


Destiny 2 hunter class guide

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If the Titans are tanks and the sorcerers are magicians, the Hunter class is the equivalent of Destiny 2 rogue. Hunters have low strength - you can only take a few hits before you go down - but for the fact that they lack stamina, they make up in agility. Featuring light armor and clothing, Hunter is the fastest of the three Guardian classes. With good use, their speed and nimble motion abilities allow them to be the best scouts, assassins and snipers of all the warriors of the Light. Basic abilities No matter what subclass Hunter you choose to be, all class members share two types of abilities: evasion and jumping. Dodge Types: Marksman's Dodge is a directional dodging that quickly avoids damage that also instantly recharges your weapon. Gambler's Dodge is a targeted dodging that avoids damage and also generates melee force for your next attack when used near enemies. Jump Types: High Jump - After jumping, you can jump a second time to go higher. Strafe Jump - After jumping jumps again activate a strong horizontal pulse. Triple Jump - You can jump two more times after the initial jump to reach higher altitudes. Subclasses in Destiny 2, there are three subclasses available for hunters - Arcstrider, Gunslinger, and Nightstalker. Each of them offers its own unique strengths and weaknesses, as well as abilities, both regular and super, exclusively for this subclass. In addition, each subclass also has two available tree skills that further increase the number of playback styles that you can adopt. The Arkstrider Arkstriders are ninjas from the Hunter class. Instead of staying away from enemies, Arcstrider is best to fight them close and personal, bouncing and weaving as you take them down, one by one, with powerful melee punches. Arcstrider thus specializes in chasing the enemy up close and constantly being a nuisance. SUPER ABILITY: Arc Staff - Call staff from the Clean Energy Arc for Arcstrider to use to attack enemies with. Grenade ability: Arcbolt Grenade - a grenade that spreads several lightning bolts to nearby enemies for detonation. Flux Grenade is an explosive grenade that inflicts additional damage on enemies, attached to it. Skip Grenade - shrapnel grenades, which at detonation sends a few small shells outwards, who are looking for targets. The warrior's path of tree skill ability: Deadly Coverage - Dodging increases the range of hand-to-hand combat, allowing you to hit enemies from afar. Battle Stream - Melee kills to replenish your Dodge abilities. The combination of Blow - Killing the enemy with this melee ability restores health. Deadly current - After dodging Arc Staff, each blow will cause aftershock lightning damage. Path of Wind Skills Tree Ability: Disorientation Strike - Hitting the enemy with this melee ability will cause both them and nearby enemies to become Focused Breathing - Sprint recharges your dodge abilities. Combat Meditation - When heavily wounded, your melee abilities and grenades charge faster. Lightning Reflexes - You are much harder to kill when using your Dodge. Gunslinger Gunslinger is a sniper of hunters. Where The Arkstrider likes to physically attack enemies up close, Gunslinger usually stays on medium to long range, hitting precision shots in the head at enemies with hand guns and other precision firearms. Specializing in the huge potential of damaging explosions to either mitigate or directly kill enemies, Gunslinger is a force to be reckoned with. SUPER ABILITY: Golden Gun - Pull out a flaming solar gun that deals huge damage to enemies. An incendiary grenade is a grenade that catches enemies on fire, damaging over time. Swarm Grenade - Grenade, which sends mini drones to attack various enemies. Tripmine Grenade - Grenade, which acts like a mine, detonating when enemies get closer. Path Outlaw Tree Skills: Chains of Mountain - Kills with shots to the head to increase the recharge speed for you and your nearby allies. Bombs for Bullseyes - Precision kills replenish your energy grenades. Six-Shooter - Your Golden Gun can be fired six times, but the duration is shorter. Explosive Knife - Throw a knife that explodes on impact. The Sharpshooter Skill Way Tree Ability: Knife Juggler - Throw a knife at enemies. Precision kills with it immediately replenish the ability. Hanslinger Trance - Every precision kill you get charges your golden gun is a small amount. Crowd-Pleaser - Precision hits with Golden Pistol generate light balls for your allies. Line 'Em Up - Precision hits with Golden Pistol to increase damage ability and duration. Nightstalker While Arcstrider and Gunslinger are the best at raw exit damage, Nightstalker fills a more supportive role. While you can still dish out the hurt nightstalker, the true usefulness of this subclass is their ability to slow enemies down and prevent them from using their abilities. Thus, the Nightstalker class specializes in making it easier for their teammates to defeat their enemies by immobilizing and disabling them. SUPER ABILITY: Shadowshot - Call the Bow of the Void of Light and shoot arrows that, upon impact, create special Void Anchors that slow down and disable enemies in their vicinity. Grenade Ability: Vortex Grenade - This grenade creates a large vortex effect area that permanently damages enemies inside. Spike Grenade - This grenade sticks to the surfaces and then projects the void cone damage outwards that damages all the enemies it touches. Voidwall Grenade - When thrown, this grenade creates a horizontal wall of burning Void Light Impact. Melee Ability: Smoke - Unlike other subclasses, your melee ability is not a melee at all. Rather, it is a smoke bomb that damages and disorients enemies. Trapper Trapper's Skills Tree Path Snare Bomb - Your smoke bomb can be attached to surfaces and explodes when enemies are near it. Keen Scout - You can sprint and sneak around faster as well as get an advanced tracker. Deadfall - Your emptiness anchors while using Shadowshot will last longer and have longer coverage. Vanishing Step - Dodging makes you briefly invisible. Pathfinder Skill Tree Ability: Disappear in the smoke - you and your allies in blasting your smoke bomb become invisible to enemies. Lockdown - Your smoke and grenade abilities last twice as long. Heart Package - Kills on strapped enemies to generate balls of light and buff teammates with faster recovery and movement. Moebius quiver - Shadowshot arrows can be fired quickly, and already strapped enemies will take huge bonus damage. Builds that will help you choose the direction to go with when you play as a hunter, we have come up with three types of builds (one for each subclass) to give you an example of how you can find success. Arcstrider: Bladedancer Movement Ability: Strafe Jump Grenade Ability: Arcbolt Grenade Dodge Ability: Gambler's Dodge Skill Path: The Path of Warrior Kinetic Weapon: Automatic Rifle

Energy Weapon: Gun Submachine Heavy Weapon: Sword Bladedancer Build emphasizes the incredibly high efficiency of Arcstrider in close quarters combat. By using strafe to jump quickly to close the distance on enemies, Arcstrider can then start chaining the bucket to replenish their evasion. In doing so, they will often dive around the battlefield, beating enemies with the combined melee power enhancing the Dodge player and advanced melee reach from deadly reach of skill. If you start to take a lot of damage, either land a combined blow to regain your health or start using an automatic rifle and submachine gun to grind your enemies up close. When using your super ability, try to dodge as much as possible, so that your arc staff strikes to generate aftershock effects. Finally, if you find yourself in need of some heavy damage but your super is not available, sword heavy weapons are incredibly effective at performing high levels of damage to enemies. Coupled with evasion perks, this will be an even more effective tool. Gunslinger: Billy Kid Movement Ability: Triple Jump Grenade Ability: Roy Dodge Grenade Ability: Marksman's Dodge Skills Path: The Way Sharpshooter Kinetic Weapon: Hand Gun Energy Weapon: Hand Gun Heavy Weapon: Billy Kid's Sniper Rifle Build for Gunslinger focuses on making a class deadeye sniper. Using the triple jump, you can get to profitable high ground positions to shoot the enemies out. Then, start blasting away Enemies with double side guns like a real cowboy. After a few shots to the head, you have to find that, thanks to sniper tree skill, you'll have super charged much faster to hit precision accuracy When you use Golden Gun, priorities are hitting precision shots, as they will do more harm as well as make your super longer. The Light balls generated for your fellow Guardians will also help them get their super by giving your super support element. Use your swarm of grenades to injure groups of enemies in order to potentially make them vulnerable to single-shot kills from precision hits. Marksman Dodge will help keep you safe and your weapons loaded, and when you need some high-caliber accurate damage, your trusting sniper rifle will play an important role in putting bigger holes in the faces of tougher enemies. Nightstalker: Well Rounded Warrior Motion Ability: Strafe Jump Grenade Ability: Voidwall Grenade Dodge Ability: Marksman's Dodge Skill Path: Pathfinder Kinetic Weapon Path: Pulse Rifle Energy Weapon: Pistol-Submachine Heavy Weapon: Grenade Well Rounded Warrior Build NightStalker Turns The Perfect Jack-of-All-Trade Using Strafe Jump To Always Be With a Team How you deal with the enemy. Always make sure you shoot a pulse rifle or submachine gun; Use the rifle for enemies at medium and long range, and retreat to the submachine gun when enemies close the distance. To help keep hordes of enemies from your team, use your voidwall grenade wall to position your position with flames. Your locking skill helps a lot with this as the double effects of grenade emptiness will ensure that your team will be relatively safe from melee rushes for a good amount of time. When it comes time to use super, your Shadowshot will combo with other super exclusively, as it helps to keep enemies in one place and disables their abilities, leaving the door open for your Titan, Sorcerer or Fellow Hunter friends to put their more damage-oriented super use. Try to use the fact that you have multiple arrows in your favor by spreading your cables and maximizing coverage. When you are fighting the boss or other tough enemy, make sure to land all your arrows in them as the strapped enemies take bonus damage from more arrows. Finally, if there are a few tied enemies, but your team needs some help in the damage department, the grenade launcher heavy weapon is fantastic for blasting pieces of hit points from groups of enemies. Tips and tricks We are going to bypass this guide with five tips and tricks that will help each hunter find success. Never stand still. - This is extremely important, no matter what subclass of Hunter you are. Standing still increases the chances of enemy mobs whittling down Small health pool and kill you. Always be on the move! Try carefully. - You miss a lot of hunter bonuses if you have poor accuracy and don't hit weak weak A lot. A careful goal will produce devastating results; negligent purpose may lead to your death. Use the lid when you can. - While dodges are very useful and reliable, there are times when there are just too many bullets to avoid. Knowing when to get into hiding (either a natural or friendly Titan barrier) is an important skill that will save your life. Use a slip. - Sliding can be a strong way to avoid damage when your dodge is on cooling and no nearby coating is available. This greatly reduces your vertical hitbox, so don't be afraid to get those feet dirty. Never smme. - While it may be easy to think that you are invincible because of how well you can dodge or mitigate the damage (this may be the case with Arcstrider especially) one mistake can spell the end for you. Always try and don't forget to back off and recharge your shields if the fight starts to get hairy. Don't take any chances. Destiny 2 is currently available on Xbox One and PS4 for \$59.99 Watch on Amazon Watch on the Xbox Store We can earn a commission for purchases using our links. Learn more. More.

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