

【超级 BUG】物理系永久无法修复的机制 BUG

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原帖链接 (本贴在 1.0.1.0 就写了, 居然被漏了)

第一个物理系 VS 护甲的 BUG 发现者介绍:

女装大佬, 吧主巨巨

同时也是第二个贝剑 BUG 的发现者。



DT_jrs

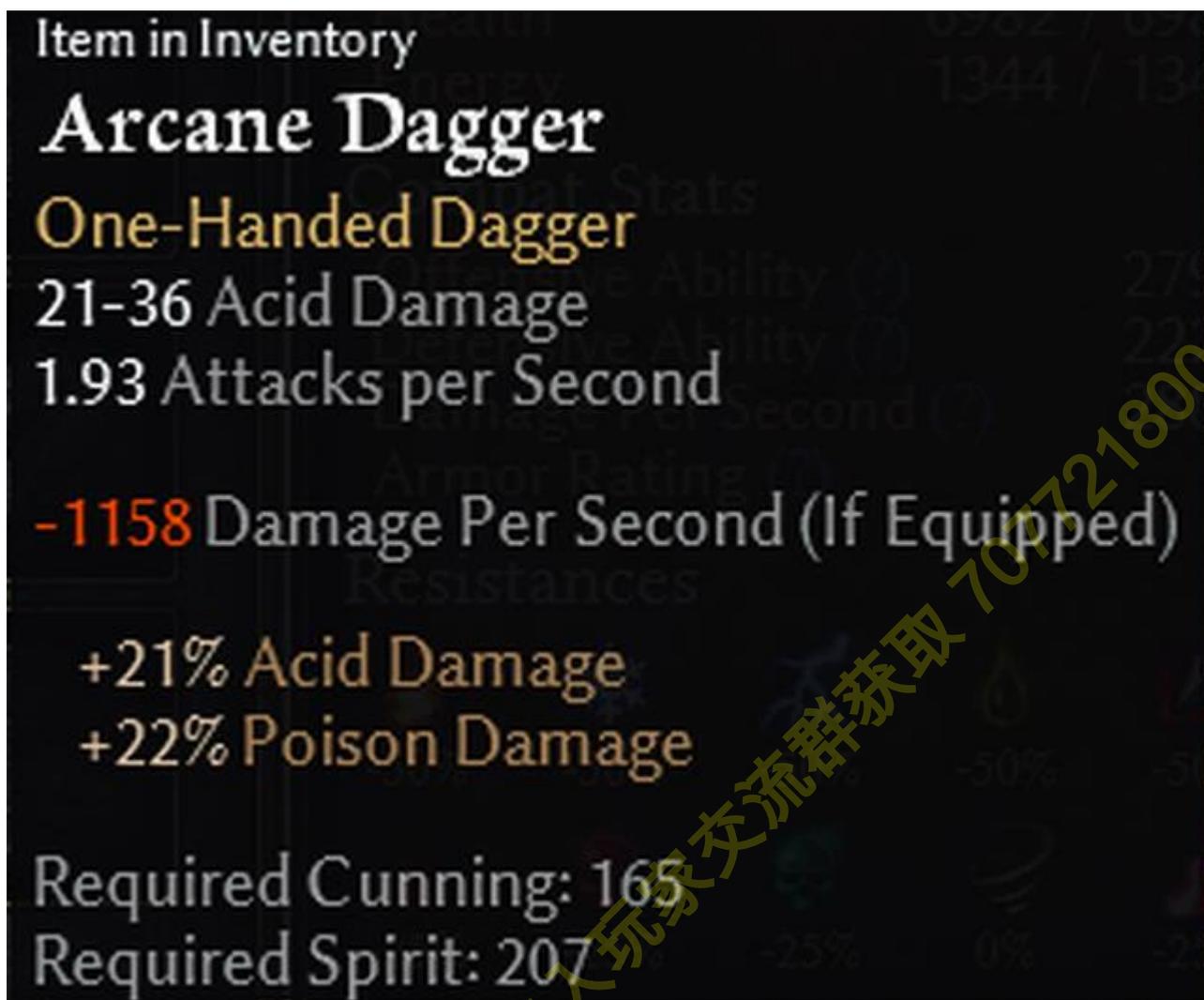
1、物理流护甲重大机制 BUG

总结: 同一次伤害中的每个不同物理攻击来源会单独被对手护甲削减一次。

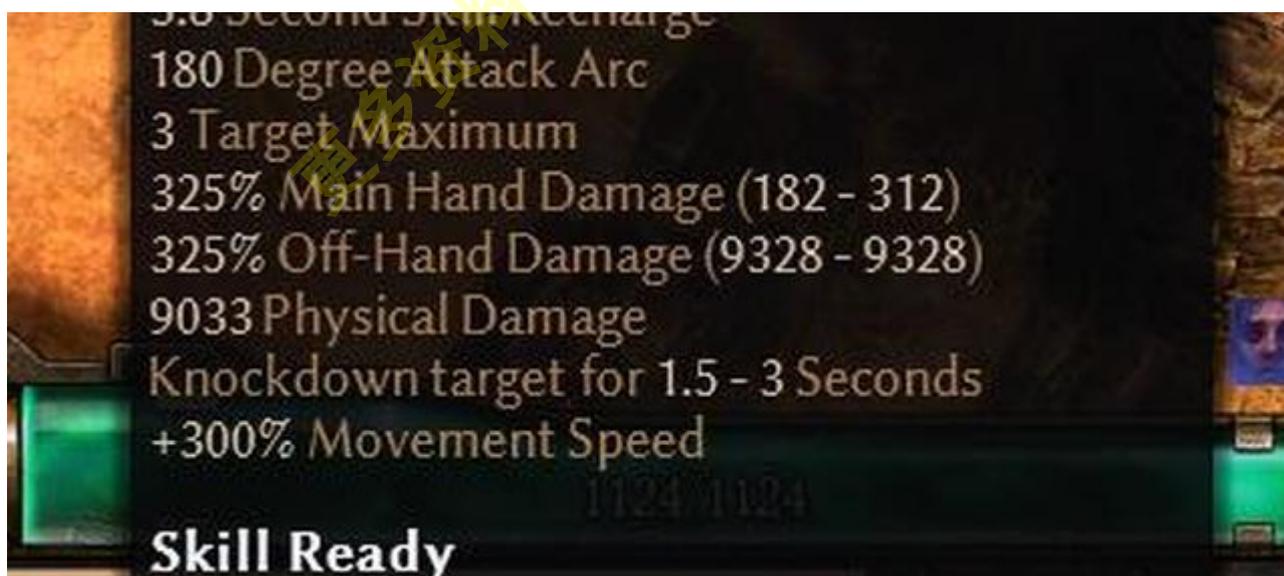
例: 一次高达 3W 面板的节奏打击来源: 武器基础, 曼海尔壁垒物理伤害, 死亡旋律物理伤害, 节奏附带物理伤害, 各种星座和装备、光环 BUFF 提供的物理伤害。每一个单独都要计算一次护甲。以刺客为准, 2100 左右护甲, 75%护甲吸收, 物理抗 25 (终极难度)。我们先降抗-25%, 按 0 物抗算。其中武器基础, 曼海尔壁垒物理伤害, 死亡旋律物理伤害, 节奏附带物理伤害在加成下大于护甲, 累积伤害被减少: $2100 * 0.75 * 4 = 6300$ 点。而各种星座和装备提供的物理伤害, 每一个单独都小于护甲, 全部伤害都只有 25%效率。实际输出不足 2W。

而节奏的前两击更惨, 一般成型人物单手武器、死亡旋律物理基伤在 100 左右, 加成 1000 左右, 算上敏捷加成也无法突破刺客护甲。起结果是普通攻击伤害整体只有 25%效率!

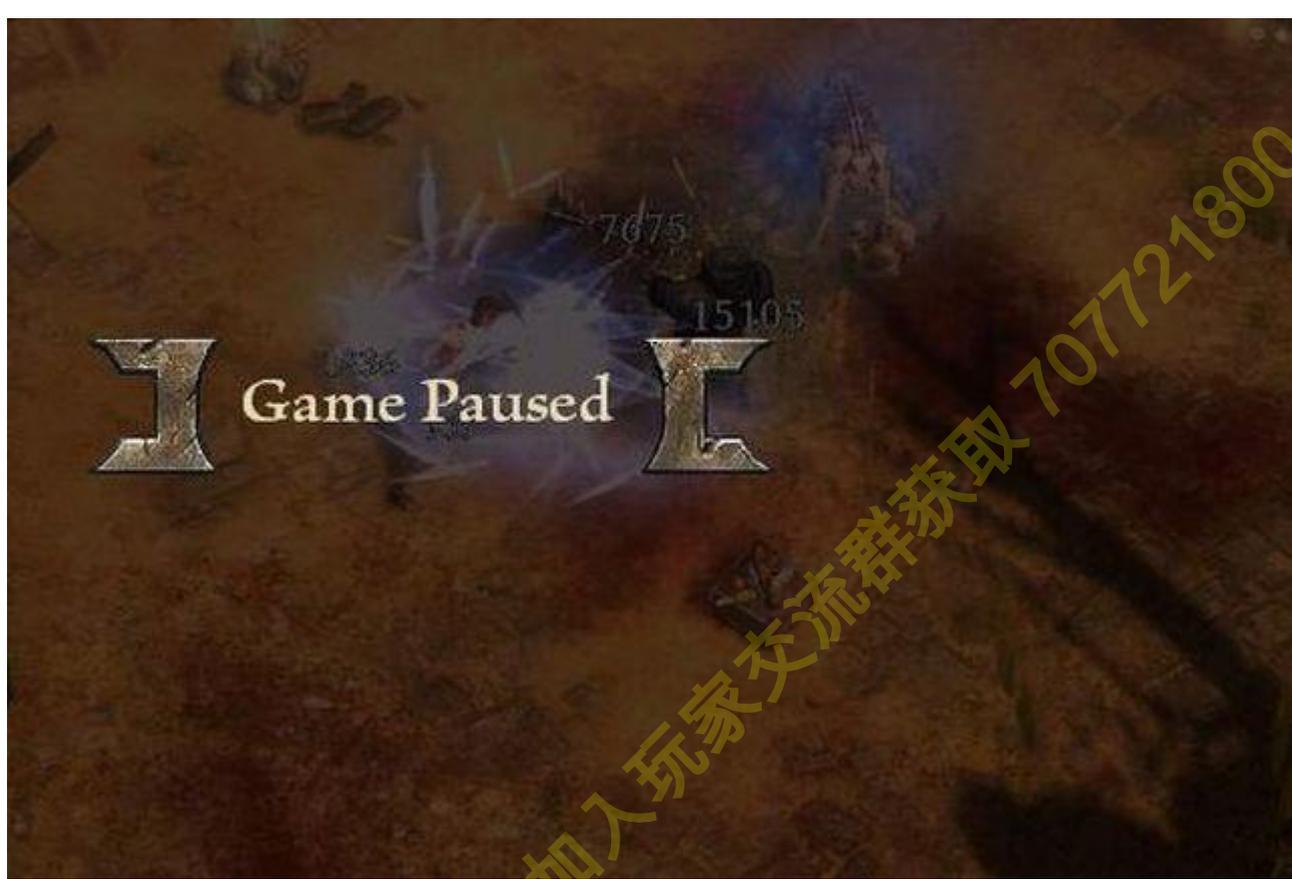
测试过程：由于木桩的护甲也有 BUG，我们使用刺客作为对象。终极难度下刺客有 25%物理抗（基础 20，难度调整 5），我用无浮动创伤测试无误，然后用 10 级神秘诅咒降抗到 0 抗。以下数据均是以 0 物抗为基础。无其他装备星座影响。



首先我使用低级酸系基础伤害武器来避免干扰。然后是用闪击做测试对照组。



闪击副手也有一次伤害，而且盾的伤害是无浮动的。可以视作主手：技能武器伤害+微弱武器酸伤，副手：技能武器伤害+盾击物理伤害。



Game Paused

主手实际伤害 7675，刺客护甲在 2100+，吸收 75%左右，等效 1600 左右，是没有问题的。只有技能物理伤害受到护甲削减。

副手实际伤害为 15105，技能物理伤害和盾击伤害均受护甲削减，被护甲削减 2 次，累积 3200 伤害损失

Blitz

Charge forth into the fray with devastating momentum, taking your enemies by surprise. Requires a melee weapon. When used with a shield, the shield's damage is added.

Current Level : 16

77 Energy Cost

3.8 Second Skill Recharge

180 Degree Attack Arc

3 Target Maximum

325% Main Hand Damage (182 - 312)

325% Off-Hand Damage (5905 - 5905)

5719 Physical Damage

Knockdown target for 1.5 - 3 Seconds

+300% Movement Speed

Skill Ready

85

1124/1124

Prismatic Obsidian Band

6388

Game Paused

调整了物理加成，武器、技能、星座均无变化。结果相同

Menhir's Bulwark

Call out to the earth deity, Menhir. Menhir is an ancient aspect that blesses his followers with the tenacity of the very earth. Requires a shield. This ability must be toggled to maintain its effect.

Exclusive Skill - Only one Exclusive Skill can be active at any one time.

Current Level : 12

12% Damage Absorption

502 Physical Damage

+40% Stun Duration

+65 Health Regenerated per second

+50% Constitution

33% Resistance to Life Reduction

+75% to All Retaliation Damage

Blitz

Charge forth into the fray with devastating momentum, taking your enemies by surprise. Requires a melee weapon. When used with a shield, the shield's damage is added.

Current Level : 16

77 Energy Cost

3.8 Second Skill Recharge

180 Degree Attack Arc

3 Target Maximum

325% Main Hand Damage (1820 - 1956)

325% Off-Hand Damage (7638 - 7638)

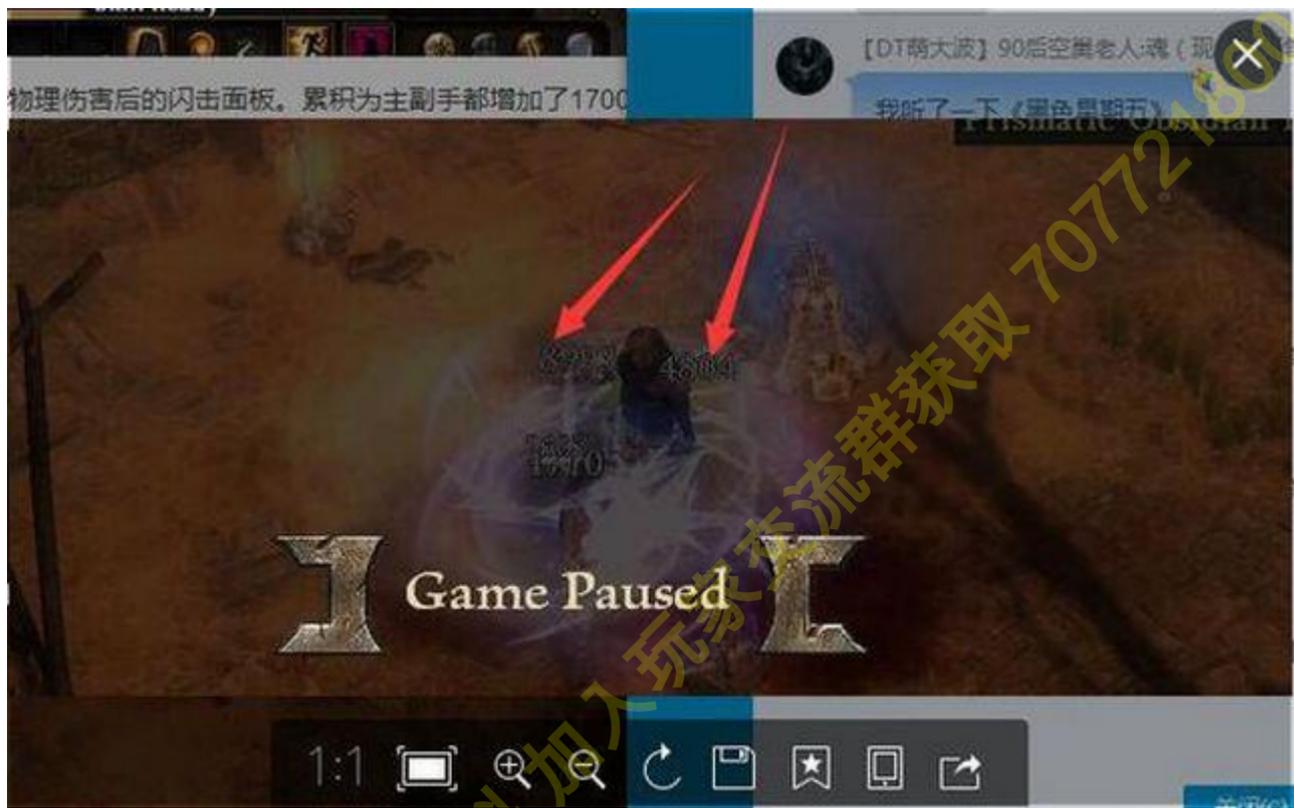
5818 Physical Damage

Knockdown target for 1.5 - 3 Seconds

+300% Movement Speed

Skill Ready

开启曼海尔壁垒，增加物理伤害后的闪击面板。累积为主副手都增加了 1700 左右物理伤害。



实际这 1700 点伤害单独再受一次护甲削减，小于刺客护甲，实际效率只有 600 并不是只有闪击有问题，所有物理攻击均是，我们再来试试节奏。

Cadence

The use of weapon forms in combat gives your attacks a natural cadence with peaks and ebbs that, while predictable, are none the less effective and difficult to counter. When used as your default weapon attack, Cadence will magnify the power of every 3rd single weapon strike.

Current Level : 8

2 Energy Cost

2 Charge Levels: 100%

263% Main Hand Damage (1473 - 1583)

1462 Physical Damage

Next Level : 9

282% Main Hand Damage (1579 - 1697)

1605 Physical Damage

Left click to add unused skill points.



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3000 面伤害，实际物理只有 1000 输出（总共 1222，其中 222 是武器的酸伤）。这 3000 按官方公式来算是大于刺客护甲的，实际物理输出应该是 1400（算上武器酸伤应该是 1500-1600）。而由于伤害组成：节奏物理+曼海尔物理伤害+死亡旋律，这 3 个每一个单独都小于护甲，所以实际是按小于护甲的公式来算的。

2、物理 VS 护甲机制延伸 BUG

由上一个 BUG 延伸出来的 1010 版型 BUG：贝若纳斯重铸剑的元素转化物理属性加成和过甲机制仍然取决于其来源，实际表现为转化来的物理伤害不受任何属性加成（会受物理加成）和完全不受护甲影响。而三元素 DOT 转化来的创伤则是正常的。

Panetti's Replicating Missile

The greatest of the Cortosian Arcanists, Panetti devoted himself to advancing the classic arcane missile. His triumph is an alteration that seemingly defies the laws of conservation of energy, causing the missile to be replicated on impact, spawning multiple copies of itself.

Current Level : 16

30 Energy Cost

0.5 Meter Radius

3 - 5 Fragments

802 Elemental Damage



Character Skills

Physical	
Physical Damage	269 - 474
Physical Modifier	+ 124%
Pierce Damage	17 - 31
Pierce Modifier	+ 54%
Bleed Damage	0
Bleed Modifier	+ 54%
Bleed Duration	+ 0%
Trauma Damage	0
Trauma Modifier	+ 135%
Trauma Duration	+ 0%
Life Steal	0%
Magical	
Cast Speed	109%

Cast Speed	109%
Cooldown Reduction	+ 0%
Skill Energy Cost	- 0%
Health Damage	0%
Fire Damage	0
Fire Modifier	+ 156%
Cold Damage	0
Cold Modifier	+ 156%
Lightning Damage	0
Lightning Modifier	+ 156%
Acid Damage	0
Acid Modifier	+ 54%
Vitality Damage	0
Vitality Modifier	+ 54%
Aether Damage	0

DTJJ
Level 85 Arcanist

Attributes

Physique	700
Cunning	1150
Intelligence	508

Cunning 1000 + 150
Points Spent: 368

Bonus Physical Damage: + 469.4%
Bonus Pierce Damage: + 469.4%
Bonus Duration Damage: + 534.9%

A cunning intellect improves your combat technique, increasing physical, pierce, bleed and internal trauma damage. Cunning also increases your chances of landing melee and ranged attacks, and critically hitting enemies.



3、官方防御公式错误：

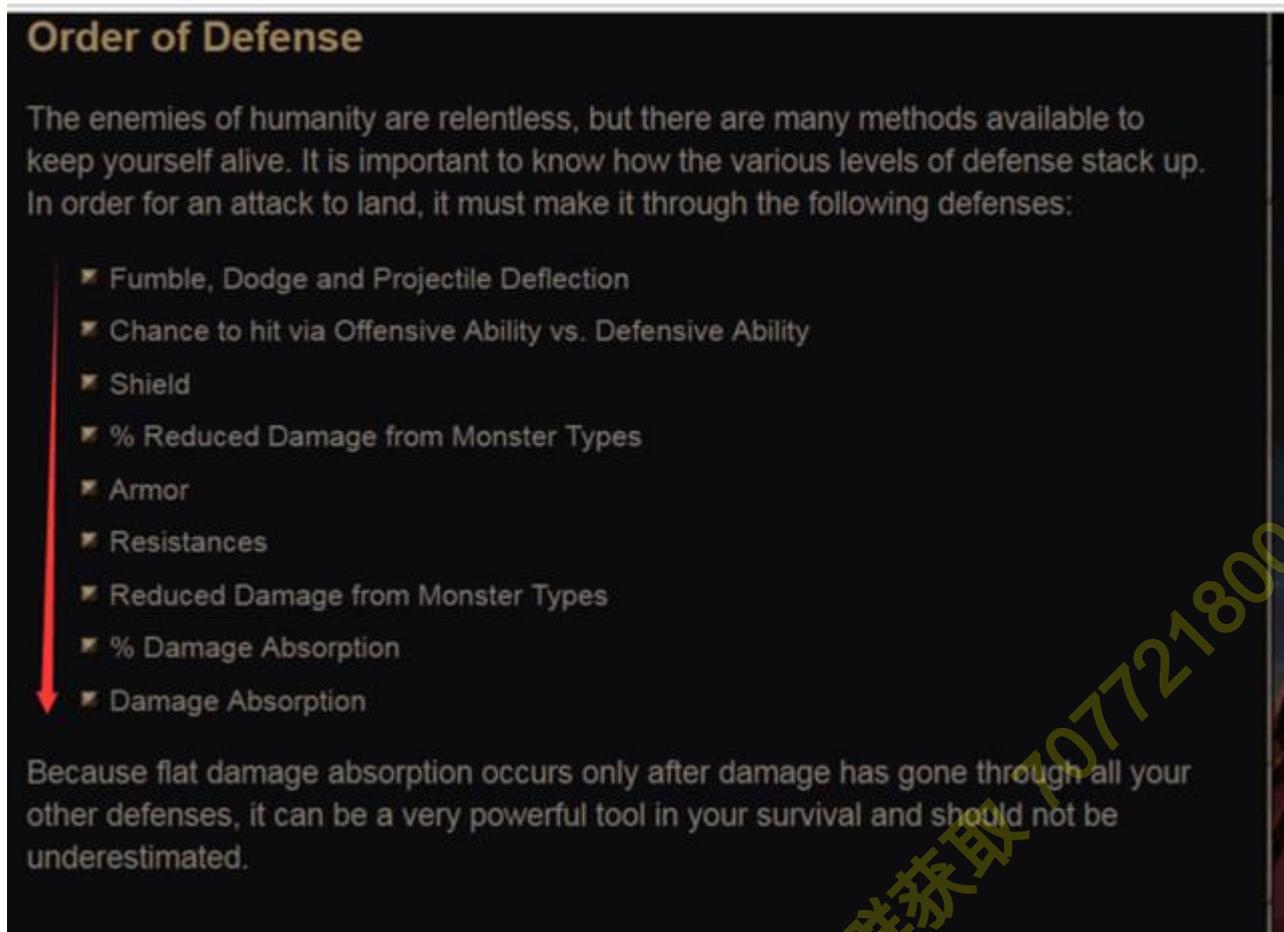
不敢肯定这是不是 BUG，或许是机制改了但是通告没改。官方告知

Order of Defense

The enemies of humanity are relentless, but there are many methods available to keep yourself alive. It is important to know how the various levels of defense stack up. In order for an attack to land, it must make it through the following defenses:

- ▶ Fumble, Dodge and Projectile Deflection
- ▶ Chance to hit via Offensive Ability vs. Defensive Ability
- ▶ Shield
- ▶ % Reduced Damage from Monster Types
- ▶ Armor
- ▶ Resistances
- ▶ Reduced Damage from Monster Types
- ▶ % Damage Absorption
- ▶ Damage Absorption

Because flat damage absorption occurs only after damage has gone through all your other defenses, it can be a very powerful tool in your survival and should not be underestimated.



盾防和护甲在抗性之前作用。而我测试的结果却是抗性在前。之前做物理 VS 护甲 BUG 测试的时候就通过刺客确认了，具体测试过程不再详述。而本着严谨的态度我又测试了下人物的防御顺序，仍然是抗性在前。

测试档仅作测试，实际游戏是不可能这样堆生存的。



Defense	
Chance to Block	31%
Damage Blocked	722
Block Recovery	0%
Dodge Chance	8%
Deflect Chance	8%
Physical Resist	84%
Disruption Resist	0%
Life Leech Resist	0%
Energy Leech Resist	50%
Trap Resist	30%
Petrify Resist	43%
Freeze Resist	18%
Sleep Resist	0%
Slow Resist	68%

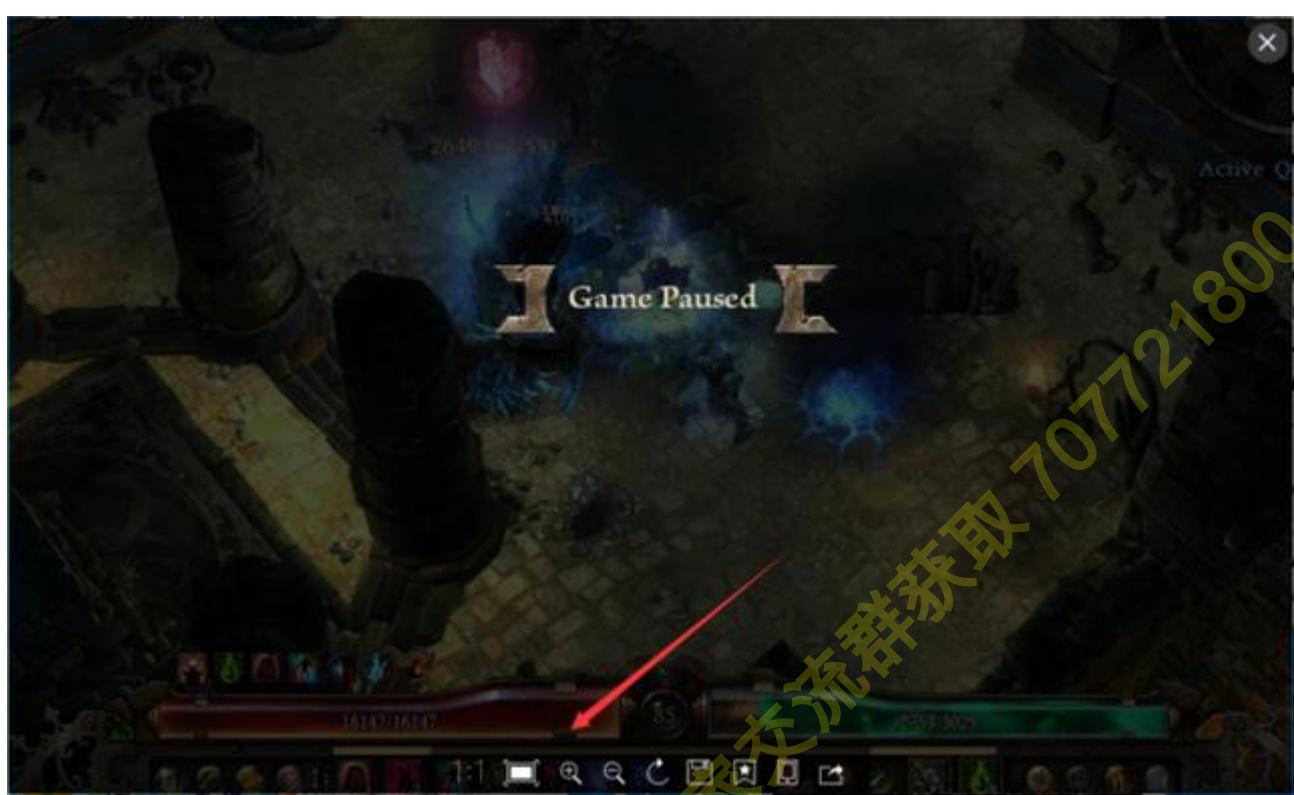
Retaliation	
Damage Reflect	41%



我将物理抗堆到 84%，护甲算上 BUFF 平均 2000，护甲吸收 100%。选择测试对象为物理伤害极高的寒风，和石头人等。未免其他属性干扰我把冰电抗性也搞到了 100。

如果按官方公式，我的护甲不足以吸收这些物理高伤怪的伤害，剩余的伤害再计算物抗，最后我仍然会受伤。

而如果是抗性先算，极高的物抗削减后伤害完全过不了 100%护甲吸收的甲，我完全不会受伤。



受变异血瘟疫加强后的寒风，完全无法造成伤害！

实际顺序是抗性在前。

再来看格挡：

我做了两个对照组，A组是4400，100%格挡率，OCD格挡。但是只有12物抗。

B组是3600格挡值，67物抗。

如果按官方顺序：格挡剩余伤害再来计算物抗，B组应该受到A组一半左右的伤害。

A：

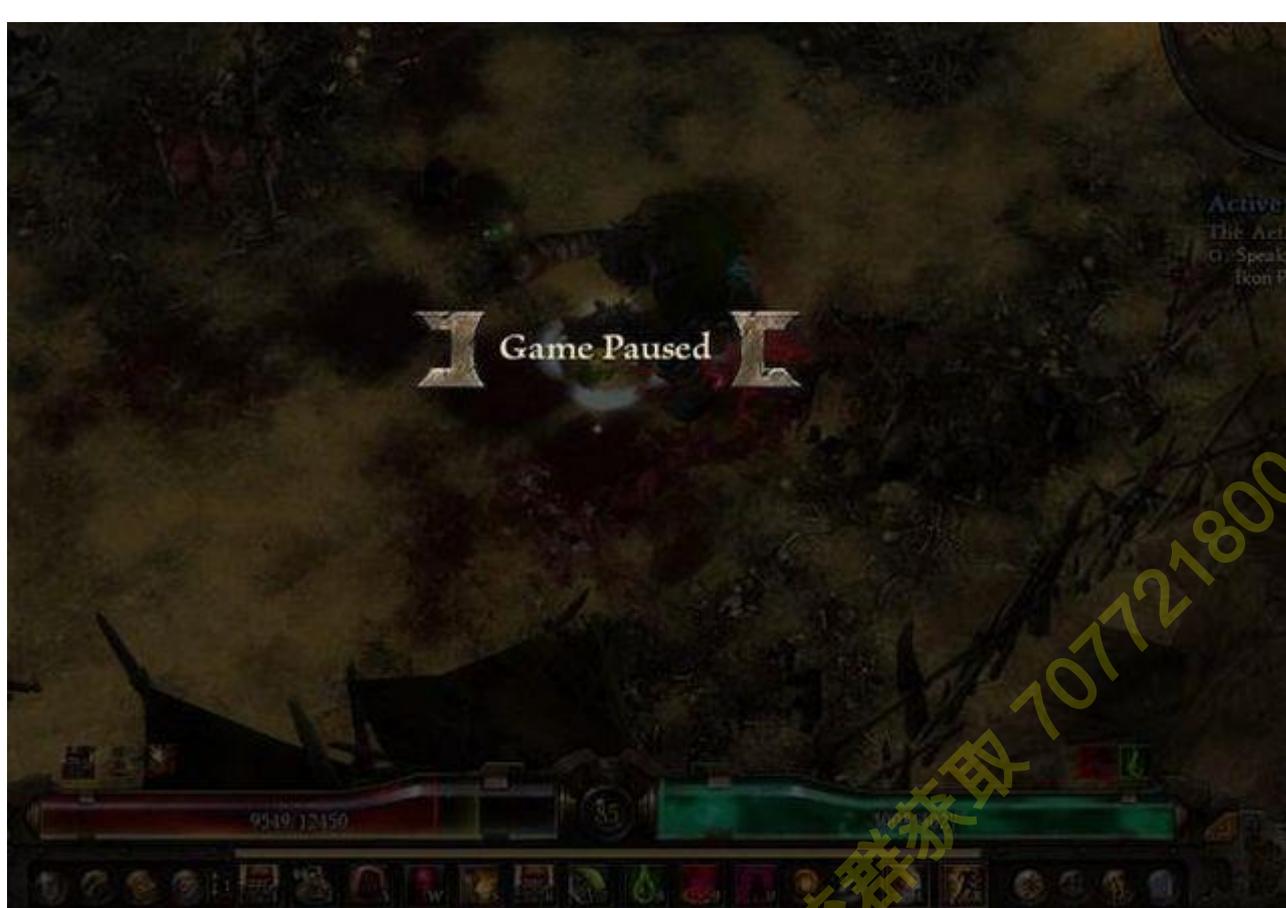
I II III

[-] Defense

Chance to Block	100%
Damage Blocked	4412
Block Recovery	106%
Dodge Chance	2%
Deflect Chance	2%
Physical Resist	12%
Disruption Resist	0%
Life Leech Resist	29%
Energy Leech Resist	0%
Trap Resist	0%
Petrify Resist	0%
Freeze Resist	20%
Sleep Resist	0%
Slow Resist	47%

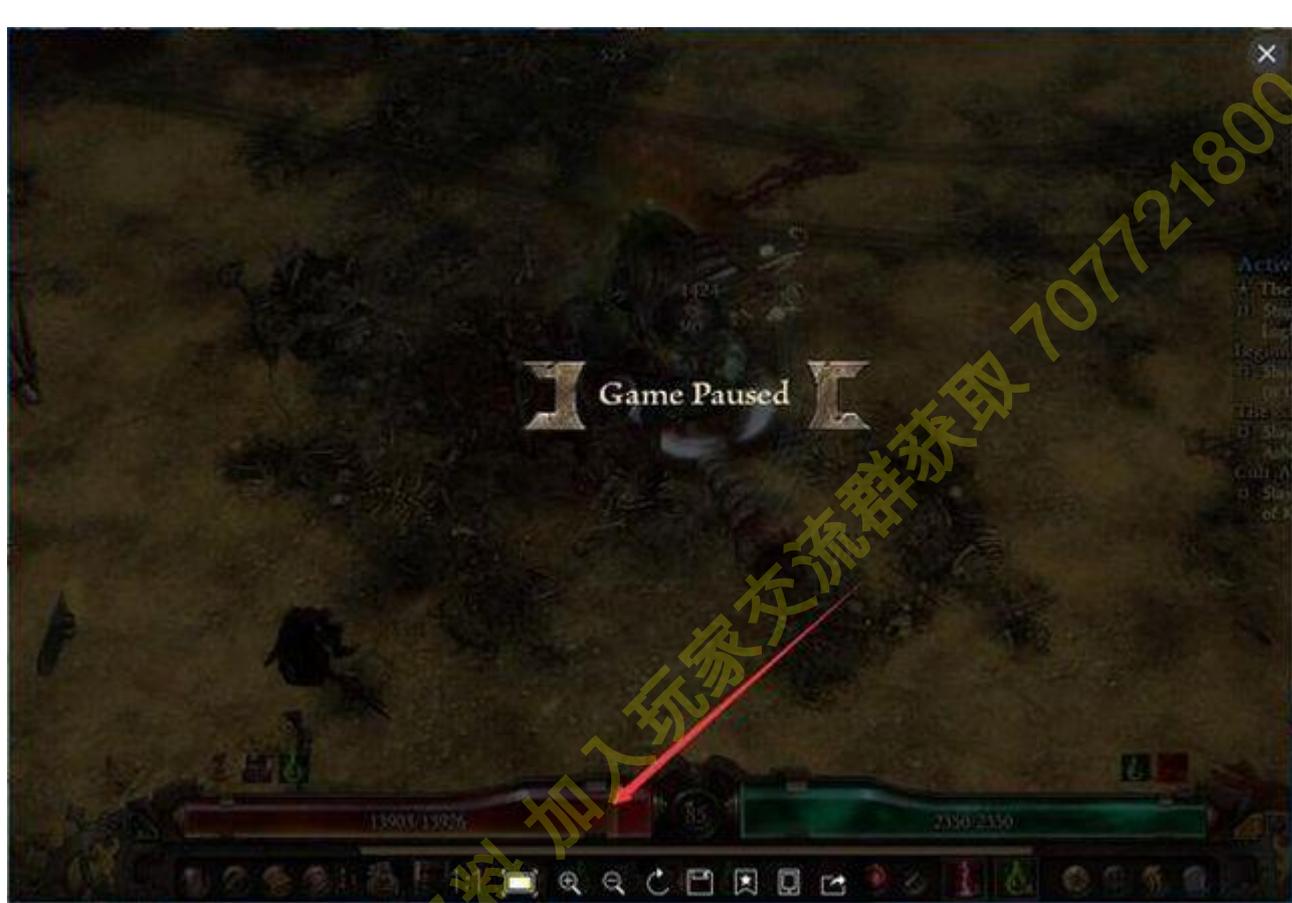
[-] Retaliation

Damage Reflect	33%
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B:





实际是 B 组几乎没受到伤害。

仍然是抗性在格挡之前计算。