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Active and Passive Skills Explained for the Diablo 3 Demon Hunter by [Irby Luis](#)

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This Diablo 3 demon hunter guide is geared towards giving players an overview of not both the passive and active skills. While brief, it gives a concise idea of what this class is capable of.

For this Diablo 3 demon hunter guide the passive abilities from levels 10, 20, and 30 are covered. They give a good idea of how effective the designers were at giving this class a feel of its own which is totally different to the Diablo 3 monk.

At level ten the first peak has been reached and two defensive abilities become available. Tactical Advantage increases movement by 60% for two seconds after using specific skills like Smoke Screen or Backflip, and Thrill of the Hunt temporarily immobilizes targets once every ten seconds.

By the time a player reaches level twenty, they understand how crucial a resource Discipline is. Night Stalker, is unlocked at this tier, and is perhaps one of the more powerful choices. It causes crits to restore Discipline. Because so many Tactical as well as Defensive skills require it, any wise Diablo 3 demon hunter will consider it. Cull the Weak also becomes available and increases dps on slowed targets by 15%.

At level thirty Archery, a powerful passive ability, comes into play. It grants a bonus depending on the main hand equipped weapon. For bows it's 15% to damage; for crossbows it's 50% to overall damage, and 10% hit chance for hand crossbow crits. Depending on gear, this is highly strategic. Also, for tight melee situations, Numbing Traps is available to reduce enemy damage after using defensive CDs like Spike Trap by 25% for a few seconds.

Because of their use of Shadow Magic, the Diablo 3 demon hunter has a unique identity in the hunter MMO genre. Tactically and strategically they're challenging to master due to their large array of skills. Whether offensively or defensively, when a ranged arsenal like theirs is mixed with varying types of traps, only to then be accentuated and personalized through the use of Skill Runes, this class is truly impressive. Here's a basic outline of the Diablo 3 demon hunter skills. Their primary skills are, hungering arrow, entangling shot, bola shot and grenades. Secondary skills include impale, rapid fire, chakram, and elemental arrow. As for their defensive skills, the caltrops, smoke screen, and shadow power. Hunting skills are vault, preparation, companion, and marked for death. Their traps and devices include evasive, fire, fan of knives, spike trap and sentry shooting all incoming demons. Last but not least, their archery skills with strafe, multishot, cluster arrow, and rain of vengeance.

These skills are all unique for the demon hunter and are used in various different ways and with different builds or items. Here are a few skill guides to the Diablo 3 demon hunter

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More on this ranged class can be found within articles from the author at a [Diablo 3 Demon Hunter Guide](#)

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