

This is likely gonna be a bit long. Strap in.

Right now I think void assassin has a weird identity. What it's often painted as in lore and in the world is a class that has a high risk and high reward, using the power of void to empower yourself and grow stronger at the risk of hurting yourself cause the void is kind of a toxic substance. It doesn't really live up to that in my opinion, and all of its strongest tools often just kind of... happen. Impure Element, Refract, Deadly Arms, all of these don't really have much downside and thus are weird to balance.

So I'm going to propose a change.

Disclaimer:

This is a pretty exhaustive rework. Additionally, in places, the numbers might be straight up wrong or unbalanced. I'd love some discussions on how to get those more fitting but I'd equally enjoy more discussion on the concept rather than the numbers themselves.

So What Should VA Be Based Around?

In my opinion, the most core part of void assassin is the void part, the exploit and use of void abilities, of void magic, of void energy, that sort of thing. Right now, it's very binary. You either have void energy or not, and you spend that void energy in a very linear way where skills cost X void energy and that's it. I think this is, inherently, not super interactive and there could be more to it in both a way that makes things fit more and is more exciting for the player.

To that end, my first and most important suggestion is the removal of the current void assassin system and an introduction of a new one.

This One Goes to Eleven

Okay not really. The idea is actually that void energy now accumulates up to 150 void energy. On its own, this change does....

Absolutely nothing. Well, except make Impure Element blatantly overpowered. But this increase of void energy accompanies a rework of the rest of the class. With the advent of free skills, I advocate for the creation of 3 free void assassin skills. Unlike the free skills of Solblader, all of these are able to be equipped at once, and they exist as 'stances' for the void assassin to switch between. Each of them will cost 0 momentum, though if one is used, they all go on a turn CD so you can't rapidly switch. Once you choose one for a round, you're devoted. The three stances would look something like this-

1. Cloaked in the Veil: The Void Assassin covers themselves fully in their voidveil, restraining their offense but affording a more active defense. In this stance, the void assassin recovers 30 void energy per turn, and reduces magic damage by twenty percent. They also recover void energy equal to one tenth of any damage taken, but their damage done is reduced by five percent, critical is reduced by fifteen, and elemental attack is reduced by ten. This also affects other skills.

2. Restrained Aggression: The Void Assassin exposes themselves to the void, but only partially. This is a more balanced stance. In this stance, the void assassin gains no void energy per turn and reduces magic damage taken by ten percent. They also recover void energy equal to one fifth of any damage taken, and their critical is increased by five percent, elemental attacks by five, and crit damage. This also affects other skills.

3. One With the Void: The Void Assassin entirely exposes themselves to the void, wielding its power as dangerously and as ferociously as they can. In this stance, the void assassin expends twenty void energy per turn, increasing all damage taken by fifteen percent. In this stance, they gain twenty five critical, thirty to all elemental attacks, and twenty to critical damage, and ignore the opponent's armor and magic armor. This also affects other skills.

The idea here is to swap between these stances back and forth to influence skills and to go 'all out' when you need to. Additionally, void energy does not carry over between battles. They also impact how skills work, which I'll detail below.

But First, What Doesn't Come Over?

There's gonna be some axed skills with this new rework.

Impure element? To dust.

Deadly Arms? Gone!

Void Refract? Boom.

These abilities are either design space limiters or reward for no risk and kinda fit weirdly into this theme, so I think it'd be better to remove them.

The Passives

Most passives can come over fine.

1. Void Circuit + Radiation: These will be combined into one passive instead. It will generate 9 void energy per turn and 9 more on lightning crits. 3/6/9 for ranks. I

really don't see why these need to be separate passives and it makes a lot more sense for it to simply exist together.

2. Black and Blue. Stat Passive. Leave it alone.
3. Break Down: This one's kind of weird that it's on it's own, isn't it? Remove it (though it'll come back later on the Cutthroat skill, don't worry).
4. Backstab: This can likely stay, though I'd prefer to make it 3 ranks or even 1. Having a 5 rank passive for this is lame. 3/6/10 or just 1 point.
5. Void Reverb: Stays as is, but you take damage equal to one fourth of used void energy to make sure you don't nuke yourself with the new amount.
6. Charred Void: We all WANT this to be cool, don't we? But it's not. It sucks. Well do I have something for YOU charred void enjoyers. This now makes them Dark Cinders, but the Dark Cinders do null damage. Any cinder created during Embrace The Void also gains 25 level.
7. Dangerous Dip + Void Flight: Combine into one.
8. Blind Spot: Could be removed. Like 2 people ever take this so...
9. Advancing Flow: With bug fixes, this is fine.
10. Voidveil: Removed in favor of the free skills.

Anddd now we move onto active skills!

Meat and Potato Time (Active Skills)

To keep this simple let's go down the list.

1. Extend Void: Probably fine as is.
2. Obscure: It's kind of weird we have this as a stand alone skill, but it's nice. Lower it's FP cost if we wanna be nice.
3. Wash Away: Same as Obscure, though it's always useful.
 - a. In Cloaked in the Veil, one beneficial/negative status is removed depending on if it is used on an ally/enemy.
 - b. Restrained Aggression is two.
 - c. In Embrace the Void, three are instead.
4. Absorb Veil: Works as is, though with some modifications.
 - a. In Cloaked in the Veil, full FP is restored.
 - b. In Restrained Aggression, only half
 - c. In One with the Void, none.
5. Veil Off -> Void Strikes: No longer gives a critical bonus. Instead, convert a quarter of your damage done on basic attacks to null damage that bypasses defense. However, while this is active, you take ten percent of your hp per turn. Only Usable in Restrained Aggression or Embrace the Void
6. Voidgate: Fine. Make it 3 ranks.
7. Ignite Engine: What the FUCK does this even do? I don't have enough expertise to make a call on this. It's weird.

8. Black Elixir: Remains mostly the same, though with variation.
 - a. In Cloaked in the Veil, acts the same but with 15/30/45 ranks.
 - b. In Restrained Aggression, works the same.
 - c. In One With the Void, the cost is triple but it also removes a negative effect every other turn so long as you have the buff on you.
9. Blotch: Why the fuck is this 5 ranks and not 3? Just make it 3. 5/10/15.
10. Eliminate: Now, this here is an ability that we've all wanted to be good for probably like 15 years. But it's just kinda not. I'm also not sure why it requires extra M but doesn't increase damage based on that M. Anyways, changes. Reduced to 3 ranks: 120/140/160 scaling. 3 + M and consumes all void energy.
 - a. In Cloaked in the Veil, this has no additional effects beyond increasing damage by Void Energy/2%.
 - b. In Restrained Aggression, each extra momentum used also increases the damage by ten percent.
 - c. In Embrace the Void, this also ignores all protection and is done as null damage but you take one fourth of the damage done as kickback damage.
11. Vanishing Strike is kind of a perfect skill so I don't wanna touch it.
12. Detogate: Remains the same.
13. Black Bolt: Remains the same with two modifications.
 - a. In Cloaked in The Veil, always sends the opponent at least ten spaces away from you.
 - b. In One With the Void, always send the opponent at least five spaces within your range.
14. Cutthroat: Reduced to three ranks. At rank two, knocks down. -10/-5/-0 ranks.
 - a. Cloaked in the Veil: No Addl effects.
 - b. Restrained Aggression: Has a chance to reduce the crit evade of the target by 15.
 - c. One with the Void: Has a chance to reduce the crit evade of the target by 15 and ALWAYS silences.
15. Fray: Math is not kind to fray. 10% defense reduction is often less damage than just attacking. First, make it a 3 rank. 6/9/12 ranks. Void gate interaction remains unchanged.
 - a. Cloaked in the Veil: No addl effects
 - b. Restrained Aggression: Also removes Magical Defense by the same amount.
 - c. One with the Void: Reduces the targets crit evade by 10 and elemental resistances by 5.

Anddd that's it.

Whew.

Let's move on to a few other things.

New Skills? In my Void Assassin?

It's more likely than you think!

People have always mentioned void assassin kind of being a mix of a dagger class and a void mage class. I see this and think-

Yea that checks out. And I like that. So let's lean into it a bit!

1. Void Lance: A projectile scaling 100% weapon scaling + 120% dark scaling. Ranks are 100/110/120. If it hits, it spawns a void gate behind the target. 3M
 - a. Cloaked in the Veil: Restore thirty void energy by siphoning energy from the lance
 - b. Restrained Aggression: Restore ten void energy.
 - c. One with the Veil: Gain Enhanced Passageway- reduces the momentum needed to teleport to a voidgate by 1. Lasts until next voidgate teleportation.
2. Recall Gate: One point wonder. Despawns one of the gates and provides effects based on your current stance. 1M. If the gate goes through someone to reach back to you, deal 30 null damage to them.
 - a. Cloaked in the Veil: Heal for fifty hp and restore fifty void energy.
 - b. Restrained Aggression: Heal for twenty five hp and empower your next attack with 10% crit damage.
 - c. One with the Void: Empower your next attack for twenty five percent crit damage and twenty critical.
3. Devil Trig- Expel Void: Three points. Expend all your void energy to create a wave of energy around you. 100% SWA, 120/130/140% dark scaling. Has different effects based on void energy used in a similar way to black bolt. No matter what, returns you to Cloaked in the Veil when used. 6 area circle.
 - a. 0-50: Empowers the wave up to 25% increased damage.
 - b. 50-100: Rolls a chance to infer.
 - c. 100-149: Blinds all targets.
 - d. 150: Knockdowns all targets.

And That's Kind of It

Admittedly I don't expect this to get picked up, done or garner any kind of traction.

Just sort of a 'thinking aloud' sort of thing. Thanks for coming to my Ted(x)Talk ya'll.