

Dual Wielding 5e feat dnd attack | Fighting with Two handed Weapon

Dual Wielding 5e feat dnd

Most gamers of 5e will agree that dual wielding 5e feat is inherently suboptimal. That's to say. It's just straight-up worse than other options for most personalities. But dual-wielding for a concept could be quite remarkable for Two Weapon fighting in 5e.

Source: Player's Handbook

- *You learn fighting with two weapons, obtaining the following benefits:*
- *You gain a +1 bonus to AC when you are wielding a separate melee weapon in each hand.*
- *And you can use two-weapon fighting 5e when the one-handed melee weapons you're wielding are not light.*
- *You can draw or store two one-handed weapons when you'd typically be able to remove or stow only one.*

Two Weapon Fighting 5e rules

Suppose you choose the Attack action and Attack using a mild melee weapon that you're holding in one hand. You may use a bonus action to attack with another light melee weapon that you are holding in the other hand. You don't add your ability modifier to this bonus attack's damage unless that modifier is adverse. If either weapon gets the thrown property, you can throw the weapon rather than making a melee attack.



The Dual Wielding 5e feat permits non-light weapons in dual-wielding and provides a +1 to AC when wielding two weapons. But the critical issue is that 5e Two-Weapon fighting uses your bonus actions. It means there are many attributes, spells, and skills you can't use in conjunction with Two-Weapon fighting 5e on a single turn. It is the most important reason it is generally considered sub-optimal. Let us focus on this when evaluating if a class or archetype is best for dual-wielding in 5e dnd feat.

The other thing is to think about spellcasters. Suppose you don't have [War caster](#) and a weapon useable as a [spellcasting focus](#). You'll want to drop among these weapons and grab a guide whenever you cast a spell with material elements. Based upon your DM, you may need to drop it even for somatic components.

Rogue & Ranger

Rogue (Not a Swashbuckler): This is pretty good because Rogues usually only get one opportunity to hit per turn. Assassin mainly can take benefit, so to speak, of this on their very

first turns in battle. However, you can not use Cunning Action and second Attack together, so you'll have to plan on how your AC 14-17 rogue will stay out of too much problem. Mobile can help. Don't combine this with a Mastermind or even Inquisitive unless you have a good reason.

It could be gloomy. But suppose you're not playing a Swashbuckler. In that case, ranged attacking is always the better option for you. It means you are forfeiting some actual damage possible by playing, say, a Scout Dual Wielding 5e rather than a Scout Stealth Archer.

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Rogue (Swashbuckler): This is the best of all Dual wielding 5e feat choices. Plus, you get that [sneak attack](#) damage even when no one is near your enemy! Amazing. That is an excellent selection for dual-wielding in 5e. Swashbuckler is much more optimal than a Swashbuckler who does not dual-wield, even if the latter of the two has a defense.

Ranger: Spells of Hunter's Mark could be helpful against that one massive enemy. The amount of bonus action spells and features that Rangers get to make this a build just more useful for a few than using another bonus action capability. That could most likely be quite bad when coupled with Horizon Walker, Beastmaster, or even Monster Slayer. Nonetheless decent because Gloomstalker or Hunter could probably make use of it.

Barbarian, Bard, Cleric, Druid

Barbarians: Need their bonus action on the initial turn of the majority of combats to rage. Additionally, dual-wielding Barbarians do not benefit from what some would assert to be the best feat to get a Barbarian: Great Weapon Master. Just do not make a Berserker.

Bard: Sword Bards make fairly good dual-wielders since they capture the fighting mode and may add their Bardic Inspiration

dice for their attacks. Anything else probably shouldn't be in melee or gets too many bonus action features to be optimal.

Clerics: Need their bonus action to cast the spells like Healing Word or Shield of Faith, that, arguably, would be the reason the melee character could be a Cleric, rather than, say, a Paladin. Besides, you'll have to drop that sword to cast quite a few of your spells.

Druid: It is the Same as Cleric, with the added disadvantage of not being proficient with heavy armor and not being permitted metal armor.



Fighter, Monk & Paladin

Fighter: get more attacks than anyone else at the higher levels, together with Action Surge granting them more but another bonus action. Cavalier and Eldritch Knight get bonus action attacks at particular levels; Samurai requires its main attribute's bonus actions. Battlemaster does not need an extra opportunity to hit, together with Precision Strike (carrying bonus actions) Feinting Attack increasing precision. Champion may like dual wielding 5e if only for the excess opportunity to score a critical hit. Still, since this Champion is, even because of dual wielding 5e, at most doing 2d8 damage with that crit, it is not as satisfying as most weapons are.

Monk: Gets half of the damage and attributes attached to their incentive actions. Don't do so unless you've got a specific magic thing or concept you would like to do. Niche builds like Dual-Wielder-feat-bearing monks can find a nice AC boost, particularly Kensei.

Paladin: Assessing their bonus actions due to their smite spells. But if you want more Divine Smites, this may be a decent option; 3 potential smites in 1 turn might appear to be worth it. Too bad you don't get the fighting mode, however. Bearing that in mind, this is purple for archetypes such as the Vengeance Paladin, who already have bonus action attributes, and just barely blue for Paladins who don't. Warcaster is not necessary for your smites.

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Sorcerer & Warlock

Sorcerer: If you're creating a melee sorcerer, you are typically making a mistake, but creating a dual-wielding one is probably even worse. I can think of this would look at all viable is that a Draconic Origin (for organic armor) Sorcerer who. . .actually, almost any of them would most likely be strictly worse than utilizing Booming Blade and hastening it

when necessary. And you do still have a d6 hit die. Warcaster will not save this choice.

Warlock: If you are playing with a melee warlock, you are likely playing a Hexblade. It means you'll most likely be wanting to use Hexblade's Curse for the first incentive activity and regretfully forgoing some of the bonus action Invocations that demand that. But it is not a bad idea, especially because you may have a Hexed blade in 1 hand and your Pact blade in the other. A level 3 invocation enables you to utilize it as your spellcasting focus. Warcaster will most likely help you quite a bit.

However, you still have d6 hit dice. Your Ward and AC boost only help up till that one critical hit. Of course, such as with Sorcerers, this can be more of a problem with playing any Melee-focused Wizard. None is affected by dual-wielding. You can't use a weapon for spellcasting attention, but you don't need it for all.

Do you require any feat for two weapons fighting 5e?

Thankfully in 5e, you do not require any feats to make two-weapon fighting workable. They did provide an effort that helps those builds along, though, called "Dual Wielder 5e." It's a solid feat, and you should think about taking it if you anticipate doing mainly two-weapon fighting. Just keep in mind the skill score increase you will be giving up for it, and it can often be better to boost your stats.

Dual Wielding 5e feat

- You master fighting with two weapons, gaining the following benefits:
- You get a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

- It's possible to use two-weapon fighting even when the one-handed melee weapons you're wielding are not light.
- It is possible to draw or stow two one-handed weapons when you would generally remove or stow only one.

Summary

"You get a +1 bonus to AC while you are wielding another melee weapon in each hand."

The AC [bonus](#) goes a very long way towards making up to the shield you are missing out on by putting a weapon off hand. It's still not as defensive as a shield, but it helps.

"You are able to use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light."

That is the critical piece, all those weapon evaluations we'd earlier go right out the window, and now you can catch a set of whatever one-handed weapons you'd like. Usually, this lets you update from d6 weapons to whatever d8 weapons you'd like to try. But it also unlocks some mad builds like dual whips or even the timeless web and trident combo.

"You are able to draw or stow two one-handed weapons when you'd normally be able to draw or store one." That will be better or worse, depending on how much of a stickler your DM is. Technically, you should only be able to draw one weapon as part of your turn's movement. It lets you circumvent this problem. However, most DMs do not enforce this issue, so this "Feature of Dual Wielding 5e" will be essentially wasted.