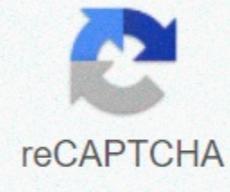




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## Demon hunter leveling guide season 21

Posted by Meldora on May 29, 2012 This is the first version of my Demon Hunter Leveling Guide. Updated for patch 1.0.2 of 29/05/2012. Look for great updates to the leveling part soon! Once completed, it will include how and why to build, configure, equip and play your Demon Hunter, as well as how to level 1 to 60. Getting Started So you decided to level a Demon Hunter. It's a good decision. It's one of the funniest classes to play, but I'm not going to pretend it's the fastest to level. If you have friends with higher-level characters, they will always be able to help you in some way. Invite them to join you and thank them for coming. If you decide to play alone, pay close attention to your build. Read the build section below and always try new skills when they become available. Tooltips don't always explain how they work, and most of the time tooltips are actually somewhat misleading. I could give you an example, but I won't bore you. Before we start leveling, let's take a look at demon hunter's strengths, weaknesses, and then how to set up, equip, and play your Demon Hunter. Demon Hunter Strengths The Demon Hunter is an incredibly versatile class capable of doing extremely high damage per second in groups, even managing to do it yourself without doing damage. One of its main solo play styles is kite, which is the use of pitfalls, immobilization and repelling to escape enemies and at the same time damage them as they move. If you play a Demon Hunter solo you will learn to maneuver and create a huge buffer for errors. You can also stack Vitality and create a huge buffer for errors. I won't talk too much about Hardcore Demon Hunters, but I'll explain some of the building options below. Demon Hunter weaknesses The Demon Hunter has its downsides. You can't dive into battle and destroy things like you could do with a monk or a barbarian. You must be vigilant, looking for special attacks from the crowd and avoiding them before they reach you. Making sure you don't get into the wrong group and set aside some mafias to kill them before moving on. Solo'ing can get tough if you're an impatient person or don't want to experiment with new ones You'll probably end up using skills like Caltrops more than you would have thought. You may find yourself with a very limited range of DPS skills at your fingertips as you have invested in survival skills instead. Demon Hunter Ability/ Skill Progression As you level up you will unlock new active and passive abilities at each level. I recommend experimenting with new skills as often as possible so you have a broad understanding of how the class works. If you run with the first skills you choose for each slot, you'll chuckle later. You won't be flexible, you won't know what changes you can make, you won't know what changes you should make, you'll sit there with a crappy build, and you'll be shaken by the champions. Here's what you can expect as it levels: Active Skills Level Passive Skill Runes Ability Fame Arrow Impal Entangling Shot Caltrops Rapid Fire Forcuring Arrow Impact Smoke Screen Chain Gang Tactical Advantage, Thrill of the Hunt Bola Shot Withering Fire Chakram Hooked Spines Preparation Vengeance Evasive Fire Displacement, Volatile Explosives Grenades Chemical Burn Shadow Power Steady Action Shot Companion, Knife Fan, Spike Trap Arrow Ash Shock Collar, Tortuous Land, Twin Chakrams Strafe Web Shot, Elemental Arrow Reinvigoration Take Down the Weak, Night Stalker Marked for Death Splinters, Night Bane Multishot Tinkerer, Spider Companion Lingering Fog, Rattling Roll, Crippling Razors Thunder Ball, Equilibrium, Ball Lightning Sentry Brood Shattered Punishment Shot, Serpentine, Parting Gift, Fire at Will Arrow Cluster Hot Pursuit Bandler, Contagion, Overemployment, Jagged Tips, Spitfire Turret Blood Moon, Bat Companion, Drifting Shadow, Revenge Rain rain, Numb Traps Sticky Trap, Valley of Death, Fire Support, Cluster Grenades, Retaliation, Breathe Deep, Tumble, Dazzling Arrow, Heavy Weight, Razor Disc, Covering Fire, Perfecting Battle Scars, Dark Cloud, Screaming Skull, Watchful Observer, Acid Blows of Shooting Stars, Dark Pit, Singing Steel Acrobatics, Fuse Along Knife Hail, Grim Reaper, Custom Engineering Fire Bomb Suppression Fire, Beast Bombs Carved Stakes, wild boar companion, melstrom-like wobbly arrow, displaces special lightning recipe: concentrated mind, Grenadier High Speed dagger fans, Ferret Companion Torment Chain, Lightning Rod, Full Broadside Justice is served, Boomerang Stampede, Stun Grenades , Deadly Enemy Ash Trail, Sharpshooter Rocket Storm Cluster Bombs Bitter Pill, Darkness, Spray of Teeth, Backup Plan, Aid Station Awareness, Surge Bounty Hunter, Bait the Trap, Anathema, Scatter, Arsenal Bombardment, Demolition Imminent Doom, Shuriken Cloud Grievous Wounds, Shadow Glide, Loaded for Bear Choking Gas, Wolf Wolf Knives, nether tentacle gas grenades, death count, guardian turret, passive flying demon hunter ability The Demon Hunter has 15 passive abilities, at level 10 you can choose 1, at level 20 you can keep 2 and at level 30 you can keep 3. Each passive ability can be thrown into a category for survival, damage, agriculture, or a hybrid of damage and survival. Passive tactical survival advantage. This is a useful passive for specific survival needs. He's more of an agricultural passive if you ask me though. Hunting thrill: This is an immobilization effect that only occurs every 10 seconds. I don't think it's reliable enough to use and seems to be more of a passive filler than I would actually use. Night Stalker: Critical hits give you 1 Discipline. This will increase your discipline depending on your critical probability. Discipline is used to get away from enemies, so I have this as a survival passive, but I can't think of a situation where I would give this one of the 3 points. Brood: This is a health regen ability (1% every second as long as it hasn't been hit in 3 seconds). This is a really good passive for hardcore gamers. Countable Traps: Reduce the damage of enemies hit by Fan of Knives, Spike Trap, and Caltrops. This is another pure passive survival. Perfectionist: Reduces the cost of discipline of all abilities by 10%. This will allow you to vault, Caltrop, etc. more often allowing you to survive in sticky situations. Custom Engineering: Doubles the duration of Caltrops, Marked for Death and Sentinel. I don't know why it's hard to reformulate these? This passive will certainly not dare my attention. Passive Damage Constant Objective: Within 10 meters of your enemies you get 20% damage. This is a pure increase in damage. But as you'll see it may not take priority over some others to get a place. Archery: Crossbows: + 50% Critical Strike Damage, Arcs: 15% Increased Damage and Hand crossbows: 10% Critical Strike Chance. This adds huge damage per second when used with 2H crossbows and high probability of criticism. Granater: This is definitely very sietional passive damage/build specific damage. Chopping board: This is passive solid damage, increasing your criticism the longer you go without a critique. However, it does not unlock until level 50. Ballistics: This is another sietional damage/build specific passive damage. Hybrid passive revenge of survival/damage: This gives you 25 hates and 2 disciplines when you pull out a health globe. I use this very often since it helps to keep discipline high, which is primary a survival resource, and also gives you more damage in the form of some more Chakrams or other thing you're using to deal damage. Take down the weak: Increases damage to enemies who are growled. This is a very sietional passive that you don't use unless you're serious about growling everything in sight and having passive to use in its place. Farming Passives Hot Pursuit: The only reason I can't think I want a 15% benefit of movement speed (only when you have the most hate) is if you're farming. Elective mode I gave this its section because many players hover over the words elective mode and don't really allow it to sink what it does. The best way to understand it is to enable it regardless of whether you intend to use it or not. You can do this by going to Options -&gt; Gameplay and selecting the box to enable elective mode. Elective mode allows you to use almost any active skill in any active skill slot. For example, you could use an archery ability in your secondary skill slot (right mouse button). You could also use more than one defensive ability, inserting one in the defensive skill slot and another in the Hunt ability slot. I use both Vault and Preparation although some players may not be able to figure out how to use both at the same time. Turn on elective mode regardless of whether you plan to use it or not. Demon Hunter Builds as with all classes there are practically an infinite number of build combinations. You can take any build someone recommends to you and make a small change to it and probably be the only person who has ever used that build before. There are also 4 or more game styles right now in the game: solo, coop, hardcore, and farming. Below are my favorite solo builds and coops. I will explain how to use them against bosses in the leveling section of this guide. Chakram/Caltrops/Vault/Prep build This is a solo build that uses Chakram as the main damage ability. To be specific: Chakram with razor discs. This offers the highest amount of hate spent damage available for a damage deal ability. Although it has a relatively low DPS compared to something like Impale with Chemical Burn it is still the preferred secondary because it offers huge flexibility (easy to aim for) and massive reuse (it costs only 10 Hate instead of 25 like Impale) Speed Difference Between Impale and Chakram Generate Hatred with Entangling Shot with Justice is Served. Although you can be flexible with this skill and passive. I like to have a backup snare drum if everything else is down and feel that JIS amplifies the main purpose of the ability as hate regeneration increases. For survival, I use Caltrops with Torturous Ground, Vault with any skill rune, and Battle Scar Preparation. This allows me to trap and jump away from enemies. The immobilizing trap is extremely useful as well as the healing that with Battle Scars. It acts as a second healing when your potion is in cooling. Finally, I use Rain of Vengeance with Stampede since it is able to cause huge rejection effects on the screen. This is essential for when things get out of hand. This build is very flexible and does not require specific liabilities. Although I usually have archery, cuto shooting and revenge. Revenge is my favorite as it gives me another source of hate regeneration. You can see this build here: bTeIyBZZbb Rapid Fire/Bola Shot (coop construction) I definitely play more alone than I coop, so there's still a lot to experiment with coop builds. What I found most effective is to use Bola Shot with volatile explosions (increased radius) and Quick Fire with withered fire (reduced the initial cost of hate) This combination allows you to do a lot of damage regardless of your hate status. I'm not sure Chakram will beat Rapid Fire or not, either way Entangling Shot has little purpose in coop games. Lavo Caltrops and prep for Smoke Screen and Marked for Death. Smoke Screen allows you to abandon the aggro and get out of danger. Marked for Death with Death Valley is a fantastic way to increase the damage your group deals to a group of enemies. It is definitely better than the preparation you should not need in a good coop group. Any skill rune works well for smoke screens, but I'll do breathe deep for hatred regeneration. I'm not sure about my #3 but for now I'm attacking Fan of Knives with Hail of Knives. Rain of Vengeance still works great in coop games. Stampede repels most enemies making many situations more manageable. As far as liabilities are concerned, I am still using the same liabilities mentioned above. Revenge for more hate and archery for increased critical shot damage. Brooding could replace Sharpshooter if I feel the need to automatically regenerate HP. It depends on what the group is, if I'm playing with monks using healing mantras, I'll keep Sharpshooter. You can see this build here: bde1aabZbb demon hunters depend on dexterity for damage. They share this statistic with the Monk, so the favorite gem on most tools is the Emerald. But don't forget vitality. You can go through Normal mode without worrying much about your equipment (unless you're playing hardcore) but once you get into Act I or Act II of the Nightmare you'll go and adjust your gear so you have some HP. One of the biggest mistakes the new Demon Hunters make is to completely ignore their health bar. I started running Nightmare with a ratio of about 1 Vitality to 3 Dexterity but ended up with about 1 Vitality for every 2 Dexterity. When I went to hell I almost had a ratio of 1 to 1, but I supported my vitality a bit because I felt my damage had been Called. Demon Hunters also benefit from +Critical Strike Damage. You can find it on the rings and it is more powerful than the typical modifier + damage that many players are using to level. If you use crossbows with passive, passive archery, receive a +50% critical hit damage that will send your ToolTip DPS significantly. You can find even more critical strike damage from emeralds inserted into the weapons tank. That's why when you look for equipment for my Demon Hunter, I always look at bows that have a grip. You can increase critical hit damage so high that you're doing huge criticism with abilities like Impale. Finally, and this is not in any special order, +Attack Speed is also another crucial statistic. I try to achieve this on all my weapons as it greatly increases damage and actually makes your attacks faster so you can do more than anything you do better in the game. Weapon Attack Speed There is a statistic on each weapon called Attacks per second. This has a significant impact on your playing style. It not only determines how many times you can attack per second, but also determines how long after using an ability you can move your character again. This is important if you're making kits, so I definitely like playing a character with high attacks per second, above 1.40 IMO. However, the draw is that each of your attacks does a little less damage and you'll use Hate faster. I think it's worth it, since you'll also be able to generate hate faster and your damage production will be more consistent instead of a lot of burst attacks where much of your damage production could be wasted. 1 hand or 2 hands, shield, double contested or glassver? So, what's the matter with 1-hand crossbows, 2-handed crossbows, 2-handed bows, crossbows and shields? 1H crossbows are faster to make the damage output more consistent. You can also wield two 1-hand crossbows. 2H crossbows are what I used most often during leveling due to the + Critical Hit Damage for a long time with the high availability of basic statistics and DPS. You can use a 2-handed handver, but you can't use a shield with them. So a 2-handed crossbow + crossbow was my choice combination. What you decide to go with should be based on what is available in the auction house or what you find in the game. If you're playing a hardcore character you should consider carrying a shield, at the cost of your DPS, when you're alone in Hell & Inferno. If not, check out the best combinations of statistics available and go with that. Having your demon hunter fix your demon hunter is easy once you've figured out the stats. Dexterity, attack speed, and +Hit Critical Damage for DPS and +Vitality, Life, Life Theft, and Motion Speed for Survival (some of which are mentioned above in more detail), players avoid the auction house and try to take a purist approach to leveling. All right, but you're going to fight in the second half of Nightmare, hell and definitely all hell. If you perform this approach, check each vendor as often as possible for updates. Updates are available between gold most of the time. I played with supplier rings for a long time and they worked great. If you decide to use the auction house you need to use it correctly. To search for equipment, start by selecting the gear slot that you want to upgrade, enter some low statistical requirements, and then enter a maximum purchase of about 30,000 gold. It's not like you want to spend 30,000 gold, you just want to make sure there are less than 46 pages of results. If there are more than 46 pages, you won't be able to find the lowest buyouts available when sorting by purchase as they will lose between N/A buyouts and high purchases. If you don't understand what I'm talking about right away, don't worry, you'll get it while you update your equipment. Once you do your research with a limited purchase amount, you'll be able to search through buyouts until the lowest buyouts or no-buyouts are on top. From there, look for items between 100 and 10,000 gold suitable for your needs. Chances are you can get substantial upgrades without spending more than 5,000 gold per equipment slot. I also like to look for pieces of equipment that they have taken. Sockets add a considerable amount of dexterity (via emerald, usually +26 + 30 are the economic options). Be sure to factor that into equipment with sockets that are not filled. The most important equipment to upgrade is your weapon. This is because at each level the amount of basic DPS you can get on your weapon increases considerably. For example, from levels 25 to 30 you can almost double the basic DPS. The following table shows the maximum basic DPS available at each 5-level increase: Max DPS level 10 24.1 15 29.1 20 30.8 25 32.8 30 53.16 35 72 40 94 45 130 50 192 55 393 59 530 60 1020 Imagine if you used a level 40 arc at level 52... you would be gravely under gear! You can usually get a high DPS weapon with decent stats for 20,000-30,000 gold between levels 40 and 60. If you use a set of bracts from level 40 to level 52, you'll only miss a dozen dexterity, so that's not a big deal. Your weapon is extremely important, be sure to visit the auction house and the upgrade is regular. I recommend looking for a weapon with sockets, dexterity, vitality and/or attack speed. So I was looking for the highest DPS available and I go with something near the top with such criteria. Demon Hunter Gems Once you start filling your gear slots you'll have open gem slots. This is how I decide which gem to put in a piece of equipment: Helmet slot: do you really die often? Then use an Amethyst (+ life). Otherwise, use a Ruby weapon slot (+ experience+): Do you really die often? So use a (+ Life Steal). Otherwise, use an emerald (+ critical damage) or ruby (+ damage). \* The Emerald is usually better for the Demon Hunter. All the other slots: are you dying a lot? Then use an amethyst (+ vitality), vitality), use an Emerald (+Dexterity and then more damage). It's a pretty solid way of deciding. For the most part you're stacking Emeralds and the only decision you're making is whether or not to put an Amethyst or Ruby in your helmet. The Ruby will speed up your leveling while the Amethyst will keep you alive. Every time you die you have to spend time running back, so if you can stay alive without the Amethyst there, use the Emerald, otherwise throw the Amethyst for a life bonus +11-15%. What quality gem should you use? If you're running out of money, use Square Emeralds or Flawless Square Emeralds. These are the best bang for their dollar at the time of writing this. Whatever you do, don't combine your gems with the Jeweler. Unless Blizzard has fixed this issue when you read this article, this is a great way to lose money. Sell your low-quality gems on the auction house (or maybe even the seller) and buy the top-tier ones. You will save gold this way and be able to buy more good things. Demon hunter follower I saw demon hunters play with Charmers, Rascals and Templars. I don't think you can really go wrong with any of them, but I'll tell you I prefer templars because of their abilities. Templars will heal you, load and stun enemies, increase the regeneration of your life, and come to your aid when your health is low. It will distract or tank enemies while dealing with others. If you don't play with a follower you'll have a lot more difficulty leveling. Here are the specifications with which my Templar rolls: \* If you want to re-use/rebuild your Templar, hire it, right-click its portrait, and select Retrain. His abilities will be erased and you will be able to reselect them. How you stay alive will depend on the construction you end up using. I personally use Caltrops Vault and Entangling Shot regularly to keep your distance from enemies. I also use the preparation to offer me secondary care to my potions and a way to restore all my discipline so I can get out of the dodge if necessary. In this guide I'll explain how Smoke Screen, Shadow Power, and even Rain of Vengeance (with Stampede) can keep you alive. Kiting I will talk a lot about kite in this guide. The best way to explain how to do this is with some videos: Kiting Plagued Desecrator Fire Chains in Act I Hell Kiting Frozen Waller Teleporter in Act I Hell Kiting Extra Health Reflects Damage Fast in Hell Kiting ?? Death! in Hell How to Kill Certain Elites, Rare Packs and Champions There are some boss modifiers that are particularly difficult for the Demon Hunter. Each class has to deal with them differently, but here are some for each modifier: Enchanted Arcane - This is easy enough to avoid as a demon hunter. Just pay attention to where the balls go down and get from them BEFORE they start rotating. Desecrated, Frozen, Melted, Afflicted - These four abilities are immovable earth effects, so they should be easy to avoid as a demon hunter. Electrified - Keep your distance from the enemy as electrical impulses are farther from each other as they raise from chains of fire (rare packs only) - Keep the group together to avoid getting trapped between one of them. If you're playing coop you want to do the opposite, if possible, separate one and take it away from melee classes so they can cause melee damage to the other. Illusionist - Use an ability like Chakram to take out illusions first. Invulnerable Minions (Elite Champions only) - This is the most challenging modifier to deal with. You need to focus on the elite target (yellow). Sometimes the best way to deal with this problem is to leave the game and come back Jailer - this is one of the most difficult for demon hunters because it puts us in a position where the enemy can hurt us really badly. If you're fighting a jailer, save your potions and you're getting ready for when you're in prison. I know it's easier said than done, just be more careful when you're NOT in prison so you can save yourself when you are. Mortar / Granater - This is another pain in the for demon hunters. You have to keep moving, but you have to stop moving to attack. You have two options here. Either you take it as a champion by standing there and trying to burn the enemy, or you switch to an ability like Impale that does high burst damage. Reflect damage - Watch carefully that the shield will fuel and when it stops attacking. Waller - Keep running! You'll often get trapped inside a U-shaped wall. This is where Vault is really useful. Vampiric - You may need to abandon your follower. Watch the enemy health bar carefully and if it's going up to drop your follower quickly. Vortex - Deal with this in the same way you deal with the jailer. Save self-heal like your potion and preparation. This is another place where Vault is useful. Normal Normal will last you from levels 1 to 30 or maybe level 32 depending on whether you use a Ruby in your helmet. Here are some general leveling tips to help you start leveling quickly: Check vendor leveling tips for updates as soon as possible. You can jump up to 15-20 dps. Otherwise you will wait for random drops that can suck. Tap Alt to see enemy health bars (this only shows enemies you hit at least once) Tap ESC when mission dialogues arrive to pass by them (this works for movies, but you could enjoy them if it's your first time) On level 15 you can get an armament hood taken from the auction house for a few hundred golds. Throw in the most beautiful ruby you can afford (Flawless Square Ruby) and this will give you 10-20% 10-20% experience by killing. As you level up, look for items on the auction house with a maximum buyout of 2,000-3,000 gold. Revisit the auction house every few levels to keep your character decked out in the most imaginative things. This will help you immensely and take you to level 30 faster than I thought possible. When you cast a lot of spells remotely, hold down SHIFT to make sure you don't miss the click and end up sending your character closer to them. When you hold down the turn, it ensures that your character will shoot whatever you told him in that direction. It's probably going to hit the enemy again. Act I Act I Skeleton Kings on Normal (Level 8) You have two skill choices here, hungry arrow or entangling shot and impaling or quick fire. It doesn't matter even though I prefer Hungering Arrow because it does more damage and growling targets isn't important and Impale as it does even more damage. Use Caltrops to trap skeletons if they give you any problems. You can circle the entire room, down the stairs and then go back up the stairs to keep the skeletons at bay. They move very slowly. If you have problems with the Skeleton King, consider checking the leveling tips above. The most important at this point would be that you go to Tristram suppliers and look for updates. Act I Butcher on Normal (Level 13) The Butcher is the first real fight you'll encounter and it's a good idea to pay attention so you have less trouble when you reach the Butcher on Nightmare, Hell, and Hell. It has some difficult skills that are difficult or impossible to avoid. Grapple - Point before launching it. Wrongs in between or you lose 1/3 to 1/2 of your health (you will die in subsequent difficulties). Breath of Fire - Holds still for a fraction of a second before spitting. It doesn't do enough damage to stop moving, but it loads right after that. Multiple Chains - Cannot be avoided. That's really it. Get out of the way of those and stay away from the fire grills and you will survive. By default, the Butcher with my Level 13 Demon Hunter used Hungry Arrow with hole arrow because it deals more damage to the single target. I used Impale with Impact doing a high amount of blast damage. I used Smoke Screen as an oh button in case I was cornered somewhere I couldn't take off and Vault to jump on fiery grilles and get out of the street of hooks struggling that I wasn't paying attention to.

