Season 2
Patch 2.1

For the first major patch of the season, the focus has been cleaning up various aspects of combat; attack, armor, saves, spell penetration and various stances, in addition to a bunch of surprise balance adjustments to keep things fresh.

This includes pretty major updates to a pretty fundamental changes to a major aspect of how the game plays, I'd recommend people read and understand. Helpfiles have been added as well.

Saves and Class Expertise

The save system of Ishar has been completely rewritten from the ground up. Previously there were 6 save types; Magic, Petrification, Breath, Illusion, Poison and Distraction. Your save score in train represented a percentage chance that you had to save various effects, capping at 95. That meant, regardless of level difference, stats, or anything, if a mob had 95 Spell saves, 95% of the time they would save against you.

This system felt off to me. It didn't give great transparency into what saves a mob might have, nor did it afford a lot of player agency in trying to optimize their character to be good at certain things. There was no counter play to it.

I attempted to address this initially with the "Spell Penetration" mechanic, where based on your Willpower and Focus scores, you could apply up to a 16% penalty to the mobs saving throw against you. This season, I introduced Spell Penetration as a remort upgrade and modifier on gear.

I have taken this concept a step further and used it as a basis for a complete overhaul.

Saves

First, there are no longer the six saves outlined above. They have all been consolidated into three different saves.

Fortitude - Strength and Endurance - The combination of Poison and Petrification Saves, it represents your characters ability to withstand physical effects.

Reflex - Agility and Perception - Previously Breath saves. It represents your characters ability to react quickly to avoid danger.

Resilience - Focus and Willpower - The combination of Magic, Distraction and Illusion saves. It represents your characters mental fortitude; the ability to withstand effects that assault your magical defenses or mind.

Previously, saves were determined purely based on stats, level and magical effects. A level 30 with good stats would have around 95s in every saving throw.

Calculating Saves

Stats are now calculated based on Class, Race, Level and Stats.

Each Race has been overhauled to have a different combination of 6 starting saves.

   Human   +2 Resilience, +2 Fortitude, +2 Reflex
   Elf   +4 Resilience, +2 Reflex
   Dwarf   +4 Fortitude, +2 Resilience
   Gnome   +4 Resilience, +2 Reflex
   Halfling   +4 Reflex, +2 Resilience,
   Half-elf   +4 Resilience, +2 Fortitude

Additionally, each Class has been overhauled to have a different combination of scaling stat strengths.

   Warrior   +0 Resilience, +3 Fortitude, +1 Reflex
   Rogue   +1 Resilience, +0 Fortitude, +3 Reflex
   Cleric   +2 Resilience, +2 Fortitude, +0 Reflex
   Magician   +3 Resilience, +0. Fortitude, +1 Reflex
   Necromancer   +3 Resilience , +1 Fortitude, +0 Reflex

These values go up by their base every 6 levels. So a warrior has 0/3/1 from 1-5, 0/6/2 from 6-11, 0/9/4 from 12-17 and 0/12/6 from 18-20.

After these values are calculated, you check your stats, where a perfect stat pairing can give you a maximum of 10 additional saves.

Finally, you gain a bonus to each save equal to your level.

   For example, a level 10 dwarf warrior:

      From being a dwarf your character starts with 4 fortitude saves
      and 2 willpower saves.

      From being a warrior, your character starts with 3 fortitude saves
      and 1 reflex save.

      Each save scales at its base rate, similar to class expertise (going
      up at levels 6, 12 and 18). So from being level 10, the warrior now
      has a base of 6 fortitude saves and 2 reflex saves.

      From being level 10, you gain +10 to all of your saves.

      To save on repetitive calculations, we'll say that the warriors
      stat pairings results in an addition 8 fort, 5 reflex and 2 willpower
      saves.

This warrior would then have a total of:

Fort: 28 Ref: 17 Res: 14

Rolling Saving Throws

As stated above, your save value used to be a flat % where that was the % chance you had to save against a particular effect.

Instead, your calculated value from above is rolled against the effects difficulty, which is determined by your opponents Expertise (explained below).

Mechanical Changes

To support this change, saves across the game have been rebranded. However, I did not change every item in the game, those will be updated slowly to use the new saves. For now, if you see an item with +Breath Saves, it is redirecting to +Reflex saves and you will see the value in Train all properly updated.

To aid in this effort I will create a new forum in Discord to report items that need to be updated.

Additionally, since saves are no longer a percentage. Items that were previously +4% will not be seen as simply +1.

Similarly, the Save All remort upgrade gives +1 save per tier.

A handful of spells have also been updated with new saving throws, this is the first wave of this concept. I'd like to have different spells target different weaknesses. In this pass; Acid Arrow (now Reflex), Lightning Bolt (Now Reflex), Frostbite (Now Fortitude), Blight (Now Fortitude), Bone Shards (Now Fortitude), Skeletal Grasp (Now Fortitude).

Expertise

Combat Expertise is a new mechanic that is replacing Spell Penetration. Previously Spell Penetration worked as a percentage penalty on your opponents saving throw, determined by the caster's Willpower and Focus (up to 16%), and any modifiers you may have.

Instead, similar to saves, each character will have a unique Class Expertise rating determined by Class, Level and Primary Stat.

Warrior	+3 Expertise - Strength
Rogue	+3 Expertise - Agility
Cleric	+3 Expertise - Willpower

Magician   +3 Expertise - Perception
Necromancer +3 Expertise - Focus

Similarly to saves, these values go up by their base every 6 levels. So a warrior has 3 expertise from 1-5, 6 from 6-11, 9 from 12-17 and 12 from 18-20.

Again, similarly to saves, the value goes up again by level.

Again similarly to saves, the value goes up by up to 10 depending on your primary stat score. So a warrior with 25 strength will gain an additional 10 expertise.

Your expertise can then be calculated by:

base + level + stat bonus

So a level 10 mage with 18 perception would have a class expertise rating of

6 + 10 + 4 for a total of 20.

Additionally, any Expertise modifiers go on top of this value.

Expertise is used for a myriad of mechanics unique to your class. This list will expand as I plug it into more areas; but as an example, all spells use expertise when determining their outcome, Parry and Evade (below) use Expertise to determine damage reduction, Backstab uses expertise to determine modifier, etc.

Mechanical Changes

Anything that previously granted Spell Penetration now grants Expertise, including the Remort Upgrade. The Remort Upgrade now grants 1 Expertise where it previously granted 2% Spell Penetration.

Backstabs chance to cripple has been modified to use a saving throw vs flat % chance, meaning expertise modifies it.

Roll Saves

Going back to our example above of a level 10 warrior with Fort: 28 Ref: 17 Res: 14 and our current mage with an expertise rating of 20.

If the mage casts a spell that requires a fortitude save, the warrior would roll 1d28 vs the mage's 1d20, if the warrior wins, the effect is saved. You can see, he is favored in this match up, but if the mage is smart and can determine that as a dwarf warrior, he will have high fortitude saves and maybe lower Resilience, he can then instead cast spells to target Resilience.

Combat Stances

Various combat stances and skills have been rebalanced. Generally, stances have all been revamped to have new echos and have had their functionality reworked.

Overall change - you can now set your default stance outside of combat, it takes effect once you have your first combat round

You can see your currently active stance in score.

Parry

Parry has been rebalanced, both in how it procs and what it does. Previously, Parry's success was determined by Skill Roll and partially by how your armor class effected the quality of the hit.

Instead Parry now works by first having a standard skill check (Parry skill vs 1d100) coupled with a contested check between your attack skill and your opponents attack skill. If your attack skill + Parry's stat pairing of agility / focus rolls higher than your opponents attack skill, your parry succeeds.

On a successful parry, roll your class expertise + parry stat pairing, the resulting number is the amount of damage you block.

Additionally, parry's penalties now penalizes your armor by 10% and your damage by 20%, but does not penalize your attack score. You will also find it harder to bash or shield block while parrying.

Riposte

Riposte has been changed from an activated skill from a passive proc, if you manage to reduce 40% or more of an incoming attack with parry, you will automatically roll to riposte

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Enrage

Enrage has been changed. Instead of the previous effects of purely altering attack / damage / armor, a critical strike or a successful skill check, you will gain a scaling damage increase and armor penalty and you grow "more enraged" for 2 rounds.

Additionally, enrages general effects have been changed to penalize armor by 70% and increase damage by 30%.

You will be unable to use magical devices (scrolls, wands and staves) while enraged.

Evade

Very similar to parry, evade has been rebalanced, both in how it procs and what it does. Previously, Evade's success was determined by Skill Roll and partially by how your armor class effected the quality of the hit.

Instead Evade now works by first having a standard skill check (Evade skill vs 1d100) coupled with a contested check between your speed multiplied by 1/5 of your level and your opponents speed, multiplied by 1/5 of their level. If your speed+ evade stat pairing of agility / willpower rolls higher than your opponents speed, your evade succeeds.

On a successful parry, roll your class expertise + evade stat pairing, the resulting number is the amount of damage you evade.

Additionally, evade's ability to dodge spells has been updated. Previously is was a flat skill roll with some percentile modifiers. Now, you roll a standard evade skill check, and if that succeeds then you are able to make an additional Reflex saving throw in addition to the normal saving throw required by the spell. If you fail the standard saving throw and succeed the reflex, then you still "save" the spell.

If you succeed both saving throws then one of two things will happen based on a roll. If your stat pairing + class expertise is over the value of the roll, then you will fully dodge the spell. Else, you will simply reduce the spell down to 25% damage, 1/2 per save.

Additionally evade's penalties / bonuses have been adjusted to: 10% bonus armor and 20% penalty to damage.

Feint

Feint has been completely reworked to give you a big bonus to hitting. When attempting to hit an opponent, roll a feint check with the stat pairing. On a success you roll an additional attempt to hit and keep the better result, this includes rolling twice to determine a critical hit.

Additionally, there're still the bonuses to attempt to blind or confuse an opponent on a critical, you also try them with a 25% chance on a successful feint.

Feints baked in bonuses have been changed to 10% penalty to attack, 10% penalty to armor and 20% penalty to damage as you're focusing on misleading attacks to get the bonus chance.

Balance Adjustments

Misc

- +Attack modifiers are no longer percentage based, they are now flat additions.
- Remorts no longer affect armor (it gave -2 armor per remort). If you want more armor, take the upgrade
- Expertise remort upgrade now gives +1 per tier instead of +2

Gear Changes

* Sometimes it's nice to try to mix things up - some of these changes may seem out of the blue.

Breadfruit - it's been harvested to near extinction. Due to new Palekenian regulations to preserve this marvelous fruit, the Fruit Vendor is now only allowed to sell 1 at a time.

Swirling Green Potion - Also reduced to 1 per load.

Iron Short Sword - Now 1d6+1 instead of 2d7. This thing loads on a level 5 2 feet outside of Mareldja.

Silver Dagger - 2d7 instead of 1d17. Lowers the average a little, baseline 8 average and 10 average with full enchant vs 9 average and 11 (better than every thing until Slender White / Bloodspill)

Crooked Hunting Knife - 2d6+1 instead of 3d3+1. Same average, just higher max.

Thieves Gloves - +2 expertise and -1 speed instead of +1 agil and + 3 crits

Three-pointed corseque - added +1 critical

Serrated serpent's fang - added +2 critical

Petrified Bone Staff - Removed -1 end and added -2 Fortitude
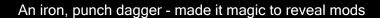
Thieves Dagger - +1 expertise instead of +1 agil

Switchblade Dagger - Now 3d6 -3 armor +2 expertise instead of 3d3+2 -3 armor, same average, higher max and additional mods

An ivory-handled stiletto - no longer anti-good. Removed -1 endurance for -1 Fortitude

Dragon-hilted dagger - Buffed from 1d20 to 2d10

a sharp, silver-tipped dagger - made it magic to reveal mods

An iron, punch dagger - made it magic to reveal mods

Splinter of Daemonbone - changed from +1 str to +1 agility

A curved, obsidian dagger - reduced to +5 critical from +10

First Mate - Made mildly weaker

Bloodspill - Changed from +10 critical to +5 critical. No longer anti-neutral

Jagged Golden Dagger - Changed from -12 armor to -10 armor and +2 reflex

Sliver of Darkness - Removed -2 agility and added -2 expertise

Crimson-bladed dagger - Changed from +5 moves / +1 strength to +5 critical / +1 agility

Jade Sword - Added +1 Expertise

Flame-charred maul: Now has fire enchant

Bloody Wyrmbone Mace: Now has fire enchant

Sea-green robe - changed from +5 mana to +3 mana

Iron-rimmed oaken shield - removed +1 per, added +2 expertise and +2 attack

Ring of Blessed Wood - Added +1 expertise

Small, white ring - Is now +3 attack instead of +5 moves

Signet Ring of the City Guards - Completely changed. No longer +1 focus, +5 align and d.i. Now it's just +1 save-all and +1 expertise

Cinnabar Longsword - Sped up decay

Spiked Collar - Reduced to 3 ac from 5

Falchion Sword - removed +1 str for +1 damage

Bnaari-Hide Boots - Changed from +25 moves and -20% Move Heal to +15 moves, these have suffered long enough.

Thick Gloves with Spiked Knuckles - Changed from -1 agil +5 critical to +3 critical and -2 attack

Seventh Sorrow of Illiar - Changed from +10 Save-All (previously +40%) to +5 Save-All and +5 Expertise

Black Dragonscale Jacket - buffed to 7*4 from 5*4

Metallic Green Shield - added +1 expertise

Plated Bone Ring - Added +1 focus

Cracked Amber Bracelet - Added +3 expertise

Mithril Vambraces - Changed from +10 attack / +2 speed to +8 attack / +1 speed

Howler, Cry of the Wraiths - added +3 critical

Mithril Ring - Removed -5 armor and added +2 Resilience

Green Shift (good) - Removed +10% spell heal and instead added +2 Willpower

Green Shift (bad) - Added +1 Willpower

Grey Silk Shirt (good) - Changed to +2 per instead of +1

Grey Silk Shirt (bad) - Added +1 per

Dull Brown Shirt (good) - Changed from +1 agility / -1 speed to +2 agility / - 2 speed

Dull Brown Shirt (bad) - added -1 speed

Tattered Black Robes (good) - Changed from +15 mana / -5 hp to +10 mana / +2 focus

Tattered Black Robes (bad) - Changed from -2 hp to +1 focus

Steel Breastplate (good) - Changed from D.A / +1 body to +2 str / +2 fortitude

Steel Breastplate (bad) - Added +1 fortitude

Bug Fixes

Fixed issue where occasionally you be killed twice by rapid effects.

Fixed issue where Spell Penetration (now expertise) was not properly applying bonuses to saving throws.

Fixed issue where you could not delete characters with long names

Fixed issue where exiting out of character creation would take you to the old login window.

Fixed inconsistency with cleave skill vs critical spec (both now do 1/3 damage)

Fixed issue with evade / parry changing cleave's damage value for alternate targets

There was a bug with the function that frosted blue and a few other weapons use where when they proc, they're supposed to not also do the attack. It was intended functionality and there're variables in place for it, they just weren't being used properly.