



Barbarian Strategy

The Barbarian is the strongest class in straightforward melee combat. His weapon mastery skills supplement this method of warfare nicely. His Warcries add strength, as well as aiding his allies, making him an effective member of the party as well. Additionally, his Combat Skills aid his natural proclivity to melee combat, particularly his ability to wield two weapons and his abilities in leaping.

The Barbarians characteristics can be confusing. Certainly adding to his damage by developing his prodigious strength is always a temptation. Energy would seem to be less of a concern. However, he needs enough energy to use the skills he requires, and it is the least developed of his characteristics. Dexterity is necessary for his attack rating, as well as supplementing his defense rating. He has a strong vitality, but developing it further extends his ability to remain in combat and strengthens his stamina.

When looking for items, the Barbarian enjoys a greater flexibility than the other character classes. Starting with a higher strength makes armament less of an immediate problem. As for weaponry, the only weapon he requires is the one for which he has developed skill. Here the only choices are to do more damage with a two handed weapon, retain a shield for magical resistance, or use two weapons.

Barbarian Warcries

NOTES:

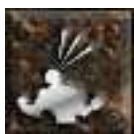
Defensive Warcries are shared with any friendly party members that are inside the Warcry radius the Warcry is activated. Offensive Warcries will hit monsters within the radius of the Warcry when cast. Generally, Warcries increase in radius with additional skill points.

Different defensive Warcries can be stacked, but only one offensive Warcry can be used on a monster at a time. If you cast Taunt and Howl, the last one cast will be the one that is active on the monster.

There are three Warcries that can give bonuses to yourself and other members of your Party. Shout increases Defense. Battle Orders, a party favorite, increases the max health, Mana, and stamina of the Barbarian and his party members. Battle Commands increases the Barbarian and party members' skill levels by 1. These three Warcries can also be stacked, or active on yourself and party members at the same time. The animation will rotate among these three Warcries to indicate all three are active.

Once Battle Commands is available, cast it first, before casting Battle Orders or Shout. Battle Commands will raise Shout and Battle Orders by one skill point and will increase their effectiveness and lengthen their duration. By casting Battle Commands first, instead of after these Warcries, characters benefit from a free skill point for Shout and Battle Orders.

Battle Orders is a favorite of Mana-hungry classes such as the Necromancer and Sorceress for the increase in total Mana and all classes for the increase Life and Stamina for running longer distances.



Howl

Required Level: 1
Prerequisites: None

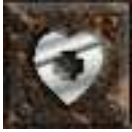


Effect: [Frightens monsters into retreating.](#)

Gives Synergy Bonuses to: **War Cry:** +6% Damage Per Level
Berserk: +10% Magic Damage Per Level

Player vs Player - This will not work on other Players.

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
Enemy Runs (yards)	16.0	19.3	22.6	26.0	29.3	32.6	36.0	39.3	42.6	46.0	49.3	52.6	56.0	59.3	62.6	66.0	69.3	72.6	76.0	79.3
Enemy runs (seconds)	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22



Find Potion

Required Level: 1

Prerequisites: None

Effect: Grants a chance that a Health, Mana or Rejuvenation potion can be derived from a corpse.

Player vs Player - You cannot cast this on other players Corpses.

Find Potion will find all levels of Healing and Mana and Rejuvenation potions. The level of potion received depends on the act. Higher level acts will give more powerful potions.

Hint: Use Find Potion on a corpse to prevent it from being raised by monsters such as Shamans.

Chance of Potion by type: (on a successful find)	Life and Mana Potion Strength	Rejuvenation Potion Strength
Healing: 60% Mana: 30% Rejuvenation: 10%	Act 1:(Normal) Light Healing/Mana Act 1 (Night): Greater Healing/Mana Act 1 (Hell): Super Healing/Mana Act 2: (Normal) Healing/Mana Act 2: (Night) Greater Healing/Super Mana Act 2: (Hell) Super Healing/Mana Act 3: (Norm) Greater Healing/Mana Act 3: (Night) Super Healing/Mana Act 3: (Hell) Super Healing/Mana Act 4 (Norm): Greater Healing/Mana Act 4 (Night): Super Healing/Mana Act 4: (Hell) Super Healing/Mana Act 5: (Norm) Greater Healing/Mana Act 5 (Night): Super Healing/Mana Act 5: (Hell) Super Healing/Mana	Act 1: Rejuvenation Potions Act 1: (Night/Hell) Full Rejuvenation Potions Act 2: (Norm) Rejuvenation Potions Act 2: (Night/Hell) Full Rejuvenation Potions Act 3: (Norm/Night/Hell) Full Rejuvenation Potions Act 4 (Norm/Night/Hell): Full Rejuvenation Potions Act 5:(Norm/Night/Hell) Full Rejuvenation Potions

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
Chance to Find %	15	27	36	44	50	55	59	62	66	68	71	73	75	77	78	80	81	82	83	84



Shout

Required Level: 6

Prerequisites: **Howl** [1]



Effect: Increases the defense of friendly units.

Gives Synergy Bonuses to: **Battle Orders:** +5 Seconds Per Level
Battle Command: +5 Seconds Per Level
Berserk: +10% Magic 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
Defense Bonus %	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260	270	280	290
Duration (seconds)	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210

Shout Receives Synergy Bonuses from: **Battle Orders:** +5 Seconds Per Level
Battle Command: +5 Seconds Per Level



Taunt

Required Level: 6
Prerequisites: **Howl**



Effect: Taunts a monster to fight you.

Gives Synergy Bonuses to: **War Cry:** +6% Damage Per Level
Frenzy: +8% Damage Per Level

Player vs Player - This will not work on other Players.

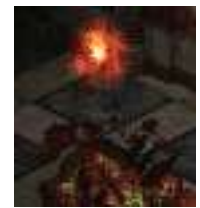
- Taunt will not work against Super Unique Monsters and Bosses.
- Taunt is useful against Monsters that run away from you.

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
Target's Damage Decrease %	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43
Target's Attack Rating Decrease %	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43



Battle Cry

Required Level: 18
Prerequisites: **Howl** [1], **Taunt** [6]



Effect: Frightens nearby enemies and lowers their defense.

Gives Synergy Bonuses to: **War Cry:** +6% 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	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Duration (seconds)	12.0	14.4	16.8	19.2	21.6	24.0	26.4	28.8	31.2	33.6	36.0	38.4	40.8	43.2	45.6	48.0	50.4	52.8	55.2	57.6
Target Defense -%	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88
Target Damage -%	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44



Find Item

Required Level: 12
Prerequisites: **Find Potion** [1]



Effect: Grants a chance that an item can be found on a corpse.

- Find item is pretty much a second chance at looting the same monster.
- Find Item will not work on some monsters.
- When Find Item is used on a corpse, it gives an X% chance of doing a drop as if you had killed the monster normally. The same treasure classes will be used, but the chance of a successful drop is determined by the level of Find Item, not by the number of players in game.
- Using Find Item on Super-unique monsters that have corpses gives a good chance of getting rare, set or unique items again.
- The chance to find a normal/low quality item is 65%, a high quality (i.e. superior item) is 30%, and a magic item is 5%

Hint: Use Find Item on a corpse to prevent it from being raised by monsters such as Shamans.

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
Chance to Find %	13	19	24	29	32	35	37	39	41	42	44	45	46	47	47	49	49	50	50	51



Battle Orders

Required Level: 24

Prerequisites: **Howl** [1], **Shout** [6]



Effect: Increases Mana, Life, and Stamina of party members.

Gives Synergy Bonuses to: **Battle Command:** +5 Seconds Per Level
Concentrate: +10% 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	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Duration (seconds)	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205	215	225	
Stamina/Life/Mana Increase %	35	38	41	44	47	50	53	56	59	62	65	68	71	74	77	80	83	86	89	92	

Battle Orders Receives Synergy Bonuses from:

Shout: +5 Seconds Per Level

Battle Command: +5 Seconds Per Level



Grim Ward

Required Level: 24

Prerequisites: **Find Potion** [1], **Find Item** [12]



Effect: Turns a corpse into a fetish that will frighten monsters away.

Player vs Player - This will not work on other Players.

Grim Ward will not work against Super Unique Monsters and Bosses.

Grim Ward is a more strategic spell, used to permanently block off areas so that monsters will not attack you from that side. They can also be used to channel monsters into specific areas so that the Barbarian can deal with them in an easier fashion. Basically, it has a specific use that is effective and different from any other spell.

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
Radius	2.0	2.6	3.3	4.0	4.6	5.3	6.0	6.6	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6	
Duration (seconds)	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40



War Cry

Required Level: 30

Prerequisites: Howl [1], Taunt [6], Shout [6], Battle Cry [18], Battle Orders [24]



Effect: Damages and stuns your enemies.

Gives Synergy Bonuses to: **Stun:** +5% Duration 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	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Damage	23-35	30-42	37-49	44-56	51-63	59-70	66-77	73-84	81-93	89-101	97-109	106-118	114-126	122-134	130-142	139-151	148-160	158-169	167-179	177-188
Stun Length (seconds)	1	1.2	1.4	1.6	1.8	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

War Cry Receives Synergy Bonuses from:

- Howl:** +6% Damage Per Level
- Taunt:** +6% Damage Per Level
- Battle Cry:** +6% Damage Per Level



Battle Command

Required Level: 30

Prerequisites: **Howl** [1], **Shout** [6], **Battle Orders** [24]



Passive Effect: Temporarily increases the skills of party members by 1.

Battle Commands increases all of your skills and the skills of party members by one. Placing additional points into Battle Commands will lengthen it's duration. Battle Commands will make you a party favorite, so offer this skill to your party members whenever possible. This will increase the effectiveness of your whole party in most situations.

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
Duration (seconds)	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205

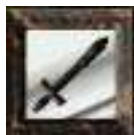
Battle Command Receives Synergy Bonuses from:

- Shout:** +5 Seconds Per Level
- Battle Orders:** +5 Seconds Per Level

Barbarian Combat Masteries

Notes: Critical Hit

A Critical Hit that will increase final damage. You will probably want to maximize your desired Mastery to increase the chance to Critical Hit. Also, items that give +Skill Levels, will increase this chance by increasing Combat Masteries beyond 20.

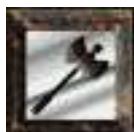


Sword Mastery

Required Level: 1
Prerequisites: None

Passive Effect: Increased damage and Attack Rating when using swords.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
Attack +%	28	36	44	52	60	68	76	84	92	100	108	116	124	132	140	148	156	164	172	180
Chance for Critical Strike %	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21

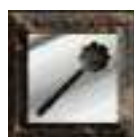


Axe Mastery

Required Level: 1
Prerequisites: None

Passive Effect: Increased damage and Attack Rating when using axes.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
Attack +%	28	36	44	52	60	68	76	84	92	100	108	116	124	132	140	148	156	164	172	180
Chance for Critical Strike %	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21



Mace Mastery

Required Level: 1
Prerequisites: None

Passive Effect: Increased damage and Attack Rating when using maces.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
Attack +%	28	36	44	52	60	68	76	84	92	100	108	116	124	132	140	148	156	164	172	180
Chance for Critical Strike %	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21



Polearm Mastery

Required Level: 6
Prerequisites: None

Passive Effect: Increased damage and Attack Rating when using pole arms.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
Attack +%	30	38	46	54	62	70	78	86	94	102	110	118	126	134	142	150	158	166	174	182
Chance for Critical Strike %	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21



Throwing Mastery

Required Level: 6
Prerequisites: None

Passive Effect: Increased damage and Attack Rating when throwing a weapon.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
Attack +%	30	38	46	54	62	70	78	86	94	102	110	118	126	134	142	150	158	166	174	182
Chance for Critical Strike %	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21

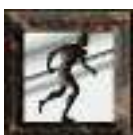


Spear Mastery

Required Level: 6
Prerequisites: None

Passive Effect: Increased damage and Attack Rating when using spears.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage +%	28	33	38	43	48	53	58	63	68	73	78	83	88	93	98	103	108	113	118	123
Attack +%	30	38	46	54	62	70	78	86	94	102	110	118	126	134	142	150	158	166	174	182
Chance for Critical Strike %	3	6	9	11	12	13	14	15	16	17	17	18	18	19	19	20	20	20	20	21



Increased Stamina

Required Level: 12
Prerequisites: None

Passive Effect: Increases stamina, and stamina recovery rate.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Stamina Bonus %	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315



Increased Speed

Required Level: 24

Prerequisites: **Increased Stamina** [12]

Passive Effect: Increases your walk and run speeds.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Walk/Run Speed Bonus %	13	18	22	25	28	30	32	33	35	36	37	38	39	40	40	41	41	42	42	43



Iron Skin

Required Level: 18

Prerequisites: None

Passive Effect: Improves overall defense.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Increase Defense Rating %	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220



Natural Resistance

Required Level: 30

Prerequisites: **Iron Skin** [18]

Passive Effect: Increases resistances to elemental damage.

Natural Resistance gives Resistances to Lightning, Fire, Cold, and Poison but does not include Magic Resistance.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Increase All Resistances %	12	21	28	35	40	44	47	49	52	54	56	58	60	61	62	64	64	65	66	67

Barbarian Combat Skills



Bash

Required Level: 1
Prerequisites: None



Effect: A powerful smashing blow that knocks the target back.

Gives Synergy Bonuses to: **Double Swing:** +10% Damage Per Level
Stun: +8% Damage Per Level
Concentrate: +5% 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	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Damage +%	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
Attack +%	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115

Bash Receives Synergy Bonuses from: **Stun:** +5% Damage Per Level
Concentrate: +5% Attack Rating Per Level



Double Swing

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

Effect: A quick double attack that can damage two nearby enemies.

Gives Synergy Bonuses to: **Double Throw:** +8% Damage Per Level
Frenzy: +8% 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	1	1	1	1	1	0	0	0	0	0	0	-1	-1	-1	-1	-2	-2	-2	-2
Attack +%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110

Double Swing Receives Synergy Bonuses from: **Bash:** +10% Damage Per Level



Leap

Required Level: 6
Prerequisites: None



Effect: Barbarian jumps and knocks back enemies where he lands.

Leap is great for it's low cost in mana. Leap also causes Knockback on all the monsters around the area where the Barbarian lands. This is very handy for getting your body back after dying. Leap is good for getting yourself out of danger when surrounded. It's quite possible for monsters to surround you making it impossible to get away, but Leap can allow you to escape. Leap can be used to jump over other party members that get in the way in tight dungeon corridors such as the Sewers, and Maggot Lair in Act II. The only similar spell is the Sorceress Teleport, which although is somewhat superior, is much more costly in mana, and is only available at a higher level (Character Level 18). Leap is useful for leading Monsters to obstacles then jumping over them. Jump is great for crossing rivers without a bridge, and jumping whatever things are in the way to make your trip shorter. At only 2 Mana, it's quite a deal. You'll find it useful to place a few points into Leap to jump further distances but there comes a point where it's a waste to put additional points into Leap.

Hidden Knockback Radius

Leap and Leap Attack both have a hidden knockback radius associated with them. With leap, it has a base of 2.6 (actually 2.64) yards, and gains 0.66 yards per level. For Example, a level 10 Leap will have a knockback radius of $(1.98 + (10 * 0.66)) = 8.5$ yards. This is an approximation. With Leap Attack, the base knockback is 2.6 yards, and gains 1.32 yards per level. For Example, a level 15 Leap Attack will have a knockback radius of $(1.98 + (15 * 1.32)) = 21.7$ yards. As is obvious, high levels of Leap and Leap Attack can knockback almost an entire screen of monsters.

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
Radius (yards)	4.6	7.3	8.6	10.0	11.3	12.0	12.6	13.3	14.0	14.0	14.6	14.6	15.3	16.0	16.0	16.0	16.6	16.6	16.6	16.6



Double Throw

Required Level: 12

Prerequisites: **Bash** [1], **Double Swing** [6]



Effect: Throws two weapons.

Only the Barbarian can throw two weapons at once using this skill.

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	2
Attack +%	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	

Double Throw Receives Synergy Bonuses from:

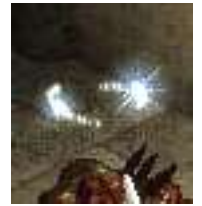
Double Swing: +8% Damage Per Level



Stun

Required Level: 12

Prerequisites: **Bash** [1]



Effect: A successful attack briefly stuns the enemy.

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	2
Attack +%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	
Duration (seconds)	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	4.2	4.2	4.3	4.4	4.5	

Stun Receives Synergy Bonuses from:

Bash: +8% Damage Per Level

Concentrate: +5% Attack Rating Per Level

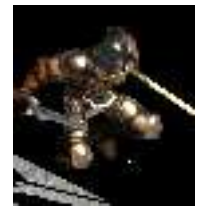
War Cry: +5% Duration Per Level



Leap Attack

Required Level: 18

Prerequisites: **Leap** [6]



Effect: Leaps onto a target and attacks when landing.

Leap Attack is a great skill for picking off targets one by one. It's particularly useful against those pesky Sand Leapers and unique bosses with the ability to Teleport. For those targets, just highlight your target and hold down the mouse button that Leap Attack is assigned to.

Once you get Leap Attack, you will no longer need to use the regular Leap skill. Also, Leap Attack has an extremely long range from the very first point that you put into it so by using the SHIFT-Leap, you're able to get out of sticky situations just as well, if not better, than with the normal Leap skill.

Leap Attack combined with Whirlwind can be an extremely deadly combination for your foes. Leap Attack can be used to get you into a good starting position for Whirlwind and it can also be used to help you escape quickly if Whirlwind is interrupted or if you run out of mana.

Hidden Knockback Radius

Leap and Leap Attack both have a hidden knockback radius associated with them. With leap, it has a base of 2.6 (actually 2.64) yards, and gains 0.66 yards per level. Example, a level 10 leap will have a knockback radius of (1.98 + (10 * 0.66)) = 8.5 yards. This is an approximation. With Leap Attack, the base knockback is 2.6 yards, and gains 1.32 yards per level. Example, a level 15 Leap Attack will have a knockback radius of (1.98 + (15 * 1.32)) = 21.7 yards. As is obvious, high levels of Leap and Leap Attack can knockback almost an entire screen of monsters.

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	9
Attack +%	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335	
Damage +%	100	130	160	190	220	250	280	310	340	370	400	430	460	490	520	550	580	610	640	670	

Leap Attack Receives Synergy Bonuses from: **Leap:** +10% Damage Per Level



Concentrate

Required Level: 18

Prerequisites: **Bash** [1], **Stun** [12]

Effect: An uninterruptible attack that also temporarily improves your defense.

The main benefit of this attack is that you can swing uninterrupted, giving you the best chance to get your attack off, even in a crowd or against a faster foe. This one is actually a good deal at a cost of 2 Mana, especially if you have a good weapon.

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
Defense +%	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260	270	280	290
Attack +%	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250
Damage +%	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165

Concentrate Receives Synergy Bonuses from:

Bash: +5% Damage Per Level

Battle Orders: +10% Damage Per Level

Berserk: +1% Magic Damage Per Level



Frenzy

Required Level: 24

Prerequisites: **Bash** [1], **Double Swing** [6], **Double Throw** [12]

Effect: Every successful hit increases your velocity and attack speed.

Select Frenzy, equip two weapons and hit the enemy. When the Barbarian makes a successful hit on the enemy, he will go into a Frenzy. The Barbarian can now in his Frenzy state, move much quicker and swing much faster. You can even combine this skill with other skills, after going into a Frenzy, quickly change to another skill and use it in combination with Frenzy.

Frenzy increases in attack speed as more monsters are hit.

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
Damage +%	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185
Attack +%	100	107	114	121	128	135	142	149	156	163	170	177	184	191	198	205	212	219	226	233
Attack Speed +%	7	7-13	7-18	7-22	7-25	7-27	7-29	7-31	7-33	7-34	7-35	7-36	7-37	7-38	7-39	7-40	7-40	7-41	7-41	7-42
Walk/Run Speed +%	47	47-68	47-84	47-99	47-110	47-119	47-126	47-131	47-138	47-142	47-147	47-151	47-155	47-158	47-160	47-164	47-165	47-167	47-169	47-171
Duration (seconds)	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

Frenzy Receives Synergy Bonuses from:

Double Swing: +8% Damage Per Level

Taunt: +8% Damage Per Level

Berserk: +1% Magic Damage Per Level



Whirlwind

Required Level: 30

Prerequisites: **Bash** [1], **Leap** [6], **Stun** [12], **Concentrate** [18], **Leap Attack** [18]



Effect: A fierce spinning attack.

Many high level Barbarians choose Whirlwind as their main skill (sometimes with Leap Attack).

To best use Whirlwind, lead a group of monsters into tight pack, then click past to the other side of the monsters. The Barbarian will fly through them damaging and destroying them very quickly.

Whirlwind attacks 50% more if you are dual wielding. Whirlwind will also alternate between two weapons when you use two weapons.

Long Weapons such as Spears, and Polearms make Whirlwind even more effective as it will hit monsters in a wider radius.

Mana and Life stealing weapons or items are really helpful and later required to use Whirlwind constantly.

Watch out for Undead Horrors that cast Iron Maiden. If an Oblivion Knight casts Iron Maiden while you're in the middle of a Whirlwind, it can be instant death. Another danger to watch out for is Mana Burn monsters. Keep some Mana Potions handy to recover from lost Mana.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	25	26	26	27	27	28	28	29	29	30	30	31	31	32	32	33	33	34	34
Damage %	-50	-42	-34	-26	-18	-10	-2	+6	+14	+22	+30	+38	+46	+54	+62	+70	+78	+86	+94	+102
Attack +%	0	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50	+55	+60	+65	+70	+75	+80	+85	+90	+95



Berserk

Required Level: 30

Prerequisites: **Bash** [1], **Stun** [12], **Concentrate** [18]



Effect: A powerful attack that leaves the Barbarian more vulnerable.

Gives Synergy Bonuses to: **Concentrate:** 1% Magic Damage Per Level

Frenzy: +1% Magic 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
Attack Rating +%	100	115	130	145	160	175	190	205	220	235	250	265	280	295	310	325	340	355	370	385
Magic Damage +%	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360	375	390	405	420	435
Duration (seconds)	2.7	2.4	2.2	2.1	2.0	1.9	1.8	1.7	1.6	1.6	1.6	1.5	1.5	1.4	1.4	1.4	1.4	1.3	1.3	1.3

Berserk Receives Synergy Bonuses from: **Howl:** +10% Magic Damage Per Level
Shout: +10% Magic Damage Per Level

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