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## Bounty hunter dota 2 build guide

Gondar is a draeny who often has to be outstanding. Little is known about his past, but his abilities are extraordinary. Some believe he learned from the ninja clan, while others say he was born with incredible abilities. He can throw Shrekins with extreme accuracy and has the power to attack enemies with two quick blades. His agility is no match for anyone, and his herding is only a handful. He is interested in disputes for money only and is promised great rewards. Shreken Toss Bounty Hunter throws a repairk on the target unit, causing damage. Level 1 - 100 damage. Deal Level 2 - 200 damage. Deal Level 3 - 250 damage. Deal level 4 - 325 damage. Damage Type: Magic magic posses mini-stuns to effectively disrupt targets. Casting Range: 650 Mana Cost: 90/115/135/155 Cooldown: 10 Jinada passively adds Critical Strike and maim, latency to bounty hunter's next attack. The target's movement and attack speed last for 3 seconds. Level 1 - 1.5x critical multiplier, 25% movement, and slow attack speed. Level 2 - 1.75x critical multiplier, 25% movement, and slow attack speed. Level 3 - 2x critical multiplier, 25% movement, and slow attack speed. Level 4 - 2.25x critical multiplier, 25% movement, and slow attack speed. Mana Cost: The N/A Windwalk will be invisible for a while. Deal bonus backstab damage. Conversion time decreases per level. Level 1 - 30 Backstab damage, lasts 15 seconds. Level 2 - 60 Backstab damage, lasts 20 seconds. Level 3 - 90 Backstab Damage, lasts 25 seconds. Level 4 - 120 Backstab damage, lasting 30 seconds. Damage Type: Most order channeling is not interrupted when activated. If damage occurs, not the start of an attack, the invisible will be broken and damage will occur. Mana cost: 50 Cooldown: 15 tracks track red unguing for 30 seconds or until death. Allied units near the target increased movement speed by 20%. When the target dies, the bounty hunter gets a bonus gold medal. Level 1 - 75 Additional gold, reducing the target's armor to 1. Level 2 - 150 extra gold, reducing the target's armor to 3. Level 3 - 225 extra gold, reducing the target's armor by 5. Mana Cost: 70/60/50 Cooldown: Bounty Hunters for 10/7/5 seconds will get bonus gold if the target dies while the spell stops, regardless of how they die. Granting 50/100/150 bonus gold to all allies (excluding bounty hunters) will treat track bonus gold affected by track auras as trusted gold, gives the target a true view. The tracking target has a visual effect above its head that is visible only to bounty hunter allies. Casting range: 900/1050/1200 Movement speed effect: 900-bounty will tell total gold obtained from track initial game/lanning phase (LVL 1-6), go to lane (preferably long lane; floor for sentinel, for top) Hopefully you've gone in the lane with a competent distant partner, the baby seater will be the icing on the top of the cake but it's not really necessary. Your main goal is very simple, the last hit and reject as much as possible and don't push the creep line away, go pull some eerie when that happens (you went straight to the long lane?). We hope that by the end of the landing phase, you will be able to complete the thread/phase boots and start working with Deso. 2 Miel Heroes Landing Landing Landing Landing: This is the best scenario for your landing stage, you have to play aggressively and bully them as they get closer to your creeps. Hopefully your partner is competent enough to harass your enemies from afar. Against 1 Miel Hero and 1 Ranged Hero: You and the Enemy are now in The City, and you and your opponent Miel Heroes will take heat from the harassment of each opponent ranged heroes. If you don't need a good enough pass with your last hit, you can always use it to bully your Miel opponent. Landing for 2 ranged heroes: At this point, if your opponent is competent enough you will be forced to play passively because you are the easiest target of harassment. Always farming to the right of the enemy hero and move back so that you can safely hit the enemy creeps while you can hit the last few creeps. Miel Hero Landing Landing landing for 2 Miel Heroes: You and the Equator will be cramped between the migle creep lines and even on the grounds, likely very likely for the hero. There's not much to do here but try to bully when the last hit, denial, chance arrives and doesn't push the creep line too far. 1 Against 1 Miel Hero and 1 Ranged Hero: It's painful to be harassed, so it's much better to play it safe at the right time to make it easier for your last hit and bass to hit. Let your lane partner bully, that's good, but better than you, chances are he's less fragile than you are. Landing for 2 ranged heroes: This pair-up will go rather hard, chances are you'll get a lot of harassment. They will deny the creeps and it will be rather difficult for you to hit last. The Silver Linings are silly enough for distant enemies to push creep lines into towers, so we hope to hit them more easily and level them up faster. Ganking Etiquette: Scouting targets, preferably lone wolves without an escape mechanism, deciding that it would be a wise decision to farm the lane while there are no enemy heroes. Wind walk next to the target, if you went ganking with deactivation, let's throw their deactivation on the disabled target. Next, you track the target, breaking the transparency with a destructive pass. His life should be fairly low now, so continue attacking him and use Shreken Toth to kill him easily when the right time is right. \*Note: Windwalks are recommended to complete or complete standby waits. Sometimes you'll get counter-garks, so complete the cooldown before breaking transparency and you'll need to save yourself.\* Pro: [+] Good default movement speed, which is 315 [+] Auto Gems (tracks). [+] Exceeds the average vision at night (1000). [+] Mini stun (Shrekentos) to stop the momentary scrolling. [+] You can lower the armor with extra gold, increased movement speed and you can't get blamed (Shrikentos) [+] don't rely on items to make money [+] Good escape mechanism (windwalk) Cons: [-] tend to lack mana. [-] Soft. [-] There is no AoE, so you can only kill it once at a time. [-] He was ugly. [-] If he is not fat, rely on ambushes. Thanks to DOTAFire and thanks to everyone who enjoys my guide - Dota 2 Wiki &l: Bounty Hunter Play Style Bounty Hunter is a powerful utility-assisted hero who helps his team by picking enemies through their team, increasing gold gains for their team and providing them with the opportunity to take map goals while outperforming their enemies. However, his low intensity means he can easily kill if he catches an enemy while approaching a target because he is also very vulnerable, especially due to his reliance on shadowy works. So good judgment and map awareness are key when playing Bounty Hunters, and you need to be able to successfully launch and kill targets without enemy retaliation. Advantages cons decent burst damage. Transparency to avoid enemy vision. Track invisible enemy heroes. Force enemy teams to invest gold in true sight. Pass by and squish the track and fast farming. Depends on mana. Weak team fighting presence. responded by true sight. General Bounty Hunter 123456789101121314151617182025 Note: Health characteristics increase maximum health capacity and maintain current health rates. Avoidance talent stacks multiplied with other dodgy sources. One small advantage that bounty hunters have over other heroes is that they have 1,000ya instead of the standard 800. This makes bounty hunters powerful night hunters because they can spot targets they can't see him at night and project tracks from the fog of war. If your enemies can deploy sentry wards to warn you about your approach, and if you have dust of appearance or gems of true vision, you can prevent them from entering the trap, saving lives. Also, knowing that certain enemies are in different parts of the map can kill targets knowing that your allies can't reach them in time. When playing bounty hunters, it's important to get as out of the map as possible at the end of the landing stage. Second-guess your own jungle to the farm by guessing where the enemy's guess is, or pushing the lane too far forward, or Map yourself, for fear of being found and killed by you and your teammates. By doing so, you can destroy the enemy economy and they will not spend time farming too obsessed worrying about you, farm them out and give your team space to gain a level advantage with strong gold. The Romer-in Bounty Hunter should use shadow walk to approach enemies that are out of position during laning, adding damage to the Gark attempt to focus on helping in The Bang. He lacks contributions besides attacking and body blocking at level 1, but once he has a level or two he can add his skills to the mix. Playing early with bounty hunters allows you to snipe enemy couriers invisibility in optimal situations. Because he can walk in the shadows and wait for enemy couriers invisibly, he chooses to kill it as he approaches the middle of the enemy to deliver his bottle, or snipes as he tries to ferry sensing items to his safe lane support. However, this tactic can only be played at a higher level of gameplay, as it requires a sense of the game and map awareness to know where the courier will appear. Shreken Toth is a ranged damage hack that stuns targets on impact. It also bounces between enemies affected by the track. Being the Shreken Hunter's only ranged nuclear weapon, maxing out Shriken Toth with the first spell increases his nuclear power and makes it easier to finish enemies during Gank. When hp pools are small and all heroes are more vulnerable to magical nuclear weapons, their power is strongest at the beginning of the game. The Shreken Toss Mini stuns the target on impact, so it's a good place to keep it in reserve until your enemies use channeling spells or activate scrolling through the village portal. There is a short usage latency, but the channeling time for town portal scrolling is much shorter. When using Shreken Toth with a track to deal damage to multiple enemy heroes in team battles, remember that the initial target doesn't need to be affected by the track to bounce. This allows bounty hunters to throw repairs at un tracked targets and returns them to tracking Heroes within range. This tactic can be useful for increasing damage by not having time to project tracks at all enemy Heroes before using repairs, or by throwing the maximum range of the Suri sword into the creep to close the remaining distance from the bounce. Be careful approaching your goals to cast shrikentos, as short casting ranges can put you at unnecessary risk. If possible, track the target first and use nearby creeps as targets to bounce the repair control to a safer range. You can also use bounce to catch enemy heroes fleeing beyond the range of 400 fighters. Pass by trading bonus attack damage and stealing Allow Bounty Hunters to harass enemies on the Lanling Stage. Passing by will cause bounty hunters to deal bonus attack damage to enemy buildings. Gina's bonus damage on the Larning stage helps bounty hunters get their final hits. Gold stealth can be useful for getting early-game items faster. Shadow Walk prevents bounty hunters from appearing until they attack, throwing magic (excluding tracks), using items, or preventing them from appearing until their duration expires. Shadow Walk is a bounty hunter's spell for mobility, escape, and initiation, and therefore generally needs to be leveled first. Level 1 has 20 seconds of transparency in a 15-second wait, and its mana remains invisible as long as it can be backed up to mana. Shadowwork is applied to the slow right at the start of the order, allowing it to attack targets during fade time and slowing down while maintaining transparent buffs. This can help with ganking as you can use slow double (once during fade time and once when breaking transparency), but fade time shortening makes it less feasible as orders level out. Shadowwork has immediate throwing time and does not interfere with channeling. This allows you to sing without breaking your stride during the escape, whether the goal is to become invisible during the escape or before reaching your destination, and can be activated after you start the town portal scroll channel. Using items will stop shadow walking. Therefore, actions such as changing the characteristics of the Power Tread or enabling phase boots to speed up movement will be more transparent, so be very careful about using items when affected by shadowwork. Conversely, if you're affected by dust in appearance, you can use the above two methods to instantly break invisibility to counter the lingering effects on invisible Heroes. Shadowwork always has a longer duration than the cooldown. At a higher level, it can attack the target invisibility, immediately becoming invisible immediately, and then attacking again, slowing everything down. However, if you see the Bounty Hunter and take a shadow walk to Caesardown, it becomes difficult to escape if you spot an enemy before it becomes invisible again. Tracks are a powerful intelligence order in any situation and are a great help to any team. It provides true vision to the target and increases the movement speed of the Bounty Hunter, making it powerful for easy enemy movement and mobility advantage during team battles. Because true vision reveals your place through transparency, the track relies on your field of view to track down heroes who can escape. It's also powerful for heroes with teleport abilities, often relying on quickly positioning the distance between themselves and themselves. Not only in jumping in unknown directions to guess your opponent. Bounty Hunters excel at killing lone targets by himself, but his team is better at helping him every time he's eddy. This not only increases the chances of successful kills, but also awards bonus reliable gold to nearby allies. The Allied Bonus Gold Medal is there for a reason, and rewards the team that kills you with bounty hunters without trying to kill them on their own. In a team fight, first try to use as many enemies as possible on the track, marking them all as potential targets of bounce shrekentos. Successful kills will significantly increase the gold bounty you receive, allowing you to purchase more key items faster. However, when targeting solo, it's generally a good place to schedule tracks until just before you start targeting with shadowwalks and gina combos to avoid warnings until the last possible second. Generally, it is wise to track as many enemy heroes as possible to gather information about their location and movements. This not only knows where the target is being tracked, but also gives the team a powerful strategic advantage because it can alert other enemies casting specific spells (such as moonlight shadows). You can use tracks to see how much gold your target has, so you know how close you can get to getting one of your key items. After tracking the enemy (especially one of the core heroes), you need to warn your allies on weakening (alt + left click on the weakening effect in the enemy player's status line). It also records events in the chat log for future reference. This allows the team to make decisions based on the amount of the enemy's farm: as you get closer to getting other key items, rotating quickly and gangesking the target can turn the target back enormously, but if you don't farm, you can engage other enemies and spend time farming on your side. Since the track has a low latency, it is a very good ability to use to break the sphere of the enemy Linken, whether during team fights or gank. In team fights, Linken's sphere may become obsolete in advance, and in the Ganges it can be used as a leader before a stronger target deactivation. If a bounty hunter is in enemy fog or casting tracks to an enemy under the influence of a shadow walk, his position will not be revealed to them, thereby sneaking him up and marking the target for his team. However, the weakened status indicator still appears on the enemy player's HUD. Given his role, the Bounty Hunter has a number of items that can be created to help kill targets. You can buy an observer ward to provide visibility in the enemy jungle and stop pull camps (this as soon as the lane East Sea although you're not afraid to buy one for yourself if you need to connected to the battle). This ensures that there are incoming rotations and ganks to keep you going. Once you've passed the landing stage, you can pass through the map on a shadow walk and place it for your team, so you can purchase your own observer ward to provide visibility to potential gwatches. Tracks are a useful tactic when roaming because they won't break your view when casting to enemy actors. Getting Started: Tango is a bounty hunter playing health to resist enemy harassment. Salve of healing also restores health. Clarity can keep Bounty Hunter casting his spells, his primary mana pool is very small and shadow walks cost a little mana to cast. Iron basins offer properties that improve survival. Early game: Speed Boots are important for survival as a spanner and for Gank's position as a romer. Buy as soon as possible. Venom's Orb of Venom is a powerful early game complement to Shadow Walk, a combination of slow can reduce the target's movement speed by up to 47% jar of shadows, which is a great item to get to Bounty Hunter once he starts roaming, as it enterprises his HP pool and gives him a little mana regen. If you take out a successful gank, you will be charged a charge that can be used to add damage to the added ganks or heal between ganks. Magic Sticks is highly recommended for bounty hunters, his small HP pool is hedgingly effective and his spells cost him low cooling water (and high mana costs, in the case of Shrikentos). The full-charge Magic Stick replenishes a large part of the bounty hunter's health and can give him enough mana to cast multiple spells. The Magic Staff is powerful for all the same reasons, and provides bounty hunters with greater charge storage. Mid-game: Vision Boots increases the bounty hunter's mana pool and restores mana pools to teams so everyone can use more abilities on the map. The drums of endurance are getting a comprehensive property bonus as well as a go-go gank, increasing the movement speed of the bounty hunter and his allies. Solar Crest improves bounty hunter survivability and increases mana regene with armor and attributes. Using Active on Gank targets reduces armor in large quantities and slows movement and attack speed. Late match: Lotus Orb distributes and reflects target abilities to protect bounty hunters and allies in team fights. Guardian Greaves replenishes health and mana for you and your teammates, removes weaknesses from you, and repairs and guardian auras during team fight abilities. In addition, track kilos can be farmed relatively quickly. Situation item: Bottles are very effective for both bounty hunters as they roam. His spells and the low mana cost of his small HP pool mean that he gets many benefits from Regene, and his mobility with shadowy walks can make him a bottle rune Vladimir's offerings give bounty hunters life and measure their sustainability by attacking creep. Mana Regene's offerings make him a more independent Romer, and bonus damage and defense improve his attack and defense. But be careful to buy this item when you start the enemy in the lane, steal the life aura and give up your position. Linken's sphere protects bounty hunters from target spells, at the top of stats and Regene improvements. Blocking an enemy from being targeted by incapacitation or weakening can greatly improve the Bounty Hunter's viability when avoiding enemy gaks, and increases the chances of a successful gable by preventing them from being neutralized in reverse. Orchid Malevolence not only greatly increases the size of bounty hunter's mana pool, but also provides a powerful mana regene to support him without frequently returning to the fountain. Silence is a powerful ganking tool because it can help prevent enemies from retaking during ganking and ensure the killing caused by damage amplification at the end of silence. Pithorn is an upgrade to Orchid Malevolens to speed up bounty hunters' attacks. Silence will not only prevent retaliation against enemy spells, but will also provide him with lethal strikes and accuracy to secure more kills. Desolate items are powerful ying items that greatly increase the damage taken by attacking targets with Gina and Tracks. By reducing armor, your allies can add damage to the Ganges for quick kills. The Blink Dagger greatly expands the Bounty Hunter's already powerful mobility because it can track and escape terrain that can't pass, especially when combined with tracks. With Shadow Walk, you can add powerful initiations and chases to prevent targets from fleeing in the best possible circumstances. Ether lenses can be powerful utility items that help bounty hunters cast spells. It improves the size of his mana pool, as well as providing mana regene. As cast range increases, Bounty Hunters can cast spells to a safer range. The Scythe of Bise is a very powerful utility item that greatly enhances the disabled potential of bounty hunters. In addition to providing him with all-round attributes and significantly improving his intelligence and manar regene, Hex is a very powerful hard disable that can instantly disable targets in range. Dargon provides intelligence to bounty hunters, but his aggressive skills greatly increase explosive damage. Luxury Item: Page 2 Warning: Don't log in. When you edit, the IP address is publicly displayed. When you sign in or create an account, editing is attributed to your username, along with other benefits. Benefits.

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