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Swtor sorcerer madness

Madness the witch, formerly known as the Sadness Witch, in 5.0, got some good loving from Bioware's last set - 6.0 On The Show. Quite an easy class to learn the basics, but takes time to master, Madness Witch is a dot spec class that is great for single goal and AoE injury situations. Republic Party equivalent - Balance Sage Update 6.1.3 In the last few months since the first inception of this guide, there have been some minor changes in passivity, fix bonuses, gear shifting and new findings regarding rotation. Recent Changes update 6.1 Force Horrors - Lvl 36 Increases all periodic damage handled by 15% (Changed 10%) Update 6.1.1 Collection of Storm Rebalance (2) +2% Mastery(4) Force Speed will make its next direct Force attack deal with 20% more damage and Force attacks to deal with 20% more damage while Polarity Shift is active. Modified – (6) Activating the power rate reduces the polarity shift by 5 seconds (down by 10 seconds) and the duration of use of the Polar Displacement is 5 seconds (10 seconds down). The set bonus no longer requires polarity shift when the power speed is active to extend the duration. Decomposition - Lvl 32 Increases the critical possibility of Force Lightning and Lightning Strike by 15%. (Amended 5%) Fulminating Current - Lvl 64 Dealing with injury force lightning increases critical chance of its adverse periodic effects by 3% (Changed 2%) Ten seconds down. Stacks up to 4 times. Tempest of Rho - Parsi name was updated to avoid confusion when using it in Update 6.1.3 Unnatural preservation no longer poses a threat. Rotation Due to changes in the aforementioned Madness rotation can be slightly changed. One goal of the DPS, is currently two schools. Lightning Strike rotation explained below and Force Lightning Spam rotation. The differences between the two rotations of dps output live (operations, flashpoints and perhaps PVP) are minimal in most situations. The difference is that lightning strike rotation is higher than the minimum DPS and lower maximum while the Force Lightning rotation is lower than the minimum but higher maximum DPS. Gear all gear pieces collected from Flashpoints and Operations or brought to the vendor fleet. Set Bonus Collection Storm 6 pieces 1 piece leveraged Champion – Ideally, you would like the helmet to be an amplified Champion because it does not compromise the set bonus of making a Hateful or Terrible Entity Gathering Storm (2) +2% Mastery (4) Speed Force makes its next direct Force attack deal with 20% more damage and Force attacks deal with 20% more damage while Polarity Shift is active. (6) Activation of the power speed reduces the cooling of polar displacement by 5 seconds (by 10 seconds less than half) and the duration of use of the polarity displacement is 5 seconds (down by 10 seconds). Set no longer requires polarity shift use when the power speed is active to prolong the duration. Boosted Champion Additional Combat Amplifier on gear piece first prototype (blue) quality. Tactical Tempest of Rho - Single Target Lightning Strike has a 100% chance and Force Lightning has a 50% chance of causing Creeping Terror to cross in extra time when they deal with damage. Slow Mercy – AoE Death Field spreads force slow effect. Demolishing all nearby targets affected by your Death Mark and Force Storm will do 15% more damage to the targets affected by your Death Badge. Amplifiers Force Sensitivity (+1.00% - Increases damage dealt with in Force attacks)Total +9.40% (9 Versatile 80s Armors + 1 amp champ) OR periodic intensity (+1 22.20% - Increases the damage handled

by periodic effects)Total +20.68% (9 Versatile 80s Armoring + 1 amp champ) the difference between periodic intensity and force sensitivity is very small. In terms of a single goal dps fight, you'd get almost the same benefit either amp. Force Sensitivity would be slightly better if you use Lightning Strike rotation. With Force Lightning's spam rotation, both amps will work, but you'll benefit from more periodic intensity if you're happy with the Tempest of Rho procs, but if your unhappy Force Sensitivity balances it out. Ultimately, it's a personal choice, The Force Sensitivity buff all your damage and when you play Lightning you don't need two armor sets or have to swap armorings, while periodic intensity makes your points tick harder, which AoE fights would be better. Stats accuracy - 1590 (initiative R-14, R-15, R-9 + Kyrprax ValdClient Stim + 1 Acc Aug Alacrity - 1213 (1.4 gcd) (Nimble R-14 x2, R-12) Critical - 3278 (Adept 80, 13 Crit Augusts, Earpiece, 2 Implants 1 Crystal) Power - 9989 (R-2 Mods + 1 Crystal) * Note – These stats are optimized for unmeted content - Nature of Progress (Dxun) Operation. All other PVE content is currently scaled hard cap endurance/mastery and Power. Without optimizing enhancements to get most power out of them, you will sit around 9300 power. Left earpiece for & amp; ImplantSha'Tek Adept Package MK-19 Relics Uncapped - Serendipitous Assault & amp; Focused On Revenge Capped - Devastating Revenge & amp; Primeval Fatesealer Utilities Skillful Sith Defiance - 3% Damage Reduction (Always Take) Empty Body - 5% Healing Received (Not Affected by Stolen Life) (Always Take) Tempest Mastery - 25% Increase in Force Storm (Situational) Damaged Flesh - 15% Damage Reduction Periodic Damage (Situational) Torturous Tactics - Reduces Electro Electrocutedown 10 Sec. When Electrocute passes, the target deals with 25% less damage in 10 sec. (Situational) In most cases, Sith Defiance, empty body and Tempest Mastery are the utilities you want. Take the spoiled meat only if there is impure periodic damage like tyrants with misery or red poison to Apex Vanguard. In terms of Apex Vanguard, especially NiM, depending on your work regarding the theft of droids, you want to take 4 utilities skillful. In terms of Torturous Tactics, this utility is very understated and very useful in certain situations. The utility is good for Brontes, there are orbs to take significantly less damage without using the traditional Cloud Mind/Unnatural Preservation combo or even bubble. In Dxun, using your anesthesia for strategic goals like Thrasher's, Shadow Walkers and Hunters will help your team take significantly less damage. Masterful Surging Speed - Reduces cooldown force Speed by 5 seconds, Force Slow by 3, Force Barrier by 30secs. Force Speed lasts 0.5 seconds longer, Polarity Shift increased motion speed by 100% while active, active cooldown power speed ready when the Force Barrier ends. (Always take) Suppression - 25% damage reduction in Cloud Mind (Situational) Dark Resilience - Unnatural Preservation improves by 30% more. Extraction increase target harm reduction by 25% to 6 sec. (Situational) Lightning Barrier – Your Static Barrier cracks with electricity, shocking attackers x energy damage when it absorbs direct damage to you. Does not affect allies and can occur more than once per second (Situational) Electric Ties – Overload binds your targets to electricity, immobile them in 5secs. Direct damage after 2 sec ends the effects prematurely. Swap Lightning Barrier if necessary (Situational) Haunted Dreams - Whirlwind activates instantly. If your whirlwind breaks early with injury, the target is stunned by 2 sec. (Situational) The masterful utility witch is almost always situational and is interchangeable depending on the fight. Surging Speed is the only utility that you should take in every fight, and that just thanks to cdr power speed, which synergess quite well in the collection of Storm. 8 times out of 10, you can take Surging Speed, Suppression and Dark Resilience. There are few fights the Lightning Barrier is good for, then swapping out Dark Resilience for it. Styrak, you're taking Electric ties instead of either. Only NiM Dxun does its utilities masterful change quite often between fights. For red and mutant trandoshans, Lightning Barrier can have a 1k dps increase, encounters 1 & amp; 2 in both Electric ties and Haunted Dreams are very useful. Depending on your role as Huntmaster, Haunted Dreams is a must take and Apex Vanguard as previously noted skilful, you can only take 2 utilities masterful. Heroic Force Mobility – Thundering Blast, Force Leach and Innervate can be activated during movement. (Always take) Shapeless Spirt – Reduces all damage taken while drugged by 30%. In addition, it reduces the (Always take) Unnatural Vigor – Unnatural Preservation increases your damage reduction by 15% to 6 seconds. In addition, cooldown reduces unnatural storage by 5 seconds. Swap unnatural vigor if necessary. I can't believe you did this. Quite simple, Emersion is a very situational utility, fights that you need to swap it with Unnatural Vigor. Standard Utility Setup passive and capabilities inactivity Madness - LVL 12 Force Lightning is no longer cooldown. In addition, your revitalization will increase your armor rating to 30% if it cures you. Sith Efficiency - Lvl 16 reduces pushback suffered by activating Force Leeches by 75% and Force Lightning by 100%. In addition, every time force lightning deals with injury, you return 2% of your total Force. Deathmark - LVL 20 Death Field places a death mark on affected targets, increasing the amount of injury targets to suffer from its next 15 periodic adverse abilities by 15%. Lasts 30 seconds. Anger - Lvl 24 dealing with the damage force lightning produces a stack of anger. At 4 stacks, Anger causes your next Lightning Strike, Crushing Darkness, or Tear down activate instantly, consume 50% less Force, and deal with 25% more damage. Pestilence - Lvl 28 Death Field spreads its misery and creeping terror targets it will damage if it damages the goals already affected by your misery and creeping terror. In addition, The Field of Death exceeds its targets for 45 seconds. Overloaded targets take 10% more damage area attacks decay - Lvl 32 Increases the critical chance of Force Lightning and Lightning Strike by 15%. Force Horrors - Lvl 36 Increases all periodic damage handled by 15%. Lightning Burns - Lvl 40 Damage dealt with by Force Lightning has a 20% chance and the damage dealt with by Force Leech has a 60% chance of restoring 2 Force and deal x energy damage target. Still Nightmares - Lvl 44 Increases the duration of crushing Darkness and Demolition in 3 seconds Creeping Death - Lvl 48 Increases the damage dealt with by periodic effects 15% targets under 30% max health. In addition, Force Leach will restore 15 forces when used on your Death Mark-affected target. Parasitism - LVL 52 Increases the life of stolen Death Field and Force Leach by 100% and causes misery and Creeping Terror steal the life of enemy targets, healing you 10% damage they deal with lightning barrage - Lvl 56 Force Lightning channels and ticks 33% faster, but deals with 25% less damage Devour - Lvl 60 Force Leach deals with 30% more damage when used for your affected target. In addition, every time the reward for your Deathmark is consumed, you can get 2 forces Fulminating Current - Lvl 64 dealing with the damage of Force Lightning your adverse periodic effects within 3% of 10 seconds. Stacks up to 4 times. Dark Echo - Lvl 68 Goals hit Death Field with a 50% chance of ejecting the Dark Echo, damaging yourself and up to 7 goals within 5 meters x of internal damage. Abilities of rotation abilities of misery - Force 32 - Range 30mCasts powerful Force misery after a goal that tackles x internal damage over 18 sec. Creeping Terror - Force 16 - Range 30sParalyzes target fear, dealing x internal damage over 18 seconds and immobilizing it for 2 seconds. Immobilization effects cannot occur more than once every 9 seconds. Death Field - Force 45 - Range 30m - Cooldown 15secsLoob death field target location dealing x - x internal damage and stealing life affected targets heal you with a 10% damage deal. Hitting up to 8 targets within a 5-meter radius. Demolition - Force 27 - Range 30s - Cooldown 15s - Activation 2sCrushes target devastating force, dealing with x - x kinetic damage initially, plus additional x kinetic damage 9 seconds. The target also becomes vulnerable in 45 seconds, increasing the damage taken by Force attacks by 5%. Replaces crushing darkness. Force Leach - Force 45 - Range 30m - Cooldown 12s - Activation 1.50sSteals life enemy, dealing x - x internal damage target and healing you 50% damage shared. Force Lightning - Range 30m - Channeled 2.01sDeals x energy damage target and consumes 40 Force within the channel. It also slows down the speed of movement of the target to 50% and immobilizes weak and standard enemies. Lightning Strike - Force 36 - Range 30m - Activation 1.50sFires for lightning is the target, deals with x - x energy damage. Non-Rotational Abilities Expunge - Range: 30m - Force: 14 - Cooldown: 12sCleanses friendly goal up to 2 negative mental or force effects. Phase Walk - Activation 0.5s Cooldown 1.5mins This ability activation represents your current location in 10 minutes. If this capability is re-activated, if you are 60 meters from the marked location, you will return to the marked location immediately. Phasewalk goes to a cool 60 seconds when used to return to the marked location. Dark Heal - Range: 30m - Activation: 1.5s - Force: 63Heals friendly goal x - x health. Force Storm - Range: 30m - Guide 3sCalls down the Force Storm over the target area, consuming 60 Force and dealing with X energy damage up to 8 goals within 8 metres of the channel. Standard and weak targets have a 33% chance of stuning the storm every second. Reanimation - Range: 30m - Activation: 1.5s - Force: 27 - Cooldown: 5 minutesRevives incapacitated ally. This ability is usable in combat. When used, not all members of the group can use or within the next 5 minutes. Shock - Range: 30m - Force: 36 - Cooldown: 6sShocks target x - x energy damage. Standard and weak targets are also stunned for 3 seconds. Force Slow - Range 30m - Force - 9 - Cooldown 9sDeals x - x kinetic damage and slows the target motion speed by 50% to 6 seconds. Extraction - Range: 30m - Force: 27 - Cooldown: 1 minLowers goal threat moderate amount and if the goal is a member of the group, draws the target to its location. Volt Rush - Range 30m - Force 45 - Cooldown 10sDeals x - x energy damage your target and will encourage you to up to 5 seconds. The Energize effect can stack twice, each stack increasing the Volt Rush damage by 30%. We can have three rounds and a charging timer for 10 seconds. Offensive and defensive Cooldowns Cloud Mind – Cooldown 45s Sweep your enemies' thoughts, instantly reduce your risk of moderate amount grants by 25% damage reduction in 6 seconds suppression utility. Unnatural Preservation - Cooldown 25s Immediately restores x - x health for you. Can not use other Grants for 15% damage reduction and reduces cooldown by 5 seconds with unnatural Vigor utility. Force Speed - Cooldown 15s Increases the motion speed by 150% in 2.5 seconds. Do not break stealth.Gathering Storm 4 piece - 20% more damage following direct Force attack (Stacks polarity Shift effect). Polarity Shift – Cooldown 2minsYour connection force shift, giving 20% alacrity and immunity to rejection and interrupts 10seconds. Collection storm 4 pct - Force attacks deal with 20% more damage while Polarity Shift is active (Stacks of power rate effects). Force Barrier - Redirect 8s - Cooldown 2mins 30sProjects Force Barrier around you, giving immunity to all control, damage, and negative effects during the target. This ability does not respect the global underdrot and can be used under control. While you are protected from Force Barrier charges will build up and give you an Enduring Bastion, the shield that absorbs the amount of damage is based on the deducted fees that are available when the Force Barrier ends. The Enduring Bastion also provides immunity from interruptions. Advanced Kyrpax Attack Adrenal – Cooldown 3mins Increases Power 1005 and reduces all healing done by 20%. Lasts 15 seconds. Static barrier – Force 41 – Range 30mSurrounds target lightning shield that lasts 30 seconds and absorbs major damage. The target becomes deionized and does not benefit from the static barrier again in 20 seconds. Recklessness - Cooldown 1min 30secsGrants 2 charges of recklessness, which increases the Force's critical chance of its direct attacks and improves by 60%. Each time the direct force's ability to critically hits or redirect force capability is activated, 1 reward is consumed. Lasts 20 seconds. Unlimited power – 45 - Cooldown 5mins Increases the mastery, durability and presence of you and your operation group members within 40 meters 10%. Lasts 10 seconds. Revival - Range: 30m - Force: 45 - Cooldown: 6s Immediately heals the target X-X, plus an additional X over 9 seconds. Revitalization will increase your armor rating to 30% if it heals you. Rotation Opening Rotation Pre-Force Demolition + Force Speed & gt; Polarity Shift + Stealthy Terror & gt; Recklessness + Affliction & gt; Adrenal + Raid Buff + Death Field & gt;Force Leach & gt; Force Lightning & gt; Lightning & gt; Force Lightning & gt; Force Lightning (Clipped 0.2sec Remaining) & gt; Demolition. Basic Rotation Demolition & gt; Stealthy Terror & gt; Misery & gt; Death Field & gt; Force Leach & gt; Force Lightning & gt; Lightning Strike & gt; Force Lightning & gt; Force Lightning (Clipped 0.2 s Left) & gt; Demolition. The main turn of Madness is still basically the same as it was 5.0, just with a reduced gcd of 1.3-1. 4. Using the Tempest of Rho tactical ensures you get the most damage out of this rotation with extended rotation madness, just got a lot of fun with the new set - Collection Storm. As previously stated in the Gathering Storm set, the next direct force attack will do 20% more damage after using Force Speed. Also, while Polarity Shift is active, you deal with 20% more damage from Force attacks. So, before your heavy hitters Death Field and Force Leach, you'd like to pop your Force Speed and Polarity Shift, adding Recklessness, Adrenaline and your raid buff if applicable ensures that Death Field and Force Leach deal with a lot of damage. Rotationally, you want to use Force Speed after Death Field, so it proc's force Leach, as Force Leach deals with more damage than Death Field. Force Speed can be used in Death Field, but I would recommend it only if hitting 4 or more targets. Recklessness should always be used in the field of death and coercion in Leeach. Adrenal glands after application of points and before Death Field. For fights like Horror Council Horror Palace or Mutant Trandoshans in Wild Progress (Dxun) and you're kiting Raptus or Graeus accordingly, you want to stay in the move, only stopping the cast of 1 Force Lightning - optimal times can change on kiting patterns, while bosses have a directing ability to have a good time, after moving out of the way of the course. All other abilities of Madness can be cast while on the go. AoE rotation The main thing about AoE Madness rotation is that you want to maintain your 4 stacks of Fulminating Current because it retains the crit option for your periodic abilities. If you use Slow Mercy, you want to be sure that you are using The Demolish After Death Field, so you spread all your points and debuffs for each goal. If you fulminating the current stacks are about to drop, throw a quick clipped Force Lightning to maintain chimneys and spam the Force Storm. It is important to note the Force only deal with an extra 15% damage as long as your goals are affected by Death Mark, so when Death Mark falls, Force Lightning will restore 4 Wrath stacks proc'd demolish and continue rotation. Slow Mercy Tactical Not all fights fit to run Slow Mercy. The second and third boss fights Dxun with both SM and HM as the main candidates for Slow Mercy use. In old contents, there are a few fights where Slow Mercy can be used. Disclaimer – This is by no means a suggestion to run Slow Mercy for these rights, in all cases the Tempest of Rho gives you a higher DPS. For Slow Mercy to truly shine, you need to demolish the shell targets, and get used out of The Force Storm. Out of all the fights listed - Grob'Thok, Corrupt Zero, and Calphayus, Calphayus though, you will be significantly weaker in the first stage against Defiler, so only take Slow Mercy if you're very confident. Dxun, Encounter 2 in all modes and Huntmaster NiM are the best slow mercy. SnV Dash'Rode Thrasher Cartel Warlord Temple of Sacrifice Terror beyond Writhing Horror Dread Dread Guards Dread Fortress Gate Commander Draxus Brob-Thok Corrupt Zero Horror Palace Bestia Calphayus (starting on the right side only) Lavagers Sample Parse Here's the link to the sample screening. It's by no means a perfect sieve, nor am I fully BiS gear. The screening was done without guild benefits. About me, I am Potter, APAC NiM raider, Guildmaster and founder of Tauntaun war veterans satele Shan. I've played the game on and off since Beta, taking some big breaks in between. I returned to the game in October 2018 and practiced for a long time to get into hard mode raids and then nightmare (Master Mode) raiding in late February 2019. As for writing this guide, I am 26/26 with timed 16m achievements, 3 5 Nightmare Gods of the Machine and 5 6 Nightmare Nature of Progress (Dxun). If you have any questions you can reach the - Potter #8669, or Twitch - . Special thanks to all the people who helped me write and change this guide and bounce ideas out. Your help has been invaluable. Priceless.

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