

Update 6/14/2010: Weave of Balance / Open Wound

Written by Serenity

Monday, 14 June 2010 22:19 -

- Weave of balance now has a reduced duration/prevention time.
 - The open wound output now indicates how much health is being lost per second. -
- Slightly modified the open wound calculations. (Dexterity and +hit are now more effective in their respective roles).