[align=justify][b][size=120]Hello Forgotten Elements community today I propose you some ideas for get a better balancing in the game with a new system for talismans and I found one bug to fixe I hope you will enjoy[/size][/b]

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[size=200][color=#FF0000][b]REQUESTING [/b][/color][/size]

[size=150][color=#4040FF]News Emplacements [/color][/size]

[size=120]In a first time i think it is necessary to get news emplacements to put Quadrian Stone, Tome of Monsters, Mirican Box and our bags:

1) [color=#804000] Come On Bag [/color](This bag is just able to carry items)

2) [color=#408040] Green Bag [/color](This bag is just able to carry items)

3) [color=#FF8000] Bag Of Talisman [/color](this bag is just able to carry talismans)

In Diablo 3, World Warcraft and Titan Quest they are emplacements for this type of items and its a good thing because a it's a way to don't lost room and keep all properties of your specials items. For give you a first impression of this system i will show you on a picture i found on Diablo II Lord Of Destruction and Titan Quest what could be these news emplacements. This picture showing well what could look like the future Forgotten Elements. Just imagine bags of Titan Quest are bags of Forgotten Elements and Jordan Chaudron, Nephalem Cube and Stone of Recall are Tome Of Monsters, Mirican Box and Quadrian Stone. [/size]

[img]http://i40.tinypic.com/ay9g81.png[/img]

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[size=200][color=#8000BF]BALANCING [/color][/size]

[size=150][color=#0000FF]A Better Talisman System [/color][/size]

[size=120]I guess it will be better for Forgotten Elements community to gain this room for planning to implant a better talisman system. This part is very important because it give the possibility to Marlon to implant harder Monsters, Bosses and World Bosses Such as 1/2 of powerful of players will come from of his talismans and 1/2 of the rest of powerful will come from of his items.

Why to suggest it's very important? It wills late the possibility to best players to finish the game at 100%. I mean the difficulty of the game is too easy for old players and too hard for news players something must be to do like better items but harder mod should be implanted like i explain in these 2 threads:

http://forgottenelements.phpbb8.de/general-f8/diablo-mod-for-forgotten-elements-t720.html

http://forgottenelements.phpbb8.de/suggestions-f2/lapis-system-t730.html

You must say what is a talisman? A Talisman gives magical properties, when carried in your pack. When in your stash or in your Mirican Box you will not get the benefits of them. You can just carry them in your talismans bag. Moreover it will be interesting to have different size of talismans as 1 to 3 room(s) per talismans. Like that the powerful of talismans could more vary.

For give you a first impression of this system i will show you in a picture i found on Diablo II Lord Of Destruction what could be a full bags of talismans and which kind stats they will could have. What i propose is the same system of charms in Diablo II with a better playability indeed in this new system you will have a talisman bag who will just able to carry talismans and as this you could get a full talisman bag and continue to take news items because in Diablo II Lord Of Destruction after to be full charms (talisman in Forgotten Elements) you couldn’t take items anymore and this is a big fault of blizzard.[/size]

[img]http://i42.tinypic.com/2mhfpjr.jpg[/img]

[size=150][color=#FF0000]Auto loot Of Items [/color][/size]

[size=120]What is Auto loot ? Auto loot it’s the possibility to take something without clicking on this items. Example: when you walk on gold then you automaticly get them in your inventory and its what i would like to implanted for all differents of items. Your main character will be able to have an auto loot for items : [/size]

[size=200]-[color=#808080]Potions[/color]

[color=#FF80FF] -Skills Items [/color] [color=#80FF00] V [/color]or[color=#FF0000] X [/color]

[color=#FF80FF] -Secrets Maps [/color] [color=#80FF00] V [/color]or[color=#FF0000] X [/color]

[color=#FF00FF]-Gems[/color] [color=#80FF00] V [/color]or[color=#FF0000] X [/color]

[color=#FFFF00]-Yellow Items[/color] [color=#80FF00] V [/color]or[color=#FF0000] X [/color]

[color=#8000FF]-Purple Items[/color] [color=#80FF00] V [/color]or[color=#FF0000] X [/color]

[color=#FF4000]-Legendarys Items[/color] [color=#80FF00] V [/color]or[color=#FF0000] X [/color]

With menu option[color=#80FF00] V[/color] or [color=#FF0000] X [/color]as : [/size]

[size=200]Show Dropped Items[/size] [color=#80FF00][size=200]V[/size][/color]

[size=200]Show Damage at Battle [/size][color=#40FF00][size=200]V[/size][/color]

[size=200]Show Quest Helper [/size][color=#40FF00][size=200]V[/size][/color]

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[size=200][color=#FF8000]BUG[/color][/size]

[size=150][color=#BF40BF]Bow Can't Be Crafted [/color][/size][size=120]

Bow can't be crafted. I don't if every raws don't work on bow but canine tooth (life stolen) and lizard tail (energy stolen) don't work.[/size][/align]

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[size=150][color=#4080FF]If you want to follow my Ideas: [/color]

http://forgottenelements.phpbb8.de/suggestions-f2/lapis-system-t730.html

http://forgottenelements.phpbb8.de/general-f8/diablo-mod-for-forgotten-elements-t720.html

http://forgottenelements.phpbb8.de/suggestions-f2/news-rewards-balancing-t792.html

http://forgottenelements.phpbb8.de/suggestions-f2/new-skills-level-for-balanced-all-chars-t704.html

http://forgottenelements.phpbb8.de/suggestions-f2/mercennary-mount-possesion-beast-system-t737.html

http://forgottenelements.phpbb8.de/character-guides-f13/the-best-pvp-real-time-t777.html[/size]

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[b][size=120]Greeting From France,[/size]

[size=200][color=#FF0000]BLooDBuRNiNG[/color][/size][/b]