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Had the target instead been 60% "Cornered", it would have taken $50 * (0.6 * 0.6) = 18$ points of damage. And that answer lies with your next opponent: Bats. In order to face these trials we must be living in a different world."-- Hieromonk Seraphim Rose job Posts: 18021Joined: Fri Apr 03, 2009 7:07 amLocation: Here, there and everywhere. This rather than by 2 for either:In the Pipe..... We're going to do a nice things patch next week, and simply polish and iterate on the stuff we've done over last couple of patches. Quests, Kingdoms, Fighting, &c.UPDATE YOUR CLIENTS, and...Enjoy!" The psychological trials of dwellers in the last times will be equal to the physical trials of the martyrs. Have fun with that. All animals have a unique list of combat effects that they may give on death.Attacks & Damage..... The primary effect an attack has, is now to add an "Opening", to the target. I can't preclude all possible questions and issues in this post, so I'll take questions and update the OP New Implementations.....

---- Added "Lynx Claws", curio, gilding. Maneuvers differ from other combat effects in that they are gained by learning skills, rather than through Combat discoveries, and in that you will, thus, only ever be able to put one copy of any one of them in your combat school. Like the attacks (and the blocks from the old system) these are color matched to the Attack Dimensions. This brings up the "Martial Arts & Combat Schools" page, where you can see the moves you've unlocked. Maneuvers are highly relevant in fights against multiple opponents, where they will be activated frequently. Make sure you have Jump set up after a couple moves into the fight, going to take a bit to get used to.But it is nice to have the right componets to relarn then try to relearn in the nude.... Animals again give some amount of learning points when killed. Bottom line is that Maneuvers have two functions... You are not guaranteed to get one either because it's RNG when it appears. Artyom15 Posts: 52Joined: Tue Aug 16, 2011 2:20 am by loftar » Wed Sep 21, 2016 9:52 pm Artyom15 wrote:Nope, just logged in and I have all my combat moves.Yes, but that being said, there are of course also new ones to learn. The game will at some point present this dynamically.Miscellanea & Observations..... We have been very happy with how this system has played out in testing. Example: A yellow and blue attack, with a total damage of 50, hits a target with 30% "Reeling", and 50% "Dizzy", that is the yellow and blue openings respectively. More complex combat discoveries have a couple requirements to trigger. Because you get five active moves, and this style only has five moves in total, you always get one of each move at all times. All animal fighting behaviors have pretty much been reimplemented from scratch, and they may thus be significantly more dangerous than you've known them. The secondary effect an attack has, is to deal damage to the target. Furthermore you'll want at least 10 points of Unarmed Combat ability (this can include netite gear bonus) so that ants don't wreck you too much if you make mistakesGetting StartedGo to the fourth page of your Character Sheet (Ctrl+T) menu. Losing a fight in pve has serious consequences and losing in pvp will often prove fatal. The Maneuver "Death or Glory", for example, gains the fighter using it some amount of IP every time an opponent uses an effect against him/her. This makes it very reliable for learning combat, but pretty inflexible for fancier fighting such as against strong animals or players.When you initiate combat by clicking on a mob with the attack cursor active (default key is T, you may have to hit ESC first to exit out of any crafting menu choices you had open), you will randomly drawn 5 moves from your school. Agility is another relative stat, where your agility compared to your opponent changes how fast your moves execute. The base damage of an attack, modified by the strength bonus, is multiplied with the square of the Opening, to determine final damage. Any block with either Striking or Backhanded is able to intercept it. Note: I managed to take down a fox without too much trouble at this same combat level of 30ua/20agi, but it's a much closer fight than with bats. Hopefully once the community figures out what each of the requirements are, the wikk will contain all of the required information.The next challenger - (If you don't have the stats but want to hunt with bow and arrow, skip to the next section and come back to this later)You might be curious why Beginner Fu includes the Jump block despite it being useless against ants. Openings are built up from 0 to 100%, and all attacks add some amount of Openings to their target. It can be an additional card for a move you already have, or it could be a new move entirely. Click the save button and you're ready to go.Each point is like a card in a deck. The primary function of the Maneuver is to determine which Character value -- Melee or Unarmed -- is used when determining the fighter's Block Weight, i.e. which fighting value he relies upon. Do you think he'd look good in green? Gilding Song base cost is now multiplied by 2 for each time the Artifact has been sung to, and by 1.5 for each Gilding in it. In particular, the bats have a Sweeping attack that they will use when they get 3 IP. "Object-oriented design is the roman numerals of computing." -- Rob Pike lofar Posts: 8515Joined: Fri Apr 03, 2009 7:05 am by CinderHeart » Wed Sep 21, 2016 9:52 pm Hoo hah a update CinderHeart wrote:"Pedo mellon a miano" -- "The Doors of Durin, Lord of Moria, by Job" » Wed Sep 21, 2016 9:41 pm We've been developing, and here's what's new.We've made significantly enough invasive changes to the combat system to merit thinking of it as a new system: If there are multiple openings matching the attack -- many attacks target more than one attack dimension -- the inverse of these are multiplied to determine the product to be squared to determine the final damage. For example: If a target is already 40% Reeling, and is hit by an attack which adds 20% Reeling, the attack will add $(1 - 0.4) * 0.2 = 0.12 = 12%$, and thus bring the target up to 52% Reeling. Redlaw Posts: 1611Joined: Sun Oct 02, 2011 10:58 pm by Kaios » Wed Sep 21, 2016 9:50 pm So do we need to relearn all combat moves or whatever the fuck? And naturally constitution giving extra HP is useful for soaking up damage if your blocks get countered or broken through.Combat DiscoveryIn your first attempt or two, you may notice a strange new move popping up on your hotbar:This is a combat discovery move. Kaios Posts: 8558Joined: Fri Jul 30, 2010 2:14 am by Artyom15 » Wed Sep 21, 2016 9:51 pm Kaios wrote:So do we need to relearn all combat moves or whatever the fuck?Nope, just logged in and I have all my combat moves. Damage is as usual specified per attack, weapon, strength bonus, &c, but is also modified by the target's Openings. The meaning of increasing the weight of some particular combat effect is indicated in the descriptive text for that combat effect by a μ -symbol (Mu). These moves override your 1-5 hotkeys, with 1 triggering the move on the furthest left and so on until 5 triggers the furthest move to the right. All attribute/ability level suggestions given here are a touch generous to ensure beginners learning the ropes have room to make some mistakes. Unfortunately, I don't know enough about that mechanic to explain why or what the conditions behind it are. This had the effect that one piece of armor would protect not only the player, but also other pieces of armor on him. A restoration reduces its targeted Openings by some percentage of what they already have. It has every attack, and is weighted with both your UA and MC (melee combat) stats. If you do, you will be awarded with the new move card that is visible on the discovery token. Added "Dressed Salad", food.Fixes..... Buffed Grotesque Idol and Menhir to give +3 to each stat, rather than +1, at a cost of only 250 Auth/Ingame day, rather than 500. Added "Cheesecake", food. If you're hit with no defense up, all the attack damage will go straight to your soft hitpoints. You may still have several different maneuvers, of course.Moves..... Combat moves are simply Combat effects that do not have an immediate offensive or defensive effect. It's worth noting though, that any Martial school you design should take steps to insulate itself from being too RNG dependent. In order to handle this, hitting Ctrl+1, 2, 3, 4, 5 discards the current move and draws a new one from the school. If you're not actively engaging a target though, you will need to pause briefly to complete the move.All moves have something called "Combat Weight", which is how well the attack is able to penetrate enemy blocks. Page 3 Announcements about major changes in Haven & Hearth. Cute math, but the bottom line is simply that more Openings in the target yield more damage per attack, and that damage scales better than linearly with the amount of Openings.Restorations..... The old blocks are no more, and have instead been reimplemented as "Restorations". This, of course, precisely to aid when fighting multiple opponents. Bat meat, especially spirotoasted bat, is a great food (int/per for meat + agi on spiroast), and the curios/hides are nice for any village with caves nearby.And that concludes our lesson on Beginner Fu, hopefully it will serve you as well as it has served me. That means discovering the shield defensive maneuver requires having a shield equipped, and discovering any IP using move will require the correct amount or more IP stockpiled. This has been changed, so that damage is first distributed over the armor parts, which then subtract hard and soft soaks individually. Attacks specify some percentage of openings which they add to their targets, for example 20% "Reeling". That being said there may, of course, be all kinds of crazy imbalances that we haven't spotted. This, of course, then modified by the Attack and Block weight comparison between the player's respective combat values, which still works as it always has. Usually, a higher weight for some particular combat effect will serve to reduce its cooldown, increase its damage, or the like. A Onep Posts: 2530Joined: Sat Nov 02, 2013 8:59 pmLocation: Walwus by shubla » Wed Sep 21, 2016 9:46 pm Its a fukken update shubla Posts: 12938Joined: Sun Nov 03, 2013 11:26 amLocation: Finland by jordancoles » Wed Sep 21, 2016 9:47 pm Duhrrail wrote:No matter how fast you think you can beat your meat, Jordancoles lies in the shadows and waits to attack his defenseless prey. Unarmed attacks usually have around 30%, and Swords usually around 5%, with axes somewhere inbetween, &c. Check out my pro-tips thread jordancoles Posts: 13901Joined: Sun May 29, 2011 6:50 pmLocation: British Columbia, Canada by Redlaw » Wed Sep 21, 2016 9:50 pm As I said I am glad I have steel armor and a full cavern of bats.... The more Openings a target has matching the Attack Dimensions of the attack, the more damage the target will take from the attack. Now bats are a fair bit tougher than ants, you'll want 30 UA and 20 Agi to fight them. Bats may be passive you if crawl or walk past them, but are reliably aggressive if you're running or sprinting. These are a concept borrowed from Legacy Haven's fighting system, and they work pretty much as they did there. You have a chance of gaining a new combat effect whenever you kill an animal. Eventually you should loot a Haymaker Sweeping attack. Example: A red attack, with a total damage of 50, hits a target with 50% "Cornered" opening. And the bar on the right shows the current block the ants are using, but since we only have Striking and Backhanded attacks in this school we'll have to beat through them in order to deal damage. This has to do with those coloured triangles you may have noticed on the moves. Just remember that when you spook them (not through intentional aggro), the entire swarm attacks and that can be incredibly lethal to an unprepared character.When fighting, you may occasionally hear a coin clinking, and their Initiative Point counter going up. The philosophy that we have used is to give more armor penetration to attacks with lower base damages. Quick attacks like the Striking Punch are good at chewing through blocks the ants put up, allowing openings for the more damaging Backhanded Left Hook to hit. Mammooths and Trolls in particular should be engaged with caution. The target takes $50 * (0.5 * 0.5) = 12.5$ points of damage. Openings are color coded along the usual four different attack dimensions - Striking (Green), Sweeping (Yellow), Oppressive (Red) and Backhanded (Blue) - and are correspondingly called "Off Balance", "Reeling", "Cornered", and "Dizzy". Also, try to attack only a solo bat, when low hp they will flee and if you give chase other bats nearby may wake up and attack you. The new regime reduces the gankiness of the system significantly.Maneuvers..... All players always have a Maneuver active. There are 41 different Combat Effects in total, and matching, weighting, and testing the full possibility space is impossible for two people. We have added several attacks which target more than one opponent. Farm as many of these as you can when you see them pop up, they will be useful when you get more experienced with the system.You may notice that ants occasionally have a Sweeping/Oppressive defense stance up. Hopefully the UI shows this in the future, but for now it's not too hard to figure out.Here's a picture after I initiated a fight with an ant swarm and took its first attack:When the ants attacked me, their attack applies to my furthest right blocks first. Page 2Moderator note: Much, if not all, of this section is out of date. Restorations are combat moves which reduce Openings in the fighter using them. Since you're unlikely to invest anything in MC at first, this basically means you need to strip away all the enemy's blocks before using this move you successfully land the hit. All Restorations reduce Openings in their matched dimensions by some amount, specified per Restoration and dimension. Spending more points on a combat effect increases the efficiency of said combat effect in that school. If you see strangers, your best chance of survival is hearthing away instantly and only talking to them over a wall.Combat in the new haven has taken inspiration (at least it seems to me) from a combination of the old haven system and dueling card games. Due to the quick paced nature of this combat system, Agility is paramount to winning a fight since it both speeds up your attacks and slows your enemies. All attacks have been given some amount of armor penetration. The secondary function of the Maneuver is that many maneuvers have some effect which is activated every time an opponent uses an effect against the target using the Maneuver. Players may have up to ten different combat effects (Attacks, Restorations, Maneuvers & Moves) per Combat School. There are four styles of moves, Striking, Sweeping, Backhanded, Oppressive.Ants have a single basic attack that is a combo Striking/Backhanded move. But enough with that, in order to participate in this class remember the Will to Power ability is required. There are a lot of interesting decision points, the system is relatively straight-forward, and I think it is arguable that it should be uncontroversially considered better than what we have had in the past. However, you'll see that my Jump block wasn't harmed. Once I'd exhausted the discoveries from Beginner Fu, I switched back to left hook since it can be used for UA hunting boars and has a quite shorter cooldown.Final note: You can only get one discovery move per battle, per enemy. This section is being left here for now to keep the guide as a whole intact. That being said, I noticed that ants stopped giving discovery moves after a while and it took bats or boars to continue seeing more. The fusion has, as far as I've seen, proven to be quite popular. Initiative Points, or IP, are used to do more powerful moves/blocks. You will notice how we, relative to the old system, effectively have inverted how blocks and openings work. Armor used to subtract all hard soak from incoming damage, before distributing the damage over the armor parts to remove the soft soak and deal damage to the armor. A player now always begins a clean fight in a state of maximum protection -- with no need to explicitly build up defenses -- where he before would inversely be in a state of maximum vulnerability at the start of a fight. by Onep » Wed Sep 21, 2016 9:42 pm Bumfights? There was a recent (September, 2016) change to how combat is done. As a side note, it's a good time to mention that if you queue an attack against an opponent, or are in pursuit mode (top right corner has a button to activate this), you can use defensive/ranged moves without having to stop moving. "We still, alas, cannot forestall it:This dreadful ailment's heavy toll;The spleen is what the English call it,We call it simply, Russian soul."An idea to consider: Tedium, a Feature.Do you like Onep? Moderator note: Much, if not all, of this section is out of date. Both of these factors seem to play into your ability to find the most enter.....

----- The presently running Combat School system has been scrapped in favor of the one we used in the last attempt at a new fighting system, i.e., Speak, friend, and remember, this tutorial will not protect you from even a mediocroely capable ppper. This stat for our Beginner Fu school is always just your UA ability compared to the enemies defense ability score (for animals this will always be their UA stat naturally, but players could use blocks with their melee combat ability). Because Jump is a Sweeping block, the ants attack passed right through it.Now it's important to note that defenses work whether or not you're standing still, as such putting up defenses, running in to hit the ants, and then backing off is a perfectly sound tactic against slower foes. The actual value of μ ranges from 1 to 1.5, depending on your weighting. When a move is used, it's returned to the school and another move is drawn. Spamming quickdodge and punch seems to be best since they will still be attacking quickly, and most of their blocks are Sweeping/Oppressive from what I saw.Note: In more advanced decks, sometimes you can get undesirable card combos. In my previous example we see that the ant wasn't able to break my Quick Dodge defense because I had significantly higher UA during the fight (30 to be precise). That sounds erotic. Example: A Restoration reduces the blue (Backhanded/Dizzy) dimension by 20%, and the fighter using the Restoration is presently 50% Dizzy. The fighter will lose $0.2 * 0.5 = 0.1$, i.e. 10%. Dizzy, and will, after having used the restoration, thus have 40% Dizzy left. You will start with some points already allocated, but for now change your page around so that you have my "Beginner Fu" setup. (tl;dr) Don't afk and jack off. Furthermore, there is a correlation related to what types of enemies you're fighting and which moves you use. If the target has no openings matching the attack (On the first attack of a fight, for example) it will also be dealt no damage. Your beginner school cannot do anything about this for enabling discoveries, so either kill the ant or run around until that block expires. Swapping out Left Hook for Haymaker should allow you to break these blocks while discovery farming. Players have 30 points to spend weighting combat effects when creating a Combat School, and may spend a maximum of five points per effect. If an attack says that it adds 20% "Reeling", that means that it will add 20% of whatever is left until the target has an opening of 100%.

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