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Classic wow dwarf hunter leveling guide

Thanks to your generosity, support Wowclassic and become a PREMIUM member by making a donation. Discover PREMIUM benefits You'll stay long in Cheetah Aspect, so you don't need the Hawk benefit until lvl 45-50, you also want your pet stronger and stronger. Why? Because you will kill the mobs quickly enough to avoid exchanging aspects. You'll run through another mob while your pet finishes the real one, or jump into it with a rapacious punch and then pull another one instantly, then your pet will make fun of it. You don't need any borrowing either, why? Why do you need your pet fast, rather than strong? One more point to Unscapped-Fun is better for leveling up. (After you can put those talents in, but the talent you select while leveling up is more consideration. Hunter fighting to kill enemies? If you pull 3-4 mobs, you'll die. In lvl1, hunter is a beast, a butcher, a butcher, in my opinion. Why do all guides take 5/5 in Frenzy? 4/5 or 3/5 is not enough? In WoW 3/5 is 90% complete proc. I prefer this: to play BM in Vanilla Wow is all about one thing. Keeping your pet alive! Your pet is your tank! Properly specified (and played) your pet can tank two mobs at once, or you can elite tank mobs other classes can't think of touching. Sorry, but the talent specification you have is decent, but it's not optimal to play BM to its full potential. Playing BM in Vanilla Wow is one thing. Keeping your pet alive! Your pet is your tank! Properly specified (and played) your pet can tank two mobs at once, or you can elite tank mobs other classes can't think of touching. Sorry, but the talent specification you have is decent, but it's not optimal to play BM to its full potential. For talents I personally prefer this or this one that is again BM but with the added benefit of the spiritual bond. The spiritual bond is excellent because it reduces downtime between jerks. Also don't buy mongoose bite because it's bad and bad because it's a proc-based attack and mobs barely hit you and wise pvp is supposed to run away and shoot where their real damage is. Pets in most cases choose a cat, if you want a cat for you raiding go to blast lands and tame the rare broken tooth is the best cat because it has the fastest attack speed of all pets. don't un repair pet for leveling? As a bm you definitely don't want to keep huge damage on your pet for over 30 minutes. You also don't want to kill your pet to spend all that mana to resurrect it to get rid of debuffsfrenzy doesn't need more than 3/5 to keep it in 80% uptime, even with a normal attack speed of 2 s pet! Collect one of the 1.3 or 1.4 attack pets 3/5 has 100% uptime The worst part of being Hunter will be stable. I don't care about the happiness of pets, but those 2 are the biggest QoL changes we're going to lose. He found a list of pet skills (and where to find them) in Vanilla WoW Hunter, so at least there are still resources available for that type of Why do people prefer the pet to revive improved rather than the improved appearance of the monkey? Improved Pet Revive is only needed when your pet is dead, but your pet will not always die if you control Hey well, thank you for taking the time making this guide. The rotation section is missing a lot of detailed information that should be there, and it's wrong at quite a few points! Make sure to install an oscillation timer for melee and ranged attacks: Use efficient mana attacks Before pulling, place immolation trapShip pet to a brand of the mafia and hunters, place the snake bite on the peatSeptor bite a 2nd mob and pull it through the trap and facetankAuto shot the crowd that his pet attacks, when the shot goes from switching to melee attack on the 2nd mob, after the melee attack, switching from a distance, these two do not reset each other so you can actually shoot automatically and attack at the same time! Keep the change between car and melee until both mobs are dead at a distance, these two do not reset each other so you can actually shoot automatically and attack at the same time! Mant the change between car and melee until both mobs are dead, don't use any more skills to let mana re-breed during combat after pull! DONT: use inefficient mana attacks like Arcane Shot and Multiple Shot often, they will eat your mana By performing this rotation you won't run as fast and grind faster than the other method abusing the swing timer mechanic, you just need to get help more often. Do some wingclip skills have an inherent extra chance of losing? How long do you have to stop attacking to leave the battle in pvp and how far can you have to stay? Does the pet entering combat break shadowmeld's nightly duel? Thank you. Why are my comments still being deleted? Why are my comments still being deleted? Leveling talents look pretty bad. There is no 3% beast and 2% human damage is a great missed opportunity. 20% mongoose and raptor strike is much better than anything else offered at that level as well. It would start at least 1/0/7 and continue its leveling routine to 60 with talent in MM, SV or BM from that location. If you criticize a building and don't link to one that you think is better, you'd better not post at all. Hi, I think it's a little sad that you didn't mention how good owls are at leveling. Screech is a great skill that will help in both PVP and PVE. It is basically like a permanent demoralizing cry against mobs that reduces the AP to enemies and grants threat, to all mobs that are hit. The biggest problem with owls is that the only early and good owls for lving are found in the nelf starting territory, the 'Strigid Screechers's. If you use it up to level 16-17 you can go and tame a big fleshripper in Westfall, the big ugly birds east of town in Westfall, and get Screech. You can read on it more by googling 'wow vanilla chll' and go to petotopia! Happy hunting qts What is the best pet to level? The embedded Surf Crawler is said to be the best up to level 30. Truth? What is the best pet to level? The embedded Surf Crawler is said to be the best up to level 30. Truth? The main flaw I see with this guide is that it promotes BM for leveling, but it has zero mentions of the consequence of the final game leveling 1-60 BM... press ctrl + f kiting and you will see zero results. If you reach level 60 and don't know how to kite, you won't get very far in pvp or many final game situations... you'll also be one of the people who has to pay another hunter capable of logging in to complete your hunter's quest at age 60. You can't sit back and let your pet complete those tasks for you. While this is a good guide if your whole goal is just to hit lvl 60, you'll be rubbish playing your class if you don't learn to play other specs and learn to operate without relying on your pet. Him... I have my pet at 20+ bought growl and lots of other pet spells... However, I can't find them anywhere, especially I want grunt! But according to the pet screen not even passive spells + resistance are active... As for hunter pet-trainable abilities and ranks, the Internet archive has stored a pre-ire version of Petopia: /petopia.brashendeavors.net:80/There can be previous iterations as well, this is 2.0, the release of Burning Crusade. I would expect most of the information to remain relevant to Classic with the exception of TBC-only pet types. When do pets learn the ability of the growl or is there a pet I have to tame that specifically has a growl? Pet attack speed does not affect DPS... petopia has a better rundown... thing that does not affect is its damage per second (DPS), since the fastest pets (in a specific family) can more often, but do proportionally less damage per hit (than slower pets in the same family). Similarly, pets from families with higher DPS will do more damage than pets in families with lower DPS, even if they have the same attack speed. Where player-versus-player combat can be most useful, where frequent and fast hits Outperform your opponent, especially if it allows you to interrupt a pitcher, you've always been like that in Classic.I guess this is better than the other hunter who has misinformation that discredits himself in the same place that houses the guide... wowhead. I started my experience in The Open Beta, playing a night elf hunter. I continued on and off until three years ago when I left for financial reasons. At the time, he had a family of characters spanning all classes and professions. I renewed my subscription and returned to Classic after watching my favorite streamer and getting homesick for the tranquility of the Night Elf regions. Since Blizzard's release of Classic WoW, it would make sense to believe that there will be a new harvest of players who may need a brief overview of certain topics. I found that your section on hunter leveling talents lacked a brief introduction to what they are, how they are obtained, and how to use them. Specifically:1. Improve Hunter skills such as Hunter levels.2. There is a total of 51 points, starting when the character reaches level 10. 3. A point is earned for use in all levels from then on, up to level 60, the character limit for Classic WoW.4. To use points, press the default N hot key to open the Talents window.5. Talents are displayed along with the maximum points used/allowed.6. Once selected, talents can only be reset by one coach. I wrote that from memory, so some details will have to be confirmed and corrected in the final product. Thank you for the wonderful guide. Be sure to check out wow Hunter's Classic Pet Guide in is what I wrote there: Each pet needs to level their basic features on a regular basis either by training a pet trainer or temporarily training a pet with that particular level of trait. Petopia has a list of available traits, what type of pet can be taught to them, each trainable pet in the world for that particular trait and level, what traits the new pet is able to teach, where they are, and the level at which they can be trained: that most traits require training points! Save these training points with zeal and don't learn all the new traits you have (I skip the resistance spells myself). You can redo these training points, but at a cost. The good thing is that you pay back the training points you've spent for the previous traits so you can say 17 points, but it will only cost you 4. A new trait will cost what it says it will cost. Try clicking on your new trait to see if you can really afford the new trait. Keep in mind that it is Learn these new skills for your pet! First, your hunter has to be at or above the level of the pet you want to train for that new or improved trait. You should then stabilize the pet you want to train and take your pre-trained pet temporarily (or just train a new temporary temporary pet to get a new pet). Be sure to train your temporary pet so you have things like grunt in case you have to fight to reach your new desired pet. Go where Petopia says the pet you want to get the new traits from, find one at your level, abandon your temporary pet and train your desired pet. You DO NOT immediately learn that new trait says Dash Level 1. You can only get this trait when you have used this new pet for a while and the magic words you have learned new Dash skill appear in YELLOW in the general dialog bar! Now switch to pets in the stable master. In the slingshot training window, the new trait should now appear. IF the trait is one that your pet can use AND you have the necessary points AND your pet level is high enough, you can now learn that updated or new trait. Keep in mind that the cost can be MUCH LOW due to the reimbursement of your previously learned traits for that enhanced trait, so try to learn it and see if you have enough points. Now your pet can learn and use this new trait as long as the pet is at that level. Your pet may be at level 29, but the trait can only be learned at level 30. Check your pet's level and how long to the new level in the character panel on the Pet tab. Remember that your pet can learn many traits. They are displayed on the Pet tab of the spell screen (P). Some are passive so they are used automatically. As for ACTIVE traits, only 4 can be active at any time due to pet action bar limitations, so you may need to choose. Active traits are used by dragging them into a slot in your pet's action bar and the order of the following in the import bar. Please note that some traits you will learn cannot be used with your particular pet. Only traits that are ACTIVE (with a swirl around it) are being used and are on your pet's action bar. Organize the order of traits from right to left to maximize their potential. In my pet cat, I have to run first, then growl, then bite, and finally call. You can turn them on or off by right-clicking on them so that the whirlpool stops (such as disabling Growl when partying with a tank, but be sure to turn it back on when you turn it back on alone). Once again Petopia has this full explanation, but not as clear as I have written. Thank you to the people of Petopia for your excellent guide. Pet Training Points (TP) couldn't find a summary of these like this: your pet gets a maximum of 300 TP at level 60 (earn TP as you level)! Use Petopia to see the cost of the pet's learned skills and passive skills learned from the pet trainer, but keep in mind: - the highest rank of all basic skills learned from the pet, e.g. claw, bite, load, diving, etc... It costs 25 PD. Keep this in mind for your budget - the highest range of passives, Natural Armor and Increased Resistance Costs Much More: Rank 10 (available at level 60) cost 150 TPs and 185 TPs respectively - the highest range of each of the five passive resistance abilities (fire, frost, arcane, nature, shadow), rank 5 (available at level 60) cost 105 TPs Clearly needs you to make you early (or spend money to reset your pet's TPs if you make an understandable decision to spend 25 TPs in rank 1 of all spell resistors as soon as they become available) as you can't even train up to 1 core skill and both natural armor and increased resistance to its highest levels. Useful resources: /petopia.brashendeavors.net/html/articles/resources/petcalc.html training point calculator that needs to be recalibrated from level 70 (350 TPs) to level 60 (300 TPs) List of spells, when you can learn (and how) in each rank, which pet families can use them and how many TPs each rank costs Pet Training Points (TP) couldn't find a summary of these as well: your pet gets a maximum of 300 TP at level 60 (earn TP as level)! Use Petopia to see the cost of the pet's learned skills and passive skills learned from the pet trainer, but keep in mind: - the highest rank of all basic skills learned from the pet, e.g. claw, bite, load, diving, etc... It costs 25 PD. Keep this in mind for your budget - the highest range of passives, Natural Armor and Increased Resistance costs much more: Rank 10 (available at level 60) costs 150 TPs and 185 TPs respectively - the highest rank of each of the five passive resistance abilities (fire, Frost, Arcane, Nature, Shadow), Rank 5 (available at level 60) cost 105 TPs Clearly you need to make decisions early (or spend money to reset your pet's TPs if you make an understandable decision to spend 25 TPs in rank 1 of all spell resistances as soon as they are available) as you can't even train up to 1 core skill and both natural endurance and increased resistance to their highest levels. Useful resources: /petopia.brashendeavors.net/html/articles/resources/petcalc.html training point calculator that needs to be recalibrated from level 70 (350 TPs) to level 60 (300 TPs) List of spells, when you can learn (and how) in each rank, which pet families can use them and how many TPs each rank costs I realized that the design has changed for the weapons skills section and where to find those trainers. I appreciate the new look. However, it is quite misleading compared to the old information that was provided. All those coaches are showing off all the weapons skills available. For example, hunters cannot train for 2H macros in Classic. Perhaps at the top of the weapons section, could you include which gun hunters you can use? Thank you for the great guide! It's been a great reference as I level my hunter! Hunters are not able to learn 1-Hand Mace or 2-Hand mace are? Both are listed in Weapon Trainers for Classic Hunter Weapon Skills. Edit: I forgot to add. Thanks for the guide. I appreciate it. Currently, there are no current resources that can tell which enemies in the world have exactly what skills... FALSE: This Youtube video from MetaGoblin says just this. WoW Classic: Best Hunter Pet to Level? - Detailed guide by MetaGoblin Who wrote this needs to rething their phrasing. As a survival hunter, you will still be able to level efficiently no matter what specification you play, kor You should add some QoL macros to this as well, and you would also suggest adding macros for your skills, such as Arcane Shot, which have /petattack added to them. Here are some of the ones I use: A button to heal, revive and call the pet without the need for modifiers:#showtooltip/ use Mend Pet/stopmacro/ use Revive Pet/cassequence reset-2 Call Pet, Revive Pet/Feed Pet Macro (0 is your backpack, 4 is the slot of the 4th item, your personal preference can be showtooltip 0 4 instead)#showtooltip Feed Pet/cast Feed Pet/ use 0 4For bag-related items slots, 0-4 are your bags, go left to right is, backpack bag 1, bag 2, bag 3, bag 4. The slots in the bags are left to right, top to bottom. So if you personally like to keep your food in, say, 3rd bag 10th slot, you would /use 3 10 instead. I find it very useful so that you don't always have to modify the macro when your has changed for any reason, and instead can simply move the food to the slot. Scatter Shot macro that does it so your pet doesn't break it: #showtooltip Scatter Shot/petpassive/cast Scatter Shot/c Trap exit combat macro that makes sure your pet doesn't break it:#showtooltip Freeze Trap/stopattack/cast Freezing Trap/cast Feign Death/petstay Death/petstay Extremely simple macro to switch between Hawk Aspect and Cheetah Appearance when running around/cassequence 1 Aspect of the Falcon, 1 Appearance of the ghettoAn auto-trigger macro that will not cancel your auto attack on the second launch (18 is your ranged weapon slot)#showtooltip 18 / targetenemy / cast 1 Auto Shot/Hunters Mark and send pet (good for leveling, wouldn't suggest in dungeons)#showtooltip Hunter's Mark/petattack/cast Hunter's Mark/all on a melee button, You have each wing clip to be more likely to use it in case you don't have enough mana: #showtooltip Raptor Strike / stopcasting / cast Raptor Strike / cast Mongoose Bite /startattack /cast Wing Clip/cast Wing Clip/(Rank 2)/Rank /cast Wing Clip/(Rank 1)/Wingclip macro only, useful for kiting and pvp:#showtooltip Wing Clip/stopcasting/cast Wing Clip/cast Wing Clip/(Rank 2)/cast Wing Clip/(Rank 1)

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