

Ideas for General Combat, PvP and RvR.

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Labels

System change

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Description

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Look towards making combat more varied and interesting. Therefore hopefully more fun for players and more interesting PvP and RvR engagements in and out of events.

Decide on an amount of time that PvP and RvR should take in a 1v1 and group situation. Make changes to get close that time. This is so that PVP and RVR is not just players around the same stats just 1 or 2 hitting each other.

Will need to look into separate melee and magic % changes for RvR events.

Will need to look at the damage output of each weapon type and magic on hsoma and each class on dsoma.

Some ideas:

- ~~Bow weapon to have reduced damage at further range.~~
- ~~Bow weapon to have reduced attack speed at further range.~~
 - ~~These are both ways to change up the damage output of Bows without actually altering any items and also without altering their current damage output (if they are within the range to do their full damage).~~
- Separate magic percentage for Wotw and SS etc.
- Change Aura effects or add additional effects to existing.
 - Double bow could force the character to stay still and have a cast time. Therefore the character is vulnerable when casting this Aura and it can also be interrupted.
- Change cool downs of Auras.
- Change damage output of Auras.
 - Not looked at the damage output in comparison to other classes they could do with some modification if there are big differences.
- A global Aura cool down added when switching to another weapon. Will then have to make a strategic decision on when is the best time to change weapon instead of being able to switch quickly fire off an Aura then immediately switch back. (although the cool down of Aura would still be in effect but if cool downs are lowered then it becomes a problem or if they use a low cool down Aura).
- Add physical or magic block chance to shields.
 - New upgrade items to increase the chance.
 - Make using 1handed weapon with less damage more attractive to use.
- Low range weapons should have Auras that help close the gap on ranged characters.
- High range weapons should have Auras that help to prevent characters from advancing to them too quickly.
- ~~GBird Feathers should have a cool down but have increased range so you can get outside of Bow range when using but not spam them constantly.~~ (A change has been made where click lock is removed when using GBird, the cool down and increased range didn't work out and got reversed.)
- Ranged Auras/Attacks for low range weapons.
 - Throwing axes, throwing swords, throwing spears.
- Perhaps paralyze/concussion should be merged into a single Aura and stun the target preventing them from moving and attacking but also preventing them from being attacked therefore turning it into a way to disable a target only to remove them from the fight. We can then have ways to have other characters use an Aura or Magic to break them out of the stun.
 - There could then be an upgrade choice for this Aura where can decide for it to be defensive or offensive with

the defensive version having longer stun time and the offensive version having shorter stun time but add damage done to the target when used. Or maybe one where its a really short stun for a second or two but the character can be attacked while stunned.

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Check forum thread: <https://myth-of-soma.com/Forum/Thread.asp?ID=20264&title=The+PVP+Patch+-+Making+Soma+PVP+fun+and+without+a+large+development+cost> for more ideas.

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Crossed out ideas that will not be happening.

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31 May 2017 at 00:13

C Charles added this card to Todo
30 May 2017 at 23:19