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Swtor mods guide 6.0

SWTOR Armor and Weapons Modding Guide CriminallThis Guide, helping players with armor and weapons modding the game. Having thrown my trips I run to players who don't understand how to do it, or even think it's important. The same people struggled like I once did and became very unhappy with the game. Then I learned how to mod and it changed the hole game for me. Lets first talk about the orange stuff game. Orange elements can be modded and have 3 slots in fashion. What you want to do is choose a look that apeals you and you can have those items up to 50 if you choose. Purple items are locked to their current level and I suggest not to buy purple items until your 50th, because after 2 levels or so that the item will not be worth more. Purple elements have 2 nests. The 3 slots on orange items are: Armor, Hilt or Barrel: this slot determines the level and power of the product and has some statistics. Keep this always up to date with your current level, looking at the required level to use it as a gauge. Mod: Fixes the stats for pieceEnchantment: Also sets the statistics for itemNow modifications to be green blue and purple is what I go: if the required level is the same level as you. The green mod will be 2 levels below your Blue will your level purple will be 2 levels above you. So this means staying away from green fashion to use those of your companion. Blue is ideal for having your own tools. Purple is best when you can find them, it will help you over the rest. Purple gear has only 2 slots mod slot and enchantment slot. So after 2 levels you will see a blue fashion equil in or better than your purple equipment and itll need to change very quickly. Save money on these items up to 50! At 50 it's a pick-up issue because your maximum level is already. If I get purple drop bad strips fashion and throw them into an orange piece of equipment. Now, if you get a new orange piece that is larger than the currently worn you can remove modifications from the piece and put them in a piece you are wearing. Cheaper than commidations to buy the same fashion. Now find fashion. Each planet has a commidation mod seller. What I do when I get the Quest Awards seems to me to be what's best to accept. Mods cost 7 barrels, hilts and armor modifications..... 2 mod and enchancement. So if the quest giver offers an armor mod or 1 commidation to do math you will save 6 commidations that can be used to throw in other items to get an armor mod. Same with other 2 Mod and Enchancement if the quest giver offers an enchancement mod or commidation to take a mod because you will save 1 commidation. Mods have different statistics I am warrior dps so I go more STR than endurance. Most fashion has names, so I go to mods because they have more STR if I was tank id go patron fashion because they have more stamina. Thus, the What stats you need for your game type and get those fashion. Write down on a piece of paper, which is in all your tools. Before you start planet-check commidation salesperson and commidation mod seller to see what you want to buy and start saving. Sometimes you don't need anything and neither can accept other awards near commidations. What to do for awards I agree orange items if they have better statistics than your current point to pull fashion and replace the current item to wear. If it offers me a blue mod badly take that second. If its none of the above patients accept commidation. If I don't need anything, neither ill go for what will sell the cast. What I can't get off the planet fashion is bad buying the galaxy market to fill the gaps. Short but sweet, if you have any questions, I'm sure someone will follow here and help you. That's what I do, but I'm not really telling anyone how to play my game. Here is my game update 6.0 Gear Guide. I will continue to update this guide! This guide has been translated into German Franky! You can read the translation here - LAST UPDATED (August 12) - Statistics and PvP Bolster sections updated + general edits throughout the guide for clarity. Questions and suggestions Welcome! Introduction welcome to my Endgame Gearing Guide. Not sure how to gear now that you've reached level 75? Well, check out this guide to review the gear system and some tips. If you feel completely lost, first read the basic principles/basics and gear strategies/tips. The main focus until you get to the 306-item rating should be speeding up the evaluation of items. Completely ignore your statistics to ensure a faster gearing process. Flashpoints are the fastest way to get tools. Completing the Onslaught story gives you a full set of 268 gear (make sure to keep the green loot boxes you get while doing the story). This will give you a head start with this new gearing system. The basic principles and basics of Gearing Game Update 6.0 are fully based on your item ranking. This means that the game is looking at your current product rating to determine which gear drops you will receive from different content and purchases from RNG suppliers. For example, if your item score is 268, all tools that you receive from content and vendors should have an estimate of 270 items. All kinds of gear drops off doing almost any game content that offers rewards. Here is a list of the types of tools you can expect to get drops of unmodded gear moddable gear with fashion set bonus armor individual modifications improvements Mods You can split the gears into two systems. Horizontal progression (increasing the value of the item to 306) and vertical progression (get set bonuses and BiSing in your 306 gear). What is Rating? Your item's rating is the average rating of all your gears. Almost all gear cuts (except tactical) have an element rating. To see what the rating of your items is, go to the character sheet. It will be displayed according to your level. Horizontal and vertical gear progression You will encounter two types of gear shifting with this new system, horizontal and vertical. Vertical progression is how gears mainly worked at 5.0. You progress through various steps to get to the maximum tier, 6.0, and there will still be vertical progression, which you progress through pretty quickly. Horizontal Gear progression is where the actual grinding will be. Horizontal Gearing means a new Set Bonuses, Tactical and Using Modifications, ie, Bising. There are several Set Bonuses and Tactical collect for each class. Set bonuses Instead of having only one Set Bonus, per class, there are now a variety of set bonuses for all classes, base classes and even generals that all classes can use. Set Bonuses are now shells instead of Armourings. The full list of Set Bonuses and where they come from can be found here – the 6.0 Set Bonuses Guide tactical tactical is a new point slot to bring introduced to the game. Basically, these gear cuts change existing abilities, allowing players to customize their game. Tactical is not at a specific level. So they can start dropping from content at any level (but probably 10+). A complete list of Set Bonuses and where they come from ca can be found here – 6.0 Tactical Staff Guide to New Currency – Tech Fragments Tech Fragments drop from all the content. You can spend them on different types of tools for vendors to complement the gear process. All 5.0 currencies became obsolete and turned into credits at a low conversion rate. Deconstruction You can deconstruct any unwanted gear or modifications and get tech fragments, as well as Jawa scrap. The new deconstruction window allows you to deconstruct multiple items at once. Gear basics There are two main methods for purchasing tools. Making content and purchasing tools from vendors. Both are getting rid of RNG. The fastest content to do to get the gear is Flashpoints. Gearbox or Gear boxes and Tech Fragments, which need to be released to vendors, fall from all the content. Unwanted gear can be deconstructed by Tech Fragments. Personal before the contents of the group Loot PvE, you will get separate personal loot and group loot drops. Personal robbery is guaranteed by almost every slain boss (or operation) and it is (mostly) tailored to your discipline. Group robbery is usually adapted to group classes and does not unfold each boss. The heavier the content, the more likely you are to drops of robbers. When the group loot doesn't drop, it works the same way as it did in 5.0. You will get the opportunity to roll on it or you can master the loot (Operations Operation All Gear is a bind on Legacy Every Armor Shell, modification, enhancement, armouring, relic, implants and headphones are a mandatory legacy. This allows you to freely move any gear or modification that you like among your alts. Loot Discipline You can set your Loot Discipline by right clicking on your character portrait. This will allow you to get the tools for your preferred spec (e.g. get Healing/Tank Gear while specced as DPS). Play what you want - Reality Creators leading up to 6.0 insisted that you play, but you want to get tools with this new system. Realistically, you can't play any content you want with this system. To speed up the gear, you are forced to do the content that drops the gear you want. Flashpoints also remain the fastest way to smooth out the rating of items. Be sure to research where you set bonuses and tactical ones you want from. See links above to my Set Bonus and Tactical Lists/Guides, which include sources. Progress through the tiers - vertical progression Vertical progression of gear should move quite rapidly. Your goal should be to achieve an estimate of 306 items as soon as possible (see gear strategies and tips below). Here it works. If you are ranked 270 for an item (which means that at least 11/14 of your gear units are rated at 270), you will start getting 272 gear drops from content and suppliers. This will also allow you to update any piece that is not between 270 and 272. When your gear units are 272 11/14, you will be considering an 272-element rating and you will start getting a drop of 274 gears. You should not get any gear part or modification that is below your item rating when you go through tiers. Note that when you get to the 306-item rating, you will get 300-304 drops and 306 drops. Here is a table showing all the gear steps. For the most part, you will only need an 11/14 drive with the same element rating or higher to be considered a tier (e.g. 11/14 gear parts 274 are considered to be 274 elements). However, in some tiers, you may need 12/14 tools to get that item rating. Reminder - progression through tiers happens pretty quickly, especially if you focus on your product rating and completely ignore your tool statistics. BiSIng – Horizontal Progression When you get to the 306 Item Grade your horizontal gear journey really begins. While you may end up with a couple of basic gear units you need while vertically progressing, given the nature of RNG, you won't finish with a full set. So the real gear trip begins when you press the 306-item rating. To improve your chances of getting set bonuses and tactical you want, you will need to focus on what content that they drop from that you at least at least the ability to get them, and not completely depend on buying them from sellers. This way you can earn tech snippets from and from deconstructing tools so you can buy your remaining pieces to fill the gaps. Depending on the number of individual items, you will need to buy not only the same gear, but also modifications. It's a time-consuming, grinded process. Primary Sources – Content Any content that gives you reward through missions or just boss drops, you make a lot of tool drops. PvP PvPers, the drive comes from several sources. Since completing the rankings and handless dailies and weeklies and completing rankings and non-manual matches. You will also earn tech snippets to complete the playoffs. The amount you receive depends on the type of match and whether you win or lose. Regular Warzone Win – 25 Tech Fragments Regular Warzone Loss – 10 Tech Fragments, Dailies and Weeklies reward PvP Equipment Boxes (which drop gear units and modifications) and Tech Fragments. Warzone Daily Warzone Weekly Solo Ranked Daily Solo Rating Weekly Group Ranking Daily Group Rating Weekly Complete Match also rewards you with a box that can be either gear units and/or changes. Unranked Win – Premium Warzone Crate Unranked Loss – Standard Warzone Crate Operation Every Operation Boss should at least drop a personal loot and are very likely to drop a group loot. The heavier the content, the better the looting quality will be and the more likely you are to get set bonus pieces or tactical falls. Tech Snippets also disembark each boss. However, in order for everyone to get their full share, everyone needs to loot the boss. Everyone will receive a share of the technology snippets, regardless of the number of people in the instance. This means that you can, for example, 6 man surgery and the same amount of tech fragments will fall for one boss regardless. Importantly, all members of the group rob bosses. Flashpoints Every boss should drop a person and possibly a group loot. The more difficult the content, the more likely it will be to plunder groups. Tech Snippets also disembark each boss. The amount that falls on one boss is not consistent even in one flashpoint instance. For example, one boss can fall 50, the other boss 30 or 20 etc. However, so that everyone can get their full assigned share, everyone has to loot the boss. Everyone will receive a share of the technology snippets, regardless of the number of people in the instance. You can 3-man flashpoint and the same amount of tech fragments will fall for one boss regardless. Importantly, all members of the group rob bosses. Flashpoints Weeklies rewards Flashpoint equipment boxes and Tech Fragments. Veteran Flashpoint Weekly Master Flashpoint Weekly conquest to complete personal and guild conquest threshold goals will reward you with equipment boxes that will drop gear. For personal You don't need to be in the guild and you'll get rewards as soon as you get 50k Conquest Point. Point, you have to be in the guild to receive the Guild Conquest Awards and they are awarded a weekly Conquest Reset every Tuesday (US/EU). Remember that by qualifying guild awards, you have to achieve your personal conquest goal and your guild must achieve your yield goal. AWARD\$ - POINTS CRATE SIZE TECH FRAGMENTS Personal Awards - 50k Small Conquest Equipment Crate 100 Low Yield - 500k Small Conquest Equipment Crate 300 Average Harvest - 2 million Medium Conquest Equipment Crate 400 High Harvest- 5 Million Large Conquest Equipment Crate 500 You will also get useful craft materials from Guild Conquest Rewards. Crafting is to choose set bonuses and tactical ones can only over craft. Each base class has one set bonus that is created. Each advanced class has its own tactical, which can only be acquired through crafting. Set Bonuses Force Bound (Sith Warrior) - Synthweaving Controller (Sith Inquisitor) - Synthweaving Escape Artist (Imperial Agent) - Armourmech Woad Instinct (Bounty Hunter) - Armor Tactical Grit Teeth - Juggerna Undying Cloak - Marauder Jetra Perseverance - Assassin Clear Agony - Sorcerer Combat Medic Training - Operational Technical Debt - Sniper Rocket Blastback - Mercenary Neural - Powertech Additional Sources Here are some additional sources to get tools and technology snippets. Renown is known to replace the Galactic team and will be a completely additional source of tools. At each known level you earn, you will get known cache (crate) and 100 tech fragments. Known is static 160,000 known XP per level. Preferred status at players level 75 will still earn Renown XP, but at a rate of 25%. All players were set to Renown Rank 0. Players will be able to start earning Renown XP by starting with character level 75. Pro-tip - Do not disintegrate any tools you will get from the known cache. Require a drive then deconstruct it in tech fragments if you don't need a drive! Sellers There are several different suppliers putting their tech snippets off. They are in your fraction park section of Accessories and replace 5.0 era vendors who no longer exist. Spoiled by war seller This seller sells RNG lockboxes for various gear slots and modifications. The drive and modifications dropped from the boxes depend on your discipline and product evaluation. Imperial - Takanna Republic - Nitoo Kai Zyken There is a weekend only seller (as the fate of Xur). It will appear with a limited number of random items to buy directly every week. The modifications you receive in the gear you purchased are based on your current product rating. It is available from Thursday to Monday. The exact time that is currently unknown. Set bonuses and tactical suppliers These vendors sell almost all Set Bonus Shells and Tacticals directly, without their changes. Free Tech Fragments and Credits. There are a total of four suppliers who sell Set Bonuses and Tacticals by base class. Each supplier also sells general kit bonuses and tactical ones. Only Set Bonuses and Tactical is not from these vendors from the new Dxun operation, Corellia Flashpoint. Onderon's reputation as a seller or being crafted. Onderon Reputation seller Onderon Reputation Seller only sells a few tactical and set bonus (all general sets). Fresh Air Tactical Biorhythm Tactical Dying Precision Set Bonus Galactic Team Light and Dark Side Vendors Light Side and Dark Side Token Vendors on the Accessories section of your fraction fleet are now on sale in the Weekly Equipment Box for 100 Light/Dark SideTokens. Galactic Team Dark Side Seller – Lord Majzon Galactic Team Light Side Seller – Lord Aayu Weekly Equipment Box gives you 400 Tech Fragments and multiple pieces of gear/modifications. Statistics Here are the main statistics info. Remember that it is always better to go above these numbers if you are trying SPS. For Tank Stats, see this topic on SWTOR forums – DPS statistics accuracy - 1590 (110%) 1.4 GCD Alacrity – 1 216* Critical rating – 3 200+ Doctors Statistics 1.3 GCD Alacrity – 3 208 Critical rating – 2 670 *Exceptions – Carnage Marauder & Arsenal Mercenary 1.4 GCD is 663 Alacrity, Lightning Wizard 1.3 GCD is 1,895 Alacrity. If your guild uses zeal set bonus perk, which gives you an additional 5% Alacrity, the value changes. Perk does not apply to Master Mode Operations or PvP. Alacrity with Guild Perk (1.3 GCD) – 1895 When choosing which Alacrity limit to go, it really blooms into your class and personal preference/playstyle. Doctors easily have a stat budget to go to the 1.3 GCD Alacrity limit. For PvP DPS, it's better to go to 1.4 GCD (considering the guild privilege does not apply to PvP), then put the rest into Crit. To get the best 1,216 Alacrity, use two Nimble 80R-19 improvements and four Alacrity Augment 74's. BIS modifications are those that have the highest stat pools. See the specifics below. Additional information and links PvP Bolster How does Bolster work in PvP? For example, in a ground PvP scenario, players are enhanced by a rating of up to 306 items. Craftsmanship and stamina are completely static and do not change at all, no matter how you change your modifications and tools'. On the other hand, power and tertiary statistics vary depending on your drive. * The exception is a concentrated relic of retribution, which, when purchased, will increase your craftsmanship (temporarily). Therefore, BiSIng in PvP is as simple as: Using high power mods using high tertiary stat, low endurance improvements unranked – Devastating Revenge (Crit)' or Focused Reward (Mastery) and Assault (Power) Relic Rating - Focused Focused (Mastery) and Serendipitous Assault (Power) Relics Honestly, there is little need to worry about armourings with this bolster. Just focus on getting your tertiary stats right, then switch your builds to high power ones. Using Focus Retribution Relic is a must-rank PvP perk, but non-manual PvP dents to personal preference. Gear strategies and tips Here are some of my tips and strategies for getting as much out of this gear system as possible. Focus on your element ranking until you're fully 306 This new gearing system doesn't allow you to properly coeuarate your stats while going through the gear steps at all. This will greatly slow down the gear process if you bis as you go. It's much more optimal just to focus on getting up to 306 commodity rankings as fast as possible. This means ignoring your statistics (to some extent) and wearing non-optimal gear. If you get restive armouring or anything with high endurance and low tertiary stats, just use it, it won't hurt to use it temporarily. Use non-customizable gear drops that you receive from content to support your item's rating. Progressing through the gear step goes really fast! If you just wear any equipment you get. When 11-12/14 pieces have the same grade of elements, you will start to get drops from the next tier. Once you get a full estimate of 306 items, you can start a long laborious BiSIng process. Skip the tech snippets minimally until you're 306 Just putting on tech snippets to fill the gaps so you can go through the tiers faster. Otherwise, just save your tech snippets of BiSIng and buy Set Bonuses and Tactical when you're 306. The plan ahead - focus on the content that drops Set Bonuses/Tacticals you want to determine what tool sets you want to get and where they come from. Then focus on that content even as it progresses through tiers. When you set the bonus piece drops, you can keep it and just update the changes. Get a total set of 306 for your Alts When you get one character decently set in a 306-item ranking, as well as on the way to BiSIng, put a set of 306 that your alts use. Whether the overall Set Bonus or just a basic unmodded 306 gear set, it will be invaluable for your alts. This will mean that they can skip the vertical drive progression to grind completely and go straight to the horizontal progression of your alt's.

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