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Javazon is, as the name suggests, Amazon focused on using Javelin weapons. As an example, he prefers to deal with enemies from afar, although he is able to take on enemies as well as if the situation requires it. Thanks to his long-distance playstyle as well as his passive abilities, he is one of the hardest to kill characters out there. This guide was written and tested on a single player playthrough in all difficulty using patch 1.13. This guide assumes that the player must rely only on the objects he finds playing character. The build is aimed at character level 84, because this is where usually a single player's playthrough ends. Playstyle Javazon uses the power of Lightning Fury to take down groups of enemies literally lightning fast without being threatened by themselves. Thanks to the massive impact of Lightning Fury, he is most powerful when he takes on the big monsters, preferably grouped to achieve maximum effect. To help him gain a favorable position, Javazon uses Valkyrie as a meat shield to hide behind, as well as a decoy to get his enemies close together to get the most destruction of each throw. While Javazon's playstyle is very simple and it uses bare minimum skills, it is one of the most powerful and tough character builds to play as well as one of the most entertaining ones. With each Javelin he can unleash the deadly lightning storms that juggle all the armies on the ground, his faithful Valkyrie companion takes care of all the enemies who can avoid the bolts that spread across the battlefield, and he has access to some of the most useful passive skills the game has to offer. To balance the character with immense power, Javazon suffers from one weakness. While other common monsters fall prey to its easily enough, lightning immune monsters have become a mild problem. His most powerful skills are purely lightning based, he has no choice but to deal with these enemies' normal attacks (spear throws are waste, save his javs for Lightning Fury instead). But this is where his passive skills come into play. Although usually Soni's character in a normal attack would be too weak to involve groups of monsters with greater difficulty (since the need to kill enemies as quickly as possible in order to survive forces the player to use the most powerful attacks), Javazon elegantly avoids this problem being almost untouchable. Due to his various skills, he is easily able to dodge enemy projectiles and avoid even the most powerful attacks. Like a stinging insect, no matter how much the opponent tries to swat him away, he is always there, poking and attacking until the enemy is worn out. Fortunately, it also happens that lightning immune monsters are not usually very physically harsh, such as Baboon Demons or Scarab While nothing can be compared to the quickness with which it takes down groups of other enemies, it is quite capable of taking down the lightning immune system on display. The attribute of Point Allocation Being a range of character, Amazon naturally depends mainly on its dexterity to increase its death. In addition, he also doesn't have to be as physically tough as other characters, because even if he has to deal with Brilliance, he usually only takes small groups of monsters and can rely on his Valkyrie as well as other skills to keep him out of injury in a way. In order to maximize your injury potential in case it has to deal with brilliance, as well as increase your ability to avoid injury, increasing your protection and the ability to block, the main focus of Javazon should always be Skill. However, other statistics cannot be completely forgotten. To be able to make the best spears available, Amazon requires 127 Strength. However, this is far from enough through some of the more powerful armors or shields he may need to increase his chances of shine combat. With Strength anywhere from about 160 you will be able to make most shields in the game (up to Monarch) as well as carry most of the exceptional and Elite Armors available. Since these two points generally determine the toughness (armor, resistance) character, it is best if your Javazon is able to wear some of the best items in these classes of the game. You may want to increase your strength a little more if you find some good unique and rare high-level armor or shield, but generally about 150 Strength should be good enough if you don't want to devote too many points. As for Dexterity, ideally you want this stat as high as possible because, as mentioned above, the greater your dexterity, the more damage you deal with javelins and the better you will be able to prevent enemy attacks from hitting you. However, your skill can unfortunately offer only so much survival, and inevitably you have to devote a few points to Vitality. It's up to your preference for how to split the points between these two stats, but you should reach at least 151 base prowess to be able to wield any type of Javelins in the game. Nothing further than that is up to your own choice, but as you can see in the picture, I went much further than 150 Prowess and can honestly say that I do not miss the attribute points of Vitality one bit. Finally, but not least, it is necessary to mention energy. As you can see I do not devote a single point of energy at all, but Javazon is very Mana intensive build. Lightning Fury, which you have spamming the whole game as is not tomorrow, takes about 20 mana maximum level for each throw, so it will burn out your Mana reserves quite quickly. Do not succumb to the temptation to devote to this point. Rather, cut down on the health of the potions in your belt because you have to find them more often than use them; instead add extra Mana potions. No matter what, you go to the city quite often to replenish your chimneys with Javelins, but it's best if you can avoid going to the city more often than this because of Mana's problems. Three full slots of Mana potions under your belt (it has 3 slots in your hotbar, each holding 4 potions so 12 mana potions in total) should be enough to last you all the way to 0 spears on your list, at which point you can go supplement both your potions and your weapons. It takes a long time to get back to the city when you're playing; there is no need to increase this time. Skill Point Allocation IMPORTANT NOTE: The text below details how I played the character originally. Since then I have learned that Charged Strike's charged bolts often hit the primary goal when the target is big enough (eg Baal, Diablo, Duriel, Gargantuan Beasts, etc.). As build fights by killing single target enemies, I would recommend a change to build moving points to Critical Strike and Dodge, avoid and evade, or alternatively from Critical Strike, Pierce and Penetrate to max out loaded strike to use primary attack in trouble. However, since this is not how I played the build, text and video below detailing the original idea of build. Looking at the skill tab you will notice that all but two of your skills must be maxed already for you with total offensive power ... almost full. Valkyrie and Lightning Fury are pretty much self-evident because they have a core build. Just a message about Fury... Don't waste your mana and spear on the lone enemies. Fury works best against groups of monsters, you have a better finish with one of the enemies close to the fight. Only if unique, super uniques and act bosses are it better to throw Fury's spear against one opponent from afar. Needless to say, the moment you hit level 30 you should start spreading points equally between Valkyrie and Fury... Although I doubt anyone will misunderstand this. As you can see I did not devote any additional skill points to any Lightning Fury synergy, because each of them increases the damage by a whopping 1%. With Fury max level that is +5 maximum injury per point! Holy! That's awesome, isn't it? Better? Yes, don't even think about devoting something there, there are too many better skills to take. If you really want to increase your damage potential, devote at least 10 points to Pierce. This thing is a killer. Pierce on 10. If you think Lightning's rage alone is good against monster groups, wait till you see what it does to Pierce. your computer may be shaken by greatness. Most enemies even at the end of Hell's difficulty just drop dead after about one or two Lightning Furies with Pierce. Not only to save a lot of spear, it also makes it much easier for your Mana reserves. While it seems like it's just a silly passive skill, having no real visually noticeable level of progression and you may feel like you're just wasting your skill points by increasing Pierce's percentage of this skill gives you your skill point worthwhile like no other. Compared to the alternative (increasing Fury's max injury to 5) it's really a no-brainer to choose from. Compared to other passive skills in the game... It's going to kick ass anyway. After you get the skills level 10, you can leave it to be and add a few more points after the rest of your skills are maxed out. Speaking of passive skills, I highly recommend spending about 3-4 skill points each to avoid skills (Dodge, avoid, evade) because these skills will make you untouchable with a little biting insect I mentioned earlier. Let's analyze the situation, okay? First, let's take dison that Javazon has a strict character. He's not going to be loading monster swarms head first. It closes only when needed and it is usually when it deals with individual survivors against whom using Lightning Fury would be a waste, or when it comes to lightning immune systems, which usually (except the Mausoleum and Crypt) are spread quite sparsely throughout a particular area. In addition, it uses a powerful Valkyrie that pulls most of the fire. Therefore, he takes very few hits at the beginning. Depending on your dexterity and your shield, you may have something between 50-75% chance of block (you would have to make a really creepy shield with less about 160 Dexterity). This means that only about half of the few attacks directed against you will be hit. From them, thanks to dodge, avoid and evade, only about 65% have the opportunity to actually take their health. And of them, thanks to your armor, no more than say 80% will hit you (if your character has as low protection as mine did, which was 700). With as little as 700 protection and a 50% chance of blocking, only 25% of attacks directed against you actually hit you. Only 700 protections and 75% of the blocking options are only 13%. Better protection, much less. Therefore, even if the enemy actually decides to attack you, in most cases that attack does nothing. To make things even better, Dodge, Avoid and evade trigger skills against which a normal block or defense does not work, such as Gloam's Lightning, Hierophant's Blizzard or even a Mephisto skull rocket. I should also mention the fact that your Valkyrie has the same chance of preventing attacks as you. Shall I tell you more? TAKE THESE SKILLS! Then there is the critical strike and penetrate skills. How to share skill points between them is completely about you. However, dedicating more than 10 skill points to a critical strike is probably a waste level of progression slowing significantly from the last level of 8. The skill, however, helps you deal with one of the monsters melee a little faster, so it's a good idea to have at least 5 points of it. Whatever skill points you have left you can devote to the intrusion. Since Amazon does not have mastery skills like Assassin or Barbarian, increasing your attack rating is very important. While Lightning Fury himself always hit regardless of his attack rating, his spear himself can add a significant amount of damage to his throws in the primary goal (or secondary, third-level, when Pierce unleashes) as well as make the snable fight a much more reliable way to defeat his enemies. All the free points you have after your basic skills are maxed out in general go to either Critical Strike, Penetrate or Pierce, so its up to a personal choice, one of which increases a little more. If you feel the need and have some spare parts you don't want to put into Penetrate or Pierce anymore, you can put some lure to boost you Valkyrie's health; however, seeing Valkyrie is by far the hardest invited unit in the game and has crazy health regeneration, it is unlikely that he will die much at all and you can always just invite another when he does. Last but not least, I should mention slow missiles... Just use it from time to time when you are under a barrage of arrows and other projectiles. There is no need to spend points here, but it is a nice utility skill from time to time. Gear There's not really much to say about gear because we're dealing with a twinkled single player, but there are a few things to spear that I think I should mention. At all costs, avoid the spear that has stacks of 40 or less! No matter how powerful the weapon is, it's worth it to go back to the city every two minutes. Don't waste your time and energy trying to do this job, just settle on weaker but more abundant spears. Fortunately, many rare and unique spears are either supplementing the quantity or increased stack size... sometimes both. Stay with them if you don't find something so condescending as it would be foolish to resist. Also, because Lightning Fury has a great deal of crowd skill, it doesn't work that well against one of the monsters, which makes killing some Super Uniques (especially law bosses) quite long. While your Fury is dealing with the most damage to the best spear, so long fights are better just to buy a few extra stacks of javelins (or better still keep a few good rare ones in such cases) and use To provide lightning fury damage. One way or another you have to go back to the city for repairs anyway, but at least you can fire out a lot more shots before you do. I hope I don't have to say it's totally mandatory against the Ancients. Finally, if you find a good one-handed unique object, consider whether you may not use it regardless of its type. Since you are necessarily involved in Slee combat from time to time, sometimes it is better to have a dedicated snatch gun that you can exchange instead of your spear to get some better Slee performance. However, use only one-handed weapons in such a way that you do not have to sacrifice your survival for their use. Alternatively, you can use bows so you don't have to be close to fighting lightning immune, but if you can't find a good enough bow, you might as well hire Rogue, who can use it better than you. Since Valkyrie is tanking enough damage yourself, you really don't have to be a mercenary or barbarian for close quarters of a fight. ____ I hope you enjoy playing it;-) it;-)

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