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## Jedi sentinel guide

Combat Sentinel is sentinel's burst DPS class. It used to be among the most challenging specs in the game until 5.6, when the discipline was reworked to be more user friendly. Now it is a very straightforward discipline and intended to be the initial discipline for newer players and for leveling, and its DPS output reflects this classification as it is typically the lowest parsing Sentinel discipline. Despite this, Combat can output strong DPS and is a valuable contribution to any operations team. Combat DPS has no DoTs or ramp-up time for maximum DPS, so they can freely target swap as needed. As such, they are ideal for any DPS situation. Sentinels bring a lot to the table in these areas. The Sentinel offers Inspiration as arguably the best group buff increasing injury and recovery by 10% in 10 seconds. For mobility, Sentinel can use Transcendence to increase the team's movement speed by 40% (can be polished higher with a utility) for 10 seconds. In addition, Sentinels can use Force Camouflage as a semi-stealth capability. Sentinels can also use Force Leap and Blade Blitz to quickly move around. Sentinels get benefits to direct and AoE injury reduction through skills and Utilities, wear medium armor, and have several strong defensive cool-downs (Saber Ward, Force Camouflage, guarded by Force). Carnage DPS was the weakest of Sentinel DPS disciplines in 5.X, and it seems likely to continue in 6.0. The discipline is still capable of good sustained DPS and very strong burst DPS, making it viable in all content. The discipline gained access to a great set bonus in Descent of the Fearless, providing some strong overall and ability-specific DPS buffs. The discipline also gained access to an interesting mix of tactical elements to let it flex in different ways to meet specific content challenges, whether it's through higher sustained DPS or additional AoE capability. Unfortunately the developers short-changed Combat compared to the other Sentinel disciplines. Both other disciplines get a greater benefit from the set bonus due to having DoTs tick that increases the chance of generating charges of Force Clarity to buff an individual ability injury by 25% and apply a 10% overall injury buff for 10 seconds. They also got stronger tactically for both sustained single goal, burst and AoE DPS. BIS tactical as of 6.1 seems to be Fanged Good Form, which shakes up rotation considerably, but in a way that greatly simplifies rotation by introducing lots of Blade Rush spam. I usually take a combination of the following Utilities, although the optimal combination can change from fight to battle. From 6.0, the levels have been reorganized. You must take 3 to advanced to Masterful. Stoic - Increases your damage reduction by 2% and you build 2 Centering when attacked. This centering building effect can appear more more once every 1.5 seconds. Stoic should always be taken as it provides a permanent damage reduction and increased Centering generation, leading to more frequent Zen use. Always take it. Jedi Enforcer - Increases the damage dealt with by Reprimand by 15% and increases its duration by 4 seconds. This tool provides a significant buff for reprimanding injuries and should be taken in all matches where it is useful. Jedi Crusader – While Rebuke is active, it generates 1 Focus when you are attacked. This effect cannot occur more than once every 2 years. A useful utility on matches where Rebuke will trigger often for additional buff Focus generation. Adamant - You generate 4 Focus when sedated, immobilized, put to sleep, or knocked around. Also, the cooling of Resolute AoE (e.g. Hive Queen Veteran Mode) could greatly benefit from this tool due to Cyclone Slash replacing Slash in rotation and being used twice every 12 GCDs. Defensive Roll - Reduces damage taken from area effects by 30% and increases internal and elementary damage reduction by 3%. Another great mitigation utility that should always be taken. AoE damage is present in almost every match, and I/E injuries are unable to be mitigated except through utilities like these. You must take 6 between Heroic and Masterful. Ardor - Transcendence no longer requires or consumes Centering, but will go on cooldown for 30 seconds when activated. This should always be taken for any match where movement is relevant or where 10% defense buff is useful. Having to use Centering stacks to trigger Transcendence is a remarkable DPS loss by not being able to use Zen instead. I pretty much always take this tool, but in some cases I can act for a skillful utility. Expunging Camouflage - Force Camouflage removes all cleaning effects when activated. This tool gives Sentinels a relatively short cooldown (45s) self-cleanse and should be taken for any struggles with heavy hitting DoTs (eg Dread Council fight to even clean the Death Mark). Jedi Promulgator - Each use of Strike, Zealous Strike and Leg Slash reduces the active rebuke of Rebuke by 3 seconds. Another utility that buffs Rebuke, this tool reduces the cooling of Reprimand. In battles where Sentinels take damage, procs Rebuke, this tool can increase DPS. Lasting - Increases the duration of Guarded by the Force by 2 seconds and reduces its cooling by 30 seconds. The standard duration for Guarded by the Force is 4 seconds, so this gives a 50% increase in duration. Duration, any matches where these extra 2 seconds are meaningful for non-instant short duration high injury mechanics, it should be taken. But most high damage mechanics are almost instantaneous, in which case the standard 4 seconds is plentiful. An example of a useful situation is in the Master & Blaster meeting in Ravagers operation, if helping take stacks of Ion Cutter from the Master the extra duration could be useful. Given the long cooldown I rarely take this tool. Fleetfooted - When Transcendence is applied or updated, it cleanses the effects of reduced mobility. In addition, Transcendence's movement speed bonus is increased by 30%. This tool synergizes with Ardor to make Transcendence a very powerful movement utility. It is not beneficial at every match and can be exchanged for other utilities when they are not useful. Contemplation - Reduces the chilling of Awe by 15 seconds. Also, you build up to 30 Centering during using Introspection. This effect cannot occur more than once every 30 years. Contemplation is often taken for QoL purposes despite having no advantage after a match starts. The optimal setup is to take it, use the energy regen to get 30 stacks of Centering, allowing resp utilities to make a different choice. Intercede - Force Leap provides Intercessor so you can activate Force Leap a second time. Intercession lasts up to 7.5 seconds and is removed if Force Leap is reused. If intercessor is not utilized at the end of its duration, force leap is placed on a 7.5 second cool-down. Also Force Leap now builds 2 Centering. This tool is very situational utility for battles with lots of movement between adds (eg Drizzus battle in Dread Fortress). Otherwise should not be taken. Cut Loose - Blade Blitz can be used while immobilized, cleanses the reduced mobility effects when activated, and treat 50% more damage. Also, the cooling of the Blade Blitz is reduced by 10 seconds. This tool is very situational, where roots are common and Blade Blitz can be used. Blade Blitz also has great potential for cheese high damage mechanics, so a lower cooldown could be useful. Again, very situational. Zealous judgment – Dispatch refunds 2 Focus when applied to any purposefully affected by your Pacify, regardless of remaining health. Also, activating Pacify grants Zealous judgment, reducing the damage you take from Force and Tech attacks by 75% in 6 seconds. I usually don't take this tool, but it has some potential as a defensive cooldown in any case where it can trigger. Ataru Form - Take advantage of an acrobatic lightsaber shape, increasing alacrity by 3%. Also, your successful melee attack has a 20% to trigger another strike that employs low weapon damage. This effect cannot occur more than once every 1.5 seconds. Ataru Form provides 3% alacrity buff that makes Combat leverage a little different than most others and is consistent with Combat as a fast-playing fast-player. It also allows ataru form procing to treat incremental damage. Maximizing procs of Ataru Form is important as most higher level passive abilities relate to how Ataru Form triggers buffs other abilities. Ataru Savvy - Cyclone Slash triggers an Ataru Shape strike on every enemy target it damages. This passive provides the only guaranteed way to proc Ataru Form. Excise - Lance sunders goal in 45 seconds. Sundered targets have their armor rating reduced by 20%. This passive provides a powerful debuff that is typical of most melee DPS disciplines. Due to its long duration, this buff should have full uptime on target. Opportune Attack – Handling injuries with an Ataru Form strike provides Opportune Attack, making your next Blade Storm or Clashing Blast treat 5% more damage. This passive buffs clashing blast a little. Because Clashing Blast should almost always be used in a Precision window, this buff is further magnified due to Precision's effects. Immaculate Force - Opportune Attack now also increases the critical chance of Blade Storm and Clashing Blast by 100%. This passive along with the Hand of Justice are the two main procs provided by Ataru Form procs by guaranteeing the next Clashing Blast is a crit. Saber Screen - Handling injuries with an Ataru Form strike increases your injury reduction and melee and varied defense chance by 2%. Stacks up to 3 times. Lasts 10 seconds. This passive gives up to a 6% injury reduction buff of Ataru Form procs, which is useful to make Combat a little tankier than other Sentinel Disciplines. Hand of Justice – Dealing with injuries with an Ataru Form Strike triggers the Hand of Justice, which completes the cooldown on Dispatch and makes your next Dispatch usable on a goal at any health level without consuming any Focus. This effect cannot occur more than once every 20 years. This passive is really useful to make Dispatch usable during pre-execute rotation. It has a long cooldown on the proc, so there is no rush to use it. As such, dispatch is saved to Precision windows until it reaches 30% boss health, with Dispatch becoming usable on a regular cool-down. Effective strikes – While Zen is active, blade rush and cyclone slash consume 1 less Focus. This passive makes Blade Rush extremely effective as a spammeable filler during Zen. It usually costs 3 Focus, but refunds 1 Focus per Focused Slash passive and then costs 1 less Focus during Zen. Thus, Blade Rush costs 1 Focus under Zen. As such, this leads to rotation

emphasizing Blade Rush spam under Zen GCDs that does not overlap with Precision. Centering - Activating an attack that uses focus and defeat opponents builds Center. When 30 stacks of centering are built, you'll be centered, enabling the use of Zen, Transcendence, and Inspiration. Centering is the Sentinel resource that drives Zen and The Ardor tool should always be taken when Transcendence is necessary to ensure that it does not consume centering. Focused Slash - Slash, Cyclone Slash, Dispatch, Blade Rush, Relentless Slash, and Concentrated Slice Refund 1 Focus when used. Also, Zealous Strike knocks down its target in 45 seconds. Beat Down target take 5% more damage from melee attack. This passive causes a disconnect between focus required to activate the ability versus focus consumed by the ability. For example, Slash 3 Requires Focus to enable the ability, but it will only use 2 Focus. Valor - Increases the amount of centering buff by 2 when you activate abilities that consume focus, and reduces the cooling of Valorous Call by 30 seconds. This passive is useful in that it effectively doubles the speed to generate centering and the frequency of Zen is available. Please see my Leverage Guide for a detailed overview of leverage in 6.x in SWTOR. For Combat Sentinel, I gear as follows:Set Bonus: Descent of the FearlessTactical: Fanged Good FormMods: Unlettered Lethal ModsRelics: Devastating Vengeance & Primeval Fatesealer (Serendipitous Assault & Focused Retribution for Dxun only)Stim: ProficientAdrenal: Critical (Attack for Dxun only)FoI assign my tertiary statistics as follows: Accuracy: 1.585 - 1.630 (something out of this approximate range, and I usually try to re-optimize by swapping around improvements and augments)Alacrity: &gt;t.260 w/guild perk k for 1.3s GCD (&gt;663 w/o guild perk for 1.4s GCD)Critical: all remaining tertiary points go into CriticalShield: NoneAbsorb: NoneIncreased drop rate from daily missions. (2) +2% Mastery(4) When you get or use a Force Clarity ability charge while in combat, your injury increases by 10% in 10 seconds. (6) Handling injuries has a 10% chance of building a Force Clarity ability charge. Can only occur once every 5 minutes. Analysis: The only set bonus that is BIS across multiple advanced classes, Descent of the Fearless is BIS for all Guardian and Sentinel DPS disciplines. The kit bonus should provide pretty high uptime on an equal 10% injury buff. The main drawback of this set bonus for Combat versus other Sentinel disciplines (and both Guardian DPS disciplines) is that it has no DoTs. These additional ticks of damage increase the chances of operating additional charges of Force Clarity. The slower rate of proc'ing results in fewer attacks polished by 25% and less than full uptime of 10% total damage buff. Impact on rotation: Use Force Clarity fees only for buff Lance or Dispatch and only under Precision windows. Clashing Blast is the highest damaging ability, but is a force-based attack, so is not eligible to be polished except with the Prosecution Tactical Element. Lance and Dispatch is the new highest damage per activation Take advantage of the buff the most. When to Take: All All Descent of the Fearless is easy BIS set bonus for all Jedi Knight disciplines. It especially synergizes with the Cauterized Coronary tactical element, as the additional DoT will provide additional chances to trigger the 6 piece set bonus and generate additional stacks of Force Clarity. Increased decreases from daily missions. Clashing Blast is now influenced by Force Clarity. Analysis: Clashing Blast is the only force attack in the discipline's kit of attack abilities, thus usually it is the only ability not eligible to be buffed by Force Clarity. Since Clashing Blast is the highest damaging ability in rotation, being able to buff it is a welcome change. Unfortunately, this tactical is lackluster compared to the optimal persistent DPS tactical for other disciplines. It provides a noticeable DPS increase, but its increase is based solely on being able to apply the same buff to another ability, rather than applying additional damage directly, applying a DoT, or having an additional auto-crit or similar effect. Impact on rotation: Only use Force Clarity for buff Clashing Blast, which in itself should only be used under Precision. When to take: All situations unless you take the Fanged God Form. Andeddu's Malevolence is a DPS loss overall and the Tome of Unwavering Blades provides a very impressive AoE DPS increase, so neither is worth taking except for personal play reasons. Increased drop rate from flashpoints. Using Blade Rush adds Hyper stacks for you, increasing your critical chance by 10% and reducing the cost of your next Blade Rush by 1 Focus per stack. Stacks up to 3 times. Lasts 10 seconds or until a different ability than Blade Rush is used. Analysis: Blade Rush is by far the most commonly used ability in the typical Combat rotation. As such, having a consistent increase to critical chance of 10-30% is very useful. The energy cost reduction for all consecutive uses should also allow a skilled player to avoid any use of a basic attack. In fact, when Hyper stacks have reduced the ability cost to zero, focused Slash passive ability (recovers 1 Focus) makes Blade Rush generate energy. Early testing of the updated rotation reflects the fact that this additional energy production can easily support the use of unproduced shipments during the implementation phase, which is an additional DPS increase. Another easily overlooked aspect of this tactical is that the critical chance buff from the Hyper stacks is removed after using a different ability than Blade Rush, but this means that the first non-Blade Rush ability still receives +10-30% critical chance buff! Ensuring that the rotation always uses this feature to buff Clashing Blast with +30% critical chance (and a comparable buff for critical hit injuries) is a huge advantage. When originally released in 6.0, off-GCD abilities served to Hyper stacks, but fortunately that was fixed in update 6.1. Impact on rotation: If Fanged Good Form, it is essential to string together as many uninterrupted chains of Blade Rush as possible to maximize the benefit of Hyper stacks. First, I'll give credit where it's due. My good friend and guildmate Zoroaster/KhazadSanci was a valuable resource to point out how certain elements of the Fanged God Form rotation should work in 6.1 after the Hyper stack bug was fixed. He walked along some theory artwork from Dantiko, Reshari and Luna analyzing key elements of rotation. My first test shows that it's spot-on, so it's largely produced below even with my own thinking and analysis around why it's ideal. Absent Fanged God Form, rotation would utilize Twin Saber Throw and even Blade Barrage outside the Precision window. With Fanged Good Form, the only ability used outside the Precision window is Nistiy Strike. This usually leads to an alternating cycle of 3 Blade Rush (for rotation cycles where Precision is polished by Zen to get a third charge and Zealous Strike is used to generate energy) and a cycle of 5 Blade Rush (Precision has only 2 charges without Zen and Zealous Strike is still on cooldown or not necessary). There will be a lot of spam of Blade Rush, which is the hardest thing to get used to with The Prisoner God Form. That said, it largely does simplify rotation, so in the long run should be preferred for its impact on rotation as much as its injury buff. Another important feature of the rotation is to ensure that the ability used after each Blade Rush to remove Hyper stacks should always be clashing blast in a Precision window. Clashing Blast is the heaviest hitting capability of Combat, so to be able to always give a +30% critical buff is very powerful. Since Precision has a 12-second or 8 GCD cool-down and is off to GCD, This leads to a general and simplified rotation as follows:[Zen] off GCD(Precision) off GCDClashing BlastDispatch (proceed by Hand of Justice)LanceZealous Strike3 Blade Rush(Precision)Clashing BlastBlade Barrage (use unproceed Dispatch sub-30%)x5 Blade Rush[Repeat]This rotation can be repeated infinitely over 30% boss health. Below 30%, initial rotation test indicates that it is a DPS increase to swap an unproceed Dispatch for Blade Barrage in the second Precision window. It's unclear if there's a way to include blade barrage outside of Precision to increase DPS, which makes it would sacrifice a use of Blade Rush that generates 1 Focus and has a 30% critical buff. If you are trying to do so, be sure to use Blade Barrage right after the undetected Dispatch, so avoid breaking Hyper stacks from Blade Rush spam. When to take: Recommended in all single goal DPS situations. Increased decrease from operations. Precision is always activate, but only provides 50% armor penetration. Analysis: This tactical greatly simplifies discipline even at the expense of removing what that it unique via its low cooldown, low duration windows of massive DPS burst through 100% armor penetration. Using a 50% buff all the time sounds like it should be a massive DPS increase, but unfortunately this is not the case. Usually, almost all applications of the discipline's supreme harmful abilities are polished by Precision/Ferocity to receive 100% armor penetration. These abilities are Clashing Blast, Lance, Dispatch, and Blade Barrage. Few uses of these abilities (and only the weaker among them) are ever used without the 100% armor penetration buff. The attacks that are not usually polished are typically some basic attacks, Twin Saber Throw and lots of Blade Rush spam. Changing the armor penetration buff to 50% all the time instead of 100% some of the time is a DPS loss due to the mix of abilities and how they are changed. The heaviest hitting abilities go from 100% more of the time to 50% all the time, which is a strict DPS loss. The remaining capabilities get a significant increase in their injuries and picked up more GCDs than a Precision window, but since their damage is so much lower the armor penetration buff just doesn't do enough to fully offset the loss in DPS compared to big hitting abilities. Impact on rotation: The discipline becomes a priority system to use high injury attacks on cool down instead of delaying their use of Precision. Overall skill priority should follow the Precision priority list. Zen should be utilized as soon as available. When to take: Recommended for players who are new to the discipline if they have difficulty managing the skills of Precision properly. If you take, it is highly recommended to try to stack armor penetration amplifiers on gear. Increased drop rate from flashpoints. Force Sweep causes your next Blade Rush to hurt up to 8 enemies near the primary target. Analysis: Blade Rush is very important for Combat discipline because of its maintenance of Juvo stacks and how it becomes an incredibly cheap filler under Zen windows. It is not important for its damage as it does relatively little. Making it an AoE attack is nice, but just don't add that much damage. Impact on rotation: Not recommended. When to take: Not recommended n/A. The discipline's abilities do all energy damage. The attacks are all weapons type damage attacks except clashing blast, which is a Force type attack. The discipline has no DoT-based damage. Since Weapon Expertise buffs weapon attack and all but 1 ability qualify, it provides by far the best increase to DPS. Armor Penetration provides the next best buff as it buffs each attack due to their kinetic/energy damage. However, since armor penetration increases damage by reducing enemy armor, its impact is limited. If you are trying to synergize a Descent of Fearless set gear between Jedi Knight DPS disciplines, Weapon Expertise is the best solution, as it either the best or usually second best DPS boost for almost all disciplines. Force Clarity NEW IN 6.0 - Uses all skill charges and applies Force Clarity stacks to you. Each stack increases your next direct single target melee attack by 25% and is consumed when you deal with injuries with these attacks. Recharges 1 charging capacity every 30 years. A new offensive cooldown, it can be used in the opener to buff you heaviest hitting ability for +100% damage or used every ~30 seconds to buff an ability injury 25%. With the Descent of the Fearless set bonus, it also offers a +10% injury buff and can generate extra fees during combat. Zen (costs 30 Centering, no cooldown) - Requires and converts 30 stacks of Centering to enter a Zen mode that provides 30% alacrity. Goods for 6 charges, with each attack consuming 1 charge. An additional stack of precision is provided if Precision is used while Zen is active. Zen is a unique off-GCD offensive cooldown to Sentinels that provides different effects for each Sentinel discipline. For Combat, 30% alacrity boost is per charge, with each of 6 charges consumed by an ability. Buff for Precision means Zen should overlap with Precision as often as possible. See below for discussion on using Zen during rotation. Precision (1 Focus, 12s cooldown) - Get two stacks of Precision that last up to 10 seconds. Clashing Blast, Lance, Dispatch, Blade Barrage, Blade Rush, Force Sweep and Cyclone Slash all get 100% armor penetration while Precision is active, and using one of these capabilities uses a stack of precision. Precision is Combat Sentinel's signature ability. See more in-depth discussion of Precision below. It should be used on cooling except in down times. Clashing Blast (3 Focus, 12s cooldown, range 10m) - Triggers a powerful explosion of Force energy on target, employing moderate energy damage. The explosion paralyzes the standard and weak enemies in 5 seconds. A very powerful offensive ability, it can be polished when Ataru Form procs to be a guaranteed critical hit. It's cooldown is almost the same as Precision so should generally be used under Precision most of the time. Lance (3 Focus, 15s cooldown, range 4m) - Spears targets with both lightsabers, dealing with high weapon damage and obstructing the target for 1.5 seconds, preventing the use of high mobility actions and escapes. Lance is a recently added ability for Combat dealing with the highest base injuries before buffs. It should be used on cooling. Blade Rush (3 Focus, no chilling, range 4m) - Hits the target with both weapons for low damage and automatically triggers an Ataru Form strike, bypassing the Ataru Form rate limit. For 6 seconds after using Blade Rush, your Ataru Shape has an extra 30% chance of being triggered. Blade Rush replaces Slash as a spammeable filler. It is very important to Combat rotation as it is the best method proc'ing Ataru Form and giving a 6s/4 GCD buff to ataru form chance. In addition, Blade Rush only costs 1 Focus under Zen, so it is very energy efficient. Blade Rush will be used frequently in Combat rotation, but should avoid using under Precision when stronger abilities are available while using it even 4 GCDs to maintain the Blade Rush buff. Blade Barrage (free, 18s cooldown, range 4m) - Performs a series of lightsaber attacks that employ moderate weapon damage. Blade Barrage is a free filler ability that causes great damage and should be applied to cool-down and preferably within the Precision window if possible. Dispatch (3 Focus, 10s cooldown, range 10m) - Throws the main hand lightsaber on a target dealing with high energy damage. Only usable at targets of or below 30% max health. Dispatch is a strong performing ability and can be utilized over 30% boss health via a utility or Hand of Justice passive ability via an Ataru Form strike. Over 30%, proc has a reasonably long duration, so do not need to be used immediately. If possible, use it into a Precision window. Twin Saber Throw (free, 18s cooldown, varied 30m) - Throws both lightsabers in a straight line towards the target, employing moderate weapon damage of up to 8 enemies directly in front of you up to 30 feet away. Affected enemies are slowed down by 50% in 6 seconds. This ability is another free filler and when proceed offers strong filler damage. Every time multiple enemies are present, be sure to position yourself so that the conal attack hits as many enemies as possible. Reprimand (free, 1 minute cooldown) - Reduces all damage taken by 20% and employs low energy damage to attackers. This effect cannot occur more than once every second. Lasts 10 seconds. Rebuke updates to its full duration when attacked, but this effect can not last more than 30 seconds total. Rebuke is a unique ability of Sentinels, who serve as both a defensive cooldown and provide a low level of reflective damage to attackers. It can be polished in a variety of ways through utilities. Be aware of how it works and where operations to use it (and when to do it), as skillful use of Rebuke is a big part of reaching elite levels of DPS like a Sentinel. Force Leap (free, 15s cooldown, range 10-30m) - Jumps to a distant target, dealing with low damage with the main hand weapons, immobilizing the target for 2 seconds and interrupting the target's current action. Builds 3 Focus. Force Leap is Jedi Knight (Guardian & Sentinel) gap closer and also serves to generate Focus. It also acts as an interrupt. Use any time needed to get into melee range and generate Focus. It does very little damage, so is generally not worth stepping outside the melee range to skip, except when an additional disconnect is needed. Zealous Strike (free, 15s cooldown, range 4m) - Beats the target multiples multiples with both lightsabers dealing with low weapon damage and building 6 Focus. Sentinel's main Focus building ability. Combat uses on all its core skills except Blade Barrage and Filler Twin Saber Throw. As such, Zealous Strike should generally be used on cooling, except when it will cap the Focus. Zealous Strike does not consume a stack of precision, so using it under a Precision window will not cause rotation problems. Strike (free, no cooldown, range 4m) - Inflict low weapon damage with a series of fast melee attacks. Generates 2 Focus. Strike/Assault should not be used very often unless the Focus is really low. PLEASE NOTE THAT THE ROTATION BELOW IS BASED ON 5.X ROTATION AND DOES NOT INCLUDE CONSIDERATIONS OF 6.0 SETS OF BONUS AND/OR TACTICAL ITEMS UNLESS OTHERWISE STATED. FOR MORE INFORMATION ON HOW TO CHANGE THIS ROTATION DEPENDING ON YOUR USE OF 6.0 SETS OF BONUS AND/OR TACTICAL ITEMS, SEE THE DISCUSSION 'LEVERAGE IN 6.0' ABOVE. Combat rotation can be divided into a few sections: opener, Precision window, and filler. After the opener, Combat switches between precision window and filler. Zen should be used on cooldown and only delayed to make sure Precision is influenced by Zen and then gets a 3rd stack. It should be noted that while a rotation may start to appear after extended play with Combat, for practical purposes it is best to think of the discipline as a priority-based system.6.0 NOTE – If you use Fanged God Form tactically as recommended, you can see rotation discussion related to that tactical, since there will be something different than the comment below. Note that the below is not contrary to The Fanged Good Form tactically as precision priority remains the same, but that the priority of abilities without Precision is changed to consist solely of Zealous Strike after a Zen-boosted Precision window and otherwise consists solely of Blade Spam Rush to maximize buff from Fanged God Form. Twin Saber Throw is generally not used at all outside the original opener to put the head and blade barrage is utilized in the Precision window until sub-30%, where it can be replaced with an unproceed Dispatch. 1. Use precision on cooling. This is the main overriding priority. Per the discussion on Precision below, ability damage is polished by about 50%. It should definitely be used on cooling. 2. Use Zen on cooling down except under the Precision window. Zen gives a third charge to Precision, which is a significant DPS increase. Zen provides 6 charges consumed by the next 6 abilities with an increased degree of alacrity, during which time no centering can be achieved for the next Zen. Since Precision has a cool down of 12 s/8 GCDs, this leaves a wide window for using Zen well in advance of the next Precision. Delaying Zen 1-2 GCSEs is optimal if it wants to cut the next Precision. As Precision will affect 2 GCSEs, if not during Zen, leaving 6 GCDs before the next Precision, it means, as long as we never hit Zen under Precision, that it should always affect Precision and give us the priceless third Precision charging. To illustrate the thoughts, let's give an example. Let's say Zen becomes active after the first ability used under Precision. If we hit it, we'll use Zen on 2. It will leave a GCD before Precision is off CD, leaving Precision with only 2 instead of 3 charges. So instead I delay Zen 2 GCDs, using it immediately after the first ability after Precision (probably Blade Rush). So Zen charges are consumed by the next 5 abilities, I can hit Precision, and then the first ability in the next Precision window is polished by Zen and we get three Precision charges! 3. Use Blade Rush every 4 GCDs. The Blade Rush buff is essential to maintain almost 100% uptime as it provides free damage and triggers the two main procs: Opportune Attack (which makes the Clashing Blast a guaranteed crit) and Hand of Justice (making Dispatch usable over 30% boss health). The only exception to this in my mind is that it's okay to delay Blade Rush 1 GCD to avoid using a Precision charge, as the difference in incremental DPS using Clashing Blast & Dispatch & Lance & Blade Barrage under a Precision charge versus Blade Rush is a DPS loss, even if we lose 1 GCD of Ataru Form triggers. 4. Use Clashing Blast in each precision window. Clashing Blast should be polished by Opportune Attack every time it comes out cooldown. Opportune Attack procs by Ataru Form (which should happen almost every GCD if Blade Rush is active) buff Clashing Blast damage by 5% and guarantee a critical hit. The combination of a guaranteed crit and Precision buff does it significantly better on average than all other abilities. As an example, the 5.10 Clashing Blast should be regularly hit for ~25k under Precision, while the second best abilities (either Dispatch or Lance, which are very a dozen in damage) did about half the damage when not a critical hit and about 2-3k less damage, even when they did crit. This rule causes clashing blast to be delayed around 1 GCD for use under each Precision, but I feel like this is a DPS gain versus ever using Clashing Blast outside of Precision. It also simplifies the thought process for other abilities, as you only need 1-2 more abilities saved for Precision, as you at Clashing Blast will always take a seat. 5. Use almost all Precision charges on abilities other than Blade Rush. Since Precision provides fees that have a 10-second duration (6 GCDs), there's never a good reason to use Blade Rush instead of Clashing Blast, Lance, Blade Barrage or Dispatch. Blade Rush does considerably less damage than the others, so it's a DPS loss to use under Precision. If is activated and the big hitters are at cooldown for a GCD, use Strike or Twin Saber Throw (they won't consume Precision) and then use the big hitters. Collision Blast in particular has a shorter cooldown than Precision, so it should be available under any Precision window. 6. Use Zealous Strike on CD, preferably GCD before Precision. I have this rule since (1) it is important to have available Focus to use your Precision charges quickly; and (2) Zealous Strike has the same cooling as Precision. Since Combat is so free-flowing, I think everything possible to make Combat feels more like a rotation than a priority system helps. I usually try to time my abilities, so I go Zealous Strike & Lance; Blade Rush & Precision every time, as it ensures the Blade Rush buff is active under Precision and that I have enough Focus under Precision as well. 7. (Advanced) Use large impact skills outside precision under certain circumstances. P#15 above, we want to ensure that every Precision charge (2-3 per Precision window) is used on Clashing Blast, Lance, Blade Barrage, and Dispatch. Since per #4, we will typically use Clashing Blast for 1 of these slots each time, leaving 1-2 slots for the remaining three abilities. Sometimes it is optimal to use one of these outside of Precision if it means delaying the ability of another 12s/8 GCDs until the next Precision. This is only optimal if you don't want to force yourself to use Blade Rush on a Precision charge by using it early. For example, if coming out of Precision you have Blade Barrage and Lance comes out cooldown before Precision and you won't have Zen up before Precision, I'd use Blade Barrage in the filling phase. It gets blade barrage on cooldown, so it will be up before and can be used more often during the fight. Clashing Blast will take one Precision charge and Lance the other, so we're good until the next Precision window. (Pre-match) Build 30 stacks of Centering – Having Zen available in the opener is key to getting a third charge of Precision as well as alacrity buff to get as many attacks in the adrenal/raid buff/freic proc window. Force Leap - Gap closer Zen Blade Rush - Used before opening the burst window to apply Blade Rush buff. We use it before Zealous Strike, so Zealous Strike's multiple attacks are very likely to proc Opportune Attack and Hand of Justice, making the Clashing Blast an auto-crit and Dispatch usable. Zealous Strike - Used to build Focus and probably proc Opportune Attack and Clashing Blast. Valorous Call OFF GCD Inspiration + Adrenal OFF GCD Precision OFF GCD Clashing Blast - Used here assuming Opportune Attack is pronounced (so the ability is glowing) makes clashing blast an automatic crit. If clashing blast is not glowing, let it slide down the next 2 GCSEs and use as soon as it procs. Clashing Blast Does Significantly More Damage During and while proceed proceed any other ability, so if at all possible, it should be used during the opening Precision and early enough that it will be off cd in the second Precision window. Lance - Next priority for Precision assuming the Clashing Blast was used as an auto-crit in the previous GCD. Blade Barrage - Next priority ability for Precision. It is likely that Dispatch will also be available at this slot due to past abilities proc'ing the Hand of Justice. Using Blade Barrage here gets it on cooldown so it will be available sooner, while Dispatch may be delayed until the next Precision window without delaying its uptime. Since the Hand of Justice can only be proceed every 20 seconds, but Dispatch's cooldown is only 10 seconds, that means we can safely delay a proceed Dispatch 10 seconds (and in some cases a little more) without rotating problems or DPS loss. Blade Rush - Now that the Precision window is, we immediately use Blade Rush to reapply the Blade Rush buff. We may have lost the buff to 1 GCD during the Precision window. I see this as acceptable as using Blade Rush before Zealous Strike gets us a very likely chance of us clashing blast first and polished in Precision, or at worst delaying it 1 GCD. Using Zealous Strike-&gt; Blade Rush -&gt; Precision would maintain 100% uptime of Blade Rush, but will likely delay the Clashing Blast such that it will not be available in the next Precision window. Twin Saber Throw - Blade Rush buff is active, so we use Twin Saber Throw to generate Focus and handle damage. Blade Rush - No open heavy hitters (we need to save Dispatch for Precision), so Blade Rush. Zealous Strike - Zealous Strike should always be used 1-2 GCDs before Precision. It has an identical cool down – Precision and use it shortly before Precision ensures that you have Focus to immediately use heavy hitting abilities under Precision. Precision - Used on cooling. Dispatch – We saved Dispatch from the former Hand of Justice proc for this Precision window, since Lance and Blade Barrage are still both on cooldown. Clashing Blast – Assuming we got the very likely proc and were able to use the Clashing Blast during the 1st or 2nd GCDs of the first Precision, it should be useful to consume the second Precision charge here. Blade Rush - Used here to recycle Blade Rush after 4 GCDs. (continue priority rotation) Clashing Blast - Clashing Blast should be a guaranteed crit and using it under each Precision makes it by far the best harmful ability. If the Lance and Dispatch crit they do about 90% of the damage, but if they don't crit they typically do about 50% or so of the damage. Lance - Lance typically does about the same damage as Dispatch in my experience. I rank it above Dispatch because using it first will get it out cooldown faster and enable it more frequent use in a match, while Dispatch can only be used once every 20 seconds due to its dependence on the hand Justice proc (&gt;30% boss health). Dispatch (proceed during or immediately before Precision) – If Dispatch is newly proceed then it may be delayed for blade barrage, although it typically does more damage. That's because it's locked by the Hand of Justice for 20 seconds, so the delay for 1 Precision window typically won't reduce its uptime in a fight. Blade Rush - Blade Rush should almost never be used under Precision, so take the lowest priority of all abilities that consume a Precision charge. (Note Zealous Strike, Twin Saber Throw and Strike Don't Consume Precision Charges) -----SERT if you have extra abilities for the next Precision window----- Dispatch Blade Barrage Clashing Blast -----used, if you need to save big hitters for the next Precision window ----- Blade Rush (if necessary to keep up the Blade Rush buff) Zealous Strike (if its use will not cap Focus) Blade Rush (if Zen is active) Twin Saber Throw Blade Rush Strike (if low on Focus) I will briefly discuss the importance of Ataru Form and maintain blade rush buff. Ataru Form by default gives a 20% chance of each melee attack to trigger Ataru and treat additional weapon damage, and can potentially trigger each GCD. Blade Rush provides a buff of the same name that increases the chance of Ataru Form triggering by 30% (up to 50% total) for 6s/4 GCDs. Also worth noting is that each ability, with the exception of Clashing Blast blast and dispatch, uses both lightsabers to hit the target (ranging from 2-5 attacks depending on the ability). This means that the effective chance of Ataru Form triggers is significantly higher than 50% per GCD. For most abilities that have 2 attacks per activation (hits with main lightsaber and off-hand lightsaber), this means without the Blade Rush buff the effective chance of triggering Ataru (and dealing with additional damage) is 36%, while having the Blade Rush buff increases ataru's effective chance to 75%. This discussion means that it is very important to maintain the Blade Rush buff with almost 100% uptime. It provides a remarkable amount of free damage during a meeting, and proc'ing Ataru almost every GCD will help maximize the availability of The Clashing Blast's guaranteed critical chance via Opportune Attack passive capability, as well as Dispatch Hand of Justice passive evne. evne. also proc Saber Screen and can maintain a permanent 6% DR and defense buff if proceed regularly. Precision is the signature capability of Combat. It was also reworked on 5.6. Prior to 5.6, its buff had a fixed duration that was designed to allow 2 abilities to be used with its buff. Unfortunately, that punished players with high waiting times. To achieve maximum DPS, players were forced to try to clip certain abilities like Twin Saber Throw and Dispatch, where they were activated before Precision, which was used during GCD after activation, so that the damage is still counted within the buff window. This enabled players with high prowess (and low latency) to gain a third ability to take advantage of Precision.That was all stuck in 5.6 such that Precision provides a fixed number of charges, applying 100% armor debuff. Precision provides two charges normally, but three charges when under the effects of Zen.How powerful is 100% armor penetration buff from Precision? Many operation commanders have about 40% total damage resistance through armor, so usually attacks treat 60% damage. It is important to note tooltips damage listing already contains this reduction, so why you never see it absent any abilities, buff armor penetration. Side note – This also explains why attacks that have armor penetration or bypass damage resistance (e.g. attacks dealing with internal/elementary damage) will treat significantly more damage than indicated. Combat Sentinel, like any other melee DPS class, uses a 20% armor debuff (Combat applies to it via Lance). Due to the declining return on armor rating, a 20% reduction in armor rating does not reduce the boss's damage reduction from 40% to 32%, as one might expect, but only reduces it to about 35%. Thus, normal attacks (and damage listed on tooltips) will normally only be employing 65% of the damage that they are capable of due to boss armor. Due to armor penetration of Precision, attack benefiting from the buff will treat 100% out of a normal 65%, which represents about a 54% injury increase. This represents a huge increase in damage, and prioritizing the greatest impact skills in the Precision window is essential to maximize DPS. It is important to note that Zealous Strike, Twin Saber Throw and Strike do not consume a Precision charge. As such, it is acceptable to use Zealous Strike or Twin Saber Throw under Precision to keep them on CD without wasting armor penetration buff on a lower damage ability. It is also acceptable to spam Strike if you have insufficient focus to use a heavy hitting ability, but try to avoid that at all times. Zen is really powerful for Combat and makes it play super fast when the game optimal. Before 5.6, Zen provided an alacrity boost with a duration. After 5.6, zen was to generate 6 charges using alacrity buff. What does that mean? This means that you will get 30% alacrity buff on 6 abilities even if you don't have high APMs. But the Zen alacrity buff is only a DPS increase if you click on abilities as fast as they come off cd under alacrity buff. As such, it is important to keep clicking. For the most part, it's better to use sub-optimal abilities at all APLs instead of taking the time to use the right ability. That said, try to internalize the priority system so you can keep clicking and take advantage of Combat's amazing speed. Along with balancing ability use in Precision and building adequate Centering to ensure Zen can be used on cooldown while always polishing Precision, the overall hardest decision-making process for Combat is what they need for filler abilities. Precision has a 12s/8 GCD cooldown and will either provide 2 or 3 charges. Zealous Strike (with an identical cool-down to Precision) should always take up a filler slot to maximize focus generation. Blade Rush should also be used twice per 8 GCD block (once every 4 GCDs) to ensure full uptime of blade rush buff (which increases ataru form proc chance from 20% to 50%). It leaves between 2 and 3 fillers available to choose between high injury abilities and low injury fillers. During the filling phase, a skilled player must look ahead to see which of the heavy impact abilities (Clashing Blast, Lance, Blade Barrage, Dispatch) will be available for Precision and whether Zen will be available (it should be available for any other Precision window). If you have more abilities than necessary, then you should use the heavy hitters during filler slots. This gets them on cooldown so they will be available before and as long as you have enough big hitters under Precision, then the increase in uptime of the skill is optimal. For example, if I leave a Precision window without Zen, I know that I "should" have Zen available before the next Precision. I need to make sure I have three big fillers available. If I look at the cooldowns and see that Clashing Blast, Lance, Blade Barrage and Dispatch will all be available, I'll use one of them in the filling phase to get it on cooldown. I'll still have three big hitters to use my Precision/Ferocity stacks, so won't lose DPS. In this scenario, I would use blade barrage during filler phase since (1) Dispatch's Hand of Justice proc has a 20 second duration, but Dispatch only has a 10s cooldown, as long as proc has not been active until the previous Precision it is safe to delay; and (2) Blade Barrage does less total damage than Clashing Blast and Lance so using another would be a DPS loss compared to precision damage buff. Original content © Merlyn SWTOR Guides. All relevant media used on this website are subject to the copyright of their respective owners. Relevant media used during reasonable use. Use.

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