

Diablo 3 Damage Calculator			Displayed *	Avg Damage	Stat Bonus	Attack Speed	Crit Chance	Crit Damage	Avg Actual Hit *	Actual Non Crit	Crit Bonus Damage	Actual Crit Hit
Elemental Skill Damage Calculation			7,630,549.92						5,087,033.28	1,453,438.08	7,267,190.40	8,720,628.48
White Hit Calculation			833,175.00	2000	69	1.5	50.00%	500.00%	555,450.00	158,700.00	793,500.00	952,200.00
Naked Mainstat		400										
Passive Damage Boosts (Auras/Buffs)		15%					350%					
Default Skill Weapon Damage		530%										
Skill Damage Bonus		28%										
Elemental Damage Bonus		35%										
Weapon Speed		1.2										
			Min Damage	Max Damage	Mainstat	Attack Speed	Crit Chance	Crit Damage				
			2000	2000	6800	25%	45%	450%				
Weapon Damage			2000	2000	0	included	0%	0%				
Gear Bonus			0	0	6400	25%	45%	450%				
Actual Hit (1 + passive skill boosts)(Average Weapon Damage (including damage bonuses)(1 + (main stat / 100)(1 + (crit% * crit damage)												
Displayed (Damage) (1 + passive skill boosts)(Average Weapon Damage (including damage bonuses)(1 + (main stat / 100)(1 + (crit% * crit damage)(Attack Speed)												
Discussion thread http://us.battle.net/d3/en/forum/topic/5149182944?page=1												
Actual Elemental Hit Non Crit (Default Skill Weapon Damage * (1 + Skill Damage Bonus) * (1 + Elemental Damage Bonus)(1 + passive skill boosts)(Average Weapon Damage (including damage bonuses)(1 + (main stat / 100)												
How does this work? Edit your values into the yellow fields and magic happens												