

## Passive Skills 2

### Chapter 2: Class Differentiation and Character Registration

After entering the forum, an announcement popped up.

Forum announcement: "Welcome to the official forum of the New World. This forum is currently undergoing a trial run. Please abide by the laws, regulations, and forum conventions, and speak in a civilized manner. 1

In addition, after the New World officially opens, this forum will be perfectly connected to the New World. The Forum ID will be bound to the game character name in the New World. During the trial run, please register a temporary ID for posting."

Below the announcement, a large group of people was ing, ridiculing, and making meaningless posts.

Beheading a hundred chickens daily: "The Forum ID actually binds to the game character name. In that case, wouldn't my coquettish character name be exposed? Please don't snatch my character name, thank you."

Promiscuous for 10,000 years: "Don't snatch my character name +1." 1

Riding alone thousands of miles: "Don't snatch +2." 1

Wrapped Head Lv Bu: "Don't snatch +3."

Shijiazhuang Zhao Zilong: "Don't snatch +4."

Killing God Bai Qi: "Don't snatch +10012."

A little brother: "Haha, brothers above, I've taken a fancy to your character names. It's time to compete in speed. First come, first served." 1

Instantly, the forum went askew.

After browsing through all sorts of posts, Zhang Shan turned off the announcement and searched for useful information on the forum. One of the posts that had been added to the top of the thread caught his attention.

Know-it-all: My opinion of the top 10 occupations in the New World.

Opening up know-it-all's post, Zhang Shan took a glance and had to say that this guy had put in a lot of effort. He was definitely an old bird. He had a sound gaming background, and he had actually written over a thousand words.

The stones of other hills could be used to polish gems. Although Zhang Shan had already thought of his class, it was good to look at the opinions of others. The main reason was that the official introduction of the game classes was too limited. It would be troublesome if he accidentally chose the wrong class.

If a character was deleted from the New World, one could not log into the game for two years and had to wait for two years before one could re-register as a character. It was that ruthless, so one could only play until the end. 10

Zhang Shan carefully looked at know-it-all's analysis.

Know-it-all: "There are 10 classes in the official introduction of the New World. At this point, I don't know if there are any hidden classes. However, based on my analysis, there shouldn't be any. 1

"This is because the principle of the New World is to be fair and just. If the hidden class is too strong, it will jeopardize the game's balance. If it is too weak, it will be a gimmick completely. Based on the operating background of the New World, it is completely unnecessary. 3

"Back on topic, according to the main attributes, the 10 classes are divided into three main categories: the strength type, the agility type, and the intelligence type.

"The strength type includes Guardian Warrior, Berserker, and Magic Swordsman; the agility type includes Thief, Archer, and Hunter; and the intelligence type includes Ice Mage, Fire Mage, Priest, and Witch Doctor. 14

"Guardian Warrior is not a complicated class. It is easy to understand from the official introduction. This is a human shield occupation, so there isn't much to talk about. If it isn't in a team, not many people will take up this class. Berserker isn't hard to understand. High damage, high explosiveness, and control. It is definitely a popular class.

"The strength type focused on Magic Swordsman. Regarding Magic Swordsman, the official introduction is as follows: a swordsman with two swords, and his swordsmanship is superb. When wielding the two swords, he will often cause fatal damage to the enemy. 3

"The official introduction was that simple. How do you understand it? I feel that the main point is the words 'superb swordsmanship'. In the game, swordsmanship clearly refers to skills. This means Magic Swordsman is a class that relies on skills to make a living. The close combat jobs that rely on skills were relatively more challenging. Noobs, please take a detour. Moreover, since Magic Swordsman relies on skills for damage output, then you have to pay attention to adding points. Otherwise, you probably will not have enough magic power.

"After talking about the strength type, it's time to talk about the agility type. There's nothing much to say about Thief. It is probably similar to other games, that is stealth and sneak attacks. If you can't beat them, you just run away. 3

"Let's talk about the main points about the other two classes of the agility type. Archer is a smooth class in other games. However, it seems a little different in the New World. First, let's look at the official introduction: An ancient class that had been passed down for a long time. The star falls when an arrow is released. The power is invincible.

"This introduction is too domineering. It sounds like a very awesome class, but I have a different opinion. The so-called 'The star falls when an arrow is released' should be referring to archers having a very powerful ultimate skill. And it should be an area-of-effect skill. Needless to say, this is a very awesome skill.

"But there is a problem. Where does the skill book come about? In the New World, there are no bookstores that sell skill books, and there were no professional instructors that teach skills. Other than providing a beginner skill, all the other skill books are relying on fighting monsters and Boss Drops,

which should be extremely rare. Ordinary players should not have any hope unless their luck was extremely superb.

“Nevertheless, it does not mean that you can’t be the archer. It should be said that the ultimate skill books of all classes are not easy to obtain. The Archer without ultimate skills is still a good class. After all, it is a long-range physic damage output. The damage output is smooth and stable, and the consumption is low. It is suitable for common players who are not ambitious. 1

“Of course, the Krypton bigwigs are also suitable. After all, for the Krypton bigwigs, no matter how hard the skill is, it does not matter. They do not need to worry about this problem. Everything can be obtained with the use of blue coins.

“Finally, the agility type class, Hunter. How should I put this? The official introduction has a certain amount of misleading information. It is not certain. The official introduction states that it is a hunter with a musket, and it is the king of the wilderness. 6

“Then a question arises. Is this king of the wilderness aiming at farming monsters or PK in the wild? Personally, I think it is more on farming monsters. After all, long-range agility classes like hunter and archer are also physics damage output. There should be very few damage and crowd control skills. There might not be any at all and even fewer life-saving skills. It was relatively more difficult for this class to PK in the wild unless their levels and equipment were overpowered.

“Personally, I feel that the Archer and Hunter classes were very similar. However, the Archer should have an additional powerful AOE skill. As for what Hunter’s skills are, it is still uncertain. In other aspects, it should be the same. They both had low consumption, smooth and stable DPS, and were suitable for farming monsters.

“Lastly, let’s talk about the intelligence type. The Ice Mage and Fire Mage are easy to understand. The mage god would always be the king of the game, and it was believed that the new world would not be an exception. However, the Ice Mage should be more focused on control, while the Fire Mage’s damage output is more violent.

“The other two intelligence-type classes are interesting. They are both support classes, and their focus is probably a bit different. For example, one is focusing on a single support, while the other is on group support. As for which is single support and which is group, one would only know after entering the game. 3

“Everyone is welcome to discuss all the problems in the game. Those who like it, please bookmark and like.”

This know-it-all was a talent. He had written over a thousand words for a post on the forum. 2

Zhang Shan basically agreed with the views in the post, but regarding the Hunter class, Zhang Shan had his own views.

The game official website’s introduction of the hunter class was: a hunter with a musket, the king of the wilderness. Zhang Shan felt that the focus of this introduction should be the word “hunter”.

Since hunters were the kings of the wilderness, other than their abilities to kill monsters, their survival abilities should not be weak. In other words, they should have decent life-saving skills. Otherwise, why

would they be called the kings of the wilderness? Moreover, since they were hunters, they might even bring pets. Thus farming monsters would be even more convenient.

Zhang Shan intended to play as a hunter. He fancied a hunter's ability to farm monsters. Archer was not bad, too. However, the official website had introduced the Archer too well. Zhang Shan guessed there would be many people playing as Archer. When the time came, it would be difficult to get equipment and skill books if it was too popular. 10

In any case, he was planning to be a ruthless player in the New World, farming monsters until the end of time. As for PK, Zhang Shan did not have that idea. If anyone wanted to fight him, he would show them his death. 5

When he continued to browse through all sorts of posts on the forum, Zhang Shan could not help but sigh. There were so many talents in the game. There were always people coming up with all sorts of new ideas. Zhang Shan did not plan to show off his skills on the forum, so he did not join the crowd. He was lazy to register his temporary ID on the forum. After all, the game would be bound to the character's name after it opened. So there was no need for him to do anything unnecessary.

In the following two days, Zhang Shan was wandering around Shenzhen, taking a good look at its various sceneries. After the game opened, he was afraid that he would not have the chance to go out for a long time. 2

He took some time to go shopping in the supermarket, filling up the fridge. In addition, he bought large packets of dry food, preparing to go all out. 7

On August 18th, 2058, Zhang Shan woke up early in the morning. After going out for breakfast, he returned to his lodging, quietly waiting for the New World to start.

At 8 o'clock Sharp, in the game helmet, a piece of passionate music sounded. The scene changed, and a huge city slowly appeared. The huge city was boundless, and it felt like it had a radius of several hundred miles. The residents in the city were enjoying a peaceful life. Suddenly, the sky darkened, and an extremely huge demonic god appeared. The demonic god's body covered the sky, and it seemed to be both close and far. It brought with it a supreme might suppressing the huge city.

A king-like figure suddenly appeared in the city. He held a long sword that was shining with an unknown light and slashed at the demonic might outside the city. The sword light seemed to be fast but also slow. When the sword light disappeared, the demonic god outside the city also disappeared. The scene ended.

"Welcome to the New World. Please follow the prompts to register your character."

Zhang Shan looked at the registration module. Gender was male, no choice. Identity bound, the race also had no choice. The default was human. The theme of the New World was the battle between humans and demons. After all, it was a game led by the Alliance government. After all they could not let everyone choose the demons, as the values were not right. 2

The character's appearance could be adjusted, but it could only be adjusted by 5%. Zhang Shan casually adjusted it to make it more common. After all, he looked ordinary. 7

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“Please enter the character name.”

“A Musketeer.” 2

“Sorry, the character name has already been taken.” 2

F\*ck, this was just the beginning, and it had already been taken. These people were really fast. Zhang Shan couldn't help but complain.

“Three Musketeers.”

“Sorry, the character name has been taken.”

“Long-Barreled Musket.”

“Sorry, the character name has been taken.”

Zhang Shan was speechless. For a moment, he could not think of any suitable name. Suddenly, an idea flashed through his mind. He thought of a joke a long time ago.

‘Nanwu Gatlin Bodhisattva, 3,600 revolutions in a breath.’

‘The six roots of sensations are pure and clean, merciful to the world.’ 2

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“Six Guan Bodhisattva.” 14

“This character name is available. Please confirm if you want to use this character name?”

“Confirmed.”

“Character name registration successful. Please choose a class.”

“Hunter.” 2

“Class selection successful. Please confirm.”

“Confirmed.”

“Please draw the character's talent.” 2

Yes, there was also talent. Zhang Shan did not know about this. There was no information about this on the official website. However, someone mentioned it on the forum. Probably in the New World, everyone might have different talents. However, no one took that post seriously. After all, it was just a wild guess. There was no basis for it. 4

“Draw.” 2

The light dots in the sky slowly floated towards Zhang Shan. One of the light dots slowly approached and landed on top of Zhang Shan's head.

“Talent draw successful. Talent is born and cannot be changed. Character registration completed. I wish you a pleasant journey in the New World.” 1

'Yes, that's it. What's my talent? Hunter is a physics-type class. Don't give me a mage talent. That would be finished.'

Checked the attributes.

Character: Six Guan Bodhisattva 7

Class: Hunter

Health points: 1

Magic points:

Physical attack:

Magic attack:

Strength:

Agility:

Intelligence:

Defense: 1 5

Luck: 9 (randomly generated within a range of 1-10. Luck is a hidden attribute and will never change) 7

Talent: The Passive King (every time you kill a monster, there is a chance to randomly obtain a passive skill from the monster. The probability is one in a million.) 8

F\*ck, what kind of awesome talent was this? Being able to obtain a passive skill from a monster was amazing, but the probability was only one in a million. Was this for real? The chance of winning five million in the lottery was about the same. 6

Although he thought so, Zhang Shan was still very happy. This talent was very powerful. He might not see it in the beginning, but the longer the time, the more it would reflect the value of this talent. 4

In any case, he had to farm monsters. In the future, he would specifically find monsters that had passive skills that were suitable for him to use. If he could not farm them in a day, he would farm for 10 days. If he could not farm them in 10 days, he would farm for a month. Over time, he would definitely be able to farm them. Thinking about the number of passive skills that he could have when he played at the later stages excited him. 1

Moreover, the luck attribute also surprised Zhang Shan. Was his luck that good? He actually drew 9 from the range of 1-10. It seemed that his luck was extremely good today. Zhang Shan didn't think about getting 10. It was likely that very few people would be able to draw it. It might even be one only. 4

The +9 luck made Zhang Shan feel very satisfied. With this luck value and his talent, it might be easier for him to obtain passive skills.