

Bleed Suggestion

By: The Mantis Shrimp

Objective: Make bleed less of a DoT thing and more of a debuff system that rewards players for persistence and punishes those that bite prey and then run away and wait for their victim to die.

The Mechanic

To start off, blood should have its own meter, and each creature should have its own amount. Typically larger creatures would have a higher blood meter, but certain creatures would have more blood efficiency than others. Carno, for example, has less blood than Allo, but its blood efficiency is higher enough than Allo's for its blood meter to be higher. Having worse bleed resistance though, it would still be dealt more bleed than an Allo when bitten.

The bleed resistance and bleed heal stats also wouldn't change, just the way bleeding affects the victim. I tried to balance this out as best i could.

Your blood meter being its own stat would mean that bleed does not directly affect your hp, but rather drains your blood meter over time depending on what your status is. If you lose the following amount of your blood, you will receive these debuffs (the status effects carry over each tier but do not stack).

10% - Stamina regeneration reduced 10%.

20% - Stamina regeneration reduced 20%, running stamina drain increased 10%.

35% - Stamina regeneration reduced 30%, attack speed reduced 10%, running stamina drain increased 20%.

50% - Damage reduced 10%, attack speed reduced 15%. Your screen would gradually begin to grey and become fuzzy around the edges, becoming greyer and fuzzier the more blood you lose. Food and water drain increased 10% each.

65% - Damage reduced 20%, attack speed reduced 25%, attacks that would not normally require stamina now take stamina, and attacks that already use stamina now use significantly more (ex. Shant stomp would take nearly all of its stamina), no longer regenerate stamina without sitting. Food and water drain increased 20% each.

75% - No longer regenerate stamina, damage reduced 25%, attack speed reduced 30%.

90% - You are forced to limp, damage reduced 30%. You are now completely colorblind. Food and water drain increased 30% each.

100% - Basically what you would expect to happen when you lose all your blood, you collapse and die.

Method to the Madness

The current bleed system renders bleeders very boring. They just bite the victim a few times and wait, and that's that. I think that it would be much better if, instead of hit and run and never hit again, they were forced to keep the pressure on their prey, bleeding them by inflicting bite after bite, and, instead of sitting there and waiting for their prey to die, their attacks would gradually weaken the prey to the extent that it can no longer fight back. The balance between high impact damage creatures vs high bleed creatures has had the scales tipped in the favor of the high impact damage ones, which is fine in combat imo. However, if they are to be perpetually better in a one-on-one, face-to-face battle, I think that hit 'n run tactics should far favor bleeders, and that wearing down opponents over time should be much more than inflicting damage over time as is the current bleed system. I think it would be better to have bleeders wear their victims down over incredibly long hunts than it would be to have them bite their victim and then go sit down and wait for their prey to die.

Balancing

Giga - Giga would keep its high base bleed, but, to compensate for the fact it would no longer do direct damage, it would need an impact damage buff to kill targets that have enough blood to handle the copious amounts of it they would lose from battling a Giga. Or, perhaps DoT could be a Giga-exclusive ability. I also think that Giga should be more agile than it is now, should this be implemented. Being able to make quicker turns and accelerate and decelerate relatively quickly would make it a highly effective sauropod killer, being able to inflict bite after bite and avoid being crushed by the tree trunk legs or sweeping tail. The idea is to make the hunt gradually easier as it goes on, wearing the sauropod out and making its slowed attacks easy to avoid.

Allo - Being a sort of bleeder, Allo would need a damage buff as well. It just doesn't have enough damage to justify it not getting a buff if this were the direction bleed went. It should also get a small speed buff (look to [Doctor Nova's speed suggestion](#) for that).

Carno - Not really a bleeder (although it's still way too good at bleeding right now), I just wanted to throw this in here. Give Carno a damage buff, please, it needs it so bad. It just doesn't deal enough, unless its momentum is going to double its flat damage that is. And if this bleed idea is put in, I don't think carno would need a bleed nerf either.

Dilo - Okay Dilo is in a bit of a pickle here, as it sort of is anyways. Having it deal ultra-high base bleed makes no sense, and decreasing bleed resistance doesn't help it very much if bleed doesn't deal DoT, unless you want to drain your prey completely of blood, which would be tedious as a dilo what with how fragile it is combined with its bad turn. What I think would be

best is if Dilo had its very own suggestion, judging by what kind of feedback this one gets. I think I would rather its venom be completely separate from the bleed system, but that's just me.

I put several hours into developing this idea, so please be sure to give me feedback on it. If you think it wouldn't work, please be sure to tell me why, and if you'd rather some adjustments to balance, be sure to give me those as well. Thank you.