

Last update August 2nd, 2024. Guide and all sample builds updated for Season 5.



Go get some

Skills and Paragon – Note: All builds have multiple variants within each planner. Sample builds are meant to be a **starting** point for new and returning players and do not represent the best builds out there! There are many more options and variations!

Beginner Friendly Builds/BM

[Sample Build Thorns Barb](#) – Basic attack + Thorns package. Opponent will be permanently CCed unless their unstoppable is on. See notes section of build planner

[Video – Thorns Barb Demo](#)

[Sample Builds HOTA and Upheaval](#) – HOTA and Upheaval adapted for PVP, very simple rotations. Stunlock included. See notes section of build planner

Advanced Difficulty, Experimental Builds/BM

[Sample Build Elemental Barb](#) – Basic attack multipliers and CDR stacked to spam low CD abilities to repeatedly trigger Rakanoth's Wake explosions. Elemental damage synergy. See notes section of build planner

[Sample Build WW Bleed](#) – WW with heavy bleed DMG. See notes section of build planner

[Sample Build Dust Devil WW](#) – WW with stunlock and Dust Devil experimentation for S4. See notes section of build planner

[Sample Build Charge Stun Rend](#) - Rend with stunlock and Charge experimentation for S3. See notes section of build planner

[Sample Build Third Blade](#) - Iron Maelstrom variant: Unbroken Chain reduces IM CD via Steel Grasp. Third Blade allows Steel Grasp to be spammed as a core skill, leading to more IM. Skullbreaker/Wanton Rupture Variant: Leverages stunlock for more bleed DMG.

[Sample Build Third Blade/Death Blow](#) - Death Blow as a core skill with stunlock. See notes section of build planner

Advanced Difficulty, Prototypical Meta Builds/BM

[Sample Build Flay Rupture](#) - Flay until bleed DOT exceeds health, rupture for kill. See notes section of build planner

[Sample Build Meta Rend](#) - See notes section of build planner

[Sample Build Meta DS](#) - I included both standard DS and Dust Devil DS here. See notes section of build planner

GM Rules (FNF Compliant) Builds Samples below are from top PVP players. Complete builds aren't given away by most, so these will require brain power and theory crafting on your end to fill in the blanks (some may be missing skills or paragon). Use your judgment and experiment. Special thanks to PVP Clan Valor (Discord) for sharing

[Ystebo Fire Sor Killer](#) - Thanks to @ Ystebo (Discord) for making this public

[Bui FW Sor](#) - Thanks to @ Bui (Discord) for making this public

[Lyn/Insnebob Wind Shear Druid](#) - Thanks to @ Lyn and @ Insnebob (Discord) for making this Public

[LordxSaura Shadow Wave Necro](#) - Thanks to @ LordxSaura (Discord) for making this public

[Yanos Flurry/Heartseeker Rogue](#) - Thanks to @ Yanos (Discord) for making this public

Converting a build from BM (bad manners) to GM (good manners) rules (FNF Compliant): No thorns builds. Switch Crowded Sage to Undying or Might. Switch extra MV to Imposing Presence/skill CDR/CS CDR, etc. (anything beneficial as per build synergies). Most of builds are fairly easy to convert

Matchups - I won't go into detail here since I am a n00b but:

· **DOTs:** If enemy is doing high DOT dmg add Undying aspect to an Invigorating Fury build (Rend or DS) to out heal the DOT

· **Dodge:** If enemy is high dodge switch to Rend or Rupture

· **Stuns/Freezes:** If enemies are stunlocking you, consider dropping War Cry + Raid Leader and adding 3rd unstoppable source (WoTB, Iron Skin/Iron Warrior, Metamorphosis)

· **Ranged Opponents/Runners/Kiters:** Switch to Lunging Strike and fish for Anemia or Concussion procs, burst them down with DS or Rend once they are CCed. They are usually squishy so sometimes basic attack is enough.

· **Elemental opponents:** Swap gear with +armor affix/armor aspects to +Res affixes/DR aspects

· **Lycander Sorcerer:** Any Sor with shrine effects on is using Lycander and can stun lock you via lucky hit/chance to stun affix. 2+ sources of unstoppable required

FW Sor: Meta Sor build #1. High FW ranks (>20) usually banned in competitive PVP rules, Vs. GG one you probably die. Swap out Razorplate, Death Wish, Crowded Sage, Assimilation, and Inner Calm. Add Undying, Rapid, Might (or Iron Warrior), Shako, Tyrael's, Grandfather (bleed builds), etc. Use +Max Life, DR, and Healing Received. No armor/dodge affixes/aspects/tempering. **Firewall cannot be dodged.** DR DOT from Hemorrhage board, DR Distant from Pit Fighter skill, +Pit Fighter Ranks in Amulet. Use Lunging Strike to stick to them, also consider Lucky Hit/Freeze tempering, Concussion ranks and/or tempering (if Mace), or Anemia. Tactical Iron Skin for heal+barrier+DR. Switch Outburst/Tough as Nails to something beneficial. Switch Revenge to Imbiber Glyph. **FW and Firebolt Enchant are both DOTs and do not trigger thorns.** Burning DOT looks like poison dmg on health globe. **Rend can be applied through Flame Shield and if still ticking will DMG/kill them when FS wears off, use Ring of Ravenous to extend Rend duration.** See video Meta Rend vs. BL below for proof of this. Vulnerable cannot be applied through FS (but will persist if applied before FS cast). Your focus should be on survivability before damage - sors are squishy and die very quickly once you catch them/once concussion or Anemia procs. Vs. bad one no gear swap needed.

Immortal Sor variant: Banned in organized PVP. Usually Firewall/Firebolt. They use 75% CDR from gear affixes + Flame Shield ranks + Flame Shield duration (tempering) + CDR from Firebolt/Hectic aspect for high invulnerable uptime. Teleport, protector bubble aspect, ice block, lycander/protection shrine, mana shield, and protection cover the tiny amount of time in between. Flame Shield enchant and Firebird aspect as backups.

[GG FW example. Credit to @ Bui - Discord](#)

· **Cold Sor:** Non-meta Sor. 2+ sources of unstoppable (alternate them) are required so you aren't permanently frozen. Switch War Cry/Raid Leader to Iron Skin with Iron Warrior if you need more unstoppable. Thorns works well vs. Cold so feel free to add Razorplate, Death Wish, and Strategic Challenging Shout. Keep spamming Lunging Strike till you catch them. DOTs like Rend can be applied through deep freeze!

· **Lightning Sor:** Meta Sor build #2. Vs. GG one can be long duel (they try to avoid your shouts; you try to avoid their Flame Shield). They can stun lock you via Arc Lash Enchant if Rallying Cry on CD, so use Iron Warrior or WoTB for second unstoppable source. Thorns works well vs. Lightning

[Video - Meta Rend vs. BL.](#) Sor killing me via stun lock/Lycander Uber Staff (he would engage after Rallying Cry wore off). I changed pants from Might, to Tassets, and finally to Iron Warrior + LR Elixir - needed extra source of unstoppable. Sor appearing to randomly die without me nearby is from bleed

· **Barb V. Barb:** Vs. GG Barbs the most optimized build will win. Stack DR/Dodge/Attack Speed. DRC/DRB from paragon. Armor cap/85% physical res vs lvl 100 required. No MS or res affixes. Consider Flickerstep (if WoTB) or Yen's Blessing (if CDR synergy build) for DRC. **Note:** All Barb builds can have thorns and stunlock integration. Geared Meta builds in general defeat thorns/thorns hybrids, as do DOT based builds. Vs. stunlock you'll need two unstoppable sources minimum

· **Immortal Barb:** Uses +Martial Vigor ranks (tempering) on all gear then Masterworks the +MV ranks to get to at least 25 MV (100% DR vs. Elite, cannot be damaged by players). Similar to immortal Sor, banned in organized PVP. **Martial Vigor does not work vs. Minions/Summons since they are not elites.** Examples (not all inclusive): Minion Necro, Hydra Sor, Shadow Clone Rogue, etc.

[Immortal Barb Example](#)

· **Selig Barbs:** Any barb build (even Meta) can be Selig by just adding Amulet, hard to plan against due to variability. Rend builds burn their fury/makes it so they can't cast core skills, well optimized meta builds are best against Selig

· **Flay:** Meta barb build #3. They use paingorger/rapid/moonrise/adaptability/flay duration tempering for high DMG and attack speed, then rupture. Similar principles to Rend matchup but harder. Rupture cannot be dodged.

· **Rend:** Meta barb build #2. Vs. GG one same principles as BvB. Use Undying aspect + Invigorating Fury to out heal the DOT dmg. DOT does not proc thorns, but their attacks will. Switch Crowded Sage and Dodge to other aspects/affixes, Rend cannot be dodged

· **DS:** Meta barb build #1. Vs. GG one same gear principles as BvB

· **Rogue:** Thorns works well vs. most Rogues, consider adding Razorplate, Death Wish, and Strategic Challenging Shout

· **Dodge Rogue:** They stack dodge + Assimilation + Crowded Sage. **Thorns can be dodged.** If 100% dodge the only way you can kill will be Rend or Rupture

· **Puncture, Twisting Blades Rogue:** Puncture does high DMG but has to get close to you and are very squishy. TB not as strong as it used to be, GG one can still do high dmg. Meta barb usually wins

· **Heartseeker, Rapid Fire Rogue, Pen Shot Rogue:** Will try to 1 shot you from distance or poke and kite you. Just chase them down, they are squishy. Thorns works well here, consider Razorplate/Death Wish/Strategic Challenging Shout. Make sure Challenging Shout is on. +Move speed.

· ****Poison Rogues:** All Rogues can be poison via imbue or Andies. PR boots/70+ PR help, as does Undying/Invigorating Fury/Crowded Sage/Imbiber, etc.

· **Wind Shear Druid:** Vs. GG player you can die. They will kite you while spamming Wind Shear/Calm Breeze aspect. DOT does not proc thorns, but their attacks will. Lunging Strike if needed. 70+ PR helps. Barriers (Iron Skin) stop poison damage! Meta Invigorating Fury + Undying aspect builds are better here, sustain offsets poison dmg. Wind Shear can be dodged but **will still apply poison DOT even if dodged** (Druid bad smell). Similar matchup to RF rogue but Druid is tankier

· **Shadow Wave Necro:** Don't stand in the DOTs vs Necro + use SR boots. Patience, use your mobility. Necro very poor mobility, once their Shadow Wave and Blood Mist are done, they won't be able to do much. Thorns works well here, consider adding Razorplate, Death Wish, and Strategic Challenging Shout

· **Minion/Thorns Necro:** If you are thorns, add 2H Needleflare and Necro dies instantly. Otherwise Crowded Sage works very well vs. minions. Be aware that minions are NOT elites so MV ranks don't matter in this matchup. Patience, be careful to not die while they are invulnerable (Blood Mist). Focus on the Necro/not the minions.

Why try Barb for PVP?

Barb has multiple easy, effective PVP builds. With any of the builds above you will be able to achieve all seasonal PVP objectives, Hatred's Chosen, and farm all PVP cosmetics/mounts. For more PVP info, I'd recommend checking out the D4 discord "pvp-dueling" channel. Here is invite [Diablo 4 Discord](#) Special thanks to @Yordanyz, @Tapshot, and @Insnebob (Discord) for all the input and testing and [u/WUZZLYFLUFF](#) for his Season 0 thorns barbarian PVP guide

Autoplay

720p480p360p240p144pAuto

Video - Proof of Concept in Casual PVP

Why try Fields of Hatred and PVP?

- The thrill + unknown when running into another player.
- Achievements, titles, cosmetic, and mount rewards.

[Image - Cosmetics: Bloody Steed mount + Bloody Warlord's trophy + Killer's set armor](#)

Key differences with PVP, caps, dmg basics:

· **Critical Strike** give a baseline 50%[x] dmg multiplier (even if you have no +crit damage affixes)! **Crit strike chance (CSC) affix** is useful for proccing the baseline multiplier, and for activating many synergies (Carnage legendary node, etc.). **+Crit strike dmg (CSD) affix** is additive [+] dmg up to **PVP crit dmg cap of 200%**. Thorns cannot crit. Only attacks and bleeds (via Gushing Wounds key passive) can crit. **+CSD affix is bad in PVP with exception of Bleed builds using Gushing Wounds** since GW gives a separate bleed DMG multiplier based on your +CSD.

· **Berserking** gives a 25%[x] dmg multiplier, increased to 60%[x] if Unconstrained Key Passive. +DWB affix is additive [+] dmg. **Blood Rage makes 10% of your total +DWB bonus multiplicative dmg, capped at 30%[x] bonus.** This makes DWB a more valuable affix/paragon node than dmg to close. You will need at least +300 DWB to reach Blood Rage multiplier cap. Example: if your +DWB is 300%, Blood Rage would give 30%[x] damage multiplier.

[Image - 25%\[x\] multiplier from Berserking and 56%\[x\] multiplier \(S3 had no cap\) from Blood Rage. Your current bonus Blood Rage multiplier is always listed if you hover over the node!](#)

· **Vulnerable** applies baseline 20%[x] damage multiplier (even if you have no +vul damage affixes), which is also the PVP cap. Vuln status has many synergies that give additional multipliers (Decimator, Violent Rend, Cut to the Bone, Wallop, etc.), and also enables DR Vul. **+Vul dmg affix is a useless PVP affix due to cap except for Bleed builds since Hemorrhage multiplies your bleeding dmg by 15%[x] of your total +Vuln dmg bonus, capped at 45%[x]!** You will need at least +300 Vul DMG to reach Hemorrhage multiplier cap. Example: if your +Vul DMG is 300%, Hemorrhage would give a 45%[x] DMG multiplier.

[Image - 21%\[x\] multiplier from Hemorrhage, your current bonus Hemorrhage multiplier is always listed if you hover over the node! This node in bleed builds is the only purpose of +Vulnerable dmg affix in PVP](#)

· **CSD/Gushing Wounds vs. DWB/Blood Rage vs. VD/Hemorrhage in Bleed builds:** +VD should be prioritized first since it is 50% more efficient per point than +DWB (Hemorrhage is 15% of VD, Blood Rage is 10% of DWB). After Hemorrhage is capped (300 VD), switch to Blood Rage. Once Blood Rage is capped (300 DWB), then remaining affixes should go to +CSD for Gushing Wounds or DOT/PDOT.

· **Overpower** gives a 50%[x] damage multiplier. Past this is additive [+] dmg up to PVP cap of 150%. +OP dmg is a useless PVP affix since you will exceed cap from base willpower and inherent +OP dmg on 2h bludgeoning. **Thorns dmg and bleeds cannot overpower.**

· **Attack speed from gear** is capped at 100% (separate from aspect cap). Gear affixes, abilities (Duelist) and elixirs count as gear. **Attack speed from aspects and skills** is capped at 100% (separate from gear cap). Rapid, Accelerating, Frenzy, etc.

[Spreadsheet – Attack Speed Testing Complete Spreadsheet](#)

[Image – Attack Speed Testing S2. Moonrise is now an aspect \(Cap 2\)](#)

· **Dust Devil Size:** Bonus capped at 100%

· **Cooldown Reduction:** CDR from gear affixes (Shako, Helm, Amulet, etc.) capped at 75%, aspects can further reduce.

· **Phys dmg:** Increases skill DMG for any skill marked as "physical" on in game tooltip (I.E., Flay, Frenzy, Rend, DS, SG, etc.). **Every Barbarian skill is Physical DMG.** Note: Thorns are physical dmg, but +physical dmg does not directly increase thorns dmg.

· **Phys dmg over time:** Only increases bleed dmg

· **Bleeding DMG note:** Only increases bleed dmg

· **Dmg over time note:** Increases all DOT dmg (including bleed)

· **DMG to bleeding:** Increases your DMG to a target that is bleeding, not bleeding dmg itself.

· **92% Inherent DR** is granted against other players in PVP. This is separate from other DR sources.

· **Armor cap** based on player testing/prior seasons has been between 9,000–10,000. For S4 armor cap is standardized at 9230 for 85% physical resistance vs. lvl 100

· **DR is not capped.** This has been tested in PVP. DR is not calculated additively. 20% DR from Shako and 20% DR from Might does not add up to 40% DR, but instead it would be $(1-0.2)*(1-0.2) = 0.64$, or 64% dmg received, or 36% actual DR. DR Formula is $[1-((1-D1)*(1-D2)*(1-D3)*(1-D4))]$, where Dx is % DR from each item/affix/aspect, etc.

[Image – DR functionality. Credit to theorycraft-pvp D4 Discord channel](#)

· **DR while Barrier:** DR retains 100% value if barrier is active, I.E., Iron Skin. See @ Insnebob (Discord) data, included in DR testing link at end

· **DRC:** Anyone in Melee range is Close for DR purposes, I.E., you can hit them with basic attack = DRC applies.

· **DRD:** Anyone outside of Melee range is Distant for DR purposes, I.E., you can't hit them with melee attack = DRD applies, even if they are 1 pixel away from you hitting them it is DRD.

· **Dodge is uncapped.** Dodge works on attacks and spells; dodged attacks deal no damage! Dodge formula is $(Dex/100) + [1-((1-D1)*(1-D2)*(1-D3)*(1-D4))]$, where Dx is % dodge chance from each item/affix/aspect/elixir.

[Image – PVP zone differences. This is how Barb can 1v4 people and win. Each kill will reset your shouts and heal you](#)

Gear basic principles:

- Two sets of gear are needed.
- **Set 1:** Vs. FW Sor – See matchups section of this guide.
- **Set 2:** Vs. Other opponents as per below
- Generally, stack Strength, life, attack speed, DWB, dmg to close, DR, CDR, Dodge, and Healing Received (if Crowded/Undying) whenever possible!
- If not using Juggernaut, then **+Armor affix required on only one to two gear pieces** to reach cap
- Res cap is easier to reach vs. specific opponents by swapping individual gear pieces when needed

Best gear affixes by slot (Note: Ancestral Unique have affixes that can't roll on normal gear/these affixes were not included)

- **Helm:** CDR, life, +armor, strength, res, specific mastery ranks, healing received
- **Chest:** +armor, strength, life, res, healing received
- **Pants:** Life, strength, +armor, dodge, resistance, specific basic skill ranks, healing received
- **Gloves:** Attack speed, CSC, life, strength. Core variants: +Rend ranks, +DS ranks. Rend builds: +CSD, +Vuln DMG.
- **Boots: Vs physical:** Armor, MS, Str, Dodge, Life. **Boots: vs. Elemental:** Res, MS, Str, Dodge, Life. **Boot sets:** One with fire res, one with cold, one with lightning, one with poison, etc. Switch as needed.

[Image - My boot set - always in inventory. Similar affixes except the single res. Can do this to reach soft or hard cap res for specific opponent. Circled boot is vs. phys. Can also do this with Chest/Pant slots!](#)

- **Amulet:** Movement speed, attack speed, CDR, dodge, life, +armor, strength. **As per build:** Wallop ranks, Counteroffensive ranks, Cut to the Bone ranks, Heavy Handed ranks. Rend: +CSC
- **Rings:** Life, attack speed, CSC, strength. **Bleed builds:** CSC, +Vuln DMG, +CSD.
- **Weapons:** Strength, life, +dmg. **Bleed builds:** Vuln dmg, CSD.

[Image - Ancestral Unique Arsenal examples](#)

Tempering – Too many to list here, many viable options. Tempering should complement your build. See planners for example

Skill Pools and Packages – This guide is not meant to be prescriptive - try any combination from the pools below. You could make other builds work with skills not listed below, but the skills and passives below are very effective when optimized/synergized with gear and aspects.

- Basic – Use **Frenzy**, **Flay**, or **Bash** vs melee opponent. Switch to **Lunging Strike** vs. ranged opponent.

- Core – **Rend** or **DS**. *DS should be paired with Concussion or Anemia due to synergy of Stun with Enhanced DS*. Core skills can be skipped in some builds.
- Defensive – **Rallying Cry** for MS, unstoppable, and fortify or fury. **Challenging Shout** for DR and thorns or fury. **Iron Skin** is very beginner friendly spell, acts as safety net if you mess up. **Outburst (1) + Tough As Nails (1)**: Consistent bleed status activator for synergies, thorns activator for Revenge. **Imposing Presence** and **Martial Vigor** for all builds.
- Brawling – **War Cry** provides Berserking, 15%[x] dmg multiplier, and fortify if needed. **Booming Voice** and **Raid Leader** for longer shouts + heal. **Swiftiness** for MS. **Aggressive Resistance** for DR, berserk builds. **Prolific Fury** playable in Selig builds. **Charge** playable in multiple builds. **Battle Fervor** for Berserking in Charge builds, **Leap** playable in some builds/good vs. Sor
- Mastery – **Steel Grasp** is fun, playable in multiple builds. **Pit Fighter** 9%[x], **Slaying Strike** 23%[x], **Counteroffensive** 12%[x], and **Cut to the Bone** 15%[x] provide dmg multipliers. **No Mercy** playable in some CC builds. **Rupture** playable in bleed builds. **Defensive Stance** DR in fortify builds. **Exposure Vulnerability** for Vuln in mastery builds.
- Ultimate – **WoTB** for berserking, unstoppable, MS, and dmg. Ultimate can be skipped in some builds. **Wallop 15%[x]** provides dmg multiplier. **Invigorating Fury** passive should be used with core skill builds. **Duelist** for attack speed in dual wield builds. **Concussion** gives stun if Mace used, synergy with Enhanced DS. **Heavy Handed** extra DMG multiplier in 2H Gushing Wounds builds. **Iron Maelstrom** playable in Walking Arsenal builds. Synergy with CDR, Flickerstep, Marshal, Third Blade/SG, and Unbroken Chain.
- Key Passives **Unconstrained** is best for *most* builds. **Gushing Wounds** is better if bleed is primary DMG source, but only if you stack +CSC and +CSD. **Walking Arsenal** synergy with Iron Maelstrom based builds. Conclusions based on prior testing data. See links at bottom of guide for more details

· Technique Pool

- 2H Sword – 20% of dmg inflicted as bleed/5 seconds, bleed synergy activator.
- 2H Axe – Dmg multiplier [x]. Only if you have a consistent vuln source.

· Weapon Types

- One dual wield weapon must be a **1H Mace** if using Wallop/Concussion in a dual wield build.
- Axe for +DOT dmg
- Poelarm for +vuln DMG or to activate Executioner Glyph
- Sword for CSD in Gushing Wounds builds

· Paragon Boards, Nodes, and Glyph Pool

- Nodes: All PVP builds must use **Blood Rage** node for dmg multiplier and berserking status. **Core skill** builds (DS, Rend) with consistent source of vuln should use **Decimator** node. **Warbringer** node for fortify in core skill builds with Counteroffensive. **Hemorrhage** node required in bleed builds. **Carnage** node should be used in all builds.
- Boards: **Blood Rage** (Legendary, DWB), **Carnage** (DWB, Legendary), **Hemorrhage** (CIDR, DR DOT, Legendary, quick path to glyph slot), **Decimator** (Legendary, DRV, +Vuln dmg in Rend) **Warbringer** (Legendary, Fury, quick path to glyph slot), and **Weapon's Master** (quick path to glyph slot)
- Glyphs: Bloodfeeder, Disembowel, Executioner (10%[x] DMG multiplier), Exploit (Hemorrhage/bleed builds), Imbiber, Ire, Marshal, Might or Ambidextrous (8%[x] dmg multiplier), Revenge (8%[x] dmg multiplier), Territorial, Twister (13%[x] dmg multiplier), Undaunted.

·Aspect and Item Pool

- **Helm pool:** Andies, Anemia, Assimilation, Crown of Lucian, Crowded Sage, Exploiter, Iron Warrior, Might, Shako, Undying.

- **Chest pool:** Anemia, Assimilation, Crowded Sage, Exploiter, Iron Warrior, Juggernaut, Might, Razorplate, Tyrael's Might, Undying, Weapon Master's.

- **Pants:** Assimilation, Crowded Sage, Iron Warrior, Juggernaut, Might, Tassets, Temerity, Tibault's, Undying.

- **Amulet:** Accelerating, Anemia, Battle Trance, Concussive Strikes, Crowded Sage, Death Wish, Devilish, Edgemaster, Elements, Exploiter, Fierce Winds, Limitless, Melted Heart of Selig, Rapid, Retribution, Unbroken Chain, Undying, Vocalized Empowerment, Weapon Master's.

- **Rings:** Accelerating, Accursed Touch, Bold Chieftain, Concussive Strikes, Creeping Death, Dark Dance, Devilish, Edgemaster, Elements, Fierce Winds, Inner Calm, Limitless, Rapid, Ravenous, Retribution, Slaking, Starless Skies, Starlight, Vocalized Empowerment, Windlasher.

- **Gloves:** Accelerating, Accursed Touch, Anemia, Berserker Ripping, Concussive Strikes, Creeping Death, Devilish, Edgemaster, Elements, Endurant Faith, Exploiter, Fierce Winds, Fists of Fate, Frostburn, Inner Calm, Limitless, Paingorger, Rapid, Retribution, Twin Strikes, Weapon Master's, Wildbolt, Windlasher.

- **Boots:** Anemia, Ghostwalker, Exploiter, Flickerstep, Metamorphosis, Rakanoth's Wake, Weapon Master's, Wildbolt, Yen's Blessing.

- **Arsenal:** Accelerating, Accursed Touch, Ancient's Oath, Berserker Ripping, Concussive Strikes, Creeping Death, Death Wish, Devilish, Doombringer, Edgemaster, Elements, Fierce Winds, Inner Calm, Limitless, Needleflare, Overkill, Ramaladni's Magnum Opus, Retribution, Shard of Verathiel, The Butcher's Cleaver, The Grandfather, The Third Blade, Windlasher.

· Aspect/Item Rationale:

- **Accelerating** for attack speed, mandatory in core skill builds

- **Accursed Touch:** Consistent vuln source for vuln synergies

- **Ancient's Oath:** SG builds, make sure it hits the enemy player to receive 50%[x] dmg multiplier for 3 seconds.

- **Andies:** Attack speed + poison DOT + PR Cap. 3% Life Steal useful in high dmg builds (DS), stacks with Invigorating Fury and Undying for more sustain.

- **Anemia:** For stun, synergy with Enhanced DS. 2H Sword Technique or Tough as Nails are bleed sources.

- **Assimilation** for dodge chance + fortify generation. Synergy with Spirit Dance incense, Third Eye Elixir, Counteroffensive ranks, Crowded Sage, Dodge affixes, and dodge tempering.

- **Battle Trance** for DRC, CSC and attack speed (Duelist ranks), frenzy builds. +2 Frenzy stacks=16% extra DR!

- **Berserker Ripping** for bleed dmg
- **Bold Chieftain** for CDR, triple shout builds
- **Concussive Strikes** DMG multiplier in Daze builds
- **Creeping Death:** Bleed multiplier in Gushing Wounds builds, synergy with Concussion
- **Crowded Sage:** Dodge + Heal. Synergy with Assimilation (see other synergies there) and Starlight
- **Crown of Lucion:** Core skill multiplier, resource cost reduction
- **Dark Dance:** Core skill multiplier
- **Death Wish:** Thorns
- **Devilish:** Dust Devils
- **Doombringer:** All builds. Bonus life and 20% DR from enemy (works in PVP)
- **Edgemaster (2H)** - Dmg multiplier [x]
- **Elements:** Phys dmg multiplier, time your skill for when elements is orange/blue/white for phys bonus
- **Endurant Faith:** 30% DR over time vs. big dmg, core ranks
- **Exploiter** Dmg multiplier [x].
- **Fierce Winds:** Dust devil dmg multiplier [x]
- **Fists of Fate:** AS, CSC, and CC
- **Flickerstep** for CDR and DRC vs. melee opponents in WoTB or Iron Maelstrom builds. Also playable vs. Lightning sor for LR.
- **Frostburn:** Lucky Hit + AS + Chance to freeze, cold/fire dmg. Synergy with Azurewrath, Rakanoth's Wake, and lucky hit/freeze tempering.
- **Ghostwalker:** Movement speed. Only use if you DO NOT have + movement speed affix on Amulet AND your burst MS is <176%.
- **Inner Calm** Dmg multiplier [x].
- **Iron Warrior:** Unstoppable, DR
- **Juggernaut:** Armor cap without wasting gear affixes
- **Limitless:** DMG multiplier, synergy with Rapid and Lunging Strike to close distance/empower core skills
- **Melted Heart of Selig** redirects dmg received to fury pool, makes you very tanky.

- **Metamorphosis** for unstoppable and curse. Synergy with Accursed Touch (permanent vulnerable). Don't use with Juggernaut
- **Might:** DR
- **Needleflare:** Amazing vs. multiple opponents, kills everyone. Not the best for 1v1 duels.
- **Overkill:** DB multiplier/DB ranks
- **Paingorger:** Huge basic multiplier
- **Rakanoth's Wake:** fire dmg, all res
- **Rapid** basic skill attack speed
- **Ring of the Ravenous:** Increases Rend dmg and duration. Synergy with Charge and Leap
- **Ramaladni's Magnum Opus:** Roughly 50%[x] skill dmg multiplier
- **Razorplate:** Thorns
- **Retribution:** DMG multiplier in stunlock builds, synergy with Anemia and Concussion
- **Shako:** Life, DR, Armor, skills.
- **Shard of Verathiel:** Huge basic skill DMG multiplier
- **Slaking:** Fury in core skill builds
- **Starless Skies:** *BIS ring for all core skill builds*, tested. 40%[x] DMG multiplier, +24 all resistance.
- **Starlight:** Synergy with Assimilation + Crowded Sage + Undying, and Invigorating Fury (core skill builds)
- **Tassets of the Dawning Sky:** Playable vs. Sor/Necro. Gives +6 sec of +12 max res to first element that hits you (does not change during that time if a different element hits you). Going from 70 res (30% of elemental dmg received) to 85 res (15% of elemental dmg received) is a **50% reduction in elemental dmg received**, before DR!
- **Temerity:** Playable in heal builds. Synergy with +healing received affix, +barrier gen tempering, Lunging Strike, Imbiber, Invigorating Fury, Undying, Raid Leader, Crowded Sage, Iron Skin, Andariel's Visage, etc. DR retains full value while barriers are active!
- **The Third Blade:** Makes mastery skills into spammable core skills. Tons of synergies (I.E., Starless Skies, Crown of Lucian, Dark Dance, Unbroken Chain, Weapon Master's, etc.)
- **Tyrael's Might:** Playable vs. Sor/Necro. DR, Life, All Res/Max Res. Same Rationale as Tassets of the Dawning Sky.
- **The Butcher's Cleaver:** Playable in CC builds, synergy with No Mercy passive.

- **The Grandfather:** Bonus life, all stats, crit strike dmg cap.
- **Tibault's Will:** DRC + Dmg multiplier [x] + fury generation. Rallying Cry, Iron Skin, Metamorphosis, and WoTB proc it.
- **Twin Strikes:** DS dmg multiplier [x]
- **Unbroken Chain:** Combine with SG to make Iron Maelstrom spammable. Synergy with Ancient's Oath, the Third Blade, Walking Arsenal, Flickerstep, CDR, etc.
- **Undying:** Heal/sustain, synergy with Starlight
- **Vocalized Empowerment** for fury, triple shout builds
- **Weapon Master's:** Consistent stun source, synergy with The Third Blade
- **Wildbolt:** Pulls in/disrupts ranged enemies and gives dmg multiplier.
- **Windlasher:** Dust devils + enables Twister glyph multiplier in DS builds
- **Yen's Blessing:** DRC + MS + Vuln + CDR

· Gem Pool

- **Weapons: Topaz** for basic skill dmg. **Sapphires** for +vuln dmg in Rend builds (120 +Vuln from Sapphires adds 18% to Hemorrhage multiplier). **Emeralds** until 200% CSD (only certain builds, usually DS or HOTA). **Bleed:** May use either Emerald (even past 200 CSD), Sapphire, or both based on char stats.

- **Armor:** Ruby for life

- **Jewelry:** Colored gems in jewelry for res

· **Elixir and Incense Pool** - Always have a few of each in inventory for specific opponents. Only use if needed. **You can have 3 incenses active at one time (one per type).**

- **Fortitude** - Life has many synergies.

- **Magic resistance** - +25 AR.

- **Third Eye** - 10% Dodge, synergy with Assimilation and Crowded Sage

- **Assault** - 20% attack speed, only use if not capped (see AS caps section)

- **Elemental elixirs:** +6 max res//+30 res to element. **Always have heady lightning, fire, ice, and poison in inventory.**

- Type 3: **Chorus of War** - 40 all stats.
- Type 2: **Reddamine buzz** - for HP - easy to craft.
- Type 2: **Soothing spices** - +10 AR. +1 max res per element//+150 armor per nearby player.
- Type 1: **Desert Escape** - for F/C/S res (+15) and +2 max res for each nearby player.
- Type 1: **Storm of the Wilds** - for L/C/P res (+15) and +2 max res for each nearby player.

- Type 1: **Spirit Dance** - 5% dodge, synergy with Assimilation and Crowded Sage.

Elemental Resistances

· Soft capped at 70%. This can go to a max of 85% with +max res from elixirs, incenses, Tyrael's, and Tassets.

· **You will need roughly 50 AR to reach soft cap.** Use any mix of the below

- o 45 single res from gem in jewelry
- o 25 AR from Elixir of Magic Res.
- o 12 AR from Starless Skies second inherent
- o 10 AR from Soothing Spices incense.
- o 15 res to 3 elements from type 1 incenses.
- o 60 single res per affix (Boots)

Survivability - multiple layers. This varies, but most builds will have:

- Around 25 to 40% dodge chance
- Doombringer: Enemy dmg reduced by 20%. Applied before armor/res.
- Res cap reduces elemental dmg taken by 70-85%, applied before DR
- Armor cap reduces physical dmg taken by 85%, applied before DR
- 20% DR from Shako
- 20% DR from Might
- 12% DR from Martial Vigor
- 10% DR while berserking, Ire glyph
- 15% DRC, Territorial glyph
- 15% DR from Fortify
- 10% DR while Fort, Undaunted Glyph
- 48% DR for 7.5 seconds, Challenging Shout
- 6% DRD, Pit fighter
- 1 to 4 total DR/DRC affixes from Chest/Pants/Amulet/Boots
- 1 to 3 rare DR paragon nodes, 3 to 9 magic DR paragon nodes
- Fury pool/Selig: Applied after DR.
- Life pool: Last layer, affected by sustain.

[Image - DR stats with shouts on, full uber gear + incenses. This will vary significantly with each build!](#)

Sustain

· A mix of Iron Skin, Invigorating Fury, Raid Leader, Imbiber, Andies, Undying, Crowded Sage, etc.

Berserking

· All builds should have at least 2 sources (War Cry, Blood Rage, Fighter's Steel Grasp, WoTB, Battle Fervor + Charge, etc.) + extenders (Furious DS, tempering, etc.)

Vulnerable

· All builds should have at a consistent source (Accursed Touch, Enhanced Flay, Violent DS, Mighty Charge, Enhanced Steel Grasp, Exploit, etc.) + extenders

Movement Speed (MS) - Capped at 200%. Movement speed is calculated **additively**

- Baseline MS is 100%
- Add 25% baseline from Boots
- Add 15% burst MS from Berserking
- Add 30% burst MS from Rallying Cry
- Without Amulet MS affix/Ghostwalker/Swiftness you will be between 125 base and 170 burst MS.
- By adding only Ghostwalker 25% burst MS, you will be between 125 base and 195 burst MS.
- By adding only Amulet 25% baseline MS, you will be between 150 base and 195 burst MS.
- Hamstring passive: Healthy enemy will be slowed 20%. Useful for running away, or if you're being kited.

CIDR, Unstoppable

- Builds should have 2+ sources of unstoppable (Metamorphosis, Rallying Cry, Iron Warrior, WoTB, Charge, etc.)
- 40% CIDR from PVP bonus
- CIDR varies with build. CIDR Formula is $[1-(1-C1)*(1-C2)*(1-C3)*(1-C4)]$, where Cx is % CIDR from each item/affix/aspect/paragon, etc.

Tips, Tricks, Common Mistakes

- Left and right click at same time to cast basic AND core skill concurrently
- PVP is end game activity, lots of PVE is required first to find the high roll desirable affixes and aspects
- Meta builds are stronger and generally defeat non-meta builds!
- You can change your gear and elixir multiple times to figure an opponent out. Example: +MS is great vs. RF rogue, useless in Barb v. Barb.
- Fighting at disadvantage. Look at BL vid. I waited until flame shield was down. When I engaged my shouts were up. You want to fight with your advantage spells **on** and their advantage spells **off** when possible!

Full Guide and Tests

For future updates someone else will need to update/edit/repost. I've been maintaining this guide for one year to the best of my ability but am tired - has taken many hours. I included all links below for future players to maintain/update.

[Full text of guide for future players to update and maintain](#)

[Testing Data for Claims. Multiple Sheets](#) Also look at my other posts (linked below) for summaries related to all test findings

[Barbarian PVP Testing - Doombringer, Guttural Yell, and DR Caps](#)

[Barbarian PVP Testing - Meta DS Key Passives - Unconstrained vs. Unbridled Rage, With and Without Starless Skies](#)

[Barbarian PVP Testing - Meta Rend Key Passives - Unconstrained vs. Cushing Wounds vs. Unbridled Rage](#)