

HYBRID PALADIN

35 HOLY

16 RETRIBUTION

This spec is popular amongst players that wish to not only have raid viability, but also have some DPS and solo potential as well. It combines the healing aspects of the Holy Tree with some of the goodies from the Retribution Tree.

HOLY TREE



DIVINE STRENGTH 5/5



Divine Strength increases your strength by 10%, giving you more melee attack power, making you able to deal more DPS.

DIVINE INTELLECT 5/5



Divine Intellect increases your total intellect by 10%, granting you a higher mana pool, which allows you to grind mobs longer and have less down time.

REQUIRES 5 POINTS IN HOLY TALENTS

SPIRITUAL FOCUS 5/5



This talent is invaluable when in the heat of battle. Spiritual Focus effectively gives you a 70% chance to ignore interruption effects caused by damage when casting your Holy Light or Flash of Light spells. This is great for soloing, PVP, and raid encounters where area damage is dealt.

REQUIRES 10 POINTS IN HOLY TALENTS

HEALING LIGHT 3/3



Healing Light, simply put, makes you a better healer via a 12% increase to your Holy Light and Flash of Light spells. Over the course of a long battle, this bonus really adds up.

CONSECRATION 1/1



Consecration deals holy damage over a small area in a radius that you place upon the ground. This ability is great for grabbing the threat of multiple mobs or forcing players out of stealth.

REQUIRES 15 POINTS IN HOLY TALENTS

IMPROVED BLESSING OF WISDOM 2/2



Should you choose this talent, Blessing of Wisdom will most likely be the blessing that you choose to cast in a raid for the casters. The bonus to your blessing given by this talent is 20%.

ILLUMINATION 5/5



Illumination is an extremely important talent for a Paladin who takes his or her support role seriously. Whenever your Flash of Light, Holy Light, or Holy Shock lands critically, you are refunded the entire base mana cost of the spell to your mana pool. This makes long battles and mana conservation quite a bit more manageable.

REQUIRES 20 POINTS IN HOLY TALENTS

DIVINE FAVOR 1/1



When activated, Divine Favor guarantees your next Holy Shock, Flash of Light, or Holy Light spell to land critically. This talent works quite well with Illumination.

LASTING JUDGMENT 2/3



Two points in Lasting Judgment grants you a bonus 20 seconds to the duration of all Judgments, giving you extra time to heal or deal damage.

REQUIRES 25 POINTS IN HOLY TALENTS

HOLY POWER 5/5



Holy Power is a simple yet powerful talent that increases your chance to land a critical strike with holy spells and heals by 5%, giving you an extra edge.

REQUIRES 30 POINTS IN HOLY TALENTS

HOLY SHOCK 1/1



Holy Shock is a versatile spell that either heals an ally for a modest amount instantly, or deals instant holy damage to an enemy. This is a great ability to use when you need to top off a fellow player or deal some added burst damage to a foe.

RETRIBUTION TREE



IMPROVED BLESSING OF MIGHT

5/5



This talent not only gives you some added DPS to your attacks, but also grants the melee attackers in your party and raid a boost as well when using your Blessing of Might.

BENEDICTION

5/5



Benediction reduces the overall mana cost of your judgments and seals by 15%, letting you spend that precious mana on other things.

REQUIRES 10 POINTS IN RETRIBUTION TALENTS

CONVICTION

5/5



This talent is a great way to supplement your personal DPS, giving you an extra 5% to your critical strike rating.

SEAL OF COMMAND

1/1



Seal of Command is the real boon of choosing this spec into the Retribution Tree. When cast, Seal of Command grants you a high chance to deal 70% of your weapon damage as an extra holy attack. If you choose to unleash this seal, it deals instant damage to your target.



THE HYBRID PALADIN

STRENGTHS OF THIS TEMPLATE

Versatility is the true strength of this build, allowing you to remain an effective healer and support class, while retaining the ability to defend yourself and deal DPS when it is needed.

ROOM FOR FLEXIBILITY

Should you choose to allocate your points into any other trees this build either loses its healing power or damage potential and becomes an entirely different build in the end. If healing and damage are your forte, then you do not want to shift around the talents too much unless something else suits your play style entirely.

EQUIPMENT

For your healing role, seek out plate drops with plus healing, intellect, and critical strike rating to spells. The tiered sets from the endgame dungeons provide this for you.

Since this is a hybrid build, you should also keep an eye out for plate with a wide variety of stats that increase not only your mana pool, but also your strength, stamina, and agility. Plus healing/damage, critical strike, and critical strike to spells are also quite effective in supplementing your damage abilities. Plate that is meant for Paladin DPS is quite obvious in its statistic allocation, so there should not be much debate in what is meant for this role.

FINAL NOTES

A Paladin can be many things, and this spec really brings that to light. While your main role is that of a support class and a healer, this spec ensures that you are not left totally defenseless as well when you need to confront and vanquish your foes.

