



Chris Schmidt Combat Styles Interview Notes From Max and Sema's Point of View



Benefits to Class Style Updates

- Opportunity to baseline all the classes together and rebalance all at once
- Better structure to possibly add new combat styles in the future
- More flexibility in a cleaned up structure to add new and interesting things



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Combat Styles – Part 1

- Design direction right now is to have 2 permanent choices for combat styles (loadouts are separate)
 - This may change in the future
- First style is a permanent choice at character creation
- Second style is a permanent choice after class story chapter 3
 - This then unlocks the ability for second style selections for legacy from there forward starting at level 1
- This helps them fit within dev limits but there might be more
- This also keeps alt characters still interesting and valuable



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Combat Styles – Part 2

- Utilites as they exist today are gone
- Style choices (within the spec) are in a tree similar to utilities
- There will always be a default choice selected
- Tech vs Force - time and technical constraint limiting ability to cross
- Light vs Dark - this is more a story limiter to smooth new player experiences
 - There's a little bit of a canon experience they are trying to be true to for the newest of players
 - Once Dark 5 is legacy unlocked the cross-faction choices are available across legacy at all times



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Loadouts

- New 8/20 clarification: We will likely get a few Loadouts, possibly 4-5 depending on subscriber levels. These are not permanent choices
- Will be used to change between Combat Styles or between different configurations of a particular Style (or any combination of keybinds, gear, etc.)
- Keybinds will be included
- Outfit choice (which outfit tab you select) will be included
- Equipment (mentioned but not clarified just yet)
- Can't change in combat
- Can't change in a phase (except maybe for between arena rounds)
- Respec options still being worked out
- Likely no cost to switch
- Likely no timer to switch



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Level 80 Gear

- Current set bonuses won't work at 80
- There will be several gear tiers starting at 80 with a year long dev view for tiers that they are designing for
- Some of the tacticals should/will continue to work
- Some tacticals may be deprecated if they roll into abilities



What we learned from Chris from Max and Sema's point of view



Hints on News to Come

- There are more interesting aspects about how gearing will work at 80 still to be revealed
- Abilities will likely be changing more than currently expected
 - Think in terms of how tacticals can change the way rotations work