Key: Lee’s Comments will be purple

U - Undecided throwing decision to Layla

Y - Approved by Lee Layla can veto

D - Duplicate of an ability someone sent before

Layla comments in blue

Also highlighting mechanics.

Green – CombatAction currently exists that can implement this.

Blue – Will work with current systems, but new CombatAction needs to be written, or existing one can be reworked/added to.

Orange – New Stat / Stat doesn’t exist.

Red – New System / System doesn’t exist.

**ALEC**

**Fighter:**

1. **Ground Slam** – Jump up and smash the ground, damaging and stunning nearby enemies. Y
2. **Adrenaline Rush** – Temporarily increase attack speed and movement speed, enhancing combat effectiveness. Y
3. **Roundhouse Kick** – Perform a powerful spinning kick that knocks back enemies (does it also deal damage?). Y
4. **Berserk** – Enter a rage state where your damage output is increased, but you take extra damage in return.(increase strength attr, decrease const attr?) Y

**Mage:**

1. **Arcane Blast** – Release a burst of arcane energy that deals area-of-effect damage around the caster. Y
2. **Mana Shield** – Create a shield that absorbs damage by consuming mana. (increase constitution attr?) Y
3. **Blizzard** – Summon a storm of ice that damages and slows enemies in a large area. Y
4. **Flame Wave** – Unleash a wave of fire that spreads out from the Mage, burning (damage) enemies in its path. Y

**Rogue:**

1. **Shadow Step** – Instantly teleport behind the target and gain increased critical hit chance for a short time. U (Can do if we change critical hit to just increasing strength attr by an amount for a turn)
2. **Smoke Bomb** – Throw a smoke bomb to obscure vision, reducing enemy accuracy and allowing the Rogue to slip into stealth. Y
3. **Deadly Toxin** – Apply a deadly poison that deals damage over time and reduces the healing effectiveness on the target. Y
4. **Ambush** – Deal a high-damage surprise attack when emerging from stealth, with a chance to stun the target. Y Would have to add a stealth status effect after using a stealth ability

**Tank:**

1. **Iron Will** – Temporarily become immune to crowd control effects like stuns and slows. U (sure, just need to add vars for like \_unslowable and \_unstunnable or something?)
2. **Bulwark** – Raise a shield to reduce incoming damage for yourself and nearby allies for a short time. Y
3. **War Cry** – Let out a powerful shout that increases the defense of nearby allies and weakens enemy attacks. Y
4. **Body Slam** – Charge into enemies, knocking them down (stun?) and dealing damage based on the Tank's defense. Y maybe also add a status effect that halves the enemy's speed since they have to use some movement to get up

**Daylan**

**Fighter:**

1. **Reckless Swing** – High risk high reward moves. Deals massive damage (haven’t decided any specific damage multiplier) but lowers Player’s defense by 20% for the next 2 turns. (Deal damage, lower const attr?) Y

**Mage:**

1. **Mana Surge** - Player sacrifices 20% health (deal damage to self) in exchange to recover up to 50% of their max mana. For the next 2 turns, magic attacks deal an extra 50% damage while costing 25% less mana. (Same as above, but also need to add percentage-based function for damage. Recovering stam || mana could be a new CombatAction) Y

**Rogue:**

1. **Shadowstrike -** The player teleports to an enemy target within 3 tiles and attacks ignoring armor. Right after it becomes invisible (stealth) and can’t be attacked by the enemy. Y

**Tank:**

1. **Iron Will** – The player instantly recovers 25% of their max health and reduces incoming damage by 30% for the next 2 turns. (new var & function on Heal : CombatAction using percentages instead of raw amounts) Y

**Max**

**Fighter:**

1. **Critical Body Shot-** This ability will allow the player to land a heavy body shot on the enemy mob that will lead to a weak point. Attacking the enemy mob again will deal extra damage. This ability will reach the 2nd block Y
2. **Crusaders Barrage**- This Ability will have the player unleash a absurd amount of punches in under 3 seconds, It will also have the chance to stun enemies, making them lose their turn. This attack will reach up to the 3nd block. Y

**Mage:**

1. **Lightning Strike**- This ability will choose two of the closest mobs and strike them down which will inflict mobs with stun and will also make the mobs slowly lose health for two turns. Y
2. **Freeze Pentagram/Trap**- This ability will allow the player to put a pentagram (could just stop updating targets permanently once this is placed. Will require a var on the OverlayTile. \_isTrap ?) that can be placed from the 1st – 3rd block. When the enemy mob lands on the pentagram, it will inflict freeze (stun) which will keep the mob in place for 2 turns Y

**Rogue:**

1. **Shadow clone-** This ability will allow the player to leave a decoy of the player to divert the mobs away from the player to the decoy, giving the player a chance to recover or use buffs. Y
2. **Vampiric Dagger Toss-** This ability will allow the player to toss their dagger at full speed at a mob that is at a length of the 4th block. Once upon impact you will take a partial amount of health (one combat action for damage, one for heal, just both set to same amount) from the mob for yourself. Y

**Tank:**

1. **Ground Pound**- will be an ability that reaches the 5th block, when using ground pound, it will send a wave of sand towards any mobs in reach and will keep them incapacitated for 2 turns (stun?) D
2. **Iron Will** – This ability will not require any blocks and is more of a passive skill. If your health is completely depleted, you will toughen it out and gain a second chance but with half of your health. Y

**Johnny**

**Fighter:**

1. **Intimidate** - Raises attack power 25% ATK UP 15 Stamina -- D
2. **Sword Slash** - Same as Sweeping Slash 55 DMG AOE Stamina 20 -- Y
3. **Piercing Sword** - Pierce your foe ahead of you 80 DMG 15 Stamina -- D
4. **Parry** - Raises defense for a round has a chance to deflect an attack 30% UP Defense 10 Stamina U

**Mage:**

1. **Mana Surge** - Player sacrifices 20% health (deal damage to self) in exchange to recover up to 50% of their max mana. For the next 2 turns, magic attacks deal an extra 50% damage while costing 25% less mana. (Same as above, just need to add percentage-based function for damage. Recovering stam || mana could be a new CombatAction) Y
2. **Heal** - 50 HP points Cost - 25 MP -- Y
3. **Fireball** - 100 DMG Cost - 20 MP -- Y
4. **Fortify** - 15% Defense Up Cost - 15MP -- Y
5. **Thunder Barrage** - 75 DMG (AOE) - 30 MP U (sure! I don’t exactly know what makes this one undecided, but if it has to do with balance, I’m sure we can figure that stuff out later)

**Rogue:**

1. **Assassination** - Kills your foe 300 DMG 20 Stamina -- ?? OP
2. **Sharpen Blade** - Sharpen your blade for bonus damage 50% DMG UP 15 Stamina -- U
3. **Smoke** -- Covers the field in smoke making it impossible to travel through if the rogue is in the smoke dmg is increased Obstacles -- 25% DMG UP 30 stamina U (if we get to it, I feel like? There are a bunch of other things to make sure we get right before trying something this complex)

**Tank:**

1. **Iron Fortress** - 80% Defense Up, 15% DMG Down - Bring up your shield to maximize defense but sacrifice attack to protect thy self. 25 Stamina or 25MP 2 round CD – U (sure, just a status effect constitution up, strength down?)
2. **Shield Rush** - Move 2 tiles forward, Deal 50 DMG Stamina - 30 2 round CD -- Y
3. **Sweeping Slash** - Slash in an arc dealing anyone in front of you 50 DMG AOE 20 Stamina Cost 2 round CD -- U
4. **Iron Maiden** - Summon a shell swallows an enemy and taking them out of the fight. 200 DMG 30 MP (like reverse stealth? Cool) Y turn limit

**Christopher Astros**

**Fighter:**

1. **Power Strike** - A heavy, close-range attack that deals significant damage to an adjacent enemy. U (sure, this seems like just a basic melee attack to me)
2. **Adrenaline Rush** - Temporarily boosts attack power for the next turn. Y

**Mage:**

1. **Arcane Blast** - A ranged magical attack that deals high damage to an enemy a few tiles away. U (sure, this seems like a basic ranged attack)
2. **Teleport** - Instantly moves to any tile within a certain range. Y

**Rogue:**

1. **Smoke Bomb** - Creates a cloud of smoke that obscures vision, allowing the Rogue to escape from battle or reposition without being targeted (stealth) for one turn. Y
2. **Evade** - Dodges the next incoming attack, avoiding damage for one turn. Y

**Tank:**

1. **Taunt**: Forces enemies within range to target them for the next turn. Why?
2. **Fortify**: Increases defense for the next few turns, reducing incoming damage. D

**From Andrew**

**Uncategorized:**

1. **Gust**: 20 DMG Cost: 20 mp Pushes people back two tiles Y
2. **Red Rage**: After getting hit you attack back with a chance to do damage Y
3. **Dash**: Doubles Movement but can't attack for that turn (can’t currently double a stat, bc they’re locked to ability formulas. Could just increase Dex by an amount?) Y
4. **Ice Spear**: 50DMG Cost 35MP Freeze (stun) Target for one turn Y