

Homecoming Pitch for changes to the Force Field Powerset

Ver.5

Challenge

Currently Force Field is seen as a subpar support set as they offer defensive support and not much else compared to other support sets. Being so concentrated in one area, it offers little else in comparison.

Goal

Diversify the support offered by Force Field so that it becomes more valuable on a wider range of teams. Adjust powers seen as situationally useful. Add a debuff comparable to other sets.

Solution

Note: I will use Defender values as a baseline and give current values, recommend changes, show the changes, and explain my thought process for those changes.

Personal Force Field

Current: Toggle: Self +Def, Res(All except Toxic)

+75% Defense (All), +40% Damage Resistance (All), +100% Resistance (Teleport)

Recommended change: Add combat suppression that if character attacks values are reduced to 10% of original values. Add DDR to both versions.

New: Toggle: Self +Def, Res(All except Toxic)

(Normal)+75% Defense (All), +40% Damage Resistance (All), +100% Resistance (Teleport), +20% Resist (Defense)

(Suppressed) +7.5% Defense (All), +4% Damage Resistance (All), +10% Resistance (Teleport), +10% Resist (Defense)

When not suppressed use current values.

Why: Personal Force Field is situational useful to some players. Allowing a player to attack with a weakened form of it would allow for more players to find a use for the power.

Deflection Shield

Current: Ranged, Ally +DEF(Smash, Lethal, Melee), Res(Toxic) (all affected targets) for 240s

+15% Defense (Melee, Smashing, Lethal), +40% Resistance (Toxic)

Recommended Change: Reduce Defense (Melee, Smashing, Lethal) from 15% to 10%. Reduce Resistance (Toxic) to 10%. Add Resistance (Smashing, Lethal, Psionic, Defense)

New: Ranged, Ally +DEF(Smash, Lethal, Melee), Res(Smashing, Lethal, Toxic, Psionic, Defense) (all affected targets) for 240s

+10% Defense (Melee, Smashing, Lethal), +10% Resistance (Smashing, Lethal, Toxic, Psionic, Defense)

Why: Main support issue: "Only offering defensive mitigation is seen as a weakness of the powerset. By trading some defense for resistance, this makes the set more useful in a variety of situations. It is also in theme as in most fiction that if something makes it through a defensive shield, the attack is weakened." I also felt trading some Toxic resistance to add in Psionic resistance would add value to the set.

Force Bolt

Current: Ranged, Minor DMG(Smash), Foe Knockback

7.2293 points of Smashing damage, Mag +18.694 to Knockback

Recommended Change: None

Why: Force Bolt has its supporters as “machine gunning” it is a thing. I had considered adding an additional debuff here but felt it would be better in the most often skipped detention field.

Insulation Shield

Current: Ranged, Ally +DEF(Fire, Cold, Energy, Negative, Ranged, AoE), Res (End Drain)

+15% Defense (Ranged, Area, Fire, Cold, Energy, Negative), +86.5% Resistance (End Drain) (all affected targets) for 240s, Mag -10.812 Mez Protection (Main Target) for 90s

Recommended Change: Reduce Defense (Fire, Cold, Energy, Negative, Ranged, AoE) Defense from 15% to 10%. Reduce Resistance (End Drain) from 86.5% to 50%. Add Resistance (Fire, Cold, Energy, Negative, Defense) 10%. Add Recovery +30%.

New: Ranged, Ally +DEF(Fire, Cold, Energy, Negative, Ranged, AoE), Res (Fire, Cold, Energy, Negative, Defense, End Drain)

+10% Defense (Ranged, Area, Fire, Cold, Energy, Negative Energy), +10% Res (Fire, Cold, Energy, Negative, Defense), +30% Recovery, +50% Resistance (End Drain) (all affected targets) for 240s, Mag -10.812 Mez Protection (Main Target) for 90s

Why: [See main support issue] I also felt trading some End Drain Resistance for a small Recovery bonus would be a buff enjoyed by most teams.

Detention Field

Current: Ranged, Foe Capture (Special)

+596% Immobilized, Untouchable, OnlyAffectsSelf for 30s

Recommended Change: Change to a hold. 12s second Held (Mag 3). -40 Base Defense, -40% Damage Resistance. +20% Resistance (Heal Dmg)

New: Ranged Hold, Foe -RES, -DEF, -Heal

12 second Held (Mag 3), -40% Base Defense for 30s, -40% Damage Resistance (All) for 30s, +20% Resistance (Heal Dmg) for 30s

Why: Making a foe untouchable is very situationally useful to the point of making this power normally useless. Forcefield also lacks debuffs other than soft control of knockback. So making Detention Field a traditional hold/debuff is much more useful for a power choice. Thematically making it a defense/resist debuff seems to work. I also felt heal resistance fit in as the Detention Field makes it hard for allies of the enemy to assist with healing.

Dispersion Bubble

Current: Toggle: PBAoE, Team +Res(Hold, Immobilize, Disorient) +DEF(All)

+10% Defense (All), Mag -8.65 Mez Protection (Held, Immobilized, Stunned), +86.5% Mez Resistance (Held, Immobilized, Stunned)

Recommended Change: Reduce Defense (All) from 10% to 5%. Add Resistance (Smashing, Lethal, Energy, Negative, Fire, Cold, Toxic, Psionic, Defense) 10%.

New: Toggle: PBAoE, Team +Res(Hold, Immobilize, Disorient) +DEF(All) +RES(Smashing, Lethal, Energy, Negative, Fire, Cold, Toxic, Psionic, Defense)

+5% Defense (All), Resistance (Smashing, Lethal, Energy, Negative, Fire, Cold, Toxic, Psionic, Defense) 10%, Mag -8.65 Mez Protection (Held, Immobilized, Stunned), +86.5% Mez Resistance (Held, Immobilized, Stunned)

Why: [See main support issue]

Repulsion Field

Current: Toggle: PBAoE Knockback

Mag +6.231 to Knockback (all affected targets), -1.0 points of Endurance (self only), Radius 9ft.

Recommended Change: Add 10 points of Energy Damage (all affected targets), Reduce knockback to knockdown. Increase radius. Remove additional Endurance penalty.

New: Toggle: PBAoE Knockdown, Minor DoT(Energy)

Mag +0.67 to Knockback (all affected targets), 10 points of Energy damage (all affected targets), Radius 20ft

Why: The power is currently situationally useful and overlaps with Force Bubble in use. Making the power similar to a Force Field variation of "Hot Feet" is more useful in combat and differentiates the two powers.

Repulsion Bomb

Current: Ranged (Targeted AoE), Light DMG(Smash), Foe Knockdown, Disorient

36.1466 points of Smashing damage, Mag +0.67 to Knockback, 11.92 second Stunned, Cast Time 3.07 sec

Recommended Change: Reduce Cast Time to 2 sec.

New: Ranged (Targeted AoE), Light DMG(Smash), Foe Knockdown, Disorient

36.1466 points of Smashing damage, Mag +0.67 to Knockback, 11.92 second Stunned, Cast Time 2 sec

Why: Cast time is what impacts the usefulness of this power. Shaving off ⅓ of the Cast Time will result in a better player experience.

Force Bubble

Current: Toggle: PBAoE Foe Repel, Knockdown

Mag +10 Repel for 0.25s, Mag +0.1 to Knockback, Radius 50 ft

Recommended Change: Reduce Radius to 25 ft.

New: Toggle: PBAoE Foe Repel, Knockdown

Mag +10 Repel for 0.25s, Mag +0.1 to Knockback, Radius 25 ft

Why: Force Bubble is too large to be useful in most cases. Reducing the size makes it usable on more maps.

Challenges

Everyone seems to have their own opinion of how to "fix" Force Field. This is mainly taking the same powers and swapping in different effects and values while attempting to keep some balance.

In Conclusion

These proposed changes are what Force Field needs to be more competitive with other support sets by adding in some diversity in support given while adding in a needed debuff for the set.

Notes on concerns by reviewers:

Does the addition of the hold/debuff counter the loss of not being able to Power Boost shields due to the resist component?

Keeping the extra -Endurance on Repulsion Field was seen as too much considering enemies would now only be knocked down. Removed that due to the suggestion.