
travel power Which travel power to take

Posted by Marcel Beaudoin - 2009/09/10 16:28

When I level to 16 I will have the option of both superspeed and fly as a travel power. Before I decide, I would like to hear the experience of people who have them.

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Posted by Xocyll - 2009/09/10 16:28

When I level to 16 I will have the option of both superspeed and fly as a travel power. Before I decide, I would like to hear the experience of people who have them. It really depends on a few things. Character type. Character concept/story (if that matters to you.) They both have advantages and disadvantages. Fly costs a lot of endurance, and has a large accuracy penalty so you can't really fight while using it. It does give you access to everywhere though and it can be used while afk (turn on fly, aim in the right direction, go get a drink and come back to find yourself wedged up against the far wall in safety.) Superspeed on the other hand has a very low endurance cost and can be used in combat. It also comes with stealth lite as a bonus, which can be pretty handy if you don't have stealth. The disadvantage is there's no vertical component so you have to follow the roads - this means you take longer getting to (some) places. Faultline *really* demonstrates this weakness. If you attack from range and have hover, fly is probably your better choice. If you're a melee type, SS might be the better choice IF you have or are going to have hurdle which will give you some needed vertical ability. SS can be quite good on a scrapper, since you can zip to the next mob almost instantly, and you can flee damn fast if you have to. Fly is the slowest of the powers, SS is the fastest, but that's just fastest in MPH, not necessarily fastest to destination. Xocyll

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Posted by Kevy D - 2009/09/10 16:28

When I level to 16 I will have the option of both superspeed and fly as a travel power. Before I decide, I would like to hear the experience of people who have them. If all you want is a travel power I would suggest Fly. SS is a pain when you get to obstacles that you need to get around.

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Posted by Marcel Beaudoin - 2009/09/10 16:28

SS can be quite good on a scrapper, since you can zip to the next mob almost instantly, and you can flee damn fast if you have to. Fly is the slowest of the powers, SS is the fastest, but that's just fastest in MPH, not necessarily fastest to destination. Thanks for the info.

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Posted by Neil Cerutti - 2009/09/10 16:28

When I level to 16 I will have the option of both superspeed and fly as a travel power. Before I decide, I would like to hear the experience of people who have them. It depends on your temperment. Fly is the slowest travel power, although it is still fairly fast. It is a set it and forget it power, allowing you pin-point control and near complete safety. It's useless except when traveling, due to built-in limitations. It costs a lot of endurance, but that's hardly important considering you can't actually make use of it in situations where Endurance is crucial. Super Speed is the fastest travel power, but also the most limited. You have to go around most obstacles, and in some situations it's not even viable as a travel power. However, it can be useful in non-travel situations, granting a Stealth bonus, and allowing you to move fast in combat. It costs few endurance points. It's animation is assinine considering it grants a Stealth bonus.

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Posted by Neil Cerutti - 2009/09/10 16:28

Neil Cerutti <neil.ceru...@tds.net> wrote in news:2pre8iFo1tt0U2@uni-berlin.de: Super Speed is the fastest travel power, but also the most limited. You have to go around most obstacles, and in some situations it's not even viable as a travel power. However, it can be useful in non-travel situations, granting a Stealth bonus, and allowing you to move fast in combat. It costs few endurance points. Its animation is assinine considering it grants a Stealth bonus. By animation you mean the long trail of lightning and sparks that it leaves behind?? Right. That and the glowin nimbus at your feet should be kind of hard to miss, not stealthy.

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Posted by JOK - 2009/09/10 16:28

travel power. Before I decide, I would like to hear the experience of people who have them.

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Posted by Dennis Francis Heffernan - 2009/09/10 16:28

When I level to 16 I will have the option of both superspeed and fly as a travel power. Before I decide, I would like to hear the experience of people who have them.
<http://boards.cityofheroes.com/showflat.php?Cat=&Board=general&Number...> Forum thread with some tests I did comparing the speed of various travel powers. I've since done the route with a Teleporter in 2'12" (46.9 MPH), a speed that might be improved by someone with more practice at Teleporting.

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Posted by Marcel Beaudoin - 2009/09/10 16:28

I don't see a lot of leapers on when I'm playing so I'm guessing I'm in the minority but I still really enjoy the power. Actually, on the team I played with a couple of nights ago there were 4 of us, and one had fly, and two had super jump, so you are not alone.

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Posted by Wilson - 2009/09/10 16:28

Cocottus - L14 Energy/Energy Blaster on Infinity Moogli - L7 Dark Melee/Dark Armor Scrapper on Infinity I realize you didn't mention the Leaping power set but I happen to be a big fan of super jump. At the entry level, Combat Jumping gives you a nice little boost to your defense. As a travel power Super Jump addresses the vertical limitation of Super Speed and the Endurance management problems of flying. Yes, you are slightly slower in pure MPH than superspeed but having teamed with speedsters I am very close behind them and due to the height advantage I have a better perspective on mobs in the immediate vicinity. There are some extremely high locations that I can't get to, but I

haven't seen any indication that I suffer any loss of game play due to that. I also have no endurance drain while jumping so I'm in good shape to fight when I get to a destination (I can also get away from a fight gone wrong extremely quickly). I don't see a lot of leapers on when I'm playing so I'm guessing I'm in the minority but I still really enjoy the power. Other than picking up the other travel powers just to test them....all my characters will have SJ, by for the fastest (and most fun), low cost travel skill there is. Dave

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Posted by Magnus Itland - 2009/09/10 16:28

I already have hover, so it would be a simply matter to come up with a keybind to automatically switch between hover and fly. Ironically, the fact that you have hover also makes it easier to use Super Speed as your travel power, since you can get up from holes or up on rooftops anyway, just not at high speed.

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I already have hover, so it would be a simply matter to come up with a keybind to automatically switch between hover and fly. Ironically, the fact that you have hover also makes it easier to use Super Speed as your travel power, since you can get up from holes or up on rooftops anyway, just not at high speed. In a sad kick-in-the-nads for Fly, placing six Single Origin Flight Speed enhancements in hover makes is as fast as placing one Single Origin enhancement in Fly (and Fly caps out at twice that fast). With such a reasonable speed, it becomes arguably superior to Fly in every conceivable way. In Fly's favor is that Hover makes for a horrid travel power until you can buy Single Origin enhancements, and of course you have to expend the enhancement slots.

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Posted by gSOL0 - 2009/09/10 16:28

I already have hover, so it would be a simply matter to come up with a keybind to automatically switch between hover and fly. In Fly's favor is that Hover makes for a horrid travel power until you can buy Single Origin enhancements, and of course you have to expend the enhancement slots. In addition, with each level Fly gets faster...

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Posted by Zelig - 2009/09/10 16:28

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Posted by Dennis Francis Heffernan - 2009/09/10 16:28

In a sad kick-in-the-nads for Fly, placing six Single Origin Flight Speed enhancements in hover makes is as fast as placing one Single Origin enhancement in Fly (and Fly caps out at twice that fast). Actually what I'd heard is that Hover caps at the *unenhanced* base speed of Fly (28.5 MPH or so). That's consonant with the conjecture that Fly and Leap both cap around 60 MPH (with Super Speed up over 80 MPH).

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Posted by Andy Pear - 2009/09/10 16:28

I already have hover, so it would be a simply matter to come up with a keybind to automatically switch between hover and fly. BTW, does anyone have a nice site that you can use to find a decent tutorial on keybinds?? Given that you already have hover, I'd take Superspeed. I had fly at 18 on my first character and it was so slow as my primary travel power that it drove me crazy. I finally took Superspeed at 28 and bonked myself for not doing it a lot sooner. It makes so many things less tedious - getting to missions, going to sell enhancements and chasing down runners. If you take Fly, here's a link to a thread on the official boards with a Hover/Fly bind.

<http://boards.cityofheroes.com/showflat.php?Cat=&Number=422333&page=0...> ollapsed&sb=5&o=&fpart=1&vc=1

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Posted by Xocyll - 2009/09/10 16:28

SS can be quite good on a scrapper, since you can zip to the next mob almost instantly, and you can flee damn fast if you have to. Fly is the slowest of the powers, SS is the fastest, but that's just fastest in MPH, not necessarily fastest to destination. Thanks for the info. No problem. I'd actually have used fly on my scrapper if it didn't have the accuracy penalty, since I had Air Superiority anyway and a flying martial artist would be kind of neat. In the end I went with Super Jump which is pretty fun (i've taken super speed on several previous scrappers and it's also fun.) I'm enjoying super jump more now since I got rid of those damn stupid rings. This site has several mods that affect the client's display of powers. www.digitalfeces/coh/ With the addition of the regen one, I can have integration up and actually SEE my costume since it replaces the brilliant and blinding star in my chest with a diffuse green cloud/aura around me. No longer do I have to choose whether or not to use a toggle based on anything more if I have the end to run it and not it's horrible graphics. The Rings one removes the jump rings from combat jump and super jump. There's even ones that let you use dark armor and still see your character - I might try those some day. Xocyll

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Posted by Rod - 2009/09/10 16:28

I've tried them all. Fly is painfully slow. I took it for my first character, because of 'concept', but after trying all the other ones, I won't take it ever again. It seriously needs a boost in speed, places like IP are a PITA with fly. My favorite travel power is superspeed, not because it's the best or fastest, but it's the cheapest. Since haste is a must-have power for any hero, superspeed only takes one power selection (if you don't think hasten is a must-have, you haven't played with perma-hasten. Take it for one hero and you'll never make another hero without it) As a travel power alone, super-jump is the best of them all, but it requires taking two powers (combat jump and super jump) compared to just superspeed. Fly just plain sucks

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travel power Which travel power to take

Posted by Dennis Francis Heffernan - 2009/09/10 16:28

As a travel power alone, super-jump is the best of them all, but it requires taking two powers (combat jump and super jump) compared to just superspeed. Fly just plain sucks They'll both hit the same cap eventually, and Fly is the more versatile of the two. I've used all of the movement powers and Fly is still my preference.

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Posted by J Anlee - 2009/09/10 16:28

I've tried them all. Fly is painfully slow. I took it for my first character, because of 'concept', but after trying all the other ones, I won't take it ever again. It seriously needs a boost in speed, places like IP are a PITA with fly. My favorite travel power is superspeed, not because it's the best or fastest, but it's the cheapest. Since haste is a must-have power for any hero, superspeed only takes one power selection (if you don't think hasten is a must-have, you

haven't played with perma-hasten. Take it for one hero and you'll never make another hero without it) As a travel power alone, super-jump is the best of them all, but it requires taking two powers (combat jump and super jump) compared to just superspeed. Fly just plain sucks As an limpy emp/dark defender (can't wait for repec) I have SS/Combat Jump/Teleport Teleport with Recovery Aura rocks. I can get across most zones at a good height without losing end. When I get to the place I want, I either TP down, or if it is close enough drop. Healing Aura takes care of the drop Going to try it in Faultline on test to see how many kilcks it takes.

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Posted by J Anlee - 2009/09/10 16:28

As an limpy emp/dark defender (can't wait for repec) I have SS/Combat Jump/Teleport Teleport with Recovery Aura rocks. I can get across most zones at a good height without losing end. When I get to the place I want, I either TP down, or if it is close enough drop. Healing Aura takes care of the drop Going to try it in Faultline on test to see how many kilcks it takes. 15 to 20 klicks. That's with a 20+ DO end red slotted. Good thing about porting. Was standing on the Security Wall ledge, trying to look down, and slipped/stepped too far. TP to the bottom, 0 damage, instead of taking me down to +1 Especially with what is waiting at the bottom. 3 hits for 40 before I tp out. Teleport ROCKS!

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Posted by capulet - 2009/09/10 16:28

When I level to 16 I will have the option of both superspeed and fly as a travel power. Before I decide, I would like to hear the experience of people who have them. I overlooked jump at first. Not as casual as fly, but it has two defenses in the tree (combat & acrobatics). Great for blasters w/o defenses.

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travel power Which travel power to take

Posted by Gavin Scott - 2009/09/10 16:28

When I level to 16 I will have the option of both superspeed and fly as a travel power. Before I decide, I would like to hear the experience of people who have them. Ultimately I would suggest taking both of them at some point. Having two complimentary travel powers is likely to be more fun than whatever you would replace the second one with. Something which is now causing the travel-power preferences to evolve is the new Shadow Shard set of zones coming out in Issue #2. These are a set of four sequential 40+ zones which HAVE NO FLOOR and consist of a lot of floating islands in space. The *only* travel power that's viable there is Fly (well, ok Teleport would probably work). There is an alternative travel mechanism there which will allow anyone to traverse the zones, but it's a real pain and you'll have to be pretty desperate to try to get all the way across one of them (to get to the next). The Shard zones also suddenly make Group Fly look like a worthwhile power. The other alternative of course is Teleport and Recall Friend, but the distance from the entrance of one zone to the exit to the next is significantly farther than the unenhanced Recall Friend's range, so TPing people will require multiple hops (or maybe a lot of range increases in Recall Friend). Jumpers and Speeders are not going to like this place :-). Oh, it turns out that Group Fly stacks and produces a very reasonable speed of flight at x2. G.

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Posted by Talon - 2009/09/10 16:28

the tree (combat & acrobatics). Great for blasters w/o defenses. Hmm, I didnt think about that :(, I already took Super Speed and Hasten though . . . Wonder if I should still take jump for the defenses or maybe the one with Tough and Weave. . . Its a fire / devices blaster.

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