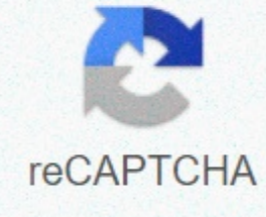




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## Swtor sith sorcerer lightning rotations

SWTOR 5.0 Guide to the lightning sorcerer PvE written by Sion. Introduction to lightning sorcerer The lightning sorcerer is a burst dps class that offers some of the best utilities for a dps class in the game. This tutorial is easy to play, but hard to master, especially if you want to take on the most difficult content in the game. Damage ratings per single goal: 1/10 With 5.0, Lightning has been nervous pretty hard. We are currently dead for the last time among the dps specifications. We will still be viable by HM, but as far as NiM goes, I find it unlikely that we can do the damage unless the rest of the specifications are so far above dps controls that our low damage is still enough damage AoE: 5/10 Although our AoE is not as good as it used to be, Lightning sands still have some really great damage AoE. With Chain Lightning and Force Storm, we have incredible AoE burst, and with very little resource management we can spam Force Storm for a long time without having to worry about being left without force. Gust damage: 6/10 Like everything else, our burst has suffered due to changes of 5.0. The only upside is that you can use recklessness in blasting thunder and see some real benefit. We still do decent bursts, and we can control it with Polarity Shift and Recklessness. The main advantage is that our burst is simply more frequent than most classes. Utility Raid: 9/10 Sorcs bring excellent utility raid with them in any group. We bring with us a lot of skills, including our traction (although it is used almost exclusively to trolling raid members who have their niche uses), battle, cleansing, buff attack, strength and AoEdebuffs, self and out care, bubble, and the ability to completely mitigate some mechanics through our force bubble. Survival: 8/10 Even the sorcs have light armor, we are not as splashy as you might think. We have a bubble that lasts 30 years that is updateable every 15 years, a passive that allows us to have a 9% reduction of additional damage, and we have another shield that gives us invulnerability for 8s. In addition, we have utilities that make our bubbles stronger and our landfill threats and great auto cure subsidy damage reduction as well. All this combined with our ability to heal ourselves in a pinch, allows us to survive well in fights. Gear The following numbers are taken from Bant's optimal statistics thread in SWTOR forums. In case there is any confusion E=Enhancement (these include implants and headphones), A = Increase, and C = Crystal. As a DPS we want focused retribution and serendipitous assault relics. Eternal Commander MK-3, Level 1: Artifact (230 ilvl): 7405+-216 DPS @ 49.5 APM 5901 Mastery (Stim) 3183 Power 1543 (7xE, 1xA, 2xC) 1056 Alacrity (11xA) 735 Precision (3xE, 2xA) Eternal Commander MK-13, Level 2: Artifact (234 ilvl): 7611+-225 DPS @ 49.5 APM 6128 Domain (Stim) 3181 Power 1614 Critical (6xE, 3xA, 2xC) 1056 Alacrity (11xA) 760 760 (4xE) Eternal Commander MK-15, Tier 2: Legendary (236 ilvl):8092+-246 DPS @ 50.1 APM 6317 Mastery (2xA) 3424 Power 1691 Critical (7xE, 2xC) 1256 Alacrity (1xE, 11xA) 736 Accuracy (2xE, 1xA, Stim) Iokath MK-3, Tier 3: Artifact (240 ilvl): 8352+-258 DPS @ 50.3 APM 6385 Mastery (1xA, 1xC) 3506 Power 1746 Critical (4xE, 7xA, 1xC) 1313 Alacrity (5xE, 3xA) 733 Accuracy (1xE, 3xA, Stim) Iokath MK-5, Tier 3: Legendary (242 ilvl): 8692+-273 DPS @ 50.4 APM 6637 Mastery (1xA, 1xC) 3694 Power 1792 Critical (4xE, 7xA, 1xC) 1363 Alacrity (5xE, 3xA) 743 Accuracy (1xE, 3xA, Stim) I would advocate for foregoing any mastery augments and using either crit or alacrity, and only using crit crystals. I suggest this for ease, and because I know the difference will be negligible if not inadvertent. I would also advocate using a precision stimulus at all levels and adjusting seconds. Bant has provided the various precision options for each gear level to help with this. Bonus set with 5.0 the old game Dread Master bonus set is not BIS at the maximum gear level. Anything less than that, and you can probably still get away with it. I would recommend changing it for the full Bonus Ultimate Exarch set once you get 240s. Skillful utilities force the overload to heal you and up to 7 allies affected by X-X. It's not really worth taking as a dps. Sith Defiance increases damage reduction by 3%. Always take that. With Light Armor any reduction in free damage is welcome. The dominance of the storm increases the damage caused by the force storm by 25%. No struggle with it? Take this utility. It works very well with Storm Brewing passive. Empty body increases all the healing received by 5%. It doesn't affect stolen life. I often take this for the same reason as Sith Defiance. Dizzying force reduces the accuracy of the target by 20% for 8 seconds after the whirlwind ends. In addition, the whirlwind affects up to 2 standard enemies or additional weaknesses within 8 meters of the target. PVP/an leveling utility. It's not worth taking. Dark Speed Dark Heal increases the target's motion speed by 50% for 6 seconds. This effect cannot occur more than once every 12 seconds. This is more of a healing utility, and situation in it. It won't do much for dps specifications. Masterful Suppression Activating The Mind of the Cloud grants suppression, which increases the damage reduction by 25% for 6 seconds. Very useful to mitigate great successes. I use this in most fights as an extra defensive CD. Damaged meat Reduces the damage extracted from all periodic effects by 15%. Take this in fights with non-cleansing points. Dark resilience reduces the damage done by the goal of extrication by 25% for 6 seconds. In addition, healing carried out by non-natural preservation by 30%. Useful due to increased healing to a natural preservation. I take this in most fights to relieve some of the healing in myself. Targets of conspiracy force affected by The affliction slows down by 30% during its duration. Utility PvP. Lightning barrier Your static barrier cracks with electricity, shocking attackers for X damage when it absorbs direct damage to you. This effect cannot occur more than once every second. Utility PvP. May have some use in fights with heavy damage AoE, but chances are it's not worth taking. Tortuous tactics reduces the cooling of electrocuted in 10 seconds. In addition, the objectives surprised by its offer Electrocute 25% less damage for 10 seconds when Electrocute wears off. This is primarily a PVP capacity, but is useful for mitigating the damage of energy spheres to Brontes HM/NiM. Heroic Emersion Force Speed grants Emersion, eliminating all effects of motion impairment and granting them immunity for the duration. Good for fights where you need to get out of the slow. It can be useful in Underlurker or reaches the brontes stage. Shapeless spirit Reduces all damages taken while surprising by 30%. In addition, it reduces all damages obtained from the effects of the area by 30%. An absolute must take on all the struggles. 30% AoE and reduction of acrobatic damage. What else could you want? Surging Speed reduces the cooling of the force speed by 5 seconds, Slow force by 3 seconds, and forces the barrier in 30 seconds. In addition, Force Speed lasts 0.5 seconds longer, Polarity Shift increases its motion speed by 100% while active, the active cooling of Force Speed ends when Force Barrier ends. Even in high mobility struggles this is not worth taking. Too little benefit to use a utility point. Static backrest barriers that collapse into a burst of light when they end, blinding up to 8 near enemies for 3 seconds. This effect is broken by direct damage. Utility PvP. Haunted dreams If your whirlwind breaks early from damage, the target is stunned for 2 seconds. In addition, the whirlwind is activated instantly. It might be situational, but it's not really worth taking care of other utilities. The overload of electrical bindings joins its targets in electricity, immobilizing them for 5 seconds. The direct damage treated after 2 seconds ends the effect prematurely. Mainly a PvP utility. However, it is useful for NiMStyrak. Legendary thundering blast mobility force, Innervate, and Leach force can be activated during movement. This has to be taken in every fight. Increased mobility is always a good thing. Galvanization cleaning expunge grants galvanizing cleaning, making your next capacity an activation time activate instantly. The effect cannot occur more than once every 30 seconds and lasts 15 seconds. This is just a bad utility. I can't think of a fight you would use this, even as a healer, let alone as a dps. Barrier corrupts your static barrier, barrier of strength, and lasting bastion heal for 1% of your total health every second for as long as they last. This healing is scaled up to 4% with the charges of Durable Bastion. With the to this utility, there is no real reason to take this anymore. Unnatural vigor Unnatural conservation increases its damage reduction by 15% for 6 seconds. In addition, it reduces the cooling of unnatural preservation by 5 seconds. That's good to take. This provides another small damage reduction cooling, and allows you to get more of your incredible self to heal with a reduced cooling. Changing Silhouette Using Phase Walk to return to its marked location grants Change Silhouette, keeping it from being left to or pulled and making it immune to interruptions and skill activation drive for the next 10 seconds. In addition, phase walk cooling is reduced by 15 seconds and all defenses are increased by 30% during the duration of the Silhouette Change. With the elimination of the AoE damage reduction of this utility is much less attractive. The reduced cooling is nice but not necessary in PvE. The increase in defense is pleasing, and can turn out to be a useful defensive cooling off. Enfeebling Lash Attack the target with its lightsaber, treating X-X gun damage and immobilizing it for 3 seconds. When the effect of immobilization ends, the target slows by 50% for 3 seconds. Replace Saber Strike. Cooling: Range 15s: PvP utility of 4m. This is completely useless in Passive PvE and Abilities Lightning Discipline Passive Lightning Storm - Lightning Strike, Lightning Bolt, Thundering Blast, and Force Storm grant Lightning Storm when activated. Lightning storm immediately ends cooling in Chain Lightning and makes its next Chain Lightning activate instantaneously and consume 50% less force. It cannot occur more than once every 10 seconds. Storm Brewing - Increases the critical chance of storm strength by 15% and its critical damage bonus by 30%. Lightning efusion - Direct force attacks give lightning efusion when they hit critically, reducing the Force consumed by its next two non-channeled force attacks by 75%. Subversion - Reduces the recoil suffered while activating chain lightning, lightning, crushing darkness, thunder blast, and lightning by 75%. Also, you have 25%

when taking direct damage to win Subversion, which makes your next lightning or lightning to activate instantly. This effect cannot occur more than once every 8 seconds and lasts up to 15 seconds. Dark fork - Crushing Darkness has a 25% chance of scoring twice and makes your targets vulnerable for 45 seconds. Vulnerable targets tak 5% more damage from the Force's attacks. In addition, when Thundering Blast is activated, there is a 25% chance that the capacity will produce a second explosion that hits the same 25% damage target. Lightning swarm - Increases the maximum range of your force attacks by 5 meters. In addition, Chain Lightning immobilizes targets affected by 0.5 seconds and slows down all affected targets by 50% for 6 seconds. Seconds. – Force speed gives 2 convection batteries, allowing lightning and lightning to be activated instantly. Lightning Fork - Lightning Strike, Chain Lightning, Lightning Flash and Lightning Bolt have a 25% chance of producing a second lightning bolt that hits the same targets for 25% damage. In addition, Chain Lightning overwhelms its targets for 45 seconds. Overwhelmed targets take an additional 10% damage from attacks in the area. Focal Lightning - Damage treated by Chain Lightning and Lightning Flash is 100% likely and damages treated by Lightning Strike and Lightning Bolt are 50% likely to grant Focal Lightning, which increases the risk by 1%. Batteries up to 5 times. It lasts 15 seconds. Chaos Nexus: Fork lightning is twice as likely to activate while the polarity change is active. In addition, it increases the duration of Polarity Shift by 5 seconds and reduces its cooling by 15 seconds. Reverberant force - Increases critical damage treated by Chain Lightning, Crushing Darkness, Thundering Blast, and Lightning Flash by 10%. Conduction - Each lightning fork and dark fork reduces the active cooling of Polarity Shift by 1 second. In addition, be interrupted immovable subsidies for 4 seconds. This can only happen once every 15 seconds. Loaded reaction - Direct damage treated by your dark crushing skills and lightning chain refreshes the duration of your affliction in the affected targets. In addition, Lightning Bolt increases its force regeneration by 10% for 10 seconds. Batteries up to 3 times. Fulgurous fortification - Lightning increases its damage 3% for 10 seconds. Batteries up to 3 times. Convulsing Currents – Shock deals 20% more damage to targets affected by their rotational skills of crushing darkness [CD]– Summons a dark cloud of energy to crush the target, instantly treating X-X kinetic damage and additional kinetic X damage for 6 seconds. Range: 35m, Activation: 2s, Force: 36, Cooldown: 15s Afff Aff]– Throws a powerful affliction of force that treats x internal damage for 18 seconds. Range: 35m, Force: 32 Thundering Blast [TB]- Sends a wave of thunder into a single target dealing with X-X internal damage. Thundering Blast automatically hits targets affected by its affliction. Range: 35m, Activation: 1.5s, Force: 45, Cooldown: 9s Lightning Flash [LF]– Target explosion with a rapid flash of lightning, which treats X-X damage and grants Force Flash, which reduces the activation time of your next crushing darkness by 0.5 seconds. This effect lasts up to 12 seconds. Range: 35m, Force: 45, Cooldown: 15s Chain Lightning [CL]- Delivers a lightning bolt that treats X-X damage up to 8 targets within 8 metres of the main target. Range: 35m, Activation: Force: 45, Cooldown: 6s Lightning Bolt [LB]- Throws lightning at target, treating X-X X-X damage and slow the target by 30% for 3 seconds. Replace the lightning strike. Range: 35m, Activation: 1.5s, Force: 30 Shock [S]– Shocks the X-X energy damage target. Standard and weak targets are also surprising for 3 seconds. Range: 35m, Force: 36, Cooldown: 6s Non-rotational Capabilities Force Storm - Call a force storm over the target area, consuming 60 Force and treating x energy damage to up to 8 targets within 8 metres for the duration of the channel. Standard and weak targets have a 33% chance of being struck by the storm every second. Range: 35m Dark Heal - Cure a friendly target for X-X health. Range: 30m, Activation: 1.5s, Force: 50 Resurgence – Immediately heal the X-X target, more an additional X for 9 seconds. Range: 30m, Force: 27, Cooldown: 6s Unnatural Preservation – Immediately restores X-X health for you. It cannot be used in others. Cooling: 30s Expunge - Clean a friendly target of up to 2 negative mental or force effects. Range: 30m, Force: 12, Cooldown: 12s Extrication – Reduces the target threat by a moderate amount and, if the target is a member of the group, throws the target at your location. Range: 30m, Force: 27, Cooling: 1 minute Force speed [FS]- Increases the speed of movement by 150% for 2 seconds. It doesn't break stealth. Cooling: 30s Phase Walk – Activating this skill marks your current location for 10 minutes. When this capability is activated again, if you are less than 60 meters from the marked location, you instantly return to the location marked Resuscitation – Relive a disabled ally. This capability is usable while in combat. When used, all members of the group cannot use or be the target of a combat revival for the next 5 minutes. Range: 30m, Activation: 1.5s, Force: 27, Cooling: 5 minutes Offensive and defensive cooling Polarity change [PS]- Your connection with force changes, granting 20% alacritude and immunity to backlash and interruptions for 15 seconds. Recklessness [Rck]- Concedes 2 charges of recklessness, which increases the critical probability of force of your direct attacks and care by 60% and increases the ranges of Force Lightning and Predator Volts to 30 meters. Each time a successful direct force capability is activated or a piped force capacity is activated, 1 load is consumed. It lasts 20 seconds. Cooling: 1m 30s Unlimited power [UP]– Increases dominance, endurance and presence for you and your members of the operating group within 40 meters by 10% . It lasts 10 seconds Force: 45, Cooldown: 5 minutes Force barrier - Projects a force barrier around it, granting immunity to all control effects, damage and negative while channeling. This capacity does not respect cooling and can be used while controlling. As long as you are protected by the force barrier charges you will accumulate and grant you lasting Bastion, a shield that absorbs an amount of damages based on the charges that you when the Force Barrier ended. Lasting bastion also grants immunity to disruptions. Cooling: 3 minutes static barrier - Surround the target in a lightning shield that lasts 30 seconds and absorbs a lot of damage. The target is deionized and you cannot benefit from the static barrier again for 20 seconds. Cloud Mind – Cleanses the thoughts of enemies, instantly reducing your threat by a moderate amount. In addition, it grants a 25% reduction in damage for 6 seconds. (with deletion utility) Cooling: 45s Advanced Polybiotic Attack Adrenal - Increases the power by 870 and decreases all healing done by 20%. It lasts 15 seconds. Cooling: 3 minutes rotation This opener applies regardless of whether you use the dreaded 4-piece Master and Ultimate Exarch 2-piece or the Ultimate Exarch 6-piece. CD -&gt; PS, Aff -&gt; UP, Adrenal, Rck, TB -&gt; CL -&gt; LF -&gt; LB -&gt; LB -&gt; TB -&gt; CL -&gt; LB -&gt; CD -&gt; LF -&gt; S -&gt; TB -&gt; CL -&gt; Priority system There are two things I have to consider here. The first is that in the opening I use Polarity Shift before launching Affliction. This is done because the increase in the amount of tic-tac of the DOT increases. This brings more and more crushing darkness and chain lightning refresh affliction too. This allows us to squeeze some extra damage out of the affliction. With the tick rate increasing, Affleck can now dial just before an update from Crushing Darkness and Chain Lightning, which will then make it mark again, thus earning a little more damage from affliction. The second is that shock after your 2nd dark shredder may need to be used before flash lightning depending on the weather and when the DM set bonus processes if you are using it. Priority system The best thing about Lightning Sorcerer is that it is a priority system. Because of this you don't have to worry about where to pick up if you experience downtime due to head mechanics. Simply use the capability with the highest priority and work from there. There really are only 6 skills that take into account the priority system, but the warning to this is affliction should be in your goal. That said, the priority is as follows: Thundering Blast Crushing Darkness (with process) Lightning Flash Shock (only while crushing darkness is on the target) Chain Lightning (with proc) Lightning Bolt Thundering Blast should always be used in cooling. It is a self-written every 9 seconds (without alacrity) and therefore must take priority over everything else. This leads us to crush the darkness, which should be used only with the Force Flash process. Lightning Flash is as follows due to its decent damage and due to the Force Flash process. Although Chain Lightning hits quite a lot the internal cooling of the 10 years of his process pushes him quite low on the priority as long as the process is not about to fall, something he should never do. When everything else is cooling down, Lightning Bolt is primary filling. I say primary because of the new passive that shocks barely better than Lightning Bolt, as long as crushing darkness is on target. AoE Rotation There are some ways to go about it based on the group's priority adding that they are being killed. However, regardless of the scenario you want to prioritise Lightning and Force Storm. If they're going to die very quickly that's all you want to do. If there is a greater addition of health among the lowest health, then you can throw in affliction and thunder blast and then continue with the lightning chain and storm strength. You shouldn't be using Flash Lightning, Lightning, or Overwhelming Darkness though. Some notes on offensive cooling Change polarity is by far its best offensive cooling. I always try to use this right before a thunder blast. However, I will use it earlier if a Flash Lightning will benefit from its use earlier than a thunder blast. The reason is a combination of his Chaos Nexus and Passive Lightning Fork. You want to make sure you can fit as many of your hardest skills hit on a polarity change block, so don't just use it in cooling, but never delay more than one thunder blast cycle. While talking about Polarity Shift, it's also worth talking about using capacity for as long as it's active. Traditionally, it has been considered important to prioritize Lightning Bolt over overwhelming darkness during the polarity change because Chaos Nexus doubles Lightning Bolt's chance of prosecution. I have found, however, that it is not yet worth delaying the crushed darkness. If you look at the amount of damage that is done for each capacity, Lightning Bolt would be better, when you process, in terms of instant damage going. However, when you take into account how much additional damage Crushing Darkness does with your DoT, which is still for only a 1 gcd cast, CD comes out ahead in damage even if you don't try once and Lightning Bolt does. This is under the assumption that they are criticizing more or less equally. Because of this, and what I have seen in my own analysis, I find it more beneficial to never use Bolt Lightning over overwhelming darkness. Then we reach recklessness. I try to use recklessness when under the effects of Polarity Shift as many times as I can, partly because of the reduction of cooling the increase in alacrity brings me, but also because with the increased opportunity to procl process in skills we are making an almost guaranteed cry. As for the use of capacity, always thundering explosion and chain lightning. Fortunately, the recklessness correctly buffs Thundering Blast so it should always be used in conjunction with it. The third battery should be used in Lightning Flash if it is Then Shock if it's blown, and finally Lightning Bolt if the previous two aren't possible. The use of recklessness is always a bit of weighing your options with what you will have Delaying it for a short time is fine, if you will get your skills harder to align, but like all your offenses, too much time of a delay will make you lose dps. Each situation is different and it only comes down to knowing the fights and knowing your class in order to determine what to use and when. Unlimited power should not be used in the opening if you will need it later for a tight burn phase. It's always important that you use your offensive CDs appropriately for potential maximum dps, rather than when they're available. That said, you don't want to delay those skills either, and some discretion on the player's part is necessary. A final note for the speed of strength is that there is no dps gain to use in cooling as it is simply doing the lightning damage come at the beginning of the GCD rather than the end. Where this has use however is within process windows, the most relevant are relic processes. When lightning struck it would fall out of the process, but for a moment it wouldn't, it would use force speed for the instant process. Note that this is still mainly 224 teams with 186 4 pieces. With this old equipment, the damage was not very different from 4.0, especially when you take into account the major damage to the specification. How to analyze your parse The most important part you should look at is whether you are using Thundering Blast, Crushing Darkness, and Lightning Flash in cooling. The way to check this is to look at the skill usage section and then look at the Average Time. At least this should be the same as your cooling skills, very variable for alacritude. As a note, the cooling of Thundering Blast only begins once the cast finishes. This means that without acrimony, the average use of Thundering Blast must be 10.5 seconds. While talking about Thundering Blast, the cry % should 100%. Uns not that you have messed up somewhere. As for the damage profile, Thundering Blast should be its highest damage because it is its hardest hit capability, followed by Lightning Bolt, Affliction, Chain Lightning, Flash Lightning, Shock, Crushing Darkness (Crushed) which is the DoT, and Crushing Darkness which is the initial success per cast. What follows will be his lightning fork and dark fork processes. Due to large amounts of rng, the amount of damage, and its occurrences, will vary greatly. Visual illustration based on the above analysis: analyses:

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