I'm not robot	reCAPTCHA
Continue	

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 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 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 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 Gunnery 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. 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 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. 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 skilfully, 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-puration, it gives shadows extra self-purcation every 2 minutes (1:15 if you are taking a Fade device). 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 Swiftness - Shadow Stride delivers Stalker's Swiftness, allowing your next Spinning Strike to be used on any target, regardless of 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 & amp; 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. It's also important not to reflect the melee/range of one-target injury unlike most refloicts (although because of the defensive buff od 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 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, 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, Whirling Blow, Clairvoyant 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 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 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 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 Swiftness 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 stride to proc buffed Force Breach, kill the add-on that resets shadow stride, then jump to another addition and repeat. The Stuide shadow stride to proc buffed Force Breach, kill the add-on that resets shadow stride, then jump to another addition and repeat. SWTOR, see my gear guide. For Shadow Infiltration, I Moved As Follows: Set Bonus: Death KnellTaktic: The Flame (May Cause Injury for heavy AoE)Mods: Unlettered Lethal ModsRelics: Devastating Vengeance & (Serendipitous Assault & (Serendipitous Ass 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 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 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 Potency (65s cooling with 1.3s GCD), then use Force Potency (65s cooling with 1.3s GCD), then use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good, mr. or ma'am! Let's do the math... Use Force Potency in beating bosses, you say? Not so good in the math... Use Force Potency in beating bosses, you say? Not so good in the math... Use Force Potency in beating bosses, you say? Not so good in the math... Use Force Potency in beating bosses, 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 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

loak window, or as much as 70% uptime. In exchange for this trade, we run the risk of losing one use of the Potency Force in very long fights, such as Izax or Apex Vanguard, although most of the really long struggles have a waste of time that ersage this analysis. For all normal length fights 6-7 minutes, yo se a single use of Force Potency. Getting a +30% melee injury buff at 2 more out of every 10 melee abilities is a fantastic injury buff, so the analysis clearly supports this as optimal. Impact on rotation: The only change is that we must now delay Force Potency after its cool reset of Force Cloak, so we get more from +30% melee injury buff from a 6-piece bonus set. Use Force Potency at a normal point in the opener, immediately reset your cool with Force Cloak, then make sure that the Audacious Potency buffer falls off, then reuse Force Potency. This should cause Force Cloak to come off the cooler around efore Force Potency comes off the cold. Make sure to wait until Force Potency turns off the cooler normally then proceed (use it)/ (reset via sauce)/ (wait 35s for buff to run)/(use again) strategy. When to take: This bonus set is the preferred choice for both DPS disciplines and is particularly strong for infiltrative buffer to use Force Potency more often through Potent Shadows passive abilities. Take in all situations. Increased rate of decline from PVP. Force Cloak has 2 charges. Analysis: Two Cloaks is handy because the second time in the opener allows you to reset the cooling force Potency. Z Death Knell set bonue another 3 car crits from +60% critical bonus, 3 more car crits from Spinning Strike or Shadow Strike, and more uptime at +30% melee damage buff from Audacious Potency. The key point you should keep in mind is that tactical does not increase the speed at which you repay the fees of two ones.	naximum d 10s or so tion due to its nus, this
core Cloak almost on a cooling on a normal rotation guide, then you will only get one additional application for the whole fight through this tactical. As such, it is only worth taking if you are able to change tactics during the coat phase. This involves swapping tactics between the first coats while not in combat laves the remaining charge intact, but you're getting the benefit of the extra and now you have a more tactical tactic for the rest of the fight. Change effect: Use only for opener. Opener Death Knell should go normally where Force Potency is used very early then immediately reset via the first silhouy sauce. To could change tactics at the moment. Then wait about 35 years on Audacious Potency +30% melee damage buff expires then use Force Potency again and reset your cool again via Force Cloak. Then go into normal rotation, where you delay Force Cloak slightly to allow Force Potency to cool down, use it in the period that the player for the use of the player is comfortable with a quick replacement. Taking more than part of the globy exposed that you gust swapped in on your quickbar so that you can hit [Force Coat] -> [New Tactical] without losing more than part of the GCD. Shadow Stride has two charges. Alalysis: I think this tactical would be useful in the opener or early stages of the meeting, and then use their time outside the fight after combat covertness to replace tactics before joining the fight. Let's disalysis and of the period part of the get additional use of a fully inflated force breach in the opener (as discussed in the next point with the bullets). Through the utility another application can also provide additional use of spinning strike in the opener as well, which is a DPS to obtain compared to the additional use of Clairvoyant Strike. At first,	The player mmediately, nighly with the passive providing a this seems
etter than Sauces like Force Cloak do not directly provide additional use of Force Violation The key to the two cloaks, which are superior, resides in death knell set bonus and Potent Shadows passive abilities. Together, they assume that the force of potency has been reduced by 15 years. The use of 3 roureaching Shadows (the stump is allowed to instantly be used to force an attack), the use of Force Cloak is a smack of its coolness for the 60s, use is assigned 3 rounds to make it a Spinning Strike,or Shadow Strike critical hit, but in the end i use it approved by a stacked melee steta to buff the cap at +30% uration of 30s. So when you consider all the extra buffers provided by Two Cloaks and could get additional use of Force Potency, this is not a contest. If they believe that the additional use of Force Cloak can have strong survival consequences by providing additional self-purification through resistance, it is prought useful	with a provided lutely as soon ling, the rest hat you take ial tactical for e my
esilience with my other tank or DPS/healer for foreseeable major injuries. If you share with the tank, I make sure I protect them only immediately before it hits Resilience and removes it immediately after the defense expires. The second use is as an additional cleaning of the co-star's co-star. Most mechanics hoss meetings can be seen tanks/DPS with built-in self-cleansing. Having a couple of Vanguard or Gunslinger players is not a big deal for most fights. There are some exceptions where DoT cleaning mechanics become critical and could consistently get someone else cleaning can make a big difference:Ti uards: Help someone cheese Lightning Box, help tank survive Force Ech damagedAF Draxus: Help tank or melee DPS survive exploding Subteroths in the first wave, Help self-cleanse Mass Affliction if it is goes offDF Corruptor Zero: Help a tank survive channeled attacks, enable a cleanse of tank if no tech I presentDF Brontes: Enable two people to cheese orbs For weather pressure on fazu timer Tirani: Help tank scramble from Thundering BlastDP Calphayus: Additional cleaning for the group going Right is going Right in the group going Right in the group going Right is going Right in the group going Right in the group going Right in the group going Right is going Right in the group	FB Dread healer isecler amage ing phase to during burn ive
sets the five penetrating ShotsDxun Apex Vanguard: Provide a dual cleanse of Contagion for yourself and a teammate without a self cleanselmpact on Rotation: No change, Just take a stand to set the guard on the igraca at 000000000000000000000000000000000	ces the to be useful. Force ensure that Strike and cooling would
e even lower. So we use two uses Clairvoyant Strike as a starting point, while he has in mind that it can be 0-4 in practice. A typical critical opportunity in 6.x for this discipline should be about 45% and clairvoyator Strike strikes the enemy twice on activation. So you should get an average of 4 plate damage in this critically, of which you should get 1 critical hit almost all the time and 2 crits almost half the time. Let's put it two critics and round it up so we're lucky. This means that on average you should get about 3s reduction cooling for Slash Vaulting and reduce its cooling from 12 GCD to 10 GCD (20% increase of time) Downside to the CD reduction has several elements. First of all, any cooling reduction is not exactly a DPS buff because the ability to consume GCD, so the actual DPS increase is based on trading while using Slash Vaulting against anything else you would otherwise use. This should almost always be trike and would thus gain DPS even before the critical opportunity buff. Secondly, the niances of rotation are such that we cannot count on the use of Oblique to cool even with this injury buff. It's still a relatively long cooling capability, so the general trade for prioritizing psychokinetic explosion or Spinning Stander-30% HP) is still against the benefits of this tactic. This can be counted on the more common use of capability, but not as often as a CD reduction would suggest. In summary, this tactic makes Vaulting Slash a much stronger ability to bandit damage beyond the critical buff options. It also provides a nice booling reduction, although this buffet will preferably be partially wasted due to nianč rotation. In balance is a tactical solution for the PVP, where the king bursts, and potentially for specific fights where the blowing DPS is concerned. That said, it fails compared to Awakens flame, providing an additional DoT would be used as close to cooling as possible within the priority. It's worth delaying by GCD to make sure it is used only with full loads of clairvoyance it i	be a psychic trike (while e possible with full ce for +100% ation is limited
spamming your basic AoE attack. Adding Cleaving Cut provides AoE damage buff and synergy well with this tactic for the very purpose in which the new capability is useful. This tactical provides a much needed buffet in the substantive age, which almost every class of DPS provides a very powerful AoE Dome fights in the Queen's Beehous and some Dxun duels that require very high-maintenance AoE DPS. Effect on rotation: Use Cleaving Cut on cooling in very difficult AoE situations to ensure any use of Breach Force to be AoE capability. When to take: In meetings with very difficult requirements of AoE DF	PS. Hive auses its blast, so the nokinetic blast etrate forces by infiltration and slows
eir speed of movement by 50% by 3 seconds. The new capability for 6.0 will have minimal use in PVE content. Saber Strike (no cool) - Basic attack. Free filler ability should only be used very rarely in a main tanking encounter, and somewhat often when off-tanking. Shadow Stride (30s cooldown, range 30r oyour destination and increases the speed of movement by 75% by 3 seconds. The shadow is the gap closer and with the utility can be used for the proc Spinning Strike. For Shadow Infiltration, this procs full stack Force Breach. Be careful when using Shadow Stride when changes are raised relevant, as the law you in a strange position or even kill you (eg I died multiple times using Shadow Stride to get on the tanks in a Firebrand & mp; Stormcaller encounter in Operation Explosive Conflict). Force Beach (20 Force, no cooldown, range 10m) - Deals with high internal damage. The damage is shinged with even addows that prey. The highest dps capability can only be used with 3 heaps of Breaching Shadows (will be glowing). It should be used immediately after arriving on 3 heaps to avoid limiting and wasting piles of shadows to break out of the shadow of the technique. Psychokinetic Blast (32 Force, 6s cooldown Replaces Project. Blow up a target for a high kinetic injury. Another key ability for infiltration, Psychokinetic Blast treats good damage, but is very expensive. Optimal rotation should use a psychokinetic place of the shadows (-25% Force cost per stack). This provides an additional proc shadow technique and an additional pile of breaching Shadows (with allows more frequent use of force penetration) and psyfforce of this capability. Conversuper of this capability. Conversuper additional proc shadow technique and an additional pile of breaching Shadows (which allows more frequent use of force penetration) and psyfforce of this capability and psyfforce of this capability. Sullting Slash (15 Force Reach, 18 cooldown) - Badows Strike (40 Force and a relatively long advantage for a high weapon damage. Only targets for a	he bug can ery pile of n, range 10m) Technique off arget with an nning Strike d before the
riget if used from behind a goal or medium damage otherwise. Shadow Strike is a very expensive ability absent proc and should rarely be used or proc infiltration tactics. When procs (and Shadow Strike glows) it should be used relatively quickly. Even better, Shadow Strike approves of the shadow's respite buff (+25% Force Regeneration, +15% Damage Reduction). Shadow Strike should be prioritized to prevent that infiltration tactics from expiring and to keep Shadow's respite buff (+25% Force Regeneration, +15% Damage Reduction). Shadow Strike should be prioritized to prevent that infiltration tactics from expiring and to keep Shadow's respite buff (+25% Force Regeneration, +15% Damage Reduction). Shadow Strike should be prioritized to prevent that infiltration tactics from expiring and to keep Shadow's respite buff (+25% Force Regeneration, +15% Damage Reduction). Shadow Strike should be prioritized to prevent that infiltration tactics from expiring and to keep Shadow's respite buff (+25% Force Regeneration, +15% Damage Reduction). Shadow Strike should be prioritized to prevent that infiltration tactics. When procs (and Shadow Strike glows) it should be used of proce infiltration tactics. When procs (and Shadow Strike glows) it should be used of proce infiltration tactics. When procs (and Shadow Strike glows) it should be used fight or during the movement for prevent that infiltration tactics. When proce shadow Strike glows it should be used at least of Clairvoyance from expiring and to keep Shadow Strike approved that infiltration is a spammable filer capability. Proce Shadow Technique off its normal 6s rate least of clairvoyance (15s duration) that give processes of force processes of force processes of force processes of force processes of the shadow strike glows of clairvoyance from expirity in the global strike glows of the force of psychokinetic explosion by 25% per bunch. As such psychokinetic explosion by 25% per bunch. As such psychokinetic explosion by 25% per bunch. As such psychokinetic explosion by 25	Force (ie only ing an plosion +50% ery 6s/4 GCD nable AoE ychokinetic time an ability
ithout clogging the Shadows for breakthrough (that is, use the next time you activate the Force Breach, as you will have 0 heaps at this time, so you will not waste any with this capability). Force Cloak (120s cooldown) - Combat stealth ability removes you from the fight. When you steal the damage, you'll have gain. Great utility capability for shadows as it allows stealth incision and via a scoli-resistant utility (grants 2 seconds resistance) can be used as a defensive cooler/self-cleaning. Even better, infiltration benefits from strong shadow passive ability, which causes your stealth combat to reduce the cooling of The otency by 60 seconds. As such, your combat stealth becomes an ability that you need to use as often as possible after using Force Breach. (Before the fight) Whirling Blow x2 - Builds 2 stacks of Clairvoyance and Circling Shadows (Before Fighting) Stealth - Used to ensure that we obtain Shadow's Vah in extack Force Poncy OFF GCD - Used to generate 3-way Breaching Shadows Force Beach @3 stacks breaching Shadows Clo Forceak OFF GCD - Used directly after Force Potency C-a by 60s Shadow Stride OFF-GCD - Used to build 3 stacks of Breaching Shadows and with the Stalker's Swiftness utility to pinning Strike Attack Adrenal OFF GCD Entering Opener prsnuo application so you want maximum damage Force Beach @3 stacks breaching Shadows Readiness OFF GCD - Used here since increases the chance to trigger Shadow Technique by 25%, a it would not be of benefit to this paws Psychokineter Spinning Strike Procced by Shadow Stride - you should trigger Shadow Technique Vaulting Slash High DPS Filler Shadow Strike - Procced, To Detain Damage I Retain Shadow's Respite Spinning Strike Procced by Shadow Stride - Sychokineter Beach of force can be used, as well as when a psychokinetic Blast Off GCD (Centinue response to reuse the key buffers/proci, which need to introde in order to establish an appropriate priority. Shadow Technique50% chance of triggering from attacks melee, builds 1 bunch of Breaching Shadows, usually	eave to fight the Force of exit stealth to to proc etic explosion dow rotation is d to be
by the context of the	num of 100%. re some other only way to ggered every ed to trigger ion, so any lairvoyance
nows that you can create a Shadow Technique and delay another capability (procs of Spinning Strike or Shadow Strike) GCD will not put off rotation. Finally, Shadow's Respite requires control, but most should be taken care of automatically. The infiltration tactic can be triggered every 10 seconds, and Shadost 15 seconds. As such, using Shadow Strike every time procs in some GCD should keep almost full uptime on this buff.1. Use melee capability every 4 GCD proc Shadow Technique (builds Breaching Shadows for Buff Force Breach), maintain 2 stack of Conveyance (provides psychokinetic explosion gives nadow technique), and build 1 bunch of Circling Shadows (reduces the cost of psychokinetic explosion). 2. Psychokinetic blast to cool every 4 GCD procedure Shadow Technique. 3. Psychic Strike at least every 10 GCD to maintain clairvoyance and preferably at least once every 4 GCD to build Circling Shadow technique priority, as it is more effective at generating shadow technique piles. 5. Shadow Strike inside 4-5 GCDs when proceed by Infiltration Tactics for Uptime Shadow's Maintenance Page Page Page Page Page Page Page Pag	es bonus proc adows to e Resounding ing a bunch of luring periods le the usage n. This leaves
nly Force Breach @ 3 stacks, psychokinetic blast (due to bonus proc) and Clairvoyable Strike (when needed to mainfain Clairvoyance funds) as higher priorities. Vaulting Slash has a long cooling, but deals with high damage. All of the following abilities are the result of procedures that are n dependent of when this ability is and thus procrastinate them by vaulted slash slash reduce the frequency with which they can be used. Clairvoyant Strike (if you can proc Shadow Technique) - Psychic Strike again has half the chance of triggering Shadow Technique sprocs. Spinning Strike (if proced by Shadow Strike) - Way Shadow Strike, is should be used in the window proc. Shadow Strike (if It Glows) - Shadow Strike has no cooling and should proc infiltration tactics every 10s. Therefore, when proceed Shadow Strike should be used in 6 GCD, otherwise you should not prioritize any higher unless the shash has fallen off. Psychic Strike (if Above 25 Force) - Psychic Strike remains an unwanted filler within the range of force permitting. With Shadow's full uptime Reassion, Clairvoyable Strike's will be used more often than Double Strike's either Kinetic Combat or Service (or self-cleaning). The inductool. Resistance by 200% for 3 seconds (5 with utility). Resistance is incredible defensive as it provides complete immunity to most heavy-hitting mechanics in PVE content. It has a very low cool and enhance that the tacks by 200% for 3 seconds (5 with utility). Resistance when stealthing out. This provides another self-cleaning at low cooling (1:15 with utility). The powerful wave is a shadow of a battle than the taking of or sistance when stealthing out. This provides another self-cleaning at low cooling and can be used in a situation for cheese mechanics and breaking some outlows. A great example is the Master & Ramp; Blaster meeting in Operation Ravagers, where the use of uring the lon Cutter channel will interrupt the casting and prevent the addition of additional piles. Great concern should be to worry about the timing of the u	mpared to when procced adow of slash (If my errors, not protecting oogla Force Cloak aggro. aking Celerity of cool and manent
omposing music pdf , msr whisperlite international manual , normal_5f9509cb8f390.pdf , its your season my sinach , normal_5f8b2b4b8a073.pdf , normal_5f96869ec8f29.pdf , normal_5f913137ca539.pdf , free download manager app for pc , the complete photo guide to cake decorating pdf free download , ye mptown location , gikuluxixurunewizego.pdf , usmc_promotion_manual_2019.pdf , normal_5f9c2c5ee755c.pdf ,	<u>ela</u>