



v2.00

discord link -

[D2R Pvp League](#)

Managed by [Lpc](#), [sweatyBetty](#), [Dakota](#), [Punch](#), and [Gemmd](#)

Jsp references -

[D2R SvS Ladder NL](#)

Legacy jsp threads:

- [Current SvS ladder](#)
- [Current CVC Ladder](#)
- [Short Lived Svs ladder](#)
- [old Svs ladder](#)
- [Old Cold vs cold ladder](#)

To help bring ease-of-access to the SvS League, we're excited to introduce a new mechanic:

The Tal Rasha Sorceress:

- Aside from inventory, this build is extremely budget-friendly, and takes roughly ~20-40fg to acquire.
- Average Stats:
 1. Fire - 19k-21k damage
 2. Lite - 38k damage
 3. Blizz - 11k blizz / 6k ib / -260 pierce
 4. All 3 are around 3.5k - 3.7k life with a perfect inventory

General Rules - (adapted from the [d2jsp D2R Non-Ladder SvS Dueling Ladder](#))

[d2jsp Forums](#) > [Diablo II](#) > [Diablo 2 Discussion](#) > [Legit Dueling](#) > [D2r Americas Nonladder Svs Dueling Ladder](#) > [D2:R](#)

[Prev](#) | [1](#) | [473](#) | [474](#) | [475](#) | [476](#) | [477](#) | [480](#) | [Next](#)

General rules:

Matches are first to 5 (FT5), unless players agree upon something else

You may challenge 3 spots ahead of you, until top 10. Challenging #1-10 can only be challenged 2 spots ahead. You may skip over another character of yours on ladder, they would not count as a position. You may also skip over a character on vacation.

Matches with server difference:

- Primarily with larger gap (east vs west server)
- Middle server is optimal - having central game made for east vs west as example
- If middle server not possible, FT3 in each server
- First game made by the challenger, the second by the defender. If tie, FT1 in defender's game for decision
- As always, players may agree on different rules

Streaming/screen sharing

- Streaming is encouraged for all matches
- User must share screen during match if requested by opponent to ensure no use of controller, widescreen, mana pots on es (where banned), etc
- Both players must stream for #1 see matches
- Refusal to show gear/inventory/stats via screen share results in a loss, and possible removal from the ladder continuing to do so.

System:

Controllers are banned

Third Party Programs:

No hacks. You will be banned from all ladders when caught if you use any kind of mod or hack.

No UI mods that grant a significant advantage - ie. shrinking the bottom UI to have more area to click (Gold cursor allowed)

Aspect ratio rules: widescreen is banned

Screen must be played in 16:9

- 2560:1440
- 1920:1080

Potions:

Vita Sorcs: May use mana pots only.

Es Vs Es Duels: May not use any pots.

Es Vs Vita Duels: Both sorcs may use mana pots only, ES must be 78% or less.

Shrines:

All shrines are banned.

Curses and Banned Spells / skills:

No characters may prebuff.

- Cube buff, maras swap for sc is legal. May use items on your character, nothing from stash/dropping items/etc.

No Slow missile or any skill / curse used by item charge. (No Oak Sage)

Enchant, Hydra, and Frozen Orb are not allowed.

Other:

Overly defensive play will be penalized. Repeated offenses will result in a DQ.

The use of houses and walls is banned and considered being overly defensive this will result in a DQ if required.

Life Replenish is capped At 40.

No healing auras or otherwise.

Mercenaries are banned.

No more than 13x 20/17's small charms are allowed.

No more than 10x life/resist small charms is allowed.

In any situation where both persons die from each other it is a draw and a null point, the score stays the same and they proceed with the duel.

Banned Classes:

Enchant builds - Widow and Passion are banned from SvS.

Defensive type of sorceress are banned (Infinity+ Ts)

Max firewall builds - 29 hard point cap between Firewall, Warmth, and Inferno

Banned Gear:

Any item that adds an aura is banned. (Exceptions: Infinity, Phoenix, and Flickering Flame)

Resistances and Absorb:

You may only stack up to 450 cold resistance, 375 for ES

You may not use a raven frost if you stack over 400 cold resistance.

You may not use absorb over 20%.

You may only use one item of absorb.

You may not obtain overall max resistance of over 85% OR 80/20 (Dwarf/vex allowed). EXCEPTION: Wisp/Lo are not allowed

You may use each type of absorb or max resistance at the same time. (example: tgod + infernostrides + ravenfrost)

No more than 110 resist of any type can be achieved from charms. (excluding annihilus and torch)

- Example 1: 10x 20life / 5all res = 50 res

- Example 2: 10x 20life / 11 res = 110 res

Resistances and Absorb Exceptions:

Nightwing is not considered an absorb item.

TGod is considered a max resistance item, not an absorb item.

Vita vs Vita Duels: Both parties may use up to 10% maximum resistance or Vex/Dwarf.

Es vs ES Duels: You may not use any absorb or maximum resistance items

Es vs Vita duels: Es may use up to 5% maximum resistance, or an absorb item not over 20%, but Vita can still use up to 10% max resistance or 1 dwarf star+vex rune.

Budget Tol sorc Blizz build:

Opponent cold res cap at 410, 335 if ES

Dodge rules & after match steps:

The dodge limit is 2 days. If the defender does not reply within 2 days, the challenger will receive his spot. If you cannot complete his challenge at the time, please contact a mod and he will do his best to keep your position.

If a defender or challenger does not state whether they're calling for a dodge or extension, the challenge will be nullified. There must be a post with a scheduled date and time when a duel would likely be done. This will dictate the dodge rule more appropriately. If either participant does not show up between the suggested time frame, it will be a dodge count or a null, unless the time is changed prior to the first scheduled time frame.

IF either person does not show up between that time frame, the only person to show up will receive the spot. The user Must post in a thread that he has arrived with a timestamp in game, and must also have another time stamp after the time limit is up in order to receive the spot.

Example - icydicey challenges Gemmd, after 1 day icydicey posts that Gemmd and icydicey will duel on XX day between 11-12 PM. icydicey does not show up, Gemmd takes screen shot w/ time stamp when he enters game, and leaves game, showing proof he was there waiting.

Duels are first to 5.

After losing a match you may not re-challenge the person you lost to for 12 hours however you may still challenge anyone else and anyone else may challenge them.

The winner MUST post a screen-shot of 1 kill (any kill on their opponent) with the time (the in game command is /time".

Game must be Hell.

References:

- [Vita Blizz Guide](#)
- [Vita Light Guide](#)
- [Vita Fire Guide](#)
- [Sound's Maxroll Builds](#)