



Amazon Javelin & Spear Skills



Jab

Required Level: 1
Prerequisites: None

Effect: Multiple attacks within the time span of a normal attack, each jab a bit less powerful than the last.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	2.0	2.2	2.5	2.7	3.0	3.2	3.5	3.7	4.0	4.2	4.5	4.7	5.0	5.2	5.5	5.7	6.0	6.2	6.5	6.7
Attack +%	10	19	28	37	46	55	64	73	82	91	100	109	118	127	136	145	154	163	172	181
Damage +%	-15	-12	-9	-6	-3	0	3	6	9	12	15	18	21	24	27	30	33	36	39	42



Power Strike

Required Level: 6
Prerequisites: **Jab** [1]



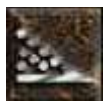
Effect: Adds lightning damage and increases normal damage to thrusting attacks.

Gives Synergy Bonuses to:
Lightning Bolt: +3% Lightning Damage Per Level
Charged Strike: +10% Lightning Damage Per Level
Lightning Strike: +8% Lightning Damage Per Level
Lightning Fury: +1% Lightning Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	2	2.2	2.5	2.7	3	3.2	3.5	3.7	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7
Attack +%	20	32	44	56	68	80	92	104	116	128	140	152	164	176	188	200	212	224	236	248
Lightning Damage	1-16	1-34	1-52	1-70	1-88	1-106	1-124	1-142	1-178	1-214	1-250	1-286	1-322	1-358	1-394	1-430	1-484	1-538	1-592	1-646

Power Strike Receives Synergy Bonuses From:

Lightning Bolt: +10% Lightning Damage Per Level
Charged Strike: +10% Lightning Damage Per Level
Lightning Strike: +10% Lightning Damage Per Level
Lightning Fury: +10% Lightning Damage Per Level



Poison Javelin

Casting Delay: 0.5 Seconds
Required Level: 6
Prerequisites: None



Effect: Thrown javelin causes poison damage and leaves a trail of poison clouds.

Gives Synergy Bonuses to: **Plague Javelin:** +10% Poison Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4.0	4.2	4.5	4.7	5.0	5.2	5.5	5.7	6.0	6.2	6.5	6.7	7.0	7.2	7.5	7.7	8.0	8.2	8.5	8.7
Poison Damage	25-37	46-62	75-93	109-131	150-175	196-225	250-281	309-343	412-459	528-589	656-732	796-890	950-1062	1115-1248	1293-1448	1484-1662	1750-1953	2034-2264	2337-2595	2659-2946
Duration (seconds)	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46

Poison Javelin Receives Synergy Bonuses From: **Plague Javelin:** +12% Poison Damage Per Level



Impale

Required Level: 12
Prerequisites: **Jab** [1]

Effect: A more powerful attack with an increased chance the weapon will lose durability.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Attack Mod %	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575
Weapon Durability %	46	42	40	37	35	34	33	32	31	30	29	29	28	27	27	26	26	26	26	25
Damage +%	300	325	350	375	400	425	450	475	500	525	550	575	600	625	650	675	700	725	750	775



Lightning Bolt

Required Level: 12
Prerequisites: **Poison Javelin** [6]



Effect: Leaves a trail of lightning and does lightning damage.

Gives Synergy Bonuses to:
Power Strike: +10% Lightning Damage Per Level
Charged Strike: +10% Lightning Damage Per Level
Lightning Strike: +8% Lightning Damage Per Level
Lightning Fury: +1% Lightning Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7	9	9.2	9.5	9.7	10	10.2	10.5	10.7
Lightning Damage	1-40	1-52	1-64	1-76	1-88	1-100	1-112	1-124	1-142	1-160	1-178	1-196	1-214	1-232	1-250	1-268	1-296	1-324	1-352	1-380

Converts 100% Physical Damage To Elemental Damage

Lightning Bolt Receives Synergy Bonuses From:
Power Strike: +3% Lightning Damage Per Level
Charged Strike: +3% Lightning Damage Per Level
Lightning Strike: +3% Lightning Damage Per Level
Lightning Fury: +3% Lightning Damage Per Level



Charged Strike

Required Level: 18
Prerequisites: **Jab** [1], **Poison Javelin** [6], **Power Strike** [6],
Lightning Bolt [12]



Effect: A lightning attack that releases charged bolts.

Gives Synergy Bonuses to:
Power Strike: +10% Lightning Damage Per Level
Lightning Bolt: +3% Lightning Damage Per Level
Lightning Strike: +8% Lightning Damage Per Level
Lightning Fury: +1% Lightning Damage Per Level

NOTE: Charged Strike allows you to add Charged Bolt to your Spear attack.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4	4.2	4.5	4.7	5	5.2	5.5	5.7	6	6.2	6.5	6.7	7	7.2	7.5	7.7	8	8.2	8.5	8.7
Damage	1-30	1-42	1-54	1-66	1-78	1-90	1-102	1-114	1-130	1-146	1-162	1-178	1-194	1-210	1-226	1-242	1-262	1-282	1-302	1-322
# of Bolts Released	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7

Charged Strike Receives Synergy Bonuses From:
Power Strike: +10% Lightning Damage Per Level
Lightning Bolt: +10% Lightning Damage Per Level
Lightning Strike: +10% Lightning Damage Per Level
Lightning Fury: +10% Lightning Damage Per Level



Plague Javelin

Casting Delay: 4 Seconds

Required Level: 18

Prerequisites: **Poison Javelin** [6], **Lightning Bolt** [12]



Effect: Similar to Poison Javelin with an additional cloud of expanding poison at the point of impact.

Gives Synergy Bonuses to: **Poison Javelin:** +12% Poison Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	13.0	13.0	13.0	14.0	14.5	15.0	15.5	16.0	16.5
Damage	23-37	42-58	65-83	91-111	122-143	156-179	194-219	235-262	310-339	391-422	481-514	578-612	682-718	794-833	913-953	1040-1082	1233-1277	1439-1485	1657-1705	1888-1937
Duration: X sec.	3.0	3.4	3.8	4.2	4.6	5.0	5.4	5.8	6.2	6.6	7.0	7.4	7.8	8.2	8.6	9.0	9.4	9.8	10.2	10.6
Attack +X%	30	39	48	57	66	75	84	93	102	111	120	129	138	147	156	165	174	183	192	201

Plague Javelin Receives Synergy Bonuses From: **Poison Javelin:** +10% Poison Damage Per Level



Fend

Required Level: 24

Prerequisites: **Jab** [1], **Impale** [12]

Effect: Rapidly strikes several close targets.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Attack +%	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230
Damage +%	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260



Lightning Strike

Required Level: 30

Prerequisites: **Jab** [1], **Poison Javelin** [6], **Power Strike** [6], **Lightning Bolt** [12], **Charged Strike** [18]



Effect: Does lightning damage and releases chain lightning from target.

Gives Synergy Bonuses to:
Power Strike: +10% Lightning Damage Per Level
Lightning Bolt: +3% Lightning Damage Per Level
Charged Strike: +10% Lightning Damage Per Level
Lightning Fury: +1% Lightning Damage Per Level

NOTE: This spell allows you to get a Chain Lightning hit when using a Spear classed weapon.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9
Lightning Damage	1-25	1-35	1-45	1-55	1-65	1-75	1-85	1-95	1-110	1-125	1-140	1-155	1-170	1-185	1-200	1-215	1-235	1-255	1-275	1-295
Hits	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Lightning Strike Receives Synergy Bonuses From:
Power Strike: +8% Lightning Damage Per Level
Lightning Bolt: +8% Lightning Damage Per Level
Charged Strike: +8% Lightning Damage Per Level
Lightning Fury: +8% Lightning Damage Per Level



Lightning Fury

Required Level: 30

Prerequisites: **Poison Javelin** [6], **Lightning Bolt** [12], **Plague Javelin** [18]



Effect: Creates a powerful lightning bolt that releases multiple lightning bolts from target.

Gives Synergy Bonuses to:

- Power Strike:** +10% Lightning Damage Per Level
- Lightning Bolt:** +3% Lightning Damage Per Level
- Charged Strike:** +10% Lightning Damage Per Level
- Lightning Strike:** +8% Lightning Damage Per Level

Similar to Lightning Strike, Lightning Fury allows you to do a Chain Lightning type hit while throwing Javelin. So you can have a Chain Lightning attack while still having a ranged attack.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15	15.5	16	16.5	17	17.5	18	18.5	19	19.5
Lightning Damage	1-40	1-60	1-80	1-100	1-120	1-140	1-160	1-180	1-210	1-240	1-270	1-300	1-330	1-360	1-390	1-420	1-460	1-500	1-540	1-580
Number of Bolts	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Lightning Fury Receives Synergy Bonuses From:

- Power Strike:** +1% Lightning Damage Per Level
- Lightning Bolt:** +1% Lightning Damage Per Level
- Charged Strike:** +1% Lightning Damage Per Level
- Lightning Strike:** +1% Lightning Damage Per Level

Amazon Passive and Magic Skills

NOTE: Dodge/Avoid/Evade Skills

The Dodge/Avoid/Evade skills will kick-in and work if your Amazon is in the middle of an attack animation, without showing the Dodge/Avoid/Evade animation.



Inner Sight

Required Level: 1
Prerequisites: None



Effect: Illuminates monsters and decreases their ability to defend themselves.

This skill is very useful early on. In dark areas, Inner Sight will make monsters easier to see. At early levels, the Defense reduction will significantly reduce enemy Defense. Defense determines how easy a monster is to hit, so you will have an easier time hitting monsters with Inner Sight.

However, this spell becomes less effective as monsters start to have higher Defense, especially on higher difficulty levels. If you're having trouble hitting a monster, or there are huge packs of monsters that are difficult to see, cast Inner Sight. It is a cheap spell to cast and certainly can't hurt.

You may notice if you are hit while trying to cast Inner Sight, the spell will be interrupted. Cast the spell again until it works.

Inner Sight has a larger area effect than most Curses. It is not difficult to hit every monster in the area with Inner Sight.

Inner Sight does not stack. If two Amazons cast Inner Sight the last one to cast Inner Sight is the one that's used.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Mana Cost:	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Radius (yards)	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3
Duration (seconds)	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	
Enemy Defense -X	40	65	90	115	140	165	190	215	245	275	305	335	365	395	425	455	495	535	575	615	



Critical Strike

Required Level: 1
Prerequisites: None



Passive Effect: Grants a chance to do double physical damage with your attacks.

Gives Synergy Bonuses to: **Valkyrie**

Critical Strike will work with any weapon. Critical Strike is a very important Amazon skill because it adds the chance of doing double damage. Since it's passive it can combine with any of the Amazon's skills. The beauty of Critical Strike is that is a Passive skill so it is always "active" and it will combine with additional skills you may use such as Multiple Shot, Pierce and so on.

Q: Does the Amazon's Critical Strike double all of the damage done, or only the base damage done without any double in elemental attacks?

A: The rules for what modifiers get applied when are very complex. In general, all bonus multipliers are added together and then applied (+50% and +20% = +70%) and then all bonus adds are then applied. Some magic modifiers affect the base damage of the weapon before the bonus multipliers - generally the non-elemental ones.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to 2x Damage %	16	25	32	38	42	46	49	51	54	56	58	59	61	62	63	65	65	66	67	68



Dodge

Required Level: 6
Prerequisites: None



Passive Effect: Grants a chance to move out of the way of a melee attack while standing still.
Gives Synergy Bonuses to: **Valkyrie**

When Dodging, the Amazon will lean back in the opposite direction of the attacker.

Dodge will work while attacking.

You probably don't want to put more than a few points into Dodge. The benefit of additional points drops off significantly.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Dodge Melee %	18	24	29	34	37	40	42	44	46	47	49	50	51	52	52	54	54	55	55	56



Slow Missiles

Required Level: 12
Prerequisites: **Inner Sight** [1]



Effect: Slows the missiles of nearby enemies.

Slow Missiles is a pretty funny spell. It allows you to run circles around enemy missile weapons and spells. This is also very useful against Multiple Shot Unique Monsters that are difficult to avoid. Slow Missiles will also make it easier for other party members to avoid enemy missiles.

Use Slow Missiles against those pesky Abyss Knights and Oblivion Knights. If you see fire coming from them, run up ahead and cast Slow Missiles then retreat. This is very effective and can allow you to easily dodge their deadly fire.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Duration (seconds)	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120	126
Radius (yards):	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3	13.3
Enemy Ranged Attacks Slowed 33%																				



Avoid

Required Level: 12
Prerequisites: **Dodge** [6]



Passive Effect: Grants a chance to move out of the way of a missile attack while standing still.
Gives Synergy Bonuses to: **Valkyrie**

Avoid will work while attacking.

You probably don't want to put more than a few points into Avoid. The benefit of additional points drops off significantly.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Dodge Missile %	24	31	36	41	45	48	50	52	54	55	57	58	60	61	61	63	63	64	64	65



Penetrate

Required Level: 18

Prerequisites: **Critical Strike** [1]

Passive Effect: [Additional chance to hit.](#)

Gives Synergy Bonuses to: **Valkyrie:** +40 Attack Rating Per Level

It's difficult to know how many points to put into Penetrate. If you're having problems hitting enemies on a regular basis, put more skill points into Penetrate.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
% Bonus to Attack Rating	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205	215	225



Decoy

Required Level: 24

Prerequisites: **Inner Sight** [1], **Slow Missiles** [12]



Effect: [Creates a duplicate image to distract enemies.](#)

Gives Synergy Bonuses to: **Valkyrie:** +88 Life Per Level

Decoy allows you to reduce the amount of damage you take. When cast, a Decoy will appear where your mouse pointer was when the spell was cast. The Decoy looks exactly like you but it does not move. If it is hit a lot, it will sometimes appear to walk a little bit.

Most monsters will attack the Decoy instead of you if the Decoy is closer. Cast a Decoy in front of you then stand behind it. Use it as a Human or Magic shield. In most cases the monsters will attack the Decoy instead of you, especially when it's closer. Some monsters have different ideas as to what to attack but even if all of the monsters don't attack the Decoy, any monsters attacking the Decoy instead of you is helpful. **Many Unique Monsters are not fooled by Decoys.**

Decoy is great from level 24 to 30 before you have a Valkyrie. Use Decoy a lot to help deflect fire. Lead monsters until they are on one side of you then cast a Decoy and hide behind it. Decoy is still useful once you get a Valkyrie. The Valkyrie attracts the fire of some monsters but there are still situations where Decoy will help out. When there are a lot of dangerous ranged attackers hitting you, cast a Decoy. The Decoy will absorb some of the fire. Also use Decoy when there are a lot of monsters that you cannot quickly kill.

Hot key Decoy so you can easily cast it.

Decoy is a good monster detector. Cast a Decoy up ahead of you and see if it is hit. If so, you know there are monsters ahead. Walk up and stand behind the Decoy and use it as cover.

If you are hit while casting Decoy, your spell casting will be interrupted and the Decoy will not appear. If you are hit while casting Decoy, cast the Decoy again. With % Mana Steal items you can quickly recover your Mana.

The Decoy will only last as long as it has Life. Decoys have the same Life as the casting Amazon. Decoys will be destroyed if they take too much damage. The duration time for Decoy is only the case if the Decoy doesn't take enough damage to be killed during that time.

Strafe will fire more Arrows if you have a Decoy out which is another good reason to use Decoy.

Some players can be fooled by Decoys in player vs. player battles. Not everyone is aware of this skill.

The Decoy has resistances and skills like Evade and Dodge.

Decoy Resistance = level * 4, capped at 85.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	19.0	18.0	17.0	16.0	16.0	15.0	14.0	13.0	13.0	12.0	11.5	10.7	10.0	9.2	8.5	7.7	7.0	6.2	5.5	4.7
Duration	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
Life +%	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200



Evade

Required Level: 24

Prerequisites: **Dodge** [6], **Avoid** [12]

Passive Effect: Grants a chance to escape any attack while moving.

Gives Synergy Bonuses to: **Valkyrie**

This skill also helps characters evade Area Effect Spells.

You probably don't want to put more than a few points into Evade. Some Amazons recommend just one point. The benefit of additional points drops off significantly.

Evade Lock

The skill when successful will lock you in a dodging motion. This has the potential to stop you in your tracks when you are trying to run away. If monsters hit you while you are stopped you may die. Usually this is not a problem.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance to Dodge Any Attack%	18	24	29	34	37	40	42	44	46	47	49	50	51	52	52	54	54	55	55	56



Valkyrie

Required Level: 30

Prerequisites: **Inner Sight** [1], **Dodge** [6], **Slow Missiles** [12],
Avoid [12], **Decoy** [24], **Evade** [24]



Effect: Summons a powerful Valkyrie warrior to fight by your side.

A Valkyrie is much more powerful than a Hireling and you can create one whenever you have enough mana. You can only have one Valkyrie at a time. Valkyries have a glow about them so it's easy to pick them out. Their attack is a Melee Spear attack. Valkyries can have other abilities as the result of the magic spears and armor they receive when they are created. These items are level 25 plus 3 per level. This means that they could potentially have almost any ability normally attached to a spear or armor.

Valkyries work very well with Ranged Amazon attacks such as Javelin, Bow, and Crossbows. A Valkyrie is great to use because like a Hireling, they will attract Melee Monsters which will reduce the number of Monsters that are directly attacking you. The Valkyrie will also draw fire from ranged Monsters which further reduce the amount of damage you're taking at one time. Valkyries are very powerful and become more powerful as you spend more skill points. Valkyries can also take advantage of Paladin Auras or any other beneficial party member skill or spell.

You can Heal the Valkyrie via a Town Healer, a Paladin's Prayer Aura or you can simply cast a new Valkyrie.

Don't be afraid to recast your Valkyrie to reposition her closer to the enemy. With % Mana Steal items, you can quickly recover the Mana.

Combine Valkyrie with Decoy to reduce the amount of damage you take.

Hidden Stats:

Resistances

The Valkyries' resistances are equal to their level * 2, to a max of 85. So a level 10 Valkyrie will have +20 Resist All. Valkyries also get a hidden synergy bonus from Decoy, where every physical point in Decoy will add +2 Resist All. The whole formula comes out as = (Valkyrie level + Base Decoy Level) * 2

Magic Level

The equipment that a Valkyrie is spawned with is based on her Magic Level, i.e. the ivl that her equipment is spawned with, therefore denoting which mods can be spawned. The Magic Level of any Valkyrie is equal to a base of 25 at level 1, and increases by 3 for each level. So a level 15 Valkyrie will have a Magic Level of 25 + (14 * 3) = 67. The formula works out at Magic Level = 22 + (Valk Level * 3)

Dexterity

Valkyries receive a bonus of Dexterity of +12 per level. A level 12 Valkyrie will have 144 dexterity points. Valks gain bonuses of attack rating and defense much like any character, but this is not reflected in their skill description.

Valkyrie continued on next page...

Hidden Stats continued:

Synergy Skills

The Valkyrie gains Synergy bonuses equal to the amount of base skill points you have placed in Critical Strike, Dodge, Avoid, and Evade. For example, if you have placed 1 point into Avoid, the Valkyrie will have a 24% chance to dodge a missile.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	26	27	28	29	30	31	32	32	34	35	36	37	38	39	40	41	42	43	44
Hit Points	528	616	704	792	880	968	1056	1144	1232	1320	1408	1496	1584	1672	1760	1848	1936	2024	2112	2200
% Damage	0	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475
% Attack	40	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800
% Defense Bonus	0	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190

Valkyrie Receives Synergy Bonuses From: **Decoy:** +88 Life Per Level
Penetrate: +40 Attack Rating Per Level
Critical Strike, Dodge, Avoid, Evade



Pierce

Required Level: 30

Prerequisites: **Critical Strike** [1], **Penetrate** [18]

Passive Effect: A chance that your missile will continue through its victim.

This is a very powerful passive skill since it affects any and all missile weapons you employ a chance to damage, pass through, and then damage another creature. When using a Plague Javelin or enchanted Arrow, this can be especially devastating. Also, consider the damage potential if you are using the Strafe skill.

Some recommend maximizing this skill at 20, however the benefit of additional points drops off significantly. You can decide how many points are enough for you. If you cannot think of a better skill or spell to spend a point into, spend it on Pierce.

Lead monsters into a line so you can take full advantage of Pierce.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance Missiles Pass through Target %	23	34	42	49	55	59	63	65	69	71	73	75	77	79	80	82	82	83	84	85

Amazon Bow and Crossbow Skills

Multishot vs Strafe

A question often asked is what are the differences between these two skills, and which one should go for. The answer can only be decided by you but here are some comparisons of the skills. You can read more about each skill in their individual sections below.

Multishot is available early at Character Level 6. Before sinking more points into Multishot try it out. You can use items such as the Unique Eye of Etlich Amulet or a +1 to Amazon Skills Amulet, or other +Skills items to boost Multishot up. You'll have plenty of time to try it out until Character Level 24 when Strafe is available.

Multishot

- * Only $\frac{3}{4}$ of the Damage is taken from your weapon.
- * Good at hitting monsters off screen
- * Fires more arrows for each additional skill point
- * Can be use to hit and run since players are not locked while using the skill
- * It is useful even with just a few skill points
- * Does not increase damage with more skill points
- * Mana cost increases with each skill point - can be offset with % Mana Steal Items

Strafe

- * Only $\frac{3}{4}$ of the Damage is taken from your weapon.
- * Aims automatically at Targets
- * Hits more targets for each additional skill point (up to 10)
- * Mana Cost remains fixed - you can easily regain mana with % Mana Steal Items
- * Strafe will fire at monsters in all directions rather than just one direction at once
- * Can put a lot of arrows into a single monster if other monsters are lined up behind it
- * Increases damage with each skill point
- * Character is frozen until it is finished Strafing



Magic Arrow

Required Level: 1
Prerequisites: None



Effect: Creates an arrow composed entirely from Mana.
Damage starts at the same level as a normal arrow and increases with higher levels of training.

Magic Arrow requires no arrows (making more Inventory space). This may be useful if you run out of arrows.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	1.5	1.3	1.2	1.1	1.0	0.8	0.7	0.6	0.5	0.3	0.2	0.1	0	0	0	0	0	0	0	0
Converts X% Physical Damage To Magic Damage	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+X% To Attack Rating	10	19	28	37	46	55	64	73	82	91	100	109	118	127	136	145	154	163	172	181
Damage +X	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



Fire Arrow

Required Level: 1
Prerequisites: None



Effect: Enchants an arrow with the additional damage of fire.

Gives Synergy Bonuses to: **Exploding Arrow:** +12% Fire Damage Per Level
Immolation Arrow: +5% Average Fire Damage Per Second Per Level

Fire Arrow is useful in early parts of the game. Before putting more than one point into the skill, keep in mind that Exploding Arrow and and Immolation Arrow are available at higher Character Levels.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	3	3.1	3.2	3.3	3.5	3.6	3.7	3.8	4	4.1	4.2	4.3	4.5	4.6	4.7	4.8	5	5.1	5.2	5.3
Fire Damage	1-4	3-6	5-8	7-10	9-12	11-14	13-16	15-18	18-21	21-24	24-27	27-30	30-33	33-36	36-39	39-42	45-49	51-56	57-63	63-70
Converts X% Physical Damage To Elemental Damage	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41
+X% To Attack Rating	10	19	28	37	46	55	64	73	82	91	100	109	118	127	136	145	154	163	172	181

Fire Arrow Receives Synergy Bonuses From:

Exploding Arrow: +12% Fire Damage Per Level



Cold Arrow

Required Level: 6
Prerequisites: None



Effect: Enchants an arrow, adding cold damage and slowing your enemy.

Gives Synergy Bonuses to: **Ice Arrow:** +8% Cold Damage Per Level
Freezing Arrow: +12% Cold Damage Per Level

This is similar to the Sorceress Ice Bolt spell. Monsters will be chilled when hit with Ice Arrow. When killed, chilled monsters have the chance of shattering leaving no corpse. This can be handy when dealing with monsters that raise corpses such as Shaman.

Before focusing more than one point into this skill keep in mind that Ice Arrow and Freezing Arrow are available at higher Character Levels.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	3.5	3.6	3.7	3.8	4.0	4.1	4.2	4.3	4.5	4.6	4.7	4.8	5.0	5.1	5.2	5.3	5.5	5.6	5.7	5.8
Cold Damage	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	22-23	24-25	27-28	29-30	32-33	34-35	37-38	41-42	45-47	49-51	53-56
Cold Length (seconds)	4.0	5.2	6.4	7.6	8.8	10.0	11.2	12.4	13.6	14.8	16.0	17.2	18.4	19.6	20.8	22.0	23.2	24.4	25.6	26.8
Converts X% Physical Damage To Elemental Damage	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41
+% To Attack Rating	10	19	28	37	46	55	64	73	82	91	100	109	118	127	136	145	154	163	172	181

Cold Arrow Receives Synergy Bonuses From:

Ice Arrow: +12% Cold Damage Per Level



Multiple Shot

Required Level: 6

Prerequisites: **Magic Arrow** [1]



Effect: Splits one arrow into several.

Only 3/4 of the Damage is taken from your weapon.

You can vary the spread of multiple arrows depending on how far away the mouse pointer is when you fire. Hold down shift which will allow you to fire in place without moving after a monster.

Multishot is very useful to use when trying to hit monsters off screen or monsters that are moving around really quickly. When combined with % Mana Steal and % Life Steal, Multishot can quickly fill your Life to full and regain Mana to full. Multishot will only hit a target with one of the many arrows no matter how many appear to be hitting the monster. Multishot increases in Mana Cost with more points so you will need to offset this cost with a higher % Mana Steal. Multishot can be combined with other Arrow Spells. Hit a monster with Freezing Arrow then follow up with Multishot. Multishot can be a good choice to focus in and is a useful skill on all difficulty levels. You may not wish to place 20 points into this skill. As more points are placed into Multishot, the cost of the spell goes up. There is probably an ideal level for your characters, some suggest 6, or less than 10.

You may wish to assign Multishot to your right mouse button. That way if you need to get away, clicking the left button won't cause you to Multishot rather than move.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
# of Arrows	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Damage: - 25%																				



Exploding Arrow

Required Level: 12

Prerequisites: **Magic Arrow** [1], **Fire Arrow** [1], **Multiple Shot** [6]



Effect: Adds fire damage to normal arrows and explodes on impact.

Gives Synergy Bonuses to: **Fire Arrow:** +12% Fire Damage Per Level

Immolation Arrow: +10% Average Fire Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	13.5	14.0	14.5
Fire Damage	2-6	7-11	12-16	17-21	22-26	27-31	32-36	37-41	44-49	51-57	58-65	65-73	72-81	79-89	86-97	93-105	102-116	111-127	120-138	129-149
+% To Attack Rating	20	29	38	47	56	65	74	83	92	101	110	119	128	137	146	155	164	173	182	191

Exploding Arrow Receives Synergy Bonuses From: **Fire Arrow:** +12% Fire Damage Per Level



Ice Arrow

Required Level: 18

Prerequisites: **Cold Arrow** [6]



Effect: Arrows have additional cold damage and momentarily freeze the target.

Player vs Player: Other players will be chilled, not frozen.

Gives Synergy Bonuses to: **Cold Arrow:** +12% Cold Damage Per Level
Freezing Arrow: +5% Freeze Length Per Level

An upgrade to Cold Arrow, Ice Arrow is similar to the Sorceress' Ice Blast spell. Ice Arrow will hit one target and will freeze them in place. In higher difficulty levels the Cold length will be reduced so consider this before focusing heavily in this skill (more than one point). Freezing Arrow is a much better replacement at Level 30.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4.0	4.2	4.5	4.7	5.0	5.2	5.5	5.7	6.0	6.2	6.5	6.7	7.0	7.2	7.5	7.7	8.0	8.2	8.5	8.7
Freeze (seconds)	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	4.2	4.4	4.6	4.8	5.0	5.2	5.4	5.6	5.8
Cold Damage	6-10	12-16	18-22	24-28	30-34	36-40	42-46	48-52	60-65	72-78	84-91	96-104	108-117	120-130	132-143	144-156	162-175	180-194	198-213	216-232
+X% To Attack Rating	20	29	38	47	56	65	74	83	92	101	110	119	128	137	146	155	164	173	182	191

Ice Arrow Receives Synergy Bonuses From: **Cold Arrow:** +8% Cold Damage Per Level
Freezing Arrow: +5% Cold Length Per Level



Guided Arrow

Required Level: 18

Prerequisites: **Magic Arrow** [1], **Cold Arrow** [6], **Multiple Shot** [6]



Effect: Imbues an arrow with the ability to seek its nearest target.

- Guided Arrow is very effective in Player vs Player battles.
- Guided Arrow is handy when it is difficult to hit a moving enemy (Sand Leapers) or you want to hit an enemy around a corner. Keep in mind that Strafe and Multishot can also get the job done.
- Players focused in Strafe or Multishot may wish to use this for single monsters or bosses.
- Guided Arrow does not work with Pierce.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	8.0	7.7	7.5	7.2	7.0	6.7	6.5	6.2	6.0	5.7	5.5	5.2	5.0	4.7	4.5	4.2	4.0	3.7	3.5	3.2
Damage +%	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95



Immolation Arrow

Casting Delay: 1 Second

Required Level: 24

Prerequisites: **Magic Arrow** [1], **Fire Arrow** [1], **Multiple Shot** [6], **Exploding Arrow** [12]



Effect: : Enchants an arrow that does fire damage, and explodes into a patch of fire on the ground. Creatures passing through the flames take additional damage.

This skill is somewhat similar to the Sorceress' Firewall. If you can keep a monster in the same place (by attacking your Decoy or Valkyrie), you may find this skill to be useful. This might be an option when facing Stone Skin Unique Monsters as well.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15	15.5
Explosive Damage	10-20	20-30	30-40	40-50	50-60	60-70	70-80	80-90	100-110	120-130	140-150	160-170	180-190	200-210	220-230	240-250	270-280	300-310	330-340	360-370
Fire Duration Seconds	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Average Fire Damage Per Second	8-10	14-16	19-22	25-28	31-33	37-39	43-45	49-51	55-57	60-63	66-69	72-75	78-80	84-86	90-92	96-98	101-104	107-110	113-116	119-121
+X% To Attack Rating	30	39	48	57	66	75	84	93	102	111	120	129	138	147	156	165	174	183	192	201

Immolation Arrow Receives Synergy Bonuses From: **Fire Arrow:** +5% Average Fire Damage Per Second Per Level
Exploding Arrow: +10% Average Fire Damage Per Level



Strafe

Required Level: 24

Prerequisites: **Magic Arrow** [1], **Multiple Shot** [6], **Cold Arrow** [6], **Guided Arrow** [18]



Effect: Fires a volley of arrows at multiple nearby targets.

Strafe is the skill of choice for many high level Bowazons, although Multishot is also an option.

Strafe will automatically aim and fire at targets on the screen up to the Strafe limit. As you get more points in Strafe it will hit more monsters at once.

Strafe is good at alerting you to new monsters entering the area. If you start firing at a new direction where you previously have not been firing at, you will know a monster is over there in that new direction.

Try to lead groups of monsters into a tight pack. You will then be able to take advantage of Pierce. This will also keep you from switching back and forth in opposite directions which will save time.

Strafe isn't as good against a single monster as large groups of monsters. You may quickly run out of Mana when using shots against a single monster. Try switching to another skill if you are fighting single monsters.

Strafe will sometimes fire a little off screen, but Multishot is much better for firing at monsters off screen.

Strafe works very well with Cold Damage. Find an item that adds Cold Damage to make all your hits Cold Damage Arrows. This will chill monsters and will also sometimes shatter them preventing monsters from raising the corpses. Freezing Arrow also works well with Strafe especially in Normal and Nightmare mode before Cold Length is significantly reduced. You can also set one mouse button to Freeze Arrow and the other to Strafe (or use Hot Keys). Fire a Freeze Arrow to stop the monsters in their tracks, then follow up with Strafe to shatter them.

You may wish to assign Strafe to your right mouse button. That way if you need to get away, clicking the left button won't cause you to Strafe rather than move.

Strafe works with the Paladin's Concentration Aura in the following way:
Damage = Bow_Damage*(1 + Dex_bonus + Concentration_bonus + Strafe_bonus)

Strafe continued on next page...

Strafe continued from previous page...

Strafe Lock

While you are Strafing, your character will be locked in place. You will be unable to move until you are done Strafing. Keep in mind that as you put more points into Strafe and it hits more targets, the time you are locked will be longer. Hardcore players might wish to avoid placing too many points into Strafe. For players on Normal mode this is generally not a problem. Be sure to not fire a Strafe right before trying to run away and you will usually be OK.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Mana Cost:	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
Attacks up to	5	6	7	8	9	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Damage +%	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	
3/4 Weapon Damage																					



Freezing Arrow

Required Level: 30

Prerequisites: **Cold Arrow** [6], **Ice Arrow** [18]



Effect: Enchants an arrow to deliver cold damage that freezes any monsters near the point of impact.

Gives Synergy Bonuses to: **Ice Arrow:** +5% Cold Length Per Level

Player vs Player: Other players will be chilled, not frozen.

Freezing Arrow is similar to the Sorceress' Glacier Spike. Freezing arrow can be a bit more powerful however because in addition to the base arrow damage, it can also work with Pierce and Critical Strike.

Before significantly investing in Freeze Arrow keep in mind that Cold Length Durations are reduced in Nightmare and Hell. On Hell Difficulty the freeze will last 0.5 seconds. If you fire continually with a fast bow, you may find, however that this is enough to keep a monster from moving very far.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15	15.5	16	16.5	17	17.5	18	18.5
Cold Damage	40-50	50-60	60-70	70-80	80-90	90-100	100-110	110-120	125-135	140-150	155-165	170-180	185-195	200-210	215-225	230-240	250-260	270-280	290-300	310-320
+X% To Attack Rating	40	49	58	67	76	85	94	103	112	121	130	139	148	157	166	175	184	193	202	211
Duration: 2 seconds	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Radius: 3.3 Yards	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3	3.3

Freezing Arrow Receives Synergy Bonuses From: **Cold Arrow:** +12% Cold Damage Per Level
Ice Arrow: +5% Freeze Length Per Level

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