



## Payon Stories Assassin Rework

Below is a summary of the changes Assassins are getting as a part of the rework, along with some added commentary.



## General Server Changes

**Stat and Skill Resets:** To facilitate player testing and adaptation on the live server, Assassins will be able to get up to 20 full Skill and Stat resets from an NPC in Morroc at coordinates 180,164. This reset NPC is planned to disappear at the end of April 30<sup>th</sup> 2024 (server time).

**Removal of the Crit Shield Mechanic:** In classic RO, a monster's luck will reduce the critical chance you have against them. We are removing that mechanic from Payon Stories, which is a change that will benefit all classes. Players will get to experience the critical chance they expect to have based on their stats and gear without having to worry about reductions from the monsters luck.

## Thief Skill Changes

**Katar Offhand Damage:** Has been increased from 21% to 61% (4% per level of Katar Mastery stacking up to 40% at level 10 and stacks with the 21% given by max level double attack.). This makes Katar auto attacks more impactful (the benefit still comes from learning the skill Double Attack, a Thief skill).

**Envenom:** This skill now uses the element of your weapon instead of being forced to be the poison element. It still has a chance of inflicting the poison status as usual. This change will also let Poison React counter with your weapon element, making it more viable. This change helps Rogues that may want to use envenom as well.

## Assassin Skill Changes

**Cloak:** Is getting two major improvements.

1. Damage Bonus for Initiative – The first improvement is that when using Cloak level 3 or higher, if you auto attack to come out of cloak then your first auto attack deals double damage. If you Sonic Blow to come out of cloak then it will deal 10% more damage. This gives some incentive to use cloak in the playstyle of the Assassin to start a fight, and gives cloak some use in PVM.

2. Go from Hide into Cloak – The second improvement is that you can now go into Cloak status while in Hide status. Being able to go directly from Cloak into Hide, and from Hide into Cloak, will improve Assassin mobility in PVM and WoE.

**Enchant Poison:** The maximum level of this skill has been reduced to 5, making it easy to master. This skill now also gives the Assassin a passive damage increase to Poison element monsters. You would not use Enchant Poison against a Poison elemental monster, but having the skill learned will still passively increase your damage against them.

| Enchant Poison |                    |                  |   |
|----------------|--------------------|------------------|---|
| Skill Level    | Duration (seconds) | Chance to Poison | Passive increased damage to Poison Element Monsters |
| 1              | 60                 | 2%               | 2%  |
| 2              | 120                | 4%               | 4%  |
| 3              | 180                | 6%               | 6%  |
| 4              | 240                | 8%               | 8%  |
| 5              | 300                | 10%              | 10%   |

**Grimtooth:** Can now be a critical hit. The chance of Grimtooth being a critical hit is double the crit chance of the Assassin, so having a 50% crit chance means that Grimtooth will crit 100% of the time (similar to how Katar auto attacks work). When Grimtooth crits it deals the maximum of its damage variance, and bypasses enemy defense just like any other critical attack. Note that Grimtooth does not benefit from the +50% critical damage bonus from having learned Katar Mastery level 10, but it does benefit from items like Ring of the Claw and critical racial cards like Assaulter Card. When Grimtooth does a critical hit the player will see the usual critical hit icon as feedback. This change lets Crit Katar builds with no dex utilize the skill effectively, especially against high defense or high flee enemies.



**Sonic Blow:** Is getting three major improvements, listed below.

1. Higher Base Damage – Sonic Blow now does  $[(100 + 400 + 40 * SkillLv) ATK = 900\% ATK]$ , higher than the original 800% at max level.

2. Agility and Dex stats help Sonic Blow – An Assassin with Agility and Dexterity will now benefit from a lower Sonic Blow delay time. This change lets assassins that invested points into those stats get some benefit when using Sonic Blow. The formula for this and some examples are below:

|          |      |
|----------|------|
| Dex      | 50   |
| Agi      | 110  |
| SB Delay | 1460 |

|          |      |
|----------|------|
| Dex      | 50   |
| Agi      | 1    |
| SB Delay | 1896 |

|          |      |
|----------|------|
| Dex      | 1    |
| Agi      | 110  |
| SB Delay | 1558 |

Formula

$$2000 - (4*agi + 2*dex)$$

3. Sonic Blow can now Critical Hit – Just like Grimtooth, Sonic Blow can now be a critical hit. The rules for how Sonic Blow can crit are the same as Grimtooth. To recap: “The chance of Sonic being a critical hit is double the crit chance of an Assassin, so having a 50% crit chance means that Sonic Blow will crit 100% of the time (similar to how Katar auto attacks work). When Sonic Blow crits it deals the maximum of its damage variance, and bypasses enemy defense just like any other critical attack. Note that Sonic Blow does not benefit from the +50% critical damage bonus from having learned Katar Mastery level 10, but it does benefit from items like Ring of the Claw and critical racial cards like Assaulter Card. When Sonic Blow does a critical hit the player will see the usual critical hit icon as feedback. This change lets Crit Katar builds with no dex utilize the skill effectively, especially against high defense or high flee enemies.”



**Venom Dust:** Now applies the same Mailbreaker Payon Stories debuff to anything standing on it, including MVP and boss-flagged monsters, and has no ingredient casting cost. This debuff increases physical and magical damage taken by 10% for 5 seconds. The target does not have to become poisoned to get the debuff, they just have to be standing on the Venom Dust. This brings new usefulness to the skill as a “setup” skill for dealing higher damage with auto attacks, or with other skills. Casting Venom Dust will also help your party-mates do more damage, and letting the skill work on MVP gives Assassin a way to participate (though note that the MVP will not be poisoned).

The maximum level of the skill is also being reduced to 5 in order for it to be easier to master. The new stay duration per level is shown below.

| Venom Dust  |                         |
|-------------|-------------------------|
| Skill Level | Stay Duration (seconds) |
| 1           | 10                      |
| 2           | 20                      |
| 3           | 30                      |
| 4           | 40                      |
| 5           | 50                      |

**Poison React:** Is getting 3 improvements.

1. Passive Life Steal – For every level of Poison React the Assassin has learned, they will get a passive chance of 0.1% Life Steal from all of their physical attacks and skills. At level 10 this is 1% life steal (half of an Assassin Fly card) at 5% chance. This passive is always on even if Poison React is not active. This change gives Assassins a bit of sustain for leveling.
2. Because Envenom has been changed to be the same as the weapon element, Poison React will now counter with the same element as your weapon, making it useful against any monster with elemental weaknesses.
3. If an Assassin is attacked by a poison elemental monster, Poison React will counter the same way it does against other monsters. It will not act differently just because the attacking enemy is poison element.

These changes should make Poison React a more attractive skill to learn.

**Venom Splasher:** Is getting 5 improvements.

1. Works on MVP – The skill now works on MVP and boss-flagged monsters.
2. Faster Explosion Time – The bomb will now go off after just 2 seconds.
3. Faster Recast Time – The recast time of this skill is reduced to 3 seconds.
4. Instant Cast – This skill no longer has a cast bar, it will cast instantly.
5. Longer Range – The range of this skill has been increased to 3 cells.

These changes should make Venom Splasher a more useful skill in PVM, MVP, and WoE.