

DIFFICULTY MODES & FRIENDLY FIRE

AS YOU HAVE NOTICED, YOU CAN START EACH YOUR GAME SESSION WITH ONE OF THREE DIFFICULTY MODES: STANDARD, HARD, AND IMPOSSIBLE. WHAT IS THE DIFFERENCE? AND HOW IT RELATES TO COMMON DIFFICULTIES LIKE NORMAL, NIGHTMARE, AND HELL? WELL, THESE NEW DIFFICULTY MODES DON'T RELATE TO CLASSIC DIFFICULTIES IN ANY WAY. YOU CAN CHOOSE ANY DIFFICULTY MODE AT ANY TIME YOU LAUNCH THE MOD. THERE ARE FOUR MAIN DIFFERENCES BETWEEN MODES:

1. MONSTER STRENGTH (DAMAGE, HP, AND SIMILAR CHARACTERISTICS). MONSTERS IN STANDARD MODE HAVE ONLY 70% OF THEIR COMMON STRENGTH WHILE IN IMPOSSIBLE MODE THEY HAVE 200% STRENGTH.
2. DROP QUALITY. THE DIFFERENCE IS NOT SO TREMENDOUS AS ABOVE, ONLY 90% OF COMMON DROP QUALITY IN STANDARD MODE AND 110% IN IMPOSSIBLE MODE.
3. UNIQUE ITEMS. ALL UNIQUE ITEMS ARE EXIST IN ANY MODE AND CAN BE USED/WORN WITHOUT ANY TROUBLES, BUT SOME UBER UNIQUE ITEMS LIKE MYSTERIOUS ANCIENT DEFENCE OR DIABLO PLAYER' WRATH ARE DISABLED IN STANDARD MODE AND CAN'T BE FOUND/CRAFTED. AS YOU CAN SEE, THIS DIFFERENCE REALLY MATTERS ONLY ON LATER STAGES OF GAME, I.E. IN THE END OF HELL DIFFICULTY.
4. FRIENDLY FIRE SETTINGS. SEE "FRIENDLY FIRE" ARTICLE BELOW.
TO BE SHORT, IF YOU PLAY BFE FIRST TIME, I STRONGLY RECOMMEND CHOOSING STANDARD MODE! YOU ALSO CAN USE STANDARD MODE IF SOME PLACES ARE TOO HARD FOR YOU ON HARD MODE. CHOOSE IMPOSSIBLE MODE ONLY IF YOU KNOW WHAT YOU ARE DOING! 110% OF DROP QUALITY WILL NOT REPAY THE LOST OF ENDURANCE IF YOU WILL DIE TOO OFTEN. THIS MODE IS FOR PLAYERS WHO ARE FAMILIAR WITH BFE WELL ENOUGH AND HAVE GOOD ITEMS BASE IN SHARED STASH.

FRIENDLY FIRE:

"FRIENDLY FIRE" IS THE FEATURE WHEN MAGIC OR MISSILES OF YOU AND YOUR ALLIES CAN HARM YOU AND YOUR ALLIES. TABLE BELOW DISPLAYS WHICH SKILLS AND WEAPONS HAVE "FRIENDLY FIRE" IN DIFFERENT DIFFICULTY MODES. REMEMBER THAT MONSTERS HAVE APPROPRIATE "FRIENDLY FIRE" FEATURE TOO."FRIENDLY FIRE" FEATURE TOO.

STANDARD			
NO "FRIENDLY FIRE" FEATURE			
HARD			
WEAPON THROWING AXE OIL POTION EXPLOSIVE POTION FULMINATING POTION RANCID GAS CHOKING GAS STRANGLING GAS	AMAZON FREEZING ARROW IMMOLATION ARROW LIGHTNING FURY MULTIPLE SHOT	SORCERESS INFERNO METEOR LIGHTNING FROZEN ORB	NECROMANCER BONE SPEAR
BARBARIAN WAR CRY	PALADIN NO "FRIENDLY FIRE" SKILLS	ASSASSIN LIGHTNING SENTRY DEATH SENTRY WAKE OF INFERNO	DRUID SHOCKWAVE TORNADO ARMAGEDDON
IMPOSSIBLE			
WEAPON JAVELIN GLAIVE PILUM THROWING AXE THROWING KNIFE OIL POTION EXPLOSIVE POTION FULMINATING POTION RANCID GAS CHOKING GAS STRANGLING GAS	AMAZON MAGIC ARROW COLD ARROW ICE ARROW FREEZING ARROW EXPLODING ARROW IMMOLATION ARROW PLAGUE JAVELIN LIGHTNING BOLT LIGHTNING STRIKE LIGHTNING FURY MULTIPLE SHOT STRAFE	SORCERESS FIREBOLT INFERNO FIRE BALL FIRE WALL METEOR ICE BOLT ICE BLAST GLACIAL SPIKE BLIZZARD LIGHTNING	NECROMANCER TEETH BONE SPEAR POISON EXPLOSION
BARBARIAN HOWL WAR CRY	PALADIN NO "FRIENDLY FIRE" SKILLS	ASSASSIN FIRE TRAUMA LIGHTNING SENTRY DEATH SENTRY FISTS OF FIRE CLAWS OF THUNDER BLADES OF ICE	DRUID SHOCKWAVE VOLCANO TORNADO ARMAGEDDON