

Skill Core Change Proposals

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Last updated: 11/12/2020

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

A

Absorption: 40% → 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% → 10% deflection chance reduction on the associated weapon.

Armor Annihilator: Reduce initial damage to 85%.

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

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

Auxiliary Mastery: 15% → 10% extra crit chance for the associated auxiliary.

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

Azrael's Torment: 70% → 65% active buff reduction.

Azrael's Will: 85% → 100% damage.

B

Baby Yeti Charge: 50 → 30 additional Baby Yeti damage.

Bacon Breath x25: No change.

Bacon Rain x25: No change.

Ballistic Shield: 10% → 5% extra deflection chance; 20% → 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% → 110% damage.

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

Blood Shot: 25% → 15% crit chance; 20% → 30% lifesteal.

Bloodletting Bite: Remove extra crit chance^{1 2}.

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

² This was fixed in the 10/23/2020 update.

Bloodseeker Blast: 25% → 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.

C

Captain's Charge: 35% → 25% critical health threshold for use; 35% → 20% Defense/Resistance reduction, 35 → 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% → 75% damage.

Chomp! (Golden Yeti): 95% → 85% damage.

Chomp! (Omega Baby Yetis): 95% → 85% damage.

Chomp! (Pink Yeti): 85% → 80% damage.

Cleanse: 75% → 65% debuff reduction.

Color Blast: 4 → 3 turn duration.

Concussive Shot: 85% → 90% damage; 110 → 90 Energy cost.

Concussive Shot x25: See Concussive Shot.

Corrosive Shot: 15% → 10% defense ignore; 3 → 2 turn duration.

Crimson Offering: 80 → 60 HP cost; 300 → 200 Energy gained.

Critical Heal (Armor): 20% → 15% more HP for heals.

Critical Heal (Primary): 20% → 15% more HP for heals.

Crow Frenzy P/E: No change.

Crystal Grenade x25: 40% → 30% primary damage to target's Energy.

Curse: 50% → 40% Support reduction.

Curse Aura: No change.

Curse of Kartherax: 100% → 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

D0uble Tr0uble's Torment: See Azrael's Torment.

Dark Omen: 35% → 27% Support reduction; 115 → 100 Energy cost.

Dark Yeti Charge: 50 → 30 additional Dark Yeti damage.

Deep Plague: No change.

Deflection Shield: 15% → 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% → 6% of target's max HP as bonus damage; 3 turn warmup.

E

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 → 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% → 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 → +2 to all stats.

Eternal Protection: +15 → +10 Defense/Resistance.

Exile Strike: No change.

Exoskeleton: No change.

F

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

Feeding Frenzy P/E: No change.

Focused Fury: 12% → 7% of target's max HP as bonus damage.

Frost Aura: No change.

Frostbite: 60 → 75 Energy cost.

Frost Shards: 80 → 100 Energy cost.

Frost Shards x25: See Frost Shards.

Frozen Fist: 105% → 101% initial damage; +5% → +4% per round; 140% → 125% max damage.

Frozen Rift: 10% → 6% of target's max HP as bonus damage.

G

Gamma Fire: 108% → 105% damage.

Gamma Punch: 100% → 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% → 30% Support increase.

Gun Mastery: 15% → 10% extra crit chance for the associated sidearm.

H

Hair Trigger: No change.

Hammer Grenade x25 P/E: 85% → 100% primary damage; 2 → 1 turn duration.

Hardened Armor: 0 → 50 Energy cost.

Hatchling Rush: 100% → 85% damage; 3 → 2 turn duration; 45% → 40% healing reduction.

Hawk Guardian: 35% → 25% critical health threshold for use; 130% → 125% damage.

Health Booster: 300 → 250 HP gained.

Health Booster x25: See Health Booster.

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

Health Reserve x25: 37.5 → 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% → 85% damage; 60% → 65% buff reduction.

Hunter's Mark: 20% → 15% Defense/Resistance reduction; 50% → 30% block chance reduction; 85 → 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% → 35% defense ignore; 120 → 110 Energy cost.

Icy Overkill (aux): See Icy Overkill.

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

Infernal Fortitude: 65% → 45% Defense increase; 100 → 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% → 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.

J

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% → 15% more damage when the associated weapon is deflected.

Legion Strike: No change.

Lifeline: 35% → 25% critical health threshold for use; 250 → 200 HP gain.

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

Lionhart's Roar: 75% → 60% Rage bonus to allies.

Lionhart's Shield: 90 → 100 Energy cost.

Luck Strike: 4% → 7% additional connect chance.

Lucky Strike (Celtic Cleaver): 13% → 10% additional connect chance.

Lucky Strike (Standalone): 9% → 7% additional connect chance.

M

Magma Grenade x25 P/E: No change.

Mana Burst: 40% → 35% auxiliary damage to opponent's energy.

Mark of Azrael: 12% → 10% additional crit chance for the associated primary.

Massive Strike: No change.

Master's Strike: 7% → 5% additional crit chance.

Mega Curse x25: 80% → 70% Support reduction.

Mega Stun Blast x25: No change.

Meteor Shower: 110% → 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.

N

Nanosteel Armor: No change.

Naval Bombardment: 25% → 20% chance to crit/stun.

Necrosis: Reduce initial damage to 85%.

Ninja Reflexes: No change.

O

Om Nom Bomb x25 P/E: 35% → 30% lifesteal.

Omega Override: 35% → 30% highest base stat reduction.

Overshield: 20% → 25% additional damage reduced on deflections.

P

Pacify: No change.

Paralysis Coating: 15% → 10% Defense/Resistance reduction.

Paralysis Coating x25: See Paralysis Coating.

Phantasm Blast P/E: 35% → 30% minimum; 55% → 45% maximum; +4% → +3% per turn.

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

Piercing Shot: 20% → 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% → 40% of robot damage dealt as poison.

Primary Mastery: 35 extra damage → 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% → 4% of target's max HP as bonus damage; 3 turn warmup.

S

Saggy's Massive Strike: See Massive Strike.

Saggy's Omega Override: See Omega Override.

Salvage: No change.

Saw Strike P/E: 15% → 25% defense ignore; 85 → 100 Energy.

Screaming Soul Spears: 90 → 60 Energy cost; incurable with Field Medic.

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

Sea King's Curse: 100% → 85% damage; 2 → 1 turn sidearm disable; 3 → 2 turn auxiliary disable.

Sea King's Spirit: 6 → 5 turn cooldown; 20 → 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 → 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% → 10% defense reduction; 25% → 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% → 20% defense ignore; 50 → 100 Energy cost.

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

Strength Boost x30: No change.

Stun Blast: 3% → 5% stun chance.

Stun Shot: 7% → 5% stun chance.

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

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

Support Boost x30: No change.

I

Tactical Reload (aux): 100 → 120 Energy cost.

Tactical Reload (gun): 40 → 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% → 113% primary damage.

Thorns: 65% → 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 → 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% → 20% crit, block, & deflection chance reduction (assuming reduction is subtractive); add 10% Defense/Resistance reduction.

TrueShot: 95% → 104% initial damage; +5% → +4% per round; 135% → 130% max damage.

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

U

Unbreakable Heart: 30 → 20 additional Defense.

Unbreakable Heart x25: 45 → 30 additional Defense.

Unbreakable Spirit: 30 → 20 additional Resistance.

Unbreakable Spirit x25: 45 → 30 additional Resistance.

Underdog (I-X): No change.

W

War Commander x10: No change.

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

War Commander x10 (Gun): 5,000 → 2,000 credit cost to match the primary War Commander variant.

Whiteout: No change.

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

Y

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

Yeti Fury: 35% → 25% critical health threshold for use.