

Global CM 46

Chapter 46: Saving Life to the Fullest! (1/5)_1

[SS-Level Title - One Person as an Army]

[Title Effect]: All Attributes +100 points. When solo, the army shield you generate is ten times its original thickness.

[Title Skill]: One Person as an Army

[One Person as an Army · Black Passive]: You alone can form an army and can use army skills directly, ignoring any personnel number requirements.

[Title Introduction]: I alone am worth a million soldiers!

Being able to form an army and use army skills alone... what a powerful title! Isn't this effectively a bunch of extra moves I can use? And I've heard the power of army skills is considerable.

Generally, to form an army, professionals of the same type must learn an army gathering skill. Then, a team leader sends out an army formation invitation. Once at least one hundred people accept the invitation, the army is considered successfully formed. The team leader then automatically becomes the army leader, though this authority can later be transferred to any other member of the army.

An army differs from a regular team. After formation, it possesses an army shield protecting all members, equivalent to the combined total Life Value of all its members. When army members take damage, half of it is absorbed by this shield, which also regenerates slowly over time, greatly enhancing the survivability of the army members. Furthermore, a formed army also possesses group attack methods known as army skills.

Army skills usually have personnel requirements, such as consuming 50% of ten members' Energy or 20% of twenty members' Life Value. Generally, the higher the number of people required and the greater the resource consumption, the more astonishing the power of the army skill. When the army leader wants to use a corresponding skill, they must select the required number of members from the army. After receiving a prompt, these selected members must all agree to expend the required resources. Only when enough members respond and the necessary resources can be deducted will the army skill successfully activate.

However, with this title, Chen Mo no longer faces so many cumbersome restrictions. He can form an army by himself and, more importantly, can freely unleash army skills without needing to gather enough people to respond. Therefore, it's fair to say this title's effect is very powerful.

Of course, it's only truly powerful for lone wolves. After all, if you form an army alone, your army shield is only equivalent to your total Health. Even with the title's tenfold enhancement, its durability is merely that of ten people's Health. This is nothing like the shield of an army formed by over a hundred people; that kind of shield is truly substantial. Similarly, for army skills, many have a variable personnel requirement for activation, for example, five to fifty people. The more people participating, the greater the initiated power. If only one person participates, the resulting power will likely be at its minimum. Clearly, an army skill used by one person will be far weaker than one initiated by a normal army.

But for lone wolf professionals, whether it's weak or not is unimportant; having more options is always a gain. This Title Effect is a definite, tangible enhancement.

However, Chen Mo currently cannot access any army gathering skills and thus cannot form an army alone yet. To learn an army gathering skill, one must reach at least Level 20 and have undergone a class

advancement. Chen Mo still has a long way to go. For now, however, just the 100-point bonus to All Attributes from this SS-Level Title is already a fantastic boon. This SS-Level Title has great future potential, and Chen Mo is very pleased with it.

I wonder what the effect of an SSS-Level Title, which is even harder to obtain than this one, would be.

Chen Mo immediately looked at the description for the The Lonely God of War title. The difficulty of obtaining this title was extremely high.

[SSS-Level Title - The Lonely God of War]

[Title Effect]: All Attributes +500 points. When you suffer fatal damage, you will enter the Immortal War God State for 10 seconds (1-day Cooldown).

[Immortal War God State]: This state cannot be dispelled or prevented. During its effect, you are immune to all damage, and all damage you deal gains a 100% bloodsucking effect.

[Title Skill]: The Lonely God of War

[The Lonely God of War · Golden Passive]: While not in a team, for every unit other than yourself within a radius of (Your Level * 100) meters, all damage you receive is reduced by 1%, and the effectiveness of all Weaken and control effects on you is reduced by 1%.

[Title Introduction]: A true God of War never needs companions. Though I stand alone, I shall meet your challenge with an unyielding spirit!

HISS! This title is truly freakishly strong!

After reading the description of The Lonely God of War, Chen Mo could only offer that exclamation. As a non-scaling SSS-Level Title, once obtained, it immediately displayed its full, overwhelming power.

The 500-point increase to All Attributes is half the maximum potential of a scaling title. However, the advantage is that this title provides its maximum benefit immediately upon acquisition, unlike scaling titles that require leveling up to reach their full potential. And its associated skill is even more outrageous! With just one hundred units within the detection range of The Lonely God of War skill, all damage received can be reduced by 100%, and it grants immunity to control and Weaken effects.

Of course, under the Heavenly Dao's rule, no matter how high one's damage reduction attribute is, it can only cap at 99% effectiveness. Any excess serves to counteract an opponent's damage-increasing effects. Even so, this title is quite overpowered, enough to instantly grant a single person the ability to confront thousands of troops. If one's Personal Level reaches 100, the effective range expands to ten thousand meters, easily encompassing thousands of units. At that point, the effective percentage would be over 1000%. With such a high ratio, no enemy abilities could counteract it. Whether it's increased damage or increased control effect hit rates, all can be completely offset. Wouldn't this damage reduction and control immunity then be effectively maxed out?

And most crucially, because this is a skill that activates based on individual status, every unit within the detection range, excluding oneself, counts towards the effect. This makes activating its full potential much easier. Besides enemies, there are often many neutral units present. Including them all makes it very easy to boost the effect. Therefore, the effect of this Golden Passive skill is incredibly powerful.

Even disregarding the passive skill, the Title Effect alone is already astounding. The Title Effect actually includes a pseudo-invincibility ability lasting 10 seconds. Although activating this skill doesn't grant immunity to all forms of interference, it at least prevents death for its duration. Even with a Cooldown as long as one day, invincibility is an ability strictly regulated by the Heavenly Dao's rule, and such effects are usually very brief! Even for a pseudo-invincibility ability, 5 seconds is generally considered a long duration. But this ability is part of an SSS-Level Title, allowing it to exceed certain limitations of the Heavenly Dao's rule, granting a pseudo-invincibility duration of up to 10 seconds.

With this title, Chen Mo's survivability would be massively enhanced!