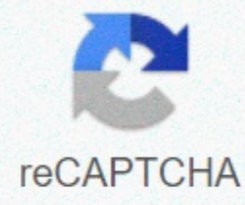




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Jedi shadow tank guide 5.0

SWTOR 5.0 Kinetic Combat Shadow PvE Guide by Nummy Intro to Kinetic Shadow Combat Note: This guide is updated to 5.1. Since much has changed since 4.0, I was based on guide 4.0 written by Aelanis, as almost everything it says is still valid (there are a few changes, and a lot of new things I will add in this guide). In this guide, I will do everything I can to help new and experienced players. For this reason I start each section with a short version for new players, or anyone who is too lazy to read the multilateral guide. Please note that what I say in the short version is not the only way to get things done is just what I consider to be the simplest. Kinetic Combat Kinetic Combat is one of 3 tank specs in SWTOR. Shadows are special as a tank, for low shells. As a result, some believed that the tanks in the shadow were weak, but since update 2.0, the shadow tanks are fully justified, and from 5.0 we are fully and completely ampled. We have the lowest damage per second (DtPS), the highest potential threat per second (TPS) and defensive CDs that allow us to ignore some mechanics that would otherwise single-shoot other tank classes. Thin in the shadows is one of those classes that are easy to learn but hard to master. It's not hard to become decently qualified, but excellence requires more dedication than other classes of tanks. At the same time, this dedication is more rewarding. Rating Single Target TPS: 9 AoE Threat: 8 Group Utility: 8 Difficulty: 8 RNG Dependent: Slight Burst: 7 30% HP ultimate talent or ability buffs: Yes Note: with the addition of reflection, we have potentially the highest dps possible, at least for tanks. But it's up to the warriors and your doctors. more on this later. Strength Very simple AoE and single target immediately/snap' threat Insanely strong survival 60% damage absorption every 15 seconds, This if you remove the predictable boca If necessary you have uneasy vast steers sa reflections of cons Here is a selection of mobility and survival Only is 100m abilities sa 30m range Phasewalk is oduzet from Shadows, removing much of our mobility Other tanks if you are omnil so you are so stuffed Gearing Note, this section is being cared for we're class tank. For tanks, 5 tripods (in no particular order) are important): 1. Endurance (gives health) 2. Assessment of the armor (gives reduction of damage) 3. Defense (gives defensive options) 4. Shield (gives Shield option) 5. Absorb (gives Shield Absorption) Health (comes from Endurance) is the amount of damage that you can download without dying. When a tank dies, the fight is no longer under control, which is different from dying dps or isocolec. It is important to ensure that your health pool is large enough for your healers to keep up with the greatest injuries in a given fight. In addition, some conflicts of mechanics to prevent healing (e.g. due to range or defects). It is important that your health pool is big enough to survive even then. Note that shadows gain +5% endurance from Shadow's Training and Mental Fortitude passives. Damage reduction (comes from the Armor rating, which depends on your armor and type of gear, e.g. light armor for shadows) gives you passive damage reduction for each type of damage: Energy/Kinetic damage (most non-periodic damage is energy/kinetic) and Internal/Elemental damage (speaking, DoT damage is internal/elemental; melee/ranged attacks are never internal/elemental) Damage Reduction granted by Armor Rating reduces the damage you take from Energy/Kinetic damage. Defense Chance (comes from Defense Rating) gives you a chance to completely avoid taking the damage. The Defense Assessment only gives defensive options for melee/rank damage, and none for force/tech damage. In general, melee/damage range are basic attacks, force/tech damage are specific attacks. Note, while you are stunned or knocked down, your defensive opportunity is 0%. Shield Chance (derived from Shield Rating) gives you the opportunity to minimize the damage you take due to energy/kinetic damage. The absorption of the shield (comes from absorb rating) gives you the amount of damage that is reduced when you protect the attack. 2-roll system This game uses something called a 2-roll system, the game uses it to calculate the damage you deal with/receive (if any). Note, some parts of this interpretation are mostly or only used for PvP combat. Roll 1: When you take over the damage, the game first determines whether you are dodging/parry/resisting injury. This is done by comparing the attacker's accuracy and the receiver's defense. Your defensive opportunity basically reduces the accuracy of the attacker. Roll 2: If you take the damage, the game determines if you protect the attack or not, and if the attack is crit. The attack is either a shield, a cover, or a normal hit, An attack can never be as protective as a critical hit. If the attacker's opportunity to cover + the possibility of shielding the receiver is above 100%, the possibility of an additional shield is ignored. This means that your shield is useless against auto-crits. The Crit VS shield is just a reflection in the PvP however. After all this, the reduction of damage that occurs is removed from your health. If you get under 0 health, you die (fun fact, at 0 health you will still live). Please note that any buffet that reduces the damage caused is used to pre-facilitate the damage that has been accepted; therefore, the reduced damage is more serious than the reduction of damage. This is confusing for most people because of the similar text. For further explanation, check the end of the Craft Theory section. Theorycrafting and DtPS Injury Profiles in Calculation Main Consideration to Determine the Effectiveness of Your Statistics and Stat Combinations profile of the damage of the fight. Theorycrafter Bant, uses four different profiles: Average injury profile: 50% MRKE / 35% FTKE / 15% FTIE High M/R Injury profile: 70% MRKE / 20% FTKE / 10% FTIE Low M/R, High I/E injury profile: 30% MRKE / 20% FTKE / 50% FTIE Low M/R Injury profile: 30% MRKE / 50% FTKE / 20% FTIE All with ed 1 0000 Pre-dare DtPS Expected Passive DtPS Calculation Calculate expected passive (that is, you ignore all your abilities) DtPS with the following formula (credits bantu, KeyBoardNinja i Dipstik): [DtPS] = [Mitigation] x ([Premitigation DtPS] x [Reduce Incoming Damage] - [Absorb Shield Per Second]) This means that your damage is done to the first one by reducing the effects of the mitigated damage i Absorb shields. After that, your mitigation is applied. Ublažitev se izračuna z naslednjo formulo: [Ublažitev] = [MRKE %] x (1 - [M/R Debuff]) x (1 - ([Obrambna možnost] - [Osnovni napad %] x 0.0 - [Točnost debuffa]) x (1 - [Shield Chance] x [Absorb %]) x (1 - [Redukcija škode]) + [FTKE %] x (1 - [Debuff Force/Tech]) x (1 - [Odoli]) x (1 - [Shield Chance] x [Absorb %]) x (1 - [Redukcija škode]) + [FTIE %] x (1 - [Debuff Force/Tech]) x (1 - [Resist]) x (1 - [Internal Damage Reduction]) MRKE (Melee/Ranged Kinetic/Energy) damage is reduced by your Defense Chance, your Shield/Absorb rating and Kinetic/Elemental Damage Reduction. Škoda FTKE (Force/Tech Kinetic/Energy) se zmanjša za vašo Možnost upiranja (2% možnost), razen če je odpornost aktivna, oceno štita/absorbiranja in kinetično/elementarno zmanjšanje škode. Škoda FTIE (Force/Tech Internal/Elemental) se zmanjša z vašo možnostjo upiranja , shield/absorption assessment and reduction of internal/elemental damage (default 24%). With these formulas, you can calculate the theoretical best gear combinations. Keep in mind that the formulas only point to the mitigation you'll actually have, it only tells part of the story. What the theory tells us is the M/R damage is the most reduced, because all your defenses reduce the damage you take away from it. F/T kinetic/energy damage is the 2nd most reduced damage. F/T internal/elemental ignores all your defense state out of gear. Since you cannot use your equipment to mitigate internal/elemental damage, you can ignore it for your gears. The question is, how much defense he should have. It depends on the fight; fights with a lot of melee/damage range benefit more from defense than other fights. I personally use the above-mentioned Average Damage Profile in gear. DR VS Reduced Damage, which was accepted As mentioned above, the reduced damage is less effective than damage reduction. This only applies to the buffet you get; reduced damage is still better than reducing the damage you get from the stats (because this only reduces the kinetic/energy To illustrate the difference between reduced damage (RDT) and damage reduction (DR), you can look at this very basic example. Let's say your passive DR is 10%, you take 10,000 pre-mitigation DtPS, but you receive 50% RDT, neither DR: DtPS only with passive DR = 0.9 * (10000 * 1) = 9000 DtPS with RDT = 0.9 * (10000 * 0.5) = 4 DtPS with DR = (0.9 - 0.5) * (10000 * 1) = 4000 It is only a paw, only that you have passive DR for the beginning (one hundred is so). Note, it's never as simple as this, and you never actually get to choose between DR and RDT; But I think it's important to realize that there's really a difference. Final note All this theory assumes that you are constantly taking a flat amount of damage. In fact, you'll have moments when you don't take close to any harm, and you might get random (or predictable) koice that take away most of your health. If you know how your statistics work is the first step, then you need to decide how you want to use that knowledge. There are two decisions regarding endurance and the Chance shield, more about those in the next section. Gear Stat Priority Short version Armored: resistant armor (with 6-piece bonus set) Mods: warding mod B (high endurance, Low defence) Improvements: bastion and bulwark (medium endurance, medium defence and high shield/absorb) Augments: shield and absorb Relics: Reactive Warding and Shield Amplification or Shrouded Crusader (Shrouded Crusader is better if you're using it effectively) I recommend: For enhancements (ear/implants also count as enhancements): 5 shield and 5 absorb *It will give you about 2000 shield, and 1500 absorb in 240 gears. In-depth version There are a few different philosophies when it comes to gear, this applies to all the thin, but even more so for the thin shadows. There are two decisions for you. Easing VS endurance: More relief is theoretically better; However, high endurance will make it easier to survive injuries. It's a personal choice, but most tanks will go to the middle. The main thing to consider here is that tank tools made of command crates and chips have a lot of defense that can be safely traded for durability. Trading away a shield or absorb for extra durability is less favorable. High VS medium shield option: The idea that we go with a high shield option is to try to clear the damage as much as possible. Risking a high shield option will mean you lose your absorb. In fact, you're going to protect more often, but the shield isn't that strong. There's a theoretical middle that theoretical theorists will give you. Some tanks, however, prefer to use high shield options. I haven't tried that enough to have a strong opinion. For both choices, the difference will be subtle. You're asking your doctors what they'd prefer. That's a good idea. Most common setting: armor: resistance armor (with 6-piece bonus set) Mods: warding mod B (high endurance, Low defence: immunity and sturdiness (low end, high def i high def and high shield/absorb) or bastion and bulwark (middle end, middle end, high shield/absorb) Augments: shield and absorb Using Bant's optimized stats spreadsheet, you should have close to a 50/50 split on shield and absorb rating. However, if it is a high gear shield option mode, you should go with about 70/30 split into a shield and absorb the score. Note that vigilante and steadfast improvements are available to push your stamina still. However, I personally advise against them as they trade shield/absorb for endurance, rather than just trading defense for endurance. According to my rather basic production theory, the 240 rating Bulwark/Bastion improvements give shade about 3.7k hp more than Sturdiness/Immunity, and trade for it is an additional 19 expected DtPS. In other words, in exchange for a small bit of additional healing average throughout the fight, healers will have a reasonable increase in breathing space when struck by an injury spike. By comparison, Vigilant/Steadfast would give 6.8k hp in exchange for 50 additional expected DtPS.) In my opinion, taking higher endurance is easily worth it, but again, ask your doctors for their advantage as well. The same goes for fashion, but for fashions trading is even more favourable: for 240 estimates, the profit is around 5.7k hp for the use of 9 B-mods, with an increase of 15 expected DtPS. Maximum HP achievable in 5.0 without loss of magnification is ~135k. Relics: Most tanks take reactive warding relics; for 2nd relics there are several options: Wrap the crusader; this is theoretically the best relic, and even what I personally prefer to use on all my tanks, if you know where to use it, is simply another defensive CD that you can use. You only wear this relic if you actually use it. Shield reinforcement; this is the best non-clicks relics; It's only effective if you're protecting attacks. dps reliction (Focused revenge and serendipitous assault); this is exclusive for extra endurance, and the small dps incentive is also nice. Happy Redoubt; This relic is considered unheay by most people, but it works, and some tanks still use it. The reason most people don't want it is because we already have a very big defense in our gear and the defense only works against the injury level. Note that the relics are currently the only tank relics with endurance on them (except for the old 220 MK-26 relics). If you use a Shrouded Crusader, the best use is generally spoken anywhere where you protect attacks or where deflection also Using it in combination with Force Potency makes it even stronger. The correct use of deflection is explained in more detail in this guide. Note, due to the fact that absorb shields do not stack properly, it is pointless to use Reactive Warding relics when you have a healing. It is better to use any other relic, including dps relics. Additional note on endurance from relics: Unfortunately, only one tankner with endurance is added in 5.0, which is shield amplification. If you assume that the damage was constant and without the end, then this relic is undeniably the best. But the question I have with this relic is that the duration is quite short, and you have no control over when you procs. If you're using a click relic, you can use it when you need it most. In 4.0 we had access to endurance on our tanking relics, through craft (Exarch relics in MK-26). These relics are still available, but after some napkin math I'd say they're still pretty good. 220 Relic warding MK-26 compared to the manufactured version 240 gives you 2k more HP, with a trade of 41 extra expected DtPS, for the Shrouded Crusader the trade is theoretically even lower (16 DtPS), although if used effectively, it would still be better to stick to 240 relics. For those who are interested, this is the spreadsheet I used to calculate the numbers. In this table I'm assuming my own stats in 240 gears, I also assume 100% uptime on the Kinetic Ward (which is fully achievable); I'm ignoring all the other abilities. For relicing the average I extract the state, combining the state with and without the relic active. It's not a good method, but it's the best I can do. Important note: the numbers listed here are simply an indicator, in fact, they will be different. Set Bonus: (2) Slow Time/Wither increases DR by 2% by three seconds. (4) Slow Time/Wither reduces CD seals by two seconds. It's pretty overwhelming, but it can be useful to achieve 3 taunt rotations in your opener with 18 seconds of running on the boss. Otherwise, it's not terribly helpful. (6) The duration of the nod shall be increased by 3 seconds and its cooling shall be reduced by 10 seconds. He's too young. There's no reason not to take a 6-piece bonus set, even if it means using lower-grade armor. Widgets I will first list all gadgets, then I will give a general setting that is good enough for most content. Skillful Celerity reduces the cooling of the mind snap by 2 seconds. Force of Will by 30 seconds, and Force Speed by 5 seconds. Probably because of the decrease in the force rate on the CD. Some duels also become easier when you have a cd cut on your CC breaker. Pin resolve Reduces the cooling of Force Stunning by 15 seconds and increases the duration of Force Slow and reduces its cooling by 6 seconds. In addition, your Force Lift affects up to 2 additional standards or enemies within 8 meters of the target. PvP utility, don't take it Intangible Spirit Reduces all the damage they have taken while stunned by 30%. There's only a few fights where it's good. On other fights this is a bad tool for taking Lambaste Increases damage by Whirling Blow by 25%. Nice to trash and to damage AoE, take if there is no better Force Wake Force Wave imbalance your targets, immobilize them for 5 seconds. Direct damage, treated after 2 seconds, prematurely ends the effect. Only 2 applications can think of: PvP and nim styrak; Don't take this anywhere else Snaring Strikes Double Strike, Clairvoyant Strike and Whirling Blow reduce the speed of movement of targets by 30% for 6 seconds. PvP utility, do not bermite by Master Fade Reduces The Cooling Force Cloak by 45 seconds and extends the duration by 5 seconds. Very situational utility, good for special fights where you want to sneak out or in combination with a resistance sauce Misdirection Increases the speed of movement by 15% and your effective creaking rates by 10. You can take this if you have mobility problems. It's better to learn to live without this gadget although nerve wracking targets controlled by your Spinning Kick or Force Awakens takes 5% more damage from all sources. Only useful for a very limited number of fights. I wouldn't take the Shadow's Shelter Mass Mind Control to provide Shadow's Run for all commitments within reach except myself, reducing the damage they take by 5% over the next 6 seconds and treating them for a little health in duration. Not all that epic, you can use it for DR if you don't have any better Force Harmonics Reduces the Cooling Force Wave by 2.5 seconds and Force Potency grants 1 extra charge when activated. Relentless for thin kinetic acceleration activation

can use deflection in any basic attacks. Squadron Swords When tanking unit 1 use Force Speed (or Resilience) to mitigate damage from the Mega Blast. You can also use resistance to avoid damage from Rapid Fire and Gravity. Deflection can be used when you have both walking on you, or during Rain of Missiles (raidwide AoE damage). For tanking unit 2, use Force Speed or Resilience to mitigate projectiles (purple circle) or Gravity Missile. Deflection can be used in any other attack. For both tanks, stay within range of Melee as much as possible, as the attacks in Melee do less damage than the range of attack. If you carry bombs, be sure to use either deflection, or shrouded Crusader relics (with Force Potency) shortly before picking up the bomb. Underlurker You can use Deflection to avoid injury from The Devastation (a.k.a. cross), or use it in a tanking boss (the accessories will do less damage while inside the golden circle from Deflection). With resilience, you can ignore the damage it has taken from the supplements. Egress is a useful tool that you can hide behind stones, even if it still exists always added alive in veteran trouble. You can use To avoid injuries from Rage Storm for a few seconds, resistance can be used to prevent damage from the knockback at the end of a raging storm. Quite often during the start of adding waves, the boss will jump on a random player and deal with a high injury, this random player can include you as a tank, it is wise to use Force Speed in the meantime if your health is not inflated off. Revanite Commanders Can use Deflection against all basic attacks, from all accessories and bosses (including Tracer Missile from Derona). Lambaste utility (increasing whirling blow damage) is excellent for retaining aggro and killing supplements. You can use Resistance or Speed Force to mitigate damage from Kurse's Soaring Smash. You can take a Containment utility to immediately cc the distant adds, like mandalorian revanites, when they are channeling Death from Above on a raid. You can also stand near the pillar, and break the line of vision every time kurse casting your own propagation (you only need to do this in the burn phase). If done correctly, kurse will not move and will not do any damage during the entire burn phase. Revan For this fight, you may want to choose a different device setting. Sturdiness and Egress are very good gadgets to have; The vigilante grip is good in case your group's DPS isn't tall enough. For impel mechanics (red snops) you have a few different tools that allow you to ignore it. Note: the impel will still destroy the pillars if you are facing them, even if you are immune to knockback; therefore make sure you hold your back towards the open space. Deflection with Sturdiness can be used to ignore the impela (make sure you are not using deflection too early, as immunity to knockback lasts only 6 seconds). In addition, you can use Force Cloak directly before the outflows end. Be careful not to use it too early or too late. Unwanted e-mailer (Mind Control) to get the boss back immediately. Don't rely on your AoE duplication, because Revan will be immune to duplication among his impel outflows, which lasts even if you break it with Sil sauce. Use Force Speed or Resistance to mitigate damage from Heave and Overcharged Sabers You can use Resistance to avoid taking damage and heaps from the Trail of Agony. This means that you can let two or three circles descend under you without moving and remaining within range, damaging the revan and receiving treatment a little longer. In the HK phase you can use Deflection with Revenge Grip helping to kill the Meatbag Entropy Enhancer if you have an aggro of it, and dps failed to kill in time. You can also use Force Speed or Resilience to mitigate damage. Use Force Speed (with Egress utility) if you have a Force-Imbued Killshot on you to clean your foot shot slowly. Force Speed can also be used to mitigate damage from grenades, but not knockdown. Resistance will remove the grenade and under the legs red circle, be careful, not place it in uncomfortable places. On the third floor, if at any point you are forced to have your back against The Revan (which you should avoid at all costs), you can use Force Speed or pesky to mitigate the damage. The seed and the resistance won't save you. I confirmed Numedain from the red Eclipse server, although most people know me simply as Numy. Most of the time you can find me, <whatever> how I sit. And I've been playing SWTOR since FTP started. The shadow tank is one of my favorite classes since I created the first one a year ago. In addition to shadow tanks, I also like to play my telekinetic cadence (R.I.P.), and I enjoy playing all the other classes as well. Unfortunately, due to a lack of time, I was only able to start attacking the nightmare after 3.0. But since then, and even in 4.0, I've killed all the bosses of Nightmares, all of them as a shadow tank, as well as in other classes and roles. In 5.0, I'm going to keep killing NiM's bosses. Thanks to my friends who confirmed this guide, I couldn't have done it without them. A special thanks to Culoph, for his incredible feedback, he helped make this guide as good as I could, I can't thank him enough. Thank you, Ms . Mrs. Bengtsson, because she's always kept me alive, even when I'm bored and ate fire; She also gave me some helpful feedback on this guide, and is a lovely person in general. Thank you to brother Macewindy for not agreeing with me on most things, which makes me think about why I'm doing something. 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