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Crew skills swtor gunslinger

Content: Finally, after so many games, the ability to play as Han Solo, or at least one type of Han Solo character, is available. Smugglers are known to be incredibly sneaky and cunning. They can adapt to a situation faster than most other classes, but that's because they have to. They make enemies faster than any other class. While they rely more on sneaking around, if they are caught doing something illicit, their blaster delivery can definitely get their opinion heard and help them escape. For a smuggler, it's not heavy armor or anything like that; instead, it's about comfort and speed. If a smuggler can get away from the situation, it's probably best for him to recover. However, it features a strong blaster that can pack a punch. When doing the combat as a smuggler, the ultimate goal is to be sneaky and trick the enemy into making a mistake so that death can be made. If nothing else, kneel him in the balls. Smugglers' Skills Starting Skills Description of the Flurry name of Bolts A flood of bolts fired from your blaster. Take increased coverage evasion against targets in your cover cone while hiding. The smuggler can protect himself whenever there are obstacles within reach, using the 'F' key to find coverage points. When the smuggler targets an enemy, this extra key press is not necessary. Fire three powerful explosions at your target. Flash Grenade Lob a flash grenade that blinds your target and all nearby targets (within 5m) for 8 seconds. Blindness ends prematurely if an affected target is damaged. Affects a maximum of 6 targets. Recover your breath, regaining your health and energy over 15 seconds. This is only usable out of combat. Blaster Whip Hits the target with his weapon for low kinetic damage (?) Quick Shot Hits the target under Lucky Shots damage Increases the chance of critical party hit by a small percentage for a certain time Smuggler Trainable Skills Name Description Barrage 4 Spray a wave of bolts toward the target and those nearby causing heavy damage over 2.5 seconds. Affects a maximum of 5 targets. Dirty Kick 4 Strike low on the target, deal light damage and dazzle for 5 seconds. It cannot be used while on the roof. Head shot 6 fires a shot to the head of the target that causes great damage. Only works against a vulnerable target (blind/stunned). Underworld Medicine 8 Heals a friendly target for a moderate amount. Escape 14 Removes the Smuggler from any cool head 18 stun, fear, or motion-compromising effects Keep your energy cool and regenerated for the next 6 seconds. Smuggler's Luck 20 The smuggler's critical chance is for 15 seconds. Surrender 24 The Smuggler pretends to surrender, thus diminishing all aggro. Charm 32 Provides an increase in the presence of the smuggler and members of the group for 30 minutes Covered Escape 36 Snare enemies up close as they dive into the penthouse. Coverage. 40 An amazing shot that deals moderate damage and prevents all actions for 4 seconds. Hustle 46 Speed up your group's pace for 15 seconds, increasing movement speed by 50% for all friendly units within 20 meters. Smuggler Gameplay Video Field Recon As smart and stealthy as the Smugglers may be, surveillance footage from various space ports and protected warehouses captured them in the act. These images highlight their ability to adapt to almost any situation. They are careful and cunning when they enter enemy territory, but when caught outdoors, whether bluffing or playing, they seem comfortable staging a brave stand. Weapons &Armor They do not wear fancy armor or carry high-powered rifles, but smugglers are equipped for action, however. Wearing comfortable and flexible clothing with some custom modifications, smugglers are able to keep the light on their feet and fast in the draw. Usually carrying one or two rapid-fire detonators, smugglers have everything they need to get out of trouble. Although style is rarely his intention, it seems to come naturally for smugglers, and his bold duds usually complement his roguish charm. Progression Trailer Be sure to watch the best progression trailer of all classes: this one has action, drama, comedy and more. He shows a number of skills as well as his companion Bowdaar. Combat tactics The Smuggler's approach to the fight is cunning and improvised. Preferring to take down the odds in their favor from the start, smugglers often rely on the element of surprise, using stealth and tricks to catch opponents off guard. Despite the astutudes tactics, they are more than capable of holding on to a fair fight. Fast on serve and a crack shot with a blaster, Smugglers tend to shoot first and be the last standing. Specializations (advanced classes) The does not have time for politeness or a fair fight. In addition to his trusty blaster, he packs a stealth belt, a scatter gun and a med pack – all he needs to get in, beat the enemy to a loop and get out alive. Being invisible works best, but even when Sith flies through the air waving Lightsabers all they manage to do is look surprised as the scatter ing weapon sends them back the way they came. The always shoots first. Blaster 'Shot Gun' Stealth/Medicine Burst varied damage or Cure Scoundrel Skill Trees Sawbones – The Scoundrel patches his allies using any medical supplies he can scrape together. Scrapper – Focuses on stealth and using the scatter weapon to enter, take down the enemy and escape. Dirty Fight – These tactics leave no tricks off the table and often a crippled or bleeding enemy. Shared skills tree. Gunfighter Master of the trick shot, the first to dive for cover and willing to take of all opportunities, the Gunslinger and his double blasters are the perfect team. The Gunslinger can shoot a man in the legs to stop him from attacking, blind him so he can't reach his weapons or inflict serious injuries for maximum distraction. There's a certain target to end all disagreements and the Gunslinger knows them as the inside of his ship. Dual Pistols Quickdraw / Fast Attacks Ranged DPS Gunslinger Skill Trees Saboteur – Teaches the Gunslinger how to use explosive, advanced technology to sustain a longer attack. Sniper – The Gunman focuses on precise, high-damage attacks for coverage security. Dirty Fight – These tactics leave no tricks off the table and often leave a bleeding crippled enemy. Shared skills tree. Bowdaar Companions Species: Wookie Planet: Nar Shaddaa Melee Tank with Heavy Armor Weapons: Vibrowords, Multiple Blades Crew Skills: +10 Cyber Efficiency, +10 Scavenging Efficiency Corso Riggs Species: Male Man Planet: Ord Mantell Ranged Tank Heavy Armor Uses Blaster Pistols and Blaster Has a Ability to Taunt Crew Skills: +5 Underworld Trading Efficiency, +5 Armstech Critic Akavi Spaar Species: Female Mandalorian Planet: Balmorra Ranged DPS Heavy Armor Has a Flamethrower move Guss Tuno Species: Male Mon Calamari Planet: Hoth Healer Medium Armor Uses Blasters Risha Planet: Alderaan Ranged Dps Medium Armor Usa Rifle, Barrage Mode From Sniper Rifle (AoE mode) Grenade species Only the following five species can choose the Smuggler class: Zabrak Mirialan Twi'lek Cyborg Starships XS Stock Light The classic freighter has advanced by leaps and bounds since the Freighters of the Dynamic class of the Time of the Jedi Civil War. The freighter is larger and more versatile than its predecessors, and the XS Stock Light model also features a variety of significant upgrades that make it one of the fastest and most agile ships in the galaxy. Sabroel 11.02.2018 , 04:01 | #1 Good Morning To All, Starting a New Character with a Gunslinger. I need advice on crew skill that fits the account. I need something that does credits and does well in GTN. Thanks in advance for the advice. More and more. Rebellions are built in Hope. May the Force be with you. psandak 02.11.2018 , 09:45 am | #2 Good Morning To All, Starting a New Character with a Gunslinger. I need advice on crew skill that fits the account. I need something that does credits and does well in GTN. Thanks in advance for the advice. More and more. You're asking three separate questions: What makes good credits on your own - besides selling in GTN? By itself, cutting makes credits through vault missions and collecting lumps. No other crew skill can self-account credits. What do you do with items that will sell well and make good profit in GTN? Artifice is consistently the best GTN money maker because it can produce a very very Range of easy/cheap cosmetic items for craft, but popular (for all purposes), as well as relics, hand items outside the weapon (focus, shield, generator) lightsabers (the gun) and lightsaber handles (the modification of the item), the last three make a gunslinger not good. However, Artifice only uses cutting materials to craft hilts, the rest require treasure hunting, and of course archeology as the collecting skill, so if you take artifice as your breeding ability to make credits in GTN you'll probably have to forgo the court. That said, all the skills the crew can make good money in GTN is simply a matter of how much you work the skill. You can pick up all three collecting skills and sell what you gather in GTN for good money. Most mission skills materials are in consistent demand so you can pick up three mission skills and sell what you get in GTN. Although creation does not take more upfront investment, any creative skill will end up as a better money-making than collection or mission. Third question: What crew skills are good for a gunfighter? I quote my guide to best crew skills linked to my subscription:Armormech: good for non-strong users because you can create armor during leveling; Good for shielding/absorbing heavy tanks as you can create raises; good for tanks in general, as you can create resistive shields; OK for DPS and healers, because you can make mastery increases (theorists say otherwise) Armstech: good for non-strong users because you can create weapons and barrels; good for DPS classes because you can create accuracy and energy increases (energy increases are good for healers too; but again the orifices are saying otherwise). Good for PvPers, because you can create artifice resistance increases: good for power users because you can create lightsabers, lightsaber cables. Good for classes of a weapon, because you can create non-weapons out of hand (foci, generators and shields); good for all classes, as you can create color crystals, dye modules and Biochem relics: good for all classes for stims, medpacs, adrenals and Cybertech implants: good for all classes for mods, enhancements and synthweaving ear pieces: good for power users as you can create armor during leveling; good for sorting defense heavy tanks as you can create raises (although all tanks get all the defense rating they need and then some mods and improvements). Good for DPS and Healers, as you can create Alacrity and Critical Augments NOTE: the 236 increases rating has a reshuffling. Armormech makes Alacrity and Absorb Armstech Accuracy and Synthweaving Shield does Redoubt (defense) and Critical So to be self-sufficient you need all three: Armstech for Accuracy, Armormech for Alacrity, Synthweaving for Critical. There is no creative ability that is completely useless to a gunfighter. Some are more useful than others, but none useless. I recommend you read all the links in my signature as they go You a well rounded and detailed explanation of the crew skills in this game. The Ortzid Legacy in The Harbinger Car'beerd (Guardian) Dalkery (Scoundrel) Blairmah (Sage) Daellia (Merc) and 11 other characters Understanding Crew Skills / High End Schemes / Best Crew Skills / Crew Skill Creation / Reverse Engineering Rules / SWTOR Story to date Sabroel 02.11.2018 , 10:06 AM | #3 rebellions are built on Hope. May the Force be with you. DaMAGEr 12.02.2018 , 16:05 | #4 If your toon is not biochem themed use, since you have access to unlimited stims/adrenals/medpacs at 600 (although I mained on cybertech one since i created her imperial majesty at the time reusable were not in the game). But nowadays I think it's better to have 5 non-biochemical abilities in characters, you do not use often or done exceptionally for that purpose, while in the rest of toons - go Biochem. psandak 02.12.2018 , 19:02 | #5 If your toon is not biochem themed use, since you have access to unlimited stims/adrenals/medpacs in 600 (although I Mained on Cybertech one, since I created Her Imperial Majesty at the time reusable were not in the game). But nowadays I think it's better to have 5 non-biochemical abilities in characters, you do not use often or done exceptionally for that purpose, while in the rest of toons - go Biochem. One note about this is that the schemes don't come from the coach. You must run a Fp (Crisis in Umbara) multiple times to obtain currency/tokens to deliver the schemas of a vendor (in Odessen). Or you can buy the reusable GTN, which are not necessarily cheap. The Legacy Ortzid in The Harbinger Car'beerd (Guardian) Dalkery (Scoundrel) Blairmah (Sage) Daellia (Merc) and 11 other characters Understanding Crew Skills / High End Schemes / Best Crew Skills / Crew Skill Creation / Reverse Engineering Rules / SWTOR Story to date SteveTheCynic 02.13.2018 , 3:18 AM | #6 A note about this is that the schemes don't come from the coach. You must run a Fp (Crisis in Umbara) multiple times to obtain currency/tokens to deliver the schemas of a vendor (in Odessen). Or you can buy the reusable GTN, which are not necessarily cheap. I believe they are connected (to character) now, which limits their usefulness. Storm-Cutter 13.02.2018 , 04:21 am | #7 All sound advice from previous posters If you have multiple characters, then covering all crews skills is a good way to ensure that you have access to all carpets and can create all the schemes. - If you take a few minutes before and after a gaming session to turn around all your craftsmen and throw all the carpets in legacy, you should rarely go beyond anything. Any excess rugs you can sell in GTN and buy the things you are missing. (or use to fund collection missions) If you're doing this to make credits, you'll soon find your niche. - keep an eye on prices using gtn and calculate its margins. (cost to make vs sale price) As Psandak says, any craft can be lucrative, but it's usually quite proportional to the effort you put within GL. Storm Cutter. Did you like my comment? Appoint me and also give a homeless Bantha a fresh start in life. Just click here. Cool lightsaber art: ***= Storm-Cutter 02,14,2018 , 12:13 AM | #9 saw some in GTN tonight. IIRC they do not bind to character, but reusable ones are only used by those with BioChem. - Storm Cutter. Did you like my comment? Appoint me and also give a homeless Bantha a fresh start in life. Just click here. Cool lightsaber art: **= SteveTheCynic 02.14.2018 , 03:11 AM | #10 IIRC they do not bind to character, but reusable ones are only used by those with BioChem. Oh, yes, that's it. Bah. It still limits its usefulness. Utility.

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