

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
 - A resource bar will appear above the player's hunger bar.
 - 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
 - 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

- Costs 1 fury
- Player gains an new secondary active
 - When activated the player will lunge forward (borrowed trident animation)

- 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 space key to perform a sweeping ground pound taking any enemy within 5 blocks with them,
- Deals 10 damage on contact (in air) and 10 damage on ground
- Costs 2 fury

Level 45.)

Vicious Strikes

- All Damage now applies a unique bleed status effect that is true damage, 1 Damage per second, duration is 2 seconds per 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 cooldown
 - 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 strength 5
 - Gains resistance 4
 - 30 second duration
 - Has 1.8 style combat

Bulwark of Faith

Level 1 bonus:

- Gain Divine faith
- A resource bar will appear above the player's hunger bar.
 - This bar charges slowly over time and has 1 level
- Gain divine protection
 - While blocking with a shield any ally within 10 blocks has 50% of damage redirected back to the player
 - Allows player to set two allies
 - Allies will operate under a mark mechanic, once marked a player can only be unmarked by the Bulwark by selecting a new mark, works with entities as well
- Player's movement is no longer hindered while using a shield

Level 5 bonuses:

- Player will gain +1% Divine faith charge rate per level

- Player will gain +.5 attack damage
- Player gains +1 heart

Secondary stat increase remains the same as default knight

Skills:

Level 10.)

Vortex Shield

- Players shield will now eat enemy arrows placing them in the knights inventory

OR

An accustomed following

- Gain one more party mark

Level 25.)

Renowned Faith

- Reflected damage increased to 75%

OR

Spreading light

- Range of Divine protection increased to 20 blocks

Level 45.)

Holy Strikes

- Players strikes now have a small AOE (2 blocks around target) that deals 50% damage

OR

Rallying cry

- Active Ability: Grants all allies strength 2 and speed 2

Pinnacle Skill level 50.

Zealot

- Player gains the active ability zealot
 - While active The bulwark and marked allies will glow gold
 - Both the bulwark and allies become immune to damage for 5 seconds
 - Any melee attacks made by the Bulwark will call lighting for 5 seconds
 - Allies gain a +3 damage for 5 seconds