

# DIABLO II - PATCH 1.15F

## Skill changelog

Most recent changes highlighted in red. 1.15f

### Barbarian

#### Find Potion

Find Potion will now always drop potions of Rejuvenation

#### Leap Attack

Synergy increased to 40% per level

#### Increased Stamina

Has been replaced with a new skill 'Empowered Impact'

#### Empowered Impact

New passive skill

Gives the Barbarian 11% Crushing Blow and gains +1% per level invested

#### Whirlwind

Now starts at +5% damage, gaining 10% per level. Up from -50% and 8%

Now attacks twice per damage tick, up from once

### Paladin

#### Thorns

Now begins at 500% and gains 75% per level, up from 250% and 40%

#### Charge

Base damage increased from 100% to 180%

Damage per level from 25% to 40%

Increased synergy from Vigor and Might to 30% from 20%

#### Sacrifice

Base damage increased from 180 to 350%

Damage per level increased from 15 to 30%.

Self-damage increased from 8 to 10%

#### Fist of the Heavens

Base damage 2.5x

Damage scaling increased by 50% from level 1-27. Above 27 scaling increased by 200%.

#### Blessed Hammer

Synergies are now 9% down from 14% and total damage is decreased by 10%

## **Necromancer**

### Teeth

Teeth now fire 4 missiles at level 1.

Level 1 damage is doubled, scaling increased by +1 damage per level from level 1-16, scales rapidly beyond level 16

### Bone Spear

Base damage 1.8x

### Bone Spirit

Base damage 2.5x

### Amplify damage

Enemies now have their physical resistance reduced by 75%, down from 100%

### Iron Maiden

Enemies now take 500% damage reflected, increasing by 50% per level

### Corpse Explosion

Health converted to damage is now 40-60%

### Poison Dagger

Now has a duration of 1.1 seconds at level 20

Base damage increased by 30% and damage, damage gained per level now increases per level

### Poison Explosion

Base damage increased 2.5x

Synergies increased from 15% to 25%

### Poison Nova

Base damage increased 1.5x

Synergies increased from 10% to 18%

### Skeleton Mastery

Base damage increase 2x (applies to all summons)

Now have higher chance to spawn with a shield (25%).

Max hard skill points now at 25.

### Raise Skeletal Mage

Max hard skill points now at 25.

Now only summons Cold and Poison mages.

### Fire Golems

Damage per level doubled.

Base damage 1.5x.

Holy Fire begins at level 30, up from level 8.

### Revive

Monster HP increased to 450%

Monsters last until they either die or wander outside range

Monster velocity bonus increased from 50% to 75%

## **Amazon**

### Guided Arrow

Guided Arrow can once again pierce\*. Maximum of 4 pierces per arrow.

*\*synergises amazingly when paired with knockback!*

### Strafe

Looks cooler!

### Immolation Arrow

Level 1 base explosion damage increased 2x, scaling per level increased by 1.5x.

Fire damage over time unchanged.

### Valkyrie

No longer requires Evade as a prerequisite

### Inner Sight

Defence reduced per level is doubled, starting value unchanged

### Slow Missiles

Now slows missiles by 66%, radius increased to 26 yards, up from 33% and 13 yards

### Jab

Now begins at 25% increased damage, up from -15%.

Gains 5% damage per level, up from 3%

### Impale

Now begins at 650% weapon damage

Maximum possible chance to degrade the weapon is now 70%, up from 50%

### Plague Javelin

Now deals 2.5x poison damage over the duration

Now only gains 3% from synergies, down from 10%

### Charged Strike

Now gives off 2 bolts instead of 3 at level 1 and caps at 2 less than the usual max, level dependant.

### Lightning Fury

Maximum bolts are now 1 less, bolts have 20% less seeking range and do 20% less damage.

## **Sorceress**

### Frost Nova

Base damage increased by 1.5x.

Damage scales higher after level 17, up to 5x at level 27 and above.

### Nova

Base damage increased by 2x

Damage scales higher after level 17, up to 5x at level 27 and above.

### Teleport

Now maxes at 1 skill point

Costs no mana

Can now be used in Town

Has a cooldown of 1 second.

### Static Field

Now caps at 45% monster health on all difficulties

### Meteor

Base explosion radius decreased by 50%, now gains 0.65 yards per level.

Meteor damage reduced by 1/8th.

### Chain Lightning

Chain Lightning can now leap to enemies up to 50% further away

### Blaze

Damage increased 4x

### Inferno

Inferno synergy gains increased to 22%.

Base range increased by 50%. Base damage and scaling increased 2.4x

### Firewall

Base damage increased 2x

### Hydra

Base damage increased 1.5x, now gains 2 seconds of duration per level, synergies increased from 3% to 12%

### Thunderstorm

Thunderstorm is now unique among lightning skills as it deals equal minimum and maximum damage. Gains +10 damage per level from levels 2-8, +20 at 9-16, +30 at 17-22, +40 23-28 and +75 for levels above 28.

### Blizzard

Synergies are now down to 4% from 5% and total damage is decreased by 10%

### Frozen orb

Synergies are now 1% down from 2%

## **Druid**

### Summon Dire Wolf

Duration of the corpse-consume buff is now 120 seconds and gives 20% increased effect.

Base Dire Wolf damage increased by approx. 1.90x, damage increases scaling now 2.7x at level 1-23, 4.5x at 24-27 and 6.3x beyond level 28

Maximum of 3

### Fissure

Total damage decreased by 1/5<sup>th</sup> **on earlier levels, reaches regular damage when maxing skill.**

### Rabies

Base damage and damage gained per level increased 2x

Synergy from Poison Creeper now gives 25%, up from 18% per level

### Fire Claws

Base damage and damage per level increased 1.25x

### Arctic Blast

Arctic Blast synergy damage increased from 15 to 22%. Base damage and scaling increased 2x

### Poison Creeper

Base damage 3x

Damage from levels 1-22 3x, 5x for level 23-27 and 8x above level 27

### Summon Raven

Now has a maximum number of 2 Ravens with 30 hits, gaining 2 per level

Increased base damage to 4-8

Increased damage per level at +4 from skill levels 2-8, +8 from 9-16, +25 from 17-22, +40 from 23-28 and +100 above level 28. *\*cough\* Ravenlore \*cough\**

### Armageddon

Now gains 2 seconds of duration per level

Radius increased by 50%

Time between falling rocks decreased by 40%

## **Assassin**

### Venom

Base damage increased by 3x.

Damage per level increased 3x at level 17 and beyond.

### Dragon Claw, Fists of Fire, Claws of Thunder and Blades of Ice

Synergies 2x

Base damage 2x

### Phoenix Strike

Meteor explosion radius increased by 50% and fire burns 50% longer

Chain Lightning jumps up to 12 times

Frozen Orb gives off 25% more Ice Bolts

### Psychic Hammer

Physical damage 1.8x

Magic damage 2.1x