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Guide to SWTOR Sage Telekinetics and DPS balance specifications for PPVE. Written and edited by Invinck and Vindrek of Harbinger. The guide is partially updated for Patch 2.7. Analysis analysis of 2.7 before and will be updated soon. An overview of navigation overview of the sage balance overview is only dps armored light range, and also one of 3 DPS layers that can help with outside healing. In addition, having the best outside heals and armor in the game, as well as great utility moves such as rescue, makes Sage one of, if not the best DPS class support available. Sage specs are generally considered to be relatively simple, but despite this they have low base damage compared to heavier hitting classes such as Gunslingers and Ranger. Being a tough class to play on an exceptional level, few people are talented enough to play this category to excel as much as some other classes, but in the right player's hands, the wise can be exceptional for both dps and utility. Sage DPS access to two popular blitz specifications: Telekinetics is more popular than the two specs, and does the highest DPS overall. It has some good alternative talent options to use for some coach fights, as well as renewing such a good strength you will basically have an infinite resource pool for dpsing, and great support for non-healing. Balance has one of the simplest rotations in the game, but it has a fairly limited resource set to manage. This means that you will have to use the noble sacrifice of power, and therefore need some additional healing, which may or may not be a problem for your therapists, depending on the group. This spec is also less effective as an off-processor compared to Telekinetics, and for most battles will generate less dps overall than its counterpart. Offensive Cooling: Force Force: Gives your force attacks an extra 60% chance of seriously striking, and consumes a charge when they do. It has two mental Alacrity charges: increases your Alacrity, grants immunity to provinces and prevents reflex. Note: Mental Alacrity also has additional gains according to which dps specifications you choose. Balance: Increases your movement speed by 50% while it's active. Remote: Significantly reduced the calming, increased duration and zen chance of remote momentum procs. Cooldowns Defensive: Shield Force: Not technically cooled, but useful defensive mechanic to protect yourself and friendly group members. Strength barrier: Protective bubble channels give you immunity from all damage for a short time, but you can't move or act while steering. It gives a protective shield based on how long you've directed the power barrier after the 5-second effect has ended, and gives you county immunity during activity. Tricks of Commerce: Goodness and Salvation: Support heals, goodness is a quick, costly and inefficient healing Salvation is cheaper, slower and heals for further revival: Battle of Reyes Force Mend: Instant Self-Healing Rescue: Pulling a friendly goal to your position and reducing their threat of noble sacrifice: renewing power immediately versus HP. Applies to debuff which reduces your strength regeneration for a short time, and piles up to 4 times the power wave: Front AoE speed knockout force: a tremendous boost for a few seconds Teleskinetic (3/36/7) 1.1 rates (1-1)10: One Dps Target: 8 Damage AoE: 8 Utility Range: 10 Rotation difficulty: 6 RNG dependant: 8 sub 30% talent or ability amateurs: no 1.2 steering and priority statistics: \*\* must be \*\* accuracy: 110% strength and 100% ranged (1% of companion + 3% of talent = 6% required gear) 1-2 pieces Alacrity depending on the high rating. 68-72% increase 0-120 critical rating all other secondary statistics in power \*\* Must be \*\* Augments: Will Power (Solve) Effects: Serendipitous Assault and Casting Punishment Alternative Effect: Ages Limitless Bonus Range: 4 Piece Power Master 1.3 Overview: Reaching the ceiling of accuracy should be your top priority as one of the few classes that is gaining relatively significant benefit from Alacrity, taking it once your high rating starts to suffer from low heavy returns is a good idea the difference in total dps between 0 critical rating and 120 critical rating is minimal, and yet a little will not harm your dps overall, although stacking it is never a good idea because high yield selection effects should be based on fighting to fight. Sdipdipitous attack and center retribution will give you greater mass damage, while infinite ages will allow you to focus your blast in a short window for battles with tight burning stages to get your group reward as quickly as possible highly recommended. Your DPS will increase significantly enough that having a low level of item armor with bonus range is still a better option than the highest level of item shields without it 1.4 explanation capability: turbulence is by far the best ability and should be used on CD. After weakening the active mind on the target gives this ability a 100% critical chance, so ensuring that it arrives at all times is necessary, because it gives the disorder excellent damage outputs and great blast potential. It's influenced by a variety of talents: Focus: Reduces the ability to react by 100% vocal force: increases the damage addressed by tidal force 4%: makes your next Telekinetic wave instant and cost-free. It can't happen more than every 10 seconds. Echo: Critical blow damage increases by 50% mental momentum: has a 30% chance of creating a second blast that addresses 30% damage tremors: mental momentum procs increase your damage bonus strength by 2%, stack up to 3 times, reduce active cooling Alacrity mental by 1 second weak mind is the most important point to keep track, as it is a disorder amateur to a 100% chance of a critical blow, as well as triggering remote throwprocs. It is suggested to keep it at all times, but some people prefer not to update it to a few GCDs to associate it with turbulence for greater synergy between ass-certified power tablets. It's influenced by one talent enabling throw: the damage that 6% mind-crushing takes is a really important ability thanks to the talent of mental momentum, but its top priority is only because of its cool time. Because of the long cast time you should generally avoid using it immediately before the disturbance to avoid delays, but in general should replace the disorder whenever it is available. The exception to this during mental Alacrity, where increased proc chances of remote momentum make the disorder more useful ability. It's influenced by two talents: clamoring power: increases the damage addressed by 4% mental momentum: it has a 30% chance of marking twice throwing distance is a very strong ability, but using it regularly in this spec is a mistake. Remote throwing should be used only when procs, and although it should not delay the use of disorder or mind crushing, you will always have time to use it before it ends orange. It's influenced by several talents: enable throw: increases the damage addressed by 6% critical Kinesis: increases the chance of critical blow by 6% psychological projection: damaging an affected enemy with impaired mind using disorders gives a psychological projection charge, which causes your next telemetry to steer and mark the weakness of the rapid kinetic wave is a heavy hit ability, and with proc both free and instantaneous. It has a long internal disk so there is no rush to use when brooke, and should replace the disorder in your rotation to use it, never delay ing disorder, crushing mind or weakening the mind. Hold for a few seconds to take advantage of the serious damage to the blast stage or to add viable spawns, but you should make sure you use it before it refreshes the brook to maximize the dps. It's influenced by a variety of talents: focus: reduces the ability to react by 70% repellent force: increases the damage addressed by tidal force 4%: disorder, disturbances and Forcequake make the next remote wave immediate and cost-free. It can't happen more than every 10 seconds. Remote Momentum: Has a 30% chance of creating a second blow in 30% damage tremors: telepathic momentum procs increase your damage bonus strength by 2%, stack up to 3 times, reduce the active coldness on mental Alacrity by 1 second force flow: Telekinetic momentum is twice the probability of proc while mental sensitivity is an active echo: the critical blow damage increases by 50% your disorder Filler, is used waiting for other capabilities to proc or WA to pick up CDs to its end. They are also greatly influenced by talent, but the disorder should never be delayed, and the mind only ever crushed during the mental Alacrity. Influenced by a variety of talents: focus: reduces the ability to react by 70% and each cast increases the strength renewal rate by 10% for 10 seconds, up to 3 aquades. Clamoring power: Increases the damage addressed by 4% tidal force: makes the next remote wave instant and cost-free. It can't happen more than every 10 seconds. Remote momentum: has a 30% chance of creating a second blow at 30% damage tremors: remote momentum kinetic procs increase your damage bonus strength by 2%, stack up to 3 times, reduce active calming on mental Alacrity by 1 second echo: critical blow damage increases by 50% Kinesis Critical: Increases the chance of critical blow by 6% psychological projection: using a disorder on a target affected by impaired mind gives a psychological projection charge, causing your next tail ing to the channel and marking twice as a fast project is the best instant non-proc capability and is used as a position altogether. It has a relatively high cost, but deals high blast damage and has a short CD. This makes them ideal for certain situations, such as to explode tight or while moving, however it should never be used in rotating one of your ideal target. Influenced by two talents: disorders: has a 30% chance of creating a second project, dealing 50% damage enable throwing: 6% damage increases 1.5% ability to labels and priority rotation: Cooldowns: Strength Force: FP Alacmental: MA 1.6 Opening rotation: Note: To use the most effective force as Telekinetics, it should be used with Telekinetic throw and procs distortions, ideal mode open, with initial remote throwing and remote procs: Pre-cast residue / MC + WM + adrenal / TUBERCULOSis + DB + FP/TT (Brock) + MA / TW (Brock) + DB + DB + Tb + TB + DB + DB + TB + TW +TW + TT (Brock) + MC 1.7 Rotation Strategy: The main power of Telekinetics Sage is auto-core turbulence, in combination with quick lying and powerful procs. Your points should be 100% uptime on a coach, and the disorder should always be used to calm down but only if the target is affected by the weakness of the mind (which should always be). Although the disorder is considered a filler capacity, it is necessary for your rotation due to its procs. Remote throwing should only be used with psychic projection charges, and remote waves should also be used whenever procs, though only when everything else is besides the disorder on cd. 15 second rotation (10 GCDs, no opener). Consider 2 possible cases: no mental Alacrity, regular rotation: MC + WM + TB + TW (Brock) + TT (Brock) + DB + DB + DB + DB + DB + DB + M. Rotation with Mental Alacrity: TT (Brock) + WM + TB + MC + MC / DB + DB + DB + DB + TB + DB + DB + DB + TB + TW (Brock) + MC + WM + TB + 1.8 AoE Priority Rotation: 1.9 Analysis analysis analysis sample analysis: (need to update to #2.7) Disorders will deal with the vast majority of your damage, consider it is spammed throughout the whole rotation with no CD restrictions, as well as being polished by many talents. Although you will naturally find that you will deal a large piece of your dps, then very high may indicate that you are using when it should not be, other delay, and more powerful capabilities. The turmoil takes second place, thanks to its guaranteed opportunity to crit. A decent analysis should always be 100% critical rating for this ability, otherwise you have done a rotational error and lost unnecessary DPS. It is constrained by its conference, and its proportion of the total damage it deals with should therefore remain relatively constant. The remote wave has a third place for damage to you, due to the very high proc chance. The damage should be relatively consistent as well, as poor RNG will only ever delay your procs by a few seconds at most, and it's not an integral part of keeping the rest of your rotation. Remote throwing should be in fourth place, although it's a strongly accented ability, it's limited by the long internal CD of Brock. Ensuring that you take advantage of brook is essential, but as long as the procs do not expire, the damage to this ability must be consistent. The last section of your dps comes from procs of mental momentum and remote momentum, as well as mind crushing and weakening the mind. Mind Crush must remain stable, as it must have a permanent run time on your goal, and Mind Crush must be because of its relatively high position in your priority. Mental momentum should procs momentum remotely deal with the damage for the abilities that lead to it, but as they RNG based there is no way to increase them, as long as you do your proper mental Alacrity rotation. 1.10 Tips and Tricks: Remember that the strength of the shield absorbs damage and will not heal you. The majority of players will usually take a big hit and then cast the strength of the shields. More often than not, since dps should not take this much damage, the bubble will not end absorbing any damage at all. Force Armor must be used primarily to mitigate the expected damage received, such as from the combat mechanic, and Force Mend must always be your next choice if you fail to predict that the strike did not bubble yourself in time. Rescue is a very useful way to save people from deadly mechanics that you will not be able to avoid otherwise, but remember that it will also reduce the threat of the target. Because of this, if you intend to save a tank you must always tell them to ensure that they can make fun of the boss again afterwards to restore the threat that you will lose. Mental The CD is really interesting and useful for the wise tiffnetics. It gives an amazing DPS orange, but you have to remember that in order to get as much use of mental Alacrity as possible, your rotation will change a little. This means that it must always be used with a weak mind recently applied, after a disorder or a crushing mind in order to take advantage of its benefits for disorder and remote wave. Telekinetics specifications have mainly pool infinite resources due to the talent structure and increased innovation strength that enhances. It's specs that have been made to be one of the best support categories in the game, with rescue, force shield and outside support heals to keep tanks, and yet dps still has good enough not to be a burden while doing all this. Trying to be the highest DPS with sage Telekinetics possible, but you should always remember that if anyone in the blitz is able to help with terrible rectums, it's yours, and you shouldn't sacrifice your operations set just to analyze well. Balance (3/7/36) note: you can take two points of Clamoring power in the Telekinetics

tree and instead put it in the gift force in the vein tree for battles so you won't spend much time freecasting (5/5/36). This point can also be placed in jedi resistance in metaphysical Alacrity for similar heavy movement battles, especially those that may be kiting. 2.1 Rates (1-10): One Dps Target: 8 AoE Damage: 6 Group Benefit: 8 Rotational Difficulty: 2 RNG Dependents: No Explosion: 6 Sub 30% Talent or Talent Enthusiasts No 2.2 Routing and Priority Stats: \*\* Must Be \*\* Accuracy: 110% Strength and 10 0% ranged (1% of companion + 3% of talent = 6% required gear) 0 Alacrity 68-74% increase 120-300 critical rating all other secondary stats in power \*\* Must be \*\* Augments: Willpower (solution) effects: assault serendipitous & amp; Punishment Focus Alternative Residue: Rewards Set Limitless Ages: 4 Piece Power Master 2.3 Guidance Overview: Access to Precision Cover should be your top priority unlike your Telekinetics counterparts, because the balance is being very heavily focused around the points and instant cast abilities, the benefit gained from the Alacrity rating is low enough that, even with The high amount of decreasing returns will suffer, the high rating will always be the best difference in total dps between 120 critical ratings and 300 critical ratings is minimal, but having little benefit on your dps overall, although stacking it is not a good idea because high decreasing returns should be chosen as fighting-based effects to fight. Sdipitous attack and concentrated retribution will give you greater mass damage, while infinite ages will allow you to focus your blast in a short window for battles with narrow burning stages Your bonus package is highly recommended as quickly as possible. Your DPS will increase significantly enough that having a low level of item armor with bonus set is still a better option than the highest level item shields without it 2.4 explanation capability: mind weakness is one of your two initial points that should be preserved at all times. Use is not marked, so force suppression will not be immediately consumed, but it will deal with the first sign of damage after 3 seconds. It's influenced by a variety of talents: Enable Throw: The damage addressed by 6% increases the drain of ideas: increases the damage addressed by 9% focused insight: Crits cures you for 1% max HP psychic absorption: the effectiveness of focus doubles mental scars insight: increases the reward of critical damage by 30% suppression force: each charge increases the damage done by 20% Sever Force is the second of your two points that should be permanently maintained. It ticks on use, so you will immediately consume the charge of suppressing the force. It's influenced by a variety of talents: Enable Throw: Increased damage addressed by 6% drain ideas: Increases the damage addressed by 9% focused insight: Crits cures you for 1% max HP psychic absorption: doubles the effectiveness of concentration mental scars insight: increases the reward of critical damage by 30% and increases the damage taken by throwing Telekinetic by 25% suppression of power: each charge increases the damage done by 20% power in your balance is the most important, in addition to its high output, in addition to its high output, in addition to its high output, in addition to its high output, in addition to its high output, in addition to its high output. It swings the damage that is handled by your points. It is required to be used on the CD, and any delay will result in a loss in dps. It's influenced by several talents: the suppressive force: puts 15 charges of suppressing force on the affected targets, increasing the damage performed by point abilities by 20% mental scarring: increases the reward of critical damage by 30% psychological absorption: doubles the effectiveness of the healing element of the mind crush ing is a really important ability in rotation, and with the presence of the procs mind will deal with high damage and cast immediately. However, the tick point of this ability is weaker than your three points. As such, although you should not delay the use of this ability, find a way to consume as few power suppression charges as possible by using this ability and let other points consume the majority will maximize your dps, as long as you do not delay any abilities in doing so. It's influenced by a variety of talents: Focus Insight: Crits Heals You for 1% Max HP Psychological Absorption: Doubles the effectiveness of focused insight-draining ideas: increases the damage addressed by a point component by 9% mental scarring: increases the reward of critical damage by 30% of the mind: throwing telekintic builds a mind charge every time the damage is treated. In 3 charges, your next disturbance of mind crushing becomes instant and handles 35% more mind-damaging damage: Duration of 2 seconds Clamoring Force: Increases the damage addressed by 4% psychological barrier: reduces the reaction by 75% suppression force: each charge increases the damage performed by a point component by 20% disorder is an ability that requires careful consideration throughout the rotation. Using it with a procs mind while mind crushing on CD will always increase DPS, even if doing so clips your Telekinetic throw channel, but this also negatively affects your power management in already avid force specs. Choosing when to use the disorder is important and should depend on the situation, but using it to maintain telekinetic call center is its most common use. Influenced by a variety of talents: Kinesis Critical: Increases the chance of critical strike by 6% of the mind: throwing telekintic builds the charge of having a mind every time the damage is dealt. In 3 charges, your next disturbance of the crushed mind becomes instant and handles 35% more damage telekinetic contact point: Alacrity increases by 1% and reduces the cost of the disorder by 15% per stack, stacking up to 4 times the strength of the ripple: it has a 60% chance of dealing with the damage bonus and replenishing the power of its recitation: increases the damage that has been handled by 4% telekinetic throwing is your filler capacity, and on this one that will be the most used. It leads to the presence of the mind, and allowing the full channel always leads in net gains in strength. It's affected by a variety of talents: Kinesis Critical: Increases the chance of critical blow by 6% throw-enabled: increases the damage taken by the psychological barrier 6%: reduces the reaction by 75%, and each sign of throwing Telekinetic recovers 1% of the strength of your balance remotely: removes the ability of the CD and the presence of the mind: Telekinetic throw builds the presence of the mind charge every time the damage deals. In 3 counts, your next disturbance of mind crushing becomes a moment and handles 35% more damage ripple force: it has a 20% chance of dealing with bonus damage and renewing the power distance point: it has a 20% chance of granting a stack of Telekinetic contact point, increasing Alacrity by 1% and reducing the cost of a disturbance by 15% per pile, stacking up to 4 times your project is your best non-proc instant ability and is used as a position filling. It has a relatively high cost, but deals high blast damage and has a short CD. This makes them ideal for certain situations, such as to explode tight or while moving, however it should never be used in rotating one of your ideal target. It's only influenced by one talent: enable throw: the damage handled by 6% increases 2.5% naming ability and priority rotation: Cooldowns: Strength: Fp Alacrity Mental: MA 2.6 Opening Rotation: Note: Power Power is one of the few cooldowns in the game that gives you fees to use over time rather than a negative bonus. This means that calming the capacity will start running as soon as it is activated, so the L Opener is a power pop before the pull happens (maybe during the ready check) and by the time the battle begins, you'll have enough time to use all of your chimneys before they expire, and you will be drained 10-15 seconds from cooling timing already. Standard Trainer For Open Rotation: FP Before Pulling / WM + Adrenal Gland / Residue / FB + SF + MA / TT Spam + MC / DB On Having Mind Procs + FB + WM + SF + MC Open rotation without pre-casting strength: pre-casting power: pre-casting MC + WM + A Dren Alal/Leftover/FP/FB+SF+MA/TT Spam +DB/MC on having mind Procs + FB + WM + SF + MC 2.7 rotation strategy: Balance wise men focus mainly on the use of force in balance to use charges of suppressing force for your multiple points. Remote thrawing is your basic filler ability, and thanks to some talent, you will always end up with a positive force renewal if the channel ends. The presence of the procs mind allows you to use the crushed mind and disorder immediately, which is an important part of rotation. Use having a mind efficiently increase your DPS and give you much more DPS blast. Because of recent changes to the remote call center, it is also less of a drain on your strength, so it is recommended to maximize your use of anger when possible. 15 - 20 seconds rotation (10 - 12 GCDs, no opener). Considering 3 possible cases: rotation altogether, FB just came off CD: FB + SF + TT + MC + WM + TT Recycling Full Blast TT, FB just came off CD: FF + SF + TT + MC + WM + TT + TT + TT + DB + DB +DB Priority Rotation, as FB is about to come off: TT + WM + TT (until FB comes off CD, then interrupt) + FB + SF + MC + TT + DB + TT + DB 2.8 AoE Priority Rotation: 2.9 Sample analysis analysis: (need to update to 2.7) remote throw will have higher damage handling capacity, damage should be relatively consistent due to lack of restrictions and being so commonly used. For shorter battles where force regeneration is not a priority, it may deal with less damage while enhancing the damage addressed by the disorder. The second part of your analysis will contain the majority of your abilities, and calculate a large part of your damage. It spreads well between the strength in balance and all your points. The crushed mind's point and sever force should share the second and third spots, while the weakness of the mind should be beneath them and close to the strength in balance, which when used on cd on a single goal, should deal with a consistent percentage of your damage handled. The last part of your damage is relative to a specific battle. The crushed mind's initial damage must be synergistic with its point element, while the disorder will depend on the number of times you decide to take advantage of having mind procs, and the ripple force will later synergy with this resolution. As long as you haven't run out of power or should consume the middle of rotation, The damage addressed by the disorder generally means higher dps overall, and lower damage taken by telekinetic throwing. 2.10 Tips and tricks: Force suppression is the most important part of balance rotation, it should be used properly, and consume all charges before reapplying. The three points work differently from each other; As such, the theory of improving damage is that the weakness of the mind and the sever force should burn as many suppressing power charges as possible to get the biggest amateur damage, but it will not be able to use all 15 stacks, so the crushing mind will help drain the remaining chimneys of force suppression while allowing other points to consume the majority. The timing of these require some personal tests on your part to grow comfortable in improving your damage, but obviously the damage is much closer to much more even across all 3 points when the crushing mind throws on the presence of brook's mind. The reason you should open with weak mind + strength in balance + sever power is because of the previous explanation. Using the weakness of the mind before the force in balance, its first mark will be polished by Force Suppression without wasting any time, and the cutting power hash will be marked almost simultaneously with the mind tick weakening. This way, you've already begun to consume the funnel charges of power with your more powerful points before you cast the crushing mind. Noble sacrifice is a great way to get strength back through transitional mechanics. Balance wise men must always use these transformations to their advantage, and get as strong as the healers can reasonably heal you through, regardless of the noble sacrifice debuff. The higher your strength for the next stage of battle, the better your DPS rush and support can be. During your rotation it is always best to restore strength with only telekinetic and mental Alacrity throwing. Noble sacrifice should not be added to the mid-DPS rotation fighting, but only in transitions, otherwise it using your GCD without any gain in dps. If used correctly, mental Alacrity and spam should throw Telekinetic restore approximately 10-15% of your total strength again, and throwing Telekinetic without using having a procs mind should always keep the strength high enough at least to reapply your points on demand and use force in balance on the CD. Remember that the strength of the shield absorbs damage and will not heal you. The majority of players will usually take a big hit and then cast the strength of the shields. More often than not, since dps should not take this much damage, the bubble will not end absorbing any damage at all. The shield of force should be used primarily to mitigate the foreseeable damage received, As a fighting mechanic, The Power of Mend should always be your next choice if you fail to predict the bubble hit yourself in time. Rescue is a very useful way to save people from deadly mechanics that you will not be able to avoid otherwise, but remember that it will also reduce the threat of the target. Because of this, if you intend to save a tank you must always tell them to ensure that they can make fun of the boss again afterwards to restore the threat that you will lose. How Taunts and Threat Drops Function: It's unfortunately common for decent Debs not to have a proper understanding of how to ridicule and threaten action drops, leading to the use of the wrong timing of abilities and a much more difficult function for the tank. Although tanks should be able to hold the threat against any DPS regardless of his skill, in some battles where cynicism needs to be strategically held for other mechanics, DPS understanding the mechanics behind the threat helps a lot. There are 4 types of threat drops in the game, and knowing which you have access to and when to use them is the key to a successful career. Single Target Threat Drop (such as Cloud Mind): This type of threat drop works specifically to threaten you against your current target only. If you use your cloud of mind on a target, your threat to all other enemies will remain the same. Each use will reduce the threat by a percentage of your total. AoE Threat Drop (e.g. Luminous Shaft | Conversion): Unlike target threat drops, using these capabilities will reduce your threat to all enemies and not just your current goal. Similarly to one goal threat drops, each use will reduce your threat by a percentage of your total, but calculated separately on the basis of each enemy's threat scale. I didn't drop the threat (camouflage force): Marauders | Guards don't get a standard ability to reduce the threat. Instead, they have a stronger threat reduction that will essentially reset your threat, making it very difficult for you to steal aggro again. This mechanic, however, only works for enemies that previously targeted you at some point in the battle. Because of this, it is not suggested to use camouflage force as a conventional threat diameter, and should instead be saved so that you can either pull aggro and require a decrease in immediate threat, or to take advantage of the benefit of harm reduction. Remove from combat (e.g. mantle force): This is the strongest low threat in the game, and then is one of the reasons why classes with this type of low threat should never steal aggro, and take advantage of the power of this ability as part of the rotation of the opening. Activating this type of capability will remove you from the fight, and reset your current threat on all targets to 0. All sarcasm works the same way; The highest current threat, in addition to forcing them to attack the user for the next 6 seconds. It will always put the user of cynicism at the top of the threat meter, but gains much more power with improved threat levels due to the additional 10% threat generated. Although the goal is forced to attack sarcasm for the next 6 seconds, the threat generation is still regular, and someone else should have a higher threat level when the debuff disappears, they will become the new target dps know when to drop the threat is an important skill. Whenever a tank is ridiculed, the ionic symbol will appear as debuff on the target (the symbol is always the same, regardless of the class), so you will always know when the sarcasm has been used. Low threat is not used in time immediately after your best drives or at the end of your opening rotation. You should always wait to use your threat drop even after you see that the tank has mocked the boss, not necessarily the first time they do (remember that they often use 3 sarcasm in a row as part of the open rotation), this shows that their threat gains have been maximized. If you use your aggro drop once you pull aggro on the boss but before the tank can ridicule, so the irony will become less effective, and you may put yourself, or another player, at risk of pulling aggro back immediately afterwards. Also keep in mind that the higher your threat is when you use dropping your threat, the more important the amount of the lost threat will be. Combat removal capabilities such as the force of the mantle should be used of course according to its place in your opening rotation, not when pulling aggro, for the same reason as above. L Maroders | Sentinels, while it is also not recommended to use camouflage force once you steal aggro in your first rotation, you have a slightly different timing window. Your low threat will only actually work if you are targeted when you use it, so you should save it until the time it is targeted again, and tanks can no longer instantly mock you. Doing so still helps to maximize the threat of the tank, and your threat will also fall dramatically enough that it should not worry about pulling aggro for the rest of the battle. About the authors Invinc and Vindrik are both members of The Harpinger, a guild that develops the end of the game with the clear 3rd world of Nightmare S& amp; V, World 2 of TFB Nightmare, World 1rd Clear Speed (Under 2 Hours) of Nightmare S& amp; V, many server I level 8m. Invinc is the leader of the Guild of DpS operative but plays pretty much all and all classes for operations. He is currently leading parses on the deadly DPS operative on multiple boss battles and fake analytics. Also known as Carlino, Carlinix (sniper), Carlinx (magician), Perotec (Powertec) Vindrek &lt;/Hatred&gt;/Hatred&gt;Operative Handler is the raid leader of Group B in &lt;/Hatred&gt; (World 5 th clear speed of nightmare S& amp; V). He is a former leader of the Blitz &lt;/Notorious synergy=&gt; on Dalbora, one of the highest unions in the world before 2.0 (World 4). While the information here is mostly written by these two players, many other hate raid members have been consulted. Questions, comments and concerns will be answered by Invinc, who goes by the name of Carlos Eduardo Mata in the comments section below. Below. &lt;/Notorious&gt;&lt;/Hatred&gt;

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