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Diablo 3 demon hunter build straf

Strafe Edit Sharing For Amazon skills, see Strafe (Diablo II). Struff is diablo III's devil hunter archery skill. It is based on amazon skills of the same name. It is one of the skills that can actually use Mr. Yang's six-part pants. While channeling, the Devil Hunter continues to move (slow down) in the direction of the target, but fires arrows that hit random enemies within 40 yards. While channeling, devil hunters are immune to immunization effects, but they do not break existing immofications and cannot be cast during immodification. Strafe does not limit the total number of enemies that can be hit per tick, but it can fire only one arrow per tick (about 15 degrees). Instead, these arrows fly instantly and can't be missed. Other skills can only be used during Straying if they do not require animation (i.e., do not interrupt casting). Runes [Edit | Edit Source] Ice Trail: The damage type is changed to cold, and it also deals 300% damage as cold for 3 seconds, leaving a trail of ice behind a moving devil hunter that cools enemies that have an impact of 60%. Drift Shadow: The damage type has been changed to Lightning, allowing you to move at 100% speed during Strafe. Stabbing Steel: Throws a knife instead of an arrow to increase Struff's critical hit damage by 140%. Rocket Storm: The damage type has been changed to Fire and fires 1 homing rocket per tick for 130% damage as a fire. Note that the maximum range of the rocket is farther than the arrow. Demolition: The damage type will be changed to Fire, and enemies within 9 yards will also be thrown with 1 grenade for each tick that explodes for 460% damage as fire to the enemy. Note that the maximum range of the grenade is farther than the arrow. Non-Rune Enhancement [Edit | Edit Source] Taeguk (Legendary Gem): Increases 2% per tick (+0.04% per rank) and armor per tick (rank 25 bonus) and stacks up to 10 times. K'mar Tencip: Strafe deals more than 75-100% damage and earns drifting shadow runes in addition to others. The type of damage will vary depending on the rune you have manually selected. Valla's Bequest (Legendary Hand Crossbow): The Strayf deals more than 75-100% damage, and its missiles become piercings. Demolition grenades are pierced only once. Mr. Yang's hexing pants (legendary pants): 25% increase in discipline and hate generation and damage while moving (and 20-25% reduction while still standing). Channeling Mantle (legendary Paul Dron): Increases damage by 20-25% and reduces damage by 25% while channeling Strafe. Hellcat WestGuard (Legendary Belt): Demolition grenades deal an additional 50% damage on each bounce, increase to 800% on the final bounce and have a chance to bounce 3-5 times. Dreadland Set Gear (Set 2 Bonuses): Earn 4 seconds of Momentum per primary skillUp to 20 seconds. The primary skill deals with 10% increased damage per second of momentum. Dreadland Set Gear (set 4 bonuses): Automatically casts a strail against enemies, automatically shooting the last used primary skill and giving you a 60% damage reduction during straying and after 5 seconds. During the straying, increase the momentum's speed per second by 8%. Passive [Edit | Edit Source] Ballistics: Doubles the damage dealt by rockets from rocket storms. Trivia [Edit | Edit Source] This section contains facts and trivia related to this article. Regardless of which weapon the Devil Hunter has, Strafe will be animated with a handcloth. Articles with Trivia Demon Hunter Skill Community Content are available under CC-BY-SA unless otherwise noted. First hello guys of I am new to D3 forums. Secondly, I was wondering if anyone could help me. I am currently searching for Google (I can't include a link in my post) I'm running a straf build I found from (I'm using another belt to drop the beast at the start of the R-o-Veng skill, I couldn't tell you the name because I'm not a game) I'm struggling to get higher than agony 13 without completely failing. Is straf build not there that can get me to at least GR75 (for conquest) or do I have to rely on UH builds with multi-shot/etc?great thanks to those who reply. Thank you very much for the help. EDIT : The belt I'm using is called crash rain. Yep, Struff works about 90 in the right gear. Could probably push it to 100 or even higher. However, it is much weaker than UE and there are not many points other than to enjoy. Try this: There is also a LoD version that I sometimes like to play. There is another straf build that can push beyond 110, but most of the time it's not the build you want to play. It's called straysiflock. Use LON/Shi Mizuki's Haori/Knife/Strayf fan. I think you can sub LON for LoD gems and get a better ring. Hrrm, so look at your profile.. I'm assuming you have RoRG in the cube. If you don't have RoRG in the cube, you have a problem - you're missing a set bonus that won't even be able to clear T13. Hell, if you lack RoRG in that build, clearing the T13 is actually quite impressive. If you have RoRG, what exactly is the problem? damage (you can't kill T13 stuff in a reasonable time frame, almost instantaneously) or take damage (the more you sneeze in your general direction, the more quickly you die) you have shockingly low toughness. Personally, I will replace your emerald with a diamond (chest and trousers) to pick up some vit. Roll the boot movement speed to vit avoid fire to the belt% to life. Craftvit and shoulders. Make a new tracer with vit and dex. Get better breasts and gloves (glove armor and chest liferigens are useless statistics). Maybe make better pants with dex/vit/all res/2 sockets, but I'll prioritize the other changes mentioned above first. If you find you dying a lot, this may help. Also, Gogok seems like a questionable gem choice. Is it basically just there to get you perm revenge? I drop gogook for hoder power or boon. Then you'll have to get another CDR roll or replace the topaz with a diamond, but I think these options are probably preferable to running Gogok. 1 edit hanger arrow like food arrow generation: 4 hate fire 155% magically penetrated arrows that have a 35% chance of searching for enemies for weapon damage and piercing them. Continuous piercing increases arrow damage by 70%. The damage of starving arrow turns cold. Cost: Shoot at random nearby enemies for 675% weapon damage while 12 hate moves at 75% of normal moving speed. In addition to regular shots, shoot down homing rockets for 130% weapon damage as fire. Knife Fan Blade Armor Cooldown: Handle 620% weapon damage to all enemies within 10 seconds and 20 yards and throw out the knife in a spiral around you. Your knife also slows down the enemy's movements by 60% per second. Earn 40% additional armor for 6 seconds. The damage to the knife fan turns cold. Cost: 14 DiscreteDraw shadow power for 26821 lifetime per hit for 5 seconds. The lifespan per hit earned increases by 25% of your life per kill. Reduces damage by 35% while shadow power is active. Cooldown: Restore 30 disciplines instantly for 45 seconds. Get 45 disciplines over 15 seconds instead of restoring quickly. Cooldown: Turns into a physical embodiment of revenge for 90.20 seconds. Side gun: Get 4 additional piercing shots for 60% weapon damage on every attack. Homing Rockets: Shoot 2 rockets at nearby enemies for 80% weapon damage in all attacks. Revenge: Get 40% increased damage. Revenge fills your heart and reduces damage by 50%. A 20% deals weak increase damage to slowed or cooled enemies. Ambush You deal 40% additional damage to enemies over 75% health. When you suffer fatal damage, you will instead disappear for 2 seconds and play 50% of the maximum life span. Numb trap You slowly chill, or hit enemies with knife fans, spike traps, carlops, grenades, and Sentry fires reduce damage by 25% for 5 seconds. Set Helm Set Legendary Terring Set Legendary Breaker Set Gloves Legendary Belt Set Pants Set Set Ring Ring Legend Hand Crossbow DetailsThe legendary jewel of the stricken legend jewel simplicity The strength of the legendary gem Of The Strength of The Legendary Canay The shivering 9th Chile Satchel Legendary Trouser Depth Digger Most items and parsils of legendary ring convention elements are a must, but there are several choices. Passive. - Awareness can be used in hardcore and softcore, but if you want more damage, I suggest you put archery passive. - Consciousness can also be changed to ToTH, but you can see it. Ring: This is more with regard to cubes we have rules of elements. If you want to add toughness, you can change this to an elusive ring. Dawn must always be your main weapon, you can change between the ninth Cirri satchel and Valla's bequest, for offhand, just go along with the best statistics you can equip and put others in the cube. Head: Perfect Royal Diamond Chest: Perfect Royal Diamond or Perfect Royal Emerald Pants: Perfect Royal Diamond or Perfect Royal Emerald Weapon: Perfect Royal Emerald: You can change your preparation to runes and companions: wolves and boar companions! Paragon Priority Exercise Speed Primary Statistics Vitality Max Cooldown Critical Hit Chance Attack Speed Resistance All Armor Life Life Regeneration Area Damage Life Hit Resource Cost Reduction Gold Search

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