

Greenimba#2873's Damage calculator/comparing tool for Diablo 3 Reaper of Souls

	Current	Change	New
Mainhand	Minimum Damage 1	1350	
	Maximum Damage 1	1847	
Offhand	Minimum Damage 2		
	Maximum Damage 2		
	Bonus Min Damage	324	
	Bonus Max Damage	385	
	Mainstat	8732	
	CHC	58, 10%	
	CHD	453%	
Mainhand	Base APS 1	1.4	
	Weapon IAS 1	7%	
Offhand	Base APS 2		
	Weapon IAS 2		
	IAS	17%	
	% Damage Bonus	45%	
	Sheet Damage	1592078	1592078
	Difference	0,00%	0,00%
	% Skill bonus	42%	
	% Elemental bonus	35%	
	% Elite bonus	15%	
	Total % bonus	120,46%	120,46%
	Effective Elite Damage	3509816	3509816
	Difference	0,00%	0,00%
	Effective Damage	3052014	3052014
	Difference	0,00%	0,00%

Base APS of different weapons:			
1 Handed		2 Handed	
Spear	1,2	Sword	1,15
Sword	1,4	Axe	1,1
Dagger	1,5	Mace	1,0
Axe	1,3	Staff	1,1
Mace	1,2	Polearm	1,05
Fist Weapon	1,4	Bow	1,4
Wand	1,4	Dabao	1,15
Mighty Weapon	1,3	Fall	1,15
Fist	1,4	Mighty Weapon	1,1
Ceremonial Knife	1,4	Crossbow	1,1
Hand Crossbow	1,6		

These values are for lvl 61-70 items. Some items have different APS on lower levels.

Cooldown Reduction Calculator (Max value)		
Headgear (12,5%)	Set 1 (10%)	
Shoulder (8%)	Set 2 (10%)	
Amulet (8%)	Paragon (10%)	
Ring 1 (8%)	Passive	
Ring 2 (8%)	Gloves (8%)	
Mainhand (10%)	Misc	
Offhand (10% or 8%)	Total CDR (%)	0,0%
Default Cooldown (s)	New Cooldown (s)	0,0
Duration (s)	Downtime (s)	0,0

The downtime calculated does not account for player delay.

bold fields are calculated, do not fill them in

Created By Greenimba#2873 on EU

Descriptions

- Current** Current tab refers to your characters current stats. You can find most of them in your profile in game. Go through the list below to fill out all the fields correctly.
- Change** The difference in stats which occur when equipping a new item. An item with 1% more CHC and 10% less CHD would translate to 1% CHC and -10% CHD.
- New** The new value. Equip the new item and then fill in the table with the values in your profile tab. You only have to fill in the values that changed, the calculator will use the current value if no other is specified.
- Minimum Damage 1/2** You find this value on your weapon. A weapon with 1000-1200 damage has a minimum damage of 1000. If you do not use a weapon in your offhand, leave the slots labeled "2" empty.
- Maximum Damage 1/2** The maximum damage value is the one next to minimum. The weapon mentioned previously would have a maximum value of 1200.
- Bonus Min Damage** A ring with 40-120 damage adds a bonus minimum damage of 40. Fill in the sum of all items with minimum damage EXCEPT FOR YOUR WEAPON.
- Bonus Max Damage** The ring in the example above would have a bonus maximum damage of 120. Fill in the sum of all items with a maximum damage EXCEPT FOR YOUR WEAPON.
- Mainstat** Intelligence, Strength or Dexterity, depending on your class. Fill in the value in your profile page.
- CHC** Critical Hit Chance. Fill in the value in your profile page.
- CHD** Critical Hit Damage. Fill in the value in your profile page.
- Base APS 1/2** Every weapon type has its own Base APS. Daggers for example have 1.5 and swords have 1.4. You can find this value by looking at your weapon and dividing its APS by (1+%APS on your weapon). If your weapon does not have %APS, you can use the number stated on the item.
- Weapon IAS 1/2** If your weapon has % Attack Speed on it, that value should be filled in here. If it does not have such a value, leave the space empty.
- IAS** Increased Attack Speed. Fill in the value in your profile page.
- % Damage Bonus** Damage increased by Skills. Fill in the value in your profile page.
- Sheet Damage** This should be the same as you can see in your character page. If it is not the correct value, check all the points above. Because damage is rounded ingame, the calculated damage might differ from sheet-damage by <1%.
- % Skill bonus** This stat can be found on your gear and you have to fill in the sum of all % skill bonus of the skill you wish to use. This stat is best left at 0 if you use a large variety of skills.
- % Elemental Bonus** This stat can be found on your gear and you have to fill in the sum of all % elemental bonus of the element you wish to use. This stat is best left at 0 if you use a large variety of elements.
- % Elite Bonus** Fill in the value in your profile page.
- Total % bonus** This is how much damage you earn from stats which are not shown in the profile damage. If you use a large variety of skills this stat may be misleading.
- Effective Elite Damage** This is the damage you would do if you only used the element and skill that you chose above, and your target was an elite mob. Potentially misleading.
- Effective Damage** Same as above only for white mobs. Potentially misleading.
- Default Cooldown** Cooldown of the skill you want to use. You can find it in the skills window.
- Duration** Duration of the skill you want to use.

Any faults or strange numbers are probably a result of incorrect value formatting or using the wrong stat from your profile. Check the points above and make sure you are using the % sign correctly. Thank you for using my damage calculator, and remember that this is not an absolute way of determining your value in a group. Utility and stats such as aoe damage are not included in this calculation. Feel free to message me if you want to know more about how damage is calculated or how the stats interact with eachother. Greenimba on reddit and greenimba#2873 on eu.

// Greenimba#2873

Changelog

- Date** Change
- 2014-04-22 Added a changelog ;)
- 2014-04-22 Added a difference bar for profile damage.
- 2014-04-22 Changed description of min/max damage to clarify for non-dual wielders.
- 2014-04-22 Made a quick cooldown reduction calculator.
- 2014-04-23 Changed difference row to show % increase.
- 2014-05-13 % Damage on weapons has been fixed, so i removed the warning at the top ;)
- 2014-08-31 Added a disclaimer due to rounding of numbers.