

# 06.09.2024 - Fixes

The big update on Wednesday presented some unexpected challenges, as many elements couldn't be tested. Overall, the process went largely smoothly.

## Bug Fixes:

- **Status Effects on Bosses:**

There was an issue where status effects like Bleeding weren't applied properly to bosses. This happened because bosses are immune to crowd control (CC) effects, such as Stun and Slow. Due to a misclassification, Bleeding and similar effects were mistakenly treated as CC effects and therefore blocked.

## New Features:

- **Status Effect Chance Overhaul:**

Previously, having a status effect chance over 100% simply guaranteed the effect. Now, it works more like critical hit calculations:

- For example, if you have a 130% chance to apply Bleeding, it will guarantee one Bleed effect and give an additional 30% chance for a second one.
- For Stun and Slow, the duration increases instead, since stacking these effects wouldn't make sense (e.g., a double Stun wouldn't be useful). Additionally, a 100% Slow would essentially act as a Stun, which would be too strong, since Slows generally last much longer.

## Important Note:

- **Reset Cost (Skilltree):**

This week only, resetting will cost 10 Diamonds. Starting next week, the price will increase significantly. This lower cost is intended to give players the chance to thoroughly test the new system.

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