## **Skill Core Change Proposals**

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For the last few years, the meta in EpicDuel PvP has been trending away from defensive and strategic gameplay and more towards dealing as much damage as possible as quickly as possible. This has been facilitated in large part by the ever-increasing power of skill cores, particularly those found in promotional packages. This document provides a comprehensive list of proposed changes to almost every skill core in the game, most of them being nerfs.

As it stands, the meta is mostly shaped by skill cores and changes to them; as a result, the lines between different classes have become extremely blurred, and it is virtually impossible to balance them. The goal of the changes in this document would be to bring down the importance of skill cores to a level where they augment the abilities of players' builds without overpowering the skills of the classes. Where applicable, many cores will be reverted to their early Omega versions or close to them.

Note: These changes may necessitate changes to certain boss NPCs to make them beatable.

## **List of Changes**

## Α

**Absorption:**  $40\% \rightarrow 30\%$  of incoming bot damage to energy.

**Abyssal Slash:** No change. This is a basic robot attack.

Accomplishment's Curse: See Curse.

**Aim Assist:**  $15\% \rightarrow 10\%$  deflection chance reduction on the associated weapon.

**Armor Annihilator:** Reduce initial damage to 85%.

**Armored Roots:** 40%  $\rightarrow$  30% Defense/Resistance increase; 3  $\rightarrow$  2 turn duration; ; 4  $\rightarrow$  3 turn cooldown; make permanently available.

**Assault Claw:** No change. This is a basic robot attack.

**Auxiliary Mastery:**  $15\% \rightarrow 10\%$  extra crit chance for the associated auxiliary.

**Azrael Claw:** No change. This is a basic robot attack.

**Azrael's Torment:**  $70\% \rightarrow 65\%$  active buff reduction.

Azrael's Will:  $85\% \rightarrow 100\%$  damage.

B

**Baby Yeti Charge:**  $50 \rightarrow 30$  additional Baby Yeti damage.

Bacon Breath x25: No change.

Bacon Rain x25: No change.

**Ballistic Shield:**  $10\% \rightarrow 5\%$  extra deflection chance;  $20\% \rightarrow 15\%$  extra damage reduction on deflections.

Bandit's Gamma Fire: See Gamma Fire.

Bandit's Gamma Punch: See Gamma Punch.

**Bio Claw:** No change. This is a basic robot attack.

**Blood Bullet:**  $120\% \rightarrow 110\%$  damage.

**Blood Hawk Claw:** No change. This is a basic robot attack.

**Blood Shot:** 25%  $\rightarrow$  15% crit chance; 20%  $\rightarrow$  30% lifesteal.

**Bloodletting Bite:** Remove extra crit chance<sup>1 2</sup>.

<sup>&</sup>lt;sup>1</sup> Crit chance is not specified on core description; based on empirical data from Machaon, 10/16/2020.

<sup>&</sup>lt;sup>2</sup> This was fixed in the 10/23/2020 update.

**Bloodseeker Blast:**  $25\% \rightarrow 15\%$  crit chance.

Bloodseeker Blast x25: See Bloodseeker Blast.

**Breath of Kartherax:** No change. This is a basic robot attack.

**Bunny Kick:** No change. This is a basic robot attack.

 $\mathbf{C}$ 

**Captain's Charge:**  $35\% \rightarrow 25\%$  critical health threshold for use;  $35\% \rightarrow 20\%$  Defense/Resistance reduction,  $35 \rightarrow 20$  Strength/Support reduction.

**Chairman's Fury:** 35% → 25% Rage steal.

Char's Revenge: No change.

Chomp! (Baby Yetis): No change.

**Chomp!** (Baby Yeti Warriors):  $80\% \rightarrow 75\%$  damage.

**Chomp!** (Golden Yeti):  $95\% \rightarrow 85\%$  damage.

Chomp! (Omega Baby Yetis):  $95\% \rightarrow 85\%$  damage.

Chomp! (Pink Yeti):  $85\% \rightarrow 80\%$  damage.

Cleanse:  $75\% \rightarrow 65\%$  debuff reduction.

**Color Blast:**  $4 \rightarrow 3$  turn duration.

**Concussive Shot:**  $85\% \rightarrow 90\%$  damage;  $110 \rightarrow 90$  Energy cost.

Concussive Shot x25: See Concussive Shot.

**Corrosive Shot:**  $15\% \rightarrow 10\%$  defense ignore;  $3 \rightarrow 2$  turn duration.

**Crimson Offering:**  $80 \rightarrow 60$  HP cost;  $300 \rightarrow 200$  Energy gained.

Critical Heal (Armor):  $20\% \rightarrow 15\%$  more HP for heals.

Critical Heal (Primary):  $20\% \rightarrow 15\%$  more HP for heals.

Crow Frenzy P/E: No change.

**Crystal Grenade x25:**  $40\% \rightarrow 30\%$  primary damage to target's Energy.

**Curse:**  $50\% \rightarrow 40\%$  Support reduction.

Curse Aura: No change.

Curse of Kartherax:  $100\% \rightarrow 85\%$  damage.

Cyan's Gamma Fire: See Gamma Fire.

Cyan's Gamma Punch: See Gamma Punch.

Cyber Yeti Breath: No change. This is a basic robot attack.

D

**Double Trouble's Torment:** See Azrael's Torment.

**Dark Omen:**  $35\% \rightarrow 27\%$  Support reduction;  $115 \rightarrow 100$  Energy cost.

**Dark Yeti Charge:**  $50 \rightarrow 30$  additional Dark Yeti damage.

**Deep Plague:** No change.

**Deflection Shield:**  $15\% \rightarrow 10\%$  extra deflection chance.

**Dexterity Boost:** Remove Primary, Armor, & Auxiliary variants.

**Dexterity Boost x30:** No change.

**Dino Bite P/E:** No change. This is a basic robot attack.

**Dino Fire P/E:**  $10\% \rightarrow 6\%$  of target's max HP as bonus damage; 3 turn warmup.

**Ebil Crusher:** No change.

**Energy Booster:** 300 → 250 Energy gained.

**Energy Booster x25:** See Energy Booster.

**Energy Pack x25:** Remove from ED. This is a useless core.

**Energy Reserve x25:**  $37.5 \rightarrow 25$  Energy per 10 Armor Resistance points:

Resistance	Energy gained
0	50
10	75
20	100
30	125
40	150
50	175
60	200
70	225
80	250
90	275
100	300
110	325
120	350

**Energy Shot:**  $30\% \rightarrow 25\%$  sidearm damage to target's Energy.

**Energy Shot x25:** See Energy Shot.

**Energy Storm:** No change.

Energy Storm x25: No change.

**Eternal Enhance:**  $+4 \rightarrow +2$  to all stats.

**Eternal Protection:**  $+15 \rightarrow +10$  Defense/Resistance.

Exile Strike: No change.

Exoskeleton: No change.

F

**Feast of Flesh:** +35%  $\rightarrow$  +30% to highest stat, 20%  $\rightarrow$  15% extra crit chance, 20%  $\rightarrow$  15% extra connect chance, 20%  $\rightarrow$  10% extra Rage gain, 50%  $\rightarrow$  30% Rage boost on initial use.

Feeding Frenzy P/E: No change.

**Focused Fury:**  $12\% \rightarrow 7\%$  of target's max HP as bonus damage.

Frost Aura: No change.

**Frostbite:**  $60 \rightarrow 75$  Energy cost.

Frost Shards: 80 → 100 Energy cost.

Frost Shards x25: See Frost Shards.

Frozen Fist: 105%  $\rightarrow$  101% initial damage; +5%  $\rightarrow$  +4% per round; 140%  $\rightarrow$  125%

max damage.

**Frozen Rift:**  $10\% \rightarrow 6\%$  of target's max HP as bonus damage.

<u>G</u>

**Gamma Fire:**  $108\% \rightarrow 105\%$  damage.

**Gamma Punch:**  $100\% \rightarrow 105\%$  damage.

**Generator:** 20 → 15 HP/Energy per 10 Armor Defense/Resistance points:

Defense	HP gained	Resistance	Energy gained
0	50	120	230
10	65	110	215
20	80	100	200
30	95	90	185
40	110	80	170
50	125	70	155
60	140	60	140
70	155	50	125
80	170	40	110
90	185	30	95
100	200	20	80
110	215	10	65
120	230	0	50

**Generator x25:** See Generator.

Gladiator's Massive Strike: See Massive Strike.

Gladiator's Omega Override: See Omega Override.

**Grenade Storm:** No change.

**Growth Serum:**  $40\% \rightarrow 30\%$  Support increase.

**Gun Mastery:**  $15\% \rightarrow 10\%$  extra crit chance for the associated sidearm.

<u>H</u>

Hair Trigger: No change.

**Hammer Grenade x25 P/E:**  $85\% \rightarrow 100\%$  primary damage;  $2 \rightarrow 1$  turn duration.

**Hardened Armor:**  $0 \rightarrow 50$  Energy cost.

**Hatchling Rush:**  $100\% \rightarrow 85\%$  damage;  $3 \rightarrow 2$  turn duration;  $45\% \rightarrow 40\%$  healing

reduction.

**Hawk Guardian:**  $35\% \rightarrow 25\%$  critical health threshold for use;  $130\% \rightarrow 125\%$  damage.

**Health Booster:**  $300 \rightarrow 250 \text{ HP gained.}$ 

**Health Booster x25:** See Health Booster.

**Health Pack x25:** Remove from ED. This is a useless core.

**Health Reserve x25:**  $37.5 \rightarrow 25$  HP per 10 Armor Defense points:

Defense	HP gained
0	50
10	75
20	100
30	125
40	150
50	175
60	200
70	225
80	250
90	275
100	300
110	325
120	350

**Heart Attack:**  $100\% \rightarrow 85\%$  damage;  $60\% \rightarrow 65\%$  buff reduction.

**Hunter's Mark:** 20%  $\to$  15% Defense/Resistance reduction; 50%  $\to$  30% block chance reduction; 85  $\to$  100 Energy cost.

 According to various players, this core is still bugged to subtract a flat block chance instead of reducing block chance multiplicatively. This needs to be fixed as well.

**Husk Bane:** No change.

Husk Blaster: No change.

Husk Bullet: No change.

Husk Shield: No change.

Ice Shield: Remove damage reduction for unblockable & energy-manipulation attacks.

**Icy Chill:** Remove as a standalone core. This core is only useful against NPCs (George Lowe, specifically) and has no use in PvP.

**Icy Overkill:**  $40\% \rightarrow 35\%$  defense ignore;  $120 \rightarrow 110$  Energy cost.

Icy Overkill (aux): See Icy Overkill.

Improbability Gate:  $8\% \rightarrow 6\%$  of target's max HP as bonus damage.

**Infernal Fortitude:**  $65\% \rightarrow 45\%$  Defense increase;  $100 \rightarrow 0$  Energy cost.

Infernal Fury: No change.

**Infernal Impaler P/E:** No change. This is a basic robot attack.

**Infernal Overload P/E:** 120% → 115% max damage; single-use → multi-use.

Infernal Spirit: No change.

**Infernal Sting:**  $100\% \rightarrow 85\%$  damage.

Infernal Surge: No change.

Infernal Swarm: No change.

**Infinity Mind Spears:** 120 → 100 Energy cost.

**Infinity Mind Spears x25:** See Infinity Mind Spears.

**Infinity Power Strike:** 120% → 115% damage.

• This core is still bugged to give the target a 50% Rage boost upon use.

Infinity Power Strike x25: See Infinity Power Strike.

<u>J</u>

Jack-O-Fire: No change.

**Jack-O-Fire x25:** No change.

Juggernaut: No change.

K

Katie's Massive Strike: See Massive Strike.

Katie's Omega Override: See Omega Override.

L

**Laser Sights:**  $20\% \rightarrow 15\%$  more damage when the associated weapon is deflected.

**Legion Strike:** No change.

**Lifeline:**  $35\% \rightarrow 25\%$  critical health threshold for use;  $250 \rightarrow 200$  HP gain.

**Lionhart's Claws:** No change. This is a basic robot attack.

**Lionhart's Roar:**  $75\% \rightarrow 60\%$  Rage bonus to allies.

**Lionhart's Shield:** 90 → 100 Energy cost.

**Luck Strike:**  $4\% \rightarrow 7\%$  additional connect chance.

**Lucky Strike (Celtic Cleaver):**  $13\% \rightarrow 10\%$  additional connect chance.

**Lucky Strike (Standalone):**  $9\% \rightarrow 7\%$  additional connect chance.

M

Magma Grenade x25 P/E: No change.

**Mana Burst:**  $40\% \rightarrow 35\%$  auxiliary damage to opponent's energy.

**Mark of Azrael:**  $12\% \rightarrow 10\%$  additional crit chance for the associated primary.

Massive Strike: No change.

**Master's Strike:**  $7\% \rightarrow 5\%$  additional crit chance.

**Mega Curse x25:**  $80\% \rightarrow 70\%$  Support reduction.

Mega Stun Blast x25: No change.

**Meteor Shower:**  $110\% \rightarrow 113\%$  primary damage.

**Meteor Shower x25:** See Meteor Shower.

**Molten Bullet:** No change.

Molten Shrapnel: No change.

**Monkakazi Detonation P/E:** Single-use → Multi-use; bonus damage equivalent to 1.5x target's highest base stat; no bonus damage cap.

**Monkakazi Swipe P/E:** No change. This is a basic robot attack.

Nanosteel Armor: No change.

**Naval Bombardment:**  $25\% \rightarrow 20\%$  chance to crit/stun.

Necrosis: Reduce initial damage to 85%.

Ninja Reflexes: No change.

0

Om Nom Bomb x25 P/E:  $35\% \rightarrow 30\%$  lifesteal.

**Omega Override:**  $35\% \rightarrow 30\%$  highest base stat reduction.

**Overshield:**  $20\% \rightarrow 25\%$  additional damage reduced on deflections.

P

Pacify: No change.

**Paralysis Coating:**  $15\% \rightarrow 10\%$  Defense/Resistance reduction.

Paralysis Coating x25: See Paralysis Coating.

**Phantasm Blast P/E:**  $35\% \rightarrow 30\%$  minimum;  $55\% \rightarrow 45\%$  maximum;  $+4\% \rightarrow +3\%$  per

turn.

**Phantasm Slash P/E:** No change. This is a basic robot attack.

**Piercing Shot:**  $20\% \rightarrow 15\%$  healing reduction.

**Piston Punch:** 20 → 15 Energy drained/gained per 10 Armor Defense/Resistance

points:

Defense Energy drained	Resistance	Energy gained
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0	50	120	230
10	65	110	215
20	80	100	200
30	95	90	185
40	110	80	170
50	125	70	155
60	140	60	140
70	155	50	125
80	170	40	110
90	185	30	95
100	200	20	80
110	215	10	65
120	230	0	50

**Piston Punch x25:** See Piston Punch.

**Plant Punch:** No change. This is a basic robot attack.

**Plasma Meteor:** 110% → 113% primary damage.

Plasma Meteor x25: See Plasma Meteor.

Plasma Super Beam: No change.

Poison Barbs: No change.

**Poison Spores:**  $50\% \rightarrow 40\%$  of robot damage dealt as poison.

**Primary Mastery:** 35 extra damage  $\rightarrow$  10% additional crit chance on the associated

primary.

**Prime Dexterity Boost:** Remove from ED. There will only be a Dexterity boost for sidearm.

**Prime Strength Boost:** Remove from ED. There will only be a Strength boost for primary.

**Prime Support Boost:** Remove from ED. There will only be a Support boost for Auxiliary.

**Prime Technology Boost:** Remove from ED. There will only be a Technology boost for armor.

Pro's Massive Strike: See Massive Strike.

Pro's Omega Override: See Omega Override.

**Pyro Beam:** No change. This is a basic robot attack.

R

Radiation Burn: No change.

**Revitalization:** 1300 HP → Full heal; add an effect to inflict a DoT that bleeds out the HP healed over 4 turns.

Roman's Massive Strike: See Massive Strike.

Roman's Omega Override: See Omega Override.

**Rusted Dino Bite P/E:** No change. This is a basic robot attack.

**Rusted Dino Fire P/E:**  $7\% \rightarrow 4\%$  of target's max HP as bonus damage; 3 turn warmup.

<u>S</u>

Saggy's Massive Strike: See Massive Strike.

Saggy's Omega Override: See Omega Override.

Salvage: No change.

**Saw Strike P/E:**  $15\% \rightarrow 25\%$  defense ignore;  $85 \rightarrow 100$  Energy.

**Screaming Soul Spears:**  $90 \rightarrow 60$  Energy cost; incurable with Field Medic.

**Sea King's Corruption:**  $100\% \rightarrow 85\%$  damage;  $3 \rightarrow 2$  turn duration;  $45\% \rightarrow 40\%$  healing reduction.

**Sea King's Curse:**  $100\% \rightarrow 85\%$  damage;  $2 \rightarrow 1$  turn sidearm disable;  $3 \rightarrow 2$  turn auxiliary disable.

**Sea King's Spirit:**  $6 \rightarrow 5$  turn cooldown;  $20 \rightarrow 10$  Energy gained on initial use per 10 Armor Resistance points:

Resistance	Energy gained
0	50
10	60
20	70
30	80
40	90
50	100
60	110
70	120
80	130
90	140
100	150
110	160
120	170

**Sea King's Venom:**  $70 \rightarrow 50$  poison damage per turn.

Shark Bite P/E: No change.

Shego's Gamma Fire: See Gamma Fire.

**Shego's Gamma Punch:** See Gamma Punch.

**Shell Shocker:**  $15\% \rightarrow 10\%$  defense reduction;  $25\% \rightarrow 15\%$  healing reduction.

Short Circuit Grenade x25 P/E: No change.

**Skull Cracker:** 125% → 115% sidearm damage.

**Soldier's Grenade x25 P/E:** 120% → 113% primary damage.

**Soul Siphon:** 25% → 20% auxiliary damage as reduction/absorption of target's Energy.

Spirit Meld: Add an effect to inflict a DoT that bleeds out the Energy regenerated over 4

turns.

Spirit Thorns: No change.

**Spirit Well:** 25% → 20% primary damage as reduction/absorption of target's Energy.

**Spore Blast:** No change. This is a basic robot attack.

**Spore Bombardment:** No change.

**Spreadfire:** No change.

Spreadfire (aux): No change.

**Stalagrenade x25 P/E:** 25%  $\rightarrow$  20% defense ignore; 50  $\rightarrow$  100 Energy cost.

**Strength Boost:** Remove Sidearm, Armor, and Auxiliary variants.

**Strength Boost x30:** No change.

**Stun Blast:**  $3\% \rightarrow 5\%$  stun chance.

**Stun Shot:**  $7\% \rightarrow 5\%$  stun chance.

**Super Scope:**  $10\% \rightarrow 5\%$  deflection chance reduction on the associated weapon;  $20\% \rightarrow 10\%$  more damage when the associated weapon is deflected.

**Support Boost:** Remove Primary, Sidearm, and Armor variants.

**Support Boost x30:** No change.

T

**Tactical Reload (aux):**  $100 \rightarrow 120$  Energy cost.

**Tactical Reload (gun):**  $40 \rightarrow 80$  Energy cost.

**Technology Boost:** Remove Primary, Sidearm, and Auxiliary variants.

**Technology Boost x30:** No change.

**Tentacle Prison:** 85 → 100 Energy cost.

**Thorn Assault:**  $120\% \rightarrow 113\%$  primary damage.

**Thorns:**  $65\% \rightarrow 60\%$  melee damage reflection.

**Thrown Shot x25:** Remove from ED. Healing cores already exist for primary and armor, which makes a total of 3 when including Field Medic. 4 heals on one build is excessive.

**Titan Bane:** No change.

**Titan Blast:** No change.

Titan Chomp x25: No change.

Titan Guard: No change.

**Titan Shot:** No change.

**Tranquility:**  $6.5 \rightarrow 4.5$  HP per 1% Rage spent:

Rage spent	HP gained
10%	45
20%	90
30%	135
40%	180
50%	225
60%	270
70%	315
80%	360
90%	405
100%	450

**Tremor Blast:**  $30\% \rightarrow 20\%$  crit, block, & deflection chance reduction (assuming reduction is subtractive); add 10% Defense/Resistance reduction.

**TrueShot:** 95%  $\rightarrow$  104% initial damage; +5%  $\rightarrow$  +4% per round; 135%  $\rightarrow$  130% max damage.

**TrueShot (Gun):**  $95\% \rightarrow 104\%$  initial damage;  $+5\% \rightarrow +4\%$  per round;  $135\% \rightarrow 130\%$  max damage.

U

**Unbreakable Heart:**  $30 \rightarrow 20$  additional Defense.

**Unbreakable Heart x25:**  $45 \rightarrow 30$  additional Defense.

**Unbreakable Spirit:**  $30 \rightarrow 20$  additional Resistance.

**Unbreakable Spirit x25:**  $45 \rightarrow 30$  additional Resistance.

Underdog (I-X): No change.

## W

War Commander x10: No change.

War Commander x10 (Aux):  $5,000 \rightarrow 2,000$  credit cost to match the primary War Commander variant.

War Commander x10 (Gun):  $5{,}000 \rightarrow 2{,}000$  credit cost to match the primary War Commander variant.

Whiteout: No change.

**Wolf's Fury:**  $35\% \rightarrow 25\%$  critical health threshold for use;  $20\% \rightarrow 15\%$  crit/stun chance; remove damage to target's Energy;  $80 \rightarrow 0$  Energy cost.

<u>Y</u>

Yeti Claw: No change. This is a basic robot attack.

**Yeti Fury:**  $35\% \rightarrow 25\%$  critical health threshold for use.