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## Dnd 5e best monk multiclass

2017-02-18, 09:21 PM (ISO 8601) I just wonder, I know in general a lot of people say monk multiclassing bad as you lose on things like ki points and like this, but I imagine it's not all bad if you consider capstone has something really special and some other gains later as well as a little more flavor then essence. I first thought about it druids, in the pathfinder I made gestalted (it was a reddish drive) of a monkey shaman and master many patterns dwarf monk. It was hard to play I don't really want to recreate the complexity, but love ID for some fun multilayerideas! 2017-02-18, 09:42 PM (ISO 8601) a) Rogue, because rogue ... (Experience and infiltration attack) b) cleric/druid because spellcasting and stuff, the wild shape will be the waste. c) The magician. If you are not dumped charisma this can really be fun, especially with your favorite soul or draconian magician. MAGE ARMOR / DRACONIC RESILIENCE + Defense Adored or is a kind of favor (OP) depending on DM (because the rules are not clear, can be interpreted like your AC become 13 + DEX + WIS :3) rolling monk with high WIS, DEX high, decent cha, regular CON, dumping INT STR would be ideal for monk/magician. The narrative is powerful and also interesting for RP. I follow de path discipline and self-lighting to control my inner strength/gift. I imagine it can be an excellent hermit. 2017-02-18, 09:51 PM (ISO 8601) originally published by Nimlouth A) Rogue, because rogue ... (Experience and infiltration attack) b) cleric/druid because spellcasting and stuff, the wild shape will be the waste. c) The magician. If you are not dumped charisma this can really be fun, especially with your favorite soul or draconian magician. MAGE ARMOR / DRACONIC RESILIENCE + Defense Adored or is a kind of favor (OP) depending on DM (because the rules are not clear, can be interpreted like your AC become 13 + DEX + WIS :3) rolling monk with high WIS, DEX high, decent cha, regular CON, dumping INT STR would be ideal for monk/magician. The narrative is powerful and also interesting for RP. I follow de path discipline and self-lighting to control my inner strength/gift. I imagine it can be an excellent hermit. That doesn't look cool! Very bad wild shape is not worth it. 2017-02-18, 09:59 PM (ISO 8601) Cleric is the best. Some healing spells, a war cleric for some better fighting, etc. No Mage shield stack, uninsulated defense, and draconian flexibility. They are all methods of calculation. Nobody says they add to the defense. 2017-02-18, 10:02 PM (ISO 8601) Really Mag Shield does pile with unarmored defense? It seems strange, one is a fighting style and the other is a magic spell. 2017-02-18, 10:08 PM (ISO 8601) Found this building while searching monks the other day. The building is not improved by any means and does not require some cheese to be good, but it seems really fun. 2017-02-18, 10:08 PM (ISO 8601) Source does not matter. Don't say add this to your AC. Both instead provide formulas for calculating AC. You can use either formula, but you can't combine them. By contrast, both the shield and shield spell say they add to AC. Sorry this is a bit less than an explanation. Publishing from my phone. Last edited by gfishfunk; 2017-02-18 at 10:10 p.m. 2017-02-18, 10:11 pm (ISO 8601) Originally published by gfishfunk source does not matter. Don't say add this to your AC. Both instead provide formulas for your AC account. You can use either formula, but you can't combine them. By contrast, both the shield and shield spell say they add to AC. Sorry this is a bit less than an explanation. Publishing from my phone. No problem, if you have any ideas for a multiclass/dip monk that leaves me wont feel free to participate when you get time! 2017-02-18, 10:13 PM (ISO 8601) Our player is doing monk/rogue/warlock of some kind that works fine 2017-02-18, 10:24 pm (ISO 8601) im strange if kensai (from plate) is as bad as multiclassing. I know Shadowmonk gets some miles of multiclassing because not even to count, and I think kensai doesn't seem to be ki dependants either. 2017-02-18, 10:33 pm (ISO 8601) Favorites are: Shadow Monk X/Hunter Ranger 3 after Level 6 with Space Transport, pick up 3 levels of Ranger Hunter (preferably revised) for fencing style on your short word, hunter's mark for your multitude of attacks, and of course tremendous slaughter. The top end of the monk is then opportunistic; Since the attack gives you off your turn, you have the possibility of getting a huge extra proc killer all round. Sun Spirit x/Warlock 2 Sun Spirit gives you a great advantage of not ever having to pick up a mobile, and the juggler adds damage through your six-decimal 4 laser beam attacks. It is possible to get away from Warlock 1, but the extra spell slot gives a little more longevity to it, and you can also pick up some prayers to help you feindish extra power for the biggest fort every battle comes to mind, as satan does sight to get around lacking in darkness. Spoiler: Bad tactics appear to look at lich and smile a little, and I'm back to my feet what are you smiling about? Say hehe, you seem to have made... A terrible mistake:D Cool, bleeding actively on the floor\* ba-dom-ts'ha! Great try. Say a bad joke trying to make your opponent drop the guard. The oldest trick in the book. Trust me, I was there. \* Barbarian falling, sword in hands, from the top of the castle wall directly above lich\* 2017-02-19, 12:34 AM (ISO 8601) loved taking rogue 1 retreat for athletics experience to wrestle. Taking a dip for Warlock as monk's shadow for The Devil's Eye can be pretty cool though, although I personally really like to combine it all together for 13 Shadow Monk/1 Rogue/6 GOO Blade Warlock, with one with protest shadows to literally become a shadow killer. With goo level 1 you can also be a silent killer but still communicate with people. 2017-02-19, 01:06 AM (ISO 8601) unable to help but feel like a shadow monk Or the shadow of the rogue monk/Warlock has potential. Tho the latter requires cha investment I imagine. Get an impression outside maybe a drop level you don't want multiclass with an open hand. 2017-02-19, 01:16 AM (ISO 8601) originally published by Absinthesize help is not possible but feels like a rogue monk's shadow or a rogue monk/warlock shadow has potential. Tho the latter requires cha investment I imagine. Get an impression outside maybe a drop level you don't want multiclass with an open hand. Yes I think the build they're going in my group is... Monk 6/Warlock 2 (or 6?) / Rogue 12 (or 8?) ... They are half the goblin. I know they gave up wisdom and use the magi shield spell. Stats something like this 8/16/14/10/14/14/14? 2017-02-19, 01:16 am (ISO 8601) I think the best is the shadow monk and sorcerer 2 to look at the devil since the shadow monk can generate darkness but can not see through the darkness that creates. I'm endly excited by the blush on the cheek. I'm Rogue! 2017-02-19, 04:00 AM (ISO 8601) This sounds strange, but... Barbarian. Aug, but this has no synergy! - You just have to find it. Start barbarian (as both types of unarmored defense are exclusive to each other, and you won't be pushing your wisdom), and put your highest stats in Street, Con, Dex (in this order), followed by wisdom. Get rid of Cha and Ent, it's just going to be a combat miracle. Then get monk levels and a few barbarian levels (most likely get up to 5 monk for extra attack asap, but that's up to you); barbarian will remain a dip, maybe just up to three levels. Feel free to take more if you want cool class features like bonus movement etc. You now have with a man with the highest horse of pure monk that has access to anger at least 2 times a day, attacks with strength rather than dexterity (which feels the opposite of the intuitive of the monks), and can benefit from the least damage taken while putting out the +2 damage for each attack made with str (and as a monk, you get a lot of attacks that actually matter, it's like a slightly weaker version but a little more consistent than the hunter's mark/decimal); you also have the advantage when it comes to wrestling and out of wrestling, but this basic concept is not the basic concept. Cons: Low wisdom. Will not benefit from the features of the monk directed to Wis, which may hurt. Low AC. Your DEX won't be pumping up much, so your AC will probably start at something about 13-14 and get up slowly, but not dramatically. Remember although you have more horse and resistance to most weapon damage (bear go because I don't care what damage, I just take less), so that hurts less than you might think now. That build was played once in Level 6, which is a very low level to make it really shine, but it worked anyway. For playplay; Either go Bruce Banner - a monk in his daily life, but when he gets mad, his anger combined with martial arts make him an unstoppable set of fists and death until he calms down - or the rage of being drunk. Drunk grip pattern It is something that really exists in Chinese martial arts, and although it's only copied drunk movements, it was fun to fling down half a bottle of moonshine as a bonus measure (= enter anger) and then hit harder and feel less pain while riding goblins to death with my fists of boozed-up stupe. Can I touch before talking to that guy? ... I mean I can cast a touch spell on... He added it as possible both, but one is likely to lead to a bad result. 2017-02-19, 4:03 am (ISO 8601) originally published by Sigreid I think the best is a shadow monk and sorcerer 2 to look at the devil since dark shadow monk can be born but can't see through the darkness that creates. Imo builds exaggerated, for a simple reason: you can freely attack in this 15th circle of darkness, but no one else can - including your party, unless they are also charlatans. It takes out a lot of fun if you're a fighting man killing the enemy while others sit outside the dark playing idly with your thumb until you're done. Don't get me wrong; it's awesome, but it shouldn't be the common strategy you use in every battle. Can I touch before talking to that guy? ... I mean I can cast a touch spell on... He added it as possible both, but one is likely to lead to a bad result. 2017-02-19, 04:07 AM (ISO 8601) very true, our sorcerer does this over and over again. Now no one can see 2017-02-19, 06:10 AM (ISO 8601) originally published by Fowhoun438's favorites are: Shadow Monk X/ Hunter Ranger 3 after Level 6 with Space Transfer, pick up 3 levels of Ranger Hunter (pre-revised) for fencing style on your short password, hunter's mark for your multitude of attacks, and of course a formidable of slaughter. The top end of the monk is then opportunistic; Since the attack gives you off your turn, you have the possibility of getting a huge extra proc killer all round. This is my plan for Wiltd Monk 2017-02-19, 06:22 AM (ISO 8601) I'm kind of like a clergyman. Not close to optimization for any of the category, but I like the idea of a clergyman of sprite wood running on the battlefield more quickly to heal people, especially if the mobile feat is available. 2017-02-19, 07:30 AM (ISO 8601) originally published by kladams707 I'm somewhat like a clergyman. Not close to optimization for any of the category, but I like the idea of a clergyman of sprite wood running on the battlefield more quickly to heal people, especially if the mobile feat is available. I love it too maybe 3 thief for quick hands I love the open-handed monk, with some hunter guard and clergy life... It feels very earthy and really helps give that wisdom some oomph. Last edited by djeyrnolds; 2017-02-19 at 7:30 am 2017-02-19, 07:33 AM (ISO 8601) Originally published by Quoxis This Sounds Strange, but ... Barbarian. Aug, but this has no synergy! - You just have to find it. I really love this combo, but I can't make it work. From my reading, barbarian anger applies only to melee gun attacks, which Monk attacks are not... If you've read the error let me know, because it is the perfect combo of a drunken master style character! 2017-02-19, 09:01 AM (ISO 8601) originally published by Absinthesize just wondering. I generally know a lot of people say multiclassing a bad monk as you lose on things like ki points and like this, but I imagine it's not all bad if you consider capstone has something really special and some other gains later as well as a little more flavor then guaranteed. I first thought about it druids, in the pathfinder I made gestalted (it was a reddish drive) of a monkey shaman and master many patterns dwarf monk. It was hard to play I don't really want to recreate the complexity, but love ID for some fun multilayerideas! Hello! For small retreats, give my answer on the subject: the best level of retreat for a monk. For complete builds, you have some interesting (some early online, some very late internet) there, including my own suggestions: the best wisdom of Gish. For a direct answer, beyond the above suggestions in related topics, I love... Assassin's Shadow Monk/Rogue (Assassin or Prankster): Usually 13/7 or 14/6. Use spells to pair the experience to make your way, then strike and leave, unnoticed. The warlord requires a DM allowance from UA to Guard Without Spellless. Battlemaster 3 / Spellless Ranger 3 / Life Clergyman 1 / Druid 1 / Unlock Hand Monk 12: Strengthen your allies with park or command enemies to drop, use the expected good life to keep your troops out of combat, wreak havoc on the battlefield with your Shillelagh and wave of blows by pushing or spectacular lying around. You can work with other monk methods if you want to keep ki just for an amazing hit anyway. The one that never dies is tough if you want to use all the category features, works fine if you unload either CHA or WIS and select features that adapt to it. Also, dm license requires Magic Shadow 3 / Long Death Monk 14 / Barbarian Bear 3. Normally, you will only survive with THP Monk and sometimes reward saving throw from the magician. In the end, for the biggest battle, you can stack a mirror image + 1B AC + Resist Anger + THP + Save the Magician + Save the Monk to avoid dropping to 0 hp. The Pyromancer 4 Elements Monk 11 / Don't Die Light Warlock 1 / Draconian Magician 6 Max Cha and DEX I, CON III, WIS Past. Start enchanting if you plan to use hex/had at the end, otherwise who cares. Go Monk 5, then Warlock (Hex), then magician, monk finished. You end up with a powerful short rest of Fireball (Ki), short rest shield (Warlock), Green Flame Blade when you're not using bonus action to attack, and a bunch of long rest enthusiasts/debuffs for bigger battles. 2017-02-19, 11:19 AM (ISO 8601) originally published by IMO Quoxis that are overbuilt, for a simple reason: you can freely attack in this 15-foot dark cloud, but no one else can - including your party, unless they are also sorcerers. It takes a lot of fun if you're the fighting man who kills. Enemy while others sit outside the darkness playing idly with their thumb until you did. Don't get me wrong; it's awesome, but it shouldn't be the common strategy you use in every battle. I was thinking that I would be the man who starts the fight you shade in there and then with one with the shadows still recalling until the guard comes around and then goes 200% on it. 2017-02-19, 11:23 AM (ISO 8601) originally published by IMO Quoxis that are overbuilt, for a simple reason: you can freely attack in this 15-foot dark cloud, but no one else can - including your party, unless they are also juggling. It takes out a lot of fun if you're a fighting man killing the enemy while others sit outside the dark playing idly with your thumb until you're done. Don't get me wrong; it's awesome, but it shouldn't be the common strategy you use in every battle. This depends on how you use your darkness when battling groups of enemies it allows you to separate a couple from outside the main body for their meal piece while the rest of the party deals with those that are not in the dark. I'm endly excited by the blush on the cheek. I'm Rogue! 2017-02-19, 11:23 PM (ISO 8601) originally published by Sigreid depends on how you use your dark. When battling groups of enemies it allows you to separate a couple from outside the main body for their meal piece while the rest of the party deals with those that are not in the dark. This one. The ones that I used it, I opened the fight by blasting out the magical darkness in people, drawn in melee enemies. Then my best teammates down the enemies ranged. Then I dug the darkness. Very effective for group division. 2017-02-20, 02:11 AM (ISO 8601) originally published by Solzac I really like this combo, but I can't make it work. From my reading, Barbarian Rage applies only to melee weapons attacks, which do not constitute bonus monk attacks... If you've read the error let me know, because it is the perfect combo of a drunken master style character! It's a long time old raw conflict point, your fists counting as magic weapons at some point. RAI I don't see why anger makes you hit harder with your weapons, but not with your fists. Talk to your DM, as always when it comes to this. Can I touch before talking to that guy? ... I mean I can cast a touch spell on... He added it as possible both, but one is likely to lead to a bad result. 2017-02-20, 02:19 AM (ISO 8601) originally published by Quoxis It's since an old point of conflict. RAW, your fists count as magic weapons at some point. RAI I don't see why anger makes you hit harder with your weapons, but not with your fists. Talk to your DM, as always when it comes to this. for example, an unarmed strike is considered an attack with weapons, although the attacker's body is not a weapon. 2017-02-20, 02:20 AM (ISO 8601) Originally published by Quoxis It's A Long Time Ago point of conflict. RAW, your fists count as magic weapons at some point. RAI I don't see why anger makes you hit harder with your weapons, but not with your fists. Talk to your DM, as always when it comes to this. I understand, but as it will be an adventure league character I have to play with RAW. (2017-02-20, 02:33 am (ISO 8601) Unarmed raid explicitly mentioned as an armed attack melee. Check out errata. Does anger need the Ministry of Women's Affairs, or does it require a weapon? Weapon?

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