

## Base archer Class

### LVL.1 Bonus:

- Immediately Gain the following:
- +2 projectile damage
- +5% movement speed

### Secondary stat per level increase:

- +.25% movement speed per level
- Gain bonus accuracy per level

### Level 5. Bonus:

- +.25 projectile damage
- +1% projectile speed

### Level 10. Bonus

- +.5 tamed beast damage

## Ascensions

Beast Ranger, Druidic Ranger or Wildman (Name is W.I.P)

### Level 1 bonus:

- Gain: Beast Companion
- **New Power Type**: Summon pet (allows the player to add a summonable creature that is automatically tamed and on the players team, would have the ability to allow for conditions as well as selectable entity type, though to start we can just do a wolf)
  - Player gains a summonable wolf (primary class key), only 1 at any point in time
  - Wolf will have players name and level attached to it
  - Wolf will have 20 hp
  - Wolf deals 5 damage base and is affected by tamed beast damage
  - Wolf will last for 30 seconds then despawn
  - Can be manually de-summoned by pressing the key again
  - CD 6 minutes
- Gain: One With nature
  - While In a forest/ plains/jungle biome (any biome with a lot of foliage) player gains speed and jump boost
- Gain: Hunters mark

- **New Power Type: Mark** ( Allows for the players to place an mark on an entity upon dealing damage to said entity in whatever form as dictated by the power, can be configured to work with raycasts or summoned pets)
  - Player can mark an enemy they hit by pressing their secondary key pre attack
    - Player presses secondary and the next attack will apply the mark
    - The mark is a generic particle effect that will play every 5 seconds for the duration of the mark
  - Marked enemies will receive the glowing effect for 30s
  - The Rangers beast companion will deal 50% more damage to marked enemies
  - CD 1.5 min

Level 5 bonuses:

- Gain +1 tamed beast damage
- Gain +.5 arrow damage

Skills:

Level 10:

Crippling mark

- Enemies affected by hunter mark now get slowness 2 and weakness 1 for the duration of the mark

OR

Dire Evolution

- Beast Companion will now last an additional 5 seconds and gain +5 hp and +2 damage

Level 25:

Hunters Visage

- Player now gains night vision when light levels are low
- Arrow crit chance increased to 70%
- Bow draw speed reduced by 50% (Open to change this one)
- Marked Enemies are now blinded

OR

Pact Tactics

- Beast Companion will now have +5 Hp and deal +2 damage and last 5 more seconds
  - Beast companion applies beast mark on hit enemies
    - Beast Mark will cause enemies to emit a unique to mark particle

- 10 second duration
- Player deals 50% more damage to target
- Beast Companion moves 10% faster

Level 45:

Natures gift

- While in a biome with lush flora gain the following
  - Slow falling 1
  - 25% attack speed
  - Slower exhaustion
  - Regeneration 1

OR

Symbiotic bond

- While in range of your beast companion gain resistance 1 (10 blocks)
- Your beast companion lasts 5 seconds longer and has +10 hp
- Your beast companions attack will now apply Hemorrhaging ( 20 secs)

Pinnacle Skill level 50.

Wild Hunt

- Beast Companion now will only despawn upon death or forced despawn
- Hunters mark will now last 40 seconds
- Gain: Alacrity
  - Killing enemies stacks a combo counter, (similar to dragon rage 4 stacks)
  - Every stack will reduce the CD of hunter mark and Beast companion (- 5 sec per kill)
  - Every stack reduces bow draw speed

Marksmen

Level 1 bonus:

- Gain: Steady hands
  - Removes random deviation from arrow shots
- Gain: Mercenaries Reputation
  - Player gains 50% off village trades
- Player gains Power shot
  - By pressing your secondary key your next arrow will be a guaranteed critical hit

- CD 2 min

Secondary stat increase:

Player gains +.2 Attack damage per level

Player gains +.5% arrow speed per level

Level 5 bonus:

Gain +2% movement speed while crouched per level

Skills:

Level 10:

Combat Optics

- **New Power Type: Zoom** ( allows players to use the Spyglass zoom effect on origins/classes)
- Combining a crossbow and a spyglass will grant a scoped crossbow
  - Pressing your primary key will zoom in 3x, scoping in again will bump it to 6x
  - While scoped and crouched the player will deal an additional +2 damage per scope level

OR

Combat Quiver

- **New Power type: Cycled effects** (this power type will allow players to cycle through multiple types of the same power via a key press)
- A small arrowhead will appear above the players hotbar that represents the type of arrow that will be fired
- Player Can press their primary key to swap between 4 arrow types while drawing their bow
  - Slowness (15 sec)
  - Instant damage
  - Weakness (15 sec)
  - Poison (5 sec)

Level 25:

Combat ejector

- Player can load crossbows 50% faster
- Arrows fired from crossbows now have a natural pierce effect ( 1 enemy)
- Crossbows have a 50% chance to crit when fired

OR

#### Utility Quiver

- When shifted Player can press their primary key to swap between combat and utility quivers
- Same powertype as before cycled effect
- When Active the arrows fired from a players bow do not deal damage/ deal minimum damage but instead give the following effects
  - Speed (20 seconds)
  - Haste (20 seconds)
  - Instant health
  - Regen (5 seconds)

Level 45:

#### Refined Optics

- Players can now zoom an additional level 12x but only while crouched
  - If players did not choose combat optics they receive that power instead
- While zoomed players will get +3 to projectile damage per zoom level
- While at max zoom (12x) all shots fired by the player are guaranteed critical hits

OR

#### Refined quiver

- Combat quiver effect strength and duration doubled
  - Combat quiver gains blast arrow
    - Upon entity hit drops a block of TNT with a short fuse
    - Upon block hit Spawns a block of TNT with a long fuse
  - Blast arrow has a 30 second CD
- Utility quiver effect strength and duration doubled
  - Gains Teleport Arrow
    - Upon selection player will travel to the position the arrow lands in
  - Teleport arrow has a 30 second CD

Pinnacle Skill level 50.

Perfected Equipment:

- Enemies hit by an arrow (bow or crossbow) will receive a glowing effect for 10 seconds
- Arrows now have no drop (bow or crossbow)
- Crossbows now gain +5 pierce
- Bows now have innate infinity
- When at an elevated position player deals 50% more damage