Class	(60sec control) -3 droids only -1 not droids5 not in cmbt -1 enter cmbt before cc	CC CC CC Pts			4s per min +/5 / 30s cd -2 incapacitate	calcs	Stun pts -50% 6s -/+ .5 / 3 +2 immo	per 12s 3s cd	30s +/- +/-		Knockback Calcs	Pull / 45 s leap / 8 s Distance 300 in 30secs +/5 / 15s co	calcs pts	-25% damage or +50% Def 12secs / 2m	Pts	Release All effcts / 2mins +/5 per 30s cd -3 mvmt only	Release Re Calcs pts	Guard or Heal +.5 / 500 hp 5 / 2s CD Self Heal 20% / 1m +/-1 / 5%	He		e Other	Othr pts TOT
Arsenal Mercenary	Concussion Missile Anything 2s cast 60s cd	5 -1 cast -1 combat			Electro Dart 4 secs (1m cd)	5	5 *Pinning Unload 2070 dm -50% 2 s (15s cd)	-2 time +2 dmg secs -1 tale	ent ~10 462 (30s	argets	5 -1.5 targs +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	Cure 2 effects (physical or tech) (4.5s cd)	Onboard AED Combat Rez	5
							Jet Boos -50% for 5 target: 8m rang (30s cd)	r 4 secs -1 multi s1 rang ge -3 cd -1 time	lti Roc ge ~14 241 e (9s	1m 15 dmg cd)	-1 talented -3.5 targs +2.5 dmg +2 cd	4.5						Rapid Scan 187-251 2.5 secs 0 cd Healing Scan 595-904 1.5 secs 12 sec cd	5 +.25 hp -1.25 cast 5 +1 hp 75 cast -3 cd	5	Stealth Scan	4
Arsenal Merc Total Pyro Mercenary	14.5 Concussion Missile anything	3 5 -1 cast 5 combat		0	Electro Dart 4 secs (1min cd)		5 5	+2 targ	gets 4m	range	5 range	9	0	Energy Shield -25% for 12 secs (2min cd) (~25% * 18K = 4.5K)	5 5	Determination all 2min cd	5 5 5	Kolto Overload 15% in 10secs (3m cd) Rapid Scan 187-251 2.5 secs	8.2 5 -3 %/m 2 -3 %/m 4 +.25 hp -1.25 cast	Cure 5 2 effects (physical or tech) (4.5s cd)	Onboard AED Combat Rez	9 54.2
																*Degauss Energy shield releases (2m cd)	5 3 -1 multi -1 talent	0 cd Healing Scan 595-904 1.5 secs 12 sec cd	5 2.2 +1 hp 75 cast -3 cd	5	Stealth Scan	4
Pyro Merc Total Shield Tech PT	4	0	Quell 4 sec LO 8s cd 4m range	5 4 -1 range		5 -1.5 stun	5 *Stealth *imb 3 s (20s cd)	secs -1 tale	lti me			*Jet Charge *+30% for 4 secs (cd 8sec		Energy Shield -25% for 12 secs (2min cd) (~25% * 18K = 4.5K)	5 5	Determination all 2min cd	5 5	Kolto	8.2 5 -3 %/m		Stealth Scan	9 46.2
			Jet Charge 447 dmg (15s cd)	5 -1 ability -3.5 cd +.5 dmg	Electro Dart 4 secs (1min cd)	5	5 Jet Char Immob 3 secs (1 *Grappl *imb 3 s (cd 45s)	+2 imn ge	mo 4 mo me 1 lti ent			Grapple pulls target (45s cd)	5	4.31()				Guard	5 5			
Ptech Tank Total Powertech	19	0	Quell	5 4	Carbonise	5	10.75		7.25 4			*pneumatic		Energy Shield	5 5	Determination	5 5 5	Kolto	5 2		Stealth Scan	5 54
DPS			4 sec LO 8s cd 4m range	-1 range	5 targets 2.5 secs (45s cd)	-1.5 stun +.25 cd +2 targ	Retracta Blade 839 dmg for 6 sec 4m rang (10s cd)	5 spe g *-30% -1 rang cs +1 dmg ge +.5 cd	eed ge g			boots 15% always	-1 talent	-25% for 12 secs (2min cd) (~25% * 18K = 4.5K)		all 2min cd		Overload 15% in 10secs (3m cd)	-3 %/m			
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	Overrides 8s immune (mvmt, KD & physics)(30s	5 -2 not all							
Ptech DPS Total Sorcerer	26.5 *Whirlwind	5 5	*Jolt		.5 Electrocute	5	10.75 Force Slo				5	7 Extricate	5 4.5	cd) Static Barrier	8 5 15.5	Unbreakable Will	5 5	*Death Field		Purge 5	Combat Rez	5 46
Hybrid DPS	instant		4s LO 12s cd (*10s cd) 10m range	-1 talent +1 cd -1 cd 5 range	386 dmg 4 secs	+.5 dmg	693 dmg -50% 6 s (12s cd) 10m ran	secs5 ran	rige + 10 dm _i (20:	055-1230	+1 dmg +1 cd	pulls friendly 60s cd)	5 cd	1184 + 394% * HB) or 30secs (20s debuff)	+2.5 cd +7.5 mit +3 time +2 others -4.5 cap	all 2m cd		up to 3% (cd 15 secs)	-1 talent -1 %/m	2 Mental, force or physical (cd 4.5s)		
l+6+1+																		Parasitism .5% per crit				
					*Haunted Dreams 2s if cc breaks	5 -1 talent -2 time	3 *Electric Bindings 5 sec im Dmg bre range 10 (20s cd)	s5 time -1 talen eaks -1 mult Om -1 brea	ent Iti aks			Force Speed +150% for 2secs (30s co						4159-4679 3sec (0 cd) Dark Heal 126-158 1.5 sec (0 cd)	+4.5 hp -1.5 cast 5 +.25 hp 75 cast			
orc DPS otal Assassin Tank	Mind Trap from stealth	5 5 3 -1 stealth	*Jolt 4s LO 12s cd		.5 Electrocute 386 dmg		8.5 Force Side 693 dmg	ow 5	7 5 Ove	erload ~10m	5 +1 dmg	7 *Force Pull (cd 45s)	9.5 5 -1 talented		15.5	Unbreakable Will	5 5 5	Guard	20.	Force Shroud all hostile		5 91
	not in combat not on droids 10m rng	-1 redo -1 droids +1 no combat	(*10s cd) 10m range *Spike	+1 cd -1 cd 5 range	4 secs Whirlwind	5	-50% 6 s (12s cd) 10m ran	nge	dm _i (20:		+1 cd	*Force Spee	1 5 6			*Disjunction	5 3	*Hollow	5 1.5	effects resist all (1m cd)	Force Cloak	5
			1 target 500 dmg 2 sec KD *unstealthed (30s cd) 4m range	-1 talent +.5 dmg -1 range -11 CD	8 secs 2sec cast (60s cd)	+2 time -1 cast	-30% 15 463 dmg 5 target: (7.5s cd) 10m ran	5 spe +1.5 til s +.5 dm +2 targ	eed ime ng g			+150% for 2secs *4 sec (30s cd)	- 1 talent			Force Speed also cancels impairment (30s cd)	-1 ability -1 talent -3 mvmt +3 cd	5% with Overcharge Saber (2m cd)	-1 talent -2.5 %/m		(vanish) (3m cd)	
Assassin Tank Fotal Assassin Deception DPS	Mind Trap from stealth not in combat	5 3 -1 stealth -1 redo	*Jolt 4s LO 12s cd (*10s cd)		.5 Electrocute 386 dmg 4 secs		9.5 Force Slo 693 dmg -50% 6 s	+.5 dm	ng All '	~10m	5 +1 dmg +1 cd	7 Force Speed +150% for 2secs (30s co		Force Shroud resist all	5 3.5 -2 not all -1.5 time	Unbreakable Will all 2m cd	5 5		6.5	Force Shroud all hostile effects	*Force Cloak (vanish)	15 82 5 -1 talent +1 cd
	not on droids	-1 droids +1 no combat	10m range Spike 1 target	-1 cd 5 range 5 -1 stealth	Whirlwind 8 secs	5 +2 time	(12s cd) 10m ran		dm _i (20						+2 cd					resist all (1m cd)		10
			500 dmg 2 sec KD (30s cd) 4m range	+.5 dmg -1 range -11 CD	2sec cast (60s cd) *Low Slash 4 secs	-1 cast	3.75							12 secs (2m cd)	2 40.							
Assassin DPS Total		3		4	892 dmg (15s cd) 4m range	-2 incap +.75 cd -1 range	13.25		5			7	5		6.5		5		0	5		15 69.
Juggernaut Vengeance DPS			Disruption 4s LO (8s cd) 4m range	5 4 -1 range	*Intimidating Roar aoe 6 secs (not droids) (60s cd *45s cd	+ 1 stun t + 3.5 targ l) -1 talent +.25 cd - 2 dmg	5.75 Chilling -50% for no cd	Scream 5 +1.5 tii +2 cd	ime 929 dm _i 2s k	9 – 1053	5 +1 dmg -3 cd -3.5 targs	1 Intercede leaps to friendly	5 5	Saber Ward +50% defence -25% Force & tech dmg 12s (3m cd)	-2 cd	Unleash All (cd 2m)	5 5	Enraged Defense 3% of max health (cd 45s)	5 5			
	-	1	1			-1 droids						ı	1	1	ı I	1	1	1	1	1		ĺ

lugg Vang			Force Push 10m range (60s cd)	5 1																					
Jugg Veng Total		0		6		-	10.25	No. and E	12			-	noo Channa	9	Calcar Mand		3	Unland	5	Consid		7		0	54.25
Juggernaut Immortal Tank			Disruption 4s LO (8s cd) 4m range	-1 range	*Intimidating Roar aoe 6 secs (not droids) (60s cd *45s cd	+ 1 stun t + 3.5 targ) -1 talent +.25 cd - 2 dmg	5.75 Force (2s imm (15s cd	-1 r) +2 i	multi immo cime cd	929 – 1053 dmg, knockback + knockdown 2 seconds. (60	2s		rce Charge ot to cover)	-1 multi	Saber Ward +50% defence -25% Force & tech dmg 12s (3m cd)	-2 cd -2 def +2 frc-tch		Unleash All (cd 2m)	5 5	Guard	5				
			Force Charge 1325–1414 dmg (15s cd)	5 2 -1 ability -3.5 cd +1.5 dmg	+ 2361 dmg 3s (60s cd) 10m range	+2.5 dmg -1 talent -1 cd	5			CD)					Invincible -40% 10 secs (3m cd) (~40%*18K =	5 -2 cd 5 time +1.5 mit	4			Payback 10% hp (2m cd)	5 -3 %/m	2			
					* not channeled Backhand 471 dmg 4 secs (60s cd)	5 range 5 +1 dmg -1 range	5								7.2K)										
Jugg Imm Total		0		6	4m range		18.25		3.5					4			7		5			7		0	50.25
Marauder Annihilation DPS	Disable Droid 60secs	5 - 3 droids 2	*Disruption 4s (8s cd) 4m range *6s cd	5 -1 talent +1 cd -1 range	Roar aoe 6 secs (not droids) (60s cd		6.5 Cripplii -50% fo + 670 - dmg Range	+2	range				rce Charge ot to cover)	5 -1 multi	Saber Ward +50% defence -25% Force & tech dmg 12s (3m cd)	5 -2 cd -2 def +2 frc-tch		Unleash All (cd 2m)	5 5				Predation +50% 10s. (1.5s cd) (group buff)	5	
			Force Charge 1325–1414 dmg (15s cd)	5 2 -1 ability -3.5 cd +1.5 dmg	Force Choke + 2361 dmg 3s (60s cd) 10m range	5 +2.5 dmg -1.5 cast -1 cd 5 range	4.5 Force (2s imm (15s cd	-1 r) +2	multi immo :ime cd			+3 (4!	orce mouflage 0% 4 secs, 5s cd) *+50% ecs	5	Undying Rage - 99% 5 secs (1.5m cd)	5 -1 time +7.5 mit +1 cd	12.5						Bloodthirst +15% dmg/heals 15sec (5m cd)		
															*Force Camouflage -50% dmg 4 secs *6secs	5 -1 talent -1 time +2.5 mit	8								
							*Ruptu -50% 6 + 1938 4 m rai	secs -3 t dmg -1 r nge5							(45s cd) Cloak of Pain	+2.5 cd	9								
Mara Anni		3					(15s cd		dmg	-				6.5			22.5							-	96.25
Mara Anni Total Marauder Carnage	Disable Droid 60secs	5 2 2 - 3 droids	Disruption 4s lo (8s cd)	5 4 -1 range	Intimidating Roar	5 + 1 stun	6.5 Cripplii	ng Slash 5 or 12 sec +.5	7.5			0 Fo	rce Charge	5 4	Saber Ward +50% defence	5		Unleash All (cd 2m)	5 5	*Hungering +2% per bleed	5 -1 talent	8	*Predation +50% 10s.	5	86.25
DPS	ousets	- 3 di dias	4m range	-11dilge	aoe 6 secs (not droids) (60s cd	+ 3.5 targ) -1 droids - 2 dmg	+ 670 - dmg Range	719 -1 r +2	range no cd			***			-25% Force & tech dmg 12s (3m cd)	-2 def +2 frc-tch				crit	+4 %/m		*+65% (1.5s cd)		
			Force Charge 1325–1414 dmg (15s cd)	-1 multi -3.5 cd +1.5 dmg	Force Choke + 2361 dmg 3s (60s cd) 10m range	+2.5 dmg -1.5 cast -1 cd 5 range	4.5 Force (2s imm (15s cd	-1 r) +2 i -2 t 5	multi immo :ime cd			+3 (4!	mouflage	5 -1 talent -2 distance 5 cd	- 99% 5 secs (1.5m cd)	-1 time +7.5 mit +1 cd	,	*Force Camouflage (movement) 45s cd)	5 -1 talent -1 ability -3 mvmt +2.5 cd				Hoodthirst +15% dmg/heals 15sec (5m cd)		
							*Overv (ravage immo 3 +1026- 4m ran (*30s o	e) -1.5 3 sec -1 t 1162 d -1 r							*Force Camouflage -50% dmg 4 secs *6secs (45s cd)	5 -1 talent -1 time +2.5 mit +2.5 cd	8								
							*Displated deadly (1502-1508)	+2 incement 5 Throw -1 t 1610) -1.5 +2 incement 5	5.5 time immo						Cloak of Pain -20% + 134 dmg 30 secs (60s cd)	5 +2 cd +2.5 time 5 mit	9								
							3s imm (12s cd 10m ra)5	5 dmg range															_	100
Mara Carn Total Sniper Lethality	Slice Droid	5 2 2 - 3 droids	Distraction 4s LO (12s cd)		.5 Flash Bang	5	6.5 Leg Sho	ot 5	17. 8 time	Cover Pulse	5 -1 cover	4		5.5	Shield Probe			Escape all (2m cd)	7.5 5			В		5	100
DPS	60s (1.5 cast)	- 3 arolas	10m range	-2 cd 5 range	5 tgt for 8 secs. (dmg breaks) (60s cd) 10m range	+2 targ +2 stun -2 dmg 5 range	5 sec ir + 2575 dmg Dmg bi (15s cd	- 3179 +2 i 5 reaks -1 k) +3 i	immo cd oreaks dmg	from cover (30s cd)	-1 cover					+7.5 mit +.5 time									
					Debilitate 4 secs 312 - 344 dmg (45s cd) 4m range	+5.dmg	5 sec in from co	nmo5 over -1 creaks -1 r -1 k -3 c	time cover multi oreaks cd 5 target						Entrench 20s immun From cover (60s cd)	5 -1 cover +6 time -2 cd	i	Hold Position immune to interrupts & pushback in cover							
															Hold Position +20% ranged def + immune to interrupts in cover		5								
															Evasion 100% dodge 3 sec. (60s cd)	-2 not all -1.5 dur	4.5								
															Take Cover -20% ranged no duration	+2 cd 5 -2 not all	3								<u> </u>
Sniper Leth Total		2		2	.5		10.25		10			4		0	(1s cd)		29.5		5			0		0	63.25
Sniper Marksman	Slice Droid 60s (1.5 cast)	5 2 - 3 droids	Distraction 4s LO (12s cd) 10m range		5 tgt for 8 secs. (dmg breaks) 10m range (60s cd)	5 +2 targ +2 stun -2 dmg 5 range	6.5 Leg Sh 5 sec ir + 2575 dmg Dmg bi (15s cd	nmo5 - - 3179 +2 i 5 reaks -1 k	time immo cd oreaks dmg	Cover Pulse All ~10m from cover (30s cd)	5 -1 cover	4			Shield Probe absorbs mod dmg 15 secs. (45s cd) (~2K reported)	+2.5 cd +7.5 mit +.5 time		Escape all (2m cd)	5 5						
					Debilitate 4 secs 312 - 344 dmg (45s cd)	+5.dmg	3.75 Cover I 5 sec ir from co	Pulse 55 over -1 c	time cover						Entrench 20s immun From cover (60s cd)	5 -1 cover +6 time -2 cd	i	Hold Position immune to interrupts & pushback in cover							
					4m range	Trunge	(30s cd		oreaks						Hold Position		5	pushbuck in cover							
															to interrupts in cover Evasion	-2 not all	4.5								
															Take Cover -20% ranged no duration (1s cd)	+2 cd	3								
Sniper Marks Total Operative Lethality	Slice Droid 60s (1.5 cast)	5 2 - 3 droids	Distraction 4s LO (12s cd) 10m range	5 2	.5 Flash Bang 5 tgt for 8 secs. (dmg breaks) 10m range	5 +2 targ +2 stun -2 dmg 5 range	-50% 1	24 dmg5	dmg range			+3		5 .5 -1 talent -3.5 dist	Shield Probe absorbs mod	5 +2.5 cd +7.5 mit +.5 time		*Escape all (2m cd) *90s cd	5 5 +.5 cd -1 talented	Kolto Infusion 1.5s cast + TA 757 – 1066	5 4	1.25 Toxin Scan - 2 tech or phys	Resuscitation Probe Yes		63.25
	Sleep Dart sap	5 3 -1 stealth -1 redo -1 droids +1 no			*Debilitate 4 secs + 312 - 344 dmg (45s cd) 4m range	5 +1 dmg -1 talent +.5 cd -2 range	3.5						nflitrator 5% all	5 5 -1 talent	Evasion 100% dodge 3 sec. (60s cd)	-2 not all	;	Avoidance Training all hostile effects with Evasion (60s cd)	5 5 +1 cd -1 multi	Diagnostic Scan 3sec channel 393	5 .5 hp -1.5 cast	4	Cloaking screen vanish (3m cd)	5	

																	-20% ranged no duration (1s cd)	-2 not all				2.5s cast 187 – 251	+.25 hp -1.25 cast				group stealth (3m cd) *2.5m cd)		
																				*Countermeasures 5 Counterstrike all -1 ta movement (45s cd) -1 ab -3 m +2.5	oility vmt						Stealth	5	
Op Lethality Total			5			2.5			10.25			5	0			5.5			16.5		12			12.25		5		20	98.75
Operative Concealment	Slice Droid 60s (1.5 cast)	5 - 3 droids	2	Distraction 4s LO (12s cd) 10m range	5 -2 cd 5 range	2.5	Flash Bang 5 tgt for 8 secs. (dmg breaks) 10m range (60s cd)	5 +2 targ +2 stun -2 dmg 5 range	6.5	Sever Tendon -50% 12 secs + 293 - 324 dmg 10 m range (12s cd)	5 +.5 dmg 5 range	5		*Slip Away +30% 4 secs (30s cd)	5 -1 talent -3.5 dist	.5	Shield Probe absorbs mod dmg 15 secs. (45s cd) (~2K reported)	+2.5 cd +7.5 mit +.5 time -6.5 cap		Escape 5 all (2m cd)	5	Kolto Infusion 1.5s cast + TA 757 – 1066	5 +1 hp 75 cast -1 TA	4.25	Toxin Scan - 2 tech or phys	5	Resuscitation Probe Combat Rez	5	
	Sleep Dart sap	5 -1 stealth -1 redo -1 droids +1 no combat	3	*Jarring Strike Hidden Strike 1.5 sec KD +1579 - 1746 dmg 4m range from stealth (7.5s cd)	5 +1.5 dmg -1 range -1 stealth -1.75 LO -1 talent		*Debilitate 4 secs + 312 - 344 dmg (45s cd) 4m range *30s cd	5 +1 dmg -1 talent +.5 cd -2 range	3.5	* Pin Down Sever Tendon imb 2 secs	5 -1 multi -1 talent 5 range -2 time +2 immo	2.5		*Inflitrator +15% all	5 -1 talent	4	Evasion 100% dodge 3 sec. (60s cd)	5 -2 not all -1.5 dur +2 cd		Avoidance 5 Training +1 cc all hostile effects with Evasion (60s cd)		Diagnostic Scan 3sec channel 393	5 .5 hp -1.5 cast	4		5	*Cloaking screen vanish *2m cd	5 -1 talente +1 cd	1
				(7.55 cd)										*Advanced Cloaking +60% 6 secs (2m cd)	5 - 1 talent +1 distance -3 cd		Take Cover -20% ranged no duration (1s cd)	5 -2 not all	3			Kolto Injection 2.5s cast 187 – 251	5 +.25 hp -1.25 cast	4			Infiltrate group stealth (3m cd)	5	
														_								* Revitalisers Stim Boost +30% hp dot (45s cd)	5 -1 talent +4 %/min	8			Stealth	5	
Op ConcealTotal			5			4.25			10.25			7.5	0			6.5			16.5		10			20.25		5		20	113.5
																													

1) Definition of Utility

The dictionary defines utility as: "Useful, esp. through being able to perform several functions".

Ghostcrawler (WoW developer) on the subject of utility states: "we are usually referring to things that make you want that class on your team, and particularly things that might not offer a great PvE benefit." And Joseph Sanicky of http://www.mmorpg.com/ in a lengthy article devoted solely to defining utility in MMOs claims: "we'll just say anything that isn't directly prioritized on fulfilling a roll of the holy trinity of tank, healer, or DPS is utility."

For this purpose utility is defined as any ability or talent that doesn't primarily do damage.

2) Ability Categories & Baselines

Category	Points	Baseline Ability Description
Crowd Control	5 points	60secs of control, breaks on damage
Interrupt/Knockdown	5 points	interrupts with 4 secs ability lockout, 8 sec cd
Stun	5 points	Stuns for 4 secs, 1 min cd
Slow / Immbolise	5 points	-50% speed for 6 secs,12sec cd
Knockback	5 points	Knocks back all ~10m, 8m range, 30sec cd
Speed	5points	Pull, 45sec cd Leap, 8sec cd Can travel 300% distance within 30sec period
Mitigation	5 points	Damage, -25% dmg or +50% def for 12 secs, 2min cd Effects, 8secs immunity, 30sec cd
Release	5 points	Removes all impairing effects, 2min cd
Heal / Guard	5 points	Guard, has ability to guard Heal, per healing ability Self Heal, can heal 20% of own HP 1 min cd
Cleanse	5 points	Cleanse 2 negative effects, 4.5 sec cd
Other	Discretionary	Abilities in this category were awarded points on a subjective basis

Notes:

- Abilities that only affect standard and weak enemies were not included
- Abilities that only do damage were not included
- The debuff component of any ability was not included due to time constraints and the difficulty of comparing the effect of reducing particular stats both within and across classes.

3) Point modifers

Duration of effect: -> +/- .5 points were added or subtracted per second of deviation away from the baseline duration except in the case of mitigtation where +/- .5 points were applied per 3 secs in an attempt to normalise very large differences in duration

Cast time: all baselines assume the ability is instant -.5 points was applied per second of casting time

Range: all baseline ranges assume 30m unless otherwise stated -1 point was applied if 10 meters, -2 points if 4 meters.

Damage: if the ability carries a damage component .5 point per 500 dmg (rounded to the nearest 500) Where abilities carry multiple functions eg. Force Charge interrupts, immobilises & jumps the damage component was only counted once.

Speed/Slow: +/- .5 points were added or subtracted for every 25% increase or decrease in mobility

Mitigation: -2 points were deducted for mitigation abilities based on defense or if only 2 damage types or negative effects are mitigated. +/- 1 point was applied per 1000 damage absorbed where mitigation is capped by a formula (eg Static Barrier)

Targets: +.5 points were added for each target greater than 1 to a maximum of 7 (total 8 targets) except Knockbacks which are assumed to knockback 8 targets. In this case .5 points were deducted for each target below 8.

Situational: -1 point if the ability can only be performed from stealth or cover

Talented: -1 point was deducted if the ability requires talent points to get or improve. In most cases the talented version was applied. In a few cases where talenting for an improvement in the ability significantly reduced its score, the untalented version was used.

Abilities with multiple components across categories: -1 point was deducted for each occurrence of the ability in the table

Knockdowns: A knockdown is considered a reduced lock-out period and -.5 points were deducted per sec

Cooldown: the modifier applied to each category for differentiation in cooldowns is listed under each category at the top of the table and is dependent on the baseline cooldown.

Additional modifiers: special modifiers were applied to some categories. These are listed at the top of the table.