

Kingdom Come: Deliverance - Feedback #224

Skill and Stat dependencies...

04/14/2016 11:38 PM - Backer lieste

Status:	Feedback
Priority:	Low
Assignee:	
Category:	
Description	
<p>I'm not sure about some of the current dependencies in game.</p> <p>While strength is appropriate for bows, and carrying ability, and for speed of unbalanced weapons (mace/axe for example), I am not as convinced that it should dominate either the speed or hitting strength of a sword blade.</p> <p>Here technique and leverage are more important, and many strikes are made in a controlled manner rather than as hard as possible.</p> <p>Intimidation seems reasonable to base on size/strength, but this may not adequately reflect the real danger of a swordsman... Strength could perhaps influence the stamina pool for fighting, or the rate at which it is used... but it seems rather slight at present - I'm nearly untrained and weak but can string more strikes together than Henry can manage at the squire level with a longsword (albeit "un-armoured" which should make a difference)</p>	

History

#1 - 04/15/2016 10:10 AM - ProkyBrambora (QA Team)

While strength is appropriate for bows, and carrying ability, and for speed of unbalanced weapons (mace/axe for example), I am not as convinced that it should dominate >either the speed or hitting strength of a sword blade.

Here technique and leverage are more important, and many strikes are made in a controlled manner rather than as hard as possible.

You are right, but what exactly do you propose?

Technique, leverage and other combat nuances are not stat based but skill based, it is dependent on which combos you use, which perks you choose and on actual gameplay.

I see nothing wrong with weapon being more effective if you have higher STR or AGI.

Keep in mind this is still an RPG.

Strength could perhaps influence the stamina pool for fighting, or the rate at which it is used... but it seems rather slight at present - I'm nearly untrained and weak but can string more strikes together than Henry can manage at the squire level with a longsword (albeit "un-armoured" which should make a difference)

The game is still being developed and the final combat might look a lot different in some aspects.

But we do appreciate your feedback, so check back again when you feel like you have some input to throw in.

#2 - 04/15/2016 10:12 AM - ProkyBrambora (QA Team)

- Status changed from New to Feedback

#3 - 04/15/2016 11:21 AM - Backer lieste

I'd suggest that for example Archery used STR as it's governing skill that ties to ease of use, effectiveness.

That for melee weapons a blend of AGL and STR be used - More STR for the grapples, and for the axe and mace. Almost all AGL for sword.

STR should govern intimidation, even if you aren't actually as dangerous as you look.

The developed skill to be more important than the stat based element (e.g. Archery skill gives benefit at a higher rate than STR itself). Fencing more important than either STR or AGL.

As examples of things that make sense both in a game context and the world.

#4 - 04/15/2016 01:04 PM - ProkyBrambora (QA Team)

Backer lieste wrote:

I'd suggest that for example Archery used STR as it's governing skill that ties to ease of use, effectiveness.

That for melee weapons a blend of AGL and STR be used - More STR for the grapples, and for the axe and mace. Almost all AGL for sword.

This is actually all true, i am not sure how much it works in Beta, but it should be like this in the game.

STR should govern intimidation, even if you aren't actually as dangerous as you look.

It also works like that.

The developed skill to be more important than the stat based element (e.g. Archery skill gives benefit at a higher rate than STR itself). Fencing more important than either STR or AGL.

I cannot really elaborate on this.

#5 - 01/09/2017 03:23 PM - Backer a55a55in71

ProkyBrambora (QA Team) wrote:

Backer lieste wrote:

I'd suggest that for example Archery used STR as it's governing skill that ties to ease of use, effectiveness.

That for melee weapons a blend of AGL and STR be used - More STR for the grapples, and for the axe and mace. Almost all AGL for sword.

To be really true to life, strength, endurance and agility should come in to play regardless of the weapon of choice. For example, if you are very weak/tired would you be able to swing a large broadsword with accuracy, would you even be able to raise it above your head? If you swing a sword would you be able to swing with precision or would it be swung aimlessly? A weak character wouldnt be able to draw back a bow string fully and maintain the position for a few seconds. Also a character with low agility wouldnt be able to quickly notch up an arrow but instead would be slower than someone trained in the use of a bow (say, had high agility)

A character with high strength, high endurance and high agility would be able to swing their melee weapon around efficiently while the same character would be able to notch, draw and fire arrows quickly