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Swtor inquisitor healer guide

SWTOR 5.0 Corruption Wizard PvE guide written by Seetsu. Intro to corruption The Wizard of Wizard healers have always been good at one goal of burst healing or sorting, it's your job to keep people alive and burst people quickly, even if your AOE is not as good as our other healer friends mercenary and operative, we are able to keep up in almost every aspect. Although personally you will be best at quickly bursting someone with a few healing combos you and your friends will sit nicely on your health and you are almost infinite in your energy regen as you can sit quite low and be fine. In my opinion this class is much easier to play than other healers just because of the simple energy management with almost no disadvantages from your energy regen, but there are definitely some tips and tricks that I will fill you all on – on how to make yourself a better healer wizard! Gear 6s Force Mystic set the bonus. Statistics, you'll want to look under 'Force' not melee. Experiment with your critical and alacrity, there is really no 'Right' or 'Wrong' here, but here are some of my suggestions. Critical: Shoot for 40% critical; and 67-70% critical multiplier, may go higher or slightly lower, it's mainly down to your personal preference. Alacrity: This is mainly down to personal preference, although I recommend at least an 8-10% alacrity minimum, I personally run 15+% Alacrity, but that's just my personal preference because it just feels like it's flowing better. As if fairs right now want to strive for both Alacrity and Critical to be in similar statistics, but you can certainly favor one more than the other. Accuracy: Your cures will never be missed! Shield Rating, defensive absorption: completely useless for healers. Relics: Serendipitous Assault & Focused Retribution are great sights for healers. If you prefer upgrading one over the other, targeted retaliation is affected by your alacrity and therefore has more time up. However, click Relic Boundless Ages (Power) can also be used in tight treat controls, but it has about a minute of cooling down and takes 30 seconds, so you have to use it wisely. I prefer Serendipitous Assault over unlimited ages simply because it has a chance to activate more during combat. Mods: Mods are quite easy to understand as a healer and most classes will want mods that have a higher speed of performance than endurance, specifically purple mods will have higher performance in endurance. Always go with higher performance! Enhancements: For enhancements you will balance between critical and Alacrity improvements. For Alacrity you'll want to go with Quick Savant for higher Alacrity and Adept ratings for your critical review augments: Similar to mods and enhancements, you'll use Alacrity and Critical Augments! Hitting that DR speed during conversion will definitely take a while because you need a lot of intervene there. Stim: Advance polybiotic versatile Stim concrete red stim! This stim will give you 240 Mastery and 99 Power for 8 hours! Utility skillful force choking: Overload heals you and 7 affected allies for an 'X' amount of healing. (X depends on gear) Useful Sith Defiance: Increases damage reduction by 3% Useful Tempest Mastery: Increases damage dealt by Force Storm by 25% useless. Empty body: Increases all healing taken by 5%. Does not affect the reallocated life of mandatory dizzying force: Reduces target accuracy by 20% for 8 seconds after the whirlwind ends. In addition, your storm affects up to 2 other standard or weak targets within 8 meters of the target completely useless. Dark Speed: Dark Heal increases the speed of movement of the target by 50% for 6 seconds. This effect can not occur more than once every 12 seconds A little situational. but useful masterful suppression: Activation cloud mind grants suppression, which increases damage reduction by 25% for 6 seconds Useful damaged meat: Reduces damage taken by all regular effects by 15% Very situational. Dark resistance: Reduces the damage caused by the goal of your extrication by 25% for 6 seconds after deliverance afterwards. In addition, increasing healing performs unnatural preservation by 30% Useful Conspiracy Force: The goals affected by your suffering are slowed down by 30% throughout its duration completely useless. Lightning Barrier: Your static barrier bursts with electricity, shocking attacks on energy damage when it absorbs direct damage to you. This effect does not affect static barriers placed on allies and can not occur more than once a second Useful agonizing Tactics: Reduces the cooling of the electrocute by 10 seconds. In addition to the goals overwhelmed your Electrocute deal with 25% less damage for 10 seconds when electrocute wears off. Useless, but it can be situational. HEROIC Emersion: Force Speed grants Emersion, eliminating all motion-damage effects and granting immunity to them for the duration. Very situational. Shapeless spirit: Reduces all damage received during stunning by 30%. In addition, reduces the damage taken from the area effects 30% Very useful, but also situational Increasing speed: Reduces cooling speed force by 5 seconds, Force Slow by 3 seconds, and barrier strength by 30 seconds. In addition, Force Speed lasts 0.5 seconds longer, Polarity Shift increases the speed of movement by 100% while active, and active cooling of the speed force is completed when the force barrier ends. Useful Resistance: Static barriers you place on yourself explode in a flash of light when they end up, blinding up to 8 close enemies for 3 seconds. This effect is detached from direct damage. Totally useless. Spooky Dreams: If your storm breaks early from damage, the target is overwhelmed for 2 seconds. In addition, the storm activates immediately. Totally useless. Electric Congestion binds its targets in electricity, immobilizing them for 5 seconds. Direct damage resolved after 2 seconds will end prematurely. Totally useless. LEGENDARY Force Mobility: Thunder Blast, Innervate and Force Leech can be activated when moving, Mandatory Galvanizing Cleanse: Expunge grants galvanizing cleanse, leaving your additional capabilities with activation time activated immediately. The effect cannot occur longer than every 30 seconds and lasts up to 15 seconds. Very situational damaged barrier: Your static barrier, strength barrier, and permanent bastion treat you to 1% of your overall health every second as long as they last. It will be replaced up to 4% with fees for a permanent bastion. Totally useless. Unnatural vigor: Unnatural preservation increases the reduction of damage by 15% for 6 seconds. In addition, reduces the cooling of unnatural preservation by 5 seconds Useful shifting silhouettes: Use the Walk phase to return to its marked location grants shifting silhouettes, keep you from jumping or pulled and making you immune to interruptions and the ability to activate pushback for the next 10 seconds. In addition, the cool phase walk is reduced by 15 seconds and all defenses are increased by 30% for the duration of shifting silhouettes Useful Enfeebling Strike: Algae target with lightsaber, solving x weapon damage and immobilization of it for 3 seconds. When the immobilization effect is over, the target slows down by 50% to 5 seconds. Replaces Saber Strike. Totally Useless Suggested Build: Skillful: The Power of Choking, Sith Defiance, Empty Body Masterpiece: Suppression, Damaged Meat (If Combat Has Dots, If Not Then Dark Resistance) Heroic: Shapeless Spirit, Rising Speed Legendary: The Power of Mobility Build B: Skillful: The Power of Choking, Empty Body Masterpiece: Dark Resistance, Lightning Barrier Heroic: Shapeless Spirit, Rising Speed Legendary: The Power of Mobility, Unnatural Vigor Build C: Skillful: Sith Defiance, Empty Body Masterful: Dark Resistance, Heroic Suppression: Shapeless Spirit, Rising Speed Legendary: The Power of Mobility, Shifting Silhouettes * Utilities can be changed probably slightly for every fight, but it's not so necessary to change for every fight, but it can certainly help. Think of it this way, will there be dots? Damaged meat is useful to reduce some damage to the dots! There will be a lot of AOE in the fight Then with shapeless spirit, shifting silhouettes and suppression to reduce some AOE damage or simply reduce damage in general! Abilities & Rotation Offensive Cool Downs: RecklessnessCooldown: 90 Seconds. Two charges of negligence increase the strength of the critical chance of your direct attacks and treats about 60% of stacks are consumed with each force capability. Good combos: Revival & Recklessness&+ Roaming Mend&Recklessness& Dark Infusion + Insta Dark Heal (especially good with bonusproc dark&Recklessness& &Recklessness&Innervate, it will not only build chimneys quickly without using your recovery enthusiast, but will also do a great deal of healing! Polarity ShiftCooldown: 120 seconds Increases Alacrity by 20% and eliminates push back, good when you need to do a lot of healing at once and quickly. We recommend that you try to activate whenever you encounter permanent incoming damage. Defensive Cool Downs: Static Barrier Cooldown: None, but can be placed on target every 15 seconds. Absorbs a large amount of damage for 30 seconds, with a 15 second lockout. When placed, it pays 10 fees for keeping the darkness on target. If the barrier breaks before the length ends without use it's full ten chimneys the target will be healed for whatever chimneys are left. Fees are eliminated whenever you heal a goal directly. (All but revivification will affect it) Force BarrierCooldown: 3 minutes. It makes you completely immune to incoming damage, but you can't move or do any capability while it's being routed or it's going to break prematurely. Grants stacks a permanent bastion that absorbs a huge amount of damage based on how long you hold it and lasts shortly after use. Should be saved as a last resort defense due to it's long CD.This can be used to cheese some single shot drives! How is the destruction of the guardian of fear! Or simply there will be a lot of incoming damage at the time. It shouldn't be used as a last resort if most of the team is down, as it would most likely no longer be wiped. Healing abilities Dark Heal Short cast, heals for a moderate amount. There can be an instant cast with proc from Dark Infusion, Lightning Strike, Crushing Darkness or Revival. Innervate Healing through a routed cast, builds a force surge that can be used to restore the power of dark infusions of a long cast of great treat, has a chance to proc the immediate cast of Dark Heal. Revivification of an AOE treat that heals over time can affect up to 8 goals. Once Target gets the healing effect they can leave AOE and still receive healing, the surge force is used to reduce the occupancy time of this capability, reduce the activation time by 0.25 seconds for the first two charges and on 3 stacks it will be instantaneous, however it will consume all force surge charges. Roaming Mend Instant Cast treat that bounces from goal to goal once the damage grants resistance, which grants 3% resistance to the internal and elemental damage resurgence instant cast treat over time, grant is a force bending , and protected, which provides a target 10% armor increase to 45 sec Unnatural Preservation Powerful off-GCD self treat with 30 sec cd; should be used to top off whenever available, and you're missing more than 20% health so you can focus on party/raid Resurgence Grants Force Bending for 15 seconds to be consumed, but increase the effect of your next healing in the following ways: + + + Dark Heal will give Dark Heal a 60% critical chance of increase. Not best used to own it, it uses it best when Dark Heal is able to be an instant cast because it will make a surprising amount. + Recovery + Innervate, Critical Chance increased by 25% This is the best way to build the surge force that is used to regenerate your energy without punishment, a great lasting treat. + Recovery + Dark Infusion Activation Time reduced by 0.5 seconds Not as great, but can abundantly if both Innervate and Roaming Mend is to cool down. + Recovery + Revivification force cost will be reduced by 30% Probably the least used, as your strength bending chimneys can be used best others where during the meeting. + Recovery + Roaming Mend, immediately bounces between your goals without having to wait for the said target to do damage. This will be your most used, this effect is great for burst healing. Always pair Revival and Roaming Mend together. Only some matches allow you to easily use Wandering Mend with all the chimneys without proc. This is from the many damage to AOE, the Brontes final stage, the Styria dog the second time around, and the Dread Council burn phase... Force Regeneration & Optimal Force Management: When your Innervate crits, either simply on it's own or with recovery will build stacks of force surges that stacks up to three times, they can be spent on activating challenging darkness without reducing the speed of force regeneration and will apply reverse corruption (2 forces/ regen enthusiast over 10s). If there are no stacks of surge forces, you can also erase the enthusiast of reverse corruption as an additional reservoir, it is recommended to do so at the end of its duration, if necessary. On average, you will need one Challenging Darkness per Innervate to maintain a strength-positive rotation or 2-3 when catching up after the bursting phase. During healing downtime, you should try to keep the strength above 80%. During the burst phase you may have to skip some challenging Darkness, but keep in mind that falling too far will lead to revivification (causing missed gcDs) and longer treat down times as you recover. Using Challenging Darkness without stacks of bending force will cause you to become tired (25% reduced regen strength, stacks up to 4 times) and should be avoided at all costs as weary debuff ends up costing you more healing loss over time. If you find yourself in a stressful situation and the debuff gets stacked, the strength barrier can be used to cleanse the debuff. This tactic can be useful for reliable Regeni between the tight stages of burning or after being revived during combat. Other skills challenging darkness: force control on gcd. Restores 40 forces and applies regen debuff when used with stacks of force bending (read above for more information on force control) Static barrier: Probably the most forgotten skill in fighting. The static barrier is immediate occupancy and low cost. It will remain on the Aim for 30 seconds or until it absorbs approximately 13k, but it can be put on each player every 15 seconds. From 5.0, placing a static barrier on target also pays 10 charges to maintain darkness, which will heal the target if the bubble collapses to 6-11k (depending on the device/crit). Fees are removed whenever you heal a goal directly, so it's best to swap targets or start filling up after placement to ensure effective use. Take advantage of this ability, instead of being liberal on goals that are actively taking harm and currently lacking some health, or in anticipation of a major intervention on target. It can also be effective as prefabricated or during healing downtime (but ensure the strength of the % is high first) to all targets expected to be damaged, or as simply a filler. So bubble my friends! Bubble is all! Reanimation: Combat-cut; Only one can be used raid-wide every 5 minutes, if reanimation is down, tell your co-healer just in case. The CD is in death. Stage Walk: Teleport. Mainly used strategically, but can also be used to get away from something if you've already placed it. Indicates the location for 10 minutes when the capability is activated, and if you are within 60 meters of the site, you will return immediately to the specified location. If you are 60 meters from the site, the ability is not activated and the location is lost, resetting the cooling. Should be fixed strategically to improve mobility in some ops or in PVP, it should be set from los before engaging the enemy * If you click on it while too far, or manually click from the buff of the buff bar, it will not go for a cooldown. Expunge: Cleanse on 12s CDs, they can be used to eliminate up to 2 negative effects of the condition, including some dots in the PVE and force stuns/roots/slow down in PVP Unlimited Power: Raid buff-boosts mastery/endurance/pres by 5% raid-wide for 10 seconds (5 min cd) Impact: Interruption – used to stop the cast or channel of hostile abilities most bosses are in love with, but that's the use occasionally for pve mechanics if you interrupt something like a healer you'll usually be informed about what. Cloud Mind: Threat drop to 45s cd (can also be used as dcd, mitigating 25% dmg for 6s, if you take the suppression utility) Extraction: Friendly pull with a range of 30 m that will reduce the threat of the target (and reduce their damage taken by 25% for 6s, if you take dark resistance utility) Overload: Knockback cone to 20s CD - typically used defensively for kiting in PVP (especially w / Electrical links utility for root) or how aoe treat in PVE w / Force Suffusion utility (efficient, when 4 or more players in the cone effect lack health) Whirlwind: 8 second stunner, this stunner can be broken if the target takes up damage, used to manage some adds, feel free to use on some garbage packages . can make everyone's life a little easier. Electrocute: 4s 60s 60s Can be used offensively to lock down a target or defensively get the enemy out of you (especially melee) Force Slow: Another valuable kiting tool, slowing the target by 50% for 6s (12s cd), bosses are immune to this effect. Speed of force: Increases the speed of movement by 200% for 2s (30s cd); should be saved when you need to escape or quickly reach a player who needs healing Unbreakable Will: CC breaker (2 m cd) should be used, to avoid drives in some ops or when the solution is filled (white bar) in PVP and you have to escape priority system: Primary #1 Recovery on CD for Force Bending Enthusiast #2 Proc'ed Roaming Mend with additional available force bending #3 Innervate #4 Challenging Darkness (Force Regen, see notes above on proper force management) AoE #1 Revivification #2 Overload (position yourself to hit the most targets) * If with utilities, if not skip. #3 Resurgence Proc'ed Roaming Mend #4 Instant Dark Heal (Will be proc'ed off revival, at lowest health target.) #5 Static Barrier #6 Innervate (If Low on Force Priority Will Move Up) #7 Challenging Darkness Only Goal #1 Reviving Proc'ed Roaming Mend. #2 Resurgence Proc'ed Innervate or not. #3 Dark Infusion #4 Instant Dark Heal (Should Be Proc'ed Off Dark Infusion) #5 Static Barrier (Priority

Will Move Up If The Target Is With Active Damage) Healing Rotation Examples: Primary Healing Rotation: Static Barrier -> Recovery (Force Bending Proc) Roaming Mend-> Innervate (Force Surge) - > Challenging Darkness Primary Healing Rotation focuses primarily from a good balance of one goal healing and force management, always pay attention to your strength and make sure you do not put on low, or you can put yourself in the corner, try to keep yourself around 40-50% strength. You can bubble more than one person in the primary rotation, try to always hold bubbles on tanks and dps that appear to be having damage or have an inchievable dot on them. Rotation AOE: Revivification-> Overload (If utilities) -> Static Barrier -> Instant Dark Heal (Will take the procedure off revivification, to the target with the lowest health status) -> Recovery -> Roaming Mend. The static barrier in AOE situations is very beneficial, our party members will get a keep of the darkness, and even if you don't directly heal it gets a slight treat from the bubble bursting even with full stacks. Keeping dark stacks are affected by anything except a recovery and congestion treat, it makes it a beautiful ability in AOE situations because it is low priced and spamable, feel free to throw away a lot of bubbles! Even if doing AOE don't forget to throw in Innervates to build up force surge stacks to maintain AOE Healing Single Target Rotation: Static Barrier -> Recovery -> Roaming Mend -> Dark Infusions -> Dark Heal (Proced) -> Recovery-> Innervate Even If You Don't Have Dark Infusions set a bonus and do no proc, Dark Infusion is still a good way to get a good chunk of health left, and after reviving proced Roaming Mend your goal should be in a decent place following the recovery and Innervate build up surge strength is always a great option in case you need to restore strength or quickly move on to healing AOE. If you don't have time to wait for the recovery to come cool to use with Innervate, you can use it un-proc'ed as it will still heal for many. Of course these rotations are simply examples and recommendations, there will always be adjustments in your 'rotation' simply because healers don't necessarily have to spin simply the instructions they should follow, such as recovery and Roaming Mend or Innervate for a large burst or permanent healing, always making sure you're using the power of bending an enthusiast one way or another. There will be times when you happen to dry yourself out of power, I did it on more than one occasion, but don't panic because the force is easy to get back, even if you have to spam challenging to get back you can easily drop stacks using force surge stacks because it removes the penalty stack one by one. Before fights always expect some damage and try to bubble your team before engaging in combat. DPS AOE: You must necessarily not have as much strong AOE in your arsenal, but you can spam Force Storm on adds low health, and card target (Rotate between goals) and place misery on those targets. However it can drain your strength surprisingly quickly, so use it with caution when spamming. Only Goal: Shock -> Crushing Darkness -> Torment -> Force Lightning -> Force Slow S dpsing, you can easily drain your power without realizing it. Pay attention to your strength. When you can, and to a minimum it is good to put misery on the boss or bigger goals, even if it is low hitting it will add up over time. Try to always use abilities that have either short castings or are instantaneous, your dots of torment, and crushing darkness and your moments of Force Slow and Shock Lightning Strike is not really a good damage capability for you as a healer, has a slightly longer cast and damage is a lunch bag to let down, always prioritize your immediate damage abilities and dots, or abilities that begin to damage Once cast (Force Lightning and Force Storm) Force Storm is fairly reliable because it starts with immediate damage and can be lifted with little disadvantage if they need a treat at once. Recognition Special Thanks: Thank you Chess for always encouraging me to be a better healer and looking at it to correct my grammatical and spelling mistakes and also for keeping my head on the straight because I'm sure how the heck it will get lost. Thank you process, for helping me write or simply add to things and help me find out the numbers when was too busy working on it on my own even bigger thank you Rydarus for letting me join Aisthesis and making me overall a better healer with endless fun and laughter. I also thank Neheon for introducing me to Rydarus and noticing me in PVP and encouraging me ever since to be a great healer and a better person, you have been a constant example of encouragement and good vibes, you have got me into such a great healer by introducing me to others. Thank you to everyone who gave me a little advice here or there, I love you all! About the writer: I'm Seetsu of Ebony Hawk Server and mainly Republic Player although I have an imperial side toon called Clementine, I currently reside in the Aisthesis Guild and I'm often seen trailing behind Rydarus and co., and this is the first guide I've written, and I really hope someone somewhere has learned something. I have deleted a lot of NIM 4.0 content, including 4.0 nim Brontes with shadow board Ebon Hawk, thank you for wanting me to heal with you chess and thank you for grasthily giving me my first set of wings at the end of our procedure. Although I really started a serious raid at the end of 2.0 I like that I proceeded to be a pretty good healer. I've been sage healing since I started playing at 2.0, it's a long way to go, but I've got a handle class through endless support, and I'm looking forward to continuing to improve my skills. Skills.

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