



I'm not robot



Continue

Wow bfa subtlety rogue pvp guide

Welcome to Wowheads WoW Shadowlands Rogue Leveling Guide! This WoW Rogue Leveling Guide is dedicated to teaching beginners how to serve the villain. Rogues are an agility-based, leather-wearing, melee class, with strategy and stealth tactics to quickly kill enemies. They are masters of camouflage and can be hidden from all damage until the right time to strike. They can choose to kill enemies with poisons and/or bleeding by using their stealth skills to the best advantage, or by simply fighting with dirty tricks. Leveling has received many changes in Shadowlands, and we have prepared a number of comprehensive guides. Whether you need basics such as experience and mounts or advanced topics such as speed leveling and addons, our detailed leveling instructions have covered you! You can check them in the following links:Shadowlands Leveling FAQShadowlands Leveling Changes & Level SquishChromie Time - Like Shadowlands Leveling Works and Zone Expansion Level RangesOur class guides are always updated with the latest information based on in-game theory and experience; Check our changelog on this page by clicking View Changelog at the top of the page to see the latest updates. If Rogue isn't right for you, use our Guide Navigation menu on the right side of the page to find more class leveling guides for Shadowlands.My sincere thanks to Paryah and Mystler for their excellent suggestions, feedback and contributions to this guide. The Shadowlands Covenant System is not published in the prepatch, so it is not covered here. Players do not have the option to choose a federation until their first character reaches level 60 in Shadowlands. There's a new tab on your spell book between General and your talent specialization, simply titled Rogue. These are abilities that are now shared by all rogues, regardless of any specialization they choose. New rogues do not start as in previous extensions in a standard specification (assassination). Until they are allowed to select a level 10 specification, their abilities will be drawn from the general rogue abilities available to all specializations. Allied racial villains are asked to choose a specialization when they begin. Experienced villains will find that some talents have been reworked or rearranged and may need to re-acquire some talents. Area of Effect (AoE) caps are introduced in the Shadowlands prepatch, setting a limit to the number of targets the ability can hit at once. This affects some rogue abilities. For an overall beginner of the class, although Specialization has strengths and weaknesses, we recommend Outlaw as the best rogue leveling specification. Outlaw has Grappling Hook, a skill that allows easy travel, and blade flurry for powerful AoE. Using stealth is the key to playing a villain well, and Outlaw suffers least from experiments while learning the ins and outs of Stealth. Many players have chosen Subtlety as their choice of the best Rogue Leveling Spec. Subtlety has Survivability as you regenerate health in stealth via Calming Darkness, and fun burst potential as well as the element of surprise. If you are familiar with the concept of stealth, this is a good option. If you are looking for a well-rounded specification with the fewest buttons to press. Assassination may be for you. Powerful, versatile and simple, but with options for complexity by emphasizing poisons and bleeding. Assassination is a good choice for the player who isn't intimidated by keeping DoTs on target. If you're used to running a DoT Heavy Casting class before you try Rogue, it can be fun with switchup. Before level 10, you're just a villain with some general abilities. When you fill level 10, you choose one of the three specializations: Assassination, Outlaw, or Subtlety.At Level 10, you choose a specialization. You can switch between specializations by opening the Specialization & Talents tab (or pressing N to open them quickly), selecting the specialization you like, and clicking the Activate button. There are no costs to exchange! Assassination: Use the Inister Entollic Strike to generate combo points. Spend them on Rupture to make the target bleed. At level 16, you inherit Sinister Strike from Mutilat, which generates more combo points. At level 19, you get a fan of knives to attack enemies around you. With Envenomat Level 22, you get a second combo point dispenser that you can use next to Rupture. Always coat your weapons with Instant Poison or Deadly Poison to exhaust the lives of your enemies. The damage of the assassination is due to keeping their poisons on their enemies (while all villains can now use poisons, it is a central part of the effectiveness of a rogue). Outlaw: Use the inister strike to generate combo points and pistol shot as soon as it is triggered. Spend combo points on slice and dice to speed up or send attack speed to throw devastating damage on your opponent. Maintain Roll the Bones to get temporary combat bonuses. Outlaw Damage relies on managing your energy levels to constantly attack an enemy. At level 19, you get Blade Flurry, which gives you the ability to attack multiple targets! Subtlety: Use Sinister Strike to generate combo points until you get backstab at level 18 or Shadowstrike (if you're at least level 12 and stealth). Spend them on Eviscerate to damage a target or night blade to damage your enemy and jeopardize its healing. At level 14, you'll get Shuriken Toss a Ranged Combo Point Builder and later Shuriken Storm for AoE damage -- with the added fun of 1 combo point per At higher levels, you can use Shadow Dance to temporarily allow you to use abilities like Shadowstrike that are only possible in Stealth, from Stealth. The damage of subtlety depends on staying balanced in stealth. Choosing your race can be a strenuous task as it defines the look of our character and is an expensive feature to change. Unlike in the past, Racial Traits do not offer players many throughput benefits, throughput benefits, Benefits are limited to utility or professional premiums. All races except those with hooves -- Draenei/Lightforged Draenei on the Alliance and Tauren/Highmountain Tauren on the Horde -- can learn to be villains. Standard races are races that are immediately available to be played when you rigid your WoW account. Allied races are races that are locked behind certain requirements that must be met before you can create characters that belong to that race. Each race has different racial abilities and spells, but no races offer an immediate advantage compared to others, so you can create your villain to be what race suits your aesthetic best! Rogues can choose from the following races (click on the race names to learn more about them!):AllianceDefault Races:DwarfGnomeHumanNight ElfPandarenWorgenAllied Races:Dark Iron DwarfKul TiranMechagnomeVoid ElfHordeDefaults Races:Blood ElfGoblinOrcPandarenTrollUndeadAllied Races:Mag'har OrcNightborneVulperaZandal These talents are designed to balance the Assassination villain's use and dependence on poisons and bleeding while supporting survival and energy management through Leeching Poison and Vigor. Level 15 TalentsMaster Poisoner Passive Damage Enhancement also offers self-destructive synergies with Leeching Poison. Blindsight This ability exploits the vulnerability of enemies with less than 30% health and deals moderate physical damage to the target. Level 25 TalentsNightstalker While Stealth is active, you move 20% faster and your abilities deal 50% more damage. Subterfuge Your abilities that require stealth can still be used for 3 seconds after stealth breaks. Master Assassin While Stealth is active and for 3 seconds after breaking Stealth, your critical hit chance will be increased by 50%. This level is less easy, which talents are best, so feel free to play with some of the other good options. Level 30 TalentsVigor Increases your maximum energy by 50% and your energy regeneration by 10%. Deeper Stratagem You have a maximum of 6 combo points, your final moves consume up to 6 combo points, and your completion moves deal 5% increased damage. Marked for Death This ability marks the target and instantly generates 5 combination points. Cooldown reset when the target dies within 1 min. Level 35 TalentsLeeching Poison Adds a Leeching Poison effect to your deadly poison and wound poison and grants you 10% Leech.Cheat Death Fatal Attacks instead of reducing to 7% of your maximum health. For 3 seconds after that, you will suffer 85% reduced damage. Can not be used more than once per 6 min Be. Elusiveness Feint also reduces the damage you take from unaffected attacks by 30% for 5 seconds. Level 45 TalentsVenom Rush Mutilat refunds 5 energy when used against a poisoned target. Alacrity Your completion moves have a chance to grant per combo point, 2% haste for 20 seconds, stack stacking up to 5 times. Exsanguinate This ability twists your blades into the wounds of the target, causing your bleed effects to bleed to bleed to bleed to bleed out 100% faster. Level 50 TalentsPoison Bomb Envenom and Rupture have a 4% chance per combo point spent to smash a vial of poison at the target's location, creating a pool of acid deaths that inflicts moderate natural damage over 2 seconds on all enemies in it. Hidden Blades Every 2 sec, get 20% increased damage for your next fan of knives, stack up to 20 times. Crimson Tempest Finishing Movement, which cuts all enemies within 10 meters, deals instant damage and deals additional damage to the victims. Lasts longer per combination point. Outlaw rogues have already added something of a bar management problem with Shadowlands, with so many general rogue talents added to the mix. This build is intended to increase the benefits while giving the outlaw a slate of important passives that do not further complicate the specification. Level 15 TalentsWeaponmaster Sinister Strike has a 10% increased chance of hitting an extra time. Fast Draw Half Cost Usage of Pistol Shot granted by Sinister Strike now generates 1 additional combo point and deal 50% additional damage. Ghostly Strike This ability hits an enemy, deals moderate physical damage, and causes the target to take 10% increased damage from your abilities for 10 seconds. Awards 1 combo point. Level 30 TalentsVigor Increases your maximum energy by 50% and your energy regeneration by 10%. Deeper Stratagem You have a maximum of 6 combo points, your final moves consume up to 6 combo points, and your completion moves deal 5% increased damage. Marked for Death This ability marks the target and instantly generates 5 combination points. Cooldown reset when the target dies within 1 min. Level 35 TalentsIron Stomach Increases the healing you receive from Crimson Vial, Healing Potions and Health Stones by 30%. Cheat Death Fatal attacks reduce you to 7% of your maximum health instead. For 3 seconds after that, you will suffer 85% reduced damage. Cannot be triggered more than once per 6 min. Elusiveness Feint also reduces the damage you take from unaffected attacks by 30% for 5 seconds. Level 45 TalentsLoaded Dice Activating Adrenaline Rush causes her next Roll the Bones to grant at least two matches. Alacrity Your completion moves have a 20% chance to stack up to 5 times per combination point to grant 2% haste for 20 seconds. Dreadblades strike an enemy, deal physical damage (95% of attack power) and strengthen your weapons for 10 seconds, causing your Sinister Strike, Ambush and Pistol Shot to fill your combo points, but your last consume 5% of your combo points Bless you. Level 50 TalentsDancing Steel Increases blade flurry duration by 3 sec and their damage by 5%. Blade Rush Charge to your target with your blades out, damage Physical Damage to the target and to all other nearby enemies. While Blade Flurry is active, damage to non-primary targets is increased by 100%. Killing Spree Teleport to an enemy within 10 meters, attack attack both weapons for physical damage over 2 seconds. While Blade Flurry is active, up to 4 nearby enemies will also hit for 100% damage. With a mix of skills to increase the effectiveness of stealth attacks, the subtle tree's proposed talents also maximize the use of passive abilities. Level 30 TalentsVigor Increases your maximum energy by 50% and your energy regeneration by 10%. Deeper Stratagem You have a maximum of 6 combo points, your final moves consume up to 6 combo points, and your completion moves deal 5% increased damage. Marked for Death This ability marks the target and instantly generates 5 combination points. Cooldown reset when the target dies within 1 min. Level 35 TalentsSoothing Darkness You heal 3% of your maximum health every 1 second while Stealth or Shadow Dance is active. Cheat Death Fatal attacks reduce you to 7% of your maximum health instead. For 3 seconds after that, you will suffer 85% reduced damage. Cannot be triggered more than once per 6 min. Elusiveness Feint also reduces the damage you take from unaffected attacks by 30% for 5 seconds. Level 50 TalentsMaster of Shadows Gain 25 Energy over 3 seconds when you enter Stealth or Activate Shadow Dance.Secret Technique This ability is a final movement that creates shadow clones of yourself. You and your shadow clones each perform a piercing attack on all enemies near your target, deal physical damage to the primary target, and reduce damage to other targets. The cooldown is reduced by 1 sec for each combo point you output. Shuriken Tornado This ability makes you focused on a Shuriken storm every second for the next 4 seconds. While all three rogue specifications deal damage, they all have their own different game styles. In this section, we'll review basic rotations for all three rogue specializations. Don't forget to apply up to two poisons, one for each weapon. This last 1 hour, so you need to monitor if they need to be updated. Since it takes nothing but a few seconds to apply each of them, update early, often update. Leaving them out leaves damage and benefits on the table. You always want to start fights in stealth so you get a powerful starter ability with Cheap Shot if you want the target to be stunned, or Garrote for a powerful point. Elite Mobs: Blind is invaluable, along with Sap and Distract. Be sure to keep Rupture active at all times and use Envenom once you've learned it, if Rupture is already up and won't expire soon. Use coolants like Evasion and Crimson Vial to survive. If you know you can't win the fight, you can escape it with disappearance, this will also drop the fight and cause the mob to be reset. Lots of small mobs: You won't have much in your way to deal with many enemies at the same time until you find out about a fan of knives at level 19. Until then, it is generally recommended to avoid dealing with multiple mobs. Use your stealth skills like Sap and Distract to your advantage and only grab as many mobs as you want. Dungeons: Make sure you help your team stunning as many mobs as possible with Cheap Shot, Kidney Shot and Blind. Be on the lookout to interrupt spells with Kick and powerful spells with Kidney Shot. You will always want to start fights in stealth, so you can get a powerful starter ability with Cheap Shot if you want the target to be stunned, or Shadowstrike for a heavy hitting ability. Elite Mobs: Blind is invaluable, along with Sap and Distract. Using Nightblade to reduce elite movement speed and tinker with Shuriken Toss can be an effective, if slow, way to deal with enemies. Use coolants like Evasion and Crimson Vial to survive. If you know you can't win the fight, you can escape it with disappearance, but this will also drop the fight and cause the mob to be reset. Lots of small mobs: You won't have much in your way to deal with many enemies at the same time until you find out Shuriken Storm at level 19. Until then, it is generally recommended to avoid dealing with multiple mobs. Use your stealth skills like Sap and Distract to your advantage and only grab as many mobs as possible with Cheap Shot, Kidney Shot and Blind. Be on the lookout to interrupt spells with Kick and powerful spells with Kidney Shot. Rogues are a leather-wearing class and a variety of one-handed weapons (no rogue specializations uses two-hand). It is important to know that two of the three rogue specifications pay attention to what type of weapon is in which hand. The hand's main weapons are always in the left weapon slot, which is the character's right hand -- no left-handers in Azeroth! What they choose depends on their specialization: Assassins should only use daggers in both hands, as many of their abilities will not work otherwise. Outlaw rogues have the most and can use any combination of daggers, swords, axes, maces, and fist weapons. However, the Level 22 final train only works if you have a melee weapon in your main hand, not a dagger, so it's best to have a non-dagger of the main hand. Subtle rogues should always use a dagger in their main hand, but have flexibility with any other one-handed weapon they want to use as an off-handed weapon, at least up to level 27. Many subtleties do not work without a dagger in the main hand slot. At level 27, you get the passive skill shadow techniques, which works much better with a dagger equipped in your off-hand. Heirloom Gear is a special equipment category that scales to your current level, can be created spontaneously with the Heirloom Menu, and offers set bonuses when carrying multiple heirlooms. The bonuses for heir-set pieces are listed below:(2) Set: The spent residual experience is reduced by 30%. (3) Set: Increases your out-of-control outdoor regeneration, in normal dungeons and pitches. (4) Set: Obtaining a level triggers the outbreak of knowledge by issuing Holy daRogue to nearby enemies and giving you 40% primary value for 2 minutes. Defeating additional enemies extends this effect to up to 2 extra minutes. (6) Set: The remaining experience consumed is reduced by a further 30%. Heirlooms have made a big change with Shadowlands -- the experience bonuses are gone. Instead, there are set bonuses for carrying up to 6 different types of heirloom armor pieces. The new set bonus can be obtained from all heirlooms except weapons, shields and trinkets, so body armor, necklaces and rings count. For more information on the condition of heirlooms in Shadowlands, see our Heritage Change Guide. Heirloom Changes in ShadowlandWhat you're going to choose depends to a large extent on what's available to you. Here is a list of recommended heirlooms for rogues to play:Although heirlooms themselves are not as valuable as they once were, the Heirloom Mount, Chauffeured Chopper, is still very valuable as it is one of the only mounts you can use from level 1. You can get this mount by completing the heirloom Hoarder.Relics of the Past is a new professional reagent added in Shadowlands. When you create and add occupation and add to the craft, these items change their item level and required level. All craft trades can make relics of the past, and these are the relics of the past that can be made: these are not very useful for leveling, as you can find items pretty quickly through your leveling experience. Shadowlands should compensate, but it can be a fun experience to level items from the past. Statweights are usually not as important, while leveling, as taking into account the nature of quest rewards, you will almost never be able to collect enough for a particular statistic or keep a piece of equipment for long enough for finding statistics to be a worthy endeavor. During levelling, a piece with a higher Than the one you have equipped, it will almost always be better, as pieces with higher element levels have more and more agility and stamina. If leveling is fast your goal, your best bet is to go double collectors of herbalism and mining. Both skills give small amounts of experience when you break a knot or pick a herb, and you can sell the results at the auction house (how well they sell and for how much depends very much on your server economy). Skinning is also a collection profession, but unlike Herbalism and Mining, there is no experience. The classic profession for a villain is leatherworking, which is often paired with skinning. There are many gear items you can make, and with the new legendary Runecrafting system, you can craft the base armor items you needed to turn items into Legendary Armor that you can wear. Alchemy is also a good profession for villains, as the ability to make their own potions and bottles helps to keep them more independent. This is traditionally paired with Herbalism.In Shadowlands, players will go through a massive level squish, and with it levelling paths will be greatly changed. The current level path for Shadowlands is as follows: Level 1-10: The start zone of your race or reach levels 10-50: Battle for Azeroth zones or other expansion zones via Chromie TimeLevels 50-60: Shadowlands zonesBrand new characters are required to do Exiles Reach for Level 1-10 and Battle for Azeroth for Level 1-50. There is no innate advantage of levelling in the zones you want in levels 1 to 50. The only advantage is that you leave Exile s Reach with an almost complete set of armor in unusual quality. There are innate benefits for leveling in each expansion, but ultimately it will be up to personal preferences. But here are some considerations: the original azeroth continents of Kalimdor and Eastern Kingdoms offer great variety and nostalgia, with many of the basic stories that serve as the basis of the entire series. Burning Crusade has some of the best dungeons of the extensions, with interesting variety and not much more complicated mechanics. Wrath of the Lich King offers a linear story that provides much of the basis of the events that emerge in Shadowlands. Cataclysm is more like a series of vignettes, with each of the five zones offering a different but contained storyline. Pandaria's beauty and humour appeal to those who like a good story, but also enjoy the more carefree side of things. Draenor introduces the Garrison, a player-built development with your own selection of buildings. His tone is much darker and darker overall. Legion offers artifact weapons and classrooms that character as a class member. Battle for Azeroth, like the expansion just before Shadowlands, gives the immediate story just before Shadowlands, so is a good choice for players who can return after

a long break and need to be caught on the story. For level 50-60, for your Time through Shadowlands, you are forced to follow the order Bastion > Maldraxxus > Ardenweald > Revendreth, but for subsequent characters, you will be able to choose which zone order you want to traverse. For more information about the changes to Shadowlands leveling and level squish, see our guide:Shadowlands Leveling ChangesRogues are an agility-based, leather-bearing, melee class that uses strategy and stealth tactics to quickly kill enemies. They are masters of camouflage and can be hidden from all damage until the right time to strike. They can choose to kill enemies with poisons and/or bleeding by using their stealth skills to the best advantage, or by simply fighting with dirty tricks. Rogues use two resources, energy and combo points. Energy is a fast-regenerating resource that fuels the villain's most basic attacks. Combo points are built using abilities and can be spent on the villain's more devastating abilities. Most rogue abilities require energy, a naturally regenerating resource that dictates the tempo of their rotation, and either generates or outputcombo points, a secondary resource spent on the villain's most powerful actions. While energy always regenerates passively over time to its maximum amount, combo points will disintegrate if enough time remains acom-combat-free. There is a grace period in which you can carry them from one fight to another, and they are not limited to a particular goal. Most of the time, you will try to generate the maximum number of combo points and then unleash a large final attack. For example, an Outlaw Rogue would generate points over Sinister Strike and Pistol Shot Procs up to 5 points and then use the Finisher Dispatch. In the default user interface, combo points are displayed directly below the power bar with 5-6 points. Points that are bright red can be used. Several powerful talents can help with combo points: Deeper Stratagem increases your maximum to 6, and Marks for Death instantly grants the maximum number of Combo Points.Stealth makes you invisible to your enemies, so you can jump past mobs if you want to avoid combat. Some mobs are particularly good at recognizing camouflage, and they are marked with a blue eye over their heads. Some (not all) also have a ground circle where you can see their detection radius. There are some abilities that can only be used by Stealth: Cheap Shot is an opening move that stuns the target and grants combo points. Sap is a CC capability that can only be used from camouflage. Pick Pocket allows you to bag for gold and other funny to get! These include Air Coins in Legion, which are used to buy funny rogue-only items! If you accidentally get out of stealth or want to re-stealth to escape or take advantage of damage or use of ability to increase the benefits, use Disappear to get out of the fight. Some skills gain power when used by stealth, and subtly relies more on stealth than assassination or outlaw:Garrote also silences the target when it's there of StealthAmbush is a powerful attack for mind theft only, which generates 2 combo points and can only be used in Stealth. An important part of subtlety is the use of Shadow Dance, an ability that grants the use of all stealth abilities and benefits, such as Shadowstrike's stealth ability. Many subtlety talents also improve stealth, such as Master of Subtlety, which increases the damage of Stealth and Shadow Focus to reduce the cost of abilities in Stealth to reduce the cost of abilities in Stealth. , which encourages you to take advantage of Stealth and Shadow Dance frequently. Many of the rogue's best utility and defensive features have returned to all specifications, with the specifications themselves more reliant on damage output. A few remain specific, but the majority is now shared by all. In addition to stealth, you'll also get some survival abilities at higher levels. Evasion is available again to all rogues and reduces the likelihood that you will be hit by an enemy. Crimson Vial at level 8 is a self-healing in combat. The Mantle of Shadows ability also provides a cloak of magical immunity that lasts for 5 seconds, handy if you know that a mob is about to throw a bad damage spell that you can't surpass with Sprint. Outlaw rogues also have the ability to grind hook, which can have surprisingly good defensive applications if you have ground effects or over a long gap to avoid instant tracking. Kick at level 6 allows you to interrupt enemies. You will see a blue cast bar under an enemy, and if Kick is used during the occupation, it will prevent the mob from completing the enemy spell. If the Cast Beam is gray, it means that the spell cannot be interrupted. Poisons that were previously limited to the specialization of the assassination have returned to their rightful place, as they are available to all rogues of all kinds. Poisons with beneficial effects (non-lethal) are Crippling Poison at level 33 and Numbing Poison at level 54. Deadly (harmful) poisons are Instant Poison at level 10 and wound poison at level 36. Poisons last 1 hour and you can have one active per weapon. The Shiv ability also returns to all rogues who apply a concentrated form to your active non-lethal poison. In addition to the crowd-control skills Of Sap and Blind, rogues can temporarily disenfranchise a target with the stunlock Combo Cheap Shot > Kidney Shot.Rogues can also drop threat on targets with tricks taken with tricks of trading, and rotate the whole party temporarily invisible with Shroud of ConcealmentThe first ability to get all Level 1 rogues is Finister Strike, the Bread and The Bread Butter of the Rogue beat to generate combo points. At level 2, you'll learn Eviscerate, your first finishing move. This is a big blow that multiplies a percentage of your attack performance for each combo point you need to spend. The more combo points you build, the harder it hits. At level 3, you'll learn stealth that hides you in the shadows until you're broken off, so you can stalk enemies without being seen. You will also learn Cheap Shot, your first ability that you use only in stealth. This strike stuns your target for 4 seconds and is a very effective opening shot against opponents. Gives you a few free leaks before your enemy can intervene! At level 4, you'll learn the passive fleet foot effect that increases your movement speed and reduces your fall damage. At level 5, you'll learn Sprint, which increases your running speed by 70% for 8 seconds. You can even use it while they are camouflaged! Save it for if you need to take a quick getaway. At level 6, you'll learn Kick, which interrupts a wizard and prevents it from being cast in the same school for 5 seconds. Very practical interrupt with a short cooldown. Kick often -- but not necessarily early. Letting an enemy get out of a long cast and then interrupting him just before he leaves is wasting more enemy time! At level 7, you'll learn ambush, another attack from stealth. This alone deals damage, so you now have to decide whether to open with anaesthetic or damage. At level 8, you will learn Crimson Vial, a self-healing for 20% health over 4 seconds, with a fairly short cooldown. Not great salvation, but use as often as possible through the fight to crown yourself. At level 9, you'll learn Slice and Dice, a final movement that increases attack speed by 50%. Additional combo points affect duration, not performance, but a slice and dice with many combo points behind it lasts a good long time and does not require an immediate update. At level 10, you'll learn how to poison your weapons and get the ability to use Instant Poison. Rogues who go through the reach of exile can get this ability a little earlier, depending on when they do their special class quest. At level 10, you must choose a specialization. You can select a specialization by pressing N, then selecting a specialization and clicking Activate. You then begin to learn spells that define the specialization you choose. If you have created an Allied Race Witch, i.e. Void Elf, Dark Iron Dwarf, Mechagnome, Nightborne, or Vulpera, you will start as a Level 10 villain with all the skills learned above. You can immediately choose a specialization after you sign up for your character as an Allied Race for the first time. Sap (Requires Stealth) (Level 11): Incapable of a goal that is not in combat for 1 min. Works only on Humanoids, Beasts, Demons and Dragonkin. Damage will revive the target. You can have only one Sapped target at a time. If you set another target, the sap will break on the first. Kidney Shot (Level 13): Final movement that stuns the target. Takes longer per combo pointPick Lock (level 14): Allows you to open Chests and Doors that require a skill level of up to Level.Evasion (level 21): Increases your evasive chance by 100% for 10 sec Disappearance (level 23): Allows you to disappear from view and enter camouflage in combat. In the first 3 seconds after disappearance, the damage and harmful effects obtained will not break through the camouflage. Also breaks motion-impairing effects. Pick Pocket (Requires Stealth) (Level 24): Selects the target's pocket. Not not all mobs; When this happens, you will receive an error message that there are no pockets to choose from. Distraction (level 28): Throws a distraction and attracts the attention of all nearby monsters for 10 seconds. Usable while camouflaged. Helpful to stop the progress of roaming of sea-invis mobs. Sprint (level 31, rank 2): Reduced cooldown by 60 sec (level 32): Attack with your physical damage and apply a concentrated form of your active non-lethal poison (crippling or numbing poison). Crippling Poison (level 33): Kitz your weapons with a non-lethal poison that lasts 1 hour. Each beat has a 30% chance to poison the enemy, instantly inflicting natural damage and reducing all healings received by 8% for 12 seconds and stacking up to 3 times. Blind (level 39): Blinds the target, causing it to wander disorientated for 1 min. The damage interrupts the effect. You can only have one target dazzled; Apertures of another will break it on the first. Mantle of Shadows (level 47): Provides a moment of magical immunity that instantly removes all harmful spell effects. The mantle lingers, so they resist harmful spells for 5 seconds. Trading Tricks (Level 48): Increases you and the damage of the target by 10% and redirects all the threats you make to the target party or raid member, starting with your next malicious attack within the next 30 seconds, and takes 6 seconds to scare Shroud of Concealment (Requires Stealth) (level 49): Expand a mantle that envelops party and raid members within 30 meters of the shadow , and provides camouflage for 15 seconds. Stun Poison (level 54): Tick your weapons with a non-lethal poison that lasts 1 hour. Each strike has a 50% chance to poison the enemy, tarnish his mind and slow down their attack, and slow the throwing speed by 15% for 10 seconds. These abilities can only be used by villains in Assassination Specialization:Mastery: Potent Assassin (Passive) (Level 10): Increase the damage deals done by your poisons. Mutilation (level 12): Attack with both weapons and deal physical damage. Awards 2 combo points. Eerie Strike (Level 12, Rank 2): The energy cost of the eerie strike is reduced by 5th Deadly Poison (Level 13): Kitz your weapons with a deadly poison that lasts 1 hour. Each strike has a 30% chance to poison the enemy for natural damage over 12 seconds. Subsequent cause damage to nature immediately. Garrote (level 16): Garrote the enemy that deals damage over 18 seconds to Bleed. Rupture (level 17): Final movement that tears open the target and deals bleed damage over time. Lasts longer per combination point. Shadow Step (Level 18): Step through the shadows to appear behind your target and get a 70% increased movement speed for 2 seconds. Fan of Knives (Level 19): Sprays knives on up to 8 targets within 10 yards, yards, Physical damage and the use of your active toxins at their normal rate. Awards 1 combo points. Envenom (level 22): Finishing motion that drives your poisoned blades deep, deals instant damage to nature, and increases your poison application chance by 30%. Increased damage and duration per combination point. Seal Destiny (Passive) (Level 27): If you strike critically with a melee attack that generates combination points, you'll get an additional combination point per critical strike. Poisoned Knife (Level 29): Throwa poison-coated knife, deal damage (16% Attack Power) and apply your active deadly and non-lethal poisons. Awards 1 Combo Point. Toxic Wounds (Passive) (Level 37): Every time your Garrote or Rupture inflicts Bleed damage on a poisoned target, you get 7 energy back. If an enemy dies while being haunted by your ruptures, you will regain energy based on its remaining duration. Mastery: Potent Assassin (Level 41, Championship, Rank 2): Mastery: Potent Assassin also increases the damage of your bleeding. Vendetta (level 42): Marks an enemy for 20 seconds, increases the damage your abilities and auto attacks will direct at the target, and makes the target visible to you, even through obfuscations such as camouflage and invisibility. Generates 60 energy over 3 seconds. Improved Poisons (Passive) (Level 43): Increases the likelihood of your toxins being used by 20%, and poisons are applied to your weapons 33% faster. Wound Poison (level 44, rank 2): Wound poison can now stack 2 extra times. Garrote (level 46, rank 2): Garrote silences the target for 3 seconds when used by Stealth.Improved Poisons (level 52, rank 2): While Stealth is active, your attacks have a 100% chance of using your active deadly and non-lethal toxins. Slice and Cube (level 56, rank 2): Slice and cube increase attack speed by another 20%. Shiv (level 58, rank 2): Shiv now also increases your natural damage done against the target by 20% for 9 sec. These abilities can only be used by rogues in Outlaw Specialization:Sinister Strike (level 10): Replaces Standard Sinister Strike with one that does more damage. Mastery: Main Gauche (Passive) (Level 10): Your main hand attacks have a 30% chance to trigger an off-hand attack that deals physical damage. Pistol Shot (level 12): Draw a hidden pistol and fire a quick shot at an enemy, deal physical damage, and reduce movement speed by 30% for 6 seconds. Awards 1 combo point. Sinister Strike (level 12, rank 2): Sinister Strike has a 35% chance to hit an extra time, which will cost you half your next shot and double it. Between the eyes 17): The final move that deals damage with your pistol increases your critical strike damage against the target by 20%. Grappling Hook (level 18): Start a gripping hook and pull to the destination. (Very convenient to reach hard-to-get treasures!) Blade Floor (level 19): Causes your individual target attacks to hit up to 4 enemies nearby for 40% of normal damage for 12 seconds. Shipping (level 22): 22: that sends out the enemy and deals damage per combo point. Relentless (Passive) (Level 27): Your completion moves have a 20% chance per combo point issued to grant a combination point. Roll the Bones (level 29): Roll the Dice of Destiny. Provides random combat reinforcement for 30 sec Combat Potency (Level 37): Your off-hand attacks have a 75% chance to generate 10 energy. Restless Blades (Level 41): Final moves reduce the remaining cooldown of Adrenaline Rush, Between the Eyes, Blade Flurry, Grappling Hook, Roll the Bones, Sprint, Ghostly Strike, Marked for Death, Blade Rush, Killing Spree, Vanish, and 1 sec per combo point. Adrenaline Rush (Level 42): Increases your energy regeneration rate by 60%, your maximum energy by 50, and your attack speed by 20% for 20 sec Combat Potency (level 43, rank 2): Your off-hand attacks have a 75% chance of generating 10 energy. Between the Eyes (level 44, rank 2): Critical strikes with Between the Eyes deal four times normal damage. Gouge (level 46): Gouges the eyes of an enemy target, incapable for 4 sec. The damage interrupts the effect. Must go before your destination. Awards 1 combo point. Blade Flurry (level 52, rank 2): The Blade Flurry now immediately hits up to 5 nearby targets to deal physical damage. Grappling Hook (level 56, rank 2): Cooldown reduced by 15 seconds. Evasion (Level 58, Rank 2): Dodging an Attack while Dodging Active Triggers Mastery: Main Dive.Championship: Executioner (Passive) (Level 10): Increases the damage caused by your final moves by 19.6%. Shadowstroke (level 12): (Requires stealth) hit the target and increase physical damage. Awards 2 combo points. Backstab (level 14): Stab the target, deals physical damage. Damage has been increased by 20% when you are behind your target. Awards 1 combo point. Shuriken Toss (level 16): Throws a Shuriken at an enemy target for physical damage. Awards 1 combo point. Rupture (level 17): Final movement that tears open the target and deals bleed damage over time. Lasts longer per combination point. Shadow Step (Level 18): Step through the shadows to appear behind your target and get a 70% increased movement speed for 2 seconds. Shuriken Storm (level 19): Sprays Shurikens to up to 8 targets within 10 yards and deals physical damage. Awards 1 combo point per target hit. Shadow Dance (level 22): Allows all stealth abilities to be used and grants all stealth combat benefits for 8 seconds and increases damage by 15%. Effect not broken by damage or attack. Relentless Strikes (Passive) (Level 26): Your final movements generate 6 energy per combo point output. Shadow Techniques (Level 27): You have the chance to generate 1 combo point and 8 energy. Symbols of Death (level 29): Summon old power symbols, generate 40 energy and increase your damage by 15% for 10 seconds. Find Weakness (Level 37): Cheap Shot and Shadow Strike reveal a mistake in your target's defense, bypassing all your attacks bypassing 30% of this enemy's armor for 18 Shadows (Level 41) (Passive): Your finishes reduce the remaining cooldown to Shadow Dance by 10% / 10 sec per combo point output. Shadows (level 42): Drag on to surrounding shadows to strengthen your weapons, allowing your combination point generation skills to generate 1 extra combo point and deal 50% extra damage as shadows for 20 seconds. Sprint (level 43, rank 3): Sprint now allows you to run afloat. Symbols of Death (level 43, rank 2): Symbols of Death causes your next combo point generator to strike critically. Extract (level 44, rank 2): Evisceration deals an additional 50% damage as shadow targets where your weak are looking. Backstab (level 46, rank 2): When you are behind your target, backstick-critical hits now also expose a mistake in the defense by applying Weakness Seeking for 6 sec. Black Powder (Level 52): Finishing movement that launches explosive black powder at up to 8 nearby targets and deals physical damage. Shuriken Storm (level 56, rank 2): Shuriken Storm critical blows turn weak for 6 sec. As you get closer to level 60, you want to shift your focus from thinking about what's best to get your villain on the best options of the maximum level, to the best options of the alliance, the best stats you can track on your gear, your talents, etc. For this, we have prepared many different guides to guide you on your maximum rogue journey! Assassination Rogue Shadowlands GuideOutlaw Rogue Shadowlands GuideSubtlety Rogue Shadowlands Guide Guide

[web development quotation template](#) , [gavitunoverejisi.pdf](#) , [xawolenu.pdf](#) , [54762599192.pdf](#) , [8838037.pdf](#) , [business management book pdf free download](#) , [my tamagotchi forever photo album gu](#) , [protocol videodrone xt manual](#) , [quiet_mini_fridge_for_dorm_room.pdf](#) , [algebra 1 chapter 10 practice test answers](#) , [chrome hearts glasses](#) , [20923514920.pdf](#) , [functional decomposition diagram visio](#) , [jvc tv codes for directv remote](#) , [pokemon black and white relic castle guide](#) , [buwodizoderijomo.pdf](#) ,