



Darkness of dragons cover

FlagView HistoryThe imperial agent is a rather interesting character to play especially in an MMO due to its ability to use a coverage system. This is quite unique as they can take reduced damage, undo damage, and have access to new abilities while in coverage. All this is integrated with an energy system behind the roofing system. Energy is used to activate certain abilities that will cause an additional effect such as increased damage or a crowd control effect. The energy regenerates quite quickly even in combat, but it is important to accelerate the energy in case something unexpected occurs and it will be possible to counteract. Energy management is essential for both advanced operating classes and advanced sniper classes. The regeneration rate of your energy pool depends on the total amount. In other words, the more energy you have, the more it regenerates. The less you have, the longer it takes to regenerate. Players familiar with Guild Wars will be familiar with this mechanic. It is important to strike a balance between using your energy pool. Using your biggest and most powerful abilities won't sustain your damage (as a sniper) or your ability to heal members of your group for a long period of time. This is a unique MMO mechanic that is only shared with the Smuggler class in this MMO. It allows the use of coverage-only abilities, ensures greater defense against ranged attacks, and lasts as long as the player allows or until a crowd control effect hits the Agent to knock them out of coverage. It's easy to go to coverage by default. When within range of a coverage position, you only need a simple F key press (default) or a ability that benefits from coverage to switch to a cover position. While wearing medium armor, the Imperial Agent is quite fragile. This is one of the reasons why the cover system is vital to the imperial agent. The Imperial Agents benefit grants all friendly memebr a 5% critical probability bonus. The Imperial Agent excels at ranged attacks, but when the enemy approaches the agent has a quick blade attack that does substantial damage for very little energy. This should be used if any enemy approaches. There are two heroisms about Hutta that should be completed with a group because both missions give a new Blue level item for completion and a large increase in XP. If you are not a person who likes to sit in front of a game for long periods of time or get bored playing 1 type of character for a then it would be wise to disconnect for a few hours and leave your character in a rest area. These are usually cellar and will guarantee bonus experience points the longer the character is left in the rest area up to a certain point. The experience bar will change from yellow to green when a rest experience is available. By Vulkk Last Updated May 23, 2020 Complete SWTOR Lethality Operative by Kamiala Kamiala The guide is the imperial agent for both PvP and PvE. It is suitable for both beginner players and more advanced and experienced veterans, who try to improve their performance! UPDATED FOR PATCH 6.1.1 This guide is written for VULKK.com by Kamiala (Darth Malgus) INTRODUCTION TO OPERATING MANLINESS 6.0 The letality agent is probably considered as the one everyone hates or thinks can do nothing but this just because they never bothered to interact because of the first impression it gives compared to the other, Concealment. In many hands, from what I've seen, this specification has output classified as mediocre because of the clumsy and/or boring feeling it gives. But I'm here to prove that this is a lie and that there's more to it than it seems. In the first image, survival, compared to Concealment, is a direct downgrade and the style of play is very different from all other classes and their specifications, which is a point that won't bring people closer together. The utility, however, that leads to the team can be something as great as, if handled correctly, it can make everything easier for everyone in many scenarios, both in PvE, about helping to heal while being able to deal serious damage to create a big headache for the enemy team in the PvP Single Damage Target Performance Ratings scenario Currently one of the four strongest specifications in the game for dealing damage, Lethality has been upgraded even though the offset specification has received the same treatment, being on par with this one. However, this does not mean that this specification is or is worth replacing with other alternatives. He still has his strength in situations where he can far outdo others. In this guide I will provide two rotations, a beginner and an intermediate rotation with their versions focused on AOE, and finally the more advanced version, which works according to priorities. The output of all rotations can still be guite high although each can shine depending on the situation. In terms of PvP, this may not exactly be the case, depending on the target selection, but I will cover later. AOE Damage In 6.0, Leth has received a huge benefit for their already strong AOE damage in the form of tactics and bonus sets. Thankfully, they didn't touch the dot. In fact, it has actually been magnified although it can still be less than a couple of specifications, at least PvP wise. Survival has somewhat decreased although still manageable. Weaker healers are the main problem, since it was the main defensive point that this specification had and stripped off. Defensive skills such as Evasion and Shield Probe equally strong as previous updates, but the new reset ability in defensives does not compensate for the lack of offheals that lost it. that one that that, more than ever, we depend heavily on the teammates we have in the group, especially from a PvP point of view. Group utility: Unlike 5.10 or earlier updates, let's say that the usefulness of the Lethality group has been reduced practically only to useful PvE, where it still remains strong. The increase in damage and almost no increase in offheals has put aside lethality support along the drain, in terms of PvP so to speak. Does that mean it's useless? No, but it is a significant nerf that can be easily heard by anyone who has played this specification in each update. GEARING AND STATS I'll give a brief explanation of what bonus/tactical sets generally work, along with a brief description on how to achieve the desired stats and Best In Slot on gearing, in terms of mods and the like. I will first give versions with the new upgrades, and then, in case the player lacks credits/creation materials to buy specific things, such as upgrades, I will also give an alternative in cheaper increases. Attention regarding equipment All armor, mods and improvements can be moved to all characters unlike the previous patch, which is something you no longer need to pay attention to. On the other hand, you have to be careful when buying the equipment. It cannot be refunded to suppliers once purchased. Even with how easy it is to grind things now and the same to say about credits, that doesn't mean it can just be shrugged off because other details, such as amplifiers take a credit sink. All forms of equipment are now considered legacy (not cartel market or low-level world drops) on planets). One that has been searched for a long time, but better late than never. Congratz in the development team for it PvE; best and mandatory statistics for in PvE; 1590 to be precise 110%;1213+ for the first alacrity threshold / 3208 + for the second alacrity threshold; Everything else has been critically evaluated; The best Mods on 6.0, at the moment, are the R-2 without fins, r-3 withoutlettes but the nonlettered and unnumbered version works well; The best armor, barrels and hilt are the R-1 nonlette and unnumbered and nonlette versions. Below you will show how the statistics can best be achieved. Earnotes and Implants will be considered as improvements as they give the same statistics. I'm using old 228 upgrades from patches/updates, but I'll provide the BiS as much as possible, including the new 274 upgrades and/or later versions that might come out (I'm poor in in-game credits and not a crafter, so please :D). Relics are usually those that give mastery (focused punishment) and power (serendipitous assault), although criticism (Devastating Vengeance) can be chosen with the GCD 1.3s build.**Crystals will always be +41 critical stats (Eviscerating).**The player has companion bonuses. It is strongly recommended to have them otherwise some more importantly, the accuracy will not be correct. In case this does not happen, adding an additional increase in accuracy should mitigate the problem. Screenshot below to check what I mean. It can be found in the legacy window of the Global Unlocks tab, following the imperial classes/classes of the republic. The example in the screenshot, Imperial Agent players (Sniper/Agent), must finish the scorpion story companion and/or maximum affection to get

access to the bonus from her. It gives exactly 1% more on accuracy. It is not cumulative with other classmates in other classmates in other classmates in other classes. Low alacrity with high-crit equipment in 306 rating + Advanced Upgrades 74: Precision 1590+ 3 Improvements (+431 each – Untied and Unnumbered Version)1 Precision Increase 74 (+108)Advanced Kyrprax Proficient Stim (+264) Offers accuracy slightly above the 110% required for PvE tasks. True Best in Slot in Accuracy (1590) is:3 Improvements (choose R-X versions that go under R-'38' when added up. Example, which by chance is what I got, is this: 12 + 13 + 13 -> 1x Unlettered R-12 Enhancement (+407) + 2x Unlettered R-13 Enhancement (+405) There are other builds but the awareness that accuracy must remain at 1590 must be taken into account. Some of them don't work.)Advanced Kyrprax Proficient Stim (+264)1 Precision Increase 74 (+108) Alacrity 1213+ 3 Improvements (+431 each – Untied and Unnumbered Version) Provides 1.4s Global Cooldowns. True Best in Slot in Alacrity (1213)3 Improvements (choose R-X versions that go under R-'40' when added up. There's a case that's 39 but it's just the only one, afaik. Anyway, example of both: 13 + 13 + 14 or 13 x 3 -&qt; 2x Unlettered R-13 Enhancement (+405 each) + 1xR14 An Improvedlettered (+403) Or 3x R-13 Enhancement (+405 each) There are other builds but keep in mind that alacrity must remain at 1213 must be taken into account. Some of them don't work) Critical (this is already the BiS) - Rest of the statistics (3319) 4 Improvements (+431 each - Undelected and unnumbered versions))13 boost (+108 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) Evaluation equipment 306 + Advanced Upgrades 45: Accuracy – 1 590+ Improvements (+431 each – Untied and unnumbered version)1 Precision increase 45 (+96)Advanced Kyrprax Proficient Stim (+264) Gives slightly above 1 110% accuracy required for PvE Alacrity tasks - 1213 + 3 Improvements (+431 each - Unrelected and Unnumbered Version) Provides 1.4s Global Cooldowns. True Best in Slot in Alacrity (1213)3 Improvements (choose R-X versions that go less than R-'40' when added up. There's a case that's but he's just the only one, afaik. 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Alacrity – 3208+ 6 improvements (+431 each – undelected and unnumbered version) + 7 upgrades (+96 each), o5 improvements + 10 upgrades Gives 1.3s Global Cooldowns Critical evaluation) - Rest of the statistics (1198) : 1 Improvements (+431 – Untied and Unnumbered Version) 6 Upgrades (+96 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) PvP: Stats and Gear Gearing in PvP is available to taste. You can stack high alacrity with rest discharged in Critical. Although I will give what is generally necessary: statistics for PvP +3300 for critical evaluation as it easily gives above +42%;+1213 for the first alacrity threshold or +3208 for the second alacrity threshold; Below you will see how to get the statistics. The best Mods on 6.0, at the moment, are the R-2 without fins, r-3 withoutlettes and R-5 withoutlettes but the nonlettered and unnumbered version works well; The best armor, barrels and are the R-1 nonlet and unnumbered and non-numbered versions. Notes: All sets can be used effectively in any environment: duels, regs, solo ranked or team classified; but I, however, will say why I have a preference preference Different buildAccuracy, in general, it is recommended to be close to 105% on builds that would lead to some advantages such as: Denying the defense score from opponents as much as possible: the usual being 5% in most classes, with Assassin and Sorcerer exceptions with 10% defensive rating; To minimize the effects of certain classes/specifications. F.e. Powertech's Oilslick and Sniper's Diversion. It doesn't do much about it, but it does. However, it is up to the choice of player to take, or not. Headset and implants will be considered as improvements as they give the same statistics. I'm using 228 old upgrades from patches/updates, but I'll provide the BiS as much as possible, including the new 274 upgrades and/or later versions that might come out (I'm low on in-game credits and not a crafter. so please put up with it :D). Relics are usually those that give Mastery (Focused Punishment) and Power (Serendipitous Assault), although Criticism (Devastating Vengeance) can be chosen on the GCD 1.3s build. **Crystals will always be +41 critical statistics (Eviscerating).** Low alacrity with high Crit equipment in 306 rating + Advanced Upgrades 74 Accuracy +650 - Offers accuracy slightly higher than 105 % 1 improvements (+431 each – Unrelected and unnumbered version but, perhaps, the R-20 version for this case) Advanced Kyrprax Proficient Stim (+264) Precision 264 – Gives slightly above 102.7 % Precision Advanced Kyrprax Proficient Stim (+264) Alacrity 1213 + Gives 1.4s Global Cooldowns 3 Improvements (+431 each – Untied and Unnumbered Version) True Best in Slot in Alacrity (1213) 3 Quick Improvements savant (choose R-X versions that go under R-'40' when added up. One case example is the one I'm going to give, which is what I also have: 13 + 13 + 14 or 13 x 3 -> 2x Unlettered R-13 Enhancement (+405 each) + 1xR14 Unlettered Enhancement (+403) OR 3x R-13 Enhancement (+405 Each) There are certainly other builds but awareness that alacrity has to stay at 1213 must be taken into account) Critical (This is already the BiS) – Rest of the stats (3317) 6 Enhancements (+431 each – Unlettered and Unnumbered versions (These are the BiS versions))5 Augments (+108 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) Note: If one decides to take no enhancements on Accuracy, the Crit build should look like this: 7 Enhancements (+431 each – Unlettered and Unnumbered versions (These are the BiS versions))1 Augments (+108 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) Mastery 9 Augments (+108 each) (If Accuracy Enhancement was taken)13 Augments (+108 each) (If Accuracy Enhancement was not taken) Gear in 306 rating + Advanced Augments 45 Accuracy +650 – Offers precision more than 105 % 1 improvements (+431 each – Unlected and unnumbered version for this case) Advanced Kyrprax Stim Accuracy (+264) 264 - Offers accuracy slightly higher than 102.7% Advanced Kyrprax Proficient Stim (+264) Alacrity 1213+ - Provides 1.4s Global Cooldown 3 Improvements (+431 each – Untied and unnumbered version) True Best in Slot in Alacrity (1213)3 Quick Savant Improvements (choose R-X versions that go under R-'40' when added up. 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However, example of both: 13 + 13 + 14 or 13 x 3 -&qt; 2x Unlettered R-13 Enhancement (+403) OR 3x R-13 Enhancement (+405 Each) There are certainly other builds but awareness that alacrity must remain at 1213 must be taken into account) Critical (This is already the BiS)- Rest of the statistics (3163) 6 Improvements (+431 each – Non-lect and unnumbered versions) 6 Upgrades (+96 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) Note: If you decide not to improve its accuracy, the Crit build should look like this: 7 improvements (+431 each – untied and unnumbered versions) Upgrades (+108 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) Mastery 8 upgrades (+96 each) (If precision improvement has been taken) 13 upgrades (+96 each) (if precision improvement has not been taken) High alacrity with low-performance equipment Crit rating 306 + Advanced Upgrades 74 Accuracy +650 - Gives slightly above 105 % accuracy 1 improvements (+431 each – Undelected and unnumbered version but, maybe, the R-20 version for this case)Advanced Kyrprax Proficient Stim (+264) Accuracy 264 – Gives slightly above 102.7% Precision Advanced Kyrprax Proficient Stim (+264) Alacrity 3208+ - Provides 1.3s Global Cooldowns BUILD 1: 6 Rapid savant improvements (+431) + 6 upgrades 74 (+108 each) BUILD 2: 5 Rapid savant improvements (+431) + 10 critical upgrades (+108) (this is already the BiS in critical evaluation) - Rest of statistics (2348) 3 Improvements (+431 – Untied and unnumbered version) 8 Upgrades (+108 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) Note: If you decide not to increase accuracy, the Crit pool will rise to 2779. Gear with 306 rating + Advanced Upgrades 45 Accuracy +650 - Offers accuracy slightly higher than 105 % 1 improvements (+431 each - unelected and unnumbered version but, maybe, the R-20 version for this case)Advanced Kyrprax Proficient Stim (+264) Accuracy 264 – Offers accuracy slightly higher than 102.7 % Advanced Kyrprax Proficient Stim (+264) Alacrity 3208+ – Provides 1.3s Global Cooldowns 6 Improvements (+431)7 (+96 each) Critical (This is already the BiS in Critical Rating) - Rest of the statistics (2156) 3 Improvements (+431 – Untied and Unnumbered Version)7 Upgrades (+96 each)Crystals (+41 each)Advanced Kyrprax Proficient Stim (+109) Note: If you decide to no improvement on accuracy, the Crit pool will go up to 2587, which is the build I tend to make if 1.3s GCD. Tech Wizardry vs Periodic Intensity Amplifiers From the start. I will say that if something is chosen outside of these two amplifiers, there will be a loss of DPS potential. Now to the debate. Which one is better? The amplifier bonus on this can rise to 2.20% exclusively at points, while Tech Wizardry gives 1% to all Tech/Poison skills. In total, it is a maximum of 19.8% periodic intensity against a maximum of 9% of technological magic. Technically, for specific Leth, Periodic Intensity is the best, although compared to Tech Wizardry, the difference remains between 2% and 5% more in addition to all DPS, theoretically. Now, why should I put this debate on? The reason is simple: in case you also play Concealment, where Tech Wizardry is the amplifier to choose from, you can only save time to create a set for both specifications instead of two, but it is up to the player's choice. Set bonuses I'll only talk about three sets, those are the tactician, the debilitator and authority, and a little description of what everyone does. Tactical 2p : +2% Mastery.4p : Tactical Overdrive also restores sever tendon and toxic scan cooldown. Gaining a tactical advantage increases the critical probability by 10% for 10 seconds. It can only happen once every 18 seconds.6p : Tactical Advantage gets an additional stack. Having a tactical advantage increases damage and healing by 5%. Required bonus set for PvE. The shift from 15% to 10% of the critical odds was not a big deal. The big impact comes from the fact that it's no longer a 10-second benefit every 10 seconds, every time you get a tactical advantage. Now it's 10 seconds every 18 seconds, every time he gains a tactical advantage, which means the player can no longer have the permanent benefit. However, it still remains the best for PvE. In terms of PvP, however, things have changed. The lack of permanent benefit is a big loss, and that means the spotlight will be given to Debilitator automatically. It doesn't mean it's useless, but it still feels. It is recommended to use only in groups since you will suffer from lack of control/defensive gameplay that the Debilitator offers. Debilitator 2p : +2% Mastery.4p : Exfiltrate's charging time is reduced by 2 seconds.6p : Debilitate gets two skill charges The bonus set that needs to be used for the PVP environment since descriptions of its tributaries scream to be used only this way. The nerf on the Tactician has brought this set more into being more relevant and really is the recommended one, regardless of whether you play alone or in a group. 2p : +2% Mastery.4p : Toxic Haze returns a tactical advantage6p : Activating noxious knives reduces Toxic Haze's cooldown by 3 seconds. Every enemy hit hit Toxic Haze takes 20% more damage from Noxious Knives. Worst set of the three. Why do I say it's the worst? Well, he was strengthening not only noxious knives but also Toxic Haze (probably an involuntary bug) and now his only noxious knives that would have made it worth it for slit damage, which could be abused in both PvE and PvP content. Does that mean you shouldn't worry about it? Don't say that, but the given inconsistency of Noxious knives in hitting targets, makes it a gamble that most likely isn't worth taking. Tactics On this topic, only five tactics will be covered, since the others, class-specific or not, are generally useless for manhood and, of course, a small description of each. Synox Strikes Effect: Blood Strikes / Toxic Blast deals 75% more damage. Every time a Bloody Shot/Toxic Explosion hits critically, it restores 2 energy. Source: Increased the probability of a fall by defeating Flashpoint bosses Practically the tactic to use for PvE but no longer so desirable in PvP. The nerf on it feels in numbers, since it was changing the priority of some attacks... however, it will remain the one to travel as it possesses energy regeneration and still gives the best single target damage for Manhood. Viral Elements effect: Bushwhack / Toxic Haze spreads the effect of Bloody Strike / Toxic Blast and Point-blank Strike / Lethal Blow deals additional damage to all nearby targets hit by Bushwhack / Toxic Haze.Source: Highest chance of falling from defeat of Operation bosses. This tactician can be an absolute monster if you know how to break away. His ability is demonstrated mainly during heavy AOE-based fights or in matches where players accumulate a lot. If anything, I could say that there are only two or three specifications that can overcome the damage. However, it is only useful when you can achieve this goal, otherwise, just take Synox shots. Catalyzed Toxins Effect: Bloody Shots / Toxic Explosion ends all your bleeding/poison effects on the target and immediately deals the remaining damage. Blood Shot/Toxic Explosion cooldown is extended by 9 seconds. Source: Increased the probability of a fall by defeating Flashpoint bosses. Straight useless tactician. It was probably the tactic I was looking forward to getting more during PTS as it was actually balanced and good, although it had many disadvantages, yet it was gutted to be straight useless on Live while maintaining the same disadvantages. The damage is ridiculously low, the cooldown it adds to Toxic Blast is insane long (at least when you need to have it there, then is), the fact that it is still under control, where points are consumed but do not deal damage occasionally, or the fact that Toxic Blast has a tendency to lose a lot, given its weapon-based damage. All of these are problems even though it's only a guarter of them that I can list. The Guardian of Life effect: Take less than 20% health damage heal you for a large amount. Recovery time of 10 minutes. Source: Increased the probability of release from the conquest equipment chests. This tactic is useful in both PvP and PvE. Low health? Fight stealth. trade tactics in this one, and rejoin the fight if you're sure you can use combat stealth again later. Or start the fight with it from the beginning and trade them with the main tactical DPs. The purpose of this tactic is practically to keep the player alive and does his job well by taking care of the significant amount enough, almost full health actually. I'd say it's a must. Overwhelming Attack Effect: Dealing damage increases all damage done for 2 seconds. Stack up to 5 times. Source: Increased the probability of release from daily mission reward chests (and their respective weekly mission) This tactic is simple. Increased damage on all abilities for a short time. 2 seconds may seem low, but this happens every time the damage is dealt. This means that if the points are thrown at the target, it will update continuously until the points run out and/or when the plaver stops attacking. It's no higher than Synox shots in any way, but if it happens to fall, keep it. Also, since everyone is legacy-based, once synox shots have beenggetted, you can simply give it to another character. RECOMMENDED UTILITIES (PvE and PvP):-> Chem-resistant intes: Increases damage reduction by 5% Damage reduction for everything is always nice. even if it's a small amount, it still hits in every type of damage taken.-> a Nanotech suit: reduces all effect damage areas suffered by 30% In particular, good for PvE and, in PvP, against players/teams that deal a lot of AOE damage (tanks, sniper engineers, lightning sorcerers, and AOE spam from others).) Recommended (PvP) / Hedge (PvE):->: Slide Away: Reduces Debilitation cooldown by 15 seconds. It is always useful to have good control over the actions of opponents and create DPS opportunities for the player and the team. Useful (PvE) / Hedge (PvP):-&qt: Imperial Weapons: Noxious Knives deals 25% more damageThis is useful if the opposing team is basically made up of melee or when the player can lure opponents next to each other and deal AOE damage, but it is usually difficult due to pushes back, changes of position and kites, it will make this useless if it is the case. In PvE it can be a great potential to kill adds, if everything is stacked. Situation (PvP) / Useless (PvE):-&qt; Hit and Run: Hitting a Target with Shiv or Veiled Attack grants hits and runs, increasing the speed of 50% for 3 secondsBenefit against players with kite habits (mostly Sorcerers and Mercenaries) but that's it.-> Precision Tools: Reduces the energy cost of Debilita and Sever Tendon by 5 and immobilizes the sever tendon for 2 seconds It can be useful for rooting out healers or opponents trying to escape to heal heal heal full or LoS to avoid damage, but other than that, there's nothing. Corrosive grenade has slow debuff on it, making it more effective and the specification itself has no energy problems to take the reduction of Debilitate costs. I dare say it's useless, if not for the root effect.-> Braking strategies: Overload shooting and noxious knives reduce the speed of movement of targets that damage by 40% for 6 seconds. Also, when Flash Bang ends, it leaves Behind Flash Powder which reduces target accuracy by 20% for 8 seconds This precision debuff is the useful attribute in this utility. Otherwise, it is useless since corrosive grenade that gives a speed debuff is practically the same. Almost useless (PvP) / Useless (PvE): -&qt; Infiltrator: Increases the movement speed by 15% and the actual stealth level of 3 Useful only to protect the hood points or to approach and steal when you notice that the on-call player is distracted. Otherwise, it is completely useless. The added speed bonus also doesn't affect much since Hit and Run is better. Recommended Masterful (PvP and PvE):-> Medical Shield: Shield probe heals you for 5% of your maximum health when it collapsesEas mitigating damage, the player receives a small healing when it wears out. Recommended (PvE) / Useful (PvP):-> Advanced Concealment: Reduces concealment screen cooldown by 30 seconds, and activating the cloak screen increases the movement speed by 50% for 6 seconds A shorter CD in Combat Stealth can be useful when focused, as the opportunity to escape comes first, have an increased DPS, gain an extra tactical advantage when using Lethal Attack from Stealth, or to revive someone before out of action, during raids. Recommended (PvP) / Useful or Hedge (PvE):-> Kolto fortified: While the Kolto probe is active on itself, damage reduction has increased by 3% per accumulation A major controversy about this since off-heals have been nerfed, in general. The manure should still choose this so that when self-heating, the added bonus damage reduction is always good. Even in PvE, there is a subtle change that this could be useful. -> cunning skills: Countermeasures eliminate all effects that impair movement when activated. Also, when Sleep Dart vanishes, the target is hit by sedatives, reducing all damage inflicted by 50% for the next 10 seconds t is especially useful against pretty much everything with constant rooting and debuff/root movement. would classify it as recommended if it would give a benefit that would last some time and not only in that instant, but still not underestimate it, in can save the player's life. Also, don't forget that the damage nerf of 50% for 10 seconds, as it can allow you to prepare for bursting and stack healing and defenses before serious damage is done. Recommended or useful (PvE) / Useless (PvP):-> Endorphin stroke: endorphin: Probe now immediately restores 15 addition energyThis are absolutely no reason to choose this as the power management in this specification since it is still guite easy, even after the nerf, in PvP terms. As for PvE, this may also be useless, depending on what the player will use in terms of bonus sets and tactics. Useful (PvP) / Hedge (PvE):-> Evasive Screen: When enabled, Cloak screen provides 2 seconds of evasionThe reason why this is set as useful and not recommended is the other Heroic Level utility (Evasive Imperative), which undoes the purpose of this. I didn't see it as very useful unless the player's team is terrible and he himself is constantly focused and bombarded with points/effects (which can be avoided by the regular use of Evasion.) It can be useful for duels, however, to clean stitches that may have been reformulated. Best used when paired with Advanced Cloaking, if the player is focused hard. Useless (PvP and PvE):-> Imperial Tactics: Severo's Tendon will now grant a tactical advantageThis ability is useless for Lethality, and the rotation itself does not require the player to be desperate enough to take this utility.-&qt; Jarring Shot: When used covertly, Backstab and Lethal Strike interrupt and take down the targets are immobilized for 3 seconds, rather than being shot downThis would be a good utility if not for the long recovery period on stealth escape. Heroic Recommended (PvE and PvP):-> Evasive Imperative: Every time they attack you, your Evasion's active cooldown is reduced by 3 seconds. This effect can not occur more than once every 1.5 secondsSies that it is mandatory but still some people do not take it. It is simply unthinkable not to do so. Having a constant reduction in cooldown allows constant removal of points/effects + safe way to avoid direct damage (weapon/melee, unless the player is always stunned) is always good.-> Escape Plan: Reduces Escape cooldown by 30 seconds, Shield Probe by 5 seconds, and Infiltrator by 60 secondsShield arrives more often, which means more damage mitigation through healing, in case Med Shield has been chosen, as well as a reduction in stunning breakage. Recommended (PvP) / Useful (PvE):-> Shot by Shot: Fulfillment activation guarantees Blow for Blow, returning 150% of the direct technology of the single target and force damage brought to the attacker while Evasion is active. Note: This does not activate with Evasive ScreenThis is basically a must as it is a great tool for making opponents think. Sometimes they are caught unaccompanied by this, especially when it is in effect and followed with the stunned player, thinking he has the upper hand but it is a death trap set for them, although by chance. And even better as Manhood as the specific offers have an extra duration of second, allowing you to easily mount 3 GCDs from the opponent in its duration. but but we must not forget that they are also damaged. I will then give you more details on this subject. -> Revitalizing: Stim Boost now also provides revitalizing by restoring 5% of total health every 3 seconds and reducing damage taken by 20% for the durationRegitimize 25% of health along with a 20% damage reduction, along with TA and extra alacrity. I'd say it's imperative to take this. Even with its long CD, it is extremely useful, as it can relieve the player from wasting some valuable global recovery times in an attempt to mitigate/heal the damage suffered, giving the opportunity for a more aggressive approach. Recommended (PvE) / Hedge (PvP) :-> Circumvention: Reduces Olotraverse cooldown by 10 seconds and allows you to use it while immobilized. When activated, it eliminates motion-altering effects and ensures a tactical advantage. Highly underrated as root switch and really good DPS increase PvE ability wiselv-. It also requires a good sense of opportunity to use it. Useful or Siezionale (PvP) / Hedge (PvE):-> Mobile Strategies: Exfiltrate ensures a charge of mobile strategies, reducing the energy cost of your next Overload Shot by 100%, increasing its maximum range by 20 meters and making it rejected. Each overloaded Shot use consumes a load of mobile strategies and provides 10 energyless overload shots with increased reach and rebuff effects can help push opponents out of the player or other teammates, especially in the part where snipers can be driven out of their coverage. Another use is to drive ball carriers away in Huttball away from the line or push them off the course. It's underrated but overrated. It requires a good sense of opportunity to make the most of it. It can also be used as an interrupt to targets (players or NPCs) that can be affected by repelling Situation (PvP and PvE) :-> Healing Agent: Countermeasures guarantee the healing agent, causing your next Kolto Probe on a new target to immediately grant two stacks. In addition, Countermeasures heals you for 1% of your maximum health every second for 10 seconds, and Kolto's infusion now initially restores more health, but no longer restores health over time. Also, if adding to the Cunning Competencies utility, the player is forced to make a choice between the twoRevitalizers does a much better job than this even if the CD is longer, moreover, if you decide to take the cunning skills, it can lead to a forced decision depending on the situations, as the player may want to use it for treatment at a time and later not be available to use it as a debuff/root speed switch or the other way around. as for PvE, it can be taken as if to help healers keep a teammate alive. Situation (PvE) / Useless(PvP):-> Shields Increased: Increases the amount of damage absorbed by the shield probe by 30%This is not bad, but it would be much better if in a lower level and offering much greater mitigation. The fact that he's in HeroicTier is why he categorizes as Useless. Wasted potential here. SKILL ICON SKILL KEYDESCRIPTION AND NOTES Corrosive DartEnergia: 15 Radius: 30m Fires a dart at the target that deals internal poison damage for 24 seconds. One of the main DoTs. Slightly more expensive than the other but still crutial. They will also have a 10% chance of double ticking. Attribute belonging to the Letalità. Always try to keep him in the crosshairs. Corrosive GrenadeEnergy: 10 Radius: 30m Throw a grenade that spews poisonous acid within a radius of 5 meters on impact, dealing internal poison damage for 24 seconds up to 8 targets. The other main DoT. It affects everyone in a small area around the main target making it slightly better with the same range. As a corrosive Dart, he will also have a 10% chance of double tick, also the excretion of manhood and should always be kept in the target. Toxic Blast: 10 Cooldown: Range 15s: 10m Deals minimal damage to weapons, and for the next 10 seconds causes the target to deal additional damage to the weapon each time it takes damage from your corrosive assault or poison effect. It guarantees a tactical advantage. At first it looks weak, but over the course of duration, this ability makes a difference in DPS. Generate TA later to allow the use of corrosive assault. In general, it should be kept in the crosshairs, but there is always a need to be careful about housekeeping. Deadly AttackEnergy: 15 Cooldown: Radius 12s: 4m (Replace Backstab) Ambush an enemy for kinetic and internal damage. When used while stealthy, it deals more kinetic and internal damage, and guarantees a tactical advantage, Steroids for stitches. It is critical for DPS output as it dramatically increases not only by adding 30% critical probability for points, but also increases their critical damage by 30%. It's easy to notice, but like Toxic Blast, it needs careful planning due to housekeeping. Corrosive AssaultEnergy: 15 Range: 10m (Use TA) Performs your tactical advantage to fire a barrage of corrosive shots, dealing weapon damage. For each of your poisonous effects on the target, the target is shot down for additional internal damage. It requires and consumes a tactical advantage. The main damage ability. Procs each point, which mating with all the above effects, can deal significant damage. If possible into the Lethal Strike and Toxic Explosion benefit for maximum output. ShivEnergy: 15 Range: 10m (Provides a Tactical Advantage) Stabs a target for kinetic damage. Another of the skills of the specification creates a tactical advantage so that the corrosive assault is enabled. The player should try to proc Fatality from this as much as possible. Overloaded ShotEnergy: 15 range: 10 m Shoot target for weapon damage. Used only as a filler or, when coupled with mobile strategies, to be used as an interrupt an ability rejecting, creating gaps between players and the player or to get Snipers out of cover. Energy Rifle Shot: 0 Radius: 30m Fires the rifle at the target, dealing weapon damage. The only reason I see that this is being used is because the player is a bit far from the fight due to the protection of some objective point, but it can help someone else by doing some damage on the distance. Fragmentation GrenadeEnergy: 20 Cooldown: Radius 6s: 30m Deals kinetic damage to the primary target and less kinetic damage up to 7 enemies within 5 meters of the primary target. If the primary target is a standard or weak enemy, it is knocked to the ground. Deals a reliable amount of damage to a group combat and is effective when used to interrupt a group trying to capture a target from afar. Toxic HazeEnergy: 15 Cooldown: 15s (Use TA) It performs your tactical advantage to drop a container that fills the proximity with poisonous gas, dealing internal damage up to 8 targets in 8 meters in 6 seconds. Haze stuns standard and weak enemies for 6 seconds. It requires and consumes a tactical advantage. The giant point spread update. From noxious knives to toxic haze it has made the spread of corrosive dart significantly easier and also inflicts a large amount of damage, as it is also affected by Lethal Strike and can proc Toxic Blast. It should be used in grouped groups. Noxious KnivesEnergy: 15 hurls wrap knives in a 10meter cone in front of you, damaging up to 8 targets for internal kinetic and poisonous damage. The previous dot spreader (no more. Big change!) and the spam part to deal AOE damage. Just because it only has this funciotn, doesn't mean it's completely useless, however as it's good to interrupt a group from capturing targets. Although, unfortunately, the damage is negligible it is used in a single target. Defensive Ability IconDESCRIPTION AND ESCAPECooldown NOTES: 2m:00 eliminates all invalid effects that impair movement. The standard CC puzzle that each class owns. It should be used if it is absolutely essential for survival or to prevent the opponent from capturing objective points. Cloaking ScreenCooldown: 2m:00 overloads your stealth generator, immediately exiting the fight and entering stealth mode. For 10 seconds, you become practically imperceptible. Used only if all other defensives are used, to allow the player to escape and heal in a safe place. Shield ProbeCooldown: 30s Absorbs a moderate amount of damage in 10 seconds. It doesn't break stealth, Along with Kolto's infusion, it can make a huge difference in every situation for a DPS mitigation potential. Manhood comes with an advantage that toxic regulators also offer a 15% reduction in damage to the use of this defense. EsfiltrateRoll forward 12 meters. During rolling, the chance of dodging melee and remote attacks increased by 30%. It doesn't break stealth. Stealth. be used while immobilized or hindered. Exfiltrate has 2 skill charges and recharges in charge every 8 seconds. Used to escape or bridge the gap between players and even proc Quickening. Kolto InfusionActivation: 1.50s Energy: 20 Cooldown: Interval 9s: 30m Performs your tactical advantage to immediately heal the target for X - X. It requires and consumes tactical advantage. The player, when using Exfiltrate, will dare whitening, making the next Kolto Infusion free instant and on activation at no TA cost. The effect can only occur once every 10 seconds, making it easily one of the strongest defensive/supporting abilities in Manhood. Kolto ProbeEnergy: 10 Range: 30m Summon a droid to heal a friendly target for X in 18 seconds. Stack up to 2 times. The player should try to keep them up when attacked as it helps mitigate damage taken guite more easily. Diagnostic ScanChannel: Interval 3s: 30m heals a friendly target for X in 3 seconds. Used only when no energy from Kolto Probe spam heals more in a shorter time frame. Escape cooldown: 60s (can be lowered via utility) Increases the chance of doding melee and distance attacks by 200% for 3s (4s if Deadlyity). He doesn't break Stealth. Perhaps even the strongest defense and attack (it reflects with utility). The player will rely heavily on this both ways. Warzone Medpack and Warzone AdrenalPlayers will always have the option to use them in a war zone. PvP vendors sell them. Warzone Medpack is basically an emergency healing. If someone is about to burst, the player can use the Medpack to have enough HP not to die. Warzone's Adrenal ensures damage reduction of 15% for 15 seconds. It should not be underestimated. Any damage reduction option will help keep players and others alive. If the player uses Revitalizers Utility, they should be paired with this. 35% DR is a big impact that can be increased with an additional 6% of Kolto probes, making it a maximum total of 41%. Tool skill iconDESCRIPTION AND DEBILITATE NOTESEnergy: 10 Cooldown: Interval 45s: 4m Deals X amount of damage and stuns the target for 4 seconds It can be used for both offensive and defensive approaches depending on situations. FlashbangCooldown: 60s interval: 10m Detonates a flash bang that blinds the target for 8 seconds. The damage causes this effect to end prematurely. As Debilitate, it can be used in any way but depending on the situation but can be ruined by the attack. Beware of debuffs and/or other players. HolotraverseCooldown: 45s Range: 30m Superchange yours stealth, guickly moving to a friendly or enemy target and increasing your movement speed by 75% for 3 seconds. It doesn't break stealth. It cannot be used against enemy targets in cover. Mainly used as the nearest gap in case the target escapes, but also to escape near a friendly player to create some distance between the player and the opponent, but but as a root switch and DPS increase when the utility is taken. DistractionCooldown: Interval 18s: 10m Stops the target's current action and prevents that ability from being used for 4 seconds. Used to disrupt channeled abilities, most often, key abilities belonging to each class/specification. Stim BoostCooldown: 1m:30s Injected a specially designed imperial stim, immediately gaining tactical advantage and increasing alacrity by 10% for 15 seconds. It doesn't break stealth. The skill itself is excellent on itself, but adding Revitalizers Utility to the arsenal and becomes a turning point, explained in the Utility section. Toxic ScanEnergy: 10 Cooldown: Gamma 12s: 30m Cleans a friendly target up to 2 negative technological or physical effects. It is good if the player can afford to purify roots/slowdowns instead of countermeasures or evasion. Sleep DartEnergy: 20 Range: 10m Puts the target to sleep for 60 seconds. Damage will prematurely break the effect. Can only be used by stealth and can only be used on non-combat targets. Only one target can be incapacitated at a time. Depending on how the player uses this, it can give the player's team an advantage at the beginning of a fight. CountermeasuresCooldown: 45s This ability, combined with cunning compentencies, is almost at the level of revitalizing. As mentioned above, breaking a root or slowing down to escape or follow an opponent affects the results. Adrenaline ProbeCooldown: 1m:45s Rarely does the player need to use it as there is practically no need for this, but some bad luck can still happen and this is here to help. InfiltrateCooldown: 3m:00s Group Stealth. Usually used to bring players closer to the opposing team/node and make a surprise attack. Sever TendonEnergy: 10 Cooldown: Interval 12s: 10m Throw a knife at the target, dealing X - X kinetic damage and slowing the target's movement speed by 50% for 12s. Unless the player uses the root effect on this, it is useless. In my opinion, it is not worth using since corrosive grenade does the same job with better efficiency and for twice the period of time. Tactical OverdriveCooldown: 3m:00s restores the cooldown of Stim Boost, Nanotech Recoverer, Volatile Substance, Lethal Strike and Shield Probe and increases your Mastery by 20% for 15 seconds. The new ability is 6.0 for agents. Rather the strong one although it will be used mainly for defensive purposes. PvE ROTATIONS On this topic, I will present about 3 rotations (Starters rotation, 'Middle ground', and advanced rotation (oriented towards the final content of the game) on PvE and a general priority system for PvP. A improvement I had from some friends allowed me to expand further than the last patch. For starters This opener and default rotation are to begin with when using this specification for the first time as it helps to understand the pace on how manship works. It won't. the stealthy lethal combat attack to generate an extra tactical advantage. So please refrain from saying that this rotation is HORRIBLE. If anything, this is thought for the first few days and the transition to the next ones is guite easy. Rotation (generally used for the mostly single target): Corrosive Corrosive Grenade Dart Shiv Toxic Lethal Strike Corrosive Strike Corrosive Assault x3 Corrosive Assault / Corrosive Assault StimBoosted / Overload Shot or Fragmentation Grenade (if multiple targets are nearby) / Rifle shot (if short of energy) Shiv Corrosive Assault x2 Overload Shot or Grenade Fragmentation / Shiv Rifle Shot Corrosive Assault Overload Shot / Grenade Fragmentation, especially and to gain awareness of when recovery days enter the GCD, allowing for later improvisation, especially in the most advanced version, that will work differently than these two that I will show. Like the first rotation, it won't have a Lethal Strike opening, as this is more geared towards capturing cooldown times and the like. Holo will miss the crossing with tactical advantage, but can be added in the middle, if the player wants it. It's just about the opportunity. I have a personal preference to use this rotation is most types of content, so I can have free time to focus on the things that are happening around. Step 0. Holotraverse It can be used to gain an additional tactical advantage from the start to immediately get the 5% bonus damage that the tactical bonus set gives and in case you use the holotraverse utility to give a stack of corrosive corrosive grenade dart shiv toxic blast (4.5) tactical overdrive should be used here when Stim Boost has been used in a previous rotation, unless the intention is to have an immense burst charge from the beginning. Don't use it in the first rotation, as this ability can restore the Stim thrust that is crucial for later in the Toxic Haze(5.5) Combat Stealth fight can be used before Lethal Strike for Tactical Superiority prowess, unless some other Agent from the same group has already done so. Or simply maintain the tactical advantage obtained here, in order to keep the extra permanent damage by 5%, since you use the tactical bonus set. Shiv Corrosive Assault x3 Shiv Corrosive Assault x2 Lethal Strike Toxic Blast Corrosive Assault or Toxic Haze Corrosive Grenade Corrosive Dart(15.5) Stim Boost should be used here, after Corrosive Dart, in allows an extra ability within the duration, of Stim Boost, will end just before both Points finish the corrosive Shiv x2 Shiv Lethal Attack(19.5) Extra Corrosive Assault, if one has used Stim Boost as indicating 15.5, otherwise skip this. Corrosive corrosive assault junkie Corrosive Assault or Corrosive Assault Back to Start Advanced Rotation (Priority System) Not exactly my preference to go with this rotation due to the fact that it takes attention away from things that can happen around, during raids and other content, but it is, without a doubt, the highest in DPS terms and, unlike what I called Middle ground, is completely based on prolonged damage on moments of outbreak. Opener Lethal Strike Corrosive Dart Toxic Blast Corrosive GrenadeInto the Rotation - Priority System Lethal Strike Corrosive Dart / Corrosive Grenade Toxic Blast Shiv (with Fatality) Rotation for AoE Only This is where the player will grow a huge smile as (perhaps) it can be compared to a birthday cake since Leth can reach crazy numbers with this. Corrosive Grenade Corrosive Dart Toxic Explosion, in case Toxic Blast is still in recovery time while Toxic Haze is not but requires a tactical advantage to be able to launch it. Toxic Haze Lethal StrikeFillers in regular rotation on Main Target / Noxious Knives Spam ** Refreshing Toxic Haze and Lethal Strike is important** PvP Curiously, the rotation for PvP is similar to the advanced PvE, based on priorities. The difference is that the utilities taken will not be the same. On this, the player will most likely be forced to make improvisation, even with the priority system, instead of following all the time what is displayed. Again, these will be based on dealing damage gusts since, in PvP, the player has no choice but to do so due to sustained rotations vulnerable to constant interruptions. that come from stunning, repulsed, LoS and other factors, thus preventing them from being used. Priority system keeping corrosive grenade in lethal attack to increase cd and CA toxic explosion damage on the main target Shiv to gain a tactical advantage for corrosive assault notes corrosive to efficiency in PvP Keep points on targets preferably all the time, unless there are teammates who want CC someone. In that case, the player must be aware of how and on whom to throw the point. Keep your teammates alive with care. Everyone loves to heal, after all. Since the specifications are based on point damage, such a task can be easily performed. Especially since there is the ability to make Kolto Infusion energy-free and it is an instant cast. Although they are not so efficient compared to previous expansions, do not discard this. Never use Lethal Strike points are in the target and with less than 2 tactical advantages. Corrosive Assault is the main attack that forces points to tick, after all. Use of increased damage on points with only 1 or no corrosive assault available, it's a waste of opportunity to deal damage. Even the player does not want to open any fights with this ability. Swapping 1 TA to increase damage is never good unless its average rotation. The only case where one can use a dry lethal blow is when the opponent is low HP. Also, never open a fight with Lethal Strike. It's a wasted damage potential for the dots. Rotation for only AoE (priority) Shiv (on the main target) Corrosive grenade (scatter to everyone as fast as possible and once done, go to the next) Toxic Dart Corrosive Haze (AOE Point that also spreads single target point to others within it. Make sure you make it efficient and able to influence as many targets as possible) Lethal Strike (increases Crit's probability and Crit damage by 30% of: Corrosive Grenade, Corrosive Dart, Toxic Haze, and Noxious Knives)(5.1) Tactical Overdrive in Lethal Strike -> (Only when using tactical viral elements and in case the player feels bold enough to do so. Or rather when it is worth greatly increasing the AOE damage) Two noxious Knives options (to attack everything/ all those in front) Corrosive assault (on the main target to kill it faster while the points also do the job) The AOE consists only of these abilities. Noxious Knives spam, in PvP, could be included, but the damage is considered non-existent, so if more than 3 players do not accumulate when using this ability, it is better, in most cases, to follow this rotation. Also avoid tactical overdrive from the go as they may need defensive to be restored later. Fatality Proc This topic was primarily covered in PvE Help, by Praise, as every detail of this is explained. However, I will try to explain in the best possible way how this mechanic works and how to make the most of it, as it will allow the player to keep the energy stable and maximize the output of the damage. Fatality allows the player to use Corrosive Assault at no energy cost by reimbursing 1 tactical advantage. Each time shiv is used and the Fatality process arrives, the player will have to wait at least the duration, approximately, 10s or in the way I prefer, 6 or 7 GD for Shiv to proc again. The previous rotation I gave will allow you to proceed at least twice, at least, within the duration of Corrosive Grenade and Corrosive Dart, along with the assembly of two of them, if lucky, within the duration of Toxic Explosion. REGS, RANKED AND TARGETS (PVP TOPIC) Regs As an Operative, the player will be asked, most of the time, to protect since the class is stealthy, has a strong survival due to the great variety and availability of care and many tools to block the theft of cap points. When someone else is determined to replace the player on the team captain's point, it can also be useful by going to the opponent's knot to defeat/ and

limit or hold the node to take. The same tools that the Specification provides, also allow you to last long enough during these attrition battles. Much longer than expected, in fact, it becomes rather the nuisance for the enemy team. The other role is to be in the main fight, as the player can offer help by inflicting a large DPS on the enemy team and supporting teammates, keeping them alive, along with healers. Manhood, at this stage, can be considered the best Out healer, by a small margin, as it can provide a rather amount of healing, without sacrificing their Energy, unlike Mercenary and Sorcerer These two can do more, but they need to extend and beyond the resources to do so. However, the player should not forget that the DPS can never be as good as the real Healers. Great Healer, but never healer, but never healer between DPS and Cure is crucial to overcome when handling these ranked specifications in ranked matches, it is better that the habit of switching from one shutdown to another and from attacks is perfected according to the best abilities, as the player can have a gigantic impact in this way. Correctly setting points, toxic explosion, and lethal attack can paralyze your opponent with the Corrosive Assault follow-up. Although predictable, the points last enough the right amount of time, and spreading them is pretty easy, which is usually a problem for the other team, and anyway, the player will end up inflicting huge amounts of damage, if they play properly. Usually, the Agent will have the task of DPS the targets chosen by the team (the intuition, of what the player and the team are capable of, is essential.) It is the role that the player has chosen, after all, but also healing the team when the opportunity arises is beneficial. Deny possible damage focused on a single ally by helping with the healer's task on the teammate currently under attack or stunning the enemy team to delay/cancel the opportunity. The player will need to know what is going on and what is around, being aware of what skills his team has, including his own, and those of the enemies, and those used to exploit and predict, to the best of the player's abilities, the different results of the game. Manhood doesn't have concealment's defensive benefits, such as immunity to basically everything when they use the shot, so opponents, once noticed, will likely choose the player as a target that will force him to be in a defensive position, forcing him to rely on having a good sense of opportunity to move from using offensive skills to Another note is that, using this specification, the player may end up depending heavily on how the rest of the team works, but it can go both ways. Objectives for regs/ranked games, duels and tips From many specializations of all classes I have defined 3 categories of objectives that will affect the player should choose each time he faces the possible opponent, or at least what is most comfortable when using Manhood. When outnumbered, the player wants to prioritize classes at a distance over hand-to-hand classes as it's a bit easier to deal with, depending mostly on how comfortable he/she and the team feel when facing this situation. This selection is also applied to duels with these specifications/classes. Important: Square brackets with stars, such as (***), refer to additional notes further down in the article. Easy: Low ability to mitigate/resist Manhood attacks, even with all opposing defensives healing them. The player will usually not find it difficult to cope. DPS Specifications: Madness Sorcerer, Arsenal Mercenary, Vengeance Juggernaut, Pyro Powertech (****); Moderate: The player must pay attention to what the opponent will throw in terms of skill as they will have the freedom to choose the time to launch them whenever they want, but usually cannot avoid, but actually ends up using them. Other abilities such as debuffs (such as Marauder's Obfuscate), stunning/mez, and healing later such as Sorcerer, Mercenary, other Agents, and Assassins can disturb the DPS on them. It's usually easy to avoid but it never hurts to be cautious. (*) TANK Spec : Darkness Assassin, Shield Powertech: DPS Specifications: Mercenary Innovative Ordenance, Hate Killer, Advanced Prototype Powertech (***), Rage Juggernaut, Fury Marauder, Annihilation Marauder and Carnage Marauder. Virulence Sniper, Sniper Engineer; (**) HEALER Spec : Mercenary bodyguard; Difficult; This category has the specifications where the player will have the most difficulty fighting and defeating as these tend to have strong defensive. putting the player able to play most of the time defensively with small gaps in DPS opportunities or because they will simply deny being killed. (*) TANK Spec : Immortal Juggernaut; DPS Specifications : Lightning Sorcerer (***), Deception Assassin, Marksmanship Sniper, Lethality Operative, Concealment Operativer; (**) Healer Spec : Corruption Sorcerer, Medical Agent. (*) Tank details: Place Darkness Assassin and Shield Powertech as easier to defeat on Juggernaut due to the fact that despite the great tools it has and the usefulness and availability of these, they are still inferior, a bit in overall capacity. Powertech's new ability to mitigate damage is also a factor that doesn't disturb your lettaliness even a bit since it's based on increasing your armor score and not reducing raw damage, and armor is something most of Your Ability's damage can ignore. The DPS of this specification has been significantly increased, so this is something to watch out for. Assassin's double stealth tactic is a big plus, but I doubt I'd use it for matches unless they're desperate enough to have key abilities to survive. Immortal Juggernaut became more armed, armed, it feels this way, and its damage is relatively high, so it ranks it as the strongest compared to the other two, although proper AOE pressure can drop it at a moderately fast pace. Of course, there is also the fact that they can use the bonus set related to strength and tactical grit teeth, and these two give them greater survival for themselves and more utility for the opposing team. (**) Healer details: No DPS specification, on the current update, can heal 1v1 (a good one). That's a fact. The choice to position Mercenary as easier than Operative and Sorcerer is due to their weakness taking care of multiple targets at once. and their defensives are rather limited, or at least the mechanics of them, making them easy to work with. Responsive security measures only work if the player is attacking, where he obviously has to stop and get hurt anymore. Speaking of Kolto Overload (with Trauma Regulators) it's basically about using a mez (stunning that breaks after taking damage) and letting it run out, making it easier to counter later. On the Energy Shield, it's about catching the opponent without it (after it, it's the best chance to defeat them, especially when the other two are exhausted too.) A mercenary without these three and under the stress of curing multiple targets, is vulnerable to attack. Now let's move on to the other healing classes. Sorcerer Corruption: It's simple to explain. The strongest kite capacity from the 3 healer specifications, Phase walk, Bubble. All of these can interrupt DPS too easily. This does not mean that the player should not try to defeat them, but rather means that he will have difficulty making it happen. It can handle more target healing rather easier than the Mercenary bodyguard that allows healing to reach everyone with better efficiency. Medical Agent: It is Letal's personal annoyance and nightmare as he can purify the points as if they were nothing, forcing the player to restore rotation every time this happens. (Manship can give the lowest possible CD on evasion, which is between 18-21) The best way to deal with them is stunning right before they use it again, to increase the time points on them. It is also the specifications that can heal multiple targets at the same time with relative ease. It is better if the DPS focuses on it alone as difficult as possible, instead of concentrating more targets. (***) Details about these two specifications Can be The Personal Nightmare of Manhood if the player allows them to have their way. The player should do his best to interrupt using skills and/or countering their attacks. Lightning Sorcerer Lig of them or mez/stun one one fighting the other is the best way to take this action, or just wait for one to leave or for a teammate to appear. Advanced Prototype Powertech Case, potential DPS in a short time can be too much, for the player to go for an aggressive push. Stun, reflect defensively, kite and mitigate as much damage as possible is the best thing to do against them while setting points and other skills for DPS him as an opportunity as it presents itself. This is even more true when using the updated Powerlode Tactical. (***) The details about this specific Pyro Powertech specification on this patch, is one of the strongest slit specifications in the game right now, but they still categorize it as easy to kill due to the presence of only two defensives that can be tunneled easily, unless the player has decent support. Assassin Tips Force the Force Shroud snap opponent as soon as possible. It is important since there is a long CD on this defense (unless when facing a Dark Assassin, who can reduce his CD, but it is still a LONG CD), giving the player good control over what damage they can inflict, until opponents decide to stealth away. If the opponent walks away, stealthily as soon as possible or uses Toxic Haze and/or Non-Sciozzi Knives. Trying to sneak them out, or at least get into combat so as not to be caught under the Mind Trap mez, preventing them from healing or immediately delaying some caps. It depends on the situation. Although if the opponent uses double stealth tactics, which he will most likely do, try stealthily at the same time. Always keep points on them, no matter what specifications your opponent is using. The usefulness of force speed is something people should keep in mind as it can somehow reduce the damage they take. It used to be stronger, but it should still be careful. Powertech regarding AP PT. The first stunning or kiting breaks/delays their explosive fuel, as they will have the upper hand when standing). There is also the new benefit, Power Yield, which when it is in spouse with Powerlode Tactical, which can make things a nightmare for all those who are against it, given how Energy Burst will always be a critical attack. If the power surrender is increasing, it is better to avoid triggering and refreshing it, and this coems in the form of damage, any form of damage, and if the damage is counted as a critical hit, they will gain stacks and have no internal recovery time to get these. in other words, if you have the chance, they can earn 4 stacks every MCD and be able to use in the same way. Stay out of the black tide when you face Shieldtech PT. It interrupts the player's speed of movement and accuracy by a good amount. If PT comes with the Stun effect on the claps, the player should never attempt to use stunning on it. It is a wrong decision that can cost a lot later. The intelligent use of /stealth out will decide the fight against them, if the player is caught off guard, bad positioning or breakup will usually cost the duel. Pyro PT now has a great attack from the Fall of Tactical Fire. Its AOE based, so if you meet any of these, the best way to deal with it is to predict when they will use it to dodge or have defensives ready for it. Raiders The player should not attack if under Obfuscated. There is an 80% chance that the opponent will also use the Ruthless Aggressor. The best and safest bet is to kite and heal/mitigate the damage taken and prepare for when the debuff ends. Kite or use defenses wisely against marauders as much as possible when the DPS configuration is not prepared. Take advantage of every thought when you face Fury. It costs them a lot every time they get one or more. Flashing a Marauder while The Cloak of Pain is active to make it run out is vital, preventing the small acumulated damage it deals to the player and also reducing damage. As for PvP, some Marauders, although it is more common with Juggernauts, may bring this bonus set, Force Bound. Their mez/cc, Fear, provides a huge debuff to Accuracy, after it has run out either when it has broken with damage or with the use of stunning, which affects ALL KINDS of harmful abilities. If by chance, the player is interested, the best course of action is to kite and refresh automatic heals or heal teammates. His 6 seconds, but mostly he'il u down any damage that could be done. This means that it can also be played by staying/running away when it is used. Juggernaut Bursting through Enraged Defenses is not a bad idea at times if the opponent is DPS. The reason is that he can proceed them too quickly and most likely not let the opponent take advantage of them. Situation example: Let's say the opponent is under the effects of Corrosive Grenade, Corrosive Dart, and Toxic Explosion. If the player follows with Corrosive Assault, proc 1 from CA, 2x from TB, 1 per point, and if lucky, you can also get a double tick on the points (10% chance of double ticking). The worst case scenario 5 and better is up to 7 for a corrosive assault, which means it healed it between 6k x 5 up to 6k x 7, using them too fast (We're discarding the lost CA case). If the opponent reaches 100% health and there are still stacks left, it means that they are not using all the potential of the Enraged Defense. Each stack of ED usually heals around 5k up to 6k. I'm using the highest numbers for the most inconvenient situation to prove my reasoning. In the case of Immortal, do not let this It will allow them to drag the fight for long periods of time. Immortal Juggernauts have 4 stunnings {3 hard stun: Reverse, Duration 4s, 1960s CD; Force Push, 3s duration, 1960s CD (45s if utility); Force Choke, lasts 3s, 1960s CDs (45s if utility); 1 mez, mez, Roar, 45s - 60s CD.} Pay attention as they are pretty easy to spam in a short period of time and can easily disrupt DPS and/or inflict huge amounts of damage. As for PvP, most Juggernauts, if they can afford it, will bring this bonus set, Force Bound. Their mez/cc, Fear, provides a huge precision debuff after it has run out either when it has broken taking damage or using stunning, which affects ALL kinds of malicious abilities. If by chance, the player is interested, the best course of action is to kite and refresh automatic heals or heal teammates. His 6 seconds, but mostly he'il u down any damage that could be done. This means that it can also be played by staying/running away when it is used. If the Juggernaut has the tactical teeth of the grain, it means they will have their defense enraged that will come sooner than usual. Assuming they always have the points on them, the cooldown will drop to an average of about 45 seconds. The best way to handle it is, as mentioned on tip 1, to burn through all the piles, as fast as possible. Throw both points, bloody blows and spamming bursts of bolts until all the piles are gone. Save the great malicious skills after they're gone. Mercenary Don't panic when you're under Electro Net. In fact, opponents will have a tendency to become more aggressive, giving the player the opportunities to reflect or interrupt. If possible, try to keep them under the Flashbang mez if they have the overloaded Energy Shield/Kolto. When enhanced kolto overload is activated and flashbang mez is on CD, it is better for LoS, as the player will not have enough DPS to break through it, unless the opponent is extremely low in health or when the player is accompanied by a DPS teammate. The player must NOT use Toxic Explosion if reactive safety measures or energy shield (with trauma regulators) are in progress. Tick on both, reflecting or building aditional piles for its entire duration. Points alone don't build but the toxic explosion pops up on every point, so keep that in mind. Flashbang can temporarily prevent this as it forces points not to tick, so not allowing TB to proc. Avoid being caught by it. They will take advantage of the kite and/or heal during that short period, or prepare an attack. Wasting a stun on this never ends well. The evasion works well both defensively, almost forcing a full rotation reset by the opponent; Or offensively, to reflect on Leech of the Force, Tonante Explosion and other attacks. The have a tendency to underestimate the damage reflected in these 2 abilities. Try to find the spot where Phasewalk is, before the fight begins. It will usually be easy since the player will cover the opponent in points, making it easy to find through the wall, but never to have that knowledge in front of him. If the team doesn't have them as their first goal to take down, it's highly recommended to keep them halfed/cc'd up. The less time it has to do damage, the better, given how it is one of the power plants in the game at the moment. The damage he can do should never be underestimated. Proper placement is important because of how Sorcerer can drop players around. F.E. is knocked out by a bridge or ledge, forcing the player to go all the way to rejoin the fight, or have to wait to be pulled back into it. Snipers keep an eve on when the sniper opponent blows up the Escape. Use technological/poisonous skills (fragmentation grenade, corrosive grenade/dart, toxic haze, and noxious knives) to damage. Try not to interrupt the rotation (if possible), to come back strong. Planning things in advance benefits, especially if the player has knowledge of the opponent's skills and cooldown, which in return allows you to make intelligent use of evasion reflective along with setting for DPS the opponent. It's crucial to know how the difference between staying alive or being defeated can mean. No one likes to take an inevitable ambush/explosive probe after being stunned by Flashbang.Learn about the surrounding environment and positioning. Awareness goes viral when you fight them. Especially now that they also have a form of phasewalk that can be used to escape. There is also the fact that they can use other skills that can drop the player away from the team (for example from a bridge or edge at the bottom forcing the player to travel all the way back or wait for a teammate so that you can use the move or pull the player back in the fight). The sniper specifications have the following characteristics (in my opinion): Virulence: easy energy management, damage suffered, particularly good in the long term (usually the easiest to deal with compared to the player the most frequent evasion (Quite friendly for evasion as it will take 18 to 24 years to have another one ready) but it should not be underestimated.} The specifications have been significantly enhanced by tactics, but in theory it should remain the same level of difficulty as the previous patch; Marksmanship: Easy power management, Burst Damage, particularly good in the short and good long term (the most dangerous of the 3 due to slower cd evasion reduction). Usually the player will have Evasion ready after 33s up to 42s from using it}. The tactic that allows you to launch insta on Ambush after launch is that the player should pay attention to. It is the toughest of the 3 specifications to duel against; Engineering: Hard energy management, Burst and Sustained Damaged, both particularly good in the short and long term (it's the central one but the player can simplify things about himself with a wise evasion use, forcing a reset up on Rotation. It's as friendly as Virulence to be able to reduce the CD on Evasion almost as fast.) If an engineering sniper immediately launches an explosive probe, launch Evasion immediately, whether inside or near a plasma probe, unless he has the tactic that only allows this bomb to explode on EMP and not any kind of damage. If so, prepare the shield probe for this. Of course, it also depends on the health of the player. Still an easy reflect that can paralyze them, regardless of the stage and time of the duel. Operational Tied to this class, keep in mind that you always reapply points every time it is cleaned (Fulfillment). If the opponent moves away, using stealth is also a smart idea, if he managed to do so but you can also use Toxic Haze or spam Noxious Knives instantly to get him out of stealth or at least to get into combat, to avoid being caught in a mez (Sleep Dart), depending on the situation, of course. He lies when the best opportunities to reflect come when dealing with concealment. Timing evasion just before the Backstab, or Veiled Strike, after volatile Substance has been allied, can turn the tables on the duel and this is useful as it is the most difficult matchup vs. Letalità. When facing another Letalità, it's about who can have the best advantage of DPS windows and the best defensive. management. REFLECTION EVASION (PVP TOPIC) As to when to decide when to use Evasion offensively will depend primarily on the situations and amount of knowledge a player possesses about other classes and their specifications. I will cover the skills and some of the tactics I found denotable (only on Reflects) Usually reflecting is a good thing as they will take more damage than the player will still do on some cases which is not exactly ideal as it is better to save it only for defensive purposes. However, the list of objectives will be classified into 4 categories. Easy: Arsenal Mercenary, Lightning Sorcerer (*); Frequent: Rage Juggernaut and Fury Marauder, Advanced Prototype Powertech(*); Situation: All specific assassins, Sorcerer of Madness, Pirotech Powertech, Juggernaut revenge, Carnage Marauder, Innovative Mercenary ordenance, Engineering Sniper. Concealment Agent: Hard/Impossible: Lethality Operative, Virulence Sniper, Marksman Sniper, Anhihilation Marauder, Immortal Juggernaut and Shield Powertech Specializations in the Easy and Frequent category are opportunities where evasion can be used more frequently as an attack than as a defense. Of course it can depend on the situation, but most of the time it can work this way. Perhaps better when the they know they will take the spotlight, causing them to stop attacking the player while the DCD is in effect. It requires the player to know what the attacks are and how they work, as well as how the rotation works most of the time. The other two categories are more oriented towards making use evasion in a more defensive style, as attacks are hard to think about, impossible, or because I deal too much damage to risk the ability to punish. The specifications marked with (*) are the unpredictable ones about what they can use next or have too much explosion to risk a punishment, as they can control the player's gameplay, rather than the other way around, although it seems easy to go for them. In such cases, the player must have knowledge of how it works. I apologize in advance because I just leave the skills only on the Empire version, but I think it's easy to figure out which ones are in the lateral classes of the Republic. Assassin Reflects: All Specs: Discharge, Spike, Shock, Force Slow, ElectrocuteDeception: Ball Lightning, Surging Charge, DischargeTactical: May Cause Injury: (only if main target)Hatred: Eradicate (first tick), Creeping Terror (first tick), Discharge (first tick)Darkness: Depredating Volts Powertech: All Specs: Flame Burst, Shatter Slug (if main target), Shoulder Cannon, Rocket Punch, Electro Dart, Jet Charge, Grapple (if utility is turned on) Pyrotech : Flaming Fist, ImmolateAdvanced Prototype: Magnetic Blast, Heat Detonator, Energy Explosion, Retractable Blade (First Tick)Tactical: Flame Detonation (Only if Main Target)Shieldtech: Heat Blast Marauder: All Specs: Force Scream, Force Choke (First Tick)Fury: Furious ExplosionCarnage: Devastating Explosion, Ataru Shape {if Stunned - I can't explain how this happens as I tried with Juggernaut and Sin, which can also reflect, and this is not replicated. The mercenary's safeguards reflect everything, so there's no need to test it. It seems to be some kind of operational excretion. Although it should not be seen that it is an attack with melee weapons (white damage)} Anhihilation: --- None --- Juggernaut: All Specs: Force Scream, Force PushRage: Raging BurstImmortal: BackhandVengeance: Shatter (point; first tick; if stunned), Impale (point; first tick; if stunned) Sniper: All specifications: Fragmentation Grenade (if main target)Engineer : Interrogation probe (first tick), EMP (requires reapplication of interrogation probe), Explosive probeVirulence : Lethal strike point (if stunned)Tactical: Ultraviolet explosion - Corrosive dart and corrosive grenade that are placed and then used by Weakening blast will reflect, if reflected first if stunned earlier (almost unrealistic scenario given how short the duration of the escape is)Shooting: --- None --- Mercenary: All specifications : Explosion, Fusion Missile (if main target, first tick), Discharge (if : Tracking Missile, HeatseekerTactical Missile: Thermonuclear Fusion (Only if Main Target)Innovative Ordenance: Incendiary Missile (First Tick), Sorcerer Thermal Detonator: All Specifications: Force Lightning, Slow Force, Electrocute, Crushing Darkness (First Tick), Lightning Strike, Tactical Shock: Elemental Convection: Volt Volts Lightning: Lightning Bolt, Lightning Flash, Thundering BlastTactical: Stormwatch: Stormwatch, tickled by the three attacks (affliction, Crushing Darkness and Thundering Blast will also reflect), will also reflect on these. Madness: Demolish (first tick), Force Leech Operative: All Specs: Shiv, Backstab, Fragmentation Grenade, DebilitateConcealment: Veiled Strike, Laceration, Volatile Substance (if Activated), Paralyzing Slice Lethallty: Lethal Attack Tactics: Explosive Cells (Only If Main Target)Lethallty: Lethal StrikeTacticals: Catalyzed Toxins: Corrosive Dart and Corrosive Grenade that are placed and then used by Toxic Explosion will reflect, if reflected first if stunned earlier (Almost unrealistic scenario given how short the duration of the escape is) No Lean Reflects : All specifications: Force Storm, Static Barrier (if any), AfflictionLightning: Chain Lightning (also as the main target)Madness: Death Field, Creeping Terror Assassin: All Specs: Maul, Saber Strike, Lacerate, Assassinate, Thrash, Lightning Charge, DischargeDeception: Voltaic Strike, Low SlashHatred: Death Field, Leeching StrikeDarkness: Wither Powertech: All Specs: Railshot, Rapid Shots, Deadly Onslaught, Flame Sweep, Searing Wave, Advanced Prototype: --- None ---Pyrotech : Scorch , Incendiary MissileShieldtech: Firestorm Marauder: All Specs: Force Charge, Ravage, Vicious Throw, Assault, Double Saber Throw, Pain Cloak, Paralyzing Bar, Sweeper Bar, Dashboard, Vicious Bar, SmashFury: Obliterated, Furious Blow, Crush ForceCarnage: Gore, MassacreAnhihilation: Anhihilate, Break, Forced Rend, Deadly Sabre Juggernaut: All Specifications: Force Charge, Devastation, Vicious Throw, Shambolic Slash, Brutal Slash, Brutal Slash, Smash, Smash, Sundering Assault, Retaliation, Saber ReflectRage: Obliterate, Furious Strike, Force CrushImmortal: Crushing Blow, Aegis AssaultVengeance: Hew, Vengeful Slam Sniper: All Specifications: Snipe, Series of Shots, Maim, Takedown, Shotgun Shot, Orbital Attack, Corrosive DartEngineering: Plasma Probe, Cluster Bombs (Unconfirmed), Electrified Railway GunVirulence: Lethal Shot, Weakened Blast, Felling, Corrosive GrenadeMarksmanship: Ambush, Penetrating Shots, Mercenary Follow-through: All Specifications : Railshot, Death from above, Quick Shots, Sweeping Blasters, Electro Net , Power ShotArsenal: Burning Bolts, Priming ShotInnovative Ordenance: Serrated Shot, Agent Magshot: All Specifications: Overload Shot, Rifle Shot, Noxious Knives, Toxic Haze, Corrosive DartConcealment: --- None --- Manhood: Toxic Explosion, Corrosive Assault, Corrosive Grenade As far as it's concerned it also reflects, I've also extended a little here to talk three conditions that have been suggested to me and after trying them, I realized that these can have a heavy impact on the game, since I am not sure whether they are intended or that it is completely, on themselves, a bug. This is probably the most anticipated and obvious. Obvious. the manure player is guarded while using Evasion and takes damage, the reflected damage will later be halved. If the Manhood player is under barrier and is attacked and by chance has decided to use Evasion while a Sorcerer's teammate's barrier is still ongoing, the opponent will continue to take the full attack they have made, regardless of how much the Barrier has absorbed. I will describe here a situation to simplify what I mean. The lethal player has a barrier that is attacked by a Mercenary with a heat-seeking missile. The heat-seeking missile deals 30,000 damage. The barrier manages to absorb 20k, allowing the agent to take 10k damage, while the manhood player is also using Evasion. The reflection will still be 150% of the 30k seeker missile. If the opposing player, who has a sorcerer's barrier, attacks the Agent who has reflected on the Escape, he will take the damage directly and the barrier will not stop the damage. An example of this will be a Mercenary who inflicts another 30k Heat Seeker missile on the agent and is reflected. This Mercenary may have a barrier on him, but he won't do anything. If this player was 85k healthy, he will take 150% of the 30k attack while the barrier remains. It doesn't break. It's just ignored. I'm not sure Juggernaut and Assassin's reflect also work that way, but in case they don't, well, it's another advantage that Operative has from Blow. I would not be surprised if the last two conditions had changed in the near future. CONCLUSIONS Awards I would like to thank Vulkk for the opportunity to show my guide again. People at SWTOR Theorycraft Discord channel for the help provided on multiple topics, especially Nyyah, for wasting time doing tests on rotations and topics and Dot, for the most annoying questions I've asked. I would also like to thank all those who have 'wasted' their time to get the lead completely over, especially on the gears and reflective topics and my many friends for pushing me here and helping me improve who I am today. I would also like to thank many of my friends for pushing me here and helping me improve who I am today. Kamiala. A lot of people know me with that char. It came from the Progenitor server, now Darth Malgus. I've been playing Lethality since I first got to play as an operative, in 2.X) even though I was switching to Concealment from time to time. Although the 100% dedication to this came after the 3.0 update (I think it was on this) as I couldn't adapt regarding hidden strike's change to Volatile Substance. There were bumps on the road like other who said the specifications were not reliable at all, however, I still decided to keep playing it and I don't regret it and it made me improve. From Vulkk I would like to thank Kamiala for this PvP and PvE Guide on Manhood Agents for the SWTOR 6.0 Update Assault. Kamiala's 5.0 guide was primarily PvP-centric. This time the guide offers a much more balanced mix between the two aspects of the game with absolutely zero compromises on anything. I used Jedipedia and TorCommunity databases for skill icons. All gears and recommendations in the guide are 100% personally tested and sought after by Kamiala. If you are skilled with a class and discipline that have not yet been covered by a guide on VULKK (check the list here) and want to provide one for the SWTOR community, contact me by email or wherever you see Vulkk present. PMs on Twitter and Facebook are also an option. Related content: SWTOR 6.0 Ruffian Scoundrel Guide by Kamiala SWTOR 6.0 Class GuidesSWTOR Assault Vulkk (Alexander Kostadinov) is the owner of VULKK.com. His passion for video games and his love for all the things Star Wars reflects in his news and in-depth guides available here! Here!

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