

DiabloII:Lord of Destruction

Assassin Martial Arts

Assassin Skills / Synergies



NOTES:

Intrinsic to the Assassin's arsenal of abilities is her incredible prowess in the mysterious Martial Arts style of the Viz-Jaq'taar. Martial Arts skills come in two forms, **Charge-up Skills** and **Finishing Moves**.

A Charge-up Skill is an attack that adds a "charge" for each successive hit within a short time frame. While each Charge-up attack deals normal damage, the charges continue to accumulate until triggered or until the time limit runs out. To trigger the accumulated charges, strike a monster with either a normal attack or one of the Finishing Moves.

A Finishing Move doesn't just trigger the release of the accumulated charges-it also adds a powerful effect of its own. Furthermore, by building up a succession of different Charge-up Skills, Assassins can generate a potent combination of effects. Assassins are specially trained in the use of exotic Claw-class weaponry, and some of their skills can be used only when armed with these weapons.

You can use any one or two-handed weapon with Tiger Strike, Cobra Strike, Phoenix Strike which means you can combine those skills with a Shield and a good one-handed weapon if you choose. They do not use two weapons at once however the damage and speed is averaged. Blades of Ice, Claws of Thunder, and Dragon Claw require Katars (Claw-class Weapons).

Fists of Fire, Claws of Thunder, and Blades of Ice require one Claw-class weapon and Dragon Claw requires two Claw-class weapons.



Tiger Strike

Required Level: 1
Prerequisites: None



Charge-up Skill: Through extensive training in human, animal, and demonic anatomies, Assassins have developed the ability to perceive natural points of weakness in their foes and target these locations for especially devastating attacks.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Attack +%	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148
Charge 1 Damage +%	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420	440	460	480
Charge 2 Damage +%	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960
Charge 3 Damage +%	300	360	420	480	540	600	660	720	780	840	900	960	1020	1080	1140	1200	1260	1320	1380	1440



Dragon Talon

Required Level: 1
Prerequisites: None

Finishing Move: An Assassin is taught to utilize her entire body as a weapon-using this skill, she lets loose a powerful kick to send her opponents flying.

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	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
Number of Kicks	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4
Kick Damage +%	5	12	19	26	33	40	47	54	61	68	75	82	89	96	103	110	117	124	131	138
Attack Rating +%	20	45	70	95	120	145	170	195	220	245	270	295	320	345	370	395	420	445	470	495



Dragon Claw

Required Level: 6

Prerequisites: **Dragon Talon** [1]

Finishing Move: This skill allows the Assassin to try to finish her opponent off with a rending double claw attack.
(Requires **two** equipped Claw-class weapons.)

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	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Damage +%	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
Attack +%	40	65	90	115	140	165	190	215	240	265	290	315	340	365	390	415	440	465	490	515



Fists of Fire

Required Level: 6

Prerequisites: None



Charge-up Skill: Combining her powerful Martial Arts abilities with her psychic training, an Assassin can charge her own fists with pyrokinetic energies, scorching her opponents when the charge is released.

Gives Synergy Bonuses to: **Phoenix Strike:** +10% Fire Damage Per Level
Phoenix Strike: +6% Average Fire Damage Per Second 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	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Attack +%	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148
Charge 1: Fire Damage	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	51-56	61-67	71-78	81-89	91-100	101-111	111-122	121-133	141-155	161-177	181-199	201-221
Charge 2: Fire Radius (Yards)	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6
Charge 3 Fire Damage Per Second	9-15	17-23	25-31	32-39	40-46	48-54	56-62	64-70	79-85	95-101	110-117	126-132	142-148	157-164	173-179	189-195	214-221	239-248	264-275	289-301

Fists Of Fire Receives Synergy Bonuses From: **Phoenix Strike:** +12% Fire Damage Per Level



Cobra Strike

Required Level: 12

Prerequisites: **Tiger Strike** [1]



Charge-Up Skill: A properly trained Assassin can focus her mind to draw upon the ambient energies surrounding her. Using this skill, she can drain her adversary of life and spiritual essence.

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	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Attack Rating +%	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148
Charge 1: Life Stealing %	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
Charge 2: Life and Mana Stealing %	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
Charge 3: Life and Mana Stealing %	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260	270



Dragon Tail

Required Level: 18

Prerequisites: **Dragon Talon** [1], **Dragon Claw** [6]



Finishing Move: The experienced Assassin can deliver a kick so powerful it actually causes an explosion on impact, sending any nearby victims sprawling.

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	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Fire Damage +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	
Attack +%	20	35	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	
yards	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4



Claws of Thunder

Required Level: 18

Prerequisites: **Fists of Fire** [6]



Charge Up Skill: Using her weapon's metal blades as conductors, an Assassin charges the ions surrounding her and delivers a devastating lightning attack to any who dare challenge her. (Requires equipped Claw-class weapon.)

Gives Synergy Bonuses to: **Phoenix Strike:** +13% 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:	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Attack Rating +%	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	
Charge 1: Lightning Damage	1-80	1-100	1-120	1-140	1-160	1-180	1-200	1-220	1-260	1-300	1-340	1-380	1-420	1-460	1-500	1-540	1-600	1-660	1-720	1-780	
Charge 2: Nova Damage	1-30	1-45	1-60	1-75	1-90	1-105	1-120	1-135	1-160	1-185	1-210	1-235	1-260	1-285	1-310	1-335	1-370	1-405	1-440	1-475	
Charge 3: Charged Bolt Damage	1-40	1-60	1-80	1-100	1-120	1-140	1-160	1-180	1-220	1-260	1-300	1-340	1-380	1-420	1-460	1-500	1-560	1-620	1-680	1-740	

Claws of Thunder Receives Synergy Bonuses From: **Phoenix Strike:** +8% Lightning Damage Per Level



Blades of Ice

Required Level: 24

Prerequisites: **Fists of Fire** [6], **Claws of Thunder** [18]



Charge-up Skill: Charging the ether around her claw blades, the trained Assassin can chill opponents with a vicious rake of her razors. (Requires equipped Claw-class weapon.)

Gives Synergy Bonuses to: **Phoenix Strike:** +10% Cold 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:	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Attack Rating +%	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	
Charge 1: Cold Damage	15-35	23-43	31-51	39-59	47-67	55-75	63-83	71-91	81-101	91-111	101-121	111-131	121-141	131-151	141-161	151-171	171-193	191-215	211-237	231-259	
Charge 2: Cold Radius (Yards)	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Charge 3: Freeze Duration in seconds	4.0	4.4	4.8	5.2	5.6	6.0	6.4	6.8	7.2	7.6	8.0	8.4	8.8	9.2	9.6	10.0	10.4	10.8	11.2	11.6	

Blades Of Ice Receives Synergy Bonuses From: **Phoenix Strike:** +8% Cold Damage Per Level



Flight

Casting Delay: 2 Seconds

Required Level: 24

Prerequisites: **Dragon Talon** [1], **Dragon Claw** [6], **Dragon Tail** [18]

Finishing Move: After years of disciplined physical conditioning, an Assassin can develop the ability to move faster than the eye can follow in one quick burst. Using this skill, she lunges at her target and delivers a devastating kick.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Attack Rating +%	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420	440	460	480
Kick Damage +%	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575



Phoenix Strike

Required Level: 30

Prerequisites: **Tiger Strike** [1], **Fists of Fire** [6], **Cobra Strike** [12], **Claws of Thunder** [18], **Blades of Ice** [24]



Charge-up Skill: This mighty skill allows the Assassin trained in its arts to prepare an attack that gives off powerful elemental energies.

Gives Synergy Bonuses to: **Fists of Fire:** +12% Fire Damage Per Level
Claws of Thunder: +8% Lightning Damage Per Level
Blades of Ice: +8% Cold Damage Per Level

Note: Phoenix Strike launches the active charge, **not** all three charges at once.
So if you have it built up to Charge 2, only Chain Lightning will be released.

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	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Attack Rating +%:	15	22	29	36	43	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148
Charge 1: Meteor Damage	22-44	33-55	44-66	55-77	66-88	77-99	88-110	99-121	119-144	140-157	161-190	182-213	203-236	224-259	245-282	266-305	298-342	310-330	330-378	361-414
Charge 2: Chaos Lightning Damage	1-45	1-67	1-90	1-113	1-135	1-158	1-180	1-203	1-248	1-293	1-339	1-384	1-429	1-474	1-519	1-565	1-632	1-700	1-768	1-836
Charge 3: Chaos Ice Bolt Damage	17-35	22-39	26-44	30-48	35-52	39-57	44-61	48-66	57-74	66-83	74-92	83-101	92-110	101-118	110-127	118-136	132-150	145-165	158-179	171-193

Phoenix Strike Receives Synergy Bonuses From: **Fists of Fire:** +10% Fire Damage Per Level
Fists of Fire: +6% Average Fire Damage Per Second Per Level
Claws of Thunder: +13% Lightning Damage Per Level
Blades of Ice: +10% Cold Damage Per Level

Assassin Shadow Disciplines

To remain protected from exposure to the potential corruption of magic, Assassins must defeat their sorcerous opponents without actually using spells themselves. To this end, they have mastered the clandestine talents, as well as the arts of obfuscation, and honed their latent psychic abilities to develop the Shadow Disciplines. These skills represent the end result of generations of strict mental conditioning and intensive stealth training.

NOTES:

- **Burst of Speed** and **Fade** cannot be used at the same time. You can only use one of them at a time.
- You can have a **Shadow Warrior** or a **Shadow Master** but you cannot have both at the same time.



Claw Mastery

Required Level: 1
Prerequisites: None

Passive Effect: Improves Attack Rating and Damage. Also adds % Chance of Critical Strike.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attack Rating +%	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220
Damage Bonus +%	35	39	43	47	51	55	59	63	67	71	75	79	83	87	91	95	99	103	107	111
X% Chance of Critical Strike	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21



Psychic Hammer

Required Level: 1
Prerequisites: None



Effect: By utilizing her intense mental prowess, an Assassin creates a powerful force of mental energies and directs it towards a hostile creature, blasting it backwards.

Psychic Hammer is effective early in the game. You don't have to aim it so it's easy to use, and it pushes enemies back.

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
Damage	2-5	3-6	4-7	5-8	6-9	7-10	8-11	9-12	10-13	12-15	13-16	15-18	16-19	18-21	19-22	21-24	23-26	25-28	27-30	29-32
Magic Damage	2-5	3-6	4-7	5-8	6-9	7-10	8-11	9-12	10-13	12-15	13-16	15-18	16-19	18-21	19-22	21-24	23-26	25-28	27-30	29-32



Burst of Speed

Required Level: 6
Prerequisites: **Claw Mastery** [1]



Effect: Increases Attack And Movement Speed For A Period Of Time

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	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Attack Speed Bonus +%	21	27	31	34	37	41	42	44	44	45	46	47	49	50	51	51	51	52	52	52
Run/Walk Speed Bonus +%	23	29	34	39	42	45	47	49	51	52	54	55	56	57	57	59	59	60	60	61
Duration in Seconds	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348



Cloak of Shadows

Required Level: 12

Prerequisites: **Psychic Hammer** [1]



Effect: Moving through the darkness, unseen by her foes, the enshrouded Assassin can steal past opponents or ambush her unsuspecting victims with devastating attacks.

Cloak of Shadows causes the sky to become dark. If the sky suddenly becomes dark, possibly an Assassin is nearby using this skill. In addition to the darkness, enemy Defense is reduced. This is a handy skill that almost all Assassins will want to take advantage of.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13
Range: (yards)	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Defense Bonus +X%	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55	58	61	64	67
Enemy Defense -X%	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72
Duration X Seconds	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27



Weapon Block

Required Level: 12

Prerequisites: **Claw Mastery** [1]

Passive Effect: After developing this skill, an Assassin wielding two Claw-class weapons can use her blades to deflect incoming attacks, thus giving herself a defensive edge without using a shield. (Requires two equipped Claw-class weapons.)

Weapon Block allows Assassins to use two Katar (or Claw Weapons) while still having Blocking. Assassins that use two Katars will want to invest heavily in this skill. Even a 1% Increase in Blocking will provide a great amount of protection.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Chance To Block +%	26	32	36	39	42	44	46	47	49	50	51	52	53	54	55	56	56	56	57	57



Fade

Required Level: 18

Prerequisites: **Claw Mastery** [1], **Burst of Speed** [6]

Effect: An Assassin can will her physical being to shift partially into the astral planes. As her body becomes less substantial, she becomes less susceptible to the effects of elemental attacks and magical curses.

Fade has a hidden bonus to **Physical Resistance**. The Bonus doesn't display on your character or on the skill. It is capped at 50%.

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	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Curse Duration Reduced By %	47	53	58	62	65	67	69	71	73	74	75	76	77	78	79	80	80	81	81	82
Resist All +%	19	27	33	38	42	45	47	50	52	54	56	57	58	60	60	62	62	63	63	64
Duration in Seconds	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348
Physical Resist +X%	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



Shadow Warrior

Casting Delay: 6 Seconds

Required Level: 18

Prerequisites: **Claw Mastery** [1], **Psychic Hammer** [1], **Weapon Block** [12], **Cloak of Shadows** [12]



Effect: The Assassin trained in this discipline has the ability to project a "shadow" of herself. The Shadow Warrior makes use of the two skills the Assassin has readied for herself.

Shadow Warrior uses the skills you have selected. This allows you to control what kind of spells she will use.

The Shadow Master, the next minion, can cast spells that you do not have so consider this before spending many points in Shadow Warrior.

Shadow Warriors have a base strength and dexterity equal to their level * 10. Also, the Shadow Warrior gains +4 resistance to all per level, to a max of level 75.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	27	27	28	28	29	29	30	30	31	31	32	32	33	33	34	34	35	35	36	36
Life	376	432	488	545	601	658	714	770	827	883	940	996	1052	1109	1165	1222	1278	1334	1391	1447
Attack Rating +%	-	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285
Defense +%	-	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192	204	216	228



Mind Blast

Required Level: 24

Prerequisites: **Psychic Hammer** [1], **Cloak of Shadows** [12]

Effect: Focusing her anima, an Assassin using this potent ability can crush the will of a group of enemies, stunning them and confusing the feebleminded into attacking their comrades.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Duration: (Seconds)	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10
Damage	10-20	12-22	14-24	16-26	18-28	20-30	22-32	24-34	29-39	34-44	39-49	44-54	49-59	54-64	59-69	64-74	72-82	80-90	88-98	96-106
Chance To Convert %	18	21	24	26	27	28	29	30	31	32	32	33	33	34	34	35	35	35	35	36
Stun Length X Sec.	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6	3.8	4	4.2	4.4	4.6	4.8	5	5.2	5.4	5.6	5.8



Venom

Required Level: 30

Prerequisites: **Claw Mastery** [1], **Burst of Speed** [6], **Fade** [18]

Effect: Poison use is another technique an Assassin has to help even the odds when battling demons and their ilk. An Assassin who has mastered this skill secretly coats her weapons with vile toxins.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost: 12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12	12
Poison Damage over 0.4 Seconds	60-80	75-95	90-110	105-125	120-140	135-155	150-170	165-185	185-205	205-225	225-245	245-265	265-285	285-305	305-325	325-345	350-370	375-395	400-420	425-445
Duration: (Seconds)	120	124	128	132	136	140	144	148	152	156	160	164	168	172	176	180	184	188	192	196



Shadow Master

Casting Delay: 6 Seconds

Required Level: 30

Prerequisites: **Claw Mastery** [1], **Psychic Hammer** [1], **Weapon Block** [12],
Cloak of Shadows [12], **Shadow Warrior** [18]



Effect: This discipline allows an Assassin to project an even more powerful shadow avatar. The Shadow Master has access to all of the Assassin skills.

The Shadow Master has Resistances, higher Attack Rating, and less Mana Cost at higher levels when compared to the Shadow Warrior. Most players choose the Shadow Master for play past level 30 although the Shadow Warrior offers more control over which skills and spells she casts.

Shadow Masters have a base strength and dexterity equal to their level * 10.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	35	35	36	36	37	37	38	38	39	39	40	40	41	41	42	42	43	43	44	44
Life	376	432	488	545	601	658	714	770	827	883	940	996	1052	1109	1165	1222	1278	1334	1391	1447
Attack Rating +%	40	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800
Resist All +%	16	16	25	32	38	42	46	49	51	54	56	58	59	61	62	63	65	65	66	67

Assassin Traps

To supplement her array of tools and abilities, the Assassin has access to an ingenious group of devices. These mechanisms, engineered by Viz-Jaq'taari sages, have been perfected over many years of use. They range from simple thrown missiles and bombs to more complex proximity-triggered sentries.

There is a limit of 5 Traps.

Traps are very effective in Normal and later on into Nightmare. Players traveling to Hell might find traps start to become less effective at higher acts due to Monster resistances and Life. Traps are, however, easy to use and there is not much risk of harm which balances this out. Traps can be used at higher difficulty levels for additional help and the Death Sentry's Corpse Explosion ability can be great anywhere.



Fire Blast

Required Level: 1
Prerequisites: None



Effect: This skill gives an Assassin the ability to manufacture and throw a small incendiary device. This ordnance explodes on impact, damaging any foe within its small blast radius.

Gives Synergy Bonuses to:

- Shock Web:** +1 Missile Per 3 Levels
- Charged Bolt Sentry:** +6% Lightning Damage Per Level
- Wake Of Fire:** 8% Fire Damage Per Level
- Wake of Inferno:** +10% Fire Damage Per Level
- Death Sentry:** +1 Shot Per 3 Levels

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	3.0	3.1	3.2	3.3	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
Fire Damage:	3-4	4-6	6-9	7-11	9-14	10-16	12-19	13-21	17-27	21-32	25-38	29-43	33-49	37-54	41-60	45-65	55-77	65-89	75-101	85-113

Fire Blast Receives Synergy Bonuses From:

- Shock Web:** +9% Fire Damage Per Level
- Charged Bolt Sentry:** +9% Fire Damage Per Level
- Wake of Fire:** +9% Fire Damage Per Level
- Lightning Sentry:** +9% Fire Damage Per Level
- Wake of Inferno:** +9% Fire Damage Per Level
- Death Sentry:** +9% Fire Damage Per Level



Shock Web

Required Level: 6
Prerequisites: **Fire Blast** [1]



Effect: These traps comprise a collection of small conductive components that arc electricity between one another, damaging any opponents who tread upon them.

Gives Synergy Bonuses to:

- Fire Blast:** +9% Fire Damage Per Level
- Charged Bolt Sentry:** +1 Bolt Per 3 Levels
- Lightning Sentry:** +12% 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	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
Spikes:	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10	11
Lightning Damage:	1-10	1-13	1-16	1-19	1-22	1-25	1-28	1-31	1-37	1-43	1-49	1-55	1-61	1-67	1-73	1-79	1-89	1-99	1-109	1-119
Duration: (Seconds)	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6

Shock Web Receives Synergy Bonuses From:

- Fire Blast:** +1 Missile Per 3 Levels
- Charged Bolt Sentry:** +11% Lightning Damage Per Level
- Lightning Sentry:** +11% Lightning Damage Per Level
- Death Sentry:** +11% Lightning Damage Per Level

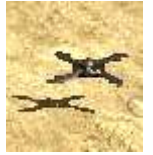


Blade Sentinel

Casting Delay: 2 Seconds

Required Level: 6

Prerequisites: None



Effect: This skill allows the Assassin to throw a razor-sharp device that flies back and forth between the Assassin and its target, slicing any hostile creatures in its path.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Duration: (Seconds)	4.0	4.4	4.9	5.4	5.9	6.4	6.8	7.3	7.8	8.3	8.8	9.2	9.7	10.2	10.7	11.2	11.6	12.1	12.6	13.1
Damage	6-10	9-13	12-16	15-19	18-22	21-25	24-28	27-31	31-35	35-39	39-43	43-47	47-51	51-55	55-59	59-63	64-68	69-73	74-78	79-83

+3/8 Weapon Damage



Charged Bolt Sentry

Required Level: 12

Prerequisites: **Fire Blast** [1], **Shock Web** [6]



Effect: This small device, once cast upon the ground, emits charges of electricity that shock any adversary who strays too close.

Gives Synergy Bonuses to: **Lightning Sentry:** +12% 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:	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13
Damage:	1-7	1-10	1-13	1-16	1-20	1-23	1-26	1-29	1-33	1-38	1-42	1-46	1-50	1-55	1-59	1-63	1-69	1-76	1-82	1-89

Releases: 5 Charged Bolts
Shoots: 5 times

Charged Bolt Receives Synergy Bonuses From:

Shock Web: +1 Bolt Per 3 Levels

Lightning Sentry: +1 Shot Per 4 Levels

Fire Blast: +6% Lightning Damage Per Level

Lightning Sentry: +6% Lightning Damage Per Level

Death Sentry: +6% Lightning Damage Per Level



Wake Of Fire

Required Level: 12

Prerequisites: **Fire Blast** [1]



Effect: Once erected, this trap releases waves of flame that incinerate any opponents within its path.

Gives Synergy Bonuses to: **Wake of Inferno:** +0.5 Yards Per Level and +7% 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:	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13
Fire Damage	5-10	7-12	9-15	11-17	14-19	16-21	18-23	20-25	23-29	27-32	30-35	33-38	36-42	39-45	43-48	46-51	51-58	57-64	62-71	68-77

Shoots : 5 Times

Wake of Fire Receives Synergy Bonuses From:

Fire Blast: +8% Fire Damage Per Level

Wake of Inferno: +8% Fire Damage Per Level

[



Blade Fury

Required Level: 18

Prerequisites: **Fire Blast** [1], **Blade Sentinel** [6], **Wake of Fire** [12]



Effect: Using this skill, the Assassin throws several small blades, shredding her enemies with a barrage of metal.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Minimum Mana Required To Cast:	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Mana Cost Per Blade	1.0	1.1	1.2	1.3	1.5	1.6	1.7	1.8	2.0	2.1	2.2	2.3	2.5	2.6	2.7	2.8	3.0	3.1	3.2	3.3
Damage Per Blade	8-10	11-13	14-16	17-19	20-22	23-25	26-28	29-31	34-36	39-41	44-46	49-51	54-56	59-61	64-66	69-71	77-79	85-87	93-95	101-103

+3/4 Weapon Damage



Lightning Sentry

Required Level: 24

Prerequisites: **Fire Blast** [1], **Shock Web** [6], **Charged Bolt Sentry** [12]



Effect: This device discharges great bolts of electricity, frying assailants when they come near.

Gives Synergy Bonuses to:

- Charged Bolt Sentry:** +1 Shot Per 4 Levels
- Shock Web:** +11% Lightning Damage Per Level
- Fire Blast:** +9% Fire Damage Per Level
- Death Sentry:** +12% 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:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Lightning Damage	1-24	1-37	1-49	1-62	1-74	1-86	1-99	1-111	1-131	1-151	1-171	1-190	1-210	1-230	1-250	1-270	1-300	1-329	1-359	1-389

Shoots: 10 Times

Lightning Sentry Receives Synergy Bonuses From:

- Shock Web:** +12% Lightning Damage Per Level
- Charged Bolt Sentry:** +12% Lightning Damage Per Level
- Death Sentry:** +12% Lightning Damage Per Level



Wake Of Inferno

Required Level: 24

Prerequisites: **Fire Blast** [1], **Wake Of Fire** [12]



Effect: Once an Assassin throws it to the ground, this trap expels a large spout of fire at any opponent who moves within its range.

Gives Synergy Bonuses to: **Wake of Fire:** +8% 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:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Fire Damage Per Second	12-30	22-42	32-53	43-65	53-76	63-88	74-99	84-111	97-125	110-139	123-153	135-167	148-181	161-195	174-209	187-223	202-240	218-257	234-274	250-291

Shoots : 10 Times

Wake of Inferno Receives Synergy Bonuses From:

- Wake of Fire:** +0.5 Yards Per Level
- Fire Blast:** +10% Fire Damage Per Level
- Wake of Fire:** +7% Fire Damage Per Level
- Death Sentry:** +10% Fire Damage Per Level



Death Sentry

Required Level: 30

Prerequisites: **Fire Blast** [1], **Shock Web** [6], **Charged Bolt Sentry** [12], **Lightning Sentry** [24]



Effect: This trap emits projectiles laden with a potent chemical catalyst, detonating the exposed cadavers of slain enemies.

Gives Synergy Bonuses to:
Fire Blast: +9% Fire Damage Per Level
Shock Web: +11% Lightning Damage Per Level
Charged Bolt Sentry: +6% Lightning Damage Per Level
Lightning Sentry: +12% Lightning Damage Per Level
Wake of Inferno: +10% 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:	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Lightning Damage	1-56	1-64	1-73	1-82	1-91	1-100	1-109	1-118	1-134	1-150	1-165	1-181	1-197	1-212	1-228	1-244	1-268	1-293	1-318	1-342
Corpse Explosion Radius (yards)	3.3	3.6	4.0	4.3	4.6	5.0	5.3	5.6	6.0	6.3	6.6	7.0	7.3	7.6	8.0	8.3	8.6	9.0	9.3	9.6
Damage: 40-80% Of Corpse Life																				
Shoots: 5 Times																				

Death Sentry Receives Synergy Bonuses From:
Fire Blast: +1 Shot Per 3 Levels
Lightning Sentry: +12% Lightning Damage Per Level



Blade Shield

Required Level: 30

Prerequisites: **Fire Blast** [1], **Blade Sentinel** [6], **Wake of Fire** [12], **Blade Fury** [18]



Effect: This contrivance releases several small razors and uses magnetic forces to set them spinning about the Assassin, inflicting grievous wounds on any foe who approaches her too closely.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65
Duration (seconds)	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
Damage	1-30	6-35	11-40	16-45	21-50	26-55	31-60	36-65	42-71	48-77	54-83	60-89	66-95	72-101	78-107	84-113	91-120	98-127	105-134	112-141
+1/4 Weapon Damage																				

Document created by **Britton Robbins** - This compilation copyright 2003 © Britton Robbins
All content obtained from the Blizzard website. This document was not produced by Blizzard Entertainment.
Download the most current version from <http://www.brittonrobbins.com/D2Info.htm>