

Brutalist (A)

- I. Melee attacks do +5 damage, can power strike
- II. Melee attacks do +10 damage, +5 max health
- III. Melee attacks do +15 damage, +10 max health
- IV. Melee attacks do +20 damage, +15 max health
- V. Melee attacks do +25 damage, +20 max health

(A) Brutalist

(E) Bear Claw: Melee attacks can hit multiple enemies so actually maybe not I don't know I think charging

(K) Felling Blow: Melee attacks have a 10% chance to stun targets for 1 second

(N) Rude Awakening: Do 5x damage to stunned enemies

(T) Grappling: +10 damage against melee attackers

(U) Menacing Aura: Enemies close to you do 15% less damage and take +15% damage

(J) Long Arms: Increased swing radius for melee attacks

(S) Berserker: Increased damage as health decreases, up to +50%

(M) Burning Rage: Rake now inflicts burning damage (5 damage/sec, 3 seconds)

Alchemist (B)

- I. Max mana +10, can craft level I potions
- II. Max mana +20, can craft level II potions
- III. Max mana +30, can craft level III potions
- IV. Max mana +40, potions are 1.5x more effective
- V. Max mana +50, potions are 2x more effective

Potions: Health potion, poison potion, mana potion

Level I: +5 HP | 5 damage/sec (3 seconds) | +5 mana

Level II: +10 HP | 10 damage/sec (3 seconds) | +10 mana

Level III: +20 HP | 15 damage/sec (5 seconds) | +20 mana

(B) Alchemist

(F) Heatwave: Summon a wave of flames from the ground (4 damage/sec, 3 seconds)

(L) Sol Survivor: Take 50% less fire damage, deal +20% damage to burning enemies

(M) Burning Rage: Rake now inflicts burning damage (5 damage/sec, 3 seconds)

(H) Wind-warping: Send a gust of wind at enemies, damaging them and pushing them back

(Z) Perfect Storm: Wind gust has a 10% chance of knocking down enemies, downed enemies have a chance of being struck with lightning

(R) Melee attacks have a chance to activate wind gust

(G) Shapeshifter: Temporarily take the form of a foe you have slain, enemies don't attack you while disguised (lasts 20 seconds or until you attack)

(P) Imposter: attacks while in disguise do 3x damage (lasts until you attack)

(Q) Mischievous: Can infuse potions with traps

Bullseye (C)

- I. Can throw sickle at enemies, can craft level I traps
- II. Sickle throw does +5 damage, can craft level II traps
- III. Sickle throw does +10 damage, can craft level III traps
- IV. Sickle throw does +15 damage, fire rate increased
- V. Sickle throw does + 20 damage, sickles go through targets

Traps: Bear Trap (holds/stuns an enemy for 3 sec), Tripwire with Bomb, Sticky Syrup (slows enemies)

(C) Bullseye

(D) Serrated Edge: Sickle throw does bleeding damage (2 damage/sec, lasts 3 seconds)

(I) Doomed Destiny: Enemies in Bear Trap or Sticky Syrup take +10/20/30% damage based on level

(X) Living Nightmare: Enemies affected by traps become terrified and deal -20% damage

(N) Ambush: After an enemy activates a trap, gain +20% movement speed and +20% damage for 7 seconds

(V) Blood Harvest: Inflicting bleeding damage heals you

(W) A World of Hurt: Sickle makes enemies bleed for 4 damage/sec and slows them 30%

(Y) Soul Harvest: Slaying enemies with sickle gives you +40% movement speed for 4 seconds

(O) Resourceful: Make 2 traps for the cost of 1

(Q) Mischievous: Can infuse poison potions with traps

