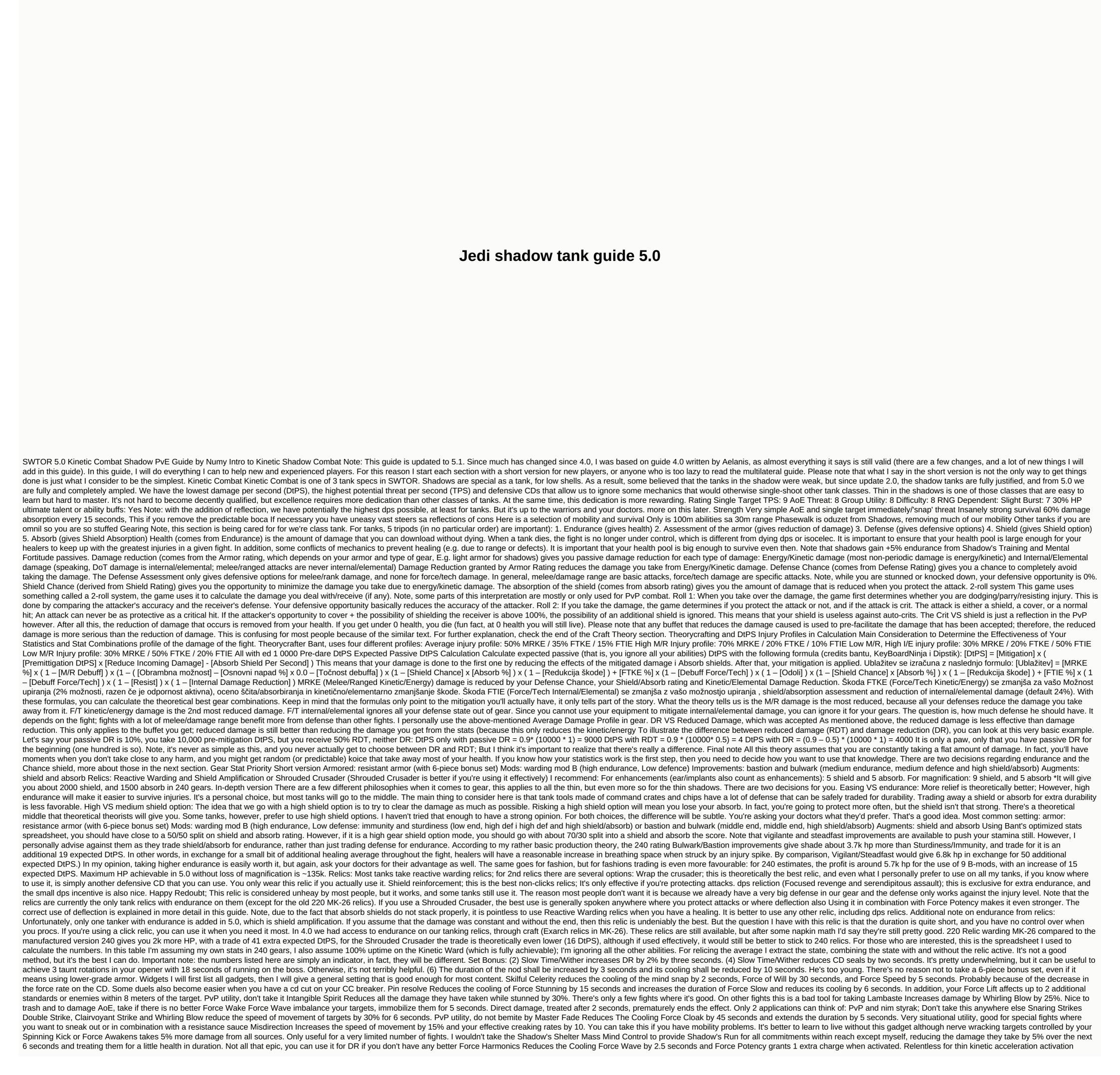
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project, Psychokinetic Explosion, or Squelch increases motion rate by 50% for 9 seconds. This effect cannot occur more than once every 18 seconds. Personally, I wouldn't take this if you want more mobility, use Misdirection instead of Heroic Motion Control When the goal recovers from stunning with its
Spinning Kick or Force Stunning, its motion speed is slowed by 90% for the next 3 seconds. In addition, Force Cloak increases your motion rate by 50% while active, and Force Slow reduces the speed of movement of your target by an additional 20%. PvP utility, do not take it Closing resistance Activation
Force sauce approves 2 seconds of resistance. If you know how to use it, it is a very nice utility; consider this to be another resistance. Eaunt after stealth you pleb! — Damian 2016 Sturdiness Activating Deflection grants 6 seconds immunity to stunning, sleeping, lifting and incapacitating effects. Only
useful for a limited number of fights (mainly Revan HM/vet) Shadowy Veil Increases your armored rating by 30% with Force Technique and cascading debris increase the speed of movement by 35% for 6 seconds with combat technique. In addition, when the injury breaks your Mind
Maze prematurely, the target will suffer from sapped mind, reducing the damage by 25% for 10 seconds. Not bad if you need an increase in mobility. If you do not follow the rotation, you can use the speed buffer permanently. Note, this utility is currently a light; You don't have to put a point in it to get an
effect. Egress Force Speed assigns Egress, removal of all effects that hinder movement, and granting immunity for the duration. It's hard to live without it when you get used to it; But it's only good for a limited number of containment struggles If your Force Lift breaks early from injury, the goal is stunned
by 2 seconds. In addition, The Force Lift is activated immediately. PvP utility, unusable in operations, except in rare situations (for example, Revanite Commanders) The legendary mind above the substance increases the duration of resistance by 2 seconds and the speed of force by 0.5 seconds. In
addition, Force Speed slows down all enemies within 5 meters by 75% for 2.5 seconds when activated. A good utility, use either this or the vengeful grip. Note that this also increases the duration of resistance approved by the resistance sauce. Stalker's Swiftness Shadow Stride gives Stalker's Swiftness.
allowing your next Spinning Strike to be used on any target, regardless of the rest of your health. Stalker's Swiftness lasts 10 seconds. In addition, if the target of your Shady Stride is killed within 10 seconds after using a shadow strid, the Shadow Stride cooler is reset. A bad utility, don't take It Martial
Prowess Force Pull immobilizes its target by 3 seconds, Serenity Strike immobilizes its target by 3 seconds, and Low Slash immobilizes its target for 1 second after the incapacitated effect is ered. In addition, successful use of Mind Maze grants Martial Prowess, increasing the critical chances of your
next direct attack by 100%. This effect lasts 20 seconds. A very narrower utility, do not take it restorative Shade and treat 4% of your maximum health every 2 seconds for 10 seconds. Stacks takes six seconds. When stealth
is broken, each bunch of Restorative Shade cures you for 4% of your health. Other gadgets are much better, do not take one with Shadows Shadow Stride can be used while being immobilized and cleansing movement hampering effects when used. In addition, Force Speed grants One with shadows,
which causes it to absorb 60% of all incoming damage for the duration of Force Speed. This is one of the things that makes the shadow tanks completely ampouled; Take this in any fight, not taking this gadget is the worst thing you can do; no defensive utility in this game is as strong as
One. Note, this utility has a slight light, the duration of the buff is 2.5 seconds, regardless of whether you specced in mind Over Matter Revenge Grip, which reflects 50% (or 100% for Kinetic Combat discipline) of all direct single target techniques and Force back injury
to the attacker. Avenging Grip lasts 12 seconds and does not absorb incoming damage. That's a 12-second reflection. The only side is that you will still take the damage from the attacks that you reflect; more on reflection later. Use either this or Mind Over Matter, depending on the fight and your personal
preferences All duels and all content require a different setting for you for optimal exercise. The rather general setting I use personally is this: Most of these gadgets are directed to PvP content and not ToM; but you can use this setting on almost any NiM fight as well. Many thin shadows probably won't
agree with that, and they'd be right. It's simply what I personally like to use. If you use this, most of you will beat the good. Ability and rotation High threat abilities Ranked from highest to lowest threat 1. Mind control (CD 15s, reduced by slow time if you use a bonus 4p set) Your one-time target screw,
forces your target to attack you for 6 seconds, and you are threatened with the same threat of the old target +10% when you are outside the melee area. Together with The Force Pull, this is your only ability 2. Mass Mind Control (CD 45s, Reducira slow
time, if using 4p set bonus) Your AoE taunt, all enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds, and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds and enemies within 15 meters of your location gets a buff which forces them to attack you for 6 seconds and enemies within 15 meters of your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff which forces the first your location gets a buff 
Pull (CD 45s) Very high threat, but has a minimum range of 10 meters; it is also your only range capability other than Mind Control 4. Cascading scraps (CD 6s) Only with 3 piles of harnessed shadows (when glowing); these piles are built with slow time or a project. In fact, this ability is used approximately
every 10 years, but it is somewhat dependent on RNG. Builds up to 4 heaps of Protection from shadow (1% damage reduction for each pile) 5. Slow Time (CD 10s) Drug AoE Threat Builder; harms up to 8 objectives; also uses 5% melee/debuff damage range (Impaired takes 45s, not stacked with other
shadows or outstras tanks). 6. Force Breach (CD 10s) Deals with a high threat only if it glows (+75% dmg), which occurs after a shield/resisting/parrying attack; addresses its damage on 8 objectives; also uses 5% melee/range accuracy errors (Unsteady takes 45s, not stacked with other shadow tanks or
caregiver). 7. Project (CD 6s, cd is reset with particle acceleration) Single target threat builder, self-krilt when glowing. Particles causes the CD to be reset and makes your next project an automatic signature. You get Particle Acceleration with Double Strike, Shadow Strike and Whirling Blow (30% option)
and takes 10s. Other rotational abilities 1. Saber Strike Thanks to your Shadow's Training Passive Saber Strike restores 1 Force every time it injures the enemy, but has a very weak ability. Use it only if you do not have enough force for something else (should only happen if you do not thin for a long
time). 2. Double Strike Your bread and butter filler, if you have nothing else, then use it. Thanks to your Bombardment passively imposed trauma (the drug received reduced by a Shadow Wrap
buff that can be approved double strike. Whirling Blow, Spinning Strike, or Shadow Wrap reduces the cost of force by 50% and allows you to use this capability even if you are standing in front of your target; without this buff you can only use it from
behind the target. Use this instead of Double Strike whenever possible (but avoid getting too full on force) 4. Spinning Strike Your 'finisher' to be used only if your target is below 30% HP. Use this instead of Double Strike and Shadow Strike 5. Whirling Blow Your AoE Filler, makes increased damage if
specced into a Lambaste utility. It also treats +15% damage to Unsteady targets due to your passive psychokinesis. Passive relief I will first go over the tooltises some noticed passive, because basically imposing your rotational and priority system. Combat Technique PassiveLy Use combat technique,
giving your melee attacks a 50% chance to deal with [a small amount of] internal damage and create an additional threat. Increases the shell rating by 130%, the production of the threat by 100%, and the accuracy by 10% and reduces all damage that we deal with by
10% while active. The awarded shell rating is increased by 20% for the second passive (non-smoking) with a total of 150% additional Passive (Technique Mastery) bestsud 10% internal/elemental DR. Kinetic Ward Instant Cooldown: 15s (Kinetic Bastion reduces
this to 10s) Insert kinetic section with 15 charging, which increases the possibility of shield by 15% by 20 seconds. Every time you successfully protect, Kinetic Ward loses one bullet. Don't break Stealth. Since cooling is (usually) shorter than duration and this buff should always be up. I think this is passive
mitigation. Kinetic Bulwark Passive When the charge consumption kinetic ward increases the absorption of the shield by 1%. Leaflets up to 8 times. This effect lasts for 20 seconds or until Kinetic Ward is activated. In order to maximise the benefit of this passive, Kinetic Ward should be refreshed as late
as possible without being released. Kinetic Bastion Passive The Kinetic Ward is reduced by 5 seconds, the possibility of the shield it provides is increased by an additional 3%, protects the attack while active, has a 20% chance of recovering the charge and increasing its active duration by 1 second. In
addition, Kinetic Bulwark can build 2 additional piles. It enhances the effectiveness of Kinetic Ward and Kinetic Bulwark Harnessed Shadows, making the next cascading scraps used unpassed and immune to pushback. In addition, each pile
increases the damage caused by the next cascading wreck by 25%. Cartons up to 3 times. For 3 cups, each plate of cascading residues gives protection to the shadow, which increases the damage reduction by 1%. Shadow Protection stacks up to 4 times and lasts 12 seconds. Shadow protection and
shadow duration: 12s Proper rotation implementation must ensure that you always have 4 shadow protection due to Shadow Wrap passively. That's why every fight should always start from the cover. Kinetic Ward
Cooldown: 10s Duration: 20s or after run out of piles (increases by 1s every time you protect an attack, up to 34s) Every time you protect the attack, you gain a bunch of Kinetic Bulwark. Each stack assigns you +1% absorbing. Since these piles are removed when you refresh the Kinetic Ward, you need to
refresh it right at the moment it hangs up. To make this easier, you can use Star Parse to give yourself a reminder to refresh it. Open SP, click on Timer -> Settings; you will find a window like this: Fill in the fields as I did here, select a sound reminder and change the volume if necessary (small slider
changes volume). Then click Save as New. You're going to have to do the same for The Dark Ward if you're going to play killer. Then click the timesheets you just created to enable them. Make sure you are sniggering, then go into the game, and test if it works. (Simply
use Kinetic Ward and click off buff; you need to hear an audible warning with little delay) If you use sp for an audio reminder, remember that hearing is the (most likely) character you made an error because you didn't refresh Kinetic Ward early enough and it should therefore be refreshed ASAP. When
you're rehearsing, you can try out by learning how to refresh kinetic ward just in time to avoid triggering the timer and listening to audio. You may also happen to do so many attacks that Kinetic Ward falls off before it cools down, but it's unusual on anything other than rubbish. However, note that reliance
on SP timers will make your Kinetic Ward application always so slightly incomplete; You should still try to watch your buff bar and refresh your Kinetic Ward just like it falls off. Rotation Since the rotation has not changed from 4.0, I guide 4.0 here for easy references. Biggest Threat Opener (no new 4-piece
set bonus) 1. Force Pull – this ability creates more than a tone of threat, and is your best instant option, bar none. Continue to Shadow Stride in range off GCD (bosses are physics immune, so pull them won't bring you) 2. Project + 3. Slow Time + Mind Control (taunt immediately after Slow Time) 4.
Violation of force (with proc, replace with the following GCD if not yet proc) 5. Double blow 6. Project (if you triggered particle acceleration, use Force Potency on this attack, for the crazy threat of increasing from additional damage from auto-crit) + 7. Cascading wreck under force (use Force Potency here
if you haven't used it on the previous global. Immediately use Mass Mind Control later. 8. Shadow Strike (Double Blow if you haven't had proc particle Acceleration) 9. Project 10. Slow time 11. Double Strike if you haven't used it yet and underestimate yourself again when it comes out of the cooler to
ensure you maintain the threat. This rotation has a short (2 GCD window) where you can lose the top threat on the boss to burst dps, but it is the best you can do without a new 4-piece bonus set. Biggest Threat Opener (with a 4-piece set bonus); also known as Triple Taunt Rotation 1. Pull + 2. Proiect +
Mind Control 3. Slow time 4. Violation of force (with proc, replace with the following GCD if not yet proc) 5. Double blow + 6. Project (Use Force Potency first if you have particle acceleration) + Mass Mind Control 7. Cascading remnants under forcepower (use Force Potency here if you haven't already) 8.
Shadow Strike 9. Project + 10. Slow Time + Mind Control While you don't have your threat from Cascading Debris under your second interrogation (and tripled again under your second interrogation (and tripled again under your second interrogation (and tripled again under your third) you have 18 straight seconds of taunt on the boss without a gap, and no help from your second tank, which is free to then
use their high-threat rotation with their triple-thin rotation. This is what people call triple-shuping, and all tanks need to know how it works. Priority capability again, this is the same as in 4.0. 1. Cascading wreckage with 3 heaps of harnessed shadows 2. Slow Time (builds loads of Harnessed Shadows,
maintained by Weakened Debuff) 3. Project (builds piles of inflamed shadows) (with or without particle acceleration) 4. Force violation (only when unsteady debugging error of more than a few seconds, do not use Force Breach) 5. If you need proc Particle acceleration to get
your 3. stack of Harnessed Shadows to prevent your Shadow Protection buff from falling 5a. Spinning Strike (execute phase-only capability, also triggers particle acceleration) 5c. Double blow (triggers Acceleration) 6.
Breach of force (for threat and damage, it also keeps unsteady debuff running) 7. Shadow Strike (with Shadow Wrap buff, also triggers particle acceleration) 9. Saber Strike (&It; 35 Force with Project or Slow Time comes off from the cooler) I deviate from
Conductor 4.0 with my putting Force Breach on the priority list. This is because I prioritize survival above all: this preferred system is built around maximizing the use of cascading debris in order to protect the shadows all the time up. AoE Rotation & Rotation 
shadow of protection is almost running out) 2. Slow time 3. Force breach 4. Project (with particle acceleration and at < 3 stacks Harnessed Shadows) 5. Whirling Blow 6. AoE taunt if you lose aggro on too Much Make sure to use Force Pull and Force Wave to group enemies up on AoE pulls/phases so
they can be more effective at killing themselves. Shadow defensive cooling tanks have a number of tools at their disposal. First, I will get over any ability; Then I'll go through all the operations fighting for advice for certain bosses. In no particular order: Resilience Cooldown 60s (reduced every time you
protect/resist/parry attack at a theoretical minimum of 30s) Duration: 3s (or 5s if you use mind over matter utility) Approve a 200% chance of resisting emergency/technological harm. And remove all removable debuffe. This is our main cheese capability; self-cleaning and temporary immunity is incredibly
strong; learning where to use this ability is very important. In general, you can use resistance against any specific attack that the boss uses; I'll add more when I investigate every boss's fight. Deflection Cooldown: 2m (or 1m 50s if you use a 6p set bonus) Duration: 12s (or 15s if you use a 6p set bonus)
Grants 50% extra melee and ranged defense, making you almost immune to all melee/ranged attacks. In addition, it gives pulsating force for 12 seconds, which is why all enemies within a radius of 8 meters do 15% less damage by force/technological attacks. The pulsating force is displayed with a yellow
animation on the floor to check if your targets are within an 8-metre radius. Note, the pulsating force is supposed to have the same duration is not increased by a 6p set bonus. Use this to overtake most of the underlying attacks and some specific attacks (such as
interruptions, and other attacks that you suspect are considered melee/ranged). This can also be used to reduce the force/technological damage done by the boss; especially useful in fights where the boss does not deal with melee/injury range. Battle Readiness Cooldown: 2m Duration: 15s Treat you for
15% of your maximum health, increases the damage treated by your combat technique by 50%, and increases the chance of combat technique trigger by 25% (to a total of 75% chance). Every time your The technique triggers, treats for a small amount of health (about 2200 hp for me). This can only
happen once a second. In addition, Battle Readiness gives you an additional 25% damage reduction. This ability is basically a button ow. Whenever you see your health is declining, use that ability. This ability can also be used to reduce damage by 25%; however, the protection granted by this capability
is somewhat unalathing. It's still useful for times when your other defense systems are out of reach. Force Speed Cooldown: 20s (or 15s with utility) Increases motion speed by 150% It's only defensive cool if you use a mandatory One with the Shadows utility When using
Force Speed, At 2.5 seconds with a 2.5 second wi
seconds) You need to use this defensive cool down as often as you can. If you can't predict incoming damage to the skin, you should use Force Speed to mitigate it whenever possible. Force Cloak Cooldown: 2m (or
1m 15s with utility) Duration: 10s (or 15 with utility) Note: duration only applies to complete invisibility, your sneak still lasts as much as you want. Your combat akrada; If you are using the utility Resistance Shelter, it assigns you two (or four) seconds of resistance, cleaning up all defects and immune to
force attacks/technology. Use this as another resistance. You can also use Force Cloak to stop some bosses from channeling the attack (I'll give special cases when we go over every boss fight). Force Potency Cooldown: 1m 30s Duration: 20s Grants 2 charges of Force Potency, which increases the
critical chance of subsequent force attacks by 60%. After an attack forces critically strike, or after using Cascading Debris, you lose one bullet. In addition, activating Force Potency assigning 30% Shield absorption for 20 seconds. For tanks this ability has two separate uses: 1. Offensively, do damage or
maintain aggro 2. Defensively, to reduce the damage you take during a fight you should keep in mind which of these uses is currently most important, as it is not always possible to combine the two uses. The Force of Potency is guite weak as a defensive cooler compared to our other abilities; but when
combining with other defensive (mainly, shrouded Crusader relics), it is still a nice little bonus. If you're using it as an offensive cool, try combining it with a particle acceleration prose) and a cascading residue (with 3 buys of harnessed shadows). Guard While active, a guarded player takes
5% less damage and generates 25% less threat. In addition, the As you stay within 15 yards of a guarded player, 50% of all upcoming damage from enemy players is transferred back to you. There are many misconceptions about the mechanics of the guard. The most common misconceptions are that
people think that a guard only works when you're within 15 meters. That's wrong for the PVE. Let's break down the tool tip description and see why: While he's active, a protected player takes 5% less damage and creates 25% less threat. It is always active; You don't need to read longer for PvE content
than that; all in the description of the tool that comes after that is an additional effect. The mispercepticoncept it begins here: In addition, as long as you stay within 15 feet of a guarded player, 50% of all incoming damage from enemy players is passed back to you. This part of the tooltip applies only to
PvP, and you can ignore this for PvE. In short, no matter how close you are to your guarded friend, they will take 5% less damage and create 25% less threat. Note some shadows (thin as well as dps) have a beetle that still receive the effects of the old Shadowy Veil utility, which allows their guard to
further 3% reduce damage. The best use of this ability depends on the fight. There are 2 options: 1. Use the guard as a defensive capability; Make sure that the person who has taken most of the damage has a guard on it. That often means you end up guarding the tank. Or you can ask the dps to guard
the tank. If tank guards are not an option, you can keep an eye out for the medicines or dps that are taking the most damage. 2. Use a guard on the highest burst dps. Personally, I prefer to watch tanks; because for me, guarding dps is relentless, because I never
have any problem with the threat. I've got a thin watch. Talk to the team to decide which option is best for setting up and situation. Don't be afraid of a 25% reduction in the threat, it shouldn't be an issue in any of the bosses' fight (except perhaps for the snap aggro he adds to the reproduction amid the
struggle). Note: remember that you can simply change your guard in the middle of the fight as well, which means you can guard the burst dps to prevent you from pulling the aggro in the opener, and then switch to the one who will be taking the most damage. Advanced Polybiotic Shield Adrenal Cooling:
3m Duration: 15s Absorbs 30% damage to a huge amount of damage for 15 seconds. For tanks it is always good to have a bunch of protective adrenale with you (old adrenale are called Absorb Adrenal; they are still good as well). You can use adrenals as another defensive cooler, much like Battle
Readiness. Adrenale will absorb exactly 30% of the damage it has caused you; regardless of the type of damage that can be extremely useful. Reflect is one that used to be completely exclusive to administrators. But from 5.0, shadows (as as commando and rats) have gained access to
something like Saber Reflect. For shadows, (much like rats) we reflected the associated with the existing defensive cooler: Deflection; and we need to survive the legendary useful point on the vengeful grip (again, it's like rats). Deflection grants Avenging Grip, reflecting 50% (or 100% for kinetic combat
discipline) of all direct single target technologies and Force damage back to the attacker. Avenging Grip lasts 12 seconds and does not absorb incoming damage. In short, we're going to download all the direct targets we're going to get back to the attacker. Remember that the reflection of the shadow does
not make it immune to harm (unlike guardians and commandos). Note if you use Resistance at the same time as Deflection with Avenging Grip, you will not reflect any harm, as resistance to injuries is never reflected. For shadows as well as rats, the reflect is simply to increase your damage output, and it
doesn't have the defensive capabilities at all. When using the reflex you should be very careful; some people prefer not to use the inevitable damage; But I'm personally open-minded about it. You need to know a few things before you should even consider making it something
to reflect: Know what you can reflect. Don't be one of those people who crashes into a random fire, they think they're just going to reflect all the damage, and then die without doing any harm. You know what you can survive. Even if you know you can reflect something; If you die for it, it's not worth it.
Always point your finger at your resistance in case you get to a dangerous amount of HP. Warn your doctors, or even the whole group, what you're going to do. If you take a lot of damage, warn your doctors. DON'T go into anything painful if you see doctors struggling. You know when you shouldn't think
If you need to use Deflection for some other mechanic in combat, do not use Deflection for reflection. In short, stay safe, don't take any chances. If you do it right, you can do crazy amounts of damage while you are taking very little damage yourself. Tanks can even bridge a DPS player. To help you know
what you can reflect, I sat down with a list of all the struggles of bosses, with general advice on how you can reflect. You can find him here. This is an ongoing work and also includes advice for other items that reflect. Tanking & amp; How to Improve Similar to the 4.0 guide, I'll refering a well written section
by Milas, in the 3.0 vanguard guide. Don't follow any advice on gearing or turning in (because it's heavily missed), but the general tanking of information out there is better than anything you'd write. Guide 5.0 to predict a tank with Yam'unun also has an excellent general tanking section (scroll down to tips
on tanking in general). Specific boss tips like In Tanking and You & amp; How to Improve section, you need to know the meetings as a book. To help you learn the struggles and what to use, where, I've made a long list of tips for every warrior. Note that before reading these tips, you should know the
mechanics of the general struggle; I assume you know them. Ernity Vault destruction Droid XRR-3 It is a simple fight, and requires only 1 tank; It's best to face your boss with your back facing the side of the door and get on with it while you're still flying in the knockback. Use speed forces for AoE stunning
(Shockwave); and offset during the AoE injury phase (Rocket Salvo). You can use resistance to flames of toc. You can take the Shadow's Shelter gadget here, and the AoE tattoo, while the group is ready for Salvo missiles. Gharj Use Resilience or Force Speed for Pounce (no outflow; you can see it from
the boss jumping up, according to the red text he's reporting). Keep your boss at least 10 yards from the group rank. Pylons Can stealth out after the start of the fight; then after each wave you will be able to use from the combat health regen. Watch out for someone who's in combat, he can get you back
into battle, even after that wave has died. The infantry world, which has been in the 2016 world, is the best way to do that. If you are using deflection, make sure that your distance (there can be no other bosses in your golden circle deflection love). If you put a guard on a member of the group, it's safe.
When you kill your target, you can use one attack on another target, and if you're using The Strait, you can use another attack. Soa Use resistance or force speed when taking a ball, or at the Energy Sphere Detonation. Be careful using Shadow Stride during the jumping phase. You can fall off the
platform. Do not move while using Shadow Stride tend to keep me safe Karagga's Palace Bonethrasher This boss cannot be tanked, tasked with paying attention to mechanics (killing red pigs at a time). You can also try to keep a guard on the one who currently has an aggro boss (using a locktor to gain a
focus target is very useful here). Jarg & amp; Sorno keep them side by side. If you cannot stop unloading, use the cleaning resistance and dissuad. Foreman Crusher Hold your back against the force field in the back, and use whirling blow when the ejaculation is added. Use Deflection or Force Speed
when the boss starts a frenzy. G4-B3 Heavy Fabricator Droid Use Deflection when solotanking, when there are about 15 seconds left on your bench. If you are lucky, this will allow you to drop your loads back to 0 and give your doctor(s) some breathing space. You should only do that on 10 piles. Use
Force Speed on the CD or when you expect injury. Karagga Resistance can be used to safely stand in burning oil, use Force Speed on the boss's blades. Deformation good for reflecting heating oil with burst burns, or against its basic attack. If you reflect burning oil, use defensive coolers such as Battle
Readiness, Adrenals, Force Speed and medpacks. Explosive conflict Zorn & amp; Toth Can solo tank Zorn in vet/master mode by cycling through its defenses. When you are afraid, immediately stop using any attacks, second or two after jumping Toth on you, start using your defenses. For this fight you
will want to use mind over matter. Use resistance to ignore fear for a few seconds (you can even continue attacking the boss while you have resistance), stealth out Resilience + taunt allows you to ignore fear even further. If necessary, use Force Speed, Battle Readiness, tanking Adrenal and/or medpack
to survive fear. When zorn starts casting Sonic Paralysis, use a seed. If done correctly, the healers should notice during fear that the pressure of treatment is lower than if they had replaced the tank. Firebrand & amp; Stormcaller Can solo tank Firebrand by stealthing out, or let someone mock burning
incineration armor. Don't steal it, while you've got double-destroying heaps on you, you're going to die. Colonel Vorgath, if you don't mind the cleave, use Force Speed on this. Use resistance to cleanse yourself. Warlord Kephess When tanking Kephess, you can use resistance to avoid taking damage
from the red circle, and dot. Use deflection on basic attacks. The horror of the wider part of terror that mostly forced the attacks. In vet/master mode you can avoid the reproduction Foul Offspring adds by stealthing out before your loads of incubation debuff runs out when taking jealous man. Note that you
can't tasing your boss back after sneaking out due to a recently implanted debuff. Avoiding all Foul Offspring like this with 2 shadow tanks can poeha dps checking in master mode. Try to predict when the boss will use his force/tech attacks (which is about every 6 seconds) to resistance. Make sure
shadow stride is available when the boss burrows to avoid getting Angry Spittle on the raid. Save the defensive cools for the burn phase. With resistance you can clean all the effects of the point from yourself, which is especially useful if you thin the additives during the combustion phase. The guards use
resistance to ignore the lightning field. With resistance, you can ignore Force Leech for a few seconds. Use deflection against basic attacks. When tanking two large regulators, use deflection, Force Speed and, if necessary, in the orange and yellow phases. If you
have the task of channeling and you have aggro all the add-ons, simply stealth out and channel. You can force your boss to throw Color Deletion at you by hearing about a second or two after dropping his Black Obtuse immunity shield. Tell the co-tank that it's a little hard to get lost at any time (which can
happen often, due to mechanics). The tank-swap on adding the draw with ace teumentation adds then an offtank to the boss. Deflection is also your most effective cooling in the Operator phase. Kephess dying mostly force/technological attacks. Try to avoid moving the boss immediately after he becomes
stunned, as dps will lose time over the boss while the boss takes further damages. If you have an orb, you can use Force Cloak, make sure the orb is gone before you return from stealth. The preferred method, however, is to destroy your circle by running into the blue circle when you get an overcharge
debuff from the boss, save your Force Cloak for emergencies. Just make sure you have an aggro on the boss if you have an orb (Kephess put a debuff on the Laser Blast). Terror from the wider majority of violent/technological attacks. If the tentacles get angry, use
resistance or force speed immediately. You can mitigate the damage from the accessories by entering them with the Speed of Force. Make sure that there is no one near you, or they will also be damaged by accessories. In story/vet mode, Resilience also works to ignore the damage from the adds
exploding. In hypergate, the boss uses different seizures, depending on where her target is. The boss uses a melee attack (Monsterous Swipe, which best matches with Deflection) on platforms 10, 12 and 14 in this diagram. Everywhere else, the boss uses force attacks (Tail Whip, Devastating Slam or
Phasic Spittle). Because of how your mitigation works, standing on platforms 10, 12 and 14 will cause the lowest amount of DtPS. Use Force Speed to mitigate the scream (on story and vet problems, resistance works as well). Use resistance if hypergate abnormalities infuse (visible with lightning arches
that hit vou). Try to have DCD's (preferably Deflection) available for the Furious Tantrum phase and be ready to replace taunts with your co-tank. Scum and Villainy Dash'Roode All melee attacks, with the exception of Groundshatter (360 knockback) – use Deflection frequently. The damage from a
sandstorm can't be mitigated by resistance or a move away, but your other defenses will work. However, you should not take any damage from this except the burn phase. In the main way, Shadow's Shelter can help mitigate the raiding damage that has been seen from Howling Sandstorm and
Groundshatter in the burn phase. Titan 6 All technological attacks except Kick and basic attack. Huge Grenade is tech in a veteran way, but special (unresosive) damage in master mode. Use force speed shortly before A large grenade explodes on you (move your mouse over the dehuad to see the
timer). The veterinarian can alternatively use resistance to completely ignore the damage. With resistance you can ignore damage from supplements. Use deflection between AoE and burn phases. You can solotank this boss well on nim/master problems, using a Sturdiness utility, and use deflection a
little before being stunning (to avoid stunning), use your stunning for the next stunning. The stunning accessories from the boss. Thrasher All attacks of force/technology except Thrasher's base attack and sniper attacks. Use Deflection against snipers to become close to
immune to them. Use Resistance to ignore hits from the demolitionist or from the boss himself. The big blow is before the boss uses his punch, you can use Force Speed here. About halfway through the fight, Thrasher starts using Force/Tech attacks relatively often, try to predict it's resistance. Head of
operations, mixed types of attacks. Use the dissuad when unloading (location) or disconnect. With resistance vou can clean the Bleeding DoT from Pack Hunters in the Blue Team and fervent the dote from Pyroguards to Green and Gold Teams, in addition, you can use resistance to resist fire, and heat
bundle. Use Force Speed on any large attack (especially Disconnect). Alternatively, use the tube on the right side of the boss's moose (Line of Vision) terminate cast. This prevents the boss from using his basic attacks and will not use his specific attacks as often. This is mainly useful in the event of rage
Olok mixed types of attacks in the shadows. Use Resistance against Lacerate, his melee base attack, Use Deflection against Snipe, its base attack range (simply move away from the boss to force him to use his range of attacks). Resilience can also be used to clean sticky grenades. Cartel Warlords Use
Deflection against a base attack from all warlords except Sunder. Use resistance to Sunder's attack if you can't get out of its range of 4m. Force Speed with Egress utility can clean the green corrosive grenade and Super Concentrated Riot Control Gel DoT from Captain Horica in the first stage in
nim/master. You can force Vilus Garra to stab you so that he's the closest person to him before he starts a stabbing spree. If necessary, use cooling (all working). The mental defense utility gives the shadows an advantage here. In addition, the correct disconnect time with the Sturdiness utility can prevent
stunning. If Garrov is stunned, he will continue to complete his stabbing spree channel, but will do no harm (this applies to all classes with Hold the Line and Vigilance Guardians). Horrible Master Styrak When you protect the attack from Kell
Dragon's Spines spinning ball In the first phase, use Deflection to eliminate any damage. In main mode, when the canal ends, the inexcusable toxic spine of the DoT begins to get away – use Resistance to resist any damage. Use Resistance or Speed Force against Styrak's Thundering Blast and against
its Powerful Shots (in master mode: including a raidwide overcharged explosion at the end). In NiM/master mode, Force Wake is a good utility to have. This allows you to root ghosts (a.g. beam clones) during a chained manifestation, you can knock back two ghosts at once. He's a big part of the big deal
and he's defending himself during Styrak's stun and he's pairing up with his co-tank. Styrak's Force Charge and Saber Throw knockback is a melee/ranged attack so Deflection is the best. You can use resistance to the power of the master. Dread Fortress Nefra Use Deflection against its base attacks.
Resistance to cleaning points. Draxus All Draxus can be ignored by Deflection. Use resistance to accessories and to clean the toc. Use force Speed if you get rid of the circuit breakers. Use Force Cloak or Resilience to avoid getting a dehusing from the lightning dismantler. For optimal use, both circuit
break-ins can be kept on you. With rotating resistance and forceful sauce you can take two strokes in a row. Use Force Speed or Resistance to mitigate thundering blast from the guardians of Grob'thok Use Deflection against his basic attacks, Resistance to all other attacks. A zero-use deflection against
his basic attacks, small red circles and accessories. Resistance to any other attack (especially a chest laser) or to cleanse yourself. Dread Master Brontes Use Deflection against Tentacles (Hands) at the beginning. Use deflection against Kephess. When tanking brontes, use resistance during its outflows.
Effective use of Resilience can give you solotank Brontes. Simply allow yourself to take 4 to 8 heaps (depending on the doctor's ability), then use resistance during the next outing to avoid taking heaps. She can also sneak out just as she starts channeling; don't forget to come back immediately. The use
of Force Speed between the channel is also very useful. Resilience or Force Cloak (with resistance sauce) can be used to take orb after the brontes begin their hour phase. Note, if you use Force Cloak, remember to underestimate yourself, after you have used Force Cloak During the finger phase, you
can use resistance to resist injuries from the hands and fingers, the speed of force also helps mitigate this damage out of your hand, it does not work in the first stage though. To do this, you need to stand still (close to your hand, I
tend to stand only inside the targeting circle), do not use any ability, and press your jump right as the hand begins to pull back to help you That you can use the attacks until you start slamming you again. Practicality is perfect and remember to duplicity yourself so as not to lose aggro. Orbs should never
get through his careful eye, but if any of them, you can use Force Pull or any other surveillance capability to prevent orbs from killing their group. When Brontes stutters across the stage fingers apply trauma to her with a Double Strike to reduce her self-destruct. This time you can use to place dehooth
from slow time and Force Breach as well. The NiM/master, before taking your hand in a burn phase, sneaked first to ensure the Brontes ignored you. Use Force Pull to create a tone of threat on your hand without risking it. You can take the Force Wake energy sphere root utility during the burn phase.
when your hand is dead. In this way you can combine them when they reproduce, then ace taunt to make resistance or speed of force against Pulverize (this is an attack from Dread Monsters, and is used as the first attack, and then later
during combat as well). You can avoid tank-swaps at Bestia using Resistance and mantle resistance or Forceful Sauce at the end of the Dread Strike channel. This will help you avoid taking piles. Tyrants use resistance or speed force to mitigate Thundering Blast; This cast is very short
though, so be sure to hold your finger over resistance whenever you're on low health. Use Deflection against its base attack, or use Deflection to reduce damage from thundering blast if you notice that your team is taking cleave. Calphayus uses a deflection against his base attacks. Resistance is good for
cleaning points in the 1st future phase; you can also use resistance there to ignore periodic damage from the tree (well, if you notice that your doctor is struggling). If you are taking a relic, use Force Cloak and Rocket Boost or Force Speed. In NiM/master you should wait for the addition, Shadow Stride to
him, then shelter and run. If you're taking your boss in the third phase of the future, just wait until you get in to the portal and don't attack your boss. The boss will stand still and he won't hurt you. Make sure to move to the altars before the relics are placed (or ask the group to call when they are outside the
past phase, or check their progress on a minimap). Raptus This boss has a lot of hard-hitting abilities that you can avoid with resistance. None of them have an outflow, so it's hard to use their defenses optimally. For the challenge you can use Force Speed, Resilience and Ooglje resistance to mitigate
damage (if you use Cloak, make sure you don't have a guard on anyone unless they are also sneaked out; after a challenge you can easily use it from a combat regen). Use deflection on his basic attacks. Use resistance or force rate at all attacks, in particular the large purple circle/mess (Force
Execution). Shortly after the force is exercised, and even soon after knocking the tank into the air, Raptus usually uses a push drive, for which you must use resistance, speed of force or nuisance, unless you are close to full health. Replacing tanks is also a good alternative. The old tactic of standing with
your back to the tanking crystal is no longer valid, because you will either be knocked through a crystal, or if you enter the crystal, you will die. The world will use the odysi to the basic attack of any boss. Use Resistance against special attacks. When tanking Calphayus, he will sometimes summon crystals
to knock into you, this has telltale animation that is when you can use Resistance or Force Speed to mitigate damage. In emergencies, you can use Resistance to clean your own death sign (in phase 1 and 3), you should not rely on it though, and you should only use it as a last resort. Remember that
Force Cloak with sauce resistance utility also works for it. Use Deflection against all injuries in the Brontes & amp; Styrak stage. Use resistance and force speed during the combustion phase. To minimize damage to an entire group (if there is another shadow tank in the group, do not use it at the same
time). Ravagers Sparky Use Deflection against basic attacks from both boss and accessories. Use resistance or speed of force when sparky prepares to brutally reduce damage. When tanking the boss; Make sure to place your
back against the middle in front of each shoulder throw to prevent you from knocking in the middle of the room. Bull Use Force Speed or Deflection against Shotgun Blast and Scatterer. Use deflection against basic attacks and adds. The mechanics
of barrels can be avoided by using Slow Time and Force Breach to combine add-ons, and use Mass Mind Control (AoE taunt) and Deflection if necessary. Then simply place the blue circles on the accessories during mass barrage. Note that it adds reproduction to one of the three locations, and will
always reproduce at the location closest to the tank that currently holds the aggro on the boss. Use this to your advantage to nargue if you start on the boss, use Force Speed or Resistance as soon as the floor prints reproduce, this will mitigate the large amount of damage that makes you doctors love you.
Use Resistance or Speed Force to mitigate damage from Shoots Lasers and Tamper Reprisation Devices (a.k.a. Turrets). Use Deflection on torque's seizures, it will also keep you close to immune if you get sick of you debuff, without your co-tank noticed; You can also use Force Cloak or Narque kite,
both of these options are suboptimal though. Master & amp; Blaster V 5.0, The boss has become much easier for the thin shadows to survive. The odyshym only works against blaster attacks. If you are a tanking Master, you can volunteer to underestimate the blaster during rain pain, and use deflection
there. Or you can use Deflection to reduce the damage master does during overpowered lon Cutter, or his basic attacks (Fire wheel death does very little damage, even so try to avoid it if possible). In addition, you can use Resistance or Speed Force to mitigate damage from resonant explosive probes
(a.r.s. mine, especially important if you get more than one mine on you), Master base attacks, or Overpowered Ion Cutter. You can also use Force Cloak to interrupt the casting of the Overpowered Ion Cutter; If you do this, I suggest you stop 2/4/6. Resistance/makeshift sauces are also useful for resisting
damage during the burn phase. Be careful not to use Resistance directly before ravager Electro-Pulse Nova in veteran trouble, or you don't have the tools to fight this fight. If necessary, you can use Force Cloak to break the New Cast on the Blaster as well, to delay the
knockback, it's especially useful if you pushed the Master too early, and no longer has a debuff to keep you safe. Coratanni You can use Deflection against all basic attacks. Resistance and Force Speed are good for mitigating damage from deck rifles and Mouse Droids. Force Speed is also good for
mitigating the damage from ruugar's cull attack. Force Speed and/or Resilience can also be used to destroy mines. The Temple of Sacrifice Malaphar You can use resistance or speed force to mitigate damage from the red circle (Spear Throw), kept added to it so that they are injured and subsosked. You
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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 (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. Thanks to Maxx, he kept trying to finish this guide, for feedback, and that I was always there to take the blame whenever I 200. 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