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An in-depth SWTOR 6.0 Onslaught Pyrotech Powertech Guide for PvE, suitable for novice players as well as more experienced veterans trying to learn how to improve their performance! Includes an introduction to class, gearing and statistics info, abilities descriptions and how to best use them, rotation and priorities, tool descriptions and best builds and pro tips! Updated for SWTOR Patch 6.0.2! This guide is written for VULKK.com by Prasah INTRO Welcome to this guide on PowerTech (PT) in Pyrotech specialization! Pyrotech is an injury-over-time melee DPS class with heavy armor. Due to their high damage output and amazing raid utility Pyrotech Powertechs are more than welcome in any form of PvE content in SWTOR. Listed below are some of the abbreviations I'll use in this guide: CD - CooldownCC - Crowd ControlGCD - Global CooldownAoE - Area of EffectDPS - Damage per SecondDoT - Damage over TimeBiS - Best in Slot Strengths First, let's look at what makes Pyrotech as strong as it is right now. Pyrotech is one of the highest parsing specs right now and can provide a lot of sustained damage, quite a high burst for a DoT spec and decent AoE damage. Pyrotech is on parity with the highest parsing specs in the game (at least in boss fights, when our passive injuries kick in) and absolutely shines in situations with adds because we don't have to leave our only goal rotation to do massive AoE damage. Furthermore, PT can bring one of the most useful tools in the game to every raid, Sonic Rebounder (more to that in 4.4). Another advantage comes from gearing: Both PT DPS specifications use the exact same set of bonuses, stats and amplifiers. Weaknesses Pyrotech has one big weakness and that is its survivability. While PT has this problem in general, Advanced Prototype PTs take quite a lot less damage than Pyrotechs because they have some tools like Sonic Defense and Energy Rebounders that Pyrotech lacks. Although Pyrotech has some useful passive injury reduction buffs, he lacks big defensive cooldowns like Force Shroud from Assassin or Saber Reflect from Jugg. In addition, PT is one of the two classes that has no ability to purify itself from debuffs. GEARING AND STATS Gear Items I'll take a page out of Endonae's guide to lightning sorc here because I like the way that guide handles gearing. Armoring/Barrel - Superior Versatile Armoring/Barrel 80 (471 Mastery)Mods - Superior Lethal Mod 80 unlettered, R2 Mods are the best and everything close it works too, everything with A or B is uselessEnhancements - every improvement you use should have 285 endurance (Nimble, Adept, Initiative); they unlettered them are common and a great base, you can switch to specific letters them for level-75 content to max out powerImplant/ear - Sha'tek Adept/Initiative/Nimble MK-19Relics - mastery and power are smoothed in Level 70 content, so I switch to crit-proc and alacrity-click relics because are the only ones that will do 75 Content: Focused Retaliation and Serendipitous AssaultLevel 70 Content: Urilfatted Waste Bed and Devastating Revenge Shoal - Advanced Kyrprax Proficient StimMedpac - Advanced Kyrprax MedpacAdrenalLevel 75 Content: Advanced Kyrprax Attack AdrenalLevel 70 Content: Advanced Kyrprax Critical Adrenalboth: Advanced Kyrprax Shield AdrenalCrystals - Eviscerating Stats Priority 110% accuracy7,143% alacritymaxing out critical ratingingeverything else in master and power (this just makes a real difference in level 75 content) Accuracy Managers in SWTOR have a natural chance to resist/dodge any attack at 10%. Any bit of accuracy above 100% lowers their chance of resisting/dodge, so your accuracy should be over 110% but still as close to it as possible. Fortunately, the Onslaught expansion took so many opportunities to switch into the SWTOR that you can reach almost exactly 110%. With 1591 accuracy scores you will be at 110,004% accuracy which ensures you always hit but you're not wasting any stat points. There are different ways to get to the 1591 accuracy rating. I use shoals + 1 286 Augment + 3 Initiative Enhancements. Alacrity Standard GCD in SWTOR is at 1.5 seconds which means you can only attack one enemy every 1.5 seconds. Alacrity can lower GCD if it reaches certain breakpoints. There are only two breakpoints you can mathematically reach in SWTOR: 1.4 GCD (1213 alacrity rating = 7,143% alacrity) and 1.3 GCD (3208 alacrity rating = 15.38% alacrity). Any amount of alacrity spent between these values would just be wasted. I use 1.4 GCD because you would lose too much crit by going for 1.3. I get to 1213 using 3 Nimble Enhancements. Crit I recommend using 13 Critical Augments, 1 Unlettered Adept Enhancement, 2 Sha'tek Adept Packages, 1 Sha'tek Adept Device and 2 Crit Crystals. Along with shoals this gives you 3319 critical ratings. The basic rule here is that you should max out crit after reaching the accuracy thresholds and alacrity scores. I use Sha'tek Device/Package and Adept Enhancement because they have the best ratio of crit, mastery, power and low endurance. Set Bonus I recommend the Meteor Brawler set bonus because it not only gives you a DPS buff after using Flaming Fist for 15 seconds, it also becomes one of your best offensive CD cards to your most powerful injury ability. With 6-bit bonus, the activation of Flame Burst, Flaming Fist, Railshot, Searing Wave, Flame Sweep, Deadly Onslaught or Shatter Slug while Explosive Fuel is active will give you up to 7 piles of Firefall. When Explosive Fuel goes out you deal with damage to up to 8 enemies. The damage peels with the amount of Firefall stacks you've built. With full stacks and adrenal this will crit for a huge amount of damage to each enemy which makes Firefall your highest hitting ability by far. This alone would make this set crazy good but there is more: After your Fuel stops, your abilities generate 75% less heat in 20 seconds. I. I. stress enough what an incredible boost to your injury this is. The main difficulty here is to time Explosive Fuel correctly because the damage is delayed from activation by 15 seconds and you can't really pre-cast it because you don't want to waste your 25% crit buff from Explosive Fuel. I use 6 pieces of Meteor Brawler Set and 1 piece of Amplified Champion Set to get an extra amplifier slot. Tacticals Superheated Fuel This is the tactical I use the most for Pyrotech because it buffs every rotational capability except Railshot and Rapid Shots under Explosive Fuel. This gives you the best increase for your overall DPS as well as for burn phases. Explosive Weaponry Explosive Weaponry makes Flaming Fist, Flame Burst and Immolate do major AoE damage and Searing Wave strikes twice while Explosive Fuel is active. This is amazing in fights with many add-ons that have a lot of health like Geonosian Queen HM or Security Center in Dxun. Ideally the lays should last until the end of your Explosive Fuel because this tactical gets weaker when adding die quickly. Amplifiers Both PT DPS specs profit the most from Tech Wizardry +1% amplifiers because most of PT abilities handle tech damage. This amplifier can only be on armorings and barrels and the shell of Amplified Champion pieces, so you can reach a maximum of 9.4% Tech Wizardry. SKILLS AND COOLDOWNS Powertech PassiveabilityNOTES Combustible gas cylinderCan apply a small DoT to your goal. Close and PersonalGive you a longer duration on Energy Shield. In addition, it ventilates heat and heals you too little if you take AoE damage. PunctureMakes Railshot ignore 60% of the targets armor and buffs the damage of Flaming Fist. Important Pyrotech Passives ABILITY CONSIDERS Volatile Igniter (Level 12)Allows you to apply DoT from combustible gas cylinder with Flame Burst, Flaming Fist and Flame Sweep. Flame Suit (Level 24)Reduces the damage you take from periodic effects. Great survivability is increasing. Heat Flow Recycler (Level 28)A small bonus to your heat dissipation. Without this, you would be overheating all the time. If you play with 1.4 GCD, you vent about 10 heat per GCD. Insulated Mats (Level 32)Lower CD on Sonic Missile. Allows you to give Sonic Rebounder more often and allows you to essentially generate less threat. Loaded Gauntlets (Level 36)Auto-crit for Railshot. You should never use Railshot without this buff. One of the reasons that Flaming Fist must be used on CD. Superheated Flamethrower (Level 40)Insane injury buff to Searing Wave. Always build up 2 stacks before using Searing Wave. Rain of Fire (Level 44)Make Searing Wave Deploy Your Incendiary Missile. Automated Defenses (Level 52)Adds damage reduction to Kolto Overload and reduces its CD whenever you are damaged. Be careful: The damage reduction triggered on the Kolto Overload, not on the Health Monitor that is applied first. So, the injury reduction kicks in after you drop below 35% health. Flame Barrier (Level 56)A free Flame Burst or whenever you use Immolate. In addition, Searing

Wave applies a debuff that makes its target take more AoE damage. Burnout (Level 60)More DoT injury on target with 30% or less health. Lower heat cost on Scorch is a nice add-on. Consume Flames (Level 68)highest Rotational abilities ABILITYNOTES Flaming FistDecent damage, low heat cost and make your next Railshot automatically crit. Must be used on CD. Applies DoT from Combustible Gas Bottle. Flame BurstYour main filler ability. Applies DoT from Combustible Gas Bottle. ScorchDoT that lasts 30 seconds. One applies a debuff to its target, causing it to take more tech damage. Must always be on your main target. Jumps to the nearest enemy within 10 meters if its target dies. Incendiary MissileDoT lasting 15 seconds. Must always be on your main target. Can be spread by Searing Wave. Rail ShotDeals great damage. Must be used on CD with auto-crit buff from Flaming Fist. ImmolateYour highest impact when polished by Consuming Flames. Gives you a free Flame Burst or Flame Sweep. Must be used on CD. Scorching WaveHits up to 8 goals in front of you. Must be used on CD with 2 piles of superheated flamethrowers. Spreading your Incendiary Missile. Rapid ShotsFiller ability. Weak damage, no CD and no heating cost. Can be used as a filler when using Flame Burst would put you over 40 heat. AoE Abilities ABILITYNOTES Shatter SlugDecent AoE Damage. Can be used as a filler in AoE situations, especially if you were to hit only small add-ons that are not worth a target breaker. Deadly OnslaughtBest AoE from an injury perspective, but the channel needs 2 GCDs. Can be cast while you move. Flame SweepFlame Sweep Can replace Flame Burst if you can hit more than 2 targets. Your best AoE spell if you take engulfing Flames utility. Applies DoT from Combustible Gas Bottle. Useful to stack Superheated Flamethrower during damage stop. Offensive Cooldowns ABILITY NOTES Explosive FuelGives you 25% additional crit chance for 15 seconds and deals with massive AoE damage when it ends (only with 6-bit Meteor Brawler set bonus). Also, it buffs some of your abilities depending on the tactical you use. Should be used on CD unless it is needed for specific burn phases. Ideally, you use this immediately after applying your DoTs. Shoulder CannonLoads 1 missile immediately and 3 more over time. You can start one every 1.5 seconds on an enemy. The rockets are off-GCD and deal with decent damage. After the last rocket, the ability is launched going on CD for 90 seconds. Try to always use in combination with Explosive Fuel because they benefit from crit buff as well. Vent HeatReduces your heat by 50 over 3 seconds. I usually completely abandon any rules of heat management when I see that Vent Heat is coming off its CD in the next 10 seconds. Activate as soon as you hit 60-70 heat and return to your normal rotation. Thermal Sensor OverrideMakes your next ability generates no heat. Always use in combination with Wave to avoid cost cost 20 heat. Power YieldThis is the new PT capability added in 6.0. Every time you get damage after activation, you get a bundle of Power Yield. Each stack gives you 2% extra damage and 40% extra armor. Stacked up to 5 times and can last for 30 seconds with utility. The damage buff on this is insanely good and you can use pretty much mechanics to create maximum uptime for Power Yield by using it when a manager applies dots to you or there is some kind of periodic damage that goes out. The extra survivability is a nice add-on, but this is mainly an offensive cooldown and should be used that way. Relic of Primeval FatedealerGives you 2314 alacrity for 30 seconds. This will also give you a 1.3 GCD for its duration which can sometimes cause problems in your rotation because the DoT duration in SWTOR scales with alacrity as well. Be careful not to lose uptime. Defensive Cooldowns ABILITYNOTES Energy ShieldGives you 25% damage reduction. Although I listed this as a defensive CD, I use Energy Shield first and foremost as an offensive CD because of the Pyroshield utility. Kolto OverloadApplies a buff that heals you back up to 35% health for 8 seconds after you drop below that margin. Not as big of a defensive CD but pretty good against DoTs when you're low. It usually heals you too slowly and for less health to be useful against big hits. In addition, it gives you 30% damage reduction after the healing effect triggers. Shield Adrenal usually wear this on me as a last resort because it gives you up to 30% damage reduction. Use it only if you die otherwise. This means you can't pop your offensive adrenal for the next 3 minutes, but you still deal with more damage when you're alive. Other abilities ABILITYNOTES DeterminationYour CC break. Rarely needed in PvE but can come in handy to avoid some /roots/stuns (e.g. Brontes NiM Tentacle Phase). Electro Dart4's only goal stuns. Carbonize2.5s AoE stun snubs for up to 8 enemies. Pretty good for add groups. Hydraulic OverridesMake you immune to motion-degrading, knockdowns and knockbacks for 6 seconds. Priceless for fights like Brontes NiM or Revan HM. Also good for on-demand speed increases. Neural DartYour only target taunts. Increases your threat and forces an enemy to attack you for 6 seconds. Sonic MissileAggro reduce and source of your Sonic Rebounder. GuardAllows you to reduce the damage an Allied target takes by 5% and makes it generate less threat. Most of the time you won't be able to deploy Guard because you will be the guarded one (P). QuellInterrupts GrapplePulls a target for you. Can be used between 10-30m. Useful to drag adds AoE or simply in your range. Jet ChargeGreat instant hatch closer. UTILITIES Below I will list the tools I normally take and explain what they do and when I take them. Skillful Iron Will Effect: – Reduces the Cooldown of Determination by 30 and cooldown of Hydraulic Overrides with 10 seconds.Comment: - Hydraulic Overrides is a great skill and and and is not much else worth taking here. Gyroscopic Alignment Jets Effect: – You vent 20 heat when stunned, immobilized, knocked down or otherwise incapacitated. In addition, your next Tech ability is about 10% extra damage or healing.Comment: - Many fights have physical effects that will allow you to ventilate heat. Less heat = more DPS! Reflective Armor Effect: - When close and personal are triggered, it will also treat elementary damage to the attacker if the attacker is within 10 meters. Comment: – 100% mandatory. This is free DPS whenever you take AoE damage. And almost every manager throws out an AoE at some point. Engulfing Flames Effect: – Increases Flame Sweep damage by 25%.Comment: – You can choose this over Gyroscopic Alignment Jets on add-heavy fights like Queen HM or Corrupter. This tool makes Flame Sweep your hardest hitting AoE. Masterful Pneumatic Boots Effect: – Increases your speed of movement by 15%.Comment: – Extra movement speed is always nice, especially for close combat. You can replace this with Sonic Rebounder if necessary. Pyroshield Effect: – When activated, your Energy Shield ignites in a flaming, scorching attacker for elemental damage when dealing direct damage to you. This effect can not occur more than once every second.Comment: – 100% mandatory. In almost every fight there are inevitable damage that goes out and this is a free DPS boost when you have energy shield. Sonic Rebounder Effect: – Sonic Missile protects all friendly targets in its area of impact, excluding you, granting sonic rebounder, which reflects the next direct, single attack target back on the attackers. Comment: – Extremely useful on some fights to avoid certain mechanics. More explanation below. Hitman Effect: – Reduces cooldown of Quell by 2 seconds. In addition, damage taken from area effects is reduced for Pyrotech and Advanced Prototype.Comment: - I usually take this because AoE damage reduction is always useful. Also, with just 10 seconds cooldown on Quell you have one of the lowest cancel cd in the game. Heroic Torque Boosters Effect: – Increases the duration of Hydraulic Overrides by 4 seconds. Comment: – You rarely need 10-second Hydraulic Overrides, but it can be useful in some fights where you would be slower for a long time. You can take this, but I prefer Overdrive for the increased speed of movement. Liquid Cooling Effect: - When Thermal Sensor Override is activated, it valves 10 heat over the next 5 seconds and reduces your threat to all current enemies.Comment: - A little more heat to play with is always nice. Take it. Combustion Chamber Power: - Power Yield increases damage done by an additional 2% when attacked while The Jon Gas Cylinder is being utilized and updates its duration when attacked while the Jon Gas Cylinder is not utilized. Power Yield cannot be longer than 30 seconds.Comment: - There is a way to increase your DPS by using Power Yield in every fight in the SWTOR. With a 1-minute CD on Power Yield, you can have 10% damage buff for almost half of the fight in ideal situations (this shines in situations like brontes NiM Burn Phase or Apex Vanguard HM). Absolutely no-brainer to take this. Overdrive Effect: - Hydraulic Overrides increase the movement speed by an additional 45% while active.Comment: - I take this on every fight where I don't need Sonic Rebounder or Torque Boosters. The on-demand motion speed is always useful. Sonic Rebounder As I've already said in the 4.2, sonic rebounder tool is the PowerTech way to cheesing head mechanics. Although it is not as strong as Assassin's Force Shroud in most cases, it will still make the lives of your raid squad members much easier on some boss fights. Unfortunately, Sonic Rebounder is a very selfless tool. The shield can only be applied to allies within 8 meters of the target of your Sonic Missile, not to yourself. The buff from Sonic Rebounder Here is a list of some mechanics you can avoid by using sonic rebounder (I'm pretty sure there are more): OPERATION BOSS MECHANIC Temple of SacrificeRevanite CommandersVoid from Lord Kurse. Let everyone stack near Kurse and throw sonic rebounder from the outside. The Sacrificial TempleRevanHeave; I recommend using StarParse and its timers to predict Heave. The rift will lose 2-3% HP if you can give sonic rebounder to everyone. AsationDread GuardsDoom; Make sure you time sonic rebounder correctly because you need to buff at the end of the duration of Doom (30 seconds). AsationTerror from BeyondTentacle Slam sludge in the first phase of the fight before entering the portal. Scum and VillainyStyrak NiMThe force lightning channel applies a debuff that explodes at the end. The explosion may be reflected by sonic rebounder. Dread FortressBrontesThrow Sonic Rebounder in Burn Phase when the Brontes have 4-5 stacks to avoid a tick of the Supremacy injury. Dread PalaceRaptusForce Execution (only beam, not void) Dread PalaceDread CouncilBurn Phase; use it at the beginning when all 4 Dread Masters are still alive. Example Builds Standard BuildRebound Build ROTATION I'll give 2 different approaches on how to play Pyrotech: A static rotation and a priority list. Decide for yourself which one you like best. Opener (Precasts) 4 Shoulder Guns, Scorching Wave Scorch Firealarms MissileFlaming Fist (with Explosive Fuel + Adrenal + Shoulder Cannon + Alacrity Relic in sub-75 content) Rail Shot Flame Burst Immolate Searing Wave Flame Burst Flaming Fist Flame Burst Burst Burst Flame Flame Flame Fire Alarm Fire Alarm The Consume flames buff from Searing Wave before going into a boss fight. Be careful that time-consuming Flames proc correctly. Searing Wave has a CD of 14 seconds, but you want to use it on it GCD, so after about 8 8 So, you need to precast this a few seconds before the fight begins. You will see that this opener covers exactly the entire duration of scorch and uses all abilities while they are under their respective buffs. I found this opener to be best for bursting, and keeping things working smoothly in the long run. Static Rotation ScorchFiller Incendiary MissileFiller Rail Shot Filler ImmolateFiller Searing WaveFillerFiller Incendiary MissileFiller Rail Shot Filler ImmolateFiller Searing WaveFillerRepeat Your Three Filler's: Flaming Flame Fist Burst Shots Rapid Note that I place a GCD between Scorch and Fire Bomber Missile, so Flaming Fist can be used on CD every 6 GCDs. If you use Flame Flame or Rapid Shots depends on your heat level. You always have to think a few GCDs in advance, so you never exceed 40 heat unless you have either thermal sensor override or vent heat coming from CD. Priority List Scorch/Incendiary Missile (if not applied) Searing Wave (at 2 piles of Superheated Flamethrower) Immolate (with Consume flames buff)Rail Shot (with auto-crit buff) Flaming Fist Flame Burst Rapid Shots (if Flame Burst would put you over 40 heat) Flame Burst and Rapid Shots are used as filler abilities depending on heat level. Please note that you need to keep an eye on your heat management. You must always plan how to get to your next filler without going over 40 heat to decide whether to use Rapid Shots or Flame Burst. For weaker adds like droids on the Brontes, you can skip applying DoTs because they are wasted GCDs if the target will die quickly. Rotation vs Priority List The rotation has the advantage of using everything perfectly on CD without wasting buffs or GCDs which makes it all about a little more damage. The downside is that it takes a lot of practice and playing time to learn how to leave your rotation for goal switches and continue it without DPS loss. This is where the priority list shines. It can sometimes delay the Flaming Fist of a GCD, but it makes target switches quite easy. Both approaches have their advantages and disadvantages. You should give both a chance and decide which one works better for you. Ideally, you'll learn to play both and switch between them depending on the fight you're about to enter. ABOUT POWERTECH MINDSET Play PowerTech is different from any other DPS class in this game because your DPS massively gains from playing on the edge of some head mechanics. What I mean by that is that as pt you sometimes have to take more damage than others to deal with more damage. Let's take Nefra in Dread Fortress as an example: Nefra will apply a DoT every 30 seconds. This DoT doesn't tick very hard but as a PT you never want to be purified by a healer during this fight because DoT allows you to utilize your Pyroshield, Reflective Armor (it somehow counts as AoE) and Power Yield to the fullest extent. No class will outparse good PTs on Nefra because the passive DPS you can win is massive. PT is all about finding these cute cute and use them. You should learn to evaluate whether the situation allows you to play a little more careless. There are a few factors you should consider: How much damage will you take for what amount of DPS profit? (benefits vs costs) Do your healers have enough breathing space or are they too busy with the thoughts? Don't risk your life to get DPS. Slightly lower DPS is better than no DPS at all. Finally, some advice for playing DPS in general: Never ever waste a GCD! Unless a chief mechanic or a call from raid lead forbids you to deal with injuries, you should never stop using every GCD against killing anything. If you have to hold a piece to a boss, use quick shots. Low damage is better than no damage. All this will increase your actions per minute (APM) and thus your DPS. CONCLUSIONS Acknowledgements I would like to thank Ghez Hokan and Pullwerk who gave me invaluable feedback to this guide and taught me about the PowerTech class as well as the importance of passing along knowledge. In addition, I would like to thank Magi'tek for the interesting discussions on the differences between rotation and the list of priorities; and Zaki for proofreading this guide. A special shoutout goes to all the great players who are or ever have a part of &lt;Koosai&gt;. I've had a great time with all of you and I'm looking forward to the next adventure. And finally, I want to thank both my raid groups. You are always good teammates and even better competition and push me to improve my skills. About the author I'm a nightmare raider from the German server Tulak Hord. I started playing when SWTOR was released and played PowerTech throughout my time in SWTOR. I was a main heal back when 50 was still the highest level and switched to main DPS in 5.0. I am currently a guild officer and raid lead &lt;Koosai&gt;for and play for his nightmare group as well as for nightmare group &lt;Raidbull&gt;. Final Thoughts If any of you are reading this have additional advice/strategies that you would like to share or found mistakes I made, feel free to reach out to me or post it in the comment section below. After all, no one is perfect. From Vulkk I would like to thank Prasad for reaching out an idea to offer this Pyrotech Powertech Guide as well as several other Powertech/Vanguard 6.0 Class Guides to the community via VULKK.com. I hope you have found useful information in this article and will put it to good use on your next raid or any group or even solo run. I have used jedipedia's database and torcommunity database for some of the abilities and tactical icons included in this article. If you are skilled with a class and Discipline that has not yet been covered with a guide on VULKK (check the list here), and you want to give one for the SWTOR community, please contact me by email or wherever you see Vulkk present. Related Content: Content:&lt;/Raidbull&gt; &lt;/Koosai&gt; &lt;/Koosai&gt;

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