

Perk changes

Yes, we will go through ALL perk lines.

General changes that will affect all perk specials

Note: This is a generalized, sweeping "statement of intent". There are and will be exceptions to these rules within the perk lines where we feel the exception would better suit the profession.

- We are considering altering the way Attack and Defense checks are being modified. **This is not finalized:**
 - o When Attack Modifier is used as attack skill, Add All Offense (AAO) is counted twice. This will no longer happen.
 - Perks that have previously been easy to land because of this will have a lower defense check.
 - o Add All Offense will only be applied to weapon skills and weapon specials.
 - This affords support professions a higher chance of landing their perk specials as they rarely have large amounts of AAO
 - o Add All Defense (AAD) will only be applied to Dodge, Duck and Evade.
 - This allows support professions to receive a higher chance of landing their perk specials, as these specials often check against Nano Resistance.
- We will change attack skills and defense checks to make sure that professions with previously less-than-useful perk specials now will be able to utilize said specials.
 - o The result of making some of these perk specials easier to land may include in a reduction of damage and/or effect due to the new usability.
- Most perk debuffs will have reduced timers.
- Many long term perk special buffs will receive an increased duration.
- Non-chained damage perk specials now have a two-second execution time.
- Most of the first damage perk specials in a chain will have 1 second execution time, while the last perk in a chain now requires 2 seconds execution time.
- Most buff perk specials now have 1 second execution time.
- Most debuff perk specials will now have 1 second execution time.

Changes affecting some of the perk specials

- We have increased the range of many friendly perk specials.
- Many melee-range damage perk specials have received an increased range.
- Some professions will get some of their perk specials replaced with new and more useful specials.
 - o More information on this will be released at a future date. See the note regarding nano-reliant professions and future rebalancing efforts below.
- Some perk specials have been assigned a new perk level.

Notes on changes to perks

- Professions that are heavily reliant on nanos for their toolset may not see many sweeping changes in these documents. As the rebalancing efforts will effect the entirety of Anarchy Online's toolsets and abilities, the majority of these professions will see additional changes made to their perk lines after the designs regarding nano rebalancing have been finalized.
- For perk lines that have additional effects dependant on other profession perks running on the target, these lines will see greater functionality for more professions. Where a perk may say "*Affected by Bloodletting running*", we are looking to add additional perks from other professions which will allow the added bonus.
- Many professions will see additional changes and benefits transferred from the incoming nano/item/special attack rebalancing efforts, which are also not reflected in this general document. These professions will see additional perk changes in the future, after the overall rebalancing designs have been finalized.
- Many perk lines have been altered to work with a multitude of weapon lines, instead of locking the user to using a single weapon type. This allows further diversity in the weaponry choices that our professions have available to them, as well as allowing for more interesting diversity in the rebalancing efforts for the weapon lines.
- Rebalancing efforts within the perk lines and across the additional toolsets of Anarchy Online will also feature an enhanced focus on teamwork and cooperation. Many of the changes to existing perks include enhanced incentives for teaming with others, while maintaining the solo aspect and functionality of the perk lines.