



## Paladin Defensive Auras

**NOTE:**

A Paladin cannot use more than one Aura at the same time. Different Auras can be stacked by multiple Paladins.



**Prayer**

Required Level: 1  
Prerequisites: None



**Effect:** Heals all party members.

**Gives Synergy Bonuses to:** **Cleansing:** +1 Life Healed Every 2 Seconds  
**Meditation:** +1 Life Healed Every 2 Seconds  
**Holy Bolt:** +15% Life Healed Per Level

Prayer is helpful to heal other party members including Hirelings. If you want to focus in Prayer, it's a good idea to devote more points to Energy to get more mana. Often Prayer is best used after battle, but when focused, can provide healing during battle.

Before focusing in Prayer, keep in mind Redemption is available at Level 30. Redemption has the potential to heal much faster and only needs monster corpses to support rather than mana. One draw back of Redemption is that it cannot heal party members.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Healing	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	19	21	23	25
Mana Cost	1.0	1.1	1.3	1.5	1.7	1.9	2.1	2.3	2.5	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	4.1	4.3	4.5



**Resist Fire**

Required Level: 1  
Prerequisites: None



**Effect:** Increases the Fire resistance of all party members.

**Gives Synergy Bonuses to:** **Holy Fire:** +18% Fire Damage Per Level  
**Vengeance:** +10% Fire Damage Per Level

**This skill has a hidden bonus to max resistance.** It does not display on the skill itself (for space reasons) but it will display on your character screen. For each point in the skill you, and your nearby party members and pets, will receive +1% to maximum resist. This is capped at 95%. The Paladin also receives half of the +max resistance bonus (rounded down) when the skill is not active. So with 20 points in the skill you will get +10 to maximum resistance when the skill is off. You get no passive resistance to your actual resist but just to your maximum resist. Items that give bonuses to skills do not increase the passive bonus.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Resist Fire +%	52	66	76	85	92	98	102	106	110	113	116	118	121	123	124	127	128	129	130	131
+X% To Max. Fire Resist.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



### Resist Cold

Required Level: 6  
Prerequisites: None



**Effect:** Increases the Cold resistance of all party members.

**Gives Synergy Bonuses to:** **Holy Freeze:** +15% Cold Damage Per Level  
**Vengeance:** +10% Cold Damage Per Level

**This skill has a hidden bonus to max resistance.** It does not display on the skill itself (for space reasons) but it will display on your character screen. For each point in the skill you, and your nearby party members and pets, will receive +1% to maximum resist. This is capped at 95%. The Paladin also receives half of the +max resistance bonus (rounded down) when the skill is not active. So with 20 points in the skill you will get +10 to maximum resistance when the skill is off. You get no passive resistance to your actual resist but just to your maximum resist. Items that give bonuses to skills do not increase the passive bonus.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	7.3	8.6	10.0	11.3	12.6	14.0	15.3	16.6	18.0	19.3	20.6	22.0	23.3	24.6	26.0	27.3	28.3	30.0	31.3	32.6
Resist Cold +%	52	66	76	85	92	98	102	106	110	113	116	118	121	123	124	127	128	129	130	131
+X% To Max. Cold Resist.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



### Resist Lightning

Required Level: 12  
Prerequisites: None



**Effect:** Increases the Lightning resistance of all party members.

**Gives Synergy Bonuses to:** **Holy Shock:** +12% Lightning Damage Per Level  
**Vengeance:** +10% Lightning Damage Per Level

**This skill has a hidden bonus to max resistance.** It does not display on the skill itself (for space reasons) but it will display on your character screen. For each point in the skill you, and your nearby party members and pets, will receive +1% to maximum resist. This is capped at 95%. The Paladin also receives half of the +max resistance bonus (rounded down) when the skill is not active. So with 20 points in the skill you will get +10 to maximum resistance when the skill is off. You get no passive resistance to your actual resist but just to your maximum resist. Items that give bonuses to skills do not increase the passive bonus.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Resist Lightning +%	52	66	76	85	92	98	102	106	110	113	116	118	121	123	124	127	128	129	130	131
+X% To Max. Lightning Resist.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



### Defiance

Required Level: 6  
Prerequisites: None



**Effect:** Boosts the Defense of all party members.

**Gives Synergy Bonuses to:** **Holy Shield:** +15% Defense Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Defense +%	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240	250	260



### Cleansing

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



**Effect:** Reduces Poison and Curse duration for all party members.

**Gives Synergy Bonuses to:** **Sanctuary:** +7% Magic Damage Per Level

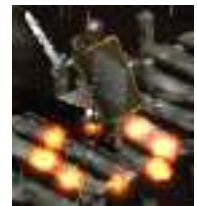
Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Duration Reduction	39	46	51	56	60	63	65	67	69	70	72	73	75	76	76	78	78	79	79	80

**Receives Synergy Bonuses from:** **Prayer:** +1 Life Healed Every 2 Seconds



### Vigor

Required Level: 18  
Prerequisites: **Prayer** [1], **Cleansing** [12], **Defiance** [6]



**Effect:** Increases Speed, Stamina, and Stamina recovery for all party members.

**Gives Synergy Bonuses to:** **Charge:** +20% Damage Per Level

**Blessed Hammer:** +14% Magic Damage Per Level

Vigor allows you and your party to travel faster, further, and longer! This is definitely a must have skill for fast paced game players. As you devote more points into Vigor you will walk and run faster, recover stamina faster, and increase the overall amount of stamina you have whenever this aura is active. Switch to Vigor whenever you are not fighting and not in any danger of enemy monsters. Use it when traveling over long distances that have already been cleared, use it in town to get to the vendors faster. Use it to return to town faster from the field. This can even be combined with Fastest Run/Walk items to make the Paladin run even faster! This is one skill you don't want to miss.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
Walk Run Speed +%	13	18	22	25	28	30	32	33	35	36	37	38	39	40	40	41	41	42	42	43
Max Stam Recovery +%	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525
Incr Stamina Recovery +%	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525



### Meditation

Required Level: 24

Prerequisites: **Prayer** [1], **Cleansing** [12]



**Effect:** Boosts Mana recovery for all party members.

Meditation will make you very popular with other party members such as Sorceress' and Necromancers.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	7.3	8.6	10.0	11.3	12.6	14.0	15.3	16.6	18.0	19.3	20.6	22.0	23.3	24.6	26.0	27.3	28.3	30.0	31.3	32.6
Mana Recovery +%	300	325	350	375	400	425	450	475	500	525	550	575	600	625	650	675	700	725	750	775

**Receives Synergy Bonuses from:** **Prayer:** +1 Life Healed Every 2 Seconds



### Redemption

Required Level: 30

Prerequisites: **Prayer** [1], **Cleansing** [12], **Defiance** [6], **Vigor** [18]



**Effect:** Periodically attempts to redeem corpses for Health and Mana.

**Gives Synergy Bonuses to:** **Sacrifice:** +15% Damage Per Level

Redemption does not regain mana or hit points for other party members, Minions, Monsters that have been converted or Hirelings.

To use Redemption, get within range of some monster bodies and turn on the aura. When you mouse over the skill it lists chance to Redeem. This means how fast Redemption will work. As you devote more points into Redemption, the chance to redeem will go up and it will work much faster.

Redemption turns the Paladin to a virtual walking well. Whenever the Paladin can kill monsters creating bodies, he can use Redemption to regain mana and health. As you know, there is no shortage of monsters so there is now an almost endless supply of monsters to use to heal the Paladin and to regain mana. This aura is a great replacement to Prayer. It works much faster than Prayer in combat and requires no mana, just monster bodies. When it works, it instantly regains health and mana.

As you devote more points into Redemption, it will regain more Health and Mana from a body, and work much faster. However, this will eat up bodies much faster which isn't always what you want. If you plan on using Redemption while you fight, devote more points into it, so it will help you faster and heal more life, and regain more mana. If you plan on using it after battle, only devote one to a few points to it.

The best way to use Redemption is to kill a few monsters, then run in circles around the monster's corpses until they are redeemed, then jump back into combat. This works very well against large groups of monsters. After finishing a battle with less than full health or mana (if you're using Mana Skills), run back to a group of monster corpses and turn on redemption.

Redemption can be used to get rid of monster bodies preventing any other creatures such as Shamans from raising the bodies. If possible bait the minions who might be raised away from their leader with Redemption on out of the range of the raising monster. Kill them quickly and make sure redemption gets rid of the body. This will prevent the enemy master from raising their minions. It's also possible to do this within the raising corpses range, but is more difficult to pull off.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	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	10.6
Chance to Redeem +%	23	34	42	49	55	59	63	65	69	71	73	75	77	79	80	82	82	83	84	85
HP/ Mana Recovery (points)	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120



### Salvation

Required Level: 30  
Prerequisites: None



Trust in the glory of the Light, for its authority supercedes all power in the mortal world. With this aura, the Paladin calls upon the Light to protect his allies from elemental attacks.

**Effect:** Increases all Elemental resistances for all party members.

**Gives Synergy Bonuses to:**  
**Holy Fire:** +6% Fire Damage Per Level  
**Holy Freeze:** +7% Cold Damage Per Level  
**Holy Shock:** +4% Lightning Damage Per Level  
**Vengeance:** +2% Elemental Damage Per Level

The ultimate in resistance skills, Salvation provides 60% Resistance to Fire, Cold, Lightning (but not Poison), with the first point. Used in connection with other resistance equipment, this can quickly boost you to the max of 75% resistance on Normal Difficulty. This can now be used to replace Resist Cold, Resist Fire, and Resist lightning. By giving you resistance to Lightning, Fire and Cold at the same time, you can take on packs of monsters with all of these attacks, instead of having to switch between Resist Fire, Cold and Lightning Auras. Before devoting too many points to Resist Cold/Fire/Lightning, keep in mind this skill is available at level 30. You'll find it very useful in parties and for yourself as you head into Nightmare and Hell difficulty levels, and especially when you face Unique Monsters and Bosses.

**Salvation receives an **unlisted** Synergy bonus from Resist Fire, Resist Lightning, and Resist Cold.**

Every 2 points in Resist Fire gives a 1% increase to your Salvation's fire resist maximum up to a max resist of 85. This also applies to Resist Lightning and Resist Cold. So if I have Resist Fire at 30, Resist Lightning at 20, and Resist Cold at 10, then when I activate Salvation my maximum resists will be Fire 85, Lightning 85, Cold 80.

**This skill has a **hidden bonus** to max resistance.** It does not display on the skill itself (for space reasons) but it will display on your character screen. For each point in the skill you, but not your nearby party members and pets, will receive +1% to maximum resist. This is capped at 85%. The Paladin also receives half of the +max resistance bonus (rounded down) when the skill is not active. So with 20 points in the skill you will get +10 to maximum resistance when the skill is off. You get no passive resistance to your actual resist but just to your maximum resist. Items that give bonuses to skills do not increase the passive bonus.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Resist Lightning / Cold / Fire %	60	68	75	80	85	88	91	93	96	97	99	101	102	103	104	106	106	107	108	108
+X% To Max Light/Cold/Fire Res.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

## Paladin Offensive Auras

### NOTE:

A Paladin cannot use more than one Aura at the same time. Different Auras can be stacked by multiple Paladins.



### Might

Required Level: 1  
Prerequisites: None



**Effect:** Increases damage dealt by party members.

**Gives Synergy Bonuses to:** **Charge:** +20% Damage Per Level

Before devoting more than one point into Might, keep in mind that Concentration is available at level 18. Concentration offers more damage, and a 20% chance of an uninterrupted hit. You can use Scepters, Unique items that add +1 to Skills, or Sigon's Guard to give additional points in Might until you're able to get Concentration which will pay off in the long run.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Damage +%	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230



### Holy Fire

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



**Effect:** Periodically does Fire damage to nearby enemies.

Holy Fire can be a good skill to use in Act I. By Act II you should consider advancing on to Holy Shock.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	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	15.3	16.0	16.6
Fire Damage	1-3	1.5-3.5	2.5-4.5	3-5	4-6	4.5-6.5	5.5-7.5	6-8	7-9	8.5-10.5	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18	17-20	18-21
Fire Damage Added To Attack	6-18	10-22	15-27	19-31	24-36	28-40	33-45	37-49	43-55	49-61	55-67	61-73	67-79	73-85	79-91	85-97	91-105	97-112	103-120	109-127

**Receives Synergy Bonuses from:**

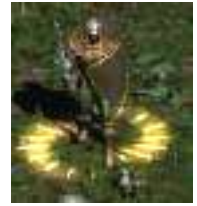
**Resist Fire:** +18% Fire Damage Per Level

**Salvation:** +6% Fire Damage Per Level



### Thorns

Required Level: 6  
Prerequisites: None



**Effect:** Enemies take damage when they cause melee damage to party members.

Player vs Player: Thorns will do 1/10th the damage.

This aura will do severe damage to any monster or player that hits the Paladin with a Melee attack. Thorns will only work if the enemy actually hits you however, so consider using this when you are taking a lot of damage. If the monster is unable to hit you due to your high defense, high shield blocking, high level compared to the monster, or because you kill them before they are able to attack you, consider using a different aura. This Aura also works well in parties against any monsters that may hit your party members.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Damage Return +%	250	290	330	370	410	450	490	530	570	610	650	690	730	770	810	850	890	930	970	1010



### Blessed Aim

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



**Effect:** Increases Attack Rating.

**Gives Synergy Bonuses to:** **Blessed Hammer:** +14% 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
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Attack +%	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360



### Concentration

Required Level: 18  
Prerequisites: **Might** [1], **Blessed Aim** [12]



**Effect:** Reduces the chance that your attacks will be interrupted.

Concentration offers two things, a chance for an uninterrupted hit, and increases greatly the damage you will do. This can also be combined with other high damage combat skills such as Sacrifice and Charge for high levels of damage. If you want to do a lot of damage, this is a good aura for you. This can also be shared with other party members which is great especially for other Paladins, Barbarians, and Amazons.

Concentration increases the damage for Blessed Hammer.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Uninterruptable Chance: %	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Radius (yards)	10.6	12.0	13.3	14.6	16.0	17.3	18.6	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0
Damage +%	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345



### Holy Freeze

Required Level: 18

Prerequisites: Prerequisites: **Might** [1], **Holy Fire** [6]



**Effect:** Periodically slows enemies nearby.

Player vs Player - This will slow but will not Freeze other Players.

Cold Resistances and Cannot Be Frozen Items will not affect Holy Freeze.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (yards)	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	15.3	16.0	16.6
Slowed By %	30	34	37	40	42	44	45	46	48	48	49	50	51	51	52	53	53	53	54	54
Cold Damage +X To Your Attack	10-15	15-20	20-25	25-30	30-35	35-40	40-45	45-50	55-60	65-70	75-80	85-90	95-100	105-110	115-120	125-130	140-145	155-160	170-175	185-190
Cold Damage to Monsters within Radius	2-3	3-4	4-5	5-6	6-7	7-8	8-9	9-10	11-12	13-14	15-16	17-18	19-20	21-22	23-24	25-26	28-29	31-32	34-35	37-38

**Receives Synergy Bonuses from:**

**Resist Cold:** +15% Cold Damage Per Level

**Salvation:** +7% Cold Damage Per Level



### Holy Shock

Required Level: 24

Prerequisites: **Might** [1], **Holy Fire** [6], **Holy Freeze** [18]



**Effect:** Periodically does Lightning damage to enemies within a radius.

**Gives Synergy Bonuses to:** **Fist of the Heavens:** +7% 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
Radius X Yards	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	15.3	16.0	16.6
Lightning Damage +X To Your Attack	1-60	1-96	1-132	1-168	1-204	1-240	1-276	1-312	1-360	1-408	1-456	1-504	1-552	1-600	1-648	1-696	1-756	1-816	1-876	1-936
Lightning Damage to Monsters within Radius	1-10	1-16	1-22	1-28	1-34	1-40	1-46	1-52	1-60	1-68	1-76	1-84	1-92	1-100	1-108	1-116	1-126	1-136	1-146	1-156

**Receives Synergy Bonuses from:**

**Resist Lightning:** +12% Lightning Damage Per Level

**Salvation:** +4% Lightning Damage Per Level



### Sanctuary

Required Level: 24

Prerequisites: **Might** [1], **Thorns** [6], **Holy Fire** [6], **Holy Freeze** [18]



**Effect:** Damages and does knockback to the Undead.

This skill will not work on Super Unique Monsters and Bosses.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Radius (Yards)	3.3	4	4.6	5.3	6	6.6	7.3	8	8.6	9.3	10	10.6	11.3	12	12.6	13.3	14	14.6	15.3	16
Magic Damage	8-16	12-20	16-24	20-28	24-32	28-36	32-40	36-44	40-49	44-54	48-59	52-64	56-69	60-74	64-79	68-84	73-90	78-96	83-102	88-108
Damage +X% To Melee Attacks	150	180	210	240	270	300	330	360	390	420	450	480	510	540	570	600	630	660	690	720

**Receives Synergy Bonuses from:** **Cleansing:** +7% Magic Damage Per Level



### Fanaticism

Required Level: 30

Prerequisites: **Might** [1], **Blessed Aim** [12], **Concentration** [18]



**Effect:** Increases the Attack Rate and Attack Rating for all party members. Increases your damage.

**Gives Synergy Bonuses to:** **Sacrifice:** +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
Radius (Yards)	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6	15.3	16.0	16.6	17.3	18.0	18.6	19.3	20.0
Party Damage +%	25	33	42	50	59	67	76	84	93	101	110	118	127	135	144	152	161	169	178	186
Your Damage +%	50	67	84	101	118	135	152	169	186	203	220	237	254	271	288	305	322	339	356	373
Attack Speed +%	14	18	20	23	25	26	27	28	29	30	31	31	32	33	33	34	34	34	34	35
Attack +%	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135



### Conviction

Required Level: 30

Prerequisites: **Might** [1], **Thorns** [6], **Holy Fire** [6], **Holy Freeze** [18], **Sanctuary** [24]

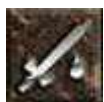


**Effect:** Reduces enemy Defense and the Resistances of monsters.

This does not lower enemy monsters' magic resistance. Conviction will remove immunities which will allow you or your party members to damage monsters that were previously untouchable with immunities.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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 Defense -%	49	56	61	66	70	73	75	77	79	80	82	83	85	86	86	88	88	89	89	90
Enemy Max. Resist -%	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125

## Paladin Combat Skills



### Sacrifice

Required Level: 1

Prerequisites: None

**Effect:** Increased damage at the cost of health.

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

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage to Self: %	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Attack Rating +%	20	27	34	41	48	55	62	69	76	83	90	97	104	111	118	125	132	139	146	153
Damage %	180	195	210	225	240	255	270	285	300	315	330	345	360	375	390	405	420	435	450	465

**Sacrifice Receives Synergy Bonuses from:** **Redemption:** +15% Damage Per Level

**Fanaticism:** +5% Damage Per Level

Sacrifice allows you to do a large amount of damage without spending any mana. Paladins that focus in this skill and Auras (except Prayer), do not have to spend any points in Energy for increased mana, use mana items, or worry about using Mana Potions. This may be appealing for some Paladins.

The first thing to understand about Sacrifice is that the more damage your weapons does, the more life will be drained from yourself. It's possible to increase Attack Damage so high using Sacrifice, a good weapon, and Might or Concentration, that you will be losing huge amounts of life each time you hit a monster. If you plan on using Sacrifice as your main attack, you will have to balance the loss of life with items or you will have to use a lot of Healing Potions.

Items that "Steals % Life" work well with Sacrifice. Find a weapon and ring that steals life. If you can steal enough life per hit with high life stealing percentages or a combination of life stealing items, you can make up for the loss of your health and actually use Sacrifice attacks to heal yourself.

Items that Replenish Life can also help make up for the loss in life when using Sacrifice. It can, however, take a while to regain life such that Replenish Life may not alone be enough to make up for the loss of life. However, they can be used in combination with Prayer, Healing Potions, and Life Stealing items to make up for the time it takes Replenish Life to work.

The Prayer Aura can be a good skill to use with Sacrifice initially. You can use Sacrifice on the left Action Button, and have your Prayer Aura active healing you at the same time on the Right Action button. You will have to devote points to Energy to increase your Mana to support Prayer or use magic items that add to Mana. Later on you will probably want to upgrade to Redemption Aura which although doesn't help party members, can make up for Sacrifice hit point loss much faster and better than Prayer.

Be careful when using Combat Shrines. Combat Shines will greatly increase your damage, which will greatly increase the life lost when using Sacrifice. You may want to avoid Combat Shrines when using Sacrifice, or use them then switch to another skill.

#### Powerful Two-handed Weapons

By using Sacrifice and Might or Concentration at the same time with a powerful two-handed weapon, you may notice you will do a lot of damage. This looks very attractive at first glance. You may do so much damage that you can kill many monsters including Uniques in one or two hits. However, you may also notice that you are losing a lot of your life with each Sacrifice hit. At first you may believe this is caused by giving up the defense and blocking of a shield to wield a two-handed Weapon, but the increased loss of life is really caused by the increase in damage of your new two-handed weapon. The more damage you do, the more life you will lose. Another problem with high damage weapons when using Sacrifice is that you may be doing more damage to the monsters than you need to. A monster may die in one hit with a Two-handed weapon damage of 538 but 200 damage might also be all you need to kill the monster. The extra damage caused by your powerful weapon will cause increased loss in your life needlessly. Try finding a less powerful weapon. Although you will not kill the monster as quickly, you will be draining less hit points.

To make up for the life lost when using Sacrifice you will have to find the right balance between the damage of your weapon compared to the monsters, life stealing items, Potions, Replenish Life items, and Prayer.

### Smite



Required Level: 1  
Prerequisites: None

**Effect:** Shield bash that does damage and knock back.

Smite always hits a target in range, so Attack Rating does not matter when using this skill.  
Smite does not work with Life/Mana % Steal.

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 +%	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
Stun (seconds)	0.6	0.8	1.0	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	4.4



**Holy Bolt**  
Required Level: 6  
Prerequisites: None



**Effect:** Bolt of energy that damages undead, or heals friendly units.

**Gives Synergy Bonuses to:** **Fist of the Heavens:** +15% Holy Bolt Damage Per Level

Holy Bolt will not heal undead minions. Works on hires and on Golems and party members. Friendly Skeletons will not take damage from Holy Bolt.

Ignores the resistance of Undead. Increased Healing to non-monster characters.

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	2.0	2.1	2.1	2.2	2.3	2.3	2.4	2.5	2.5	2.6	2.6	2.7	2.8	2.8	2.9	3.0	3.0	3.1	3.1
Magic Damage	8-16	16-24	24-32	32-40	40-48	48-56	56-64	64-72	74-83	84-94	94-105	104-116	114-127	124-138	134-149	144-160	157-175	170-190	183-205	196-220
Healing	1-6	3-10	5-14	7-18	9-22	11-26	13-30	15-34	17-38	19-42	21-46	23-50	25-54	27-58	29-62	31-66	33-70	35-74	37-78	39-82

**Holy Bolt Receives Synergy Bonuses from:** **Blessed Hammer:** +50% Magic Damage Per Level

**Fist of the Heavens:** +50% Magic Damage Per Level

**Prayer:** +15% Life Healed Per Level



### Zeal

Required Level: 12

Prerequisites: **Sacrifice** [1]

**Effect:** Quickly attacks multiple adjacent enemies.

Zeal increases your Attack Rating, and allows you to attack multiple adjacent monsters. Additional points into Zeal increases Attack Rating and increases the number of swings per use of Zeal up to 5. Zeal allows you to take a lot of very quick swings at a monster while at the same time increasing your attack rating.

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 +%	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
Number of Hits	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Damage +%	0	0	0	0	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96

**Zeal Receives Synergy Bonuses from:**

**Sacrifice:** +12% Damage Per Level



### Charge

Required Level: 12

Prerequisites: **Smite** [1]

**Effect:** Closes the distance with an enemy, delivering a bash on contact.

Although Charge is after Smite on the Skill Tree, Charge does not require a Shield. You can charge without a shield with a two-handed weapon.

You can also use Charge on the Left Action Button while having Auras active at the same time. When maxed, Charge offers more damage than Sacrifice. Consider getting Mana Stealing Items when using Charge to offset it's mana cost.

You can only use Charge on a Monster if you are already not in melee range. This is the one drawback when compared to Sacrifice. You will have to back away or select another monster that is further away.

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
Damage +%	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575
Attack Mod +%	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335

**Charge Receives Synergy Bonuses from:**

**Vigor:** +20% Damage Per Level

**Might:** +20% Damage Per Level



### Vengeance

Required Level: 18

Prerequisites: **Sacrifice** [1], **Zeal** [12]

**Effect:** Adds Elemental (Fire, Lightning and Cold) damage to all melee attacks.

The Damage bonus applies to all three elemental damages. At level 1, it would be +70% Fire, +70% Cold, and +70% Lightning (not Poison).

Poison is not included in the Vengeance Skill.

Monster resistances have the ability to reduce the additional elemental damage.

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
Cold Length	1.2	1.8	2.4	3.0	3.6	4.2	4.8	5.4	6.0	6.6	7.2	7.8	8.4	9.0	9.6	10.2	10.8	11.4	12.0	12.6
Elem Damage +%	70	76	82	88	94	100	106	112	118	124	130	136	142	148	154	160	166	172	178	184
Attack Bonus +%	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210

**Vengeance Receives Synergy Bonuses from:**

**Resist Fire:** +10% Fire Damage Per Level

**Resist Cold:** +10% Cold Damage Per Level

**Resist Lightning:** +10% Lightning Damage Per Level

**Salvation:** +2% Elemental Damage Per Level



### Blessed Hammer

Required Level: 18

Prerequisites: **Holy Bolt** [1]



**Effect:** A summoned Hammer spirals outward, damaging enemies. The Undead take additional damage.

**Gives Synergy Bonuses to:** **Holy Bolt:** +50% Magic Damage Per Level

This sends out a little glowing Hammer. The Hammer spins around you making a wider and wider turn until it disappears. Blessed Hammer has the ability to damage multiple enemies if it hits them.

Ignores the resistances of Undead and Demons.

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	5.2	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	9.0	9.2	9.5	9.7
Damage	12-16	20-24	28-32	36-40	44-48	52-56	60-64	68-72	78-82	88-92	98-102	108-112	118-122	128-132	138-142	148-152	160-164	172-176	184-188	196-200
+% Damage To Undead	150	150	150	150	150	150	150	150	150	150	150	150	150	150	150	150	150	150	150	150

**Blessed Hammer Receives Synergy Bonuses from:** **Blessed Aim:** +14% Magic Damage Per Level

**Vigor:** +14% Magic Damage Per Level



### Conversion

Required Level: 24

Prerequisites: **Sacrifice** [1], **Zeal** [12], **Vengeance** [18]



**Effect:** A successful attack has a chance to convert the target to fight evil.

Player vs Player - This will not work on other Players. This skill will not work on Super Unique Monsters and Bosses.

Conversion allows you to steal Monsters and use them against other Monsters in the area. Consider stealing Monsters with special attacks like Lightning or Blizzard, to help you fight. Be warned that eventually conversion will wear off and you will be forced to destroy your new friend.

You get experience for kills made by monsters you have converted.

You do not get experience for those converted monsters that are killed while under your power. You do not get experience for any of your minions that are killed (Golems, Valkyries, Revived, Converted, Attracted, Confused, Skeletal Mages, Skeletons).

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>Mana Cost:</b>	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
<b>Chance to Convert %</b>	7	13	18	22	25	27	29	31	33	34	35	36	37	38	39	40	40	41	41	42
<b>Duration Seconds</b>	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16



### Holy Shield

Required Level: 24

Prerequisites: **Smite** [1], **Holy Bolt** [6], **Charge** [12], **Blessed hammer** [18]



**Effect:** Magically enhances shield to give defense bonuses.

Holy Shield is not a Passive skill, it is similar to the Sorceress' Frozen Armor spells. To create a Holy Shield, cast the spell. It will last until it wears off which will be determined by how many skill points you have placed in Holy Shield.

Paladins who use Shields should consider this skill. Additional defense and increased blocking is always something to be desired, and this skill can still be used in combination with his Auras, and other Combat skills.

You may not want to use this skill in combination with the Thorns Aura. When using Thorns, you want the monsters to hit you so that they will be damaged by Thorns, however Holy Shield makes it more difficult for monsters to hit you.

Holy Shield is very useful to increase blocking on shields with low blocking. You may find a great rare, or unique shield with low blocking. The lack of blocking on the shield may make you think twice about using it, but with Holy Shield you can raise the chance to block and still use this shield.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>Mana Cost:</b>	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35
<b>Duration (seconds)</b>	30	55	80	105	130	155	180	205	230	255	280	305	330	355	380	405	430	455	480	505
<b>Defense +%</b>	25	40	55	70	85	100	115	130	145	160	175	190	205	220	235	250	265	280	295	310
<b>Successful Blocking +%</b>	14	18	20	23	25	26	27	28	29	30	31	31	32	33	33	34	34	34	34	35
<b>Smite Damage +</b>	3-6	5-8	7-10	9-12	11-14	13-16	15-18	17-20	20-23	23-26	26-29	29-32	32-35	35-38	38-41	41-44	44-48	48-52	52-56	56-60

**Holy Shield Receives Synergy Bonuses from: Defiance: +15% Defense Per Level**



### Fist of the Heavens

Casting Delay: 1 Second

Required Level: 30

Prerequisites: **Sacrifice** [1], **Holy Bolt** [6], **Zeal** [12], **Vengeance** [18], **Blessed Hammer** [18], **Conversion** [24]



**Effect:** Lightning attack from the sky that releases Holy Bolts.

**Gives Synergy Bonuses to:** **Holy Bolt:** +50% Magic Damage Per Level

Target a monster, and Fist of Heavens unleashes a Lightning Bolt from the Heavens. From the impact point, Holy Bolts spread out around the area. This skill is primarily useful against large collections of undead Monsters but also can be used against other monsters for the direct Lightning damage.

Fist of Heavens ignores resistances of Undead and Demons.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>Mana Cost: 25</b>	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
<b>Lightning Damage</b>	150-200	165-215	180-230	195-245	210-260	225-275	240-290	255-305	285-335	315-365	345-395	375-425	405-455	435-485	465-515	495-545	540-590	585-635	630-680	675-725
<b>Holy Bolt Damage</b>	40-50	46-56	52-62	58-68	64-74	70-80	76-86	82-92	92-102	102-112	112-122	122-132	132-142	142-152	152-162	162-172	178-188	194-204	210-220	226-236

**Fist of the Heavens Receives Synergy Bonuses from:** **Holy Bolt:** +15% Holy Bolt Damage Per Level

**Holy Shock:** +7% Lightning Damage Per Level

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