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## [ATTRIBUTE CHALLENGE]

If the regular mod is too easy for you, try completing it while spending only half of your attribute points. Your reward for doing so is a nice unique charm and improved crafting recipes.

## Advanced players only!

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### ATTRIBUTE CHALLENGE 1

To participate in the Attribute Challenge, the first thing you need is your class charm. To acquire it, go to the Kurast 3000 BA uberlevel (the 'High Level Area' tunnel in the Spider Forest) and kill some Ennead Necromancers. Each Necromancer killed drops a class charm in addition to its regular drop.

Unlike all other special charms in the game, you can find these on any difficulty, and not just on Destruction (Hell) difficulty.

There are 7 class charms, one for each character class.

Sacred Sunstone : Amazon class charm  
Shadow Vortex : Assassin class charm  
Worldstone Orb : Barbarian class charm  
Caoi Dulra Fruit : Druid class charm  
Soulstone Shard : Necromancer class charm  
Eye of Divinity : Paladin class charm  
Nexus Crystal : Sorceress class charm

The class charm has only +2 to Light Radius on it when you first find it. But if you meet the Attribute Challenge requirements, you can add extra bonuses to it with the Horadric Cube.

To use this recipe, you need to be level 80 or below and have at least 400 unspent attribute points. Nobody said it had to be easy.

The main reward for meeting this challenge is a bonus character skill that cannot be found anywhere else in the game.

[Class Charm] + Brilliant Arcane Shards -> upgrade

Requires : character level 80 or below, 400 or more unspent attribute points

Amazon : uses Sacred Sunstone  
+2 to Amazon Skills  
+1 to Leader of the Sun  
Increase Maximum Life 15%

Assassin : uses Shadow Vortex  
+2 to Assassin Skills  
+1 to Lifeblood  
50% Curse Length Reduction

Barbarian : uses Worldstone Orb  
+2 to Barbarian Skills  
+1 to Wolf Stance  
20% Bonus to Summoned Minion Life

Druid : uses Caoi Dulra Fruit  
+2 to Druid Skills  
+1 to Summon Thunder Bear  
All Resists +25%

Necromancer : uses Soulstone Shard  
+2 to Necromancer Skills

+1 to Unholy Prayer  
 40% Bonus to Summoned Minion Damage

**Paladin** : uses Eye of Divinity  
 +2 to Paladin Skills  
 +1 to Divine Apparition  
 Total Character Defense +20%

**Sorceress** : uses Nexus Crystal  
 +2 to Sorceress Skills  
 +1 to Arcane Fury  
 +25% to Spell Damage

These recipes are not repeatable.

Name	Icon	Effect
LEADER OF THE SUN [AMZ.]		Press and hold mouse button to increase physical and elemental damage and life of nearby allies at the cost of your own ability to attack.
LIFEBLOOD [ASN.]		Cast on self or target ally, rapidly heals lost hit points over a short time.
WOLF STANCE [BAR.]		Stance, increases all attack, movement, block and hit recovery base speeds and grants crushing blow.
SUMMON THUNDER BEAR [DRU.]		Summons a bear with a Shower of Rocks spell. The bear gains your pet commands like a charmed enemy would. This skill has a spell timer.
UNHOLY PRAYER [NEC.]		Press and hold mouse button to give everyone in the party invulnerability, while rapidly draining your mana.
DIVINE APPARITION [PAL.]		Teleport to target spot, freezing all enemies around the destination point. This skill has a spell timer.
ARCANE FURY [SOR.]		Temporarily grants a large boost to your cast speed. This skill has a spell timer.



**ATTRIBUTE CHALLENGE 2**

When you reach the next milestone, you can upgrade your class charm again. There are no character level requirements this time, but you need to have at least 600 unspent attribute points.

For the class charm, see above. The other ingredients are rewards from the Infernal Machine and Akarat uberquests on Destruction difficulty.

[Class Charm] + Optical Detector + Book of Akarat -> upgrade

Requires : 600 or more unspent attribute points

This upgrade recipe adds the following bonuses :

Amazon :

+3 to Amazon Skills  
+100% Maximum Life to Leader of the Sun  
+25 to all Attributes

Assassin :

+3 to Assassin Skills  
+20% to Poison Skill Duration  
+25 to all Attributes

Barbarian :

+3 to Barbarian Skills  
+50% Damage when using a Healing Potion  
+25 to all Attributes

Druid :

+3 to Druid Skills  
+50% Life to Summon Thunder Bear  
+25 to all Attributes

Necromancer :

+3 to Necromancer Skills  
20% Bonus to Summoned Minion Life  
+25 to all Attributes

Paladin :

+3 to Paladin Skills  
25% Bonus to Vitality when using a Healing Potion  
+25 to all Attributes

Sorceress :

+3 to Sorceress Skills  
+2 to All Skills when using a Mana Potion  
+25 to all Attributes

These recipes are not repeatable.

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## ATTRIBUTE CHALLENGE CRAFTING

The regular class-specific crafting recipes are neat, but if you have enough unspent stat points, you can use the improved version. These recipes are similar to the regular class item crafts, but have more powerful effects and require no Crafting Points. On the flipside, you need more perfect gems.

You can only use these recipes if you have at least 600 unspent attribute points.

Create custom-built items in the Horadric Cube. The resulting crafted item spawns with 1-5 preset modifiers depending on the crafting recipe used, and 1-4 extra random rare affixes, based on the item level :

Item level 1-30 : 40% chance of 1 affix and a 20% chance each of 2, 3 or 4 affixes.  
Item level 31-50 : 60% chance of 2 affixes and a 20% chance each of 3 or 4 affixes.  
Item level 51-70 : 80% chance of 3 affixes and a 20% chance of 4 affixes.  
Item level 71+ : 100% chance of 4 affixes.

The required level of a crafted item is :

[level of the highest affix \* 3/4] + 10 + 3 \* [number of random rare affixes]

### Attribute Challenge Weapon Crafts -

Create items for your own class, adding a bonus to up to 3 skills, or a bigger bonus to less skills (if they overlap), plus two additional preset bonuses and 1-4 random

rare affixes.

Requires : 600 or more unspent attribute points

magic [weapon] + Brilliant Arcane Shards + Perfect [Gem] x3 -> class craft

(level : 80% of character level or item level, whichever is highest)

+5 to [random class skill] ([Your Class] Only)

+5 to [random class skill] ([Your Class] Only)

+5 to [random class skill] ([Your Class] Only)

[1-4 random rare affixes]

...and the following bonuses :

Amazon : requires Perfect Sapphires

Can upgrade Spears, Javelins, Bows and Crossbows.

+15-30 to All Attributes

15-30% Deadly Strike

Can upgrade Sceptres.

+5-10 to All Attributes

+15-25% to Spell Damage

Assassin : requires Perfect Skulls

Can upgrade Knives, Polearms and Claws.

40% Faster Run/Walk

15-30% Deadly Strike

Barbarian : requires Perfect Rubies

Can use Swords, Spears, Polearms, Axes, Clubs and Maces.

+15-30 to All Attributes

15-30% Deadly Strike

Druid : requires Perfect Emeralds

Can upgrade Bows and Crossbows.

Total Character Defense +20-40%

15-30% Deadly Strike

Can upgrade Staves.

+15-25% to Spell Damage

All Resists +35-50%

Necromancer : requires Perfect Topazes

Can upgrade Staves, Wands, Scythes and Voodoo Heads.

+15-25% to Spell Damage

All Resists +35-50%

Can upgrade Knives and Maces.

+15-25% to Spell Damage

15-30% Deadly Strike

Paladin : requires Perfect Diamonds

Can upgrade Swords, Maces and Aerin Shields.

+15-30% Increased Chance of Blocking

15-30% Deadly Strike

Can upgrade Spears.

Total Character Defense +20-40%

15-30% Deadly Strike

Can upgrade Sceptres.

+15-30% Increased Chance of Blocking

+15-25% to Spell Damage

Sorceress : requires Perfect Amethysts

Can upgrade Staves, Orbs and Crystal Swords.

+15-25% to Spell Damage

All Resists +35-50%

The three skill bonuses, the two other preset bonuses and the 1-4 random bonuses add up to 5-8 bonuses. You can get some very nice items this way.

#### **Attribute Challenge Armor Crafts -**

The armor piece crafts are weaker than the weapon crafts, spawning with only two skill bonuses instead of three. Nevertheless, the ability to add skill bonuses to items that normally cannot have them is very valuable.

Requires : 600 or more unspent attribute points

magic [armor] + Brilliant Arcane Shards + Perfect [Gem] x3 -> class craft  
(level : 80% of character level or item level, whichever is highest)  
+3 to [random class skill] ([Your Class] Only)  
+3 to [random class skill] ([Your Class] Only)  
[1-4 random rare affixes]  
...and the following bonuses :

Amazon : requires Perfect Sapphires  
Can upgrade Gloves and Boots.  
+150-250 Defense  
Slows Attacker by 10-25%

Assassin : requires Perfect Skulls  
Can upgrade Belts and Boots.  
20% Increased Attack Speed  
+15-30 Life after each Kill

Barbarian : requires Perfect Rubies  
Can upgrade Primal Helms and Belts.  
5-10% Life stolen per Hit  
Increase Maximum Life 10-20%

Druid : requires Perfect Emeralds  
Can upgrade Amulets and Animal Pelts.  
5-10% Mana stolen per Hit  
Attacker Flees 5-10%

Necromancer : requires Perfect Topazes  
Can upgrade Gloves and Rings.  
25-40% Bonus to Summoned Minion Damage  
25-40% Bonus to Summoned Minion Life

Paladin : requires Perfect Diamonds  
Can upgrade Helms and Body Armors.  
Damage Reduced by 3-6%  
150-300% Damage Reflected

Sorceress : requires Perfect Amethysts  
Can upgrade Amulets and Rings.  
20% Faster Cast Rate  
+15-30 Mana after each Kill

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