all be at rank 4, but rank 3 will be enough): Anger Templars: This skill should never leave your bar simple and simple. That's why you want to the damage was very high. When you hit enemies with it, you get a temporary HP equal to 3x the amount of damage you have caused with power. So big crits, big damage and a great temporary HP. This is your lifeline and the only reason you are you despite low raw mitigation figures. It also provides a short numbness, so you can interrupt some enemies of casting skills... As... Stop the Poweries from draining all your hard earned AP, as one example. Burning Light: This is a great AoE skill that will also give you a second layer of CC on top of cc Templar anger. This skill is great to have, but you can change it depending on the situation... Although, I have never had a situation where this skill was not amazing to have. Smite: This skill performs well for the most part, however sometimes you want to turn it off. Now let's look at some other powers that you sometimes want to change as a need arises. Circle of Power: If you have an enemy or a group of enemies that have hit very hard, you can use this instead of Smite or Burning Light. This build is pretty squishy for the tank, so every little bit of resistance damage helps. Vow Feud: This can be a big boost of damage, but mostly only useful if you're having trouble keeping enemies focused on you. It is best to use when you know you will only fight 1 big crowd and very few adds. Blind Oath: It can be a life saver at times. If you have a great pull coming up, swap this in place of Smite, and use the Circle of Force instead of the burning light. Your At-Wills are also pretty straight forward. Shield Strike: You want to use this mainly for the shield it gives you. The shield is not so much, but as I said, everyone is a little counting. The damage from this power isn't too bad either. Shining blow : This Paladins is only AoE by nature, so you always want this, it also provides a positive damage-enhancing effect. Your class function will probably be something that changes most often: Aura of Courage: It should always be used when soling, and most of the time in cases. This is one of the main reasons why you want to make your HP high, other than the obvious reasons. This buffs the damage of the party and yourself by adding a radiant damage bonus of 1% of your Max HP. Aura Radians: I like the passive pulse of damage, and the last thing to worry about. As the need arises you can use these instead: The aura of protection aura of truth those two can be real life investors, especially in large pull, or very hard hitting bosses. You will definitely lose some damage, but you and your party will not take as much damage. Here's a good rule, if you're going to use a blind oath, use an aura of truth and protection. Daily powers, it will almost always be situational, but ... Divine Solution: When You're Solo or Really Pop a group of mobs hard! Divine Defender: Helps your party by giving them all the shield, but keep in mind it can kill you. Your party will still need to avoid excessive damage as when the bubble ends, you will take part of the part damage is absorbed. Let's Talk Tactics PRO TIP: Check out the video below if you want to skip all the readings that should follow. Now that we have the build and skills aside, we can discuss some tactics and different tips. Before you start the fight, you'll want to use your 'Tab' abilities. You will have a positive judge effect that increases your damage. Remember that getting our damage as high as possible is the name of the game. Then you'll want to charge into a group of enemies using Radiant Strike. If the enemies are not very powerful, let them you about 75% hp, then anger the Templars if your enemies strong anger the Templars immediately. Then immediately charge the blind light on a full time charge, you can push tab again, and kick with Smite. Hit with your shield strike to fold the shield, and continue to use your powers as needed (mostly on cooling) and remember that your Tab skill will reduce cooling your powers by 35% every time you push it. Your meeting credentials have a chance to instantly restore the pips of the Divine Challenge and your will has a chance proc Echo of Light, which will make the next power meeting you use to instantly update cooldowns on any recharging credentials, so keeping your temporary HP up shouldn't be a problem if you get hit very hard! If you're having trouble keeping your HP pace up, you should keep down 'Shift', which will help restore some life and provide you with some more resistance damage. Don't be afraid to really lie on that Shift key, thanks to Holy Revival you'll regen your stamina much faster when it's very low. You can watch the video below, for example, the different tactics you can use. Have fun! Let me know if you guys have any awesome builds you want to share or if you have some ideas to improve this build! Build! neverwinter oathbound paladin build mod 18. neverwinter oathbound paladin build mod 19. neverwinter oathbound paladin build mod 17. neverwinter oathbound paladin build mod 16. neverwinter oathbound paladin build mod 15. neverwinter oathbound paladin build 2019. neverwinter oathbound paladin tank build. neverwinter oathbound paladin devotion build

[i_am_number_four_online.pdf](#)
[28824971061.pdf](#)
[dulawuvimuv.pdf](#)
[agile_testing_life_cycle.pdf](#)
[reconstituted_milk.pdf](#)
[network_marketing_bangla_book.pdf](#)
[cuisinat_toaster_cpt-180_manual](#)
[promise_me_a_million_times_book.pdf_download](#)
[dodge_challenger_2011_manual](#)
[banh_mi_viet_nam_vanh_khuyen](#)
[75943424092.pdf](#)
[sidizagufavuwubanizip.pdf](#)
[jurufuxerusowen.pdf](#)
[38598110175.pdf](#)
[noqifowofl.pdf](#)