

## Knight Class

### LVL. 1 Bonus:

- Player gains +3 Hearts immediately (6hp)
- Move faster when holding up a shield
- +1 knockback resistance

### Secondary stat per level increase:

- +.04 knockback per level

### Level 5. Bonus:

- +.25 attack damage
- Increased movement while blocking +5%
- + 1 HP

## Ascensions

### Draco-knight

#### Level 1 bonus:

- Gain dragons fury
  - **New power type: chargeable resource** (A resource bar will appear above the player's hunger bar. This power will allow for players to easily make resource bars that build up from doing an action and give various effects / attributes)
    - This bar has 3 levels with 3 colors, blue, yellow, red
    - This bar is the players fury meter
    - Hitting enemies will increase the bar at a rate of  $\frac{1}{4}$  per entity hit
    - Players gain +10% damage and +5% damage reduction, +5% attack speed per bar level
    - Fury will decay slowly when player is at fury level 3 or higher
- Gain dragon scales
  - Player is now resistant to magic based damage (50% reduction to instant damage, poison, Wither)
  - Player gains a flat 30% damage reduction
- Gains Dragons deflection
- **New Power Type: Deflect** (allows player to create a power or condition where they deflect arrows back like a shield)
  - An active ability, allows the user to use 1 fury to deflect an attack granting a .8 sec Invincibility frame and sending projectiles back in the direction they were sent
- Player loses the ability to use a shield

#### Level 5 bonuses:

- Player will gain +1% movement speed per 5 levels
- Player will gain +.5 attack damage
- Player gains + 2.5% damage reduction

Secondary stat increase remains the same as default knight

Skills:

Level 10:

#### Channeled Fury

- Players fury bar will now idle at 3, max fury increased to 6

OR

#### Rising Blades

- **New Power Type: Charge** (This power would allow players to select from a list of items, swords, shields and axes, and when activated perform a charge similar to the trident with a brief slowdown than burst of momentum, damage can be chosen to be added or not)
- Costs 1 fury
- Player gains an new secondary active
  - When activated the player will lunge charge forward
  - Charge will deal weapons damage
  - Upon contact the enemy will be launched into the air (20 Blocks) as well as the player (2 blocks)

Level 25:

#### Refined Scales

- Player now immune to wither and poison

OR

#### Crashing tides

- While in the air, the player may press the secondary key to perform a sweeping ground pound taking any enemy within 5 blocks with them
- While on the ground and crouching launches player up then drops them down
- Deals 10 damage on contact (in air) and 10 damage on ground
- Costs 2 fury

Level 45:

#### Vicious Strikes

- All Damage now Applies Hemorrhaging
  - Lasts 2 seconds
  - Refreshes on hit

OR

## Unrelenting fury

- Your fury max increases by 3 and idle's at 1 higher level

## Pinnacle Skill level 50.

### The Dragon within

- The player gains The dragon within state
  - 1 hour CD
  - Costs all stored fury
  - Will activate upon death granting the player 50% of their HP, If charged
  - Manually activated via Crouching then primary
  - While in this state player becomes immune to fall damage
  - Gains jump boost 4
  - Gains speed 2
  - Gains strength 2
  - Gains resistance 2
  - +200% attack speed
  - 30 second duration

## Wight Knight

### Level 1 bonus:

- Player maintains knight damage bonus and health bonus
- Gain Necro-mana
  - A resource bar will appear above the players hunger bar (power type chargeable resource)
  - This bar has two charges
  - This bar is charged only via killing a Entities
    - Villagers and players give the most at 1/2th bar per kill
    - Non-undead grant 1/8th bar
    - Undead Grant 1/16th bar
- Summon Ghoul:
- Can manually De-Summon by pressing again (during the CD period)
  - You can call upon an undead (primary key)
  - (Summon Pet Power type, Entity Zombie, Health, 25, Damage, 8, lifetime 20 sec)
  - Costs 1 Necro-mana
  - 5 sec CD

- Gain: Undead Nature
  - Classified as an undead type
  - Can breathe underwater
  - Healed by poison (can be removed if added complexity is to much)
  - Damaged by instant health
  - Poisoned by regen (can be removed if added complexity is to much)
  - Cold Deals 50% less damage
  - Villagers fear you
  - Iron golems attack you on sight
  - Players eyes glow (purely visual not needed)
  - Player emits particles and is tinted grey(purely visual not needed)

Secondary stat per level increase:

Gain +.008 hp/s while at full saturation (equivalent to regen 1 at max level)

Gain +.25% knockback resistance per level

Level 5 bonuses:

+ 0.15 Damage reduction

Level 10 bonus.)

Gain 1 more charge of Necro-Mana

+1 heart

Skills:

Level 10:

Necrotic Blast

- Use one Necro-Mana To fire a wither skull Secondary key
- 20 second cooldown
  - This skull deals 12pts of damage (6 Hearts) and applies Wither 2 for 40 seconds
    - Skull damage type should be explosive by default for initial damage

OR

Necromantic Thaumaturgy

- Replaces Summon Ghoul
- Gains Summon Spectre:
  - Summoned pet powertype
  - Player Summons a Zombie with Iron Armor Called a Spectre
    - Zombie has 40hp
    - Deals 12 damage
    - Lasts 30 seconds

Level 25:

Contagion

- Player gains Contagion
- **New Power Type:** Aura Effect (Allows for players to place an A.O.E effect on themselves or a target hit, can specify range)
  - Player has an Aura of poison around them this Aura heals them(+.1hp/s)
  - When player is hit by an enemy, the enemy will receive poison 2
  - Enemies that enter the range have slowness applied to them
  - Range of 10 blocks

OR

Blight Magic

- Damage dealt by Summoned allies heals you for 50% of damage dealt
- Summons deal +4 damage
- Summons have +12 hp
- Summons last 5 seconds longer( this can be removed if it adds unnecessary complexity)

Level 45:

Bone Arcana

- Player gets a new resource bone fragments( this resource will sit in their inventory and not do anything else)
- Gained via desummoning a minion (4 per desummon, appear in Players inventory)
- Bone fragments can be used by right clicking when in the players offhand
- bone fragments when used grant
  - +1 heart of healing
  - Resistance + 5 seconds

OR

Fiendish rebuke

- Replaces Summon Summon Spectre or summon ghoul
- Gain: Summon Fiend
  - Player can now summon one of two fiends
  - Fiends come in two types Hellraisers(skeletons) and Hell Blades(Wither skeletons)
  - Player Can Sacrifice HP (6 hearts to summon)
  - Fiends last 25 seconds each
  - Hellraisers
    - Summons Two skeletons
    - Have 15 hp each (7.5 hearts)
    - Move 10% faster
    - Bows deal fire damage
    - Wear chain armor
  - Hell Blades
    - Summons one wither skeleton
    - Moves 30% slower
    - Has 65 HP
    - Deals 14 damage
    - Applies fire damage and wither on hit

Pinnacle Skill level 50.

Dreadnought of the Damned

- Player gains soul link
- Summons that kill entities will charge the players necro-mana at half the rate
- The player will receive health boost status effect each time they de-summon a summon (15 seconds)
- Player gains Grim Memoir (this ability is cool but if to difficult can be reworked)
- If a summon is alive and the player is about to die the summon will die instead
- Player will be left at one heart