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## Traits vermintide 2

Traits Melee Guns Traits Ranged Weapon Features Necks Charl Features Trinket Traits Proposed Changes Conclusion Introduction: These Are My Opinions and Suggestions on Current Traits. My main goal with this topic is to discuss possible changes that would make more than a few traits attractive while avoiding breaking the game, or inviting them to restart the entire system from scratch. I decided to make Thread on Traits number 10,000,000,001 because I realized how little choice there is, which is not overshadowed: Barkskin Conservative Shooter/Swift's Heat Equalizer Murder, which I used at 95% of my builds. The only non-Trait suggestion that I want to make is to give some sort of damage reduction while people are knocked down to higher difficulties, this is the main reason Barkskin is so needed for more complex difficulties. You just get blown up too quickly without it. 1. Melee Weapon Features: Heroic Intervention: You already know it's rubbish (see 6. Proposed changes). Off Balance: While it's good for bosses, it's only very helpful for IB Bardin to sneer. This trait just isn't useful enough in the long run to be useful in my eyes. It's basically used on shield weapons where you'll be spamming and slamming anyway. Blocking attacks is usually a last resort. Another observation in trying to make this talent useful with playstyle, is that even if you chase the Elite around trying to block, Bulwark just completely softens its usefulness because you could take the Opportunist and Spam Push Elite anyway, and offer more damage extends to many other enemies (due to Stagger bonuses too). Not sure if it's even stacked with the other 20% effects of increasing damage that will make it even more useless. I would like the effect to be improved or additional mechanics to make it more useful. Opportunist: Great talent, now even more useful because Stagger changes. Useful throughout the mission with a shield of weapons. It can be used with others too, but the SS exists. Parry: Like Off Balance and WHC's 'Riposte' talent (Blocking just as an enemy attack is about to strike is causing your next melee blow to be a guaranteed critical hit), the timing is too specific. This trait can be absolutely life-saving, no arguing with that, but the situations it happens in are pretty rare, and taking offensive traits/talents and block cost reduction rather than ending up being more rewarding. Playing this trait instead of Swift Slaying is the only reason you probably need to proc. Special exceptions: extremely high density (event/case/mod runs), or play with Lag, or play it with the defensive weapon Slayer wanted see the effect improved or extra mechanics to make it more useful. Resourceful Combatant: This trait can still be used to reduce CDR faster than the SS, and it's a good choice for faster weapons since they are they can get Crete at every 5-second interval. If the SS didn't exist, it would still be a good offensive choice. Swift Slaying (The Elephant in the Room) The problem with Traits weapons is not that others are too weak, but that Swift Slaying is too strong. Since Attack Speed is such a strong stat, offering more damage and security, it makes some weapons completely dependent on it. 20% Attack Speed is a insane amount of attack speed, and shows why some weapons are weak. This also means that weapons with inherent Crete%, such as SnD or AnF, will almost always have SS up. It's a weapon that's strong enough without a 20% AS increase anyway. Although, it also benefits 1H Axes and Elf Greatsword. Nerfing Swift Slaying, to lower AS, disproportionately affects the slower melee weapon, which already relies heavily on it just to function, and which struggles to get the critical blow needed to summon it in the first place, such as 2H Maces, 2H Swords, 1H Axe, Mining Pick, Greataxe, Glaive, Saltz' Flail and Halli. You will have to build too much as passively to stand up for not using the SS on this weapon, and on some weapons you still need to build as hard. What can you do about it? Remove completely? Passive increase in the speed of attack on all / some weapons? Does it give you SS survival and also make slower weapons a little more viable Nerf/Change it? Disproportionate effects of slower weapons Remove it and add inherent SS to slow weapons? 1h and Double Wield arms usually don't need much AS, and the SS is redundant (except 1H axes and Saltz' Flail). Changing the trigger mechanism for slower weapons? This decision is hard to make because you either have to nerf everything across the board, or increase other traits to somehow be as strong as having a 20% attack rate. More fleshed out is the explanation of why the SS is simultaneously surprising in both crime and defense. Adelson: How you correctly stated Swift Slaying gives only many advantages. It works in an attacking manner, having a higher attack rate (more dps is particularly problematic because the trait works best on a high-critical career doubling DPS effect) and more hits also means faster replenishment of active skills. On defense it gives enemies less time to attack you and you potentially generate more THP because of more hits (if you run THP on split, for example). Worst of all, you have an almost unlimited downtime swift killing without much trouble simply adapting the gears. There was a pretty comical thread on Steam bringing other features on par with Swift Slaying who was pure power creep. Swift's current form for the sake of the game may not stay in the game at all. It needs to be changed. On aesthetics and feel of other Traits vs. SS: dannylew8298: So if I could give a different perspective on the SS problem, I'd say other traits just don't a noticeable impact on the gameplay. There's only two other hand-to-hand combat traits worth considering, and it's Parry and Opportunistic. It's already been said in the stream, Perry's window is too short. An opportunist is mandatory on the shields, but as noted, he still needs more power to dislodge the most obvious attacks from zerkers and overheads. It's a dead weight on any non-shield weapon. But with the SS, no matter how casual a player you are, once he procs you actually see it work. There's almost zero visual feedback on any other trait in the game, and I think that's a huge problem if you want the non-meta-learning masses to use something other than the SS. So, yes, I think adding clear visual feedback to a bunch of features (even something like a change of push animation when the opportunist is equipped) will have a great place. Why is the attack rate particularly high than other statistics? Kitten: Attack faster (offensive) Attack faster (defensive) Such as ground attacks and Stagger. Before the enemy can, leaving smaller gaps between Temp HP generation attacks more likely to benefit from Stagger status Uptime: compared to most other Traits weapons, it's almost the entire duration of the map, if you'll be in the Middle Range Point in that if you changed it from AS to Crete, Power or Crete Power, it would be far from the same level of utility in every weapon. As a thought experiment, imagine how many melee weapons would be better off with Crete/Crit Power/Power, over AS, and from bullet points, remove or add which ones are currently applicable. Very specific Crit builds only those that I see favor. 2. Range traits: I tend to use a conservative shooter and thermal equalizer for most of my career on those they enjoy accordingly, as even on Shotgun CS more ammunition regen than Scrounger. Some of Crete's talents may be useful on specific career settings with high crete%, but other than that ammo is more important. Ammo regen takes precedence over damage at most careers on high difficulties because of the utility of photography. I can spot someone being hit in the back, clear enemies from a downed ally, help chip away at Specials, and always have enough ammunition to last the whole card. Barrage: A bit useful at Hagbane, but the maid is able to get enough energy in order not to be needed, and the possibility of spamming more on WS/Shade/HM is more profitable. With Swift Bow, I find Hunter better because you can Crit Armour in the first few shots rather than needing 5 shots consistently for the barrage. Can't think of anything else I wouldn't prefer Ammunition/Hunter (due to Crete) On. Can any form support to maintain this talent? Conservative Shooter: Use this on almost everything now. Guaranteed ammo rewarding a good game makes this the best Trait Range in the game. It works with shotguns better than Crit ammunition, but removes feeling explosive big enemies in their body for killing. Ammunition is a genuine problem with shotguns right now, and having to lose the pleasure of them to maintain its kind of success. Heat sink: I use this with Pyro on the beam with a 10% Crete chance of talent. Crete at all and it's worth it. Let's completely destroy the Hordes. I can't think of any other career or talent build or weapons build where I would use this though, as other headquarters take too much overcharge to sit on high crete use of this talent. Hunter: Good for a career with a decent amount of Crete and ammo regen. It may be helpful if you have an RV using ammunition pickups if you may be concerned to roll for this particular situation. Works well for Pyro especially because it doesn't need ammo. Inspiring shot: Circumstances are too specific for this to probably ever be useful. There is no need for ammunition or loss of damage. Changing it to body shots may have some potential for an ironbreaker in Drake and Unchained. Resourceful Sharpshooter: There may still be some sort of worthwhile on some builds, but Ranged weapons tend to be critical against ammunition use problems at Career without a lot of Crit liabilities. Scrounger: Headshot ammo tends to get better, but it still works fine on guaranteed Crit careers such as Huntsman. The ammunition it can return can be pretty bad at quarries without another source of sustained ammunition though. Someone, we hope to have information in the comments. Heat equalizer: I've been using this for most of my career with overcharge because it's safer to use. Getting out of ammunition on careers that use it and death, so it's not worth the risk. My suggestion would be to get rid of it and make it passive in all careers so that people can take a more interesting build. 3. Neck Devils: The main two neck devils we use are Barkskin and Boone Chalia because they offer longer-term passive protection than any of the ther others, some of which require actually using a heal to take advantage of. Barkskin: As a Kata player, this is a trait I take on 99% of my career with few exceptions for specific builds like zelot and RV. It is unfortunately very boring but necessary. Getting busted or stunned/locked to death is the main way you die on higher hardships, whether it's disabled or getting stuck in a group of elites/boss. Getting knocked down without Barkskin for higher difficulty leads you to get removed if you don't have a reduction in damage. Passive reduction of damage when knocked down to higher difficulties will open other features a little more. In my opinion, the way it works benefits already tank career more than it does on a career with a low DMGR anyway, because you have to get hit once for it proc. Merck Kruber with his Ultimate can trade with Minotaurs with this Trait. Boone Shala: Another normal pick if used with weapons that don't generate much THP, or on a career that already has a lot of damage damage More active survival Trait. However, being busted is still a big risk. Hand of Shaw: Too RNG to be useful. To benefit from this, you must be in poor health and also have access to bandages. Outside of these circumstances you have no passive advantages at all. Relies on teammates actively knowing what you have rather than picking up bandages in front of you, as they are non-traded. Touch healer: Again, too RNG, a lot of fun with RV though. Does not offer passive survival beyond the use of Heals. Natural Bond: Sorry, but Shaw's Hand just surpass this Trait too much for it to be worth it, because of the on-demand THP. Even on a Ranged Career, it's better. The change in THP made up this Trait, although I didn't see it as a good enough option anyway. My suggestion would be to make changes to the way it works with THP as degeneration is too fast for actual healing to catch up. Maybe 100% THP increases Regen's speed by x per second. 4.Charm Traits: They all have their place with the proxy being one of the best and the concoction only fits a very specific build. I'd like to see some more interesting traits come out. There's not much more to say about them than that. 5. Trinket Traits: High Edict is really good for RV, but Shrapp/Chance doesn't use better for others. Not much more to say than that. It would be nice if we had more interesting features. 6. Proposed Changes: Weapons: It would be nice to see some more changes and some features that have effects that we haven't seen. Bleeding/Burning during attack or damage against bleeding/burning in attacks. They have to be interesting and strong, so if you make any changes to the SS, there is something more intriguing to replace it. Heroic Intervention: Your aftershocks generate 4 THP, separated between you and your closest allies. You can only get 2 THP max from this effect. Saving from disabled THP Bonus Only one party member can have this trait at a time. Saryk: Instead of only one party member can have this trait at a time, making it inapplicable in random games and such, I would say: You don't benefit from the heroic intervention of another player if you have heroic interference yourself. Neck Features: Glory Ranger: Your range of damage deals x% less damage to all allies, and your temporary health doesn't break up/disintegrates more slowly. This trait can help Ranged Careers with low-generation THP such as Huntsman, BH and some BW weapons, as well as make Pyro's other recent line talent more appealing. It also adds some utilities for builds with heavy FF such as Bolt staff/BH. Suffering Pain: Damaging True HP x% and the damage to THP decreases by x%. Or else, the first blow you take after not taking the damage for x seconds decreases by x, the damage decreases if doubled if it damages your True HP (this stops the zelot becoming more and more Charms: Hip Flask: No longer can drink potions, but get a small defensive bonus from holding their 5-10% Speed (Speed) x% Stagger Power (STR) Ultimate use grants Temp HP (Conc) Another suggestion I was going to get into, but wouldn't be, was the character of specific traits that would suit each character's weapon and the way they use them rather than blanket through all the weapons. I feel like it will be a good way to offer more options for different styles of play. Conclusion: Let's hope stats and traits are what they're looking into, so we can have so much more to build variations except Swift Slaying at all. How do you think Swift Slaying should be fixed to add more build variations? It should be noted that during the flow several people were asked, making the SS an inherent mechanic weapon where the speed of the weapon decides how much AS you get from it. This choice not included in the survey was also suggested that if this change was to occur, you could change the trigger mechanism from Crete, in the interests of the Slower Weapon Lower Speed Attack Trigger Change Mechanism Remove it completely (add more traits) Get other features to somehow match the 20% WoW Buff slower AS weapons, so they don't rely on it Others (comment below) Any suggestions that will not completely disrupt the balance or force under it will be added another meta build. Please be specific in your reasoning: KKN2D: -Psychological Warfare: After killing a creature, you have a 5% chance of inflicting fear in the melee range of a creature of the same type of the same type when running (such as a rat bag) within 10 seconds. So if you kill a clan rat, the probability that a neighboring clan rat escapes is 5% chance. If you're killing the CW then the CW is running away (lulz) It can be pretty easy to be a good way of giving Salz a front-line weapon, not just a Trait, but it's a fun idea for Trait too. Probably get scaled by Kata and only the Skaven effect though. KKN2D: Twisted karma: You take hp (up to 1 hp) dmg up to the tempo of hp you send half thp when the ally (anywhere on the map) gets thp. I kind of see that you're going here, but something like: You no longer generate THP, but getting 50% of the THP generated by nearby allies can be a little easier. KKN2D: The heart of iron: the first damage you take every 25 seconds is reduced by 65%. You can't get healing from an ally. (This includes current Ae Heal Talent, Elf Party HP Regen Talent and possibly Merc in ult). This is one I considered offering too. And that and twisted karma seems to be very good for a career range that doesn't generate much THP, a problem I've been trying to solve with my offer of Rangers glory. I'll add both of them to that THP range is a little awkward right now. KKN2D: Bottle Lobber: Potions become 1 time use (if you have a chance not to use like RV throwing throwing when planting the potion is destroyed and the allies in the affected area get potion affects, the duration is evenly distributed among the allies. It's like a proxy, except you can have everything gets effect and/or can make it out of the melee range yes. The extra action/goal involved may actually be a disadvantage of what you can buff everyone. Nice little blue, yellow and purple blasts will be cool visually too. KKN2D: - Beware drinker: The potions you drink has half the duration. Your potions have 2 charges (maybe you can apply this to a/healing project too.) -Reckless drinker: Potion and Healing Project drinking animation rate drops by 80%. there is a 50% chance that you will only get 80% of the duration of the potion or 80% healing project healing. It was supposed to be R. Talents, not THP:). KKN2D: Trinket-shaking sensor: Your bombs only go away if there are nearby enemies turning them into landmines. Adding this, but they should just add a mechanic similar to a mine, regardless of Trait imo. Page 2 Vermintide 2 Vermintide 2 - Adelson Feedback: There will never be a chance of a line of rework unless we get rid of the suppressed nature of Swift Slaying. Swift Murder isn't just good, it's far from strong. And well curiously controversial. There is not a single weapon in the game that needs Swift Slaying. So powerful is it unneeded, speak on both sides of your face. Changing traits like Heroic and Off Balance is a powercreep SOLELY in the sense that more diversity of traits in a team equals more utility. The idea that the only trait worth taking (because it gives the player immediate feedback that his job is the safest trait) is overpowered by the cute. Other features lacking utility and feedback, let's start there and break the only thing that works after. Also, to fix the SS easily, just can't proc while active (like old Grimmir Focus) 1 As Adelson: There is no weapon in the game that needs Swift Slaying. I would say Mining Pick relies on both the SS and merc from Strike Together to be even remotely viable on THE IB and RV. :) 67.5% AS and Staggers from Ult, by Slayer, are a good way to make it viable. 30% like IB. 35% like RV. 1 As Adelson: Also controversial. It was less of a change in the fight, but more than a hundred errors that overshadowed any meaningful changes. Controversial, of course. Mistakes and beasts did no favors for 2.0, but did not stagger and dodge the change. Anecdotaly there is still a huge streak of previously regular players on my list of friends who have completely dropped out of the game because of how these things have affected the gameplay. For all who enjoy the new paradigm, there are also people who have been expelled by them. crazy to assume that reeling and dodge changes brought new players, it means that the huge, sweeping changes Fatshark has made their gameplay gameplay in the net loss of the players. Exactly how much is in the air, but it is certainly a real concern for future changes. Adelson: After the mistakes were taken care of, more and more people saw an improvement in the fight. Also, even if WoM had been given better player levels would have sunk as well. They just fell to pre-WoM level to a second-all 1.6 time low (which was pure gameplay-wise crap). After mistakes took care of the player the numbers stabilized and increased due to improvements. Dude. 1.6 was the first anniversary patch with Silent Drink, which was also the first time the peak player in the game count returned more than 10k after the incredibly disappointing release of Shadow Bogenhafen. This patch doesn't even have any gameplay changes in it. How can you believe the statement about 1.6 gameplay being pure crap anyway is trustworthy? 1.6 gameplay was 1.3 gameplay. And 1.3 was an almost universally known patch to enhance the viability of weapons, nerfing the meta range, and removing a lot of jankiness and uncertainty from dodging. 3 Loves Smegmar: Also to fix the SS easily, just can't proc while active (like the old Grimmir Focus) Which is one of the solutions that I posted in my first post if you read it. Smegmar: The idea that the only trait worth taking (because it gives the player immediate feedback that his job is the safest trait) is overpowered cutely. If you think that the trait that: Increases the speed of attack (crime) Increases the damage (due to more hits at the same time) increases the regeneration of THP, since you split more enemies (defense) increases active regeneration skills due to more hits (offense) Makes blocking faster (defense) gives enemies less ability to hit you (defense) trait, which increases the effect of SIX MAIN COMBAT MECHANICS, have no idea about the gameplay. The consistent theme for the game is that you have to choose either for more defense or more offense. This trait increases active regeneration skills due to more hits (offense) Makes blocking faster (defense) gives enemies less ability to hit you (defense) trait, which increases the effect of SIX MAIN COMBAT MECHANICS, have no idea about the gameplay. The consistent theme for the game is that you have to choose either for more defense or more offense. 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good on the attack will always be favored for blocking and pressing because the attack happens more often. 2 Loves hgjw: A resourceful combatant is something that I believe can be viable with some number of settings, because it was good in the past, and may have been even too good for some quarries, hence the current time in 5 seconds of limitation we now have. This is the problem of Vermintide with d1 ... destroy one thing just because it's over power with 1% of the game... while recycling would be a much better idea. In fact, even when he was op with a certain cheesy combo, it was fur with the rest of the game. Sometimes I can't understand the logic of Fatshark... The game already reduces your cooling for each enemy hit. Will it really be so hard to make that resourceful combatant just buff this mechanic? Why should everything be under the crit%? I'm sure they want to prevent that these careers as a shadow (and just a shadow, I think) spam their ult ... but with the help of crit mechanics, they advocate for these specific careers. 3 Loves I agree that they way handled the resourceful was kinda silly especially now, given that you're likely to get more chilling cuts using swiftslaying -.- Then again it wasn't just the shadow who abused it (yes, it was most notable), but even a career like a merccar and witch hunter could have nearly 100% up to the time on their ability combined with the old 33% cooling talents they had and some of the cooling talents they had. I think there's a bit more widespread meta-discussion about the reason so many things are flat ignored, and it's the variety of enemy armor types (or lack thereof) that funnels players into very restrictive builds - even without the decidedly useless traits we have. First, the presence of beasts and chaos covered by % against chaos makes that anything automatically 2/3 more useful if it is against Skaven build. Just by having Vs Chaos, Vs Skaven, Vs Savages (including zerkers'Moo-cows here) will increase the variety of builds a lot, and of course reduce the power of other builds. %vs. Berserkers are mostly overshadowed anyway. According to the SS, it ticks too many boxes in order not to be used. By making it SSVsSkaven, SSVsChaos and SSVsSvages would limit it somewhat, although it will signal up to people either; drop when they have enemies who aren't their build or avoid these racially specific maps, spend time fiddling about replacing weapons or directly soiling themselves that the SS has been nerfed. Aside from my ramblings about enemy armor types, I advocate the assumption that it is somehow Specific. 2h hammer/choice gets 20%, elven weapons get 1%. I'd also favor some more skills-based triggers for the devils, like the way some of the triggered - dodging, hitting more than one enemy, and so on, although I think there will be a significant pushback if the peoples favorite build (speed attack and crit chance SS YAWN) is broken. 1 As a few new traits that I came up with melee weapons -Big and Small: You make 5% more DMG for enemies smaller than you. You take 5% less dmg from enemies more than you. (so dwarf and saltz have different effects, since their size is different) -Psychological warfare: After killing a creature, you have a 5% chance of causing fear in the melee range of a creature of the same type by sending them running (such as a rat bag) within 10 seconds. So if you kill a clan rat, the probability that a neighboring clan rat escapes is 5% chance. If you kill the CW, then the CW runs away (luiz) Range weapon-last resort: Let you block with your range weapons. Your long-range weapon now has a minimum range. so the right mouse button turns into a block if there are enemies within melee (or a little more range) and you can't attack with long-range weapons if there are enemies within melee (or a little more range). Take that you sword-shooting melee attacker (or a little more area) the enemy makes all enemies of the same type of armor in close combat takes 1% more damage within 15 seconds, stacking up to 20 stacks. this effect ends if you switch to melee weapons. (20% extra dmg is a lot, but his shooting is in the melee range so either his hordes that don't need a lot of DMG momentum, or tough stuff in the melee range that's hard to pull off). It can also be applied only to ranged weapons so you don't drop the buff when you vary to melee weapons, and can weave into the range dmg here and there. Neck -Twisted karma: You take hp (up to 1 hp) dmg up to the tempo of hp you get half thp when the ally (anywhere on the map) gets thp. -Heart of Iron: The first damage you take every 25 seconds is reduced by 65%. You can't get healing from an ally. (This includes current AoE Heal Talent, Elf Party HP Regen Talent and possibly Merc in ult). Charm -Bottle Lobber: Potions become 1 time use (if you have a chance not to use as an RV) throwing weapons. When planting the potion is destroyed and the allies in the affected area get potion affects, the duration is evenly distributed among the allies. It's like a proxy, except you can have everyone get the effect and/or can make it out of the melee range -Careful Drinker: The potion you drink has half the duration. Your potions have 2 charges (maybe you can apply this to a healing project too.) -Reckless drinker: Potion and Healing Project drinking animation rate drops by 80%. 50% chance that you will get only 80% of the duration of the potion or 80% of the healing healing project. Trinket -trembling sensor: Your bombs come off only if there are enemies nearby, turning them into landmines. -Carpet bombing: Your bombs make 20% dmg, area and repel. And the bomb comes with 5 charges. 2 Likes There's a problem with nerfing Swift Murder before producing new features, though. Swift Slaying has been an institution for over a year and a half at the moment. Nerfing this will massively affect how the game feels to play for many players. And the last time Fatshark did it with 2.0 they tanked the player base so hard that it completely destroyed the huge blow they got from all the WOM hype. In terms of player happiness, it is much safer to introduce new, equally powerful traits at first, then nerf SS later if he still needs to monkeyed s. Print this and laminate on Fatshark's door. So if I could give another take on the SS problem, I'd say that other traits just don't have a noticeable effect on the gameplay. There's only two other hand-to-hand combat traits worth considering, and it's Parry and Opportunistic. It's already been said in the stream. Perry's window is too short. An opportunist is mandatory on the shields, but as noted, he still needs more power to dislodge the most obvious attacks from zerkers and overheads. It's a dead weight on any non-shield weapon. But with the SS, no matter how casual a player you are, once he procs you actually see it work. There's almost zero visual feedback on any other trait in the game, and I think that's a huge problem if you want the non-meta-learning masses to use something other than the SS. So, yes, I think adding clear visual feedback to a bunch of features (even something like a change of push animation when the opportunist is equipped) will have a great place. Another thing is, once you hit Cataclysm and beyond, the game overwhelms you throughout, and no amount of break points can help your weapon keep up with the extra mass, reeling resistance, and hyperdence hordes. Additional attack speed is the only real option by then, except for shields. Will directly remove the heroic intervention, Off-Balance, Inspirational Shot. Any THP adding a Trait with a reliable trigger will either be useless or OP and trying to balance that by limiting it to just one person in batch equipment it will cause a train wreck in a fast game. Off-Balance immediately comes down to nothing without having to work with anything or anyone, so it has no purpose in the game. Inspiring costs nothing and requires the user to spend ammunition, a precious special killing resource to give a teammate little help. No, remove it. So, for Perry, I'd make the window a full second or close to it. For the Opportunist, I'd just make him stronger. For the SS, any nerf that does not include malus. I'll take the melee line, which increases the power of the critics. Call it cruelty or precision strikes. Argument: in Katya and beyond the speed of attack will always be the best Giving up survivability for direct DPS is acceptable. Possible conflicts: The mercenaries and WHC already have DPS power houses, and Merc gets extra attack speed built built it. Don't care about Pyro or Slayer getting polished off this trait because their choice of weapons already comes with a different set of backs. Another could be Berserker: enemy attacks, pushes, and knocking back can't stop the player's attack. Because now classes that have that passive don't really work. This is another defensive trait as I have died many, many times during the hordes after being pushed by the elite or somehow hit-stunned and getting shredded in this window to be completely defenseless and immobile. I will gladly give up the SS if I can put up my block and go away or continue to attack to hit an enemy who has got a lucky shot in order to prevent any other enemy from opening freely. For the ranged, I love them as well and I'm surprised to see Scrounger getting off written so hard in this thread. The only thing I would add is a trait to increase the split by a good amount (unavailable for drakefire and staves). Because getting rid of ammunition is maintained for the authorities is acceptable. And, you know, while I have no ideas, I think pistols, shotguns, and bows to be 3 separate categories of weapons with their unique traits (like how they do with drakefire/staves) will be healthy. They are very different and this would open up developers to make traits that are good for one class of weapons without making another OP. I don't hate necklace features except Shaw's hand. Even if the affect was 100%, it would still be fur, whatever. Bombs didn't scale well, IMO, so shrapnel began to go to. Dupe is still fun if he's weak. Explosive Ordinance can always be an even larger radius with a big back kick. It's hard to imagine that people are angry at a bomb that better stuns groups of enemies. I want to send Wargors flying off the rocks like revenge for all the times they destroyed the Righteous Stand running 1 How edit: @everyone I added some information to the original post: Kitten: Do you think the situation with Swift Slaying should be fixed to add more build changes? It should be noted that during the flow several people were asked, making the SS an inherent mechanic weapon where the speed of the weapon decides how much AS you get from it. This choice is not included in the survey, it was also suggested that if this change was to occur, you can change the trigger mechanism from Crete, in the interests of slower Weapons also added some of the suggestions of KKND2: @KKND2 going to comment on the ones I see as most likely to work and then add them to the main post. KKND2: -Psychological Warfare: After killing a creature, you have a 5% chance of causing fear in a melee by a creature of the same type by sending them running (like a sack) within 10 seconds. So if you clan rat, the probability that a neighboring clan rat escapes, the probability is 5%. if you kill the CW, then the CW runs away (luiz) It can be pretty easy to be a good way of giving Salz front-line weapons, weapons, than just Trait, but it's a fun idea for Trait too. Probably get scaled by Kata and only the Skaven effect though. KKND2: Last resort I feel it should be a weapon of a specific function, not a Trait (like a shotgun bash). KKND2: Take what you sword sounds like it will make the barrage/hunter obsolete. BH/Huntsman already has something similar with Crings. KKND2: Twisted karma: You take hp (up to 1 hp) dmg up to the tempo of hp you get half thp when the ally (anywhere on the map) gets thp. I kind of see that you're going here, but something like: You no longer generate THP, but getting 50% of the THP generated by nearby allies can be a little easier. KKND2: The heart of iron: the first damage you take every 25 seconds is reduced by 65%. You can't get healing from an ally. (This includes current AoE Heal Talent, Elf Party HP Regen Talent and possibly Merc in ult). This is one I considered offering too. And that and twisted karma seems to be very good for a career range that doesn't generate much THP, a problem I've been trying to solve with my offer of Rangers glory. I'll add both of them to emphasize that the THP range is a bit awkward right now. KKND2: Bottle Lobber: Potions become 1 time use (if you have a chance not to use like RV) throwing weapons. When planting the potion is destroyed and the allies in the affected area get potion affects, the duration is evenly distributed among the allies. It's like a proxy, except you can have everything gets effect and/or can make it out of the melee range yes. The extra action/goal involved may actually be a disadvantage of what you can buff everyone. Nice little blue, yellow and purple blasts will be cool visually too. KKND2: - Beware drinker: The potions you drink has half the duration. Your potions have 2 charges (maybe you can apply this to a healing project too.) -Reckless drinker: Potion and Healing Project drinking animation rate drops by 80%. there is a 50% chance that you will only get 80% of the duration of the potion or 80% healing project healing. It was supposed to be R. Talents, not THP.). KKND2: Trinket-shaking sensor: Your bombs only go away if there are nearby enemies turning them into landmines. Adding this, but they should just add a mechanic similar to a mine, regardless of Trait imo. dannyjew8299: So if I could give another take on the SS problem, I'd say that other traits just don't have a noticeable effect on the gameplay. There's only two other hand-to-hand combat traits worth considering, and it's Parry and Opportunistic. It's already been said in the stream, Perry's window is too short. An opportunist is mandatory on the shields, but as noted, he still needs more power to knock out the most attacks from zerkers and overheads. It's a dead weight on any non-shield weapon. But with the SS, no matter how casual a player you are you once it procs you actually see it working. There's almost zero visual feedback on any other trait in the game, and I think that's a huge problem if you want the non-meta-learning masses to use something other than the SS. So, yes, I think adding clear visual feedback to a bunch of features (even something like a change of push animation when the opportunist is equipped) will have a great place. Also adding this quote as she considers the aesthetic/feeling of traits. Definitely can use some strong traits, especially melee weapons, but some of the layoff traits you won't find useful should be IGNORED. My beef/bread and butter - Nature Bond, Hunter, Barrage, Opportunists are extremely useful in the right hands. Swift Slaying can use a small nerf and other aggressive alternatives needed, the problem is how to determine what the procs effect is and not giving a flat bonus stat ... Generally considered no fun and the role of properties. Weapon traits can proc in other unique ways, although tend to overlap with career traits/talents, but will be more interesting and varied. Multiple Enemies Hit - Mercenary Tagging Enemies - WHC Staggering Enemies - Bulwark Murder Special - RV/WHC Every 5th swing - Talents Killing Enemies Hitting Monsters/ Super Armor Beats Enemies Below X% Health Everything Can Be Set for Synergistic Buffs and Compete With SS, but There must be a limited number of features and balanced... issue of FS doing this or leaving as the status quo. But DONT REMOVE features that are widely used, I wonder if FS can identify as they can tell Cruber is the least played hero, such as my bread and butter! 1 How dannylew8299: So, yes, I think adding clear visual feedback to a bunch of features (even something like a change of push animation when the opportunist is equipped) will have a great place. It's a great moment. The effects of other melee traits are thoroughly confused. Hell, for example, it sounds like even you don't realize that what an opportunist actually does is give a 50% increase to reeling power. Has almost nothing to do with being pushed, as he claims. And then you take into account how incredibly tiring it is to work out staggering break points as well, so it's doubly difficult to understand what benefits it gives you in most situations. I can even throw away a second great example. Most people don't even know that heroic intervention actually works. Or they think it only works to free allies from the disabled. Purely because it rarely causes in a normal fight, and does not have a unique feedback. 1 How Heres Some More Stupid Ideas XD Melee Weapons -Master Crafted: Stats on This Weapon Twice -Gouge: Every 20 Your attack disables a human-sized creature within 8 seconds, corroding them inactive, unable to move or attack. Any further damage will eliminate this effect. (I think instead of the occasional random Attack, it can instead be activated with an extra button, so add 1 more attacking animations for most weapons when they are pressed on their extra action button. Rapier gun shot will activate this) -punch until they're down: you do extra damage to downed creatures. (Not sure how much extra dmg L\_L...) Range weapon-armor piercing: you ignore the cupids, but do only half the damage (i.e. the body shot CW). If the goal can already be penetrated, it hits 1 extra target (no more armor piercing this time, so if you shoot sv, it gets into the sv case dmg, and hits sv behind him, but not dmg). -21 is the rule: your ammunition range weapon is set at 21 rounds (good for a weapon that doesn't come with a lot of ammunition as a shotgun, not as good for large ammunition weapons) - damned weapon: When out of ammunition, you consume 10% hp/thp per shot. (won't shoot if you don't have enough hp/p to pay for a shot) - Improved magazine: add another shot to your weapon before you need to recharge. (A one-time shot weapon becomes a 2-shot weapon, a bardin shotgun turns into 3 shots. Neck/charm/trinket -Ranald's Whim: You have a 20% chance of picking up an item for the first time, the duplicate said item. (it was in v1 lol) BongoSkaggs: A stupid but serious question: Did they give the game another serious run (say, about four hours) after most of the bugs have been fixed? Some of them. Ask @mahkra for example. Although I'm not sure he's even paying attention to these forums anymore. @Adelion - I may have been missing some of the nuances of this discussion as I only skimmed to find out what @BongoSkaggs was pinging me about, but I've been playing 100 hours since they fixed the most glaring brokenness that was present in 2.0. (Compared to 2,000 hours in 1.x. and probably 10 hours, while the game was an unreishable buggy mess for an irresponsibly long time after the launch of WoM/2.0.) It's not enough time to really test all the weapons and skills for all careers, but it's certainly enough time to count as another serious run. And yes, I still think 1.6 was a better game than 2.x. I still hate everything about the reel-for-bonus-damage system, the skills of the change on the characters still feel arbitrary/irritating - largely unnecessary, the weapons feel worse balanced now than they were at 1.6 (shields are better, but now axes garbage) etc. i still think they made the game net worse with core combat changes. The new cards are great, but I'd still rather play them at 1.6 than in 2.x. 1 As - the previous page of the next -> -> -> best traits vermintide 2. optimal traits vermintide 2. best necklace traits vermintide 2. blunderbuss traits vermintide 2. halberd traits vermintide 2. vermintide 2 traits and properties. vermintide 2 traits guide. vermintide 2 throwing axe traits

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