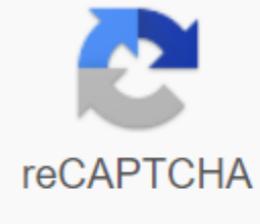




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Sith sorcerer leveling guide

SWTOR Sith Sorcerer Comprehensive Guide astralFireINTRODUCTION This guide is designed for a comprehensive guide to gameplay competence with the Sith Sorcerer. In this way, it will provide data on effective player vs player gameplay, player vs. environment gameplay, and some general alignment tips as a sith sorcerer. It is not intended to guide any particular world, Flashpoint or operations, and will contain only some brief views on specific war zones and conflict regions. Skill Calculator builds just my opinion, and although I do my best to learn as much as possible, I can't know everything. If you have conflicting ideas, please post them here. While this guide will never be perfect, it will be more perfect with each version than the last one. We're better through sharing ideas, after all. This guide will also go over the basics of gears like A Sith Sorcerer, and highlight some notable pieces of equipment. The version number will correspond to the last live version of the game, followed by a letter indicating a serious review of the content of the manual. for example, 1.0.1.c will be the third main version of the manual designed for 1.0.1 games. Minor changes to wording and stylistic editing will not be considered.-----TABLE OF CONTENTS01. (Introduction) 02. Content Table 03. (The Sorcerer's Basics) 04. Specialization: Corruption 05. Specialization: Lightning 06. Specialization: Madness 07. (The Sorcerer's Satellites) 08. The Sorcerer's Equipment 09. Crew Skills 10. (Appendix: Frequently asked questions) 11. Appendix: MMO Glossary 12. (Appendix: Keybinds) 13. Appendix: Sage Sorcerer's Dictionary -----SORCER BASICSParent Class: Sit Inquisitor Sister Class: Sit-Killer Mirror: Jedi sage Primary Weapon: Lightsaber, Vibroword Off-Hand Elements: Power Focus Armor Class: Light Aesthetic Inspirations: Yoda, Emperor Palpatine, Jolie Bindo, Kreia Story Inspiration Being just a bat is crazy or being thin and smart. Skills Trees: Corruption (Healer), Lightning (Striker), Madness (Striker) Resource: Power Points. (Basic Max: 500; Basic Recovery: 8 Pts/Second) Played Views: Man, zabrak, Rattakaki, Twi'lek, Sith Pure Blood Voice Actress: Xanthe Elbrick Voice Actor: Euan MortonThe Sorcerer has been described by the developers as their most perfectly balanced class, able to contribute to any situation, and having a good mix of enjoyable games that still benefits and reflects more. Sith Sorcerer has the largest resource and lowest relative regeneration of any class in the game, lending himself a style of play that punishes in the long run for mistakes, even the short-term result is positive. The challenge in the game of the Sith sorcerer's in your limitations are good. A Sith killer should think about tactics, while the Sorcerer must emphasize strategy. There are no methods of rapid regeneration of the Force - there is nothing like Evocation Mag from World of Warcraft. You can consume some of your health for strength, but non-healers will get a maximum of 28 clean power per use - not even enough to use full extra power, usually. Sacrificing is best done at the beginning of the battle, edisting so that you can get residual healing from the area of effect heals or healing over time. Eavesdropping is not general or random, so don't think you can just consume will-nilly if you don't want your healer to get angry with you. Among all eight advanced classes, the Sith sorcerer shares with the mercenary's ability to disable any non-boss enemy in the entire game, regardless of whether the droid or the living being. The sorcerer's whirlwind lasts 60 seconds and can be used on any enemy. Regardless of the encounter, you can always depend on the ability to remove one enemy from the battle until you are ready to deal with them. It is also the only class that can change the position of its party members, through the ability to wait, and is just one of two classes that can perform in battle to revive. None of these tools makes the Sorcerer superior to his fellow healers, but they emphasize the sorcerer's power as a healer - control. Those from World of Warcraft will not find a direct analogue to the Sorcerer. A corrupt official bears a strong resemblance to the discipline of a priest, but with more control and less emphasis on harm prevention. The lightning-fast sorcerer bares some resemblance to the style of the Game of Elementary Shaman, but without the central totem mechanics, the feeling is sure to be quite different. Madness Sorcerer constantly restores health and constantly puts pressure on the health of the enemy down like Affliction Warlock, but with more cooling, different behavior AoE, and uses channeling abilities with regularity. At level 15, you get the opportunity to channel The Force, which is powering up musical ability for a Sith killer and a Sith sorcerer. The Force channel has 20 minutes of cooling and lasts for 1 minute; It is extremely powerful, and can allow you solo in otherwise impossible challenges.-----CORRUPTION SORCERERS Dark Side Force the path to many abilities some believe ... Unnatural. Playstyle: Preventive, monitoring-based healer. PvE Builds: Standard (32/7/2), Offensive Level (30/9/2) PvP Builds: PvP Standard (32/7/2) I know: you are a healer. It doesn't matter. Your first five points should be in the Lightning tree. Everything else can be taken as you please, but those first five points are the most important five points for any In fact, I am I think it makes them a bad design since they have essentially become a point tax point skill, but that's another matter. Healing Specializations are unique in this game because the role of each ability you use has changed greatly as you go up the tree. At level 14, you have access to three of the seven heals that you will eventually use, but the way you use them will be radically different in the mid-30s, and radically different again at 50. So I will discuss every ability during your development, in a broad sense. (Note: This is not a guide to deep, advanced numbers. Dark Healing: This will initially be your only heal, so there's not much to discuss there. You'll be able to chaincast it for a maximum of about 14 or 15 times in a row at these levels, which may sound like a lot, but it's not. - Once you've taken a Dark Infusion, you have to stop using that ability, except to deliver a quick heal to someone about to die, otherwise. - When you get a static barrier, you can stop using Dark Heal for emergency heals if your goal to heal may not be rebubbled yet. - When you get the Revival and Force-bending skill, Dark Heal becomes your direct healing efficiency. Use it to top up someone who is in good shape. If no one should be crowned, just keep the Force bending positive until they do, then respond with a dark infusion or Dark Heal as needed. Lightning Strike: It's an offensive ability. When aligning content, I recommend using the Offensive Leveling build (30/9/2). A lightning strike will never be more effective in Force Point Recovery, even with subversive activities, than just not attacking. However, the damage to the output that you add - even as a healer - is more important than simply not doing anything low in content. At higher levels, if you are in a position where you have more power than you need, Lightning Strike is usually better than an automatic attack, due to the time lost in positioning and the likelihood that you will be damaged by the point-of-focus area-effect. This is true even outside of the offensive build level. Dark infusion: This is a slow, high efficiency heal. It will always be your main spam heal. In PvP, it should usually remain your spam to heal; if someone uses a hard break on you, you're cool with it because it won't block any of your others heals. This ensures that you have Innervate available when you need a high speed heal.- Once you get The Revival and Force Bending Skill, you can use the Dark Infusion as an emergency speed to heal. If no one should be crowned, just keep the Force bending positive until they do, and then respond with a dark infusion or Dark Heal as both - The Dark Infusion is completely eclipsed as an extraordinary heal Innervate: The advantage of Innervate's Force Surge allows it to thrust dark infusions as the effectiveness of the heal as well. After receiving Innervate, Force-Bending-Dark Infusion is used very rarely - only when the health target is in sufficient danger that you don't have time to spend GCD on consumption, but they're not going to fall and die the next second. It doesn't happen much. Static Barrier: A fairly effective, static barrier can be seen as one quick big heal that you possess, or a permanent buffer to keep up on the tank. Both are absolutely true. Always keep the static barrier updated every twenty seconds on the defender, and if you're concerned about someone dying spike damage, this should be the first thing you've thrown - it lacks the cooling once qualified up. Rebirth: Direct healing with a recurring healing component. It is the most effective heal that you possess. Once you get the power of bending skill, it completely changes the way you look at any other heal. You should almost always keep the Revival on cooling, if possible, just for the force of the bend. The fact that Revival improves its beneficiary's armor is great, too. Recovery: It removes up to 2 debuffs and, properly qualified, gives a minor heal. Healing is very effective, but very weak. You will never use it in the first place for healing, it's just a good side advantage. It has a 4.5s CD. Innervate: Instant healing ability with a channel that heals once a second for three seconds. It's pretty awesome. It becomes more surprising when used when combined with Force-Bending (which you should almost always do) as it adds a 25% critical chance effect. Under Force-Bending, it's very easy to get a 50% crit with Innervate, which greatly improves the average healing you can expect from Innervate as there are four chances for each throw to critical. It's getting better. Force Surge allows any of these critical to trigger your next consumption have absolutely no negative effects. You've heard what's right. Once you get Force Surge, there is only one in sixteen chance that Innervate will not allow you to have a free 48 FP. When you turn on 48 FP regenerated naturally during the activation of rejuvenation time and internal consumption, each use of this trio returns 33 more FP than was spent. Revival: This is your great AoE heal, best suited to capture either all in range, or all melee. He has a maximum of eight goals. If you can, announce before using it, as it healing for being circled on earth. Much of the healing is on the initial kick, and those who do not exist for both the initial stroke and full duration after spending health. Within 10 seconds, Rebirth will be faster than normal healing even for two or more purposes, but it won't be effective - even after - as long as it hits three or more goals. I don't recommend using it if you can't capture at least three goals. Affliction: This is the most important damage ability that you have in PvP. It does good damage constantly at a low price - it's a little more effective on a long-lived target than a lightning strike - and with the PvP Standard (32/7/2) build, will ensure that you move faster than your opponents, especially pesky opponents of close combat, hitting them with -20% of the speed of debit. It also has no cooling, meaning that it can be spam faster than a healer cleanse can. Combined with a much cheaper Force Slow or powerful Lightning Force, it can basically completely block the movement of the target. In PvP, corrupt considerations for healing spells are basically the same. You will start using the shock and force lightning for instant damage, although try not to use Shock much; it's very economically inefficient. GEARINGAs with all the inquisitors, Willpower is your main stat, and the critical strike rating greatly enhances the reliability of your Innervate free-consumption startup, so it should be your most important stat as long as you have a 20% critical speed from gear. After that, it becomes a matter of preference: Surge Rating will significantly increase the bandwidth of your Innervate, Revival and Revival, while this will be an unreliable bonus for your other abilities. Getting a small measure is a good idea, but I wouldn't focus on it. Readiness is probably a statistic of interest to PvP Corruptor, but PvE Corruptor will gauge its low concerns. Raw Force Power will improve all your abilities and efficiency, but at a very slow pace. This resilience is probably of great interest to PvE Corruptor.In PvP, The Examination Rating will be your most important statistic. The accuracy rating will also be taken into account; While you previously could only miss with your main saber strike attack, each class has at least 5% defense, and tanks can have much more. I'd strongly consider getting at least 2% accuracy from gear - you'll get 3% off skill points - to make sure you don't miss out with vital crowd management or interrupt.-----LIGHTNING SORCERERS If you're not turned, you'll be destroyed! Playstyle: Spike damages the hitter, area damage and control. PvE Builds: Standard (33/1/5) PvP Builds: PvP Standard (33/1/5) 2Single Target Priority List: 0. Affliction (if not active) 1. Lightning strike (less than 3 stacks of subversion) 2. Grinding Darkness 3. Thunder explosion 4. Chain Lightning Storm active) 5. Lightning Power (Lightning Barrier Active) 6. Lightning StrikeArea Priority List: 0. Affliction (if not applicable) 1. Thunder explosion Chain Lightning 3. StormLow Intensity List: 0. Affliction (if not applied) 1. Lightning Power (Lightning Barrage) 2. Lightning strike (less than 3 stacks) 3. Force lightning (cooling) 4. Lightning StrikePvE Priority list is pretty much true when aligned. Lightning gets an early lead on the other two specifications when aligned simply because all three specs absolutely need their first five points in lightning. They are too good as I mourned upthead, and this is the only specially sorcerer with significant multitarget damage, able to keep up with the Mercs; You can throw Affliction at multiple targets for sustained damage, and chain lightning is high enough damage to make it into your single rotation goal. You're probably wondering how The Crush of Darkness got here; I know I'm still kind of. But it's true! It is an extremely powerful ability that ticks very fast, so it is viable even with one skill throughout the tree that directly relates to it. I would like to reiterate that the above are priority lists, not rotations. However, you should be able to get all the way through the steps 2 to 6 in a single loop if everything is activated that it usually won't. Critical blows to your vital force - they not only do a significant amount of damage to you, but they directly link to your longevity, resulting from lightning effusion. You should try to avoid using lightning strikes, lightning forces or affliction, and prioritize a chain of lightning and thunder explosion when it happens, within reason. And if you're using Force Storm, you definitely have to prioritize that, making it a second-force ability used. Even so, if literally every ability you use is powered by the Effusion lightning, you will eventually run out of force if you continue your cycle non-stop. During phases, when damage is less important, you can go to a low-intensity list rather than, and essentially never run out of strength. You also don't get any substantial amount of Force, however (you end up with very little positive returns), making it just a holding template. Polarity Shift is best used immediately after the Storm Chain Lightning lightning, as it is the only ability on your priority list that does not benefit from increased readiness. During Polarity Shift, you should try to avoid using the Lightning Storm Chain Lightning lightning, unless it requires you to use Lightning Strike when you already have a full Subversion stack without the danger of slipping. I currently don't know if the increased willingness affects the recurrent damage already in effect; I will update this section as soon as I find out. ninglightning. I didn't say that word enough. PVPThe PvP Standard (33/1/5) No. 2 requires some explanation. Two points left. These last two paragraphs should go in or suppression, and it's a choice between exploding damage or a little more control. The durability of your strength bar is just not as important as in PvE, so it's even up for discussion at all. In my opinion, disintegration is superior, because the ability to block longer is not as important as the ability to block more often; remember that hard interruption only affects the ability it interrupted, and nothing else that makes it a less convincing option than in other games. The other two points of place are not so controversial. You might think that you would like to pick up both the lightning barrier and the reaction, not just the reaction. The two don't belong in the same build when you dot-starved though - you have to have one or the other. They don't diverge, exactly, but they serve two different ways of using your static barrier in PvP. Lightning Barrier suggests that you use your bubble defensively as a permanent barrier, either on yourself or your teammate; The reaction assumes that you are using your bubble offensively. To explain, it is useless if it explodes when the owner is being band attacked, it is powerful if it explodes during a fight. Because there is a cooling as well as a preventative debuff, it is better to have only one or the other. Personally, I prefer Backlash, but your mileage can vary. Electric binding is the only controversial 2-point distribution. This may seem superfluous with Backlash, but they serve two different, but related, goals on moderately long cooldowns. The best way I can say is that knocking someone in danger in a huttball with this would be far brutal, and it doesn't require predicting who they will attack. You can use it in conjunction with The Static Barrier to disable half of the unprepared team by chasing your ball carrier. Electric bindings can be used at all around you, regardless of whether you have been attacked or not; The reaction can be used on any teammate, even if you're not there. GEARINGAs with all the inquisitors, willpower is your main stat. When you are given a choice between the Force and the Force, you prefer the latter; both improve the Power's output, but the latter can be detailed to come in larger quantities than Power does. Critical Strike Rating Jockeys With Readiness for the Most Important Secondary Stat; Critical impact increases the frequency of your very large critiques, as well as increases your efficiency. Readiness improves the time tossing your abilities, and improves the speed at which your periodic ability to damage the tick - but at the expense of your effectiveness. A splash rating is useful, but less important because you already have a critical damage rate of 50% of your direct damage abilities. This hierarchy of damage statistics takes place as PvE is the same for PvP, although PvP also has two other points. In PvP, Examination Rating Will Be the most important statistic. The accuracy rating will also be taken into account; While you previously could only miss with your main saber strike attack, each class has at least 5% defense, and tanks can have much more. I would strongly consider getting at least 10% accuracy to make sure you don't miss out with a vital crowd fight or interrupt against enemy Jedi wise men and Sith sorcerers who have a 10% defense base.-----MADNESS SORCERERS It's blasphemy! This is crazy! Style of play: Periodic damage, self-healing, high efficiency. PvE Builds: Creeping Terror (3/7/31), Hybrid Lightning (0/13/28) PvP Builds: PvP Creeping Terror (3/7/31)Priority List: 0. Field of Death 1. Mourning 2. Creeping Terror 3. Lightning Power (Lightning Barrage) 4. Grinding Darkness (if there is no DoT present, or anger is active) 5. Chain Lightning (Anger Active) 6. Project 7. Force LightningPvEFirst, a minute's silence for those months in beta, where the madness of the sorcerer's Sith tree made him into a semi-melee hybrid. We barely knew you, the one-bladed saber player. Madness is a sorcerer a completely different beast from Madness Killer. Both are periodically damage-based specializations, but Madness Assassin has a less effective explosion, a significantly more effective FP, and can easily doT down multiple opponents simultaneously. While your fire and forget doTs aren't effective in shooting down weak opponents, your forces are lightning and death field ability - and dot debuffs strike with a vengeance when you're up against difficult enemies. For the sake of solo missions in specialization with so much stun, you may be the only sorcerer who actually uses the skill of Tumult, an often forgotten, powerful punch that only works on the NPC, who are strong and weaker who have been stunned. You will probably make the best of any consular specialization for being not even a companion as you have strong self-healing, and the ability of AoE to control multiple enemies at once. Imagine: You can take a group of two elites and five normal, a whirlwind of one elite and two normal, dealing with the rest and just daisy chain whirlwinds trapped elite every minute. Then, when you deign to deal with it, you drop some dots and score them with a field of death to wake them up. And immediately after waking up, they spend another two seconds trapped in a stun. A corrupter may be a little more solo, but Madman has more fun doing it. Note that you should spend your anger on a lightning strike if you have taken the skill of subversion; otherwise, don't throw it at all, it's very bad for you. Use it on Mind Crush, even if DoT is present. I recommend using a creeping terror (3/7/31) build for alignment, but in the endgame, it's for discussion terror is little less than whelming. It does less damage to the throw than Affliction (although it does is long cooling, and does not matter to stun in PvE Endgame. The proposed hybrid lightning (0/13/28) build needs testing, but may well be excellent; Anger chain lightning deals almost as much damage and has an AoE effect, and in assembling so depends on the force of lightning, get one out of three or four to be thrown at double speed tempting. I personally believe that creeping terror will pull forward, not necessarily essentially creeping terror itself, but essentially an additional 3% critical that creeping terror build there is a place to take away. Both should do very good damage, however, so as long as we have more numbers and simulations out there, either one will do. PVPpVp Creeping Terror (3/7/31) is the only way

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