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The Diablo 3 barbarian has been upgraded, elevated, and invigorated in its new form. Blizzard designers and class engineers have definitely given it an entertaining and fun style, with compelling and extensive ways to tweak and personalize game play. This Diablo 3 barbarian guide will give an overview on both the active and passive skills.

Once a player reaches the first milestone of level 10, Pound of Flesh, which increases health globe discovery by 25% and potency by 100%, becomes available. Furthermore, Ruthless comes into play, which is a big damage buff increasing crit chance by 5%, and damage by 50%. This is huge because a large amount of Barbarian skills rely on crits to engage.

At level 20 two high stakes combat skills are available. Berserker Rage, which increases maximum Fury damage by 25%, and Inspiring presence, which doubles shout duration and adds a heal over time to them for one minute. Already a player is beginning to see how effective self-healing can become. This makes for great solo play and farming, especially when mixed with health globes.

Tough as Nails is a tanking style choice, increasing overall armor by 25% and Thorns damage by 50% that unlocks at level 30. Furthermore, in situations where Diablo 3 Barbarian must deal with both melee and ranged enemies simultaneously, Superstition can cut down non-physical damage by 20%, and turn it into a steady supply of Fury.

Barbarian Active Abilities - obviously, barbarians are savants of close-quarters combat, and built only for the front-lines of battle with their self-healing and damage reduction passive abilities. But the Diablo 3 barbarian isn't a mindless thug. Due to not only the tactical aspects of the class, but Defensive and Might as well - especially when mixed with an extensive array of Skill Runes - barbarians can be challenging to master and perfect. This doesn't even take into account all the many things that come with progressively more amazing gear. For this Diablo 3 Barbarian Guide shows a short outline of the six categories and skills, to give any aspiring barbarian an idea of the destruction they can unleash.

â€¢ Primary: Bash, Cleave, and Frenzy.

â€¢ Secondary: Hammer of the Ancients, Rend, Seismic Slam, and Whirlwind.

â€¢ Defensive: Ground Stomp, Leap, Sprint, and Ignore Pain.

â€¢ Might: Ancient Spear, Revenge, Furious Charge, and Overpower.

â€¢ Tactics: Weapon Throw, Threatening Shout, Battle Rage, and War Cry.

â€¢ Rage: Earthquake, Call of the Ancients, and Wrath of the Berserker.

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