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Many professional game has a multi-system DPS talent. For Mage, Warlock, Hunter, Rogue, warrior and death knight, their DPS talent has no differences between melee and range. So there is a problem: What is their position?

Modeâ... - everyone is equal

If the different departments of the talent available to offer you close DPS and facilitation skills, then you can be free to choose your talent specialization. Maybe you like the ice with the kite, or like the cycle of the output of the mad war, then play them. As I said above, this is the mode we have been used, but also achieved some success.

Mode II - everyone has a series of talent which is best suited to the current situation

In this mode, we can create some unique talent specialization. Such as the Austrian Department can be good at a single output, the fire can be good at AE. The game has been partially used this design, but we are trying not to overdo it. If you really particularly like playing a Department Master, or aversion to cutting talent, then you may not like this model.

Mode â...¢ - you get the different complementary skills by switch talent

If we use this model, then you may need to switch to another Department of talent in order to obtain a specific skill. The current game also exist such design. A death knight may turn to evil because of the need of anti-magic field. Hunters may turn to beastsâ™ king for a team gaining. Master may turn fire when burning skills are very beneficial. Druid may be cut to balance for the repelling effect of the typhoon.

Mode IV - PvE a talent, PvP is a talent

This is the mode of the "World of Warcraft" classic old-world era, and we also understand that some players do not mind the return of this model. In this mode, the weapons of war, ice France, keen thief are designed to be good at the PvP and others such as violent war, fire, law, and fighting thief was designed as PvE talent. PvP specialization may have better mobility or survival ability or explosive talent; however, PvE can ongoing damage output during the 6-10 minutes the leader of war.

Mode â...¤- Remove the plural DPS talent

This is a model of the most controversial and the largest needing changes, which means we almost never do so. But in order to cover everything to discuss issues, you can put the view that we should not design a career with more DPS Specialization talent.

But which model is the best?

I do not know. In general, I consider not the entire above model is absolutely correct. They have their own advantages and disadvantages, and you can also give birth to many variants on the basis of the five modes, even think out new program. As I said, we are not announcing that we are going to change the current design philosophy.

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