

μeĺ§à» ÅÕè¹·Õè 6 à xĺ¹ËÃxĺ 10,000 ¡Á. áμè¶éÒàÃÒãªéö¹éĺ ÂÑŞ"Óà»ç¹äËÁ·Õèμeĺ§à» ÅÕè¹¹éÓÁѹà¤Ãxèĺ§

Re:Êĺº¶ÒÁà¾xèĺ¤ÇÒÁá¹èã¨àÃxèĺ§¡ÒÃà»ÅÕè¹¹éÓÁѹà¤Ãxèĺ§

Posted by minicar - 2012/06/08 11:32

¶éҢѺáÅéÇÃĐÂĐÂѧäÁè¶Ö§àÇÅÒ·Õèµéͧà»ÅÕè¹ÊÒÁÒöÂ×´ÃĐÂĐä´éÍÕ¡¹Ô´Ë¹èͤÃѺ µÒÁ"ÃÔ§áÅéÇ"Đà»ÅÕè¹ËÃ× äµè·Ò§·Õè´Ő¶éÒ¶Ö§¡Ŏ˹Í;çàÅxÍ¡à»ÅÕèÀ¹ä´ĕ¹Ð¤ÃѺà¾xèÍÍÒÂØ¡ÒÃãªé§Ò¹¢Í§Ã¶·ÕèÂÒÇ¢Öé¹

I agree with Graylo that this difference is probably too large and makes Eclipse-twisting feel more mandatory and less like an "optimization." Dropping this to the 5% to 10% range would still allow theory crafters to come up with optimizations, but it wouldn't be necessary for players to use; they could ignore Astral Communion entirely and still do reasonably well.