

On the other sheets, scroll down. The nice graph is below the wall of numbers.

Hello and welcome to the crunch!

This started off as a way to compare my hexblade builds, but I decided to expand it out to some other classic DPS builds, and some 'baseline' class damage for comparison. If anything is amiss technically, PLEASE let me know. I doubt I did everything perfectly the first time.

I think I've optimized the level progression pretty well, but I might have missed something. Also I really only understand warlocks, if I got one of the other class features wrong please give me a heads up.

Everyone rushes their primary stat to 20, then diversifies to feats. The other way around might be better for raw DPS, but I don't consider that good practice.

When I say "sustained" damage here, I don't mean indefinitely resource-free. More so, you can keep it up for like 10 rounds, multiple times per short or long rest. I'm sure you can smite 15 times in a row. That is not sustainable.

I was right on the fence about including Flurry of Blows as "sustainable," but I included it because without it monks don't even rank. If the big nasty is nasty enough for Hexblade's Curse, it should get a good pummeling too.

Rough level progression:

Level 3 Everyone has class features. Variant humans start with their feats. Everyone has a 3 in their primary stat.
Level 5 Extra attacks, second rank cantrips. Primary stat 4.
Level 9 Primary stat 5, except fighters who got it at level 6. They also get a second feat.
Level 13 Fighters get a third attack, cantrips are third rank. Everyone put an ASI into a feat.
Level 17 Fourth rank cantrips. Another ASI feat.

Alright here's who I'm running now, Julia, the edgiest possible character. Also the highest DPR I know how to brew.

Half-Drow Hexblade 3 / Divine Soul X, Darkness/Devil's Sight, Eldritch Blast, Hexblade's Curse, Spiritual Weapon, Elven Accuracy

I'm adding this to the other charts now.

Level 0 Half-Drow (SCAG variant) because we want as many Darkness casts as possible. Buy 8/13/15/10/10/15, racial bump to 8/14/16/10/10/17
Level 1 **Divine Soul 1** Good-aligned for Cure Wounds. We don't want to die at level 1. Sorcerer first level because CON save proficiency, we NEED those concentration checks
Level 2 **Hexblade 1** Eldritch Blast. It's what we signed up for. Also, Booming Blade, because sometimes things get in your face. AC is now 16-18, medium armor + shield, depending on gold.
Level 3 **Hexblade 2** Agonizing Blast, Devil's Sight. Racially, we get faerie fire now, which is nice.
Level 4 **Hexblade 3** Make those short rest spells 2nd level. Learn Darkness as a warlock spell, so we don't have it clogging up the good Cleric and Sorcerer spells later.
Level 5 **Divine Soul 2** Now we start rushing Divine Soul 4, for the ASI. This is actually a power-spike level: Eldritch Blast fires twice, and the Half-Drow gets Darkness racially. We also swap Cure Wounds for Healing Word.
Level 6 **Divine Soul 3** Spiritual weapon! Also, Lesser Restoration is low-key nice.
Level 7 **Divine Soul 4** Three levels late, finally have Elven Accuracy. I shuffled the level progression around, rushing Hexblade 3 after the first sorcerer level: advantage to hit/disad to be hit is more important than getting Elven Accuracy!+4 CHA mod
Quick recap on what just happened: we have polearm master, better, 60 to 100 feet away, two Eldritch Blasts, one Spirit Weapon stab, with improved crit range and Elven Accuracy advantage.
Level 8 **Divine Soul 5** Third level spells! Revivify and Counterspell. We have enough damage that we can focus on keeping everyone alive. Also, if you're helpful enough, the fighters might not mind that you're making them look like chumps :) Also we can twin revivify
Level 9 **Divine Soul 6** Class feature, I guess? It's good for Prayer of Healing, but we have a Life Cleric 1/Druid X already, right? :) As a HUGE weird thing here, a sorcerer can make a 4th level spell slot at level 6! UPCASTED SPIRIT WEAPON
Level 10 **Divine Soul 7** 4th level spells. I'm not consistently impressed by 4th level spells, EXCEPT UPCASTED SPIRIT WEAPON BABY
Level 11 **Divine Soul 8** If we were an actual level 8 character, this would be a snooze level. BUT! 20 CHA! 3 Eldritch Blast beams! Damage is getting crazy now
Level 12 **Divine Soul 9** 5th level cleric and sorcerer spells! Whatever you want, you got it! Importantly Greater Restoration, so we can coffelock mercilessly by Restoring exhaustion.
Level 13 **Divine Soul 10** Another metamagic option? (we already got quickened and twinned, obviously) some cleric spells get funky with increased duration. We'll do that.
Level 14 **Divine Soul 11** 6th level cleric and sorcerer spells! Neat.
Level 15 **Divine Soul 12** ASI! War Caster, I think. With +8 to CON saves and advantage, we should hold onto Darkness pretty well
Level 16 **Divine Soul 13** 7th level cleric and sorcerer spells! Good.
Level 17 **Divine Soul 14** A sorcerer class feature, and just the best one we could ask for. Let's do all the stupid shit we've been doing until now, but 100 feet in the air. ALSO 4 BEAMS ON ELDRITCH BLAST
Level 18 **Divine Soul 15** 8th level spells! Yep these are good alright.
Level 19 **Divine Soul 16** An ASI? I don't even know. Spell Sniper? Shoot things from 200 feet in the air?
Level 20 **Divine Soul 17** Finally, Level 20, and 9th level spells. It would be so weird to be a 20th level caster without them.

