

## Destinys Stun

Posted by Chifilly - 13 Jul 2011 12:15

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This race has been pissing me off all day

First of all, the reloading. Nearly every single bullet that this race hits you with makes you reload. It's very frustrating, along with the second point i'm going to make...

The turning you round. This skills' chance is too high too. You shoot like 3 bullets in the person then you're facing a wall behind you and reloading. It's practically impossible to kill this race unless you're behind them and do enough damage in 1 hit to kill them before you get spun round

Hopefully the success rates will be lowered, because after not being on the server for a while, and going back on, i've been getting insanely frustrated within the first hour

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## Re: Destinys Stun

Posted by Scathe - 14 Jul 2011 08:47

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Sure there is gimp, you use a race which has high evade, and life leech to compensate for when they do hit. Im not saying that there arent races which do an insane amount of dmg sometimes, but there are things you can do and races to choose which help combat them better.

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## Re: Destinys Stun

Posted by deN - 14 Jul 2011 14:59

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**Gimp wrote:**

**Scathe wrote:**

I dont have a problem with so called &quot;OP&quot; races... only a couple of things could do with tweaking is all, as one races strength can often be another races weakness. All thats needed is to find the races which make it easier to combat the opposing person who is beating you up with his race! fun fun! 😊

dont think theres a weakness for insane amount of dmg. 😊  
An m3nt0z shut it - simply stating a problem there.

he does make a good point. and mentoz, he did have the race name in the topic 🤔

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## Re: Destinys Stun

Posted by Gimp - 14 Jul 2011 15:03

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to be fair, i edited after his post 🤔  
, points still valid though.

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