

Saved Template

Class: Rogue

Level: 60

Assassination Talents (16 points)

- **Malice** - 5/5 points

Increases your critical strike chance by 5%.

- **Murder** - 2/2 points

Increases your chance to hit while using your Sap, Ambush, Garrote, or Cheap Shot abilities by 5%.

- **Ruthlessness** - 3/3 points

Gives your finishing moves a 60% chance to add a combo point to your target.

- **Relentless Strikes** - 1/1 point

Your finishing moves have a 20% chance per combo point to restore 25 energy.

- **Lethality** - 5/5 points

Increases the critical strike damage bonus of your Sinister Strike, Gouge, Backstab, Ghostly Strike, or Hemorrhage abilities by 30%.

Combat Talents (8 points)

- **Lightning Reflexes** - 3/5 points

Increases your Dodge chance by 3%.

- **Improved Sinister Strike** - 2/2 points

Reduces the Energy cost of your Sinister Strike ability by 5 Energy.

- **Improved Backstab** - 3/3 points

Increases the critical strike chance of your Backstab ability by 30%.

Subtlety Talents (13 points)

- **Camouflage** - 5/5 points

Increases your speed while stealthed by 15%.

- **Opportunity** - 5/5 points

Increases the damage dealt when striking from behind with your Backstab, Garrote, or Ambush abilities by 20%.

- **Improved Ambush** - 3/3 points

Increases the critical strike chance of your Ambush ability by 40%.

Unspent talent points: 14