

Class	CC (60sec control) -3 droids only -1 not droids -5 not in cmbt -1 enter cmbt before cc	CC calcs	CC Pts	Interrupt 4s lock per 8s +/- .5 / 1s cd +/- .5 / sec LO	Int calcs	Int Pts	Stun 4s per min +/- .5 / 30s cd -2 incapacitate	Stun calcs	Stun pts	Slow/Immob -50% 6s per 12s +/- .5 / 3s cd +2 immobilise	Slow calcs	Slow Pts	Knockback AOE 10m per 30secs ~8m rng +/- .5 tgts <8 +/- 1 / 10s CD -5.4m range	Knockback Calcs	KB Pts	Speed Pull / 45 s leap / 8 s Distance 300% in 30secs +/- .5 / 15s cd	Speed calcs	Speed pts	Damage Mit -25% damage or +50% Def 12secs / 2m +/- .5 / 15s cd +5 / 3s dura -1 / 1K cap	Effect Mit 8s immu /30s -2.2 only -1 / 15s cd	Mit Pts	Release All effects / 2mins +/- .5 per 30s cd -3 mvmnt only	Release Calcs	Rel pts	Heal/Guard Guard or Heal +5 / 500 hp -5 / 2s CD Self Heal 20% / 1m +/-1 / 5%	Heal pts	Cleanse 2 effts / 4.5 s	Clnse Pts	Other	Othr pts	TOTAL			
Arsenal Mercenary	Concussion Missile Anything 2s cast 60s cd	5 -1 cast -1 combat	3				Electro Dart 4 secs (1m cd)	5	5	*Pinning Fire Unload 2070 dmg -50% 2 secs (15s cd)	5 -2 time +2 dmg -1 talent -.5cd	3.5	Jet Boost 5 targets ~10m 462 - 501 dmg (30s cd) (~8m range)	5 -1.5 tgts +1 dmg	4.5				Energy Shield -25% for 12 secs (2min cd) (~25% * 18K = 4.5K)	5	5	Determination all 2min cd	5	5	Kolto Overload 15% in 10secs (3m cd)	5 -3 %/m	2	Cure 2 effects (physical or tech) (4.5s cd)	5	Onboard AED Combat Rez	5			
																										Rapid Scan 187-251 2.5 secs 0 cd	5 +25 hp -1.25 cast 0 cd	4						
										Jet Boost -50% for 4 secs 5 targets. 8m range (30s cd)	5 -1 multi -1 range -3 cd -1 time +2 targets	1	*Afterburners Rocket Punch ~14m 2415 dmg (9s cd) 4m range	5 -1 talented -3.5 tgts +2.5 dmg +2 cd ~5 range	4.5											Healing Scan 595-904 1.5 secs 12 sec cd	5 +1 hp -.75 cast -3 cd	2.25			Stealth Scan	4		
Arsenal Merc Total	14.5		3			0			5			4.5			9												8.25		5		9	54.25		
Pyro Mercenary	Concussion Missile anything	5 -1 cast -.5 combat	3.5				Electro Dart 4 secs (1min cd)	5	5										Energy Shield -25% for 12 secs (2min cd) (~25% * 18K = 4.5K)	5	5	Determination all 2min cd	5	5	Kolto Overload 15% in 10secs (3m cd)	5 -3 %/m	2	Cure 2 effects (physical or tech) (4.5s cd)	5	Onboard AED Combat Rez	5			
																										Rapid Scan 187-251 2.5 secs 0 cd	5 +25 hp -1.25 cast 0 cd	4						
																										Healing Scan 595-904 1.5 secs 12 sec cd	5 +1 hp -.75 cast -3 cd	2.25			Stealth Scan	4		
Pyro Merc Total	4		3			0			5			0															8.25		5		9	46.25		
Shield Tech PT			0	Quell 4 sec LO 8s cd 4m range	5 -1 range	4	Carbonise 5 targets 2.5 secs (45s cd)	5 -1.5 stun +.25 cd +2 targ	5.75	*Stealth Scan *imb 3 secs (20s cd)	5 -1 talent -1 multi -1.5 time -1.25 cd +2 immo	2.25				*Jet Charge *+30% for 4 secs (cd 8secs)	5	5	Energy Shield -25% for 12 secs (2min cd) (~25% * 18K = 4.5K)	5	5	Determination all 2min cd	5	5	Kolto Overload 15% in 10secs (3m cd)	5 -3 %/m	2			Stealth Scan	5			
				Jet Charge 447 dmg (15s cd)	5 -1 ability -3.5 cd +.5 dmg	1	Electro Dart 4 secs (1min cd)	5	5	Jet Charge Immob 3 secs (15s cd)	5 +2 immo -1 duo -1.5 time -.5 cd	4				Grapple pulls target (45s cd)	5									Guard	5	5						
																										*Grapple *imb 3 secs (cd 45s)	5 -1 multi -1 talent -16.5 cd -1.5 time +2 immo	1						
Ptech Tank Total	19		0			5			10.75			7.25																				5	54	
Powertech DPS			0	Quell 4 sec LO 8s cd 4m range	5 -1 range	4	Carbonise 5 targets 2.5 secs (45s cd)	5 -1.5 stun +.25 cd +2 targ	5.75	*Hamstring Retractable Blade 839 dmg *~30% for 6 secs 4m range (10s cd)	5 -1 talent -.5 speed -1 range +1 dmg +.5 cd	4				*pneumatic boots 15% always	5 -1 talent	4	Energy Shield -25% for 12 secs (2min cd) (~25% * 18K = 4.5K)	5	5	Determination all 2min cd	5	5	Kolto Overload 15% in 10secs (3m cd)	5 -3 %/m	2			Stealth Scan	5			
7.5+4+1+6+2+.5+1							Electro Dart 4 secs (1min cd)	5	5							*Hydraulic Overrides +30% 8 secs (240%) (30s cd)	5 -1 talent -1 distance	3	*Hydraulic Overrides 8s immune (mmt, KD & physics)(30s cd)	5 -2 not all	3													
Ptech DPS Total	26.5		0			5			10.75			3.5																				5	46.25	
Sorcerer Hybrid DPS	*Whirlwind instant	5	5	*Jolt 4s LO 12s cd (*10s cd) 10m range	5 -1 talent +1 cd -1 cd -.5 range	3.5	Electrocute 386 dmg 4 secs	5 +.5 dmg	5.5	Force Slow 693 dmg -50% 6 secs (12s cd) 10m range	5 +.5 dmg -.5 range	5	Overload All ~10m +1055-1230 dmg (20s cd) 8m range	5 +1 dmg +1 cd	7	Extricate pulls friendly 60s cd)	5 -.5 cd	4.5	Static Barrier absorbs 1184 + 394% * HB) or 30secs (20s debuff) (~3-9K)	5 +2.5 cd +7.5 mit +3 time +2 others -4.5 cap	15.5	Unbreakable Will all 2m cd	5	5	*Death Field up to 3% (cd 15 secs)	5 -1 talent -1 %/m	3	Purge 2 Mental, force or physical (cd 4.5s)	5	Combat Rez	5			
1+6+1+																										Parasitism .5% per crit	5 -1 talent +20%/min	5						
																										Dark Infusion 4159-4679 3sec (0 cd)	5 +4.5 hp -1.5 cast (0 cd)	8						
							*Haunted Dreams 2s if cc breaks	5 -1 talent -2 time	3	*Electric Bindings 5 sec imm Dmg breaks range 10m (20s cd)	5 -.5 time -1 talent -1 multi -1 breaks -3 cd +3.5 tgts	2				Force Speed +150% for 2secs (30s cd)	5	5								Dark Heal 126-158 1.5 sec (0 cd)	5 +25 hp -.75 cast	4.5						
Sorc DPS Total			5			3.5			8.5			7																				5	91.5	
Assassin Tank	Mind Trap from stealth not in combat not on droids 10m rng	5 -1 stealth -1 redo -1 droids +1 no combat	3	*Jolt 4s LO 12s cd (*10s cd) 10m range	5 -1 talent +1 cd -1 cd -.5 range	3.5	Electrocute 386 dmg 4 secs	5 +.5 dmg	5.5	Force Slow 693 dmg -50% 6 secs (12s cd) 10m range	5 +.5 dmg -.5 range	5	Overload All ~10m +1055-1230 dmg (20s cd) 8m range	5 +1 dmg +1 cd	7	*Force Pull (cd 45s)	5 -1 talented	4						Unbreakable Will all 2m cd	5	5	Guard	5	5	Force Shroud all hostile effects resist all (1m cd)	5	Stealth	10	
				*Spike 1 target 500 dmg 2 sec KD (*unstealthed (30s cd) 4m range	5 -1 talent +.5 dmg -1 range -11 CD	1	Whirlwind 8 secs 2sec cast (60s cd)	5 +2 time -1 cast	4	Wither -30% 15 secs 463 dmg 5 targets (7.5s cd) 10m range	5 -.5 speed +1.5 time +.5 dmg +2 targ +.5 cd -.5 range	8.5				*Force Speed +150% for 2secs *4 secs (30s cd)	5 -1 talent +2 distance	6					*Disjunction Force Speed also cancels impairment (30s cd)	5 -1 ability -1 talent -3 mvmnt +3 cd	3	*Hollow 5% with Overcharge Saber (2m cd)	5 -1 talent -2.5 %/m	1.5			Force Cloak (vanish) (3m cd)	5		
Assassin Tank Total			3			4.5			9.5			13.5																				5	82	
Assassin Deception DPS	Mind Trap from stealth not in combat not on droids +1 no combat	5 -1 stealth -1 redo -1 droids +1 no combat	3	*Jolt 4s LO 12s cd (*10s cd) 10m range	5 -1 talent +1 cd -1 cd -.5 range	3.5	Electrocute 386 dmg 4 secs	5 +.5 dmg	5.5	Force Slow 693 dmg -50% 6 secs (12s cd) 10m range	5 +.5 dmg -.5 range	5	Overload All ~10m +1055-1230 dmg (20s cd) 8m range	5 +1 dmg +1 cd	7	Force Speed +150% for 2secs (30s cd)	5	5	Force Shroud resist all force/tech 3 secs (1m cd)	5 -2 not all -1.5 time +2 cd	3.5	Unbreakable Will all 2m cd	5	5				Force Shroud all hostile effects resist all (1m cd)	5	*Force Cloak (vanish) (3m *2m cd)	5	-1 talent +1 cd		
				Spike 1 target 500 dmg 2 sec KD (30s cd) 4m range	5 -1 stealth +.5 dmg -1 range -11 CD	1	Whirlwind 8 secs 2sec cast (60s cd)	5 +2 time -1 cast	4																	Deflection +50% defence 12 secs (2m cd)	5 -2 def	3			Stealth	10		
							*Low Slash 4 secs 892 dmg (15s cd) 4m range	5 +1 dmg -2 Incap +.75 cd -1 range	3.75																									
Assassin DPS Total			3			4.5			13.25			5																				5	69.25	
Juggernaut Vengeance DPS				Disruption 4s LO (8s cd) 4m range	5 -1 range	4	*Intimidating Roar aoe 6 secs (not droids) (60s cd) *45s cd	5 +1 stun +3.5 targ -1 talent +.25 cd -2 dmg -1 droids	5.75	Chilling Scream -50% for 9 secs no cd	5 +1.5 time +2 cd	8.5	Force Push 929 - 1053 dmg, 2s KD. (60s CD) 10m range	5 +1 dmg -3 cd -3.5 tgts	1	Intercede leaps to friendly	5	5	Saber Ward +50% defence -25% Force & tech dmg 12s (3m cd)	5 -2 cd -2 def +2 frc-tch	3	Unleash All (cd 2m)	5	5	Enraged Defense 3% of max health (cd 45s)	5	5							
				Force Charge 1325-1414 dmg (15s cd)	5 -1 ability -3.5 cd +1.5 dmg	2	Force Choke +2361 dmg 3s (60s cd) 10m range	5 +2.5 dmg -1.5 cast -1 cd -.5 range	4.5	Force Charge 2s immo (15s cd)	5 -1 multi +2 immo -2 time -.5 cd	3.5				Force Charge (not to cover)	5 -1 multi	4								Payback 10% hp (2m cd)	5 -3 %/m	2						

