

## **Changes and balance update suggestions, please read in-depth.**

Hello all, as we know there are some ongoing issues with general balance, QoL issues that we would like fixed and I'd love to articulate them into a thread, I'll split it into categories and subsections.

**\* You can sign at the bottom, would appreciate you to put your GW2 tag in there so they know you're a member of the community. (Highlight and right click to make comments).**

### **---- Security updates ---**

#### **--- Friends list & how it operates ---**

- Currently, you can be added by someone and the only way you know this is if you track who adds you via the followers menu.
  - o *I recently had an encounter where someone had received my IP address in a TS3 server (that was used for a guild) and would DDOS me every time I came online, this issue was not fixed by blocking him – he could still see me online.*
- **My suggestion:** an overhaul of the social interface. Create a system that only allows friend requests to be accepted and if someone does 'follow' you, you can block them to appear offline all the time. It is a huge security risk for people trying to avoid harassment from relations that ended on bad term.
- Also allow a system where friends can be spoken to outside of the game via messenger, similar to how Blizzard handles Battle.net between players.

**Does this not appear to be quite a big security risk to players?**

### **---- UI and QoL ---**

#### **Action Bars:**

- Small amount (3-4 slots), yet elegant, fits with the UI and we can move it about.
- The purpose of this suggestion is simple, statistically something a lot of people would want. Allow this to be managed via in-game options for people that don't want it, it can be used for food, salvage kits, whatever...

#### **When a guild member last repped**

- This is vital to tracking activity and I'm quite shocked it hasn't been added yet. Highlight inventory slots where invisible bags are. *Makes it easier to organise with people who have all slots filled with 20 slot bags without having to split them.*

## **--- Cosmetics ---**

### **Town cloth tonics = outfits**

- Self-explanatory, let them be dyeable, let them be the only outfits you can buy via actual gold and not gems.

### **Auras in Wardrobe**

- Allow up to (whatever Armor slots there are) of auras and add them to wardrobe –
- for example 7 pieces of Armor allow for 7 slots + whatever accessories there are.
  - o An extension of this idea would be to sell some auras in the cash shop instead of 900-1,400+ gold each.

### **Re-adding the gold bank.**

- Why was this removed? Please re-add it. Removing it causes a lot of problems in terms of tracking where all your money is going, for me personally.

### **A whiter-celestial dye**

- That's right, a dye that removes all textures like Shadow Abyss only it's white and much brighter. I'm fed up of seeing Celestial dye, dye things in a grey way.

## **---Crafting---**

### **Cooking**

- Nearly all cooking recipes added since the silverwastes patch result in dishes that are account bound. The reason this is an issue is that the only players that get to craft these are people who both do high end content (raiding or wvw or fractals) and also cook.

From my personal experience people who go hard in the high end content side of gw2 tend to not want to bother with crafting, resulting in them just buying food that might not be as ideal from the TP or having to craft the ideal food themselves taking away from there preferred gw2 experience.

Some might consider this a minor problem, but consider this. All the recipes they add are near dead content by design. Wasted development time?

Solution: make the recipes tradable over the TP. it will create a way to get the resulting dishes easy for those that do not want to bother making them, as well as create a potential new revenue stream for crafters. This will shake up the cooking meta a bit too.

## **--- Bugs ---**

### **Meteorologicus casting animation:**

- Necromancer still appears at the base of the weapon rather than the end of it compared to other scepters. ***I have reported this numerous times and still no fix.***

### **Auras and mouse-over:**

- when you are using an infusion that changes your skin colour, people that mouse-over you will see your normal skin colour. *What's the point spending thousands if they get hidden/removed due to a bug?*

**Salvage all 'rares'**

- They are coming up in a vertical list rather than horizontally.

**Idle disconnects within raids**

- Between pulls, I go idle and I get disconnected every time.

***Signed...***

### **Necro class issues and outlining the root cause:**

- Conditions are the lowest dps.
- S/D necro rotation has #5 missing because it is so underpowered in ST that it lowers your already bad DPS.
- Swapping weapons is literally niche and completely unviable (removing a lot of the damage compared to other classes).
- In every other game, DoTs are supposed to be RAMP-UP, in this game, there isn't any ramp up.
- Current boss design makes condition builds undesirable. When a boss goes immune conditions are removed and that limited 'ramp-up' we have is now useless and void.
  - a. ~~Yes DPS meters are against ToS~~, but people still did the research on it. Found here:  
[https://www.reddit.com/r/Guildwars2/comments/4v76gg/qt\\_updated\\_guides\\_and\\_dps\\_benchmarks\\_for\\_all/](https://www.reddit.com/r/Guildwars2/comments/4v76gg/qt_updated_guides_and_dps_benchmarks_for_all/)
  - b. Necro Benchmark seen here:  
[https://www.youtube.com/watch?v=Td\\_kHE89Zdc&feature=youtu.be](https://www.youtube.com/watch?v=Td_kHE89Zdc&feature=youtu.be)

*How do I think they should fix this (in the form of patch notes)?*

### **Scepter/Dagger**

- **Scepter Auto attacks:** Blood Curse / Rendering Curse / Putrid Curse
  - o Condition duration +10%
  - o Base damage +15%.
  - o Putrid Curse: Bleed stacks 1 -> 2, poison stacks 1 -> 2
- **Grasping Dead:**
  - o Radius increased 240 -> 280.
  - o Bleed stacks: 3 -> 4
- **Feast + Deathly Swarm** unchanged.
- **\*Enfeebling Blood** (the useless ST skill):
  - o Damage +20%
  - o Bleed stacks: 2 > 4
  - o Condition Duration: +10-25% (It must be viable.).
  - o Cast time: Reduced to ½ , down from ¾.

### **Staff:**

- **Staff Auto Attack:** Necrotic Grasp
  - o Damage: +5%
  - o Now inflicts bleeding: base: same as Scepter auto attack but inflicts 2 stacks. <- *this I believe would make the weapon viable again.*
- **Mark of Blood:**
  - o Damage: +5%
  - o Bleed stacks: 2 -> 4
  - o Condition Duration: +30% (*so there is some after effect, **AFTER** swapping*).
- **Chillblains:**
  - o Damage: +5%
  - o Condition Duration: +20%

I believe the remaining skills on Staff should be unchanged.

**General skills:**

- **Seed Turret:** *(Currently an underused skill but good be a good contender if given the right buff).*
  - o Cooldown: 60 -> 30
  - o Duration: 30 -> 20 *(Allow it to be used more often, but have less uptime comparatively).*
  - o Bleed stacks: 1 -> 2
  - o Condition Duration: +5%
- **Epidemic:** *Of course, if these patch notes would ever get consideration, two necros would be OP so I would suggest heavily nerfing epidemic. This is to ensure that necros are viable enough to bring for raids but not solely dependant on epidemics.*
  - o Add a condition transfer limit. With these changes, a Necro could stack up to 50-60 different types of conditions, add a limit to how many can transfer to the 5 nearest monsters by a % value.
  - o Example: Epidemic on use now spreads 40% of the total conditions from main foe to nearby foes.

**Trait changes:**

- **Lingering Curse**
  - o Condition Damage: +150 -> +200
  - o Condition Duration: +50% -> +55%
- **Target the weak:**
  - o Critical Chance: 2% -> 3%
  - o Condition damage per Precision: 13% -> 17%
- **Shivers of Dread:**
  - o Now inflicts Bleed & Chill

***Feedback (comments)***

***Signed (with adjustments)***

***Signed (total agreeance)***