

Passive Skills 4

Chapter 4: Talent and Luck Value

With Thousand Miles Riding Alone to tank the monsters, their efficiencies farming the monsters increased exponentially. When the monsters attacked him, he only lost one or two points of HP, even triggering skills was only around 10 HP. This minimal damage was not a problem for the Warrior class. He could sustain for a long time before he needed to meditate to recover.

Zhang Shan did not need to adjust his positioning anymore. He just stood there and dealt damage. He would fight whichever monster Thousand Miles Riding Alone aimed at. With the two of them working together, they could finish off a monster in less than 10 seconds. The EXP kept increasing, and the copper coins kept ringing.

Every monster in the New World would drop money. It was just that it did not drop much. However, it would become more when accumulated. It was a very important source of income. Listening to the sound of copper coins entering his bag, Zhang Shan felt much more relaxed.

Based on their current progress, the two of them would be able to level up to level 2 in less than half an hour.

“Speaking of which, our luck is pretty good. We only needed to farm a dozen or so monsters to drop equipment. Didn’t they say that the drop rate in the New World is very low? Oh yes, the last hit seemed to be from you. Six Tube Bodhisattvas, what’s your luck value?”

“Nine points.” 1

“No way, your luck is heaven-defying. Do you know that? I just checked the forum and saw many people complaining crazily. Most of their luck value was from four to six, and only seven at most. As for above seven, I haven’t seen any yet.”

“That’s not a big deal, right? It’s only two points more than seven, it shouldn’t have much of an effect.”

“That you don’t understand. The New World sets the hidden attributes of luck value, and it will never change. That means there will never be a chance to increase your luck, so it has to show its value. If you tell others about your luck value, those big guilds will probably try their best to pull you in. If you’re willing to sign a full-time player contract, you’ll probably be able to sign a high-salary contract. Just with your nine points of luck.”

“That’s impossible.”

Zhang Shan really did not understand this. Although he also felt that nine points of luck should be very high, and it would be very helpful for him to farm monsters and earn money in the future, he really had not thought about other things.

Although Zhang Shan was a little tempted by what he said, this thought quickly extinguished. The game had just started, no one knew when they would be able to leave the novice village. No one knew what the future would be like.

“Brother, what’s your luck value then?” Zhang Shan asked.

“Eight, hehe.”

“Didn’t you say that the highest point on the forum was only seven? What’s the matter with your eight?”

“I didn’t plan to tell others about my luck value, as I worried that others would keep bothering me. I reckon there should still be some at eight or nine, but definitely wouldn’t be many. Those guys are like you and me. They won’t show up so easily.”

“Do you think there are any players with 10 points of luck right now?”

“I don’t think so at the moment. 10 points should be very rare, and it might even be only one. The alliance has a perfect tradition, so it won’t be easy for others to obtain it. Besides, the game has just started, and there will be many more players joining later on. They have to leave something for those who come later.” 3

“You’re right.”

“Brother, what’s your talent?”

“That’s hard to say.”

“What’s so hard to say? It’s so mysterious. It can’t be another very BUG-like attribute, right? How much does it add to the physical attack? Or it has something else?”

“It’s a passive talent. Killing monsters can randomly obtain a passive skill from the monsters, but the probability is too low. It’s one in a million.” 6

“D*mn it! Is there such an annoying talent? Isn’t talent supposed to strengthen attributes? How can there be such a mysterious thing? You’re going to be rich, Brother. I’ve decided to follow you in the future. After you farm a few passive skills, you will be so strong that you’ll explode. This is a free skill. Moreover, you can specifically find monsters with good passive skills to farm.”

Hearing Zhang Shan’s description of the Passive King’s talent, Thousand Miles Riding Alone was extremely excited.

“I think so, too. It’s just that this probability is giving me a headache. I don’t know how long it will take to farm a few passive skills. This probably depends on fate. Also, I don’t know if the passive skills of the monsters are good or not.”

“Don’t worry, you’ll find them eventually. Moreover, your luck is high. So you’ll get them when you farm more. However, if you want to take shape, it’ll take a long time. Take your time, after all, musketeers are good at farming monsters. The later you get to, the more efficient you’ll be.”

“What’s your talent?” Zhang Shan was also a bit curious about what other people’s talents were like.

“My talent isn’t that bad. It’s just that it’s not as annoying like as yours. Physical damage increased by 10%.”

“It’s very practical. In the later stages, it’s equivalent to having an additional damage output equipment.”

"If I didn't know about your talent, I'd always thought that my talent was the best. You didn't go to the forum. There are many people with rare talents. Strength type and agility type were added with magic damage, and mage type was added with physical damage. And even if they were added in the right direction, the proportion was very little for many people.

"There are also others, such as increasing life recovery or magic recovery speed, adding a few attributes, and so on. For talents with skills like yours, I haven't seen anyone with them yet. I have never thought of such talents. I guess there are still other types of talents that we can't think of."

"I'll go to the forum and take a look," Zhang Shan said.

Previously, Zhang Shan had not played games for many years, so he was a bit rusty. The musketeers had low HP and defense, so he was afraid of being killed by monsters in two hits. Hence, he had been working hard and did not have the time to check the forum. Now, even if he made a mistake, it would not affect him.

He entered the forum.

The New World forum was very popular now. Countless complaining posts flooded the forum. There were also some technical posts that charged fees, and only game currency could be used to check them. Now that the forum was bound to the game, there weren't any forum coins. The game coins could be used directly.

There was a post about a petition to change the character's talent. There were many s, all of them ridiculing the system.

Zhang Shan was curious about how they ridiculed the system, so he looked at the post.

Fearless rivers and mountains (author): "The New World's talent system is over cheating. I chose a fire skill, but it gave me an 8% increase in physical damage. Isn't this disgusting? Why wasn't it a talent that is beneficial to my class? Even if it was added less, I will accept it. This is completely out of place. It is completely disgusting.

"Now, let's make a petition together. We request the New World's operator to modify the talent system. It doesn't matter if the attributes are slightly lower, but it can't be completely skewed, or we can simply cancel the talent. Then, everyone will be on the same starting line, only then will it appear fair. Isn't the New World supposed to be fair and just? Brothers, let's praise and complain. The more the merrier. As long as we work together, the operator will definitely pay attention to it. If we work together, the power of the masses will be limitless." 2

"That's right, what a rubbish talent system. What the hell is a Berserker like me doing with magic damage?" 2

"Hunter with magic recovery."

"Guardian with upper limit magic recovery. Hehe, I hope to have a few more powerful skills in the future. Otherwise, why would I do with this magic recovery?"

"Archer with magic recovery speed of 5%, it seems to be of some use."

"The Archer upstairs, your talent is very practical. You can even save a lot of money on potions."

“Who else can be worse off than me? Ice Mage, talent agility +10 points. Do I want to become a mage who can run very fast? But adding merely 10 points is also useless. It’s not like I can add it every time I level up.” 6

“Ice Mage, wake up. It’s broad daylight, and you still want to add it every time you level up? How can an agility-based class play with it? Why don’t you go to heaven?”

“Health Recovery +5. Mom doesn’t have to worry about me running out of HP anymore. But I’m a Witch Doctor, I can heal myself. Can’t you give me magic recovery?” 1

“Haha, Guardian’s defense +9% .”

“Awesome!”

“Magic Swordsman, intelligence +1. Strongly request to cancel talent.”

“Thief, HP +10. Cancel +1.” 2

“Berserker, magic damage +5. Cancel + 2.”

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“Priest, strength +12. Cancel +3.” 1

“Guardian, magic damage +5. Cancel +10,001.”

Zhang Shan looked at the posts. The players were complaining crazily. They were dissatisfied because they saw that other people’s talents were better. In fact, not many people were added in the wrong direction. Although most people’s talents were not added in the most practical direction, they could still be used.

It was just that there was a big gap compared to other people’s better talents, but it was not impossible to make up for it. Just like some people had good equipment while some had bad, there was no real fairness in the game. 1

Of course, these people were just making fun of it. As for asking the operator to change the talent system, it was impossible.

It was said that the New World had been developed and secretly tested many years ago, and it was only now that it was officially open to the public. All aspects of the system must have been considered. A small bug might exist, but it was impossible to adjust the overall direction.

Zhang Shan looked at all kinds of posts in the forum. Some posts said that monsters were too strong and not easy to fight. The attributes of a level 1 chick were basically the same as that of a novice player. Fighting monsters for half a minute and then meditating for one minute, the higher-level monsters were definitely stronger. At the novice stage, there were no equipment and no skills. How could they level up?

Some also said the teaming system wasn’t good. There was no experience reward for forming a team. A person would get 5 EXP for a chick. If two persons fought for it, they would each get 2.5 EXP. It was as if

the New World didn't encourage them to form teams. In a normal game, the more people in a team, the more experience reward they would get. 1

More people complained that the novice skills were unfair. Zhang Shan had also seen the novice skills of other classes in the forum. Overall, the difference wasn't small.

Not to mention the strength type, the skills of the three classes were the same. They were all Fallen Leaf Slash, which added 10 points of damage.

The other classes were in a mess. The strongest was the Fire Mage. The novice skill of the Fire Mage was a fireball, which added 20 points of damage and also had a burning effect. It lasted for three seconds and dealt 2 points of damage per second. 1

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With this skill, the Fire Mage could hit a demonized chicken without any damage. The only problem was that the magic consumption was a little too high. The level 1 magic consumption was 10 points. With the initial magic value of a mage, it was estimated that they would need to meditate to recover their magic power after fighting three monsters.

It was much better than Zhang Shan's Headshot. If he was alone, he would need to meditate and recover HP after killing one monster.

The novice skills of the Priest were the worst. It was not that the novice skills of the Priest were not good, they were indeed very useful skills but they were just support skills.

Their novice skills were blessing attacks. They could add for themselves or others. At level 1, they could increase their attack power by 10% which would last for 30 seconds. It was a very powerful support skill. Unfortunately, it was not easy to survive in the novice stage, because the novice's attacks were all around 10 points. Thus adding 10% was just a little bit more, and it did not show its effects. As no one was willing to team up with them, they could only use the mahogany sword to attack the chicks.

The Witch Doctor's novice skills were not bad, poison, 5 points of damage. The poison effect was for 5 seconds, 2 points of damage per second. A skill that dealt 15 points of damage and could even fight monsters. It was a very useful novice skill. If operating well, one could fight monsters without getting hurt.

The Ice Mage's was the Ice Ball Spell. Its damage was lower than that of the Fire Mage. It only dealt 15 damage and had a speed reduction effect. The speed reduction effect of a level 1 skill was not obvious. It was reduced by 5%. It was unknown if the speed reduction effect would increase after the skill level increased. In general, it was fine.

The novice skills of the Archer were just average. Wind Chasing Arrow, the damage was increased by 10. It was the same as that of the Warrior. There was no special effect. However, Archers were long-range attackers. It was easier to play when they were at level 1 than the strength-type players. 1

Needless to say, the Thief's skill was stealth. It did not help fight monsters. They could only open new maps and look for treasure chests. However, there was a limited number of treasure chests in Novice Village. It was insufficient at all. It depended on luck. If they were lucky enough to open something good,

they would take off. If they were unlucky, they could only slowly deal with demonized chicks. They could also fight monsters at higher levels.

The most controversial was the novice skills of Hunter. Talking about trash, the skills of muskets were the most trash at the novice stage. They were not even as good as the skills of Thief and Priest. At the very least, Thief could still open treasure chests, Priest could bless their teammates. Thus it did not matter if they were added less. When everyone's level and equipment increased, the effects would be reflected.

However, the Headshot of Hunter, not to mention the novice stage, did not have much of an effect in the early stages of the game. After all, there was only a 0.5 chance at level 1. Regardless of any special effects, such a chance could be completely ignored in the early stages of the game. If the attack speed did not increase, this skill was completely useless. To increase the attack speed, either the level was high, and the agility attribute was increased, or the equipment was good, and the attack speed of the equipment was increased. However, that would still be in the late stages, so there was no need to think about it in the early stages. 2

Although the Headshot would definitely be amazing in the late stages, and once the level of the skill increased, the trigger rate would probably increase a little. However, it would still have to reach the late stages. If the gap in the early stages was too big, it was just an illusion.

Zhang Shan had a headache. If he did not team up with Thousand Miles Riding Alone, it would probably take him more than an hour to level up to level 2. Unlike now, it would not be long before he could level up. 1