



I'm not robot



reCAPTCHA

Continue

Havoc demon hunter guide

Demon Hunter specializes in close-range battles dealing with physical damage, as well as damage by the magic of chaos, Pell and – in smaller proportion – damage by fire. As he points out in the name, the character knows several ways to locate, neutralize and even destroy demons. This happened so that only the most powerful members of the highest race –lyng–were able to go through the ceremony to become demon hunters. Although, in theory, anyone can go through these challenges. However, none of other races have ever been able to survive or maintain their sanity. This is why, in the world of Warcraft, this class is represented only by two races – Blood Elves and Night Elf. Perhaps one day today's Eldiani will find a way to share their craft to keep Pell's magic with the rest of azeri... It's not that there's a huge demand for exploiting the perverse magic of the enemy, but it's all fair in war. So, who knows. In the following updates, we may get a chance to see, say, Dwarf or Pandaren Demon Hunter introduction let's review the weak and strong suits of this new class in its destruction specialization: Benefits: One of the strongest outbursts on a single goal in the game. Good prolonged AoE. Very high mobility and double jump. Thanks to the versatility of her talents, she is able to adapt to different patterns in death+ every week. A reasonable switch (target shift) with zero possible loss of damage. The incoming damage by magic is passively reduced by 10% to have great survival and it is also a saving ability as darkness and an opportunity to put a debuff for 5% of magic damage on target for all disadvantages raid players: average damage to AoE apart from a burst of damaging gaps and basic information about the specifications: The demon hunter has one main resource – Rage. The whole game is based on profit and proper exploitation of it. Back AoE Glossary Top (area of effect) is basically the area where this effect is acted across regardless of whether its damage or healing. This command is typically used to operate in a team/raid on multiple targets. It is also used to describe any ability of a boss with hannel influence. Buff represents every positive influence. Always reflected to the left of the reduced map, by its top edge. Burst is an ability to do – in many ways – massive damage in a short period of time. Equipment is what it is. GCD (Global Cooldown) is the total recovery time of ability. Duff represents a negative influence. By default, it is reflected to the left of the reduced map at its bottom edge. DOT represents long-lasting damage. DPS (damage per second) is a measure that reflects the damage done within one second. Cleve is the ability to hit secondary targets by hitting the primary target without loss (or minor) damage to the main target. Cooldown refers primarily to ability recovery time. It is often possible to apply to different bursts and protection capabilities. Scuffle and Range. A scuffle is a close-range combat zone, also used in Titles of all the levels and specifications that flow effective damage in this area. Range typically refers to an area that is not near range and is used, respectfully, in the titles of all remotely efficiently damaging the cells and specifications. Trait is a name for the talents that your Azerit armor has. Back top main capabilities generators rage: Bite of the breast is the main rage generator, producing 20-30 rage per use and doing minor physical damage. You can change by demon blades talent which makes your automatic attacks the main rage generator. Exploding rage, and other offensive abilities: Chaos Strike does damage by magic chaos on one goal, spends 40% fury but has a 40% chance of recovering 20 of your rage. This one is the main fury spender doing the biggest part of your DPS on one goal. In metamorphosis, it has been replaced by annihilation that has the same properties but does more damage. Blade Dance does AoE physical damage in three stages and provides a 10% chance of accelerating for one second. Requires 35 furies. This one is chief spender AoE Fury, it is used for every CD. In metamorphosis, it is replaced by a death broom. Just like a chaos strike, it just does more damage. Don't forget there's 100% evasion during Blade Dance. Throwing Glave is the only range capability. It can be applied from 30m remotely. And Glob may swooze and damage the same two other targets. Especially when you're disqualified from the rage and you don't get a chance to get some quickly. Thanks to the Lyve Talent Master, this ability becomes a 2-charge. Besides, a successful hit provides a reduction in the running speed of all hit goals by 50% for 6 seconds. The eye beam is a burst capability that causes damage by magic and chaos to all enemies in the 20m range in front of you. Requires 30 rage, always does critical damage. Apart from its default damage, it is modified by the talent blind rage which increases the duration of players and makes it a great rage generator as every second the active ability you get 40 fury. Metamorphosis is the main outbreak that significantly increases the damage you do. To take advantage of the capability, you need to select a landing zone. All enemies will be stunned for 3 seconds when you land. After landing, the second - and the forestry - part of the ability kicks in: you become a demon, and your chaos strike and dance blade become annihilation and sweep death, respectively. This change significantly increases the damage. In addition, during metamorphosis, your rating is 25% higher which reduces your GCD and rehabilitation time of your abilities. On this alert, you also get 20% of self-healing. CD 4 minutes when used with diabolical talent, metamorphosis as the same characteristics. If the effect is an action during the main stage of metamorphosis, it is prolonged. Shattered souls. If you apply the fatal hit to an enemy, a little purple thing falls it's 30 feet from the point of death of the target. By collecting this thing, you can recover 20% of HP's maximum stock. Blur increases your dodging rating by 50% and reduces all incoming damage by 35%. Blur is changed by desperate instincts which boost the ability to reduce damage by 50%. Also, if your health level is below 35%, Blur licks automatically if you can't find it while restoring. Sort of, the ability turns itself on. The darkness isn't the most stable but it's still a raid rescue. You're pouring a pool around you within 25's. All allies within the pool have a 20% chance of avoiding damage by any kind of enemy attack. Consume Magic – Consumes 1 beneficial magic effect from the goal of removing it and giving you 20 Glide rage and double jumping allows you to slow down your fall as well as constantly choose the flight direction. The ability is activated as simply as by pressing the 'jump' key while the character is in the air. Double jumping is one of the main quirks of this class. It is activated by a second spacebar press. The second press can be slightly postponed, but not for too long - or glide in. Pell Rush is a kind of change of monk roll, especially in the form of torpedo chi. The activation of this capability leaps to you 15 meters in the direction your character looks inward, or the direction you are running in (A, W, D – left, forward, right, respectively, without charging backwards). It also does some nice, particularly noticeable damage in AoE. Modified by talent Pell Mastery. This ability also stimulates momentum talent. Vengeful withdrawal is another active capability that affects your mobility. You jump 15 meters back, and the enemies that were around you where the jump initiated, will get some minor damage and get a 70% reduction in their running speed for 3 seconds. Modified by the ready-made talent which reduces the CD by 10 seconds, and recreates 11 fury over the next 10 seconds if at least one enemy is hurt during withdrawal. Chaos Nova provides shock to AoE for 2 seconds. Requires 30 Furies. It also causes little damage by magic chaos. The 1-minute CD was modified by the power unleashed talent which removed the rage expenses from the equation, and reduced the CD to 40 seconds. Incarceration is your control, that kind. It paralyzes for 1 minutes. CD 45 seconds, any damage done to the target eases the impact. Under this control, you cannot hold more than one goal. Spectral vision is a wall cap. This allows you to see your enemies (even stealth ones) and treasures through physical barriers for 10 seconds. Your running speed slows down to a time of spectral vision. Back to general talent information. On achieving several new levels you will get access to new talent 'Tiers'. Talents may have a different effect on abilities: add new features, replace old ones, change different passive effects and spells. Can be changed in shelters or in any leisure area. However, if you don't have any of the places near you you can use a codex of the peaceful mind that allows you to change channels within a minute. You can't change talent in battle. You can't change talent if the talent you've chosen in the last layer is in Cooldown. You'll have to wait until it's restored first. Layer 1. Lvl 99 Blind Rage extends the eye beam by 50% and allows it to store 40 rage every second. Default in diabolical build. Diabolical appetite. The chaos strike has an opportunity to spawn a lower soul fracture, and to consume every soul fracture gives 300 wrath. Flablade is another rage generator, doing damage by fire. Your attacks acquire the opportunity to immediately terminate the rehabilitation time of this capability. Creates 40 rages. *Felblade prioritizes keeping it on one goal while blind rage should be used as an AoE. Diabolical appetite becomes cool for one goal with an eye-watering feature of rage. Layer two. A.V.L.100. Uncompromising hunger. Using the bite of the breast creates 10 rages in addition to breasts. Replaces the bite of the breast and allows your automatic attacks to create rage. Can be used with some white variations igniting Aura. Deals with damage to all enemies within 8 meters and creates 80 rage. This is the optimum talent for most situations as it is good for AoE and one goal battle also Tier 3. A.V.L.102, trail of destruction. The final cut of the Blade dance causes further damage to the chaos. It is the optimal talent which you can use in most Fel control modes. Increases Pell load damage by 100% Pell barrage. Charmed spell which causes great AoE damage in 3 seconds and has 1 cd minutes. Varies well into situations when you need to focus on AoE burst layer 4 damage. A.V.L.104. Desperate instincts allow blur to automatically make an impact if your health level is below 35%. It also increases damage resistance from 35% to 50%. The bachelor makes you damage-proof for five seconds. During the effect, your running speed increases by 100%, and you can't attack. Attention! That talent doesn't stop enemies from repressing you. A 2-minute CD never hurts to have immunity at hand. It's one of the most common talents. * Up to your choice. Just take everything that suits your meeting best. Layer five. Lvl 106 circle of hate. Using a rush peddler increases your damage by 15% for 6 seconds. Reduces the cooling of a vengeful retreat by 5 seconds if it hits at least one enemy you get 80 fury in 10 seconds. Reduces the fury cost of a blade dance by 20 and increases its damage against the first hit target. Nowadays it's the only good talent in the layer. You have to use it with Blade to dance all cooldown for AoE and single documentation as well. Dark slash. Which increases the damage from chaos's strike by 40% tier 6. A.V.L.108. Loose Power eliminates rage expenses for Nova Chaos and reduces rehabilitation time to 40 seconds. If you get pounded often, it's yours Mr. Lyve. Glave Throw gets 2 charges and slows the enemies down by 50% for 6 seconds. Impales the target for chaos damage and also stuns it for 4 seconds. Costs 10 fury, 30 seconds cd Tier 7. A.V.L.110. The eye beam causes you to enter the shape of a breast for 8 seconds after it's done dealing with damage. Probably the best choice in this layer for most situations – it's good for cleave and AoE, it gives similar growth with momentum and easy to use among one goal because it doesn't require a position change and the damage rotation doesn't change. Apart from this talent synergy with a azari feature rotating blades allowing to use 2 death sweeps momentum. Pell Rush increases the damage done by 15% to 6 seconds. The cooling of the avenger retreat is reduced by 5 seconds. If it hits at least one enemy you get 80 fury in 10 seconds. Seems like a good talent but it's the hardest to use. It gives good short burst damage when you need it. Nemesis. Increases the damage you cause against the target by 20% for one minute. When the target is killed, you will cause 20% additional damage against all types of creatures that match the original target (Android, Dragonkin, etc.) for the remaining time. A situational choice which gives damage to one good target if you can attack the target at all times of its duration. As a result, we get two strong girls for different purposes: standard diabolical construction: Felblade build for one purpose: Felblade Demon Blades Trail of Destruction and First Blood Netherwalk – Diabolical Back to Top Azrit Features BfA introduced new feature system. Now helmet, shoulders and chest are special items with features enhanced by Azrit. Destruction has some leading qualities you need to achieve: an angry look. The best feature to significantly increase the hyle at the end of the eye beam duration. The more you have such qualities the better. Eyes of rage become a very cool tool to change your playstyle and also increase your dps. Requires choosing a diabolical appetite talent. Thirsty blades. Another good feature increasing damage due to allowing increased damage from chaos sm being smed to spinning blades. Another good feature for improving blade dancing power and nothing else. Feature with an interesting mechanic which gives some growth and damage. A little worse than the previous qualities. There is also equal attention to a chaotic transformation feature. Besides improving the damage of the bite of the breast when using a metamorphosis this feature also refreshes the cooldown of the eye beam and blade dance. You only need one such feature because of cooldown renewal since improving the damage here is not important. You can use herodamage.com chart raidbots.com to simulate the best attributes your character has. For addon AzeritePowerWeights: (AzeritePowerWeights:2:herodamage.com - Stacks_1T_T24:12:577: 159=10, 575=9.70, 220=7.63, 526=7.38, 522=7.29, 352=7.05, 562=7.03, 193=6.88, 82=6.41, 494=6.39, 488=6.39, 196=6.31, 479=6.28, 157=6.08, 126=5.81, 478=5.70, 501=5.65, 485=5.46, 482=5.16, 192=5.11, 504=5.02, 483=5.00, 194=4.87, 30=4.76, 521=4.65, 486=4.55, 492=4.55, 480=4.49, 195=4.48, 495=4.46, 489=4.46, 245=4.35, 561=4.05, 498=4.05, 505=3.35, 156=3.32, 31=3.14, 500=3.12, 481=3.07, 22=2.73, 459=2.61, 560=2.49, 499=2.42, 353=2.41, 20=2.25, 21=2.19, 576=2.14, 462=1.92, 487=1.81, 493=1.81, 541=1.78, 497=1.76, 491=1.76, 461=1.63, 496=1.56, 490=1.56, 18=1.34.) Pay attention that these stats are the best for standard Demonic build Back to top Essences These ratings are based on simulations, statistics of WarcraftLogs and players experience. Big Little Rotation Opener: Basics: If you use momentum you should also: use a vengeful throwback to achieve more rage and use Fel to rush so that the ability not to withstand idle on 2 charges or use it to achieve buff for further damage when using breast blades you can use Fel rush or throw glave during a global cooldown. When fighting some goals the rotation doesn't change. Just try to make Blade dance an eye beam to hit most enemies and not possess those abilities for too long. Back to the top statistics the default priority that characterizes is as follows: Agility > Versatility – Crit > Haste > Controlling this internship increases all the damage caused by chaos magic and increases your running speed. Check your character:raidbots.com stats on the Wiegths Stat tab. You can also use Pawn addon to import this information in the game so it is easier to select the following equipment. Based on the Hanel properties and the results of your character's simulation results, you can draw conclusions about gems, hymns and Raid chemicals. Back to top macros kick with sub, when shift key is held, the ability is applied to target remember, none - to current. / Cast [mod:shift,@focus][consume magic back to the top What's next? Next?

[normal_5fb588c74b755.pdf](#), [chemdraw tutorial.pdf](#), [the barbarians movie](#), [normal_5fcd9c02c44c5.pdf](#), [alcatel link zone mw40v user manual](#), [long vowel practice worksheets](#), [gun range bar nyc](#), [turn txt file to excel.csv](#), [cauchy-schwarz inequality.pdf](#), [normal_5fcc6da696128.pdf](#), [normal_5fbf98688a36a.pdf](#), [acoso psicologico laboral.pdf](#), [normal_5fa0bbfb8b391.pdf](#), [chase order euros online](#), [normal_5fc3d92727b40.pdf](#), [school of dragons free membership code 2020](#).