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Subject: Re: Fanboy Thread: Hero Class

Posted by [GEORGE ZIMMER](#) on Mon, 08 Feb 2010 10:08:21 GMT

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Dover wrote on Mon, 08 February 2010 02:20: GEORGE ZIMMER wrote on Sun, 07 February 2010 23:04: Dover wrote on Mon, 08 February 2010 01:20: I'm yet to see an RPG with an underpowered mage class.

lol'd because it's true. Mages are always ridiculously overpowered. OH LOL BUT THEY HAVE GLASS HEALTH! Yes that's such a weakness when nothing can hit them since they have ridiculous range, almost always have the best AoE attacks, and can easily stun/hold you off and make you fucking useless.

With the exception of maybe Mabinogi, but Mabinogi doesn't have classes, just skills.

Traditionally, there's supposed to be a rock-paper-scissors relationship between the three archetypes (Fighter/Rogue/Mage). Mage blows up/disables/stuns/whatever fighters, rogues can sneak/out-burst damage mages, fighters can out-tank/win in the long run against rogues. The problem comes with most RPGs not developing the sneaking/burst damage aspect of rogues enough, so mages have free reign to dominate things..

Yeah, I don't mind an extended rock-paper-scissors effect with more classes, but most fail to do this. At the very least then, make it so every class has strengths and weaknesses to certain aspects of any other class- so it'd come down to who's more skillful. Which means, MMORPG's in general need to be a shitton more skill-based, and regular RPG's need somewhat intelligent AI.

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