

## Rogue Class

### LVL. 1 Bonus:

- Player gains backstab
  - Add's +2 attack damage to unaware mobs and players not looking at the rogue
- Move faster while crouched +20%
- No nametag shown

### Secondary stat per level increase:

- +.25% movement speed per level

### Level 5. Bonus:

- +2 (backstab damage)
- Increased movement while crouched +5%

## Ascensions

### Shinobi

#### Level 1 bonus:

- Gain Shadow stealth
  - A small bit of text stating "stealthed" will appear above the players level when stealthed
  - Stealth is gained by crouching for more than 10 seconds or being in a low enough light level
  - While stealthed player and armor is invisible
  - Any attack will break stealth
- Gain Shadow Strikes
  - All attacks from stealth count as backstabs
  - Players backstab attacks now apply hemorrhaging
    - Same status effect as Draco knight, Bleed for 1 true damage a sec
    - 10 second duration
- Player cannot wear armor that isn't chain or leather

#### Level 5 bonuses:

- Player will gain +3% movement speed per 5 levels
- Player will gain +2 backstab damage

Secondary stat increase remains the same as default Rogue

### Skills:

#### Level 10.)

##### True Night

- Reduces the time to enter stealth by 50%

##### OR

##### Blanketed strikes

- Strikes From stealth deal 25% increased damage

#### Level 25.)

##### Climbing claws

- Allows the player to climb walls and hold themselves in place while on the wall

##### OR

##### Shadow's shield

- While stealthed the player takes 15% less damage and no fall damage

Level 45.)

Way of delayed death

- Attacks from stealth now deal 50% more damage but the damage is split into two instances 50% of the damage is applied immediately and 50% is applied after 5 seconds

OR

Impending strikes

- Upon taking damage 50% is applied up front and 50% is applied over time

Pinnacle Skill level 50.

True shade

- While stealthed player gains speed 2 and jump boost 4
- All damage from stealth is now true damage
- Stealth 50% faster
- Can make 2 attacks from stealth

SwashBuckler

Level 1 bonus:

- Gain +4 hearts
- Gain Grit
  - Player receives a resource bar above their health and armor bar
  - This bar builds up passively over time
  - Attacking enemies builds grit at a rate of 1/6th the bar per hit
  - While the bar is full player will take reduced damage 30%
  - When empty the Player takes more damage 10%

- Level 5 bonuses:
- Player will gain +1% Grit charge rate per level
- Player will gain +1 attack damage
- Player gains +1 backstab damage
- Player gains +.5 knockback resistance

Secondary stat increase remains the same as default rogue

Skills:

Level 10.)

Pistol shot

- Player can use active ability to shoot a arrow (15 second cooldown)

OR

Bountiful grub

- Food now grants a small amount of grit (10% per piece)

Level 25.)

Pocket sand

- Player can now throw pocket sand at their enemy
  - If the attack hits applies blindness
  - If they have the pistol skill the effect will apply to the arrow

OR

A tale of legend

- Villagers now offer you 70% reduced prices

Level 45.)

Cutlass training

- While holding only a sword gain +5 attack damage and + 50% attack speed
- Grit decays 50% slower from attacks

OR

Bounty Hunter

- +20 luck
- You may mark 1 player or entity on the server
- Against that entity you deal triple damage and guaranteed backstabs

Pinnacle Skill level 50.

Dread lord

- Player gains the skill Dread-Lord
  - While active all attacks made will be true damage
  - Player gains AOE attacks on all strikes
  - Grit cannot decrease during this time
  - 30 second duration
- Players Grit decreases by 50% more
- On hit the players attack apply wither 3
- Player gains a small amount of health back from food
- Grit now blocks 60% of damage