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Swtor armor sets 6.0

The latest expansion to SWTOR - Onslaught is here. This guide will show you all the new armor sets available to players at level 75 (the new cap). There are so many and available from so many sources that it might be quite difficult to get a glimpse at first glance. Don't forget to use the table of contents when searching for a specific set or segment! UPDATED FOR PATCH 6.1.2 RELATED - SWTOR 6.0 Rush: Full coverage of everything new! Most armor sets and set bonuses, such as the generic Amplified Champion Set in Star Wars The Old Republic, can be purchased from a fleet vendor. Some can be used by a variety of classes, while others are dedicated to a particular discipline. A few sentences can only be obtained by playing the endgame content. This guide will show you what all sets look like, what set bonuses they offer and what is the best way to get them. GENERAL INFO ABOUT THE NEW GEAR AND SETS Star Wars: The Latest Onslaught Digital Expansion and The Game Update introduces many new elements into the gearing process. Each player at level 75 (the new level cap in Update 6.0) has access to a number of new armor sets with unique set bonuses as well as class-specific sets. In general, the idea behind the new gear system, called Spoils of War, is that you can play whatever you want and upgrade your character. The truth, however, is somewhat different. Many of the new SWTOR armor sets have an increased chance of falling while you're playing a certain activity in SWTOR. A small number of sets are only available for specific activities. The main goal of this guide is to show you all the new armor sets and their set bonuses and give you an idea of where to look for them to get all the parts as quickly as possible. All new SWTOR 6.0 armor sets can be purchased from a Republic and Empire Fleet supplier. There are some exceptions. The currencies you need to exchange for the new equipment are credits and tech fragments. Tech fragments are used both when buying and selling devices. They can be earned by deconstructing items or simply playing the game and completing various missions. Tech fragments are tied to Legacy, which means it doesn't matter what character you want to bring through the content. An important change in the fixed bonuses compared to previous years is the fact that they are now attached to the shells of the item, not to the armor. Once your character reaches level 75, your old set bonuses will work (if you still use them) No more. This is not only because BioWare wants to grind you for the new ones. It is for compensatory purposes. When you reach level 75, a new option is available. You can now choose what type of loot you want to prioritize. With the right mouse button on your character's icon, you can choose between several options, as shown in the figure above. The harder harder You play, the better the rewards. The Spoils of War system is designed to keep you going forward. The items you will plunder while playing are tailored to your current discipline and are either a minor level or an upgrade in terms of iRating (the item's performance level). You can learn all about SWTOR EndGame and Gearing at level 75. Check out this guide as well! SWTOR 6.0 ARMOR SETS NEW TOOLTIP UI EXPLAINED When you hover over an item that belongs to an armor set, you'll see a redesigned tooltip that gives you a lot of information. At the top is the name of the item. The background color around it indicates the layer of the element. The rating value is a sum of all the mods you have placed. In the figure above, you can see rating 8 on the item on the left because it is an empty shell. All armor is now bound to The Legacy. This note is located directly under the title along with the durability assessment (how long before the item breaks and needs to be repaired) and the item type (chest in this example). In the middle of the tooltip, you'll see the familiar segment that shows you which mods and stats you've put in the shell's empty slots. Another new part follows immediately afterwards. The example shows the Chest piece of the Berserker set. Yes, the sentence name on the tooltip is typed. BioWare will fix it very soon, I suppose. :) If you have a piece of this sentence, it is marked with an active icon in the line below the sentence name. The number of set bonuses available and currently active depends on the number of set items you have equipped for your character. At the bottom, the requirements for you are able to carry this item and the price you will have to pay for it. Note: The price may change with future game updates as BioWare optimizes and balances the economy of the game. SWTOR ARMOR SETS AVAILABLE TO ALL CLASSES These sets and set bonuses are available to all level 75 players, regardless of class or discipline. The result is the fact that they only offer general perks and boosts for your gameplay. Each set has a different look, but it is shared between the two factions – Republic and Empire. Note: The number in the parentheses is how many items you need for the specific set bonus to become active. Some sets have only two set bonuses – equipped with 2 and 4 items. A few currently have only three Laws bonus levels – with 2, 4 and 6 items. Reinforced Champion This set contains an additional primary amplifier on the shell of each piece. These amplifiers have lower Roles. How to get it: Increased drop chance from Conquest Equipment Boxes. Avenger (2) +2% Power(4) Increase your damage by 3% while protecting an ally. Here's how to get it: Increased drop chance from PvP gear boxes. Berserker (2) +2% Critical Rating(4) Increases damage by 3% and 6% for damage taken. How to get it: get: Chance to defeat Operation Bosses. Dying Precision (2) Increase the critical rating by 112 while health is below 50%. (4) Increase the critical rating by 230, while health is below 50%. (6) Increase the critical rating by 10% while health is below 50%. How to get it: Can be seen from The Onderon Reputation Vendor. Requires Champion Standing with the Onderon Royal Guard faction. Not available on the Tech Fragment provider. Maintainer (2) +2% Shield Rating(4) Passively regenerates 1% of maximum health every 10 seconds. How to get it: Increased drop chance from Corellia Flashpoint bosses. Not available on the Tech Fragment provider. Rapid Response (2) Increases Alacrity Rating by 3%, while Health is below 50%(4) Alacrity Rating by 5%, while Health Is Less Than 50%(6) Increases Alacrity Rating by 10%, while Health Is Less Than 50% As You Get: Increased Drop Chance from Daily Mission Reward Boxes (and Their Respective Weekly Mission). Stationary Grain (2) +2% Alacrity Rating(4) Increases damage by 3% while it is not moving or increases armor rating by 10% as it moves. Here's how to get it: Increased Drop Chance from daily mission reward boxes (and their respective weekly missions). Stimulated (2) +2% Alacrity Rating(4) Increases control by 5% while under the effects of a stimpack. How to get it: Increased drop chance by defeating Flashpoint bosses. Taskmaster (2) +2% Alacrity Rating(4) Significantly Increases your Companion's Attack and Activation Speed. The Entertainer (2) +2% Stamina (4) Nearby Combat improves nearby allies and increases their mastery, stamina and experience point gain. This effect is removed when the fight ends. Here's how to get it: Increased Drop Chance from daily mission reward boxes (and their respective weekly missions). Last Breath (2) Reduces damage taken by 2% while health is less than 50%. (4) Reduces damage suffered by 3% while health is below 50%. (6) Reduces damage suffered by 10% while health is below 50%. Here's how to get it: Increased Drop Chance from daily mission reward boxes (and their respective weekly missions). The Victor (2) +2% Defensive Rating(4) Defeating an enemy heals you for 20% of your maximum health. This effect must not occur more than once every 8 seconds. (6) Defeating an enemy increases your movement speed by 75% for 8 seconds. This effect must not occur more than once every 8 seconds. How to get it: Increased drop chance from Conquest Equipment Boxes. Trishin's joke (Trishins) (2) +2% Stamina(4) Shielding an attack causes your shield to become overloaded and deal weapon damage to up to 8 enemies within 5 yards. Your shield can only be overloaded every 3 seconds in this way As you get it: JEDI KNIGHT AND SITH WARRIOR ARMOR SETS These are the armor sets and set bonuses available only to the Jedi Knight and his Mirror Class Sith Warrior. The appearance of the armor sets is shared between the two factions. The set bonuses too. Descent of the Fearless (2) +2% Championship(4) Whenever you gain or use a Power Clarity / Angry Power Charge in combat, your damage will be increased by 10% for 10 seconds. (6) The Damage has a 10% chance to build a Power Clarity/Angry Power Ability Charge. Can only occur every 5 seconds. Here's how to get it: Increased Drop Chance from daily mission reward boxes (and their respective weekly missions). Force Bound (2) +2% Accuracy Rating(4) Enemies affected by the Awea/Intimidation Roar have reduced their power and tech accuracy by 70% for 6 seconds after Awe/Intimidating Roar wears off. How to get it: Made by Synthweaving. Not available on the Tech Fragment provider. Nimble Master (2) +2% Alacrity Rating(4) Saberward activation grants Nimble Master and increases your movement speed by 100% for saber-ward duration. Perfect Shape (2) +2% Mastery(4) Slash / Vicious Slash and Blade Rush / Massacre deal 5% more damage. (6) Slash / Vicious Slash, Blade Rush / Massacre and Cyclone Slash Load Load add stacks to their targets and stack up to 5 times. Killing an enemy with Malicious Thirst Stacks increases your damage by 3% per stack for 10 seconds. Here's how to get it: Increased drop chance from PvP gear boxes. The Undying (2) +2% Endurance(4) After running Blade Blitz / Mad Dash, you can set 20% damage limitation for 6 seconds. How to get it: Increased drop chance from Conquest Equipment Boxes. Tormented (2) +2% Power(4) After the stunning effect of Force Stasis / Force Choke is finished, it slows down its target and any target nearby for 6 seconds. Here's how to get it: Increased drop chance from PvP gear boxes. Culling Blade Sentinel / Marauder Armor Set(2) +2% Championship(4) Activate twin Saber Throw / Dual Saber Throw grants Dispatcher's Challenge that hits your next Dispatch/Vicious Throw critically. This effect cannot occur more than once per minute. (6) With Twin Saber Throw / Dual Saber Throw with Force Clarity / Furious Power Grants Dispatcher, complete the cooldown of Force Leap / Force Charge and make your next Dispatch/Vicious Throw usable on any target. Source: Increased Drop Chance of Dxun Operation Bosses. Not available on the Tech Fragment provider. Dashing Blademaster Sentinel / Marauder Armor Set(2) +2% Alacrity Rating(4) Blade Blitz's / Mad Dash's cooldown is reduced by 10 seconds. (6) Activating Blade Blitz / Mad Dash under Force Camouflage makes it critically hit and slows down all targets its damage. Source: Increased drop chance due to the defeat of operation bosses. Riposte Guardian / Juggernaut Armor Set(2) +2% Mastery(4) Riposte / Retribution has no cooldown. (6) Damage during Endure / Endure Pain grants Retaliator Stacks, Retaliator Stacks, the damage of your next Riposte / Retaliation by 10% per stack. Source: Increased Drop Chance of Dxun Operation Bosses. Not available on the Tech Fragment provider. Lord of the Pain Guard / Juggernaut Armor Set(2) +2% Stamina(4) Reduces the cooldown of Challenging Call/Threatening Scream by 5 seconds. (6) Challenging Call/Threatening Scream increases your damage reduction by 2.5% for each enemy they hit. This effect lasts 10 seconds. Source: Increased drop chance due to the defeat of operation bosses. Comet Champion Sentinel / Marauder Armor Set(2) +2% Championship(4) Killing an enemy generates 2 focus/fury and gives you a 1 second speed boost that stacks up to 5 times. (6) Activating Zen/Berserk deals kinetic damage to up to 8 enemies within 5 yards around you. Source: The Nature of Progress Operation on Master Mode difficulty, and a small chance from Unidentified items on the Spoils of War vendors. Added with Update 6.1.2 Fulminating Defense Guardian / Juggernaut Armor Set(2) +2% Endurance(4) Challenging Call/Threatening Scream receives two charges. (6) Withstand/endure pain increases elemental and internal damage reduction by 75% for 3 seconds. Source: The Nature of Progress Operation on Master Mode difficulty, and a small chance from Unidentified items on the Spoils of War vendors. Added with Update 6.1.2 JEDI CONSULAR AND SITH INQUISITOR ARMOR SETS These are the armor sets and set bonuses available only to the Jedi Consul and its sith inquisitor mirror. The appearance of the armor sets is shared between the two factions. The set bonuses too. Decelerator (2) +2% Mastery(4) Force Slow now has 2 charges. Using Force Slow on an enemy that is already below the force slow effect slows them down by another 20% and extends the duration. Here's how to get it: Increased drop chance from PvP gear boxes. Dire Retaliation (2) +2% Endurance(4) Force Wave / Overload increases your damage reduction by 10% for

10 seconds. If you are attacked during this time, your next Force attack will be critical. This effect can only occur every 10 seconds. How to get it: Increased drop chance from Conquest Equipment Boxes. Soulbender (2) +2% Mastery(4) Force Anaesthesia / Electrocutes anaesthetic takes another 2 seconds. Here's how to get it: Increased Drop Chance from daily mission reward boxes (and their respective weekly missions). The controller (2) +2% Stamina(4) Kills the force lift-affected enemy before its cooldown ends, resets the cooldown of Force Lift. Not available on the Tech Fragment provider. Empowered Restorer Sage / Sorcerer Armor Set(2) +2% Alacrity Rating(4) Force Armor / Static Barrier Leaves a Healing Time on the target for 12 seconds after application. (6) Power Armor / Static Barrier heals the target immediately when it is applied. Source: Increased Drop Chance from Conquest Equipment Boxes. Endless Offensive Sage / Wizard Wizard Set(2) +2% Mastery(4) Telekinetic Flash/Volt Noise deals 10% more damage/heals(6) Energize now stacks up to 3 times. Force Speed instantly charges two Telekinetic Lightning ability charges. Source: Increased Drop Chance of Dxun Operation Bosses. Not available on the Tech Fragment provider. Collecting Stormsage/Wizard Armor Set (2) +2% Mastery(4) Power Speed will take 20% more damage to your next Force Attack and Force Attacks will deal 20% more damage while Mental Alacrity/ Polarity Shift is active. (6) Using Force Speed now reduces the active cooldown of mental alacrity by 5 seconds, and the duration of mental alacrity is now increased by 5 seconds. This set bonus no longer requires mental alacrity to be used while power speed is active to extend the duration. Source: Increased drop chance due to the defeat of operation bosses. Revitalized Mystic (2) +2% Mastery(4) Refreshing Resurrection on a Target Restores 5 Power(6) While Resurgence is active on a target, it has a 15% chance of spontaneously healing the target if the target receives non-resurgent healing from you. Source: Increased Drop Chance from Conquest Equipment Boxes. Death Knell Shadow / Assassin Armor Set(2) +2% Mastery(4) The cooldown of Power Potency / Recklessness is reduced by 15 seconds. Whenever you activate Force Potency / Recklessness, you get a stack of potent critical / reckless critical, which hits your next Spinning Strike / Assassinate or Shadow Strike / Maul critically. (6) Whenever you consume a load of Power Potency, you will receive a stack of bold potency, increasing melee damage by 10% for 30 seconds. Stacks up to 3 times. Source: Increased Drop Chance from Conquest Equipment Boxes. Efficient Send Shadow/ Assassin Armor Set(2) +2% Stamina(4) Spinning Kicks/Spikes Stun and Slow Effects last for an extra second. (6) With Spinning Kick / Spike you get 10% damage reduction for 6 seconds. Source: Increased Drop Chance from Conquest Equipment Boxes. Murder Shadow Revelation / Assassin Armor Set(2) +2% Mastery(4) Combat Readiness / Overload Saber and Force Coat reset the cooldown of Shadow Stride / Phantom Stride. (6) With Shadow Stride / Phantom Stride from Stealth grants Shadowcraft, increasing your critical hit chance by 100% for 6 seconds. Source: Increased Drop Chance from PvP Equipment Boxes. The target hit by Cleaving Cut/ Severing Slash grants 1% damage reduction for 10 seconds(6) Each target hit by Cleaving Cut/Severing Slash extends the duration of Deflection by 1 second. Source: Increased Drop Chance of Dxun Operation Bosses. Not on the tech Available. Saber Master Shadow / Assassin armor Set(2) +2% Stamina(4) Reduces cooldown combat readiness/ Overload saber by 20 seconds. (6) Killing an enemy during combat readiness / overcharging Saber refreshes the by Battle Readiness / Overcharge Saber. Can occur up to 5 times during a combat readiness/ overload Saber.Source:Increased Drop Chance from Conquest Equipment Boxes. Shadow Purger Shadow/ Assassin Armor Set(2) +2% Stamina(4) Cleaving Cut / Severing Slash immobilizes the target for 2 seconds. (6) Using Cleaving Cut/Severing Slash under Resilience/Force Protection reduces the accuracy of targets and extends the duration of resilience by 2 seconds. Source: Increased drop chance due to the defeat of operation bosses. Unreflection Protector Sage/ Wizard Armor Set(2) +2% Mastery(4) Activating the Power Barrier heals all allies around you. (6) The Activating Force Barrier is a barrier for nearby allied allies, absorbs damage for up to 8 seconds, and grants them an additional 25% damage reduction while it is active. Source: The Nature of Progress Operation on Master Mode difficulty, and a small chance from Unidentified items on the Spoils of War vendors. Added with Update 6.1.2 Ballast Point Shadow / Assassin Armor Set(2) +2% Endurance(4) Deflection grants ballistic immunity for 6 seconds, giving you immunity to motion impairment effects, knockdowns and physics. (6) Increases damage reduction of elemental, internal, kinetic and energy damage by 3%. Source: The Nature of Progress Operation on Master Mode difficulty, and a small chance from Unidentified items on the Spoils of War vendors. Added with Update 6.1.2 SMUGGLER AND IMPERIAL AGENT ARMOR SETS These are the armor sets and set bonuses available only to the smuggler and his mirror – Imperial Agent. The appearance of the armor sets is shared between the two factions. The set bonuses too. Escape Artist (2) +2% Alacrity Rating(4) Flash Grenade / Flash Bang now heals all nearby allies for a small amount and resets the cooldown of Surrender/Countermeasures. Not available on the Tech Fragment provider. Probe Tech (2) +2% Endurance(4) Defense Screen/Shield Probe creates a small shield around surrounding allies. Here's how to get it: Increased Drop Chance from daily mission reward boxes (and their respective weekly missions). Quick Thinker (2) +2% Championship(4) Any opponent who attacks you during Cool Head/Adrenaline probe is stunned for 2 seconds. Here's how to get it: Increased drop chance from PvP gear boxes. The Slow Road (2) +2% Mastery(4) Thermal Grenade/Frag Grenade slows down its primary target and all targets around it by 30% for 6 seconds. How to get it: Increased drop chance from Conquest Equipment Boxes. Established Serefinger Sagittarius and Sniper Armor Set(2) +2% Championship(4) The cooldown of Hunker Down / Entrench is increased by 10 seconds You gain 2 energy per second while Hunker Down/ Entrench is active. (6) While Hunkered Down/Entrenched, you build stacks of Entrenched Offense, increasing the damage by 3% per stack while you stay hunkered down. Stacked up to 5 times. Breaking Cover or Hunker Hunker removed. Source: Increased drop chance due to the defeat of operation bosses. Outlaws Parlay Gunslinger and Sniper Armor Set(2) +2% Championship(4) Quickdraw/Takedown's energy costs are reduced by 3. (6) Killing an enemy within 3 seconds of damaging it with Quickdraw/Takedown resets the cooldown of Quickdraw/Takedown and gives you a 5% damage buff. This stacks up to 3 times and lasts 10 seconds. Source: Increased Drop Chance of Dxun Operation Bosses. Not available on the Tech Fragment provider. Precise Target Shooter Gunslinger and Sniper Armor Set(2) +2% Mastery(4) Reduces the cooldown of illegal mods/target acquired by 15 seconds and activating illegal mods restores 15 energy. (6) Smuggler's Luck / Laze Target gets 3 charges and its cooldown is reduced by 15 seconds. Source: Increased Drop Chance from Conquest Equipment Boxes. The repositioning of Gunslinger and Sniper Armor Set(2) +2% Alacrity Rating(4) reduces the cooldown of Pulse Detonator / Cover Pulse by 5 seconds. (6) Dodge/Dodge ends the cooldown of Hightail It/Covered Escape and increases the movement speed of their allies by 50% for 6 seconds. Source: Increased Drop Chance from PvP Equipment Boxes. Aggressive Treatment Scoundrel and Operative Armor Sets(2) +2% Mastery(4) Removes the energy costs for Bushwhack / Toxic Haze and works accordingly on the remote version of the healer. (6) Bushwhack / Toxic Haze heals all allies who stand in it by a small amount. Source: Increased drop chance due to the defeat of operation bosses. Authority Scoundrel and Operative Armor Sets(2) +2% Mastery(4) Bushwhack / Toxic Haze refunds an Upper Hand / Tactical Advantage. (6) Activating Lacerating Blast / Noxious Knives reduces the cooldown of Bushwhack / Toxic Haze by 3 seconds. Each enemy affected by Bushwhack/Toxic Haze will take 20% more damage from Lacerating Blast /Noxious Knives.Source:Increased Drop Chance from Dxun Operation Bosses. Not available on the Tech Fragment provider. Debilitator Scoundrel and Operational Armor Sets(2) +2% Championship(4) Scamper's / Exfiltrate's recharge time is reduced by 2 seconds. (6) Dirty Kick / Debilitate receives two skill loads. Source: Increased Drop Chance from PvP Equipment Boxes. Tactician Scoundrel and Operative Armor Sets(2) +2% Mastery(4) Hot Streak / Tactical Overdrive also resets the cooldown of Tendon Blast / Sever Tendon and Triage / Toxic Scan. Can only happen once every 18 seconds. (6) Upper Hand / Tactical Advantage receives an additional stack. Having an upper hand/tactical advantage increases your damage and healing by 5%. Source: Increased Drop Chance From Ballistic Concentration Gunslinger / Sniper Armor Set(2) +2% Championship(4) When you Use Scrambling Field / Ballistic Shield, each group group inside there is a stack of ballistic concentration that increases your energy regeneration rate by 1 for 20 seconds. Max 8 stack. (6) Each stack of ballistic concentration also increases the damage you degenerate by 5%. Source: The Nature of Progress Operation on Master Mode difficulty, and a small chance from Unidentified items on the Spoils of War vendors. Added with Update 6.1.2. Superiority Scoundrel / Operative armor set(2) +2% Mastery(4) Smuggling/Infiltrate e.A. maxes out your Upper Hand / Tactical Advantages when activated. (6) Stack the deck/tactical superiority now consumes up to 2 upper hand/tactical benefits stack and scales it critical chance buff with quantity consumed up to 20%. Source: The Nature of Progress Operation on Master Mode difficulty, and a small chance from Unidentified items on the Spoils of War vendors. Added with Update 6.1.2. REPUBLIC TROOPER AND BOUNTY HUNTER ARMOR SETS These are the armor sets and set bonuses available only to the Republic Trooper and its mirror – Bounty Hunter. The appearance of the armor sets is shared between the two factions. The set bonuses too. Schedule (2) +2% Championship(4) When your adrenaline rush is fired / Kolto Overload Health Monitor is triggered for the first time, it deals damage to the enemy that has damaged you. Here's how to get it: Increased drop chance from PvP gear boxes. Hunter Killer (2) +2% Endurance(4) Stealth Scan also applies stealth protection to you and scans a small area around you. How to get it: Increased drop chance from Conquest Equipment Boxes. Squad Leader (2) +2% Stamina(4) Whenever you deal damage with Reactive Shield/Energy Shield, a weaker shield will be applied to nearby allies for 3 seconds. Here's how to get it: Increased Drop Chance from daily mission reward boxes (and their respective weekly missions). Woad's Instinct (2) +2% Championship(4) Reserve Powercell / Thermal Sensor Override receives 2 charges. How to get it: Crafted by Armormech. Not available on the Tech Fragment provider. Apex Predator Commando and Mercenary Armor Set(2) +2% Mastery(4) Activate Charged Bolts / Power Shot / Grav Round / Tracer Missile or Medical Probe / Rapid Scan increases the critical chance of your next Power Shot, Grav/ Tracer Missile or Medical Probe / Rapid Scan by 10%. Stacks up to 5 times, but is removed on the 6th stack. (6) The damage with charged screws/power shot or gravy/tracer missile and healing with Medical Probe/Rapid Scan grant a stack of Power Step, stacking up to 5 times. At 5 stacks, your next Charged Bolts/Power Shot, Grav Round/Tracer Missile or Medical Probe/Rapid Scan is more effective and does not exhaust any energy cells. Source: Increased dxun operation bosses. Not available on the Tech Fragment provider. Concentrated Fire Command and Mercenary Armor Set(2) +2% Mastery(4) gives a 10% chance if an enemy is damaged or an ally is healed to a stack of Supercharge - cannot occur more than once every 5 seconds. (6) Activate Supercharged Cell/Upcharged Gas makes your next High Impact Bolt/Rail Shot, Mag Bolt/Mag Shot, or Bacta Infusion/Emergency Scan critically hit or heal. Source: Increased Drop Chance from PvP Equipment Boxes. Notorious Commando and Mercenary Armor Set(2) +2% Mastery(4) Tech Override / Power Surge grants Precision Targeting, increasing armor penetration by 10% for 6 seconds. This effect must not occur more than once per minute. (6) Tech Override / Power Surge receives an additional fee. Source: Increased drop chance due to the defeat of operation bosses. Tech Medic Commando and Mercenary Armor Set(2) +2% Championship(4) Emergency Medicine Probe / Onboard AED is cast immediately. (6) Med Shot / Kolto Shot leaves a healing time on the target. Source: Increased Drop Chance from Conquest Equipment Boxes. Meteor Brawler Vanguard and Powertech Armor Sets(2) +2% Endurance(4) Strikestrike / Flaming Fist and Stockstrike's / Rocket Punch's energy / heat cost is reduced by 4. Heat Explosion / Energy Explosion, Strikestrike / Flaming Fist and Magnetic Blast increase the cause by 10% for 15 seconds, this effect cannot occur more than once every 30 seconds. (6) Activating Battle Focus/ Explosive Fuel gives you fire fall for the duration of Battle Focus / Explosive Fuel. During this time, The Damage with Ion Wave/ Searing Wave, Ion Pulse/FlameBurst, Magnetic Explosion, Stockstrike/Rocket Punch, or Strikestrike/Flaming Fist builds up to 7 stacks of fire. When Battle Focus / Explosive Fuel ends, it detonates and deals elemental damage to all enemies around it, scaled with fire/drop stacks. After it explodes, your warming abilities cost 50% less heat for 20 seconds. Source: Increased drop chance due to the defeat of operation bosses. Right Price Vanguard and Powertech Armor Sets(2) +2% Championship(4) Battle Focus / Explosive Fuel increases damage by 20%, while using ion cells/ion gas cylinders, increasing damage reduction by 10%, while ion cells/ion gas cylinders are not used. 6 Each time you take damage while yielding under power, battle focus/explosive fuel will be reduced by 3 seconds. This effect must not occur more than once every 3 seconds. Source: Increased Drop Chance from Conquest Equipment Boxes. The cooldown of Strategist Vanguard and Powertech Armor Sets(2) +2% Endurance(4) Neural Surge's / Carbonize is reduced by 10 seconds. (6) Neural Surge / Carbonize vents 5 energy for each opponent he hits. Source: Increased Drop Chance from PvP Equipment Boxes. Veteran Ranger Vanguard and Powertech +2% Mastery(4) Damage with Shoulder Cannon grants Salvo, increasing the damage of shoulder cannons by 3% for 5 seconds. This effect can stack up to 5 times. While shoulder cannon loads rockets, vent 2 heat per second. 6 Each shoulder shoulder Rocket has a 75% chance of triggering an additional missile. When the shoulder cannon is cooled, it turns Autocannon on you for 60 seconds and fires a rocket at your current target when you deal damage. This additional rocket can fire once every 10 seconds. Source: Increased Drop Chance of Dxun Operation Bosses. Not available on the Tech Fragment provider. The duration of the Energy Shield of Endurance (2) +2% Endurance(4) is increased by 5 seconds. (6) Activating Power Yield provides a large absorption shield for 3 seconds. Source: Increased Drop Chance of Dxun Operation Bosses. Not available on the Tech Fragment provider. Rapid Response Troopers and Bounty Hunter's Armor Set (all)(2) +2% Mastery(4) Activation of a Healing Ability has a 15% chance to grant the Combat Medic's critical bonus, resulting in your next medical probe/fast scan being critical. This effect can only occur every 30 seconds. (6) Healing an ally with Medical Probe/Rapid Scan applies Restorative Drive for 10 seconds. Each enemy defeated by this ally increases your healing by 2% for 10 seconds and stacks up to 5 times. Source: The Nature of Progress Operation on Master Mode difficulty, and a small chance from Unidentified items on the Spoils of War vendors. Added with Update 6.1.2 WHAT CAN YOU FROM THE FLEET VENDORS Since most of SWTOR's gearing process is now randomized, the developers have added a few RNG breakers as I call them. In the Supply section for each fleet, you'll find a number of vendors offering you the general armor sets and almost all class-specific ones. The items available there are all for level 75 players. Vendors only sell empty shells. The mods you either have to get through gameplay as loot drops or make them yourself (or let someone else tink for you). In the same section of the fleet, you'll also find a Spoils of War Gear Items provider. At a greatly reduced price, you can trade in tech fragments for an unknown piece of equipment. This item, once revealed, will still be based on your current discipline, but it may prove useless. The seller sells both armor edits and separate mods. The Renown Vendor is located right next to the previous one and offers an interesting collection of blue armor parts in exchange for credits. There are, of course, four providers for each class. They sell the new sets (general and class-specific) as well as tactical items. There are some sets (mentioned above) that are not available from fleet providers. The general rule is that if a rate is available on the vendor, all its are present. Each of the SWTOR armor sets contains seven armor pieces. This guy in the picture above has random content every time you update. I will leave you a few days to review his story on my own and then I will fill in this section of the guide with the full details (and the cinematic ones, from Kai is also found in the area of supplies, he is in the area of war loot in the outer ring. Wondering where and how to proceed? Let me help with a few suggestions! Proposals!

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