

Mod idea:

Ascension classes and skills

Compatibility requirements:

Must be compatible with the Origins mod,

Can overwrite Origins classes mod,

Must work in a multi-player environment.

Must be minecraft v1.17,

Being datapack driven would be best as it would allow for a community to make more classes or at least allow me to add more

Mod features:

Player spawn:

-Upon spawning the player will be greeted with a menu not unlike the Origins gui, but different that will appear preferably after selecting an origin.

-The players will be able to read a general overview of the class and click on arrows to the left or right to swap between class choices.

Each class will have bright red text warning at the bottom that will inform the players that class selection is not final but resets will cost them.

-Upon selection of a class the player will be locked into said class.

-Upon spawning the game will not look different aside from a small new Exp bar being in the top right corner. (Color can be class specific or generic, hell we could add a setting for it) .

-They will receive a level 1 buff as detailed in the class description and will receive a small secondary minecraft_generic stat per class level.

(Example: the Sage would gain +.002 vanilla exp gain per class level, and gain slightly reduced enchantment costs off spawn).

Player class leveling:

-Every 5 levels player will receive a large increase to their classes main appeal

(Example: Every 5 class levels the blacksmith will see all crafted armors made by them have a bonus +.5 minecraft_generic_armor, generic armor toughness, 100 durability and if a weapon .5 attack damage)

-These lvl 5 class buffs will increase till level 50 where the player will only have the option for Ascension.

-Players' class levels cannot increase without the use of an altar.

-Class levels can be increased inside the altar for vanilla minecraft experience and every 5 levels a material component.

(Example: the blacksmith will use minecraft exp to get to level 5 but at level 5 have to use x value of exp and like 10 iron, this pattern will continue until level 50)

Altars:

-Altars are Craftable items of various qualities that use exp in a similar way to the enchantment table.

-There are 5 Altar tiers, Stone, Iron, gold, diamond, netherite.

The altar tier is indicative as to the level it can raise the players class to.

Stone: up to 10

Iron: up to 20

Gold: up to 35

Diamond: up to 50

Netherite: allows for ascensions and Ascension leveling.

-to craft an alter the Player must use a campfire initially and three smoothstone in a Y shape

-post stone each altar will use the previous one in the center of the crafting grid

-Iron will require two iron blocks in the upper left and right of the Y, this pattern will follow for all but netherite and Diamond.

-Diamond will require two obsidian blocks in the upper corners with a soul campfire in the upper most center of the grid, and a diamond block in the center bottom and a gold altar

-Netherite will require a nether star on the upper center grid two crying obsidian and a netherite block for the bottom crafting grid

Ascension:

-Ascension is arguably the most unique mechanic of the mod.

-upon reaching class level 50 the player will be given a prompt in the form a whisper stating that ancient power is accumulating within their views

-players will have the option to ascend their class at a netherite altar upon viewing it.

-Every class will have two Ascension options, unique to the class itself

-Ascension levels will have normal class leveling mechanics with the addition of skills that are unlockable at levels 10, 25, 45 and 50

-these skills will have two options and be swappable only at the altar at the cost of exp.

-upon first picking an Ascended class players will receive a large buff unique to said choice

- Classes (heavy W.I.P)

Blacksmith

Upon picking will give all armor crafts to the player +.5 armor, +.5 armor toughness.

All crafts +100 durability

and for weapons +.5 attack damage

Gains generic_luck per level +.02

Every 5 levels all crafted items increase by their initial amount again

+5 armor, +5 armor toughness, +100 durability, +.5 attack damage

Ascension options:

-Warsmith:

"Years of practicing your craft have taught you that the only way to ensure the quality of your gear is to use it yourself"

-Upon selection player gains +6

generic_minecraft_max health (3 hearts)

-Player will receive a small amount of damage reduction per level +1%

-Player will receive a small damage increase per level +.5%

-Player armor crafts will stay at level 50 blacksmith

-Every 5 levels the player will gain .5 generic max health at level 50 they gain an extra .5 to round out the hearts

Warsmith Skills:

Level 10

A.) Nose to the grindstone or B.) Hardened grit

A.) All blades deal slightly more damage for the first half of their durability

B.) 2 armor points, natural armor and knockback resistance

Level 25

A.) Field repair or B.) Warbanner March

A.) Your equipment will slowly repair itself over time

B.) Shields crafted by you Grant a small amount of max Hp +2 minecraft_generic_health and knockback resistance

Level 45

A.) True symmetry or B.) Cruel art

A.) Armor crafted by you give small damage increases to their wearer

B.) Blades crafted by you receive a substantial damage increase

Level 50, pinnacle skill

The war smith's art.

-You can repair any and all equipment in your inventory instantly once every 24 hours

Arcane Smith

-upon selection of class all crafts gain an enchantment on craft

-blacksmith features from prior Ascension lvl 5 leveling continue

-player gains +5.0 generic_luck

Level 10

A.) Arcane forge or B.) Whimsical design

A.) add +2 hearts on chestplate craft

B.) add a small amount of movement speed on boots crafted

Level 25

A.) Imbued Blades or B.) Refined Arcana

A.) Blades crafted by you have a random secondary potion effect

B.) 50% reduced Enchantment costs at and anvil/ Enchanting table

Level 45

A.) Magic metals or B.) purity of design

A.) You have a small chance to double the enchantment level of an enchantment .

B.) Enchanting no longer requires material components

Level 50, pinnacle skill

Unearthed Arcana

Tripled the enchantment cap on enchantments, removes enchantment limitations,

Example: a sword can have smite, bane and sharpness

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