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## Swtor sharpshooter build 6.0

SWTOR Gunman Sniper PvE Guide by Fearheart The goal of this guide is to help people with sniper mechanics and help optimize our role as DPS in Operations. Contents 1. Abbreviations 2. Skills/Talent Points 3. Capabilities 4. Round five. Statistics 6. Equipment 7. Consciabiles 8. Last thoughts. AoE Abbreviations Area of The Best BIS Effect in cd cooldown CC crowd control dot damage over time DPCT damage for any time cast DPE damage to any damage to DPS energy per two GCD Global cooldown ops operations seconds—II. Skills & Points Talent Burns Higher Skill Notes Skill 1 Screen Cover Optional 1 Mandatory Fixed Shots 1 Sniper Highly Recommended 2 Percussion Shot Recommended 2 Ballistic Dampers Optional 2 Goal Sharp Duty 2 Ride Optional Shot 3 Duo Shot Duty 3 Diversion Recommended 3 Quick Goal Mandatory 4 Slick Shooter Duty 4 Spacer Optional 4 Burst Volley Recommended 4 Swimming Duty 5 Ratoff Control Madatory 5 Trickshot Duty 5 Lay Low Optional 6 Deadeye Duty 7 Rapid Fire Mandatory Cover Screen – This defensive skill is activated when leaving cover. Increases evasion in your range by 20% for 6s. Stable shots – improves damage by +6% of two of your main abilities. Sniper – (+3% accuracy) being that our offhand gun has 57% less chance of hitting than our mainhand we will miss a lot. This should help mitigate some of the effects of being a double welder. Percussion Shot – Puts a knockback on your intentional shot when using 10m or closer. I recommend it because if you pull aggro on a supplement it helps you to be able to kite them off. (Optional talent) ballistic suppressors – gives you 30% decrease in damage while covering (3stacks). When you lose all stacks consider exiting and re-entering coverage. Sharp target – gives +20% armor penetration for intentional throwing. Since aiming a shot is our greatest impact capability, it should significantly improve our DPS, depending on the mechanics behind armor penetration. Trip Shot – Reduces the 15s CD of our trap by 3s. Rarely will you use Trip Shot, there is very little use for us in PvE. Snap – It performs your first instant cast loaded after the roll for coverage on a 6/s CD. This talent is a must for your rotation/priority list. Diversion – reduces accuracy by 45% for enemies within the cloud for 9s. Great for those moments your tank is getting hammered by a grouped set of extras. Greatly reduces DMG consumption. Quick goal – Burst's critical puts and shot speed reduce the operating time on a deliberate shot by 1 second. From what I can tell, right now the CD reduction isn't a stack. Still a must-have talent. Slick Shooter – Increases critical damage to your three key capabilities, thus boosting your DPS. Spacer – It is not recommended to get this talent. Burst – Additional testing is required. Loaded burst and intentional throwing are cast, a 9% reduction to their players' time. For more details, see comments below. Swimming – While in the cover you get 1 energy per second (mandatory). Try to stay in cover as long as possible. Fallback Control – Trickshot is a key capability so reducing cooling and energy cost is very important. Trickshot – a key capability, inothough only after a loaded burst or a deliberate shot. (Instant cast with low CD) Keep low – (optional) – Reducing your large aoe CD and hunker down. (I took one point in this) Deadeye – 30% damage from increased writing for 3 of your main abilities. (Mandatory) Rapid Fire – Increases your burst on shot speed every 90 seconds (more tests are needed on it). On 1990s CD paper makes this talent look really weak. \* Burst volley (notes): The initial stack of BV (in short) must be created by a deliberate shot. The initial cartridge can only be created every 30 seconds. After your initial stack you get stacks by loaded casting and burst up to a maximum of 3 stacks. Your stacks will be likened after six seconds. A 9% increase in cast time looks pretty big for your deliberate shot and burst loaded however further tests are needed. See the rotation section for more details about how this affects your rotation. Dirty Fighting Skill Notes 1 Black Market Mods Highly Recommended 1 No Blocked Blockages Mandatory 2 Optional Open Wound 2 Fatal Wound Optional Black Market Fashions – Increases Alacrity by +4%, to add up to +9% we need to keep stacked. Assuming Alrciti doesn't cover or get diminishing marginal returns, we need to fire capabilities pretty quickly while they're in cover. No Holds Bar – The critical chance of +6% in all our attacks makes this talent ind charge. Open wound – increases the duration of the essential injection by 3 seconds. More scrutiny is needed to see if other talents need to be taken over. A longer duration on our bleeding means less energy is spent to maintain it during longer battles. Mortal wound – there is a % chance of causing vital injection ticks to tick double. I don't think a vital shot would be a huge percentage of our total DPS so I don't think it would be worth it to take that talent. If I take it I would remove points Bravado.Saboteur/Tri skill notes 1 Bravado recommended 1 Streetwise mandatory 2 hot pursuit optional 2 underworld difficulties not recommended 2 cool under pressure not recommended Bravado – increases your maximum energy by 5/10. More tests are needed but I'll also be taking it. My (untested) theory is that by increasing your maximum energy you increase the range where you can stay in earning fast energy. (IE 60%-100% fast and then becomes 60% to 110% fast) Streetwise – Gives you +9% of your main statistics, probably one of the strongest position of three talent points in the game. Large DPS increase. Hot Pursuit – After exiting cover your next loaded burst can be used outside More tests are needed, but may be significant for heavy traffic battles. Underworld difficulties – a 4% increase in endurance, more of PVP talent than anything else. Not so strong for us in pve. Cool Under Pressure – A 2-minute RIP heal for 3% of your health bar looks pretty weak. Please find my chosen skill choice here. Yours may vary slightly as you will need to put 3-4 points in optional skills. My construction—III. Flurry Capabilities of Energy Latches: Free Range: 35m Operating Time: 1.5s Cooldown: No Damage Type: Weapon Description: Shoots a stream of screws from your blaster. – This is what you will use to manage your energy or as a filler. Imagine this as your automatic (manual) attack. Loaded Burst Energy: -20 Range: 35m Operating time: Instant Cooldown: No Damage Type: Weapon Description: Shoot three powerful explosions at your target and must be in cover for use. – You will be using this ability the most. Quick Target Procs, Burst Volley, Trickshot,Aimed Shot Energy: -15 Range: 35m Operating time: 3 seconds Cooldown: 15 seconds Damage Type: Weapon Description: Powerful shot that engages (LvLRankDmgAmnt\* 0.329 WeaponDamage\* 3.29) Weapon Damage. Must be in cover for use. - Another key ability. That ability will probably fire up your greatest hits. Procs Percussion Shot(10m), Burst Volley (Preliminary), and Trickshot.Quickdraw Energy: -15 Range: 35m Operating time: Instant Cooldown: 12 seconds Damage type: Weapon Description: Attempts to take target down with one powerful shot dealing (LvLRankDmgAmnt\* 0.27 WeaponDamage\*2.7) Weapon Damage. Changed only on targets or below 30% maximum health. - Cast this every time its CD when the target is below 30% hp. Energy shot speed: -20 Range: 30m Operating time: Instant Cooldown: 15 seconds Damage type: Weapon Description: Releases a series of shots that engaged ((LvLRankDmgAmnt\* 0.098 + WeaponDamage\*0.98) \*4) Damage to weapons over time. Must be in cover for use. – Surely there will be a key ability (I haven't received this shot yet – will post more after playing with it), as it is the only one that enjoys our Level 7 skill. Trickshot Energy: -10 Range: 35m Operating time: Instant Cooldown: 9 seconds Damage type: Weapon Description: Well-controlled surveillance shooter fired at target that deals (LvLRankDmgAmnt\*0.227 + WeaponDamage\*2.27) weapon damage. Insamed in just 4.5 seconds immediately after a deliberate shot or loaded burst. – Key capability; There can also be the highest DPS capability, with a cast time of 1.5s (as it is instantaneous, we define players' time as GCD). We just don't want to use it when we desperately need to refresh a Volley.Vital sniper energy shot: -20 Range: 30m Operating time: Instant Cooldown: No Damage Type: Weapon Description: A shot that causes a target to bleed, dealing with (##) internal damage over 15 - Always keep it on the boss but try not to clip it too much as you will waste a lot of energy (casting it before it goes down). Flourish Energy Shot: -10 Range: 30m Operating Time: Instant Cooldown: 5 seconds Damage type: Weapon Description: A high impact shot that deals with [?] weapon damage and reduces the target's armor by 20% for 45 seconds. - Always keep it on the boss unless you have another class to put that debuff (like JK Guardian). XS Freight freight flyby Energy: -30 Range: 30m Operating time: 3 seconds Cooldown: 60 seconds Damage type: Thorough description: Support calls from your team, tackling ((LvLRankDmgAmnt\* 0.177 SpellPower\* 1.77) \* 3) Thorough damage over 9 seconds to all enemies within 8 metres of the designated area. Standard and weak enemies are also alarmed by the flames. – There are some skills improving this ability in our tree. How useful it will depend on whether Ops promote AoE use. Be aware of the CC'd mob when using this AoE.I will add additional capabilities as I have time—IV. Rotation work in progress. There are currently some bugs with the cover system that you will need to bypass to make your rounds. 1. Cover gummy sometimes throws you to cover on the wrong side of the object. 2. Cover sometimes shrinks your view of your target causing LOS problems. 3. Aiming shot 75% of the time not to impose time in natural coverage. These bugs should be fixed soon and there will be no longer a problem. However, I currently have a solution to work around. 1. Whenever you can you want to put natural coverage between you and your target or hexy house goals to reduce the damage you may take. 2. Enter your preferences and make sure you have the Click your target option to deslect (not exact formulation) available. 3. For your opener (if initiated by tank) to run and put your point reduction and armor, click on the target to deselect as you run behind a natural cover point, click on your mobile cover button, re-select the target and continue with your rotation. By initiating this way you will still get the defensive bonus from the natural cover (green shield over targets) but won't be your goal shot delayed. Note: If you are solo/questioning you do not need to run in / initiate with dot + reduct armor. Just run behind a natural cover before you're stockpied. Your rotation will depend heavily on various factors such as the type of mafia you fight, how much mob you fight and how much movement there is. A round used for a fight boss after your opening round you defer to a priority list. At the moment this rotation omits shot speed as it is a skill I don't have yet and will update the rotation after I get to play with it a little bit. Opening round: 1. As you run in a cast Vital shot and flower shot (unless you have someone else put it 2. Once you are near the natural cover get – unpelect the boss, get behind the cover, cast a portable cover and then reslect the boss. If you're not immediately near a natural cover after it's essential to blossom a cast storm shot of screws or a quick shot as you run to the cover. 3. Once behind a cast cover the luck of the automatic hemoctatic head smuggler charged lightning and then cast a loaded screw. 4. Cast Trick Shot 5. A cast-aiming shot (with 1s reduction due to quick goal skill.) 6. Stream of screws 7. Burst loaded 8. Stream of screws 9. A whip trick is pretty much what your opener will look like. Post Opener Priority List Try to keep your energy level above 60% to keep energy regeneration rates higher. More energy regeneration = more dps in the long run. If you are around the range 70 energy try to cast a stream of screws until you return up to more than 75 energy. If you have 70 energy and impose a capability that exceeds 15 energy it will immerse you into lower regeneration. The only exception to this rule is Trickshot, as it has an energy cost of 7 with talents. Target one by one. Essential shot point 2. Flourish Devaf 3. Quick launch (where target is below 30% throne) 4. Intentional shot (w proc quick goal) 5. Loaded burst (w smuggler's luck if there is no quick goal proc and intentional throw will have the CD in 5 seconds or less) 6. Deliberate shot 7. Whip trick 8. Loaded burst 9. Plenty of screwsMore add when I have more time —V. Statistics and items) Statistics (work in progress)Base statistics at the moment are strength, purpose, endurance, cunning, willpower and presence.1 Power is a stat scuffle (increases scuffle damage, crit scuffle, and protective absorption). Basically useless to us. 2. The goal is the main statistic for bounty hunters and soldiers, so not for us. 3. Endurance is a tanking stat (increases health and regen health). Not quite as useful as we are DPS, but not painful either. 4. Cunning is our most important statistic. Increases damage, critical, recovering, chance we'll start with girls... Wait, I'm getting ahead of myself here. Anyway, stack up cunning. 5. Willpower increases the damage we face with our power capabilities and critical prospects. In other words, useless. 6. Attendance increases the damage and healing of funeral members. It's nice to have while exfoliating but we certainly shouldn't be actively looking for it. Operations.Primary will not be used; tertiary cunning: endurance, tech power, power, Alacrity, surge.Accuracy critical rating increases our accuracy with capabilities. Assuming it is not crowned or does not face a reduction in marginal returns, it will be a very useful statistic for optimizing our damage output. Tech Power increases the bonus damage of our technological capabilities similar to Cunning. Tests will need to determine how this statistic compares to Cunning.Alacrity functions as hastily in other MMOs and decreased Operating time of our capabilities. We already depend on this statistic to some extent as our skills grant +13% of it. However, since it doesn't affect GCD, and really only affects a series of shots, this stat probably won't be very helpful for us. A critical rating increases our critical chance (the chance to score a critical blow for 150% of the amount of damage caused by ability). The surge increases these to 150% (ie it gives a critical damage bonus). As such, it's more useful the higher our critical chance. Also, keep in mind that some of our capabilities (such as Speed Shot) will crit for 180% base thanks to our skills. In theory, there is a time when, once we have enough critical ranking, we will start to prefer Surge over that. —VI. Gear (work in progress)Pre-Ops BIS Gear is Columi; BIS Equipment is Rakata. —VII. ConsciabilesExotec Skill StimUse: Sneaky boosts by 128 and strength by 52 for 120 minutes. Only one stimpack can be active at a time. Energetic Attack AdrenalUse: Increases power by 535 for 15s. (cooldown: 3 mins) —VIII. Final thoughts This guide is definitely a work in progress as I'm just a Level 31 sniper at the moment. If you see any inaccuracies in this guide, things are missing or want to share your own input please post an answer! Answer!

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