2. Characters

The most important character in the game is of course you. So this guide will start by giving information about the characters you can choose to play. The available characters are listed below.

Warrior:	Available in Diablo and Hellfire.
Rogue:	Available in Diablo and Hellfire.
Sorcerer:	Available in Diablo and Hellfire.
Monk:	Available in Hellfire.
Bard:	Hidden test character available in Hellfire.
Barbarian:	Hidden test character available in Hellfire, added in the 1.01 patch.

For information about how to activate the hidden characters, see chapter 1.2. Note that the Bard uses the same graphics as the Rogue and the Barbarian uses the same graphics as the Warrior.

2.1 Character stats

Each character in Diablo has a set of stats (or abilities) that greatly affect how well he or she performs. This chapter will explain how these stats affect your character, how they are calculated (which is not always obvious as the game often does not show the true values of the stats), and how they can be changed. For information about how items can modify the stats, see chapter 3. The stats have been grouped into basic stats (Strength, Magic, Dexterity, Vitality, Life and Mana) and other stats (Armor Class, To Hit, Damage and Resistance). The final stat, character level, is handled in chapter 2.6. One should be aware of the fact that the clvl of a character is in fact the most important stat of them all as it enters into the calculations of many of the other stats as can be seen in this chapter.

2.1.1 Starting stats

Each character class has its own starting values for the basic stats. They are listed below. Also listed are which stats are increased and by how much when you gain a level. Apart from those, you also gain 5 "points" to distribute among your four main stats until they have reached their maximum value. Shrines and some monsters have the ability to alter your stats, too. See appropriate chapters for more information.

Class	Strength	Magic	Dexterity	Vitality	Life	Mana	Effect of Level[1]
Warrior	30	10	20	25	70	10	+2 life, +1 mana
Rogue	20	15	30	20	45	22	+2 life, +2 mana
Sorcerer	15	35	15	20	30	70	+1 life, +2 mana
Monk	25	15	25	20	45	22	+2 life, +2 mana
Bard	20	20	25	20	45	35	+2 life, +2 mana
Barbarian	40	0	20	25	70	0	+2 life, +0 mana[2]

1   You don't get any life or mana when gaining level 50.
2   The Barbarian also gets 1% resistance per level.

2.1.2 Maximum stats

When your stats turn golden they have reached their maximum value and can only be increased by wearing items that increases them further (life and mana never turn golden). The table below lists the maximum stats for each character class assuming a naked character. Note that you don't get any life or mana when you gain level 50.

Class	Max Strength	Max Magic	Max Dexterity	Max Vitality	Max Life	Max Mana
Warrior	250	50	60	100	316	98
Rogue	55	70	250	80	201	173
Sorcerer	45	250	85	80	138	596
Monk	150	80	150	80	201	183
Bard	120	120	120	100	221	231
Barbarian	255	0	55	150	416	0

The table below also shows the maximum stats, but this time when equipped with items that give the maximum stat increase. Note that it is *not* possible to reach those maximum values all at once. When two numbers are given the first

one belongs to Diablo and the second one to Hellfire. The reason for this is the use of four new unique rings only available in Hellfire. It does *not* take into account the possibility of the use of two new unique jewelry in Hellfire that move life to/from mana.

Class	Max Strength	Max Magic	Max Dexterity	Max Vitality	Max Life	Max Mana
Warrior	425 / 485	225 / 285	225 / 285	265 / 325	796 / 916	533 / 568
Rogue	230 / 290	245 / 305	415 / 475	245 / 305	681 / 741	690 / 718
Sorcerer	220 / 280	425 / 485	250 / 310	245 / 305	618 / 618	1 196 / 1 216
Monk	385	315	375	305	741	728
Bard	370	360	360	340	761	865
Barbarian	490	235	280	375	1 091	470

2.1.3 Life and mana

Life is based on vitality while mana is based on magic. To calculate how much life and mana you have, use the formulas listed below.

Life

Warrior:	$2 \cdot Vit_{character} + 2 \cdot Vit_{items} + 2 \cdot clvl + Life_{items} + 18$
Rogue:	$1 \cdot Vit_{character} + 1.5 \cdot Vit_{items} + 2 \cdot clvl + Life_{items} + 23$
Sorcerer:	$1 \cdot Vit_{character} + 1 \cdot Vit_{items} + 1 \cdot clvl + Life_{items} + 9$
Monk:	$1 \cdot Vit_{character} + 1.5 \cdot Vit_{items} + 2 \cdot clvl + Life_{items} + 23$
Bard:	$1 \cdot Vit_{character} + 1.5 \cdot Vit_{items} + 2 \cdot clvl + Life_{items} + 23$
Barbarian:	$2 \cdot Vit_{character} + 2.5 \cdot Vit_{items} + 2 \cdot clvl + Life_{items} + 18$

Mana

Warrior:	$1 \cdot Mag_{character} + 1 \cdot Mag_{items} + 1 \cdot clvl + Mana_{items} - 1$
Rogue:	$1 \cdot Mag_{character} + 1.5 \cdot Mag_{items} + 2 \cdot clvl + Mana_{items} + 5$
Sorcerer:	$2 \cdot Mag_{character} + 2 \cdot Mag_{items} + 2 \cdot clvl + Mana_{items} - 2$
Monk:	$1 \cdot Mag_{character} + 1.5 \cdot Mag_{items} + 2 \cdot clvl + Mana_{items} + 5$
Bard:	$1.5 \cdot Mag_{character} + 1.75 \cdot Mag_{items} + 2 \cdot clvl + Mana_{items} + 3$
Barbarian:	$1 \cdot Mag_{character} + 1 \cdot Mag_{items} + 0 \cdot clvl + Mana_{items} + 0$

- Black Deaths (a zombie type of monster) can permanently decrease your life.
- You do not get any mana or life when reaching level 50 (use clvl=49 to get the correct result).
- Some shrines might permanently decrease your max mana (see chapter 5.6.5).
- If you are on level 16, you will not lose any of your items when you die.

2.1.4 Armor Class and To Hit

Both Armor Class (AC) and To Hit are based on your Dexterity. Below is a summary on how they are calculated. For more information about AC and To Hit, see chapter 5.6.5.

Armor Class

Warrior, Rogue, Sorcerer:	$Dex/5 + AC_{items}$
Monk with plate:	$Dex/5 + AC_{items}$
Monk with mail:	$Dex/5 + AC_{items} + clvl/2$
Monk with leather and other light armor:	$Dex/5 + AC_{items} + 2 \cdot clvl$
Monk with no armor:	$Dex/5 + AC_{items} + 2 \cdot clvl$
Bard:	$Dex/5 + AC_{items}$
Barbarian:	$Dex/5 + AC_{items} + clvl/4$

- When calculating AC for a Monk, unique plate is treated as mail and unique mail as leather.
- Shields only give half AC (rounded up) to the Barbarian.

To Hit %

on character screen:	$50 + Dex/2 + ToHit_{items}$
melee:	$50 + Dex/2 + ToHit_{items} + clvl + bonus$
arrow:	$50 + Dex + ToHit_{items} + clvl + bonus - distance \cdot distance/2$
magic versus monster:	$50 + Mag - 2 \cdot mlvl + bonus$
magic versus player:	$50 + Mag - 2 \cdot clvl_{target} + bonus$
To Hit penalty for adjacent quarter damage:	$70 - 2 \cdot clvl$ (minimum 30)

- All magic attacks will always check for To Hit, even for spells like Lightning and Fire Wall.
- A player is immune to its own spells with the exception of Fire Wall and Flame Wave.
- Fire Wall, Flame Wave and Ring of Fire will check for To Hit like magical traps against players including the caster (but not against monsters). See chapters 4.3 and 6.1.2.
- Distance is actually a time count. It goes up by 1 twenty times each second. Arrows always have a distance factor, even if they have extra fire or lightning. For more information see chapters 4.1.2.
- Note that the effects of some oils (see chapter 3.2.1) are only visible on the stats in the character screen. They don't show up on the information about the item.
- In Diablo, the *bashing* series of suffixes also adds to your To Hit value but it will never show up on the character screen. The amount is always fixed for a specific item and within the range of the suffix. See chapter 3.4 for more information.
- The adjacent quarter damage To Hit penalty is subtracted from the normal To Hit for the two monsters adjacent to the one you attack. For an explanation of adjacent quarter damage see chapter 2.2.2.
- For a list of the bonuses, see the table below.
- To get the final chance of hitting you subtract the AC of the enemy (monster or player). See chapter 5.1 for information about monster's AC. The AC is not subtracted if it is a magic attack.
- When the game checks if you have hit there is always a 5% chance that you will miss, no matter what the final modified To Hit is. In the same way there is also always a 5% chance to hit, no matter what the final modified To Hit is. See chapter 5.1 for information about monster's chance of automatic hit (they never automatically miss).

The bonus in the above formulas refers to some *hidden* To Hit modifiers specific for each character class. They are listed in the table below but do not show up in the To Hit value you see on the character screen. For the blocking bonus see chapter 2.2.

Class	Melee	Arrow	Magic	Blocking[1]
Warrior	20	10	-	30
Rogue	-	20	-	20
Sorcerer	-	-	20	10
Monk	-	-	-	25
Bard	-	10	10	25
Barbarian	-	-	-	30

1   There exists a bug so that the bonus is always 0, except during the first game a character play.

In the table below, maximum AC and To Hit for each character class is summarized. The columns for max values from max stats are maximum values without the use of any items that specifically add to AC and To Hit (only to Dex). When two numbers are given the first one belongs to Diablo and the second one to Hellfire. The reason is that there are some new unique rings only available in Hellfire. It also excludes any effects from oils and shrines that directly affect AC or To Hit. The values are, of course, excluding such things as clvl that is factored in for computing the real final To Hit.

Class	Max AC naked	Max To Hit naked	Max AC from maxed stats	Max To Hit from maxed stats	Max AC	Max To Hit
Warrior	12	80	45 / 57	162 / 192	349 / 401	392
Rogue	50	175	83 / 95	257 / 287	385 / 425	487
Sorcerer	17	92	50 / 62	175 / 205	350 / 390	405
Monk	130 [1]	125	175 [1]	237	419	437
Bard	24	110	72	230	413	565
Barbarian	23 [1]	77	56	190	370	390

1   For a level 50 character.

2.2 Fighting

The main activity in Diablo and Hellfire is fighting. You either fight against the monsters or against other players. This chapter will briefly explain how your characters stats and the items you wear affect your character while fighting. For a more detailed explanation on battle between players and monsters, see chapter 5.6.5.

2.2.1 Getting hit

When someone or something attacks you, the first step is to see if it hits you or not. Formulas for the chance of hitting a player can be found in chapter 2.1.4 (players), 4.3 (traps) and 5.1 (monsters).

When you are hit by a melee weapon, an arrow, or magic (while not having any resistance), you will try to block the attack (in Hellfire you will try to block even if you have resistance). See chapter 4 for information about what spells can be blocked. To block the attack you must have a shield. A Monk can also block with a staff and with at least one hand bare. If you fail to block or you can't block you will get hit, which will result in damage and the possibility of having to do a hit recovery (getting stunned). For formulas for monsters hitting players, see chapter 5.1.

Blocking

The chance of blocking is calculated according to:

Blocking monster:	Dex + 2·(clvl - mlvl) + bonus
Blocking player:	Dex + 2·(clvl$_{target}$ - clvl$_{attacker}$) + bonus
Blocking trap:	Dex + bonus

- There exists a bug so that the bonus is always 0, except during the first game a character play. For information about what the bonus should be, see table under To Hit %, chapter 2.1.4.
- You can only block while standing still or while doing a melee attack.
- Monsters can never block attacks against them.

Modified damage received

There are a few ways by which the damage done to a player is modified depending upon the target. Below is listed what those effects are and in what order they are applied. Note that not all effects are applicable to all situations.

1. *of thieves*   Having an item with this suffix will reduce any trap damage by 50%. In Hellfire it will in addition reduce the damage from any magical or ranged attack from monsters by 50%. This effect is not cumulative if you have more than one item with the suffix.

2. - damage taken   Having any item with a suffix that reduces damage (or in the case of a cursed suffix, increases it), will reduce any damage, even magical, done by a monster by the combined amount of all the suffixes you are wearing. Damage can never be reduced below 1 by this effect.

3. Reflect   In Hellfire the Reflect spell will reduce the amount of melee damage a monster does to a player by 20 to 29%.

3. player vs player   All magic damage is halved in player versus player attacks. This includes the damage by Bone Spirit, which will only reduce 1/6 of current life.

4. resistance   Having any item which gives you resistance will reduce any magical attack of the same type by the total resistance of that type you have. Maximum resistance is 75%, which is shown with the letters MAX.

5. Mana Shield   If you are using a Mana Shield, it will reduce the damage by 33% in Diablo and by (1/(3·slvl) ·100)% (if slvl is higher than 7, set slvl to 7) in Hellfire. In addition it will remove mana instead of life.

Checks for hit recovery are done between step 4 and 5 and will thus not be affected by the use of Mana Shield.

Hit recovery
When you are hit and don't block it, you will take damage. If the damage is big enough, your character will go through a hit recovery animation; you are stunned, during which you can't do anything. If you get hit again before you manage to hit back or move this repeats and you are stun locked and can't react away (for information about entering a new location, see chapter 6.1.9). The hit recovery is initiated if the following conditions are met:

    Any character except the Barbarian: damage >= clvl
    Barbarian: damage >= 1.25·clvl

It is worth noticing that the check for hit recovery is made prior to any damage reduction due to using a Mana Shield. There are also some bugs regarding hit recovery while using Mana Shield. So while using a Mana Shield, in addition to the requirements above, damage must also be below your current life for you to be put into hit recovery:

    Any character, except the Barbarian, using Mana Shield: current life > damage >= clvl
    Barbarian using Mana Shield: current life > damage >= 1.25·clvl

The table below list the time, in seconds, it takes to block and to do a hit recovery for each character class. It also lists the effects of some specific suffixes that influence blocking or hit recovery. For more information on the suffixes, see chapter 3.2.2.

Class/Suffix	Blocking	Fast block[1]	Hit recovery	of balance	of stability	of harmony
Warrior	0.10	0.10	0.30	0.25	0.20	0.15[3]
Rogue	0.20	0.10	0.35	0.30	0.25	0.20[3]
Sorcerer	0.30	0.10	0.40	0.35	0.30	0.25[3]
Monk	0.15	0.10	0.30	0.25	0.20	0.15
Bard	0.20	0.10	0.35	0.30	0.25	0.20
Barbarian	0.10	0.10	0.30[2]	0.25[2]	0.20	0.15

1   Fast block indicates the use of an item with the *of blocking* suffix or a unique item with the fast block effect.
2   The Barbarian has built-in *of stability* while using an axe or a club and the hit recovery time in those cases is 0.20 unless he is using an item *of harmony*.
3   In Diablo, but not in Hellfire, equipping three or more items having together all of the three suffixes (of balance, of stability, and of harmony), will reduce the hit recovery time a further 0.05 seconds to: Warrior: 0.10, Rogue: 0.15 and Sorcerer: 0.20. Just equipping two items with different suffixes will do no difference.

2.2.2 Damage done

Damage done by players is composed of two parts, character damage and weapon damage. The character damage is based on your character's stats and can be calculated with the formulas below. To that damage you add the damage of any weapon, or weapons in the case of the Bard, you have equipped. For information about damage from spells, see chapter 4.

Bow character damage
    Warrior: Str·clvl / 200
    Rogue: (Str+Dex) · clvl / 200
    Sorcerer: Str·clvl / 200
    Monk: (Str+Dex) · clvl / 600
    Bard: (Str+Dex) · clvl / 500
    Barbarian: Str·clvl / 600

Melee character damage
    Warrior: Str·clvl / 100
    Rogue: (Str+Dex) · clvl / 200
    Sorcerer: Str·clvl / 100
    Monk with staff or bare-handed: (Str+Dex) · clvl / 150
    Monk with other weapons: (Str+Dex) · clvl / 300
    Bard with at least one sword: (Str+Dex) · clvl / 150
    Bard with any weapon(s) except sword: Str·clvl / 100
    Barbarian with axes and clubs: Str·clvl / 75
    Barbarian except for axes and clubs: Str·clvl / 100
    Extra bonus for Barbarian without shield: Vit·clvl / 100

- All Bow character damage is doubled for player versus player except for Rogues.
- There are quite a few bugs associated with fire and lightning arrows which makes them often deal erroneous damage (way too high or no additional damage at all). For more information, see chapter 6.1.6.
- For the Monk, *other weapons* include just having a shield equiped.
- For the Bard, damage enhancements from the *king's* and *merciless* series of prefixes (+% damage) are added together if they occur on both weapons. It is then applied to the sum of both weapons' damage. Damage from enhancements of the *slaughter* series is only applicable to the weapon it comes on.
- The Barbarian can use a maul and two-handed swords in one hand.
- The Barbarian's bonus for not using a shield does not apply if he is using a staff.
- Magic damage is halved in player versus player.

As already stated, you add weapon damage to the damage above to get the final damage. Some "weapons" don't have any damage listed and are given below. Shield damage only applies if you wear no other weapon and hand/feet damage only applies if you have no other weapon or shield equipped.

Special "weapon" damage

Hands/Feet except for Monk:	1
Shield except for Monk:	1 - 3
Feet or shield for Monk:	clvl/2 - clvl

- The special damage for a Monk using his feet or just a shield will never be below those values listed for non Monks (min and max damage checked separately).

The table below shows maximum naked character damage for various types of weapons. As character damage is based on a character's level, it (in the table below) only applies to level 50 characters. On top of the listed damage you should then add weapon damage and possibly modify either or both character damage and weapon damage.

Class	Bare-handed[1]	Swords	Clubs	Axes	Bows	Staves
Warrior	125	125	125	125	62	125
Rogue	76	76	76	76	76	76
Sorcerer	22	22	22	22	11	22
Monk	100	50	50	50	25	100
Bard	60	80	60	60	40	60
Barbarian	202	202 [2]	245 [2]	245	21	202

1   To this value you should add the "weapon" damage of bare hands/feet.
2   Subtract 75 if using a shield at the same time

Things that affect damage done

Various things affect the amount of damage a character does. Mostly those things are related to various prefixes, suffixes, or unique properties, but a few exceptions exist. Critical Hits are explained below and type of monster is explained in chapter 5.1. The modifications to the damage can either modify weapon damage alone or your total damage; that is, both your character damage and your weapon damage. In the table below is a list of all modifications that apply to your total damage. They are each cumulative with each other and are applied on top of each other.

Reason	Effect
Critical Hit	Double damage
Monster type	Half damage or increased damage by 50%
+200% damage against demons[1]	Triple damage
suffix of devastation	Triple damage
prefix jester's	Between zero and six times the damage.
suffix of peril	Double damage.

1   Does not work on bows.

Critical Hit

Warriors and Barbarians have the ability to do a critical hit while doing melee attacks. The chance for a critical hit is clvl% and a critical hit does twice the damage.

Adjacent quarter damage
All the new characters in Hellfire have the ability to hit up to three monsters at a time in certain circumstances. It works by dealing ¼th of the damage to the monsters beside the one you swing at. A separate To Hit check is done for each of those monsters. The To Hit is lowered accordingly to the formula in chapter 2.1.4 under To Hit %. The adjacent quarter damage is done in the following situations:

- A Monk using a staff.
- A Bard using two swords.
- A Barbarian using an axe, a two-handed sword or a maul, without having a shield equipped at the same time.

Adjacent quarter damage can never hit a player, only monsters.

2.2.3 Weapon speed

A very important factor is how quickly you swing different weapons. A faster weapon not only causes more damage per unit of time, but also helps you stun lock your enemies more easily. Below are listed values for how quickly each character class swings each weapon. Only the Barbarian has different weapon speed for clubs and swords, for all other classes they are identical. The value given is the time in seconds it takes to do one swing.

Weapon	Suffix	Warrior	Rogue	Sorcerer	Monk	Bard	Barbarian
Swords/Clubs	Normal & Readiness	0.45	0.50	0.60	0.60	0.50	0.45 / 0.40
	Swiftness	0.40	0.45	0.55	0.55	0.45	0.40 / 0.35
	Speed & Haste	0.35	0.40	0.50	0.50	0.40	0.35 / 0.30
Axes	Normal & Readiness	0.50	0.65	0.80	0.70	0.65	0.40
	Swiftness	0.45	0.60	0.75	0.65	0.60	0.35
	Speed & Haste	0.40	0.55	0.70	0.60	0.55	0.30
Staves	Normal & Readiness	0.55	0.55	0.60	0.40	0.55	0.55
	Swiftness	0.50	0.50	0.55	0.35	0.50	0.50
	Speed & Haste	0.45	0.45	0.50	0.30	0.45	0.45
Bows	Normal & Readiness	0.55	0.35	0.80	0.70	0.55	0.55
	Swiftness	0.50[1]	0.30[1]	0.75[1]	0.70	0.55	0.55
Other	Shield	0.45	0.50	0.45	0.35	0.50	0.45
	Bare hands & feet	0.45	0.50	0.60	0.35	0.50	0.45
	Spell	0.70	0.60	0.40	0.65	0.60	0.70

1   In Hellfire Readiness and Swiftness make the arrows fly faster, the time is still the same as for Normal.

The speed with which the arrows travel also varies with character class. Below is given the speed of arrows for all characters as well as some other factors affecting the speed of an arrow. The actual value is just a value given for comparison with other traveling effects, such as spells. The higher the number, the faster it will be. Arrows from monsters will always have a speed of 32. For the speed of arrows from traps, see chapter 4.3.

Arrow or other effect	Warrior, Monk	Rogue	Sorcerer, Bard, Barbarian
Normal arrow	32 + (clvl-1)/8	32 + (clvl-1)/4	32
Fire and Lightning arrow	31 + clvl/8	31 + clvl/4	32
Random speed arrows	16 + Rnd[32] + (clvl-1)/8	16 + Rnd[32] + (clvl-1)/4	16 + Rnd[32]
readiness[1]	+1	+1	+1
swiftness[1]	+2	+2	+2

1   Will only affect the arrow speed in Hellfire. In Diablo it will affect the weapon speed instead.

2.3 Timing information

This chapter summarizes all timing information for players. For blocking and hit recovery, this information can also be found in chapter 2.2, and for weapon speed, it can also be found in chapter 2.2.3. For monsters all timing information can be found in chapter 5.3. The table below summarizes all timing information for the different character classes.

Class	Walk speed	Hit recovery speed[1]	Blocking speed[1]	Swing speed	Hit time[2]
Warrior	0.40	0.30	0.10	see chap. 2.2.3	swing speed[3]
Rogue	0.40	0.35	0.20	see chap. 2.2.3	swing speed[3]
Sorcerer	0.40	0.40	0.30	see chap. 2.2.3	swing speed[3]
Monk	0.40	0.30	0.15	see chap. 2.2.3	swing speed[3]
Bard	0.40	0.35	0.20	see chap. 2.2.3	swing speed[3]
Barbarian	0.40	0.30[4]	0.10	see chap. 2.2.3	swing speed[3]

1   For more information, see chapter 2.2.
2   The hit time (or rather the time at which the spell effect is initialized) for a player is identical to the swing speed (that is, at the last frame) except for non targeted spells (those for which you don't target a specific monster or player) which have a 0.05 seconds faster hit time.
3   The swing speed is of course the one for casting a spell.
4   The Barbarian has built it *stability* while using an axe or a club on top of this unless wearing an item that affects the hit recovery in a better way.

2.4 Skills

Each character class has a skill it can perform. For most classes, the skill improves as they gain levels. The various skills are summarized below.

Warrior: Repair items (as your level goes up the durability loss decreases).
Rogue: Disarm traps (as your Dexterity goes up the chance of successfully disarming the trap increases).
Sorcerer: Recharge staves (as your level goes up the charge loss decreases).
Monk: Search.
Bard: Identify.
Barbarian: Rage (as your level goes up, the improvement in stats during the rage is higher but so is the penalty during the lethargy phase).

Warrior
The skill of the Warrior works in the following way:

1.   if current durability is equal to max durability, exit
2.   x = 0
3.   add (clvl + Rnd[clvl]) to x
4.   y = [MaxDur/(clvl+9)], if less than 1 set to 1
5.   decrease MaxDur by y
6.   if x + CurDur < MaxDur, goto 3.
7.   CurDur = MaxDur

If max durability ever reaches 0, the item is of course destroyed.

Rogue
The skill of the Rogue works in the following way:

1.   x = 2·Dex - 5·dlvl
2.   if x > Rnd[100], trap is disarmed

Sorcerer
The skill of the Sorcerer works in the following way:

1.   if current charges is equal to max charges or max charges is equal to 0, exit
2.   x = Rnd[clvl/qlvl(book)] + 1
3.   decrease MaxChrg by 1
4.   add x to CurChrg
5.   if CurChrg < MaxChrg, goto 3.
6.   CurChrg = MaxChrg

It seems strange that it is not the qlvl of the spell on a staff, and I wonder what happens for a spell like resurrect where the qlvl value is -1. Any information about this is appreciated.

Monk
The skill of the Monk is identical to the spell with the same name.

Bard
The skill of the Bard is identical to the spell with the same name.

Barbarian
The skill of the Barbarian works in the following way:

1. For 12 seconds it adds: 2·clvl to Strength and Vitality and 1.5·clvl to Dexterity.
2. For 12 more seconds, during a lethargy phase, it decreases Strength, Dexterity and Vitality by the same amount (counted from normal values).
3. Afterwards you lose 2·Vit life. There is a bug however so if you click on any item in your inventory your life is restored.

2.5 Starting equipment

All character classes start the game with some items. These items are listed in the table below. Note that the prices for these items sometimes differ from the ones of normal items of the same type. The sword that the Bard starts with seems not to be available otherwise in the game.

Class	Weapon	Price	Gold	Potions
Warrior	Short Sword	50	100	2 Potions of Healing
	Club	20		
	Buckler	50		
Rogue	Short Bow	100	100	2 Potions of Healing
Sorcerer (Diablo)	Short Staff of Charged Bolt[1] (40 charges)	520	100	2 Potions of Mana
Sorcerer (Hellfire)	Short Staff of Mana[1] (18 charges)	520	100	2 Potions of Healing
Monk	Short Staff	20	100	2 Potions of Healing
Bard	Sword	50	100	2 Potions of Healing
	Dagger	20		
Barbarian	Spiked Club	225	100	2 Potions of Healing
	Buckler	50		

[1]   These starting staves are special in that they are *not* composed of a staff with a spell on it, but are special base items that have the spell built into them. The prices given are for those two base items and no additional cost is added for the actual spell.

2.6 Experience points

Each time you kill a monster you have a chance of receiving experience points. You receive experience for killing a monster as long as your own level is below the mlvl+10 (see chapter 5.2 and 5.6.3 for more information about mlvl and experience points). In multi player, each person that fulfills one of following requirements is entitled to receive experience points when a monster is killed.

- Killing the monster (both in melee and with spell).
- Dealing damage to the monster in either melee or with a bow (regardless of any extra fire or lightning damage even if the monster is resistant or immune to it).
- Dealing damage to the monster with a spell to which the monster is *not* resistant or immune.
- Having your golem kill or deal damage to the monster.
- Having used Telekinesis on the monster (Snotspill, Gharbad the Weak, Zhar the Mad, Warlord of Blood, Lachdanan, Arch-Bishop Lazarus, Blackjade and Red Vex are all immune to Telekinesis though).

In all cases you must be alive at the moment the monster dies and you must never have left the level in-between fulfilling any of the requirements above and the monster dying, or you will not receive any experience points. The requirement of dealing damage is fulfilled even if for some reason the damage itself is reduced to below 1 point of damage (theoretically even 0 damage will be enough). Stone Cursing a monster will *not* be enough to receive any experience points. A Guardian is treated as a normal fire spell for the purpose of deciding if the owning player is entitled to experience points. In Hellfire a Berserk monster will *not* give you experience points for the other monsters it kills.

In single player you are then rewarded the amount of experience points according to the formula below. In multi player the same formula applies, but the base experience points of the monster are first divided by the number of players that are entitled to receive experience points, which is not necessarily all players in the game.

$$\text{base} \cdot (1.0 + 0.1 \cdot (mlvl - clvl))$$

So when your clvl is 10 levels higher than the mlvl, you no longer receive any experience for killing it. *Base* refers to the base experience points found in chapter 5.2 modified for the number of players that are entitled for experience points according to the explanation above.

The maximum experience you can obtain for killing a monster in multi player (both in Diablo and Hellfire) is 200·clvl or the total experience points needed for advancing to the next clvl divided by 20, whichever is the lowest. In single player there is no such a cap. With the added possibility of difficulty levels in single player in Hellfire along with no character level requirements for harder difficulty levels, you can get quite a lot of experience points when killing monsters. In Hellfire, there are also some shrines that affect your experience points (see chapter 7).

Listed below are the required experience points for each level. You will also find the maximum experience point you can be given for a monster at that character level (see above for information about this cap). Listed is also the minimum number of monsters you need to kill to reach the next level assuming you get maximum experience for each kill. This is in practice impossible and even theoretically impossible at low levels. The *Total Kills* column is simply the total minimum number of monsters needed to kill to reach a specific level and is valid for Diablo only as there is no limit on the number of experience points given for killing a monster in Hellfire. Note that the numbers under *Increase*, *Increase %*, *Kills*, and *Total Kills* are all how much is needed for the *next* level.

Level	Experience	Increase	Increase in %	Max exp.[1]	Kills	Total Kills
1	0	2 000	n/a	100	20	20
2	2 000	2 620	131.0	231	12	32
3	4 620	3 420	74.0	402	9	41
4	8 040	4 449	55.3	624	7	48
5	12 489	5 769	46.2	912	7	55
6	18 258	7 454	40.8	1 200	6	61
7	25 712	9 597	37.3	1 400	7	68
8	35 309	12 313	34.9	1 600	8	76
9	47 622	15 742	33.1	1 800	9	84
10	63 364	20 055	31.7	2 000	11	95
11	83 419	25 460	30.5	2 200	12	106
12	108 879	32 207	29.6	2 400	14	120
13	141 086	40 597	28.8	2 600	16	135
14	181 683	49 392	27.2	2800	18	153
15	231 075	82 581	35.7	3 000	28	181
16	313 656	110 411	35.2	3 200	35	215
17	424 067	147 123	34.7	3 400	44	258
18	571 190	195 379	34.2	3 600	55	313
19	766 569	258 585	33.7	3 800	69	381
20	1 025 154	341 073	33.3	4 000	86	466
21	1 366 227	448 341	32.8	4 200	107	573
22	1 814 568	587 327	32.4	4 400	134	706
23	2 401 895	766 756	31.9	4 600	167	873
24	3 168 651	997 549	31.5	4 800	208	1 081
25	4 166 200	1 293 323	31.0	5 000	259	1 340

1   This cap only applies to multi player. In single player, there is no such cap.

Level	Experience	Increase	Increase in %	Max exp.[1]	Kills	Total Kills
26	5 459 523	1 670 973	30.6	5 200	322	1 661
27	7 130 496	2 151 378	30.2	5 400	399	2 059
28	9 281 874	2 760 218	29.7	5 600	493	2 552
29	12 042 092	3 528 939	29.3	5 800	609	3 161
30	15 571 031	4 495 869	28.9	6 000	750	3 910
31	20 066 900	5 707 505	28.4	6 200	921	4 831
32	25 774 405	7 219 994	28.0	6 400	1 129	5 959
33	32 994 399	9 100 803	27.6	6 600	1 379	7 338
34	42 095 202	11 430 609	27.2	6 800	1 681	9 019
35	53 525 811	14 305 407	26.7	7 000	2 044	11 063
36	67 831 218	17 838 843	26.3	7 200	2 478	13 540
37	85 670 061	22 164 762	25.9	7 400	2 996	16 536
38	107 834 823	27 439 976	25.4	7 600	3 610	20 146
39	135 274 799	33 847 210	25.0	7 800	4 340	24 486
40	169 122 009	41 598 222	24.6	8 000	5 200	29 685
41	210 720 231	50 937 022	24.2	8 200	6 212	35 897
42	261 657 253	62 143 167	23.7	8 400	7 398	43 295
43	323 800 420	75 535 020	23.3	8 600	8 784	52 078
44	399 335 440	91 472 909	22.9	8 800	10 395	62 473
45	490 808 349	110 362 065	22.5	9 000	12 263	74 735
46	601 170 414	132 655 203	22.1	9 200	14 420	89 154
47	733 825 617	158 854 605	21.6	9 400	16 900	106 054
48	892 680 222	190 228 390	21.3	9 600	19 816	125 869
49	1 082 908 612	227 798 497	21.0	9 800	23 245	149 114
50	1 310 707 109	272 788 700	20.8	10 000	27 279	176 393
MAX	1 583 495 809					

1   This cap only applies to multi player. In single player, there is no such cap.

Note that when you reach level 50, you don't get any life or mana. Your other stats are updated correctly, though. After reaching level 50, you still receive experience points for killing monsters until you reach enough experience points for MAX (see below). Reaching MAX has no effect at all (apart from not being able to get any more experience of course).

2.7 Character level restrictions

There are a few occasions in the game where you need to have a certain character level to be allowed to access a certain difficulty or dungeon level. This chapter gives you information about those restrictions and when they apply.

Dungeon levels
In single player you can only enter the church when you start a new game. To access the other dungeons you have to work you way down through the dungeon levels before the entrances to the catacombs, caves, and hell open up. In Hellfire, the game will remember when an area has been opened up, and thus it will be open even if you restart a game.

In multi player, all areas are accessible from town right away, but you can go down into them only if you have reached a certain character level. The table below summarizes at what character level you can access the different areas. Even if your level is too low, it is still possible to enter an area if someone opens a portal for you.

Dungeon area	clvl needed to enter[1]
Church	1
Catacombs	8
Caves	13
Hell	17
Hive	15
Crypt	15

1   There is no requirement if you enter a level by going through a portal.

Difficulty levels

The table below summarizes at what character level you can enter different difficulty levels.

Game type	Normal	Nightmare	Hell
Diablo single player	1	n/a[1]	n/a[1]
Diablo multi player (IPX and Battle.net)	1	20	30
Diablo Modem and Direct connection game	1	20/1[2]	30/1[2]
Hellfire single player	1	1	1
Hellfire multi player (IPX and Kali)	1	20	30
Hellfire Modem and Direct connection game	1	20/1[2]	30/1[2]

1   It is available in the Playstation version. Also see chapter 2.7.1 for a way to play single player with different difficulties.
2   The creator must be of level 20 or 30 but anyone joining it can be of any level.

2.7.1 Single player difficulty levels

In Hellfire you can choose to play nightmare and hell difficulty games in single player as well as in multi player. In Diablo this is not possible. However, there is a way to make the game behave as if you are playing nightmare or hell difficulty even in single player. This way monsters, for example, will have multi player stats, gold, and items drop according to the higher difficulty and so on.

To do this, first start a multi player game with the chosen difficulty. Exit it, and then start a single player game without first quitting Diablo. It will be created according to the difficulty level you chose in your last multi player game.

2.8 Character names

When you create a character, you also have to give it a name. Depending on if it is a single or multi player character, the characters that are allowed to use in the name differ slightly. The table below summarize all allowed characters.

Game type	Allowed characters in name
Any	0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ
Single player	!@$()\{\}[]=+`~^-'.:;_ |"#%&/?*,<> SPACE plus localized characters[1]
Multi player	!@$()\{\}[]=+`~^-'.:;_ |

1   By localized characters are meant characters that are specific for various non English languages. Examples are: åäöüâãï, and
     many others. Such localized characters are still possible to enter when you create the character, but there will be an error
     message when you finish typing in the name.