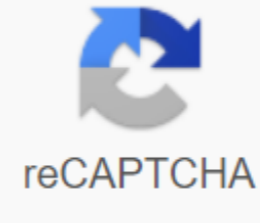




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# Fury warrior guide wotlk

@@@@Still need work@@@@ welcome to my Fury warrior guide! I've decided to focus on Fury for now because that's where I believe the maximum damage head lies for a warrior at the moment. Weapons are good for when you're missing a rogue fight, but a rogue fighter will outpds a weapon warrior and gives better buff + Tricks. I'll go through many different things in this tutorial including Rotate, Addons, Statistics, Upgrades, Tips and Tricks Etc. 1. Talent 2. Occupation 3. Macro 4. Glyphs 5. Gears and rotate 6. Addons 7. Tips and Tricks 8. Abbreviations We will start tutorials with different Talents and Specifications, and how those talents are useful. Some of the key talents explained to Fury are: [Bloodthirst] - The key ability in fury. In front of the rotation, this ability causes the most damage per cooldown. It is available at all times when cooldown is turned off, which is every 4 seconds. Should be prioritized the highest single goal. [Armored to the Teeth] - This talent gives a lot of AP to the warriors, based on what armor the warriors are wearing. It's a talent that often encourages warriors to go for the plate, even though it has not succeeded in its entirety. The agile way works, it also gives a little armor, so the plate is not a necessity. This talent gives the bonus passive attacking power to wear armor. I'll go into the effect of no sheet cakes come into play and explain why plate cakes are not always the best option. [Dual Wield Expertise] - Increase passive damage on your OH. Important for the rage generation as most will come from swings hand off of you and it also gives nice damage boosts from OH. [Accuracy] - Help reach the 8% hit cap with ease. I found this talent one of the biggest DPS upgrades of all. The hit is easily aquired, but to have it on more than a few pieces of cake is damaging when we need to stack other stats for the many caps we have. If you get cakes that overcaps you, you can by all means drop this talent temporarily, but if possible I'd suggest trying to cap the hit WITH this talent. [Death Wish] - Huge increase in damage. The main cooldown for Fury, this works best when popped with everything else up. I usually prepot indestruction potion, followed by Recklessness, then pop Blood Fury and Death Wish, all at the beginning of the fight so they line up with Bloodlust and the rest of my gear procs and things. Important to keep on CD apart if you need it for a certain part of the fight. [Flurry] - Should be up all the time, help with Rage generation and overall damage with HS swings. [Heroic Fury] - People can question getting this talent, in my opinion, it's extremely important and I'm not going to leave it out of any Fury specifications There is a way to re-establish the cooldown on interception, which is a huge increase in DPS, and when used effectively, can reduce travel time astronomically. [Rampage] - On the very least buff Fury Warriors give. Should be specced for all the time unless you have a wild druid with [Leader of the Pack] in your raid/party at Last. [Bloodsurge] - Made an angry spin with BT and WW. Every time this proc of it makes [Slam] instant. [Titan's Grip] - Bread and butter for fury warriors in WoTLK. This allows the use of 2H weapons in both MH and OH slowly, but at the price of a small reduced damage. This allows us to have 2 2H weapons, usually with high stats on them, making gears and Stat limits easier. [Deep wound] - Located on the arm tree where you spill over in normal Fury specifications. Deep Wounds takes up a large portion of Fury's warrior losses. With very good gear, hopefully this will be doing more and more % of your damage as your crit increases. Now that we have some key possibilities listed, I'll go into a few spec's for Fury, and then explain why they come in handy. 18/53/0 New leveling 80. - Pick up the most important abilities, including most of the rage. This is a good specification to start with when you're just getting a feel for Fury endgame. 18/53/0 My Spec - This is my spec. I picked up Heroic Fury because for me it is very important because a lot of fights cover movement these days and one way to maximize DPS is to be able to get back and out faster. I turn out some rage talent to reduce the rage on the carry, as I tend to start getting hungry during the performance phase as our rotation gets a little more. I've also included my glyphs in it, but I'll get to explain who's later. Besides, get what's right for you. Sometimes you may need a little more generational rage, or the ability to move around faster in combat, you can fiddle and tweak quite a bit but try to stick to the tutorials and have imporant talents. Getting the right trades will play a big role in the ability for you to maximize your character's potential to do the most damage. Although many seem to do the same job, they don't. I'll explain up sides for each career and then point out in my view that's the best: [Alchemy] - Alchemy For the Increase in The Effects of Vases and Potions through [Mixology]. Unfortunately this limits that statistics you can actually increase if you flask. [Blacksmith] - Blacksmith in my opinion is one of the best trades for maximum customization. Blacksmith allows you to have an extra Gem socket in your braces and boots. Any color gem can be placed in this socket and not only is it good for activating metas, but it is good because you can choose any stats from a gem and put it in 2 extra sockets, as opposed to other trades that you can only choose a few stats. [Enchanting] - Enchanting allows you to add 1 charm to each of your rings. Again the stats are very limited, the attacking power or the strength are the only useful ones (Stamina is returned uselessly to a maximum DPS warrior). [Engineering] - Engineering has many strengths as a career to have. [Hyperspeed Accelerators] is a very nice one. Although warriors do not get large amounts of money from the rush, this much is a solid DPS increase and because you can cap ArP quite easily and we can get our high crit. Haste is really worth something. [Nitro tank] Gives a huge increase in survival. The Crit also makes it worth the loss of other enchants. [Flexweave Underlay] also provides better stats than the original enchanting. [Frag Belt] should be used every cooldown, and act as further damage. [Herbalism] - Herbalism offers nothing of great use for a DPS warrior. [Lifeblood] provides unique use, and it was a weak viability at the time. [Inscription] - Inscription offers an enchanting shoulder. [Master's Inscription of the Axe] is a decent enchant, but again it only provides attacking power and crit, which again is not the worst craft but it is not the best. [Jewelcrafting] - Jewelcrafting gives you the ability to cut special gems. These gems have more stats on them than regular historical gems, but you can only have 3 equipped at any given time. This is a very good profession because the stats you achieve are very customizable, for example, if you were to make a [Fractured Dragon's Eye] you would get 14 arp over [Fractured Cardinal Ruby] and that's the only craft to give that Stat. [Leatherworking] - Leatherworking again only provides an enchant bracer. [Fur Lining - Attack Power] provides offensive power but again is not as customizable as JC and BS. [Mining] - Mining is very much like the buff given by Herbalism. You get [Toughness] which again increases the likelihood of survival but no DPS increases thus rendered useless. [Skinning] - Only Buff Skinning for being [Master of Anatomy] and that many Crit is not worth it imo. A bit like mining and herbalism. [May] - May offers a Cape proc. [Swordguard Embroidery]. The cape proc is pretty good, it works out at about 100 AP, which is not bad at all but still not better than JC and BS imo. In my opinion combine the best career to have it JC and BS, as it gives maximum customization, so if you don't just want strength and need expertise then you can regem accordingly. The only other combination could be the Blacksmith swap for Engineering, as the glove rush is useful at a high gear level, and the damage from bombs and other buffs that it brings is very competitive. One of the most important things for a Warrior, weapon switches and Stance switches are made easy with macros. I'll list all the ones I use and then explain how I use them and why they are so useful. Disarm #showtooltip Disarm / Cast Defensive Stance / equipslot 16 1H HERE / equipslot 17 SHIELD HERE / cast Useful macro DisarmA, best used when spammed. Can be used on most Melee adds, good for if you take aggro and you need to reduce the damage done. The conversion of weapons is not necessary but do it just because my next swing comes faster because of the slow weapon speed. I follow most defensive macros with my Zerker/Intercept Macro. Zerker / Intercept #showtooltip Intercept / cast Berserker Stance / Equipslot 16 MH HERE / equipslot 17 OH HERE / Actor InterceptThis Macro I use a lot. It does a number of things, for if I had just popped Disarm, I use this macro to get back into the Berserker's take on and re-equip my 2Hs to continue the damage. If it is pushed more than once, it will intercept the current target if it is far enough away. Save the number of keybinds in this way and it's easy to get used to. Intervention #showtooltip Intervention / cast Defensive /actor Interventionist or #showtooltip Intervention / actor Defensive /actor [target = SPECIFIC NAME HERE] InterventionThis is my simple macro intervention, If I use one of the first I choose one and push this macro and it will interfere with the person I have targeted. The second interferes with the goal you wrote in the SPECIFIC NAME field HERE. As soon as I intervned someone I pressed my Zerker/macro interceptor to get back ready for combat. Spell Reflect #showtooltip Spell Reflection /stopcasting /equipslot 16 MH HERE/equipslot 17 SHIELD HERE/cast Spell ReflectionIf this is pushed, it will equip your MH and Shield and cast Spell Reflection. Good for if you have a caster on you and can't interrupt. Stopcasting is because you can't switch weapons with Heroic Strike or Cleave queuing. Retaliation #showtooltip Retaliation / Cast Battle Stance / Cast RetaliationIf pushing it will take you into Battle Stance and activate Retaliation. If you go back to Berserker's position with retaliation up it would stay up, ideal for Lord Marrowgar and bone storms and the like. Shattering Throw #showtooltip Shattering Throw / Cast Battle Stance / Cast Shattering ThrowWill switch to Battle Stance and cast Shattering Throw. Remember to quickly switch back to Berserker Stance to continue DPS! Also works best in a pair of free, discussed in later spins. Shield Bash #showtooltip Shield Bash /stopcasting /equipslot 16 MH HERE/equipslot 17 SHIELD HERE/cast Shield BashEquips MH and Shield and Shield bash's current target. I usually only use this to interrupt when I'm completely defensive with MH and Shield on. Again stopcasting cancel any Heroic Strike or cut the Shield Block #showtooltip Shield Block queue/stopcasting/cast Defensive Stance/equipslot 16 MH HERE/equipslot 17 SHIELD HERE/cast Shield BlockThis macro will take you into a defensive stance, equipped with MH and Shield and shield pop blocks. A good defensive CD if you get melee adds about you. Don't forget to keep up the damage with revenge procs you get from the blocks constantly! Stopcasting is similar to all weapons conversion macros. Shield Wall #showtooltip Shield Wall /stopcasting /cast Defensive Stance /equipslot 16 MH HERE /equipslot 17 SHIELD HERE /cast Shield WallThis macro has saved me many times. This tap takes you into a defensive and equipped MH and Shield take place while popping Shield Wall. Again you can't switch weapons with Heroic Strike and equipped cleave, which is the reason for stopcasting. Conversion macros field may need a few pushes. If you press the Shield Wall macro once it will only equip MH and Shield and put you in a defensive Shield wall. Must-have glyphs are: [Glyph's Whirlwind] - This makes WW match the unique rotation and is probably the biggest damage rising Glyph. [Glyph of Heroic Strike] - Allows smoother shooting because Heroic Strike is spammed quite a lot and Rage can be a problem at times like the implementation phase even with bis devices. Glyphs can be turned around as: [Glyph of Cleaveing] - Perhaps the third most useful Glyph, It will serve well on a lot of battles these days. [Glyph of Rending] - Used more in the days before receiving 4 sets of T10 using rends in free copies. You will have more free space in the 4 sets of T10 front rotation but you can still find time to use this in some matches. More about this in the rotation section of the tutorial. [Glyph's Execution] - An argueably useful Glyph when one doesn't want to rend and the whole fight is the only goal, which will bring some kind of DPS tank. In this section, we'll discuss what the fury gear warriors should go for. It is different for each situation but having certain caps it is important you gain to pull out competitive DPS. Professional Cap Getting Expertise reduces the amount of a dodge that will dodge and parry your attacks. The dodge cap is 26 (213.1349315555 reviews), if you're an orc you get 5 from your race if you're using the axis. For Fury, it is important that you limit this as soon as possible, since a dodge attack means a loss in DPS. Don't worry about having 26 expertise in both hands, as long as your MH has 26 that's fine, as your special comes from. Even if OH is dodged, the swing will still create rage as if it will hit. Remember to attack from behind the boss, otherwise the Parry cap comes into play, which is much higher than the Dodge cap. Hit Cap Catch hit reduces the number of attacks you miss. The hit limit for a Fury warrior with 3 points in [Precision]is 5% (163.95 rating). You'll never cap your white swings (as it's about 27% and it's a huge DPS loss to come across special caps.) but special caps are important. Getting hit caps and professional caps is extremely important and will lead to your biggest DPS increase until the hat. Armor Penetration Cap Armor Penetration seems a bit difficult. The cap is 100% (1399.3- rating) and this is the statistic that I get the most questions about. Armor penetration is better than you have more of it. At some point, it becomes better to start completely stacking it than focusing on strength. This point will be different for all and completely dependent on the cake, using a spreadsheet will tell you this correctly, but at one guess it will be about 70% with full gems like ArP. Getting this lid will increase your DPS greatly, and is what you will be premises the majority of your upgrade options on in the end. Crit Cap I will not lie to you, cap confused me for a while. There is a point where your crit rating will be denied at a higher level because there is not enough room on the hit board for crit anymore. Tables that look like this without Hits or Specials: Special: ahead: Miss 28.0% Dodge 6.5% Parry At least 10% Glancing Blow 25.0% Block 6.5% This leaves 24% for Hit and crit. If you've got 50% crit 0% hit then you want to waste 26% crit because 28.0% miss + 6.5% dodge + 10% parry + 25% Glancing Blow + 6.5% Block = 76% total leaving 24% for crit, thus wasting 26% crit chance in the process. From back to the same stats the table looks like this: Miss 28.0% Dodge 6.5% Glancing Blow 25.0% This leaves 40.5% for Hit and Crit. Then you'd have wasted 9.5% crit. Now let's plug some more accurate numbers with expertise and hit the cap cap. Miss 20.0% (Because of the 8% cap) Dodge 0.0% (For 6.5% expertise) Glancing Blow 25.0% (Can't reduce this.) So from behind this leaves 55% for Crit. Therefore 55% are crit caps for Fury warriors on white swings (Since specially unable to glance and the hit hat for them is 8%, so on the crit cap special is 100%-talented.). Reducing Miss will be the only thing you can do to increase the crit cap. Finally with higher numbers, this will lose the value of the crit. Rotating for Fury Warriors is a pretty easy turnaround. It goes something like this: 0----&gt; 0----&gt;1.5----&gt;3.0----&gt;4.0----&gt;5.5----&gt;7.0----&gt; 9.5----&gt; [BT]. --&gt;[WW]--&gt;Free---&gt;[BT]---&gt;Free---&gt;Free---&gt;[WW] ---&gt; In the Frees, you can set some possibilities depending on what you or the raid needs. If you have Warrior tanks and are tasked with [Sunder Armor], you should put them in the liberation apart at the start of the war where you should spam up to 5 sunders as soon as possible. If the raid needs a [Shattering Throw] then I'd suggest putting that in double free, as cast time can put you back in touch. You also put [Slam] in there from [Bloodsurge] procs. Sometimes you may need to break the rotation in exceptional circumstances, while [Bloodthirst] is the most damaging per Cooldown if you have a situation where a [Slam] proc is about to run out, I want to throw it out before you [Bloodthirst], as [Bloodthirst] has a chance to proc another [Slam] that results in more DPS. The above is a picture of my UI, it will show most of my addons although a few are hidden. I made a mistake about with my UI for as long as I can remember. I always played on with configuration settings and tried a large number of different addons. I'll list the ones I use now and what they do: TukUI - This is a complete modification of the user interface using the .lua script. This means that it mainly uses the Blizzard UI, it just looks different. This allows me to have a nice search base user interface, without addon memory. The unitframes, actionbars, chats, minimaps, buffs you can see are all TukUI. ForteXorcist - This addon I use for timer and for my proc tracking. I add a manually timed time things, like Sunder Armor, Hamstring, Rend, and I also have it track my procs [Bloodsurge]. I color them differently from other buffs so I can see them immediately when they pop up. MSBT - Mik's Scrolling Battle Text, is an addon showing Damage, Healing, Procs, etc. i use it with Blizzard moving combat text so that i can always see my damage in one spot, as well as where it came from from blizzards of original combat text moves. Grid - This is what I used to see the raid. It can track debuffs, lost health, death and a whole bunch of other things. DXE - I use this addon for my Boss timer. It's one of the best Boss mods around that has tried it all and there are some unique things that others don't, like moving arrows for targets. Recount - Keep track of what the raid damage is doing. I want to have this in sight as a motivation to do better. I also watch other people damage through it so I can choose the next best DPS on Blood Queen and the like. Omen3 - Important for a Fury Warrior ATM! Threats are a big problem and being able to see exactly where you are on the threat table is extremely important. This allows me to call [Hand of Salvation] if I need it. Other addons you can't see: Quartz - An addon bar actor, looks beautiful and does the job. Also track casting latency, so you can time spells to deny latency if you have any. Tidyplates - An important addon for me. I love seeing health at the glance of many mobs, and with these concise nameplates it allows me to see all the mobs next to me easily, and also looks nice. In this section I will explain a few tips and tricks to become a Fury Warrior, they may or may not help you. It is important to always push harder, even if you are the top DPS. The way Fury is ATMs, it's easy to top DPS, but you shouldn't just stop there, class can be crazy DPS with a bit of work. Always try and line up your cooldowns all together. For example, our guild gets tanks to count down from 3 (which I suggest all guilds do, as it allows people to turn on any CD that gets on GCD before everyone joins) Day 2 i prepot a [Indestructible Potion] and then pop [Recklessness], followed by [Death Wish] and [Blood Fury] when I join the boss , all my procs from jewelry and rings should also proc and this gives me maximum damage while Keybind Everything. As a melee, you need to be ready to move in any direction at any time. The best way to keep up with DPS is to keybind every single ability so you can use them always on the go. I don't want to get into a keybinding VS click-ins, but keybinding increases my DPS significantly. Learn to survive, survival is a larger DPS increase than dying in the first 10 seconds. Learn to see your aggro and learn to survive all the way through the fight. BT = [Bloodthirst] WW = [Whirlwind] BL = [Bloodlust] DPS = Damage per second MH = Main Hand OH = Off Hand In progress!!!!!! Progress!!!!!! #####

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