

Saved Template

Class: Rogue

Level: 60

Assassination Talents (17 points)

- **Improved Eviscerate** - 3/3 points

Increases the damage done by your Eviscerate ability by 15%.

- **Malice** - 5/5 points

Increases your critical strike chance 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 (31 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.

- **Deflection** - 5/5 points

Increases your Parry chance by 5%.

- **Precision** - 5/5 points

Increases your chance to hit with melee weapons by 5%.

- **Riposte** - 1/1 point

A strike that becomes active after parrying an opponent's attack. This attack deals 150% weapon damage and disarms the target for 6 seconds.

- **Dual Wield Specialization** - 5/5 points

Increases the damage done by your offhand weapon by 50%.

- **Sword Specialization** - 5/5 points

Gives you a 6% chance to get an extra attack after dealing damage with your Sword.

- **Blade Flurry** - 1/1 point

Increases your attack speed by 20%. In addition, attacks strike an additional nearby opponent. Lasts 15

seconds.

- **Aggression** - 3/3 points

Increases the damage of your Sinister Strike and Eviscerate abilities by 6%.

- **Adrenaline Rush** - 1/1 point

Increases your Energy regeneration rate by 100% for 15 seconds.

Subtlety Talents (0 points)

- None

Unspent talent points: 3