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When I wrote a post rating Sharpshooter feat as overpowered and calling it a combination with crossbow experts as the worst thing in dungeons and dragons, some readers stepped up to expose my bad take. But no one said the exploits were weaker than I claimed because most of the people who read my posts played D.D. Many people refuted the power of Sharpshooter plus crossbow experts, calling a spell with the power to win the meeting. Particularly good examples are animated objects (5th place), mass offer (6th) and power cell (7th). My posts about the most annoying low-level spells and higher-level spells add ammunition to this line of thinking. However, a glance at the spell tables at the level shows that even high-level charmers rarely get more than one chance to hand out one of these spells per day. Leading DZO designer Jeremiah Crawford explains: We're limiting how many spell slots you get at these top levels. You look at the table of spell slots and you go down the hill and you get there and you'll go, oh, just one. And he never rises. It's on purpose because it allows us to do Level 9 spells, for example, just crazy lunatics. But you get that crazy lunatic no more than once a day. Meanwhile, the combat nature optimized for damage blows up every meeting. More often than not, people have tried to refute my point of view by referring to other characters they rate as even more broken. What could be funnier than Sharpshooter and crossbow expert exploits combined with either a fighter using a samurai combat archetype or a ranger using the archetype of The Gloom Stalker? Also, you may ask how to build such funny characters (but only because your story concept arrives there organically). Read on. 1. Great Master of Weapons - Master pole-weapons Great Weapon Master and Polearm Master offer a combination of feats most comparable to Sharpshooter and Crossbow expert. The Great Weapon Master allows characters to trade -5 to hit for 10 pounds with heavy weapons, including polearms such as halberds and glaives. Polearm Master allows characters to use bonus action for additional attack. Of course, the extra attack starts with only 1d4 damage, but when each kick still deals 13-15 points of fixed damage, d4 is just seasoning. Alternatively, you can use the reaction to attack creatures that fall within your 10-foot reach. To create a character based on this combination, select the person to take polearm master when creating and then add the Great Master of Weapons to level 4. Either the barbarian or the fighter makes a good class to team up with these feats. Can use a reckless attack to gain an advantage by making landing blows at -5 easier. Battle Master fighter gets combat maneuvers such as Trip Attack, which allow you to gain an advantage in subsequent attacks. Later, the fighter gets more attacks. Plus the Riposte maneuver allows you to use your reaction to attack creatures that miss you with Attack. Are these exploits better than Sharpshooter plus crossbow expert? As strong as the combination of The Great Masters of Arms plus Polearm Master seems to be three factors make it less troublesome in the game. These warriors must engage in hand-to-hand combat and stand in the way of harm. Flying enemies can avoid their attacks. These warriors usually have to move into attack and switch targets. No combat style comparable to archery offers a bonus of 2 pounds to strike with a large weapon or polearm attacks. Paladin also makes a fun combination with these feats, but the class needs both charisma and strength, so trading ability to score improvements for feats hurts more. 2. Polearm Master and Sentinel Polearm Master and Sentinel creates a combination of feats capable of plucking monsters and dungeon masters alike. The pole-weapon master gets ways to trade bonus actions and reactions to additional attacks. When the clock land the opportunity to attack in a 10-foot reach polearm, the creature's speed becomes 0. The combination of reach and literal power stoppage allows these warriors to connect the 25-foot gap. To build a character based on this combination, choose a person to start with your favorite of the two feats. For fighters, choose a style of fighting defense. Combat master battle archetype brings several abilities that save your bonus actions and reactions to feats. Goading attack, Lunging Attack and Sweeping Attack maneuvers seem like a particularly good election. Cavalier combat archetype also goes well with these feats. Unwavering Marka helps you draw attacks and punish enemies who attack your allies. The Barbarians make a good match because they can shrug off the damage better than any other class. Choose The Way Bear Totem Warrior to resist everything but mental damage while you are raging. The Path of the Ancestors Keeper also makes a good choice, although the Spirit Shield feature takes the reactions needed to power your Sentinel abilities. Unlike armored fighters, unarmed barbarians need Dexterity and the Constitution to get high grade armor, so they suffer more when they trade improved scoring ability for feat. Are these exploits better than Sharpshooter plus crossbow expert? The character is built on these betting feats as the best way to frustrate monsters and DMs looking to maneuver past the party's front line. However, these characters shine less in larger spaces when attacks come from multiple directions, and against range and flying enemies. While these combinations prove to be strong, they lack the consistent dominance of Sharpshooter plus crossbow experts. But forget the exploits. The most common build is rated as more powerful combined paladin in combat skill and smite With a spell of class in the state of fuel more smites. Next: The best multi-class combinations with Paladin Related: How to Build a Sharpshooter That Wins D.J. Two DD Feats Everybody Loves (For Someone Someone Character) I'm not that familiar with 5e, but I'm playing the campaign soon, and I mean the nature of the concept. I have fond memories of playing longspear wielding a sorcerer in 3.x. Sorcerers have been wielding a simple weapon, with somehow included longspear, so he will stand up for the fighters and poke at the enemy. He focused on melee buff spells, and he basically used buffs on these fighters, but when necessary, he could buff himself and do Ok on the front line. The enlarged face was especially fun, as it gave it even more reach (er ... 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The fighter can become Eldrich's knight on level 3, then the multiclass in The Wizard on the 4th: - Start with all the fighting knowledge of weapons, including polearms - Action Splash and Great Weapon Fighting, so it's actually good in the fight - Two levels behind the other masters in terms of spells (so basically 1 whole level of spell) - Pike's call (or any other) As a bonus action, so it's pretty cool - can spend a human feat on Polearm Master - Using spells effectively to pact The Blade - a profession with only a pact of weapons that you get on level 3. - Can spend a human feat on Polearm Master, though won't own any until the Covenant unlocks. - To conjure a gleu(or whatever) of non-cooking as an actual action, so it's pretty cool too (but not as cool as the spending bonus action). - I think full caster, although they use slots differently, so I find it difficult to compare efficiency? - Using spells and polearms effectively level 3 It's hard for me to compare three secret spell lists without having a better feel for the system. I don't see my favorite spells having a positive effect, but there must be some good options, right? (although the zoom doesn't seem to provide any more features, so it's not fun) If you have an Xanathar guide around, your sorcerer can take Patron. You gain knowledge with medium armor and combat weapons and you can use your CHA instead of STR or DEX on melee attacks. Attacks. It's only the first level! You are limited to one-handed weapons if/until you take the Blade Pact at level 3, however. (Well, you can use a weapon with two hands, but the feature is to use CHA instead of STR or DEX only works on one-handed weapons or Covenant-Blade weapons.) Because of the concentration, the polishing in the 5e is much more limited. You want to throw the best positive effect of the spell for the situation and then avoid hitting/losing concentration. There are spells that don't require concentration, but they are often only self, or not as good as concentration spells. 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