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## Wow double dose or twist the knife

01-23-2019 #1 Do you mind ranking azurite traits based on arenas, 2s and 3s and RBGs for example: I'm mainly as a rogue A. Rogue with my sacred paley old SS rows on the shoulders and BF in the chest. I've just got 385 new rows with TK and DD in the first loop, BS and Sands rotation in 2 I'm not sure whether DD or TK is the best or especially whether I have BS talent over swirling sands because I'm mainly cc healer killing a dps so proc agility in BS maybe not so good in 2s. I feel there is a big difference between the 2s and three in the talents to consider as well as the traits. I'm sure most of us are as confused and feel most things geared towards 3s comps and appreciate a little clear. 01-24-2019 #2 Since everything is nerfed by 50% now, you can use a site like to check which SIM attributes are higher and then stick to use high item level gear. The main exception to these traits such as shroud choking will be that you definitely want one. 02-06-2019 #3 an update on the adjective system? In addition to my SS there is only one ranking system seen in the loop: nothing personal&gt;Twist K&gt;DD&gt;SS Second Loop: BP/BF&gt;SS&gt;&gt;K&gt;DD 3rd Attribute: OP&gt;Heed&gt;Earth&gt;Whirl 4th: RP&gt;longS&gt;IV Will You Disagree? Add any thoughts. What do you understand how traits accumulate? Any reason to run the swirling sands over the smell of blood. I have a piece that those in the second row are not sure that matters but since p've got better it I'll spin the sand. My gear is this: Vicious Gladiators Leather Hood, Gonk Outrunner Shoulderguards, Venture Company Plonipottari West 02-06-2019 #4 I think twist knives, double doses and battlefield accuracy/focus their best traits but things are so close in value that it's almost better to just go up for the item level. The only exception to this is to make sure you have 1 choking shroud and as much battlefield/focus accuracy as possible. This may definitely change as people start to discover things (like stacking 3x nothing personal can be really good at matchups where you just kill with Vendetta) but it's just too early to have a definitive answer on what's best. Now, stick to the top item level and 1x shroud + battlefield accuracy/focus where possible. 02-11-2019 #5 thoughts on the new treacherous? In 2s with Hpally/Ass comp. Too risky? 02-11-2019 #6 I recommend taking it in 2s as you now have to deal with dampening along with the fact that you are more likely to be targeted than 3s. 02-12-2019 #7 any changes in your top recs after this weekend's arena competition and what was home in traits at this point? In particular nothing personal 02-13-2019 #8 focuses on the top item level while going for traits in this order: 1x choking shroud &gt; battlefield focus/precision &gt; nothing personal and double dose/knife twist. If you want more defensive Use the linked soul fragments of the Battle of Dazar'alor. 02-14-2019 #9 TY: Much appreciated: The last question about this: In what lvl will be released will you move onto lvl over talent? I contrast with Cowell's 400 of the right determination of the heroic first boss in attack.. Vs. Ominous Gladiator Hood 385. I've been using later because it's an BF on it. Do I just have a 400 piece profile with a double dose and nothing personal and stop using my other piece with NP and BF on it? 02-14-2019 #10 I suggest going for higher item level pieces. Loading... When two sims doses are higher PVE - nothing personalizes and the dosage of your top two choices with a heart of darkness if you make it available, while twisting your knife being 3rd or 4th is the best option. PVP - Always try to twist the x3 knife, shroud x1 and nothing personal x1 as the best setup. Try to use double doses in the arena, many other better choices. True but why do most rogues on the arena ladder get a knife twist instead of editing after urs- what makes a knife twist better in the arena? It and the double dose seemingly only increases the dmg target only. Is it because prok is a random double dose and may not happen in your goes? I just ediled me for PVP, Sims mostly based only on PVE positions and no PVP ones. Sims will give you a broad idea of what is generally good but not always translated into PVP. 1 Like because the arena is not an attack lol. 5 Likes it just makes the venom hit harder and provides a better boost to your burst, you don't want to have 100% uptime to fully benefit from a double dose. It used to be kind of good at 2 in like Season 1, but overall you'll benefit most from harder hitter venom. Try to avoid simulation as a general application for everything. It's good to look at numbers but there are a lot of factors to consider when comparing PVE & PVP. There are a lot of beats and running that happen to be round the value of the adjective dps in the pvp bar scenario. I hope that helps. To give you context of a situation, say you're quing to a lock Mage team, you don't want to equally use a double dose when you need more line of sight, giving envenom better value (say that you're producing combo points off pet locks), in that situation is a global 1st knife twist, compared to spending a global couple in parables that don't do much damage at that moment. (Either way you're using the meddles to produce but it just give you a general idea that, it's a higher amount of collision damage in a shorter period of time) 5 likes the Sims dosing two higher but not pvp pve. You don't have the same up-time, and to be honest, it's like a rogue leap to make the right C.P.P.? Why get a little extra dmg on it when I can get my finisher that I'm using pressure or kill to get more bursts. Plus think how much more it's using jazz mix points on things Such numbing you realize the marginal dmg maintain is not as good as the more bursts in finishers used to kill. Burst is king in pvp, unless your comp is specifically looking for decay. I hope it makes a little more sense editing: my beat top poster responds to it lol 1 like thanks for all except survivalist that doglogs were meaningless it was well marked with synergistic death, And assuming you are able to play properly, envenom generally must deal your highest injury over the course of the match rupture, garrote, and automatic attacks will also be up there most games but in a solid game with decent uptime venom will generally be your highest, and at this age of the 3 most accumulated conflicts and brawl strings, sometimes it's best just to take a kidney shot and spam Ryiz : Sometimes it's better just to forget my kidney shot and spam venom from the hands of rage venom. 1 Like Värick: I miss the same brother fury 4 likes Vigor Sims higher why all rogue power play makes positional profit tools burst far more valuable in arena 1- you fok and PK to produce combo pts often in the arena as well as more garrote than in st fights. 2-Mark for death over vigor also means more evenoms less mutilates. 3-You need a SIM card 6-10s burst window with pvp/spin/poison wound talents. Pve is always higher wire because of its pve. Pvp traits are always generally different. Druids for example stack forest rage (Crit) and wildfleshrending (tore and swipe damage) for pve instincts but masterfully (greater dominance) and iron jaws (damage with Maims) for pvp. Ryutiz: It's very good with marked death synergies, and assuming you're able to play properly, venom should generally deal your highest injury over the course of the match this is actually true? I have never seen anyone's high injury envenom besides adalgabrie playing enemy blood. I would buy that envenom the biggest single part of your injury during going short, perhaps, but more than a full match? You're positive about that a ryuchiefz 2 likes a higher burst and its consistent rogue isn't like a dk so usually lasting damage isn't good for example how rogue take power rather than MFD on the pvp it's in demand damage that matters and Murphy burst windows: is this actually true? It's not a real rupture/garrote high injury I constantly fails to realize the rogue only ever envenom (exception of course) when they both bleed because of the shock damage of the Murphy system: Is this actually true? I have never seen anyone's high injury envenom besides adalgabrie playing enemy blood. I would buy that envenom the biggest single part of your injury during going short, perhaps, but more than a full match? You're positive about that a ryuchiefz itself is not this way every game, but yes, the envenom is often my high injury and by a long shot game I was able to stick to my goal to see as much tear -&gt; Garrote on top especially if I can say that they're playing major conflicts and brawls, I'm not using a kidney shot as often bothered and just pve them with envenoms, it is a big random 2s game where rogue failure looks like I remember all the rogue failures followed me. I'm pretty sure that almost every rogue, almost every game, has both bleeding from the venom of Mercee's death: I'm pretty sure that almost every rogue, almost every game, has both bleeding from injury venom I don't know what your obsession with needing is right, but you're not and your feelings are not projected on me, I don't care Ryutiz : It's not this way every Ryutiz game: I don't know what your obsession with needing is right, but you're not a personal oddity for the question-driven issue of information. Relaxed some way down sideweiners, it's nice if you went to adalgabrie school of bfa s4 ribs or drink loxatar never press kidney it's good I promise coolaid next page → →

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