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Subtlety rogue pvp

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Ilvl 226 Stats Effects Use: Removes all movement impairing effects and all effects which cause loss of control of your character. (2 Min Cooldown) Rank Duelist Ilvl 226 Stats Effects Use: Increases maximum health by 6,209 for 20 sec. (2 Min Cooldown) Rank Elite Ilvl 226 Stats Effects Equip: Every 5 sec, your next melee ability applies Liquefying Ooze, dealing 642 Nature damage over 30 sec. Liquefying Ooze stacks up to 3 times. Stacking does not refresh the duration. Rank Mythic 15 The gems to socket into equipment pieces. Based on the gems observed on the equipment of the 28 highest rated Subtlety Rogues in 3V3. Speed increased by 13 for each Shadowlands gem you have socketed. The enchantments to use on the back slot. Based on the enchantments observed on the equipment of the 28 highest rated Subtlety Rogues in 3V3. Enchanted: +20 Stamina & Minor Speed Increase Enchanted: +30 Stamina The enchantments to use on the chest slot. 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Enchanted: Celestial Guidance The talents to use. Based on the talents observed on the 28 highest rated Subtlety Rogues in 3V3. Shadowstrike and Backstab have a 15% chance to hit the target twice each time they deal damage. After entering Stealth, your next Shadowstrike grants up to 10 sec of Slice and Dice, and generates 2 additional combo points if Slice and Dice is active. Punctures your target with your shadow-infused blade for 571 Shadow damage, bypassing armor. Critical strikes apply Find Weakness for 6 sec. Awards 1 combo point. While Stealth or Shadow Dance is active, you move 20% faster and your abilities deal 12% more damage. Your abilities requiring Stealth can still be used for 3 sec after Stealth breaks. Also increases the duration of Shadow Dance by 1 sec. Abilities cost 20% less Energy while Stealth or Shadow Dance is active. Increases your maximum Energy by 50 and your Energy regeneration by 10%. You may have a maximum of 6 combo points, your finishing moves consume up to 6 combo points, and your finishing moves deal 5% increased damage. Marks the target, instantly generating 5 combo points. Cooldown reset if the target dies within 1 min. You heal 3% of your maximum health every 1 sec while Stealth or Shadow Dance is active. Fatal attacks instead reduce you to 7% of your maximum health. For 3 sec afterward, you take 85% reduced damage. Cannot trigger more often than once per 6 min. Feint also reduces all damage you take from non-area-of-effect attacks by 30% for 5 sec. After entering Stealth or Shadow Dance, your next Cheap Shot is free. Shuriken Storm reduces enemies' movement speed by 30% for 8 sec. Enemies disabled by your Cheap Shot or Kidney Shot take 10% increased damage from all sources for 6 sec. Shadow Dance now increases damage by 30%. Your finishing moves have a 20% chance per combo point to grant 2% Haste for 20 sec, stacking up to 5 times. Deepening Shadows reduces the remaining cooldown of Shadow Dance by an additional 0.5 sec per combo point spent. Shadow Dance gains 1 additional charge. Gain 25 Energy over 3 sec when you enter Stealth or activate Shadow Dance. Finishing move that creates shadow clones of yourself. You and your shadow clones each perform a piercing attack on up to 6 enemies near your target, dealing Physical damage to the primary target and reduced damage to other targets. 1 point : 538 total damage 2 points: 1,051 total damage 3 points: 1,554 total damage 4 points: 2,139 total damage 5 points: 2,614 total damage Cooldown is reduced by 1 sec for every combo point you spend. Focus intently, then release a Shuriken Storm every sec for the next 4 sec. The PvP talents to pick. Based on the PvP talents observed on the 28 highest rated Subtlety Rogues in 3V3. The covenants to pick. Based on the covenants picked by the 28 highest rated Subtlety Rogues in 3V3. 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Vanish reduces the remaining cooldown of your other abilities by 20 sec. After activating Symbols of Death, your next Shadowstrike or Backstab deals 50% increased damage and generates 4 additional combo points. The trinkets to use. Based on the trinkets observed on the 32 highest rated Subtlety Rogues in 2V2. Ilvl 226 Stats Effects Use: Removes all movement impairing effects and all effects which cause loss of control of your character. (2 Min Cooldown) Rank Duelist Ilvl 226 Stats Effects Use: Increases maximum health by 6,209 for 20 sec. (2 Min Cooldown) Rank Elite Ilvl 197 Stats Effects Use: Increases maximum health by 6,209 for 20 sec. (2 Min Cooldown) Ilvl 226 Stats Effects Equip: Every 5 sec, your next melee ability applies Liquefying Ooze, dealing 642 Nature damage over 30 sec. Liquefying Ooze stacks up to 3 times. Stacking does not refresh the duration. Rank Mythic 15 The gems to socket into equipment pieces. 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While Stealth or Shadow Dance is active, you move 20% faster and your abilities deal 12% more damage. Your abilities requiring Stealth can still be used for 3 sec after Stealth breaks. Also increases the duration of Shadow Dance by 1 sec. Abilities cost 20% less Energy while Stealth or Shadow Dance is active. Increases your maximum Energy by 50 and your Energy regeneration by 10%. You may have a maximum of 6 combo points, your finishing moves consume up to 6 combo points, and your finishing moves deal 5% increased damage. Marks the target, instantly generating 5 combo points. Cooldown reset if the target dies within 1 min. You heal 3% of your maximum health every 1 sec while Stealth or Shadow Dance is active. Fatal attacks instead reduce you to 7% of your maximum health. For 3 sec afterward, you take 85% reduced damage. Cannot trigger more often than once per 6 min. Feint also reduces all damage you take from non-area-of-effect attacks by 30% for 5 sec. 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