

(Last update on January 16, 2024)

(+05.01.2024) **Current edition DBVictory: [S1]** will not receive the planned update (too many changes to be implemented), the server will still operate at the address <http://dbv.dbvictory.eu/old/home.html> | After the client update, it will be available as "S1 OLD"

1. DBVictory SEASONAL: Since we also don't want to reset the servers... and waste your time spent playing, we are introducing a seasonal system!

Editing duration 4 months:

I: 20.01.2024-30.04.2024

II: 01.05.2024-30.08.2024

III: 31.08.2024-31.12.2024

Rules:

1. From the first (I) start, at the end of the edition, the WHOLE database lands on 'S2', (characters, accounts, items, everything from DBVictory SEASONAL [I])

2. On DBVictory SEASONAL [I] there is a complete RESET OF THE BASE (only accounts with zeroed PACC, PP, ALoot remain), we launch the next season the next day [II]

TOP 5 Players | NEW SEASONAL [II] | (divided into types, TOP LVL, TOP A given skill, etc.) receive a reward for the new DBVictory SEASONAL [II] in the form of PPoints (without items so as not to favor players at the start of the new season)

* with the base moved to 'S2', players will now receive a reward in the form of an item, aura or other bonus.

2. We restore:

- **fragi(rs) po reborn**

* Including the addition of GUILD War (to not count frags/rs/) - no limit on wars between guilds,

- **former DMG with weapons** (50% as for spells)

- Including Critical repair, also its restoration - dmg reduction up to 50%

3. Change in Skills:

- OFFLINE TRAIN: (you can skill the selected skill while offline)

rules: we have a stamina bar for 12 hours, and that's how long we can skill offline at a time

The 'bar' drops 1:1 after the character logs out for 10 minutes, and from that moment on we 'skill'

+ We can only use offline if we have Victory Premium

~regeneration: online/offline time without training (1:1) or item from the shop.

mamy do wyboru 1 skill: glove/sword/speed/ki blast/critical mele/speed attack.

for each skill we will additionally increase DEFA (-75% attack speed)

skills grow slower by -50% than our attack speed

- MELE (Sword/Glove) - harder punching - higher DMG with each skill!
- Defense - the skill works better on mele damage (glove/sword/ki blasting) (counting: $10/500 = 0.2\%$ - this is how much we gain def from MELE)
+ for every 15th skill we get +1% dodge in PvM
- SPEED: now only counts up to walking speed (previously added FA)
We will train: only on treadmills up to lvl 60
- Attack SPEED: (new) our character starts at a speed of 1.5 sec per hit (transformations no longer reduce this)
Maksymalny lvl 125 = SPEED ATTACK = 250ms! [1 skill = -10ms] |
We will train: without a weapon in our hands, beating e.g. a train
- Critical mele: (new) Possibility to skill critical (full weapon DMG + 4%) |
We will skill: the skill is generally very slow, only when attacking monsters (mobs disabled, which do not give XP, quests, etc.)
- Critical SEPLL: (new) each hit counted separately (e.g. with a wave, area, target, each square counted separately for the possibility of cryt) can maximize damage
~+10% to damage, works in PVP/PVM |

We will train: at NPC Whis: we can conduct training a day, which lasts a choice of 10/20/30 minutes, consisting in breaking training 'mobs' from each type of spell (area, target, wave, bolts) depending on the number of killed mobs we get 'try' ' Critical Skill

4. **Change in Armory** (general eq: helmet, armor, legs, boots, shields, bands)

- currently 'armor' on items is useless for our DMG with mele, change:
items that give armor block DMG from mele (glove/sword/ki blasting (makankosappo)) in %.
- however, it will be a value of ~0.1% of the item
(Works for pvp,pvm)
- * weapon/item defense completely removed (unnecessary)

5. **EXP DEATH BACK:** (new) When our character dies, we can recover 5-30% of the lost exp, we have to approach our 'body' and use 'Hunter Knife' on it (the returned exp depends on the 'hunter knife' skill)

- + If we have active **Victory Premium** we restore +5% exp
- Limitations: in PvP we can 'restore' EXP every 30/60 minutes, in PvE there is no limit.

(16.01.2024)

6. **UPGRADE System:**

Completely changed system - service via DBV Client:

- * We have 6 slots (1/2/3...) in which we can put an upgrade (gem)
- We can delete any slot from an item if we don't like an upgrade or want to change it. (* attack upgrade deletes the entire upgrade attack from the item at once)
- New upgrade options (gems)
- Gems (upgrades) have limitations, e.g. attack can only be put in slot 1/2/3 and only in weapons, critical only one per item (weapon), etc..

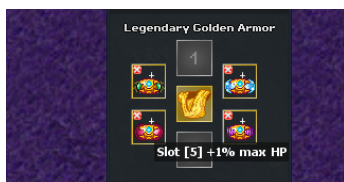
7. **Potara**

Available from **FIRE** This.

We carry them, of course, in the "Potara Slot..." as an additional item with attributes:

Basic attributes: Fixed barrier | +2% Protection All

~ **UPGRADE:** potaras can be upgraded like other items, except that you need the "Upgrade Potara" item (the appearance of the old upgrade)



NOTE: The upgrade is random, it randomly selects a given attribute (available from other gems), if the upgrade doesn't suit us, we have to remove it immediately, if we add a new one or close the upgrade window, we won't do anything

8. **Stackable items**

Items combine up to 10k (10000) pieces in one!



* Additionally, items with charges display them as stackable items