

I'm not a bot





Given article text here The Fastest and Most Effective Way to Level Your Paladin in D2R For those who are new to the game or returning after a long time, this guide is designed to provide a fast breakdown of the skills and gear required for your Paladin. With the right build selection and stat point placements, you can progress efficiently throughout your playthrough. At level 14, join or create "Tristram Runs" to gain experience and equipment. Alternatively, complete solo and participate in "Countess" runs for Low-level runes. Once you've cleared Act 2, move on to the Canyon of the Magi and start Tombruns until level 24. This method allows you to reach a higher level than usual. As you progress through Act 3-4, follow the quest lines and slay your way to Act 5. You'll be heading towards completing "Arreat's Summit" ancients quests at this point. After that, focus on Baal runs until level 40-44. At this stage, Holy Fire will become less effective in Nightmare mode. You now have two choices: become a Hammerdin or Fist of Heaven user. Early on, place your stat points into Vitality and Strength to prepare for "Stealth" Runeword at level 17. Allocate additional strength points until you reach 35. This will see you through Act 5 ready for "Ancients Pledge." For the most popular character build in Diablo 2, refer to the Hammerdin guide below. You can verify the viability of this build in PvM by checking our PvM Tier List. The core skills for the Hammerdin include allocating points to prerequisites, Blessed Hammer as the primary skill, Vigor for mobility and synergy, Blessed Aim for synergy, Concentration for damage, and Holy Shield for defense. Since Blessed Hammer is only available from level 18, it's recommended to use a generic melee Paladin build and respecialize upon reaching level 18 for a smoother experience. For stat points, a Hammerdin needs 103 Strength to equip gear like an Enigma Archon Plate, but in practice, only around 40 base Strength is required, with the rest coming from gear. Allocating more than necessary to Strength is unnecessary since damage doesn't scale with it. A Hammerdin also needs between 130 and 170 Dexterity to reach a 75% chance to block, depending on character level, gear, and Holy Shield level, which can be calculated using an online calculator. For Vitality, 250+ is recommended, with excess points allocated to it as long as Strength requirements are met. A 5:3 ratio of Vitality to Dexterity can help maintain survivability while leveling. Energy is not necessary, with stat points better spent elsewhere due to the availability of Mana Potions. Key gear items for a Hammerdin include those that provide synergy and defense, such as the Herald of Zakarum and high-level Holy Shield. Hammerdin guide, covering details on Hammerdin items and alternative builds. Refer to Gear section for per-slot breakdown. Video guide also available for build overview. Hammerdin Mercenary options include Defensive (Holy Freeze) or Offensive (Might) Desert Guard in Act 2. Nightmare difficulty. For detailed gear breakdown, refer to Gear section. Hammerdin Early Leveling provides a generic melee Paladin skill point progression for smoother leveling up to level 18. Assume respecialization towards final Hammerdin skills upon reaching level 18. Changelog: added video guide embed (Sep 2021), page added (Aug 2021). Paladin Leveling Guide offers tips and insights on Immunities and difficult fights, with step-by-step skill trees and accessible items for a smoother playthrough. When playing with a Vigor Level between 44-76 and participating in Skill Quests, alternate Concentration and Vigor to maximize Vigor. Then switch to Concentration and Blessed Aim, eventually maxing out the latter once Concentration is reached. The goal is to have more Synergy points invested than the total Concentration level. As you play, prioritize Synergies over stat point allocation, focusing on Strength for Spirit if needed and Vitality otherwise. Keep in mind that all Leveling Guides are applicable in Hardcore mode. When gearing up, consider the shared stash's availability and the potential need for better equipment. The Paladin Guide is intended to help you achieve your desired endgame build. With Blessed Hammer, nearly any enemy will be easily defeated; good luck with your journey!

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