

nightstalker

Posted by Gimp - 10 Sep 2011 22:01

id like to suggest that the extra damage done by nightstalker race be lowered. it seems to put out +10 dmg every single hit, which well has the desired effect but ends up in pissed off people. i think there was another topic about this and the percentage chance was lowered, nt sure but if there was not much seems to have happened 🙄

i could be wrong though, it might just be the much loved ashen (lol!) being his usual self 🙄

thanks.

edit-yea 100% chance that it does 10 damage. le evidence: imageshack.us/g/717/screenshot20110910at230.png/

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Re: nightstalker

Posted by Gimp - 12 Sep 2011 20:00

Liquid Snake wrote:

Gimp wrote:

substick wrote:

Tbf the majority of the time he doesn't go on the server because people constantly whine about these things even though he has completed all the race

im glad 🙄
hes a complete buzzkill lol

you shouldnt say that hes a nice guy 🙄

im sure he is 🙄
but by buzzkill i meant too pro for me 🙄
No disrespect to him lol

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Re: nightstalker

Posted by Gimp - 17 Sep 2011 17:57

bump-anything being done?

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Re: nightstalker

Posted by reacT - 17 Sep 2011 18:01

In addition, offensive items that cause extra damage should be restricted for nightstalker, was testing earlier and its MAJORLY OP when offensive items are purchased.

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Re: nightstalker

Posted by M3ntoz - 17 Sep 2011 18:24

Gimp wrote:

bump-anything being done?

dmg is 10 and some items are restricted now, dmg was already done btw when this post was made.

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Re: nightstalker

Posted by deaglegameon - 17 Sep 2011 18:40

yeh,

deagle is restricted

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Re: nightstalker

Posted by Gimp - 17 Sep 2011 20:27

M3ntoz wrote:

Gimp wrote:

bump-anything being done?

dmg is 10 and some items are restricted now, dmg was already done btw when this post was made.

wasnt dmg that was the problem, its the chance that it happens, 100% chance is a bit much

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Re: nightstalker

Posted by Liquid Snake - 17 Sep 2011 20:44

gimp the damage only has a 20% chance to proc, tbh i'm pretty sure its not the race its something wrong with server reg's or just general configs maybe

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Re: nightstalker

Posted by Gimp - 17 Sep 2011 20:47

Liquid Snake wrote:

gimp the damage only has a 20% chance to proc, tbh i'm pretty sure its not the race its something wrong with server reg's or just general configs maybe

well somethings not right lol 🤔
If u check console after being shot by it everytime u get the +10 damage for each hit 100%

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Re: nightstalker

Posted by M3ntoz - 17 Sep 2011 20:50

Liquid Snake wrote:

gimp the damage only has a 20% chance to proc, tbh i'm pretty sure its not the race its something wrong with server reg's or just general configs maybe

As the basic is same as beetles from that starter class, its kinda strange its 100%. But 10dmg isnt that bad i guess, its highest lvl race after all.

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Re: nightstalker

Posted by Liquid Snake - 19 Sep 2011 16:04

M3ntoz wrote:

Liquid Snake wrote:

gimp the damage only has a 20% chance to proc, tbh i'm pretty sure its not the race its something wrong with server reg's or just general configs maybe

As the basic is same as beetles from that starter class, its kinda strange its 100%. But 10dmg isnt that bad i guess, its highest lvl race after all.

thats what ive been saying the whole time lols 🤔

P.S M3ntoz congrats on 1000th post 🥳

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