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Diablo 3 Wizard Guide to Active and Passive Skills by [June Bridges](#)

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The Diablo 3 wizard in this new expansion takes the caster class to a whole new level of tactical ranged game play, and visually stunning graphics. This Diablo 3 wizard guide is going to give an overview of not only the passive abilities involved, but active as well. So that any aspiring magic-user, excited by Blizzards new manifestation of the mage archetype, will have a good idea of just how much destruction they can rain down upon their enemies.

For the first twenty levels the passive abilities are concerned with damage reduction and supplying Arcane Power. However, as the learning and evolving wizard progresses, things get far more interesting, and fast. This Diablo 3 wizard guide will briefly outline the passive buffs that become available through three phases of the leveling process.

At level ten Blur can decrease incoming melee damage by 20%, and Power Hungry grants thirty Arcane Power upon consumption of health globes. At level thirteen Evocation becomes available, which decreases all cd's by 15%. Glass Cannon, available at level thirteen, is a tactical type of choice because it increases damage output by 15%, but costs a 10% reduction in armor and resistances. Prodigy, available at level 20, supplies 4 Arcane Power every time Diablo 3 wizard inflicts damage on an enemy with a signature spell.

Throughout the thirties expect substantial increases in dps to unlock, called Cold Blooded and Conflagration, coupled with an exceptional defensive ability, Illusionist. It automatically resets the cds on Mirror Image and Teleport whenever a wizard is dealt a single blow that takes 15% or more hp.

Once level fifty has been reached, Critical Mass can reduce the cd's on all spells by one second every time the wizard crits. Furthermore, Arcane Dynamo grants a stacking damage effect to signature spells that can be unleashed for 75% increased damage.

Wizard Active Abilities

Diablo 3 wizard is a dominating and imposing ranged class, controlling the elements, crushing packs and mobs with AOE, and constantly conjuring up a steady flow of magic Arcane Energy. Here is a concise outline of Diablo 3 wizard skills.

For primary skills, the wizard uses magic missile, shock pulse, spectral blade and electrocute. Secondary wizard skills consist of ray of frost, arcane orb, arcane torrent, and disintegrate. As they are one of the weakest classes as they focus on pure magic, their defensive skills are extremely important – frost nova, diamond skin, slow time and teleport which is frequently used to dodge mobs of enemies. Force skills are wave of force, energy twister, hydra (used to be red in D2), meteor and blizzard. Conjuration skills are ice armor, storm armor, magic weapon, familiar and energy armor. Masteries for the wizard include explosive blast, mirror image, and archon.

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A more in-depth Diablo 3 Wizard overview and strategy can be found at a [Diablo 3 Wizard Guide](#)

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