
ATTRIBUTE CHALLENGES

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.

Advanced players only!

Acquiring your Class Charm

To participate in the Attribute Challenges, the first thing you need is your class charm. To acquire it, go to the Kurast 3000 BA uberlevel and kill some Ennead Necromancers. Each Necromancer you kill drops a class charm for a random class in addition to its regular drop.

See *M2008 uberquests.pdf* for more information about Kurast 3000 BA.

Unlike most 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.

But I already have my Class Charm!

If you are doing Level Challenge 2, you may already have a class charm. In this case, you do not need to find a second one.

1/3 ATTRIBUTE CHALLENGE 1

REQUIRES LEVEL 80 OR BELOW, 400 UNSPENT POINTS

For this challenge, you need to save up 400 unspent attribute points before you exceed character level 80. If you manage to do so, use the following cube recipe to reward yourself with a bonus skill for your character.

The difficult part of this challenge is that you need your class charm, which only drops in Kurast 3000 BA. Saving up 400 attribute points before level 80 is not too difficult.

When you have your charm and meet the requirements, you can use the recipe:

[Class Charm] + Brilliant Arcane Crystal -> returns [Class Charm] w/ added bonuses

Requires : character level 80 or below, 400 or more unspent attribute points
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This upgrade recipe adds the following bonuses to your class charm :

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

Your free bonus skill

This skill can be found at the top right of your third skill tab. When you complete the Attribute Challenge 1 and upgrade your charm, you get a free +1 to said bonus skill, and you can now put skill points into the skill.

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. This skill has a spell timer.
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 and mana regen. Points in this skill increase duration.



2/3 ATTRIBUTE CHALLENGE 2

REQUIRES 600 UNSPENT POINTS

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 to enable this recipe.

You can still do this Attribute Challenge if you missed Attribute Challenge 1.

For the class charm, see above. The other two ingredients are rewards from the Infernal Machine and Akarat uberquests on Destruction difficulty. See *M2008 uberquests.pdf* for information on the uber quests.

[Class Charm] + Optical Detector + Visions of Akarat -> returns [Class Charm] w/ added bonuses
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Requires : 600 or more unspent attribute points

This upgrade recipe adds the following bonuses to your class charm :

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.

3/3 ATTRIBUTE CHALLENGE 3

REQUIRES 1000 UNSPENT POINTS
MODIFIED IN PATCH 1.57

The ultimate Attribute Challenge, this one requires you to save up 1000 unspent stat points. Better make sure you have some good items before you attempt this!

[Class Charm] + Brilliant Arcane Crystal x4 + Idol of Vanity + Zakarum's Ear -> returns [Class Charm] w/ added bonuses
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Requires : 1000 or more unspent attribute points
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This upgrade recipe adds the following bonuses to your class charm :

Amazon :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+5 to Vitality per Socketed Gem
(adds +25 to level requirement)

Assassin :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+150% Damage when using a Healing Potion
(adds +25 to level requirement)

Barbarian :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+5% to Defense per Socketed Rune
(adds +25 to level requirement)

Druid :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
10% Chance to Avoid Damage
(adds +25 to level requirement)

Necromancer :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
+5 to Maximum Necromancer Minions
(adds +25 to level requirement)

Paladin :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
25% Uninterruptable Attack
(adds +25 to level requirement)

Sorceress :

Maximum Skill Level Increased by 2
+100% Better Chance of getting Magic Items
10% Curse Length Reduction
(adds +25 to level requirement)
