

Update 4/30/2009: Class change PAIN

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- See "help one time no practice loss."
 - See "help minimize class changes."
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- Using adaptation to change to one of the five subclasses in our current class's lineage returns 100% of the practices you used to train those abilities above 100% if they are not in the new subclass.

For example, changing from Jakaen to Solar Poliir will return all practices for training beyond 100% in any of Jakaen's "immunities" abilities. If you trained above 100% in focused sphere, none of these practices are returned as they exist in the Solar Poliir subclass, as well.

When changing to a subclass that is not part of your current class's lineage, you only receive 90% of the practices you used to train abilities over 100% that do not exist in the new subclass. For example, if you changed from Jakaen to Assassin, you would lose 10% of any practices you invested in any of Jakaen's immunity abilities. However, if you trained dodge to 300%, you would keep dodge at 300%, since the Assassin subclass also has that ability.

- "abilities clear" and "adaptation" now only return 90% of the practices used to train abilities over 100%. Furthermore, "abilities clear" no longer costs 2 sun stones to use.

This change was made primarily to prevent "free class jumping." Now there is a reasonable penalty for heavy class training and then jumping to another class. This change is meant to encourage players to stay with one class. If players do jump classes, they will now suffer a penalty relative to the amount of beyond 100% training they performed.

This change will also benefit players who do not jump to the current overpowered class, because when that class is toned (as was done yesterday to Eon Ataelos) switching to another class will incur a substantial penalty for the player who "jumped on the band wagon." The moral of this story is "play the class you love because it fits you, not because it's the current OP class ... doing so will cost you dearly when that class is toned and you need to 'jump out.'"