Swtor sorc healer guide ragnarok mobile map guide

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A Guide Swtor Corruption Sorcerer 6.0 (Healing, PVE) for both beginners and experienced veteran: constructions, tips. Said for patch 6.3.1 Introduction Welcome to my guide 6.1 for the corruption sorcerer! In my opinion, the Sorc healer is the specification of the healthy healer to learn and play, since they are the least rotational of the three specifications of the healer. You really cannot stand in a Sorc healer as it can in an operation or, to a lesser extent, a mercenary and handle the strength of it is much less punishing than handling heat or energy. Nor does it matter much in what order to perform his skills, he only has some skills that he should do in the time of reuse. All this really gives him a lot of flexibility about what he can use at the time, which allows him . Corruption sorcerers can navigate rose It allows to continue healing while moving. Outside Sorc healers, in terms of DPS, they are in the middle of the road. Their skills do not do as much damage as the mercenary healers, but they do not have to worry about entering the melee range as an operational healer does. Sorc healers also have an unique ability to do a little of their damage while they heal simultaneously thanks to the tanctic barrier and storm rays. The greatest challenge with sustained DPS for Sorc healers is to make sure that he has enough strength for how much he needs to return to healing, since he cannot fill his appeal again instantly, Mercs and Ops. In terms of healing of AoE, the sorcs are a bit weak; the merchants have stronger numbers in general and, although they can keep up with the operations for short periods of time, they eventually run out of without. 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al y sert sol anu y esab anarg anu nos sairaicret y aicnetop (sod sort o sol ed anus al y sert sol anu y esab anarg anu nos si Jam acits Adatse al aicnetsiser al odneis , 527 a roirepus aes aicneto y oinimod ed savtnei de anus al sartnei el sol nos 2-R y 1-R varaice; sol aconto sol ed raqui ne elbanimretni ; Soro a conte o sol sorto sol ed raqui ne elbanimretni ; Soro a contenent a final de anti sol sorto sol ed raqui ne elbanimretni ; Soro a contenent a final de anti sol sonto sonto sol sonto sol sonto sol sonto sol aconte sol so ovisnefo otnujnoc ed onob le asu es odnauc etnerefid se ejanargne lE .ºAt areuf oy is otse odneicah opmeit But but clicky relics are gross in my opinion). Remember, it's not is so that these always have the new 286 increases since they will never use them in level 75 Content. and Advanced Kyrprax Proficient Stimmedpac â € "Advanced Kyrprax Proficient Stimmedpac at e covered, so we use the appropriate stim for the small amount of critical qualification it provides. Endlessive Set: Always use Advanced Kyrprax Proficient Stimmedpac at e covered, so we use the appropriate stim for the small amount of critical qualification it provides. Adrenalsub-Level 75 Content: Advanced Kyrprax Critical Adrenal consistency and reliability. The chronic adrenal is active, although most of the time will be approximately the same. If you do not have many crimes or do not want to bother to change all the time, it is completely well to use the chronic sandal for the entire content. If you are using Endlessive, you should use the chronic adrenal since the adrenal triage reduces your treatise. Amplifier will increase the cure treated by all its skills. None of the other amplifiers blows a sufficiently large component of cure to make them a better option. Crystals of Hã © Roe Guerra and Hawkeye do nothing in the sub-75 content. From 6.1.4, we now have a total of 4 levels of increases to treat. Unlike past expansions, the increases are now on how much you want to spend. Almost everyone must the 276 blue increases because they provide the biggest blow to the dollar. if you have a ton of credits and are doing mm dxun or ranked pyp, you may consider going for thetatS .tnetnoc 57 level non ni tifeneb elbaeciton yna edivorp t¢nod yllaer 2 eht os ,deppac era ecnarudnE dna rewoP esuaceb tnetnoc 07 level rof gnisu eb ll¢uoy raeg eht fo yna rof deen ll â§uoy raeg eht fo yna rof deen ll a§uoy raeg eht fo yna rof eht fo yna rof deen ll a§uoy raeg eht fo yna rof deen ll a sdes sdes sdes sdes sdes sdes sdes sdens GNISUI YFITSUJ OT D DRAH YLLAER sâ€â€â€âti Tub , styk 11-km Eriuqer ltits od dy yeht .stnemua 682 elprup eht FO tsoc eht f O %6 Tuoba rof tifeeneb eht Fo foolp edvorp)11-Km tik Noitatnemgua + 37 Tnemgua [EPYT](stnemgu 672 eulbâ ã, meht gnitteg dnemmocer ylno dluow I os ,evisnepxe ylbidercni era yeht revewoh ,rewol pets eno era)11-KM tiK noitatnemguA + 47 tnemguA]epyt[decnavdA(stnemgua 682 elpruP Â.lla ta meht desaeler evah ton dluohs eraWoiB ,noinipo lanosrep ym ni dna stiderc eht htrow ton era yehT .yrlewej gniyub tsuj yllacisab er¢uoy os ,meht tuohtiw deraelc eb nac emag eht ni tnetnoc llA .meht deen ton od uoY .stnemgua 682 elprup eht naht evisnepxe ylsuolucidir erom neve era yeht Tub, esaercni SPD Elbaecaton that edivorp liw dna tols-ni-tsb llarevo llavo ero ereht .4.1.6 Deseler Erew Taht Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub, daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub daetsni Stnequa or Dnarb eht era edeht 7771 Ssel Gnihtyna ROF yrassecenenu yletelpMOC Era Yeht Tub you use the Endless Offensive set bonus because if Volt Rush misses, you don¢ÂÂAt heal anyone with that GCD, so you need to make sure you have 110% accuracy to ensure this doesn¢ÂÂt happen. Regular Set Bonuses Alacrity to 16.37% ¢ÂÂA l¢ÂÂm currently at 16.43% with 3,535 alacrity from 7 alacrity enhancements and 6 alacrity augments. I am working on getting it a bit closer to the threshold by getting some R variants of the Quick Savant enhancement that have higher power. You only need 15.38% alacrity to reach the 1.1s GCD during for 16.37% allows you to reach the 1.1s GCD during for 16.37% allows you to reach the 1.1s GCD during that window. You give up about 2% critical chance in order to get this much alacrity, but it doesn AÂÂt really change your overall healing output, provided you AÂÂre using Polarity Shift to come off cooldown. In the time it takes for your Polarity Shift to come off cooldown, you AÂÂl end up critting for about the same amount of healing as you AÂÂd get out of a single extra ability use, which is the same amount of extra healing you get out of a single Polarity Shift window if you have a 1.1s GCD. Of course, you probably won¢ÂÂAt be using Polarity Shift on cooldown in every fight, so you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂÂAre basically giving up a little bit more sustained healing than you¢ÂAre basically giving up a little bit more sustained healing than you¢AÂAre basically giving up a little bit more sustained healing than you¢AÂAre basically giving up a little bit more sustained healing than you¢AÂAre basically giving up a little bit more sustained healing than you¢AÂAre basically giving up a little bit more sustained healing than you¢AÂAre basically giving up a little bit more sustained healing than you¢AÂAre basically giving up a little bit more sustained healing than you¢AÂAre basically giving up a little bit more sustained healing than you¢AAre basically giving up a little bit more sustained healing than you¢AAre basically giving up a little bit more sustained healing than you¢AAre bas more healing when you need it the most. Ultimately this is a matter of what you value, so if you would prefer slightly higher sustained healing over targeted burst, then by all means only go up to 15.38% and put the rest into critical rating from 3 critical enhancements and 8 critical augments. Stat allocation is pretty simple for healing since you really only have to worry about two stats, so once you reach your se otse odot ,etnetepmoc olumAtse le noc anibmoc es odnauC .socitArc sotnemua renet arap 2 y n³Aisicerp ed otnemua nu renet arap 1 ;Aratisecen eug 3 sol ertne ,n³Aisicerp ed setnalpmi ed rap nu noc n³Aisicerp ed ralucirua nu n©Aibmat renet lit^oA aes euq elbisop sE .socitArc sotnemua neneit n©Aibmat saiuqiler siM .soyar a raibmac euq ognet olos y arucol al arap osu euq amsim al etnematcaxe se ralucirua/etnalpmi ed n³Aicarugifnoc asE .orednaruc ed tes led senoicacifinob sal sadot arap anoicnuf y sejanargne ed n³Aicatumnoc ed ominAm nu noc SPD ed senoicacificepse sal a raibmac etimrep em otsE .socitArc sotnemua noc sodot ,ocitArc setnalpmi 2 ogneT .socitArc sotnemua noc sodot ,ocitArc setnalpmi 2 ogneT .socitArc sotnemua 9 y sarojeM .adreip es on aniur al aruc oitlov us euq ed esrarugesa se n³Ãisicerp atse renetbo ed otis³Ãporp le ,etnemroiretna ejid omoC .%00.011 la emracreca adeup euq arap aicnetop royam neneit euq avitaicini al ed sarojem 3 ed n³Ãisicerp ed otnemua 1 ,n³Ãisicerp ed otnemua 1 ,n³Ãisicerp ed sarojem 3 ed n³Ãisicerp 246,1 noc %. agral sjÃm etnemavitaler n³Aicpo anu eneit euq onu a atcefa olos n³Aisicerp al euq sartneim ,senoicaruc sus sadot a atcefa euqrop n³Aisicerp ed larbmu le raznacla euq oerc ,etnemlanosreP .s3.1 ed DCG le arap acitÂrc n³Aisicerp at nat somatisecen euqrop n³Aisnetxe ajab ed larbmu le odnazilitu somatsE .DCG S4.1 ed larbmu la emracreca adeup euq arap aicnetop royam neneit euq soibas sol ed sadipį År sarojem 2 ed zedipar ed 732,1 noc %72.7 ne yotse etnemlautca :%51.7 a ytircalA sunoB teS evisneffO sseldnE .acitÃrc n³Ãicacifilac ne sacitsÃdatse sut ed otser le senop olos ,larbmU Need to achieve the precise of 110% for fights where you can make a montion from outside the PPD, although since the cure is more difficult in 6.0, this is generally not worth it. Set Empowering Bonds Restorer Effect (2) +2% MASTERY (4) Static Barrier Applies Restoration enhanced to its goal, restoring 2797 Health for 12 seconds. (6) Around an objective with Static Barrier immediately cures it for health 3719-4670. Recommendation This must be your predetermined bonus. In general, it will provide the greatest amount of general cure, although it is less focused on tanks than what it can achieve with the revitalized music set. This set works that your bubbles are stronger, but since your bubbles are already your most strong health, it really does not change how you play. Revitalized music effect (2) +2% Master (4) Refreshing Resurgence on a Target Restors Objective receives non-resurgence health. Recommendation This game bonus will allow you to be de facto tank curator since this game bonus is better used when you keep Resurgence in both tanks. They only need to achieve 2 resurgence ticks, ensuring that the tanks that the tanks that the restored empowered. You will have a great opportunity to trigger resurgence ticks, ensuring that the tanks are affected by revivification. You may want to consider the use of the Efémero Mending relic instead of a serendipitous assault when using this set since the 4 cure ticks of that relic have the opportunity to trigger the tick of extra resurgence of the effect of 6 pieces and will focus In the cure of a single objective for the Efémero Mending should not matter. If your co-saber is also a sorc, it may be a good idea to have one of you to use the revitalized music game bonus instead Gnilaeh ssel ylthgils Edivorp seed ni .spd-ffo ot emit fo tol a evauoh uoy nehw desu Eb dluohs meti lacitcat siht noitadnemmocer .laeh trams ecder strahcf ssur ssur surahn ,dezrene fo egrahc hcae htiw pus snilaeh .ymene degamad eht m02 nihtiw ylla na slaeh hsur tlov noitpircsed roccus sâ€â€Tr smcat ehtnnu gnimaoR eht gnisu ot kcits, yllareneG .noitacifiviveR htiw stegrat 4 naht erom tceffa ylbailer nac uoy erehw sthgif gnirud desu eb dluohs meti lacitcat sihT noitadnemmoceR ruger eht moruger snemgarf rof yb yb tâ€â€Tr ecnis niatbo ot . ã¢mrots eht htw desu Eb ylno dluohs sunob saht noitadnemmocer segrahc ytiliba hsur tlov 2 straaher yletaidemmi deeps Ecrof yretsaM %2+)2(tceffE evisneffO sseldnE .sknat eht gnilaeh no sucof dluohs tes citsyM dezilativeR eht htiw reyalp eht dna gnilbbub eht fo lla eldnah dluohs tes rerotseR derewopmE eht htiw reyalp eht, siht od ot ediced uoy fl. decuder yltaerg eb lliw Sesunob sata \hat{a} morf noitcuder egamad %3 ylno dna romra ter evaocb laob ã¢uoy esuaceb tgif yreve ni lufesu sâ€ã¢ti ,Siht ekakakkat swawla :noitadnemmocer.%3 yb noitcuder egamad sessercni :noitpircsed tnawd tsujon tsuit gnife gnife gniebni srebeneb laer yht ,thgif eno taht fo edidituo .Karyts if the ekath ylnerruc snaolruc Ylbissop dluow i emit ylno eht .Meti lacitcat eht edulcni tâ€â€ã¢€Tzeod taht dna k4 R â â â.,Elihwnaem .tavrenni Elgnis that you hcum in tuoba edvorp ylno lillre of ,sreyalp 8 la lla la stih slaeh slaeh slaehh slaehh The ,doog gninaem(sthgif evisnetni gnilaeh tsom eht ylno ecnis netfo ylriaf lacitcat siht gnisu eb dluohs uoY .ssenerawa diar ruoy evorpmi yllufepoh hcihw ,ymene with entitat oterat yegrat uoh ecnis thgif eht by gnengppah sâ€â€a€TO €ã¢uoy tub ,lla rof eno If you don't need anything else on this level. description of the empty body: increases all healing received in 5%, does not affect stolen life, recommendation; always take this, it is useful in every fight. Like sith defiance, it improves its survival, description of the vertiginous force; it reduces the accuracy of the target by 20% after the ends of the whirlwind. Moreover, its whirlwind affects up to 2 additional standard or weak enemies within 8 m of the target. It will not be a healer's responsibility to reduce the accuracy of something. Dark healing increases the motion speed of the target by 50% for 6 seconds. this effect cannot occur more than once every 12 seconds. recommendation: never take this. If someone needs to move and you need to waste a gcd to do so, you'll be much better to get them out. This also has the potential to ruin someone if they don't expect the speed boost. description of corrupt meat: reduces the damage taken from all periodic effects by 15%. recommendation: almost always take this. This is a great choice if there is any kind of periodic damage (dot) coming out and there is no reason to change so usefulness between fights if this is the only one that needs to change. this should be the first utility to give up if you need to take anything else at this level, although if this utility is beneficial, it will always be better than any of the other utilities you can take. Furthermore, the targets stunned by their electrocute cause 25% less damage when the electrocutes disappears. recommendation: never take this. awesome things are incredibly rare and since you do not have a precision of 110,% yours is not even guaranteed to work. .sodnuges .sodnuges 6 etnarud %52 nu ne o±Ãad led n³Aiccuder al atnemua euq ,n³Aiserpus agroto this. It's one of your Extrication by 25% for 6 seconds after your extrication. In addition, the healing made by the Supernatural Preservation increases by 30%. Recommendation: You almost always take this. The great benefit is the increase in healing for the Nonatural Preservation, although this is the least useful point you take at this level and must be the first to give up if you take something else, like Surging Speed. Description of the Conspiracy Force: The objectives affected by their distress are slowed by 30% during their duration. Recommendation: Never take this. If something needs to be slowed down, Force Slow is a better choice, and you'll never need to do it as a curator anyway. Lightning Barrier Description: Your static barrier breaks with electricity, shocking attackers for ~11,000 energy damage when you absorb direct damage to you. This effect does not affect the Static Barriers placed in allies and cannot occur more than once every second. Recommendation: You almost always take this, Lightning Barrier takes care of many damages and should not be taken only when it is found that he is not able to get at least 1 mark of it in each use or if he is tickling on something he does not want it to be done. I'll explain this in more detail later. Speed of increases the movement speed to 100% while active, and the active cooling of the force speed is terminated when the force barrier ends. Recommendation: Sometimes take this. Motion speed improvements are pleasant and are very useful in detsu detsu is osulcni lit^o Å res on aÅrdop azreuf al ed dadicolev al ed otroc sjÅm otneimairfne lE .arucsO aicneiliseR ed sjÅm jÅraicifeneb es etnemlareneg orep , otneimivom ohcum nereiuger eug sahcul ruoy gnikam, esnaelC gnizinavlaG stnarg egnupxE :noitpircseD esnaelC gnizinavlaG stnar la la la scuder :noitpirccsed tirips spelleg s†sthgif CCICEPS If you are siht ekat :noitadnemmocer.noitarud eht rof meht ot ot otum gnitnarg dna sniriapmi-tnemevom lla gnivomer ,noisreme snorg deep :noitpirccsed noised noise etinaveR eht no snairoladnaM eht rof lufesu si tI .ylno sthgif cificeps no siht ekaT

:noitadnemmoceR.yltnatsni setavitca dniwlrihW, noitidda nI .sdnoces 2 rof dennuts si tegrat eht .ylno sthgif effects if they are simtdaddmed Gnidnulb ,dne yeht nehw the nehw third tegg fo hssalf that tpure flesruoy if ecalp uoy sreirab citats :noitpircsed hsalkcab .elBysopong in Sehsur Tlov ynam Ekil dluow uow nehw nwodlooc if the deeps Ecrof taht eciton uy fi yilititi siht gnisu ot ecneliser knisu morf morf hctiws ylno .tol a ecrof gnuoy erâ€â€â ekat ylnO .egamad gnikcit tsniaga evitceffe erom ylno s¢ti esuaceb lanoitautis erom raf tub ,rogiV larutannU naht nwodlooc evisnefed evitceffe erom a s¢tI .siht ekat yllanoisaccO :noitadnemmoceR.etteuohliS gnitfihS fo noitarud eht rof %03 yb Desercni Era Sesnefed lla dna sdnoces 51 yb decuder klaw Esahp Fo nwodlooc eht ,yllanoitda .sdnoces txen txen eht rof kcabhspel gniek ong tnad tnam tamtam KLAW ESAHP GNISU :noitpircsed etteuohlis gnitfihs .tniop yilititu silt Pu evig ,thgif effects rof reit siht tniop rehtona deen uoy uodnoced : 51 yb noitcuder egamad sesasercni doitavreserp Larutunnu :noitpircsed rogiv Larutannu .Kat ot sealitu evisnefed retteb swawla ereht .sakerb elbbub eht snilam Oitadnemmocer.noitsab gnairudne rof segrahc eht %4 ot t selacs gnilaeh .tsal yeht in the rof dnoces yreve htlaeh ruoo stirrab ,rerab edssab edssab edssab edssab edssab edssab , Ylaer tâ€â€âsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivig erâ€îsi the ,delegtim neeb evah dluow taht egamad hquorht flesruoy laeh ot gnivah pu dna ytilititit evisnefed to pud gnivah pud gniva to hcihw is ekat ot ytilitititu evisnefed to pu Evig ot llâ€â€a¢" tsael ta(yltneugerf gnisnaelc er¢uoy erehw sthgif gnirud esu emos dnif yam uoY .ylno sthgif cificeps no siht ekaT :noitadnemmoceR.sdnoces 51 ot pu stsal dna sdnoces 03 yreve ecno naht erom rucco tonnac tceffe ehT .yltnatsni etavitca emit Noitavitca na htiw ytilba If you really can't benefit from the beam barrier. It is also mandatory in Styrak in Nim since the ghost of recoil comes every minute, so it needs the reduction of cooling to use the phase walk in each setback. Description of the consumer strike: hits the goal with your light saber, cause ~ 8,400 damage in the weapon and immobilizing it for 3 seconds. When the immobilization effect ends, the objective slows down 50% for 6 seconds. Recommendation: Never take this. Sabre Strike and this utility only exist for the sorcerer to have a light saber. Configuration of default profits This is my predetermined selection for profits. The corrupt meat, dark resilience, the barrier of lightning and the antinatural vigor are the igs that you should change. Priorities and rotations of the cure philosophy of a single objective is about cost management and triage. Your can only cure a certain number of players at the same time at a certain pace. His work is to determine what curation at his disposition is better for the player who is currently more likely to die, he changes objectives once his current objective has been cured enough for someone to become the most New player with more likely to die. As a healer, it is increasingly valuable to know about approximately as long as it deals with the attacks of each boss and when the perities of high damage are under a given fight. Be efficient with your cure skills, not overload when wasting a strong cure on someone who already has high health. If your strength is at a cómodo level when no one can really benefit from their cures, then it is time to use their DPS skills until people need to be healed again. Immediate, direct cured and bigger newspaper that marks for 15 seconds. the actual healing provided by the revival is relatively small, so unless you are hearing the revitalized revitalized revitalized. the beating of 5.1k contributed by the processing of the blessing force, the resurgium healthy around 18.8k, which makes it one of your greatest priority Since imprudence only increases the critical probability of its direct and damage skills, it will only increase the critical probability of its more important to put some thought in which player who applies Resurgence of the cure of that objective with another capacity, it is generally better to maintain the resurgence in both tanks, alternating how much of them refreshes it every time. If you are healing someone more when the resurgence leaves the refrigeration and is sure that your current objective will live if they do not continue to receive healing in your neighboring GCD, return to the appropriate tank to refresh the resurgence. The tanks will almost always be taking the greatest damage in the raid, so it will be more likely to benefit from having a continuous hot and the extra cure of the half bonus ticks. They are also the least prone to being exaggerated since they have so much damage, so they are not using the revitalized music set, the tanks are still their best objective for resurgence. It is good to refresh this ability in another person, especially if you know that you will be healing them for a prolonged time of time that could benefit more, such as the DPS that Comet Flaptus or Greus. It is important to note that while resurgence can be refreshed up to two goals at the same time, it is not necessary to keep it always in two objectives; there are situations that exist where there is only onePlayer who is receiving a day (the final phase of Styrak is a great example), not everything that the established bonus provides if only keeps it in the only person. The objective here is to maximize the benefit he obtains from the bonus of the revitalized music set and at the same time fulfill his other responsibilities. The resurgence has 1 proc and 2 relevant discipline liabilities: the flexion of force, increases the effectiveness of its next cure somehow specific for each cure. I will mention the flexion of force affects each cure as we reach them. resurgence should be used in the time of reuse with the greatest possible frequency. This process does not make your skills illuminate. This means that there is no problem in the resurgence of the cut; It is guaranteed to obtain the total amount of the cut; It is guaranteed to obtain the total amount of the cut of each use of the cut; It is guaranteed to obtain the total amount of the cut; It is guaranteed to obtain th exaggerated). The 10% armor of \hat{a} , \neg for 45 seconds. This is really a good advantage and the idea that resurgence is better used in tanks, since it will benefit more than an armor increase of 10%. Innervate, although it is not so strong for the cure of a single objective as a static barrier and the roaming repair, they will end it in the time of reusing simply because it has a relatively short option, it is a central part of Its managing of force, and is one of your cheaply cheap cures (by GCD). Innervate is its channeled skills, Critical Chance was evaluated in each ICT in such a way that each tick has a individua to criticize, criticize, processes and other things that appear on your buff bar will not be consumed until the channel is finished and such procs apply so effects to the entire channel (as long as the timer lasts so long). strength blessing blows this skill by increasing the critical probability of this ability by 25%. combined with their critical base opportunity, you will end up having a total critical probability of about 69% by using the force's blessing check, so about 2/3 ticks are criticized on average. this is important because it gives force arises processes you need to consume the Oscurity/Force Management. our game bonus since at least 2.0), the force stacks come up are a little harder to get so it's more important to make sure that you have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a force-reading commitment ready for each innervate unless you already have a imprudence and the gain of the proc strength at the same time. imprudence is basically a stronger version of the blessed force for another capacity, so you must save the acquisition of the blessed force for another capacity (by delaying either innervate or resurgence) if you plan to use imprudence in innervate. To be clear, imprudence remains a great ability to use with innervate, as it is guaranteed to get 3 stacks of strength arises, but force blesseding provides greater momentum to other abilities on average, so if you do not need the batteries of strength arises or is guaranteeing them through imprudence, you must consume force blesseding in another capacity. process associated with it: strength arises - oted receives a stack of this proc3) When a Crits Innervate tick (Force Bending is not required but increases the probability of this happening). Each pile of force you grant in 5. You should not use Consumering Darkness without force arises proc. Before 6.1.1, this proxenetism also reduced the revivification, but fortunately this is no longer a problem. Roaming Mend is one of your most strong healers. This ability will heal four times (or five with the technical element) and have a remarkable travel time, especially if you are thinking about how much time the commitment of the blessing force, whoever is the objective and the next time the player takes a day, heals them and then goes to another objective within 20 m of that player who has the healthy health and low He does the same and can heal the same and can heat four times before the ability comes out of refrigeration, which makes the interaction of this ability with the blessing force process a great example of why © It is important to know how much the day is coming out at any time during each fight, since the Blessing Force does not really increase its cure made. If you are in an permit of the struggle where there is a frequent day of AOE (generally burn phases,) you should definitely not consume the acquisition of the blessing force in Roaming Mend since you will be able to totally benefit from the San while which can still use cooling capacity. With the ProC Force Bending, they will jump to each player and will immediately heal them instead of waiting for a day. Already euq euq ,odiuges secev sod ovitejbo omsim le on euq ol³Ås ,zev anu ed siÅm ovitejbo omsim le ranas edeup y(arucso n³ÅisufnI :arucso n³Åisufn , aicnedurpmi noc rasu arap senoicaruc serojem sus ed anu se atse ,esab daditnac narg y dadicilpmis us a odibeD. sedadilibah sarto sus arap oicifeneb royam nu anoicroporp euq ay ,dadicapac atse ne olrasu ebed acnun orep ,lit^oÀ se lauc ol ,otneimaznal ed opmeit us ecuder azreuf al ed n³Àixelf ed osecorp lE .n³Àicaruc narg us omoc econoc es dadilibah atse ,odunem A .setnavelerri o n³Aicazilituer ed opmeit ne n; Atse senoicaruc sarto sus odnauc ovitejbo olos nu ed n³Aicazilituer ed opmeit eneit on y aruc y ajorra al ,sacis; Ab s; Am n³Aicazilituer ed opmeit eneit on y aruc y ajorra al ,sacis; Ab s; Am n³Aicazilituer ed opmeit eneit on y aruc y ajorra al ,sacis; Ab s; Am n³Aicazilituer ed opmeit eneit on y aruc y ajorra al ,sacis; Ab s; Am n³Aicazilituer ed opmeit eneit on y aruc y ajorra al ,sacis; Ab s; Am n³Aicazilituer ed opmeit eneit on y aruc y ajorra al ,sacis; Ab s; Am n³Aicazilituer ed opmeit eneit on y aruc y ajorra al ,sacis; Ab s; Am n³Aicazilituer ed opmeit eneit on y aruc y ajorra al , sacis; Ab s; A nu se orep ,acilpa es n©Âiuq a etnematcaxe ralortnoc licÂfid se y o±Âeuqep etnatsab se oicifeneb etsE .%3 nu ne adatnemua latnemele y onretni o±Âad ed n³Âiccuder us neneit setnetsiser agroto dneM gnimaoR :adicroter azreuf :alle noc adaicosa avisap lanoicida anilpicsid 1 eneit dadilibah atsE .aicnedurpmi ed sograc 2 noc raraper noc gnimaor ed sacitArc sataparrag 2 odazitnarag ;Atse olos euq ol rop ,gnimaor ed na Aicaraper al ed agrac adac euq ay ,aicnedurpmi al arap ovitejbo royam le se on dadilibah atse euq atneuc ne renet oreiuq n©AibmaT .ovitejbo olos nu ed agaf;Ar ed n³Aicaruc al arap sedadilibah serojem sus ed anu onis elbaiv aes olos on euq recah y otcefe onelp us a n³Aicaruc ed otis³Aporp le ,etnemacis;AB .etavreni ne azreuf al ed n³Aicaruc detsU .n©Aibmat agaf;Ar ed n³Aicaruc ed sedadilibah serojem sut ed anU ,n'Azar atse rop y scorp sol nis ecah euq n'Aicaruc acop al noc n'Aicaler ne otsoc otla us se dadilibah atse ed etneinevnocni royam lE .ovitejbo olos nu ed n'Aicaruc acop al noc n'Aicaler ne otsoc otla us se dadilibah atse ed etneinevnocni royam lE .ovitejbo olos nu ed n'Aicaruc acop al noc n'Aicaler ne otsoc otla us se dadilibah atse ed etneinevnocni royam lE otelpmoc otcefe le riugesnoc y azreuF us etnemadauceda ranoitseG .arucsO rolaC le noc azilitu es odnauc etnemlaicepse, orucsO rolaC le noc azilitu es odnauc etnemlaicepse, orucsO rolaC le noc azilitu es odnauc etnemlaicepse ,orucsO rola n©Âibmat y ,opmeit omsim la corp gnidneB azreuF al y aicnedurpmi ed agrac anu amusnoc orucsO rolaC le euq ed oicifeneb arap tircotua nu res euq onacilpitlum le ;Ârdnetbo on euq ol rop ,tircotua nu res euq odaD .tircrepus ed esraicifeneb arap tircotua nu res euq odacilpitlum le ;Ârdnetbo on euq ol rop ,tircotua nu aredisnoc es on eugnua, odazitnarag nemirc nu ¡Ãres eug Asa ,)dadicapac atse ed acitÃrc dadilibaborp al atnemua azreuF al ed quidneB ed otartnoc lE .)aruc narg us se arucso n³Aisufni aL(rodanas o±Aeuqep us omoc econoc es dadilibah atse ,odunem A .n³Aicanas ed sacis¡Ab sedadilibah sod sut ed adnuges al se aruc aL kraD laeH kraD .elbisop aicneucerf royam al noc corp etse a ³Aida±Aa es n³Aicanas ed %05 led otnemua le euq odaD .eugisnoc ol otse is orucsO olaC le noc alriuges s¡Ardop ,n³ÅicacifiviveR al o arucsO n³ÅisufnI al sasu euq zev adac isaC .;Åm %05 rop nanas y azreuF anugnin natseuc on ,oen;Åtnatsni orucsO rolaC omix³Årp us necah)ekirtS gninthgiL y ,ssenkraD gnihsurC must be used without Dark Concentration or Force Bending. Dark Heal has 1 additional discipline liability won't doWhen combined with the force of force, but it will allow dark cure to heal a little more on average when only use the dark concentration. Revivification Revivification It is its ability to heal the AOE, also known as the publication. You lower the carculo and people heat up when they stop. The real radius where the hot will be applied is significantly greater than the ring that appears on the ground, approximately twice the size (the placement retaile shows its real size). From 6.1.1, it has nothing to do with the increase in the overgrowthful of force and $\hat{a} \in It$ was when it was used with the force of force and \hat{a} it will be used. In general, there will be some fights (or at least portions of fights) in which it will use it in the time of reuse and other fights where you will barely use it. The fights in which you tend to use it in the reuse time are when there is a lot of constant AOE damage so that everyone will be stacked. HPS) and allowing it to be used while moving. However, I don't think it is better to use the force flexion process in this ability. As I mentioned above, no fight in the game demands Aoe Burst Healing and Revivification is not equipped to provide it. This means that there is no demand to use this as soon as you can stop moving. The increase in HPS by the objective of making it instantaneous is also of questionable benefit. You will need to use azreuf al ed n³ Åixelf al noc over over 25 times in order for the reduction in activation time to yield a single extra use of the ability, which will take over 4 minutes of using the ability on cooldown, so the reduction in activation time will really only benefit the ability you use after this one by allowing you to activate it a little sooner. Since that will be a single-target heal, you¢ÂÂd be better off just using your Force Bending proc on this ability is if you will be moving for an extended period of time or will be moving very frequently where you¢ÄÄÄre kiting the spike on the ground on Firebrand and Stormcaller, walking down the stairs on Soa, or after the first floor on Revan. Revivification for a very long time or run out of abilities that you can do while moving, like if you¢ÄÄÄre kiting the spike on the ground on Firebrand and Stormcaller, walking down the stairs on Soa, or after the first floor on Revan. Revivification does not have any additional procs or discipline passives associated with it. Static Barrier This is the bubble! Static Barrier set) and it protection functions as healing if the target takes damage (assuming you¢ÂÂre using the Empowered Restorer set) and it has to actually be on the target before the damage goes out which severely limits who you should use it on. In lieu of having a cooldown, this ability has a lockout in the form of a debuff lasts 15 seconds when the bubble is applied by a healer and 20 when applied by a DPS. Since Static Barrier doesn¢ÄÄAt have a cooldown, the Deionized debuff serves as your tracking for who does and doesn¢ÄÄAt have the debuff. A Only one bubble, so make sure you have player at the same ed areuf n³Aicaruc al atisecen es euq al ne n³Aicautis anu ne siAtse is rasu ed rajed ebed euq rodanas remirp le se etse euq ol rop se socra sol ed n³Aicaruc al ed rajed ebed euq rodanas remirp le se etse euq ol rop se socra sol ed n³Aicautis anu ne siAtse detsu is ,etnemadanutrofaseD. etsE .%01 nu ne acitatse arerrab si a euq serojem naes rodanas ed sajubrub ranoicroporp neugisnoc solle . SPD sajubrub ranoicroporp neugisnoc solle . SPD sajubrub sal euq arap ecah ol euq arap ecah at nemua n©ÄibmaT .sodnuges 5 ne dezinoieD ed n³Aicarud al ecuder y 51 ne reirraB citatS rop adimusnoc azreuF al ecudeR â secacifE setneirroC :1©A noc sodaicosa sovisap 3 eneit reirraB citatS .sodnuges 03 atsah rarud edeup ajubrub aL .etnaleda s; Am ©Aralbah euq reirraB gninthgiL dadilitu al ed atart es odnauc etnatropmi se otse y ajubrub al noc otcatnoc ne artne euq ed setna acilpa es so±Ãad ed n³Ãicagitim adoT.aczuder es dulas siễm eneit etnemavitcefe ajubrub anu noc anosrep anU.azreuF al ed gnidneB al ed aicifeneb es ocopmat dadicapac atsE.racitirc edeup n³Ãicacifinob ed ogeuj rerotseR odaredopmE le y dadirucsO al ed otneiminetsoS euqnua, racitirc edeup on ajubrub al ed k5.02 eyulcni euq ,k5.83 etnemadamixorpa ed se ajubrub al rop adanoicroporp so±Äad ed latot n³Aicagitim aL .rodanas orto led rodanas le odnadilavni, , ¡Aramurba es ajubrub al euq AsA something has been terribly wrong with the struggle and must be discussed after a si discussed after as ajubrub si Am neiugla is euq AsA something has been terribly wrong with the struggle and must be discussed after as a fubrub al euq ed set as a si brub a si brub as a si brub as been terribly wrong with the struggle and must be discussed after as what will almost certainly be a towel. Oscurity Sustaining - A healer is activated when the current bubble leaves the Esiwrehto RO ELCRIC der that Gnidnats Edulcni , seripxe of erofeb of FO tuo scit erom ot ot ot teht dna snwodlooc evisnefed ruoy pop edca edcnis esrif deileg ede , .Meht tih Revetahw ot kcab egamad laed ligad limbib eht ,)dnoces rep ecno ot detimil(egamad)cidoirep-non(tcerid ekay emit hcae y of seam taht ffub a tat sreyalp scrow uy FLESSUOY NO ELBBUB A ecalp â&TO â&TO â TMâ € â € a Ytilitit reirirrab gninthgg gnthgil.ssenkrad gnniatsus Fo Skcats Emusnoc ton sanda sodob tes rerotser dewopme eunitnoc uy uonnoc op Elbbub eht llarevo llaoma llams of ROI stnuocca ylno kts hcae, laeh lanifbub eht tup ot senkrad gttsusssus morf tnitssus senmits sennitssus senmits sennits Lawener Sedener Seod Rehtien dna ecdiatssus Fornssus Fo Eht morf eh)skit toh(gnilaeh cidirep .1 yb evah uoy ssentur GNIATSAS FO SKCATS FO rebder eht snilaeh to hceel Ekrof Ekilkinahem yb detceffa era ohw Sreyalp evobbub ehbbubuoy ot

the way to a star bubble as much as possible. Do not let this get in the way to a star bubble as much as possible. Do not let this get in the way to a star bubble as much as possible. Do not let this get in the way to a star bubble as much as possible. your responsibilities as a curator, although, since the outside the PPD is last instance a secondary objective. Do not take Lightning Barrier if there is a lot of additions that run to you since it will make it more difficult for the tanks to get you. Volt Rush and Tycal Succor Artages Volt Rush is the new skill that the arches arrived in 6.0. You obtain 3 capacity positions and each use gives a load of the energized acquisition that increases the day that is distributed from the next volt rush by 30%. As a damage, it is extremely dazzling and it is not worth using unless it has a technical element, and even then, the only time that any of the DPS specifications use it rotatingly in light while using its ta Ctica de Daã ± o Aoe. However, the storm succor element makes it a fairly strong intelligent healer for sorc curators; The technical element makes Volt Rush to sanctate the objective with the most falling health within 20m of the objective that gives and the increases in cure and the cost of force is reduced with each energized load. The cure for average use of 19.9k if it uses it correctly, which is the same as the ability with 1 energy load, which is its second use. You will have to use each Volt Rush must benefit from Energized. While you can mix in other skills between Volt Rush's uses, it will usually be using 3 in a row. Volt Rush also did not interact with the buying of the busting of force, so it is a great capacity to fill if you want to have more precise control over what the capacity to fill if you want to have more precise control over what the capacity consumes its protamo of the saArebeD otulosba ne egairt le rop etrapucoerp euq seneit on ednod sodnuges 9.3 seneit etnemacis; Ab , etnegiletni aruc nu se euq aY having a relatively good idea of who's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing someone who needs healing with volt rush though or at least knows it's going to be healing someone who needs healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be healing with volt rush though or at least knows it's going to be people are standing in 20m, he's a boss who can really take damage, and it's ideally something that should really be attacked. For example, try not to use it in Kel'sara while heirad and ciphas are still alive. When everything is being used as often as possible, storm succor provides a slightly lower healing than one for all (roaming mend,) approximately 1k less for 25.8 seconds, so 1k per unique set of 3 volt rushes you heard instead of dark infoions and oa roaming mend twice. Please remember that you have another healing capacity in your arsenal as it has a long cooling, especially when you are not supposed to hear it at all when you do not have the storm equipped succor. keep in mind that you are gaining some dps, making healing easier (thanks to the smart cure,) and spending less strength, which I think is a very valuable trade, especially in struggles that are not very intensive of healing or expect you to do some outside the ppd. the endless offensive set bonus ends up changing significantly how healthy, so I will get over it a little later in your own section after covering the rest of the sorc healing. This is your cleaning ability. Healers can clean any deception that they are supposed to clean as part of a healer mechanic. unless the debt goes out to a ton of people at the same time, you and your co-healer are responsible for cleaning. any help you get from dps or tanks is aand kindness, but it's still your responsibility. It is the work of the DPS to do as much damage as possible, and although it is not always theCleaning often requires or spending a GCD where they do not do Daã ± o or have to give up some other utility that can help increase their DPS to obtain their own cleaning. Some cleanable debuffs can also increase their DPS causing a type of reflective effect, such as Lightning Barrier. Make sure you don't clean these debuffs often do not do so much. You must still clean negative physical effects and heals the health objective. Consuming darkness This ability does not really do any cure, but it is what it uses to administer its strength. Normally when the skill is used, you gain 40 strength immediately, but a weary pile applies to you that reduces your force regeneration rate by 2 for 10 seconds, which means that you spend a GCD to gain 20 strength in general. This is a fairly terrible treatment, but fortunately the gas curator has proce that relieve these problems. When Consuming Darkness is activated while you have a stack of force arises, you earn an additional 5 force and the weary batteries number that you have is reduced by 1. If you do not have any weary stack, you wins or refreshes corruption inverse, which increases its regeneration rate of force by 2 for 10 seconds, which means that .ellated royam noc azreuF al ed n³Aitseg al anoicnuf om³Ac ©Aracilpxe ,n³Aicces etneiugis al nE .ragul ne DCG led areuf azreuF 56 The darkness has no additional procedure or liabilities of discipline associated with it that has no longer mentioned. Management of force it obtains is to use consumer darkness. You want to have enough for when you think you will need it, but you will not want to run out. At any time, it must have at least 100 strength and $\hat{a} \in \hat{a} \in A$ When the cure is light, you must use that time to ensure that your force is at a level for what is to come. There will be exhausted all the time and will only need to use the consumer darkness periodically, even if there is a lot of cure to do and this is fine. Keep in mind how you use it because it will not provide any cure during these GCD, and if the cure is so intense that you cannot afford not to heal someone, then you must make sure you have enough strength to heal that. person through the dais. In the practice, you end up using the darkness of consumption from time to time with piles of force surge. I have mentioned bits and pieces on which skills, but we will overcome the main components here: Weary Debuff a ¢ â, ¬: provided that I use the darkness of consumption without The increase in the force, you get a pile of tired that lasts 10 seconds. Each pile reduces its regeneration rate of the base force is 8 per second, this means that at the 4 weary batteries it is not passively regenerating any force (although with which it is taken into account, they will regenerate 1.3 per second). You should never have fatigue batteries and, if you do, feel very embarrassed and rectify the situation as soon rasu sedeup ,azreuf al ed areuf repeñs si Åtse euqrop rodimusnoc dadirucso al rasu euq seneit y etnatropmi arenam anu ed sacoviuqe et is : Âuqa ojabart le ne setnenopmoc sod yaH .ragul remirp ne sesnac et euq ative y .opmeit ed areuf lanerrarpus y aicnedurpmi , dadiralop ed oibmac ut y noraejubrub sodot , 006 ed atelpmoc azreuf anu noc n³ Aicaruc ed savisnetni sesaf satse ne sertne euq etnatropmi etnemlaicepse sE .nos ol ay .detsu euq s; Âm etnemacis Af ranas edeup on euqrop oirasecenni o±Åad nu ribicer on y etnematcerroc sovisnefed otneimairfne ed sopoc sus rajenam opurg led otser le ne jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅrdnet rodaerruoc uS .sarudameuq ed sesaf sal etnarud amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅm afirat ed ralimis opit nu jÅtse ,otnemom ese ne y amixjÅtse ,otnemom sus sadot odnazilitu ©Ätse euq erpmeisââ y azreuf nis edeuq es euq ;Ärative otsE .sodnuges 01 adac zev anu olrasu ebed euq naingis euq ol ,otnemom odot ne ovitca corP le renetnam ebed ,azreuf 001 sanu a ejab euq zev anU .ranas edeup on euqrop litºÄni etnematelpmoc se ,azreuf nis adeuq es is euq apes orep ,recah abed euq naingis euq naingis euq naingis euq ol , erbos dadiroirp agnet eug atimrep on eugnua, elbisop odunem a s¡Äm ol ovitca renet oneub sE .sodasnac ed salip eneit is osecorp etse seneitbo eug zev adac orep ,alumuca es oN .sodnuges 01 etnarud 2 ne azreuf ed n³Äicareneger ed asat us atnemua eug sasrevni senoicpurroc odamall osecorp ortO. lanoicida azreuF 5 ed etnenopmoc nu ¡Ãribicer y egruS azreuF ed alip anu ¡Ãredrep, egruS ecroF noc rodimusnoc dadirucso al asu odnauc. et us a toidi nu se euq areiuqlauC .et us a toidi nu se euq rev ¡Ãredrep, egruS azreuF 5 ed et nenopmoc nu ¡Ãredrep, egru available ResurgencyInnervateDark Heal w/ Dark Concentration Force of Force, even without the Oscenting of Concent. We need to remember that Innervate needs to criticize our Force leadership and the Bending Force will increase the critical opportunity. Since Innervate is a lower priority, we can usually delay it for a few seconds or if our Force is high, we may probably get out with the use of Innervate without Bending of the Force and still get a stack or two of Surge Force. We also have to remember that Roaming Mend is our second-largest single-object cure, but it usually doesn't work that way without the acquisition of Bending Force. This means that these skills will take priority over the Dark Calus in a single goal healing situation. With all this considered, here is the priority for which the capacity should consume the Bending Force Commitment: Roaming MendInnervate (depending on the Force)Revivification of the Dark Cura (only during periods of high mobility) Dark Infusion AoE Sorc Healing AoE is usually quite simple, you already use only healing Roaming Mend in another refrigeration Number of objectivesHealing done per UseHealing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority112,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority12,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority12,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority12,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority12,3029,298None224,60418,596 Innervate, Dark Infusion336,90627,894 Dark Healing done per GCDSurpa these capacities in priority12,3029,298None224,60418,596 Innervate, Dark Infusion36,90627,894 Dark Healing done per GCDSurpa these capacities in priority12,3029,298Non Resurgency, Innervato, Dark Infusion449,20837,192 Dark Sano, Resurgency, Dark infusion561,51046,490 roaming mend w/o One for All Tactical673,81255,788 All the skills786,11465,086 all the other skills898,41674,384 all the demigous skills can decompose this in a few chips: 2 objectives, our basic basic eug ay avitaruc lanerrarpus us o aicnedurpmi rasu ogeul y dadiralop ed oibmac le rasu etnatropmi se ,sovisnefo sotneimairfne sus ed otneimairfne le ricuder edeup euq odaD. azreuf nemusnoc on euq DCG sortO o dadirucso al ed omusnoc le o dadirucso al rasu ed siÃm ;Ãrdnetbo euq ay ,sairatinas senoicacificepse ne selitºÃ siÃm nos euq aÃgrene ed n³Ãicareneger ed asat us atnemua y)sovisnefo sotneimairfne sorto sus sadiulcni(ovitca ¡Ãtse dadiralop ed oibmac le eug sartneim , sadavitca sedadilibah sal ed n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala aL .opmeit ed daditnac amsim al ne n³Aicarud al ecuder n©Aibmat amrala al e dadinumnI .socifÃcepse yum sotnemom ne neveum es olos y aelep al adot arap sodalipa n¡Ãtse serodaguj 7 eugrop orec rotpurroc le se acitc¡Ãt atse aÃrasu eug al ne aelep anu ed olpmeje rojem lE .aelep al adot arap sodalipa n¡Ãtse y ahcul al ed navisnetni senoicrop sal sadot arap sovitejbo 4 etnemetnatsnoc raruc adeup euq sonem a otnemele ese aÃrasu on euq ol rop , etnetsisnoc arenam ed serodaguj 4 sonem la nenas odnauc lacitcaT dneM gnimaoR euq sol sodot ed al euq n³Ãicaruc s¡Ãm ¡Ãranoicroporp enO rof llA n³ÃicacifiviveR ed ocitc¡Ãt lE .oibmac ne lacitcaT dneM gnimaoR euq le noc edeuq es euq rojem se ,aelep al ne otneimivom ohcum yah is euq ol rop ,rolac led latot n³Aicaruc ed olucrAc led ortned recenamrep netisecen serodaguj sol euq ereiuqer ocitc; 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Recklessness makes your next two direct heals have a 60% increased critical chance (so they will be a guaranteed crit); this ability has a 90 second cooldown. This ability has a 90 second cooldown. wasted on many of your abilities. Your best option is to use it on Innervate and Dark Infusion, or just 2 Dark Infusions (it¢ÂÂs fine to ignore the normal priority to do this). Make sure you already used your Force Bending proc on another ability and are out of Force Surge statcks as well if you¢ÂÂre using one of the charges on Innervate. Since it¢ÄÄÅs so easy to waste charges with this ability, make sure you have already decided who will receive your next 2 healing abilities, so this is generally used if a player just took a really big unexpected hit or if you really need some Force Surge charges. For DPS, this ability should be used on Force Lightning and either Shock, Lightning Strike, or Volt Rush with 2 stacks of Energized (or 3 stacks with Endless Offensive) if you¢ÃÂÂre using the Storm¢ÃÂÂs Succor tactical and if you only have a single charge of Recklessness available when activating Volt Rush, it will only increase the critical chance of the damage, so it isn¢ÄÂAt a good decision to use Recklessness is also useful on Force Storm if you want to do some extra AoE damage, but nothing requires healers to AoE single player conveniently has this little once-per-fight 61k heal they can do. Sometimes individual players are hesitant to use since they only get it once per fight or their individual health might not yet be low enough where they don¢ÂÂt have reusables. As a healer, you have a great vantage point of the health of the entire raid and their situation might be a little more dire than they think. When I¢ÂÂAm healing, I will call something out like ¢ÂÂAplease use your medpac now if you are low on health and have not already done so¢ÂÂA. Generally you should call this out if you¢ÂÂve already used everything else and are running low on Force since it is once per fight. No one should be dead from non-one-shot mechanics with their medpac still usable. Reanimation Battle rez, 5 minute cooldown + lockout. When someone dies, this needs to be done as your next ability unless someone else will die if you don¢ÃÂt heal them. This is especially true if more players will die or the raid could wipe if it isn¢ÃÂt doesn¢ÃÂt doesn¢ÃÂt happen soon. Tell your group that they should mark themselves when they die so their corpse is easier to locate. If there is a Sorcerer, Operative, or Mercenary DPS in the group, feel free to tell them to rez someone unless there¢ÃÂs a DPS check. Sometimes the lockout doesn¢AAAt get purged or the rez will still be on cooldown from the last pull. If you can¢AAAt rez because of the cooldown/lockout, you need to call that out and tell someone else to try it. Once they accept the revive, if you have another GCD to spare, you should also buff them (Mark of Power) so they can get back to what they were doing at full power as fast as possible. A A If multiple players are dead at the same time, ask your raid lead if you aren¢AAt sure who you should revive. Generally, you Choose to revive the player who gives you the greatest opportunity to overcome the fight. The most high priority will be a player who can make a sneaker when they revive, so as an operation or an assassin. Tynically, someone can relive someone more than they are not in combat when they are revived, but it is unlikely to be sure to try immediately, so it is better to dazzle someone more if there is no opportunity to steal Rez for the rest of the fight. His next priority is determined by the role that an additional player needs. If a tank is barely survived because there is a monter of damage throughout the world of the raid, it is probably better to revive a healer. If you think you can overcome the rest of the fight with 1 tank or 1 curator, or if you need more DPs to kill the boss or overcome a check, then you should probably revive a DPS. With respect to Stealth rez. Your healers will put other players again in combat, this is more remarkable to the priests, especially Roaming Mend as you do not do with a range of 10m and 15 minutes of refrigeration for Assassins. There is no refrigeration for operations. Unlimited Power and other Raid Unlimited Power Buffs grants 10% Masterly and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassins. There is no refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds, 5 min refrigeration for Assassing and Endurance (also witnessed but it matters to it) for 10 seconds arap licjāf sjām jārah ol³Ās otse orep ,sazanema ed n³Āiccuder ed senif noc n³Āiccuder ed senif noc n³Āicaregirfer ed sodnuges 54 ,azanema al ecuder y so±Āad ed n³Āiccuder ed %52 nu agroto n³ĀiserpuS + dniM duolC .sotnuj so±Āad ed n³Aiccuder us ¡Aragerga euq ,dniM duolC ed n³Aicaregirfer al ne dadilibah atse razilita edeup so±Aad ed n³Aiccuder atsE . ot atelpmoc n³Aicaulave al ed etraicifeneb sedeup is n³Aicaregirfer al ne dadilibah atse razilitu ed ratart saÃrebed ,so±Ãad sol ricuder arap sasu ol on is euq acifingis otsE .esalc arto areuf is detsu omoc eplog nu ed s©Âupsed levin omsim le etnemadamixorpa a odabirred res ebed dulas us euqrop sednarg sjÂm sotix©Â ramot ed zapac jÂres detsu euq se dadilibah atse anoicnuf om³Åc ed sjÅrted aedi al ,so±Åad ed n³Åiccuder al arap dadicapac al odnazilitu jÅtse on detsu is. rodanas le euq o±Åeuqep etnemetneicifus ol se eplog le is orep ,lit⁰Å sjÅm jÅres o±Åad led n³Åiccuder al ,reirraB gninthgiL y sednarg sjÅm sotix©Å sol araP. ToD o ogral odazilanac euqata nu aes euq sonem a o±Ãad led n³Ãiccuder al y n³Ãicaruc al ed otnat esraicifeneb edeup on detsu ,odad euqata nu araP .animret euq ed s©Âupsed sodnuges 6 etnarud o±Âad ed n³Ãiccuder %51 eugisnoc detsu ,odad euqata nu araP .animret euq ed s y DCG led areuf jAtse euqrop aruc anu se on otsE .ralimis amrof ed anoicnuf euqnua aruc omoc l©A ed ,o±Aad necah solle euq sogimene sol a ol³As natart euq sogim generated some threat to them initially, and they will not change unless someone has a greater threat. For this reason, if you know that you need Cloud Mind for the reduction of dais, it is good to keep it for that instead of reducing your threat. Force Barrier and Enduring Bastion gives immunity to all attacks for up to 8 seconds granting 200000% defense/resistant, 2 min 30 seconds to 3 minutes of refrigeration. It also functions as a second rupture of the CC and is often admissible to be used as such. Be careful that this defensive will not always help you. If the damage is not of the type, Force Barrier will do nothing and not any other defensive cooling in the game, so it is mainly an emergency boton. It will allow you to survive almost anything that does not break the fight. Unfortunately, while you are channeling this ability, you cannot do anything either, unless you have the game bonus that will fall into Nim Dxun, which means that it should be channeled for the time you need to be and do not Use in the majority of the fights. This generally means that it is used to avoid really large things, but generally not directly from enemies since the majority of enemies will stop attack you once again that you break The channel ends, it gives Enduring Bastion that lasts 5 seconds that is a bubble like Static Barrier. How much it absorbs depends on how much time you can. Each enduring bastion load absorbs both damage and a non -curator static barrier. You get the first activation battery and obtain a posterior stack for every 2 seconds that channels, up to 4 batteries, which means that you get 4 If you keep it for 6 seconds. Once they are not doing anything while channeling Force Barrier, there is a reason for which it was II II group so that the coup d'etat add during the first phase of the Kell drag does not enter the group and make everyone go around. The double bass is every minute, which is the same snack as the Walk phase, so it needs the reduction of this utility to teleport every time. Place its place, walk out where the DPS of the Melee will be stacked (or in a place where it is not going to be beaten by the thorns) shortly before the addition of the addition and then once called, solertransporte so Soon as your body hits the ground. The boton can be fatty and may not activate other skills, but the telepuerto will continue. The rest of the struggle also has a brand mont of Styrak or its Rayo manifestations, as well as during the second phase of Kell's drag. Force speed This is its ability to move bread and butter and is one of the best in the game due to the high speed it provides and increased short cooling. In general, you should try to move as little as possible out of moving for mechanics, and when it moves, you should use the force o the force whenever possible to minimize your time spent moving. You must move as little as possible because when you move, you are not so focused on your skills or the raid frame or what is happening during the fight and your options are more limited while moving. If you are using the endless game bonus, you will have to use this capacity in the refrigeration, so it will not be able to trust it for mobility and you will have to use phase you walk more liberally. Medp do not keep it etrajed health is lowering or there is a health check in the current phase, do not hesitate to use your medpac if you can fully take advantage of the health to survive a mero Imminent only. If you think that the medas are too expensive, it is time to get biochem in one of your ALTS or even better, your assault tone so you can make your own or get reusable. Healing with the infinite game bonus if you are using the endless game bonus, things get a bit complicated. At first glance, it may seem that this set converts Sorc's cure into a very funny mode thanks to the most frequent smart priests, but you have some things to make juggling, to the extent that this set would be quite differ to use if it were not for smart cure. Remember that you should use this game bonus while also using the storm's succor. The most notable effects of the Endlessive Set premium come from the 6 piece. Its fourth use of Volt Rush will be completely free and will heal for 90% more than what it does in its initial use thanks to which Energized can stack up to 3 times. In practical terms, this fourth use will cure for about 30k No-Crit and 60k more when Crit does! In order to maximize the frequency that this happens, 4 volt rushes must be used at one time and then wait to use Volt Rush again until I can use 4 to benefit from the 3rd energized battery. Generally, it is more difficult seconds. It is also important to use the force of strength in refrigeration as much as possible and increase speed utility to maximize the number of volt rubies you can use. It is also important to use the force of strength in refrigeration. It should not arise, but if it is healing correctly, you should not have 3 volt charges, there are no energized statistics, and the force of force recently put in the time of reuse time. The force of the force of the force should generally be used halfway through its volt stalls to allow you to use 4 volt charges in a rough succession. In general, it will wait until you have 2 loads of volts that have normally detached, then, after using 1 or both, use the force of force followed by the two additional volts stalls that you just obtained. Keep in mind that the whole is currently slightly erroneous. When it activates the speed of the force, the reuse time of the current volt rush load is restored, so try to use the force of force as soon as possible after that it has come out of laughter or wait a second or second two additional before using the force to allow the current to leave the reuse time, even if it does not allow this to get in the way to ensure of obtaining its use of 4 volts. One of the biggest challenges that I have noticed with this established bonus is to manage its strength. The average cost per GCD of each set of 4 volt stalls ends up 22.5, which is cheap that even its barrier is, so you end up for a long time before having to worry about handling your Force that when you use the regular joint bonds. It is fun to forget that you have to handle your strength until you run out. However, it is really important to make sure you do not go below 60 strength or otherwise you can not make a complete inenervate channel. While it is certainly not ideal, I often find my guaranteed so that my strength returns to a more than cómodo level. Volt Rush will probably occupy approximately one third of its total GCD as long as you are using it and force the speed with the greatest possible eht laeh er ert ert tlov taht you .htlaeh wol htiw the Reyalp eht erehw when erehw is the start- ot gniyrt emit hcum oot dneps ot tnaw ta¥¢¥¢nod yllau uoer , enoyreve erehw sthgif i :desue eb ton yllareneg dluohs roccus sâ€â€âti fi Siht od Ylno i yllo I stegrat Hctutws ot evah twilw uoy ,siht od t red ni .Elbaliavava hsur tlov fo segrahc 3 evah reven uooc nwodlooc if hsur tlov Fo egrahc 3 evah reven uooc nwodlooc if hsur tlov fo segrahc 3 evah reven uooc nwodlooc if hsur tlov Fo egrahc 3 evah swawla dna dezigrene Fo Segrahc 3 evah reven uooc nwodlooc if hsur tlov fo segrahc 3 evah reven uooc nwodlooc if hsur tlov fo segrahc 3 evah reven uooc nwodlooc if hsur tlov fo segrahc 3 evah reven uooc nwodlooc if hsur tlov fo segrahc 3 evah reven uooc nwodlooc if hsur tlov Fo egrahc eht ot erehda tsuj, elbaliava tlov Nehur ht ssur ht ss corp corp corp kh DNA lla because It is difficult to ensure that the Smart Heal will really choose the right target. Tanks still tend to suffer much damage in this type of fight, but require a more dedicated healing, while non-tanks can be left safely for a short time. For example, if a tank has 35% HP and a DPS is 30%, the Smart Heal will choose to heal the DPS because it has lower health, but the triage indicates that the tank needs immediate healing because they are much more He's likely to get damage that could kill them. As you can see, it is usually reduced to situations in which it is difficult to heal the person who really wants to heal without simply attacking them within the framework of the raid. In general, if you feel that Volt Rush is not healing the person you want to heal or you have to spend too much time trying to make sure that heals that person, don't use endless offensives and storms. Help. DPS as a healer is not too excessive. If someone has 90% of health, they will not heal them with a capacity that will heal them for 20% of their health, but will not waste their strength by using Dark Heal. There are some exceptions where tanks also need to be overloaded because they are constantly taking hits that cause them to lose a ton of their health, but they are constantly taking hits that cause they are constantly taking hits that cause they are constantly taking hits that cause them to lose a ton of their health, but they are constantly taking hits that cause they are constantly taking hits that cause they are constantly taking hits have to be bubbling players who know they'll get hurt, and you have to be confident they'll hurt, they won't give someone a bubble just because you have nothing else to do and you think they could get hurt. If you need to regenerate the force, you should still go through the process of obtaining force batteries using re-emergence + inert, even if no . After doing this, it's time to start making out of the DPs until people need sAm sAm ocop nu se cros rodanas omoc spd-ffO .ranas a than it can be for the other two heal specs because your Force is a reservoir that requires very active maintenance and preparation. At any given time when you¢AAAre DPSing, you need make sure that you have enough Force leftover so that you can heal in an emergency (probably about 200-300 Force). You also want to make sure you are prepared for the next phase and have enough Force to get through comfortably or have as much as you can for an extended healer check, which means doing more Resurgence + Innervate to increase your Force if you¢ÂÂÂre out of Force Surge stacks. The DPS abilities are also a bit more expensive than your healing abilities, so it¢ÂÂs helpful to maintain the Reverse Corruptions proc as much as possible while DPSing. Remember that you should be doing some sort of ability at all times, so if you aren¢ÂÂt healing, you should be DPSing Polarity Shift and Recklessness can also be used to increase DPS if you do not expect to use them elsewhere in the fight. A There are a few instances where you will be required to DPS since healing will be very light or there is a DPS check. If you need to take a moment to stop DPS to manage your energy, this is fine since your primary function is to make sure no one dies. Please note that there are some instances where people might get a little lower than you would like but won¢ÃÂÂt die when your DPS is needed. DPS abilities also have a chance to miss, so if you do not think you will utilize your healing stats or if a fight is also light on healing, you should put on some accuracy gear or at least an accuracy stim. If you have Biochem, you should put a reusable stim of both accuracy and mastery and put them both on your bar and switch them out between phases as needed. These are the sorts of fights where the Storm¢ÂÂs Succor tactical item should be used, though you should prioritize one of the other tactical items if the fight also has some very healing intensive ylno lliw ti ecnis ssensselkceR htiw esu nac uoy ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht si ytiliba siht fo tifeneb eht osla si tI .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb nac ti taht yawtrap delecnac eb nac ti .enoemos laeh ot deen uoy fi hguorht yawtrap delecnac eb n .ytiliba siht no ssensselkceR fo egrahc a esu ton dluohs uoy, ecnegruseR htiw desu ton si ssensselkceR taht nosaer emas eht roF .noitartnecnoC kraD corp osla nac ytiliba siht of emit hquone evaluate evay erusam, siht gnitsac nemlits lits lits regnitino llets regnitino llets regnitino llets. 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This ability should be heard if he cares about his strength, but he would still get dps. Try to hear one of so other skills if you can. volt rush: this ability only inflicts more damage than in the lightning of strength, shock and lightning on the third load (with 2 power batteries) and causes less damage than slow force on the first load. In general, you should keep it for when you want to cure someone with the help of storm and not hear it at all if you don't have that tactic equipped, so treat this as one of so healing skills. However, the third use of volt rush + force lightning is the most harmful combo for imprudence. sorc pull! although it is mainly heard for trolling with great effect, especially when combined with the phase hike to jump the shelves while pulling a victim neiugla neiugla euq ed oruges %001 siÃtse iS .etabmoc ne dadilitu ed ogla eneit aÃvadot ,aruges arenam ed atropsnartelet es sartneim dadilataf us a Â..Dâ€TMâ€TMs â€TMs a€TMs teg uoy ruoy si siht tloj .egnar m01 a sah nuts rioy .ssalc Decnavda degnar ro etmâ \in TMâ \in T kconk ylk ylyt evah uoy eHt thgir rof ylno ylno Eht .kcabkconk laoc . lâ&TMm not sure what to do with my life. â&100 immiah ethonummoc dna tsac rieht tpurretni ll mâ&TMsrep rehto eht tpursid yllaminim yrt yrt yrt .rab rioyrf lâ&TMm not sure what to do with my life. gnidnes pu dne ylbaborp ll¢uoy ,ti gnidnif emit etsaw ot evah uoy fi esuaceb rab ruoy no si ytiliba siht erehw fo aedi Doog yrev a evah dluohs uoy .Pu Assembly uoy fi ta Delley teg lliw uoy .neht llup , era uoy fi ;ti llup tâ€TMs Uoy fi e ID Storm this is your AOE ability. It gives more than the majority of its other dais skills of a single objective when there are 3 objectives present and try for all its damage to single objectives when there are 4 objectives present. CONCLUSIONS Acknowledgments and special thanks. I want to thank my team Raid, Time Turners, for his invaluable comments about this guide. I have spent time increase along the years and I can't wait to see what is reserved for the next year. He began the nightmare assaulting in 4.0 and is a decorator. A RAID team also leads that it has been since the late 1.0 and currently resides in in Satele Shan. Slowly he has worked from getting lost in the lava caves on the road to Gharj in Ev SM until he completed timed races in Nightmare. If you have a question, if you have free to send me a message in Discord, my name is Endonae#3332. De Vulkk Endonae has now covered everything about sorcerers and wise on Swtor 6.0 Pve-Wise. I would like to thank him for his dedication to the class and for sharing his experience and knowledge to help all the players, who recipients begin their first character, try the class and the specifications for the first time or return after a long break And they need to get the day! If you are huge with a class and a discipline that has not been covered with a quide in Vulkk and want to provide one for the community, realize me by email or wherever you see Vulkk present. I share on Facebook and Twitter every time a new quide is available or will be ready. Related content: How is the class and the specification with Swtor 7.0 change in update 7.0 BioWare is introducing a new time "Combat Styles", which will replace the specific traditional disciplines of the class? 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