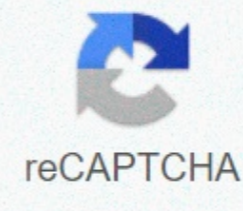




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Jedi consular shadow guide

Shadow's infiltration burst the DPS discipline class shadows. The infiltration is particularly strong as melee burst dps class and is relatively easy to play, although it has among the highest upper limits skills to increase its DPS due to the RNG nature of some aspects of its rotation. Due to passive abilities in tree infiltration and shadow class of gadgets and defensive coolers, Shadow's infiltration is among the best extraordinary off-tanks as well. Shadows have a powerful utility for the DPS class. You can guard and underestimate, have 4 seconds of hard stunning (Force Stunning), 8 second soft stunning (Force Lift), an additional 2 other hard stunning (Spinning Kick). Force Slow, tank classes can pull certain targets for positioning, all classes have Force Wave as knockback, and infiltration shadows can use Force damage to take and armor rating diversification on targets. In terms of mobility, shadows have very strong mobility when necessary. All the specibility is current. The shadows have a gap closer (Shadow Stride, although it is buggy when not on level terrain), and Force Speed provides a great mobility boost to a very short cool (15 seconds with utility). That said, given the power of One with Shadows utility, the choice to use Force Speed for mobility sacrifices a useful defensive cooler (though given its brief cool down, which is usually not a big issue). Shadows have the best survival of all classes in the game. They enjoy the largest and strongest selection of defensive cools, of which they are strongest at relatively short chilled. Resistance can be applied to a 1 minute cool to mitigate virtually all Force/Tech damage (and almost all major impact capabilities in force/tech operations) and/or self-cleaning. With utility accessories, Force Cloak can be used every 1.15 to provide a shorter duration of Resistance. With the device, you can use Force Speed every 15 seconds to ensure short absorption for all damage. Given these abilities (and more), the Shadows are the best tanks because of their ability to cheese big hitting mechanics, and Shadow DPS players are the best emergency tanks for the same reason. Infiltration can easily target replacements and has very high mobility, so they are ideal choices for swapping goals when needed. Don't excel at AoE, so they're not usually ideal for dealing with large groups of add-ons, however. They are also probably the best emergency tank among all DPS classes due to passive survival buffs and strong defenses. Shadow was probably the strongest overall class in the 5.x update cycle, so it's not too surprising that it could only go down (slightly) from there. Great options on both burst and maintain DPS, really powerful DWT utility and defense by the best emergency tank, very strong class in PVP, and boast by far the best tank discipline in the game in this they had it all. In cycle 6.0 6.0 from this writing), Shadow is slightly down on the scale. However, it is not possible where they will settle as we move forward through the patch cycle, although there were early indications that the DPS disciplines were somewhat too small and that they received some dampers. The biggest changes in the class relate mainly to being one with the Shadows utility. Before 6.0 this provides a very common 60% damage absorption via Force Speed, making 2.5s 60% absorb buff available every 15s (that's 20% uptime, which was crazy... and great). In 6.0 and moving forward, this utility is worthless for the tanks and provides only a 25% buff for DPS. For infiltration, discipline remains like a powerful burst of melee DPS class. It has a very strong synergy with death knell set bonus, Great primary dps tactic u The AoE sustained Flame, a great secondary prsnut DPS tactic u Blade of the Elements, AoE DPS tactical that adds much-needed AoE retained DPS u May Cause Injury, I end up many useful opener tactics to be spoiled through combat stealth u struggle to add some impressive prsnuo DPS. While the competition between the burst of DPS has got much harder in the 6.x with Scrapper, Telekinetic and Gunnerly all seeing big buffs, Infiltration remains a solid choice in PVE, while maintaining its outstanding performance in PVP. I usually take some combinations of the following utilities, although the optimal combination can change from fight to fight. Since 6.0, the tiers have been reorganized. You must take 3 for advanced on Masterful.Mental Defense – Like Kinetic Combat, reduces all the damage caused by it while stunned by 30%. As an infiltration and serenity, it reduces the damage that has been taken away from attacks in the area by 30%. They should always be taken by DPS players, as almost every PVE encounter has some form of AoE injury. The device is slightly more positioned for thin, as stunning are not always present. As a tank, I usually change between this device and take lambaste when this device is not required. Lambaste - Increases the damage caused by whirling Blow by 25%. A positional utility that can help increase AoE DPS. I usually take this utility as a Kinetic Combat tank or sometimes as an Infiltration/Scam DPS, as both lack a really powerful AoE (although Kinetic Combat has a slow time). Very rarely do I take this utility as a DPS Serenity because this class doT has the ability to expand and can make a huge AoE DPS without it, and so I can save the utility slowly for a utility to increase the single DPS goal, mitigation or movement. Celerity - reduces the cooling of the mind snap by 2 seconds, Force of Will by 30 seconds, and Force Speed by 5 seconds. Previously to be taken in 5.X, this utility is much more of a situation due to nerf on One with shadows in 6.0. I usually choose between this gadget and Shadow's Shelter, whether it is a slight AoE group or increased overtime on mobility/interruption/interruption stunning is more beneficial on the basis of fighting. Shadow's Shelter – Mass Mind Control provides Shadow's Refuge to all ants within reach except you, reducing the damage they take by 5% over the next 6 seconds and treating them for a small amount over time. This device can provide a marginal mitigation increase and AoE to icing. The benefit it provides is minimal, so I recommend only that in a fight where there is severe injury to AoE and where the use of Force Cloak for more frequent mini resistance is unlikely to be helpful. Force Wake - Force Wave imbalances your targets, immobilizes them for 5 seconds. Direct damage, treated after 2 seconds, prematurely ends the effect. Very situation. This utility has limited applications in Hard and Nightmare Mode operations on several special fights (e.g. Styrak Nightmare, Tyth Hard/Nightmare). You must take 6 between Heroic and Masterful.Force Harmonics – Reduces the Cooling of Force Wave by 2.5 seconds and Force Potency assigns 1 extra charge when activated. DPS players should always take it as it provides a strict increase in DPS. Not so mandatory for thin, although it still increases DPS, although it can and should be mistaken for another utility where mitigation (Shadow's Shelter) or movement (Wrong Redirect) is more useful. Fade - Reduces the cooling of Force Cloak by 45 seconds and extends its duration by 5 seconds. I usually take this gadget along with the resistance sauce in a heroic tier. When combined, I effectively obtain another (albeit slightly shorter) use of resistance to almost the same cool. When used skillfully, it adds another very strong defensive capability to the shadow kit. Wrong redirection - increases the speed of movement by 15%. Not a super useful utility, but one that I sometimes take into the fights with a lot of transition. Shadow players should strive to use Force Speed to mitigate damage, so the buff shift can be useful in cases where Force Speed is used in cooling as a defense. Egress/Emersion – Force Speed grants Egress, removal of all influences that hinder movement, and granting immunity to them for the duration. Very positioning utility for PVE (although amazing for PVP) and should only be taken to fights where it will be useful to avoid slowing down (e.g. Underlurker Hard Mode). Armor resistance - Activation of the force sauce approves 2 seconds of resistance. I find this utility incredibly useful for thin and DPS. Since resistance acts as a self-purcation, it gives shadows extra self-purcation every 2 minutes (1:15 if you are taking a Fade device). If you are taking Fade, this almost doubles the availability of Resilience (which has a 1 minute cooling down). If tanking, the Force Coat can be used to cheese certain mechanics, although care should be taken to avoid a big hit replacement on another player if poor and ensures that taunt is available and is immediately used for re-use aggro. In particular, for DPS players, this utility can be used to increase the performance of stealth incision attempts, since self-puring of resistance must avoid being pulled into a fight with a dot. Stalker's Swiftess – Shadow Stride delivers Stalker's Swiftess, allowing your next Spinning Strike to be used on any target, regardless of the rest of your health. Stalker's Swiftess lasts 10 seconds. If the target of the shadow stride dies within 10 seconds of using Shadow Stride, the shadow of Stride cools down. I always take this utility as a DPS player because it provides a strict DPS increase by allowing more frequent use of Spinning Strike. For players, infiltration provides an even greater DPS incentive to acquire a full Force Breach stack. If I play Kinetic Combat, I often choose between this utility and either mind over matter or avenger grip, depending on whether more mitigation is needed or more DPS (and if so, which DPS utility will provide a greater benefit). Mind Over Matter – Increases the duration of resistance by 2 seconds and Force Speed by 0.5 seconds. Also, Force Speed slows down all enemies within 5 meters by 75% for 2.5 seconds when activated. This device should be taken by all tanks, but should not generally be taken by DPS unless it is facing the very damage of an intense fight (thus prioritising mitigation over the lower lower DSS Directive). An additional 2 seconds of resistance increases from 3 to 5 seconds, which can be extremely useful in some duels (e.g. tanking Master's Ion Cutter attack in ravagers/Master & Blaster encounter). Avenging Grip – Deflection grants Avenging Grip, reflecting 50% (or 100% of Kinetic Combat Discipline) of all direct single target technologies and Force injury back to the attacker. Avenging Grip lasts 12 seconds and does not absorb incoming damage. The reflective ability of the shadow is useful, but it is generally one of the most limited reflections, as (1) it reflects the least damage (as much as 50% for DPS specifications); and (2) does not mitigate any damage. It's also important not to reflect the melee/range of one-target injury unlike most reflcoits (although because of the defensive buff of Deflection, most of the melee/ranged single target attacks will either way elude and thus would not be eligible for consideration). This can be useful in cases where DPS reviews are difficult or in progress, although I generally prefer other gadgets for all types. Sturdiness - Activation deflection grants 6 seconds immunity for stunning, sleep, lifting and disasking effects. It's a very shiny utility, it's only advanced players who can benefit from it in special circumstances. For example, on the Titan 6 fight in Scum & Villainy, this utility can be used to enable Shadow to Fight using Deflection to avoid each other's root. One with shadows – Shadow Stride can be used while it is immobilized and cleans the effects that interfere with movement when used. Also, Force Speed awarded One with shadows, increasing the number of Force regeneration players by 10 for the duration of Force Speed. Mentioned as a reminder that this utility was nerfed in 6.0. As is currently in force, it has an extremely limited utility and its exception would be for a tank in an off-tank role. Shadow tanks have the worst passive energy production when they are not actively attacked, so this device should enable a higher off-tank DPS. I believe that its benefits are extremely marginal and they prefer mobility or buffers at this height and never take this device again. Shadow Technique - Utilize a Shadow Technique, giving your melee attacks a 50% chance to deal with internal damage and build 1 charge breaching shadows. Breaching Shadows stack up to 3 times and increases the damage done by your next Force Breach. This effect cannot occur more than once every 6 seconds. This passive provides key mechanics and RNG nature infiltration discipline in Breaching Shadows. Since these buff Force Breach be your highest DPS capability, maximizing procs shadow techniques to build 3 Breaching Shadows is key to increasing the use of Force Breach and overall DPS. Circling Shadows - Double Strike, Whirling Blow, Clairvoyant Strike, Vaulting Slash, Shadow Strike, and Spinning Strike grant Circling Shadows, reducing the Force cost of your next Project or Psychokinetic Blast by 25%. Stacks up to 2 times. This passive introduces another bunch that will be able to increase DPS in Circling Shadows. Psychokinetic Blast makes a high injury, but it is very expensive, so it should only be used with 2 stacks (it will be glowing). Profundity - Your Shadow Technique restores 9 Force in 9 seconds when it deals with damage to enemy targets. This effect cannot occur more than once every 12 seconds. In addition, Whirling Blow builds accusations of clairvoyance and force violation causing its targets to become vulnerable (take 5% more damage from the forces of attacks) for 45 seconds. This passive work works a lot. This increases the importance of acquiring Shadow Technique as often as possible. Allows the player to use Whirling Blow twice to build 2 stacks of Clairvoyance (each stack gives +50% chance of a psychokinetic explosion that triggers shadow technique off its normal speed limit). The vulnerable debuff is very useful, but it is not important for rotation, as the Force Violation is used as often as possible. Shadow's Respite – While stealth mode and for 15 seconds after leaving stealth mode, Force regeneration is increased by 25%. This passive provides the second reason for regular use of Force Cloak (the first is to lower cooling on Force Potency), which is 15 seconds of increased force regeneration. More force more DPS. Tactics of infiltration – Direct Attacks of Damage Approve Infiltration Tactics, which causes your next Shadow Strike to deal with 20% more damage and consume 75% less Force. This effect cannot occur more than once every 10 seconds. Shadow Strike has a very expensive ability (40 Force) and deals only moderately more damage than Clairvoyant Strike. As such, it would not be useful in most circumstances beyond the preservation of the Shady Vau case if not for this passive ability. This proc should be used every time. Masked attack - Shadow Strike approves 15 seconds of Shadow's Reass. While Shadow's Respite is active, all damage is reduced by 15%. This passivity is key to energy infiltration management. Trained players should look to maintain the full-time use of this buffet for energy management purposes. This passive also helps to infiltrate a very thin DPS discipline. Since the tactic of infiltration can proc every 10 seconds, it should generally be possible to maintain the near full uptime of this buff without overt rotation changes. Potent Shadows - Force Potency builds 3 Breaching Shadows, and the exit from the fight reduces the active cooling of the Potency Force by 60 seconds. The critical damage dealt with by the Shadow Strike is also increased by 30%. This passive provides the use of Force Cloak in rotating infiltration due to the incredible DPS buffet provided by Force Potency and is able to dramatically reduce its cool. Shadow's Mark - Shadow Strike fades its target (shell rating -20%) 45 seconds. This passive application of the second debuff used by Shadow Infiltration, and has noticed that the error is useful for all classes of DPS. Kinetic field - Critical damage treatment is awarded to Kinetic Field, increasing the damage reduction by 3% for 15 seconds. Cartons up to 3 times. Another passive increase in tank infiltration. Due to the current critical assessment rates, it should be possible to maintain the almost full uptime of this buff (+9% damage reduction). Combined with a shady valet, this provides Shadow Infiltration with +22% damage reduction above and over the amount provided by other buffs and armor rating, which is phenomenal for DPS discipline. Breaking Force - Activating Shadow Stride Builds 3 Breaching Shadows. This passive provides a ping pong effect that can happen in situations to tweak the trash. Combined with Stalker's Swiftess utility (which should always be taken with shadow infiltration), the player can use Shadow Stride to proc buffed Force Breach, kill the add-on that resets shadow stride, then jump to another addition and repeat. The Stuide shadow should still be used in a single way to target in order to allow more frequent use of force penetration. For a detailed overview of the 6.x gear in SWTOR, see my gear guide. For Shadow Infiltration, I Moved As Follows:Set Bonus: Death KnellTaktik: The Flame (May Cause Injury for heavy AoE)Mods: Unlettered Lethal ModsRelics: Devastating Vengeance & Primeval Fatesealer (Serendipitous Assault & Focused Retribution for Dxun only)Sim: ProficientAdrenal: Critical (Attack for Dxun only)For Shadow Infiltration, I allo something about tertiary statistics as follows:Punctuality: 1.585 - 1.630 (for this app Alacrity: >1.895 w/ guild perk for 1.3s G CD (>1. 213 w/o guild perk for 1.4s GCD)Critical: all remaining tertiary points segaga u CriticalShield: NoneAbsorb: NoneIncreased drop rate from conquest gate. (2) +2% Mastery(4) cooling Force Potency is reduced by 15 seconds. Whenever you ingest a charge of Potency Forces you gain a bunch of powerful critical, making your next Shadow Strike, Spinning Strike or Serenity Strike a critical hit. Cartons up to 3 times. (6) Whenever you ingest the charge of the Force Of Potency, you get a bunch of Audacious Potency, increasing the melee damage done by 10% for 30 seconds. Cartons up to 3 times. Analysis: Force Potency has a 75s cooling net of this bonus kit, while Force Cloak has a 90s cooling, assuming you take a Fade utility, and when used it will reduce the cooling of Force Potency to 60s. With typical alacrity rates at 1.4s or 1.3s global cool, effective cooling Force Potency is usually around 65-70s. As such, this means that the use of Force Potency will then force Cloak to reduce its cooling to around 5s or so that it is almost immediately off the cool again. Before the 6.0 and Death Knell set a bonus, discipline would normally have used Force Potency early in the rotation, reset his cool with Force Cloak, and then reuse it as soon as his bullets had ingested critical impact abilities. With Fatal Knell, we have to deliberately delay the Force force for a six-part bonus... Every time you ingest a Force Potency charge (consumed with critical impact capability), you get a bunch of Audacious Potency that mitigates your melee damage +10% for 30 seconds and balances at +30% as you spend all 3 charging Force Potency. With critical options that are usually already above 40% and +60% critical buff from Force Potency, it should only take a few GCDs to consume all 3 fillings and reach +30% buff. As such, the total duration of the buffer should be approximately 35-37 years or more. If you used Force Potency, then Force Cloak to reset it, then reuse it around 7-10s later, after the first charges were used, the sacking most of the time would 30% melee damage the buff from the first cooling application. To avoid this, the rotation calls for early use of Force Potency and resets its cool almost immediately, then waits for 35s or so that pile of audacious Potency to fall off before reusing Force Potency. However, delaying significantly reduces Often you can use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency (65s cooling with 1.3s GCD), then use Force Cloak. We got back straight away after 5s, but Force Cloak is on the chill for the 90s (note this cool down hasn't affected alacrity). Whether we use Force Potency in the 10s or in 35s we get basically the same result in terms of general use. If we use Force Potency 10s after first use (old way), then comes off cooldown 65s later, which is about 80s or so after using Force Cloak so it's still on cool for another 10s. If we drag Force Potency for 30 years to get +30% melee damage buff go its full duration before reuse, then Force Potency comes off cool 5s+30s+65s=100s after using Force Cloak. Given The 90-Year-Old Cloak's 90-year cooling down, that means we're going to delay this method by using this method. Is so delaying your use of Force Cloak from 90-year cooling to 100s worth in exchange for getting more uptime from +30% melee damage buff from Audacious Potency? Da!!! Under the old route, we get about 40-45s of total uptime on each window 90s Force Cloak, or as much as 50% uptime. not bad. Under the new path, we get 65-70s uptime on the 100s Force

