

CoC: Improved Vision Perk

Intro

There are a lot of eye-types in the game and maybe later on other things that 'should' improve the perception of the PC, like dragon eyes or the four spider eyes for example. In addition I want to add 'Improved Vision' as a learnable perk (probably three stages, so leveling to level 120 is less pointless as it is currently).

Since there aren't any perception rolls in the game and even stuff, like cat's eyes that allow night-vision are quite pointless since most battles are fought in the daylight I intend to boost actual combat with it.

My thoughts are either Hit% or Crit%. Since the former is quite pointless the higher the players level and stats get I'd tend to let it affect Crit%.

Proposed stats

The Perk itself (Requires Tactician Perk??):

Improved Vision 1/2/3: Minimum level: 30/60/90, Grants +3/7/10% crit chance.

Description (Suggested by Keelaja on Discord): "raises your perception allowing you to see openings most wouldn't"

Other stuff affecting it:

Dragon eyes: +8% crit chance.

Four eyes: +2% crit chance.

Four spider eyes: +4% crit chance.

Cat eyes: +5% crit chance.

Infernal eyes (NYI, for hellcats and hellhounds): +5% crit chance.

That's all that comes to mind so far and all is subject to change. So if you have any suggestions, just tell me.

Updates

- Both cat eyes and infernal eyes now have +5% crit chance
- Renamed the perk to Improved Vision