[size=110] [align=justify]Hello Forgotten Elements community today I propose you a 2 news classes called the Demonist and the Man of Cro-Magnon, a new stats called constitution, 40 news skill and a calculator of damage per second, minute and hours. It took me 9 hours for making this post correctly and I’m planning. I hope you will enjoy my work and I wish you all the best for 2012

I invite all people to correct my errors of language and of grammar, in fact my English is not perfect and I need your help for making progress and correct me, thanks you in advance [hr] [/size]

[b] [size=130]Why is it important to implant 2 news classes? [/size] [/b]

[size=110]If this subject is implanted in Forgotten Elements players will have the possibility to have news skills to balancing better the game and news class that will be need in team to pass the hardest difficulty. In fact [u]lapis system[/u], [u]compressed and reduced system[/u] and [u]try again! system[/u] are still not enough to pass [color=#FF0000]UBER[/color] [u]mode difficulty[/u] (hardest difficulty). The fact to need team to pass and to become the best on the game will late the possibility to players to be addict to play with friends then more players will be active and it will valorize the game play. News classes will add a more skills choice then the game will be more rich and more diversity. Game will be more fun to play and players will have possibility to do something after reaching a good level.[/size]

[b] [size=130]What is a lapis stone? [/b] [/size] [url]http://forgottenelements.phpbb8.de/post4154.html[/url]

[b] [size=130]What a difficulty mode?[/b][/size] [url]http://forgottenelements.phpbb8.de/suggestions-f2/difficulty-modes-t826.html.[/url]

[b] [size=130]What is compressed and reducet system? [/b] [/size] [url]http://forgottenelements.phpbb8.de/suggestions-f2/compressed-and-reduced-system-new-pnj-the-compressor-t846.html[/url]

[b] [size=130]What is try again! system? [/b] [/size] [url]http://forgottenelements.phpbb8.de/suggestions-f2/try-again-system-preparation-t851.html[/url][hr]

[color=#0000FF][size=200]1) New Stat: the constitution[/size][/color]

[b] [size=130]1.1) What is constitution? [/size] [/b]

[size=110]Constitution is an attributes such as Strength, Dexterity, Power, Endurance and Intelligence. Each constitution point give 3% of health and damage to your. This stat is indispensable for every characters who need powerful invocation. [/size]

[img]http://i46.tinypic.com/307ow8o.png[/img][hr] [color=#0000FF][size=200]2) Demonist[/size][/color]

[b] [size=130]2.1) Who is Demonist? [/size] [/b]

[size=110]The demonist is an experienced invoker, he is able with his spirit to open a parallel door to our world the one of demon from he found all his powerful. He is also an adept stinking of poison can kill a group of enemy with stinking them. The demonist is an expert of spiritualism and Satanism, he is so talented that he is able to open the door of the hell world until to our world. With his incredible skills he get the capacity to invoke demons hordes and to control the souls, nobody know what is the limit of his sway. You have to know also this mad can decimate his enemies by hundred thanks to his smell of pestilential cadavers that contain several and unsociable diseases. However he will need an incredible amount of energy to invoke his several monstrosities and more his level will raise and more his possibility to invoke will raise. The demonist is the key who will allow you to gives a real challenge against the evil force. With using the secrets power of demonist you will attack the fire by the fire. The developers recommend you to start with this class and wish you a lot of courage to while your apprenticeship.

Characteristics:

■Uses a lot of invocation to kill his enemies

■High energy and constitution

■Descent DPS and in PVP but indispensable in a team

■Automatically gains +1 constitution (CON) each level

Demonist is an important character in team with his capacity to tank with all his invocations and to stinking his enemies. I would like Marlon to implant this new class to favorize the work team in game and to past the last difficulty: UBER Mode difficulty.[/size]

[img]http://i47.tinypic.com/2u6i52c.png[/img][img]http://i50.tinypic.com/10f998j.png[/img][img]http://i50.tinypic.com/29z8xs.png[/img][img]http://i49.tinypic.com/34xie0i.png[/img] [hr]

[b] [size=130]2.2) What are the kinds of skills of demonist class? [/b] [/size]

[size=110]Demonist has got 5 kinds of skill such as :

[list][\*][color=#4000BF]Aura skills[/color]

[\*][color=#BF00BF]Summon skills[/color]

[\*][color=#FF4000]Defense skills[/color]

[\*][color=#4080BF]Elemental skills[/color]

[\*][color=#FF4000]Passive skills[/color][/list][/size]

[b] [size=130]2.21) What is an aura system? [/size] [/b] [url]http://forgottenelements.phpbb8.de/off-topic-f9/aura-system-news-classes-tanker-assasin-critical-chance-t858.html[/url] [hr]

[b][size=130]2.3) What are the skills than Demonist using? [/size] [/b]

[size=110]Demonist using 5 kinds of different skills such as aura skills, passive skills, defense skills, summon skills, elemental skills. Demonist is the best character to protect his ally with tanking with all his invocation and he is very easy to level up in solo.[/size][hr]

[list=1] [size=130]2.31) Summon skills[/size]

[size=110][\*][color=#BF00BF]Level 1: Warrior demon[/color] (Summon 1 to 6 warriors demon who have 5 to 80 life and who deal 3 to 50 damage , countdown 3 seconds)

[\*][color=#BF00BF]Level 1: Stinking imp[/color] (Summon 1 stinking imp who have 100 to 500 life and who deal 20 to 100 damage per second by poison , countdown 5 seconds)

[\*][color=#BF00BF]Level 7: Rogue demon[/color] (Summon 1 to 6 rogue demons who have 20 to 40 life and who deal 5 to 60 damage, countdown 3 seconds)

[\*][color=#BF00BF]Level 12: Slowing imp[/color] (Summon 1 to slowing imp who have 100 to 400 life and who deal 20 damage and who slow his enemy of 5 to 33%, countdown 10 seconds)

[\*][color=#BF00BF]Level 17: Elementary demon[/color] (Summon 1 to 6 elementary demons who have 5 to 30% of your health and 5 to 30% of your weapon damage and they deal elementary damage, countdown 3 seconds)

[\*][color=#BF00BF]Level 22: Reanimation[/color] (Summon 1 to 5 reanimations who will have 5 to 30% of the health of your enemy and 20 to 40% of his damage, countdown 10 seconds)

[\*][color=#BF00BF]Level 22: Priest demon[/color] (Summon 1 to 6 demons priest who have 20 to 50 life and who heal your unit of 1 to 20 damage, countdown 3 seconds)

[\*][color=#BF00BF]Level 30: Starving imp[/color] (Summon 1 to starving imp who 40% to 80% of your health and who deal 150 to 250% of your weapon damage, countdown 20 seconds)[/list][/size][hr]

[list=1] [size=130]2.32) Passive skills [/size]

[size=110][\*][color=#80BF80]Level 1: Heart of demon[/color] (add 5 to 40% health to demons)

[\*][color=#80BF80]Level 7: Puppeteer [/color](Raise the limit of invocation possible of 10)

[\*][color=#80BF80]Level 12: Skin of demon[/color] (add 1 to 20% to all resistance to demons and 1 to 20 to all demon resistance)

[\*][color=#80BF80]Level 22: Advanced puppeteer [/color](Raise the limit of invocation possible of 15)

[\*][color=#80BF80]Level 30: Constitution[/color] (1 to 20 constitution)[/list][/size] [hr]

[list=1] [size=130]2.33) Defense skills[/size]

[size=110][\*][color=#FF4000]Level 12: Contamination[/color] (add 1 to 20% of chance to the person around make 150% of their damage in poison; countdown 20 seconds)

[\*][color=#FF4000]Level 17: Too fast for you[/color] (add 10 to 40% of fast movement to the persons around and stay active 5 seconds, countdown 10 seconds)

[\*][color=#FF4000]Level 30: Respect of souls[/color] (Merge 10 to 50% of the energy of his invocations to the user for and stay active 3 to 8 seconds, countdown 10 seconds)[/list][/size] [hr]

[list=1] [size=130]2.34) Elemental skills[/size]

[size=110][\*][color=#4080BF]Level 1: Stinking breath [/color](breath on an enemy with 100 to 200% of weapon damage converse to poison, countdown 0.7second)

[\*][color=#4080BF]Level 12: Acid art[/color] (Attack an enemy by range 3 times with dealing 35 to 100% of weapon damage converse to poison, countdown 0.8 second)

[\*][color=#4080BF]Level 30: Atomic fart[/color] (Stink all enemy to 50 to 200 meters around with dealing 2% of weapon damage per second the enemy stinked will automatically attack the demonist, countdown 4 seconds[/list][hr][/size]

[b] [size=130]2.1) How to start a demonist? [/size] [/b]

[size=110]To start your demon invasion you have to start in a first time to invoke your imp and to poison your first victim. When you will achieve it the door between the hell world and our world will be open then you will just have to invoke your demon. Each cadaver open one door for one invocation. Then repeated this proceed until your army will be completed.[/size][hr]

[color=#0000FF][size=200]3) Man of Cro-Magnon[/size][/color]

[b] [size=130]3.1) Who is Man of Cro-Magnon? [/size] [/b]

[size=110]Man of Cro-Magnon is a kind of barbarian who have incredible strength, with he is able to lift rocks very heavy and to attack an enemy with a powerful so high that they will be stunned for some seconds and couldn't move for a bit of time. With his brutal force the man of Cro-Magnon will destroyed all his enemies. He have for reputation to never late his preys in life because he didn't learn the virtues of respect of the life and generosity, all he knows he is at height of the food chain and he have for habits to take the advantage of this situation. The man of Cro-Magnon is not a good warrior with a sword or with a stick because he don't have enough of ability to control them however he is enough inteligent to trap his enemy and to capture them. When the is bored to used his hammer the man of Cro-Magnon will attack his enemy by range with his spear. The developers thinks this class is really good to start in the game and wish you a lot of courage in your apprenticeship.

Characteristics:

■Uses Hammer, spear and two handed weapons

■High physical damage and high life

■High DPS and a descent PVP

■Automatically gains +1 Strength (STR) each level

Man of Cro-Magnon can be used in a team for his capacity to trap his enemy and can to slow them, he is also a very good DPS and help to kill bosses quickly. I would like Marlon to implant this new class to favorize the work team in game and to past the last difficulty: UBER Mode difficulty.[/size]

[img]http://i49.tinypic.com/2lvisgj.png[/img][img]http://i45.tinypic.com/4kwwwg.png[/img][img]http://i49.tinypic.com/307rst3.jpg[/img] [hr]

[b] [size=130]3.2) What are the kinds of skills of Man of Cro-Magnon class? [/b] [/size]

[size=110] Man of Cro-Magnon has got 7 kinds of skill such as :

[list][\*][color=#4000BF]Aura skills[/color]

[\*][color=#80BF80]Passive skills[/color]

[\*][color=#FF0000]Curse skills[/color]

[\*][color=#FF0000]Trap skills[/color]

[\*][color=#BF00BF]Summon skills[/color]

[\*][color=#4080BF]Physical skills[/color]

[\*][color=#4080BF]Elemental skills[/color][/list][/size][hr]

[size=130]3.21) Curse skills[/size]

[size=110][color=#FF0000]Level 17: Heap of meat[/color] (The user lost 10% of his life but the enemy around 10 to 30 meters are attracted, countdown 4 seconds)[/size][hr]

[list=1] [size=130]3.22) Melee skills[/size]

[size=110][\*][color=#4080BF]Level 1: Burning spear[/color](Burn his spear with a flint and throw it on his enemy dealing 40% to 140% of physical damage and the enemy lost 1 to 20 life per second of fire; countdown 1second)

[\*][color=#4080BF]Level 12: Spear of iron[/color] (Throw his spear on an enemy with dealing 200 to 400% of damage, countdown 1.8 second)

[\*][color=#4080BF]Level 17: Rain of spears[/color] (Throw quickly 2 to 6 spears that deal 15 to 30%and each attack reduce the defence of 2 to 6; 0.7 seconds

[\*][color=#4080BF]Level 22: Maul spinning[/color] (Spin slowly with his maul for hit the enemy around 5-to meters with dealing 50% to 120%; countdown 1 second)

[\*][color=#4080BF]Level 30: Evolution[/color] (The man of Cro-Magnon throw his maul on the air and jump to recapture it to destroy his enemy with dealing 250% to 550% of weapon damage; countdown 1.4 second) [/list][hr][/size]

[list=1] [size=130]3.23) Elemental Skills[/size]

[size=110][\*][color=#4080BF]Level 7: Iron of Stones[/color](Attack in melee that converse the damage in earth of 100 to 210%; countdown 0.8second)

[\*][color=#4080BF]Level 12: Avalanche[/color] (Lift a huge stone from the underground and throw it to his enemies with hitting enemy in 10 meters around; 1 second)

[\*][color=#4080BF]Level 22: Earthquakes[/color] (Jump and hit the ground with his feet that create a wave around the user that deal 60 to 160% damage converse in earth; 1 seconds[/list][hr][/size]

[list=1] [size=130]3.24) Trap skills[/size]

[size=110][\*][color=#FF0000]Level 1: Cactus trap[/color] (Put on the ground a trap of cactus when an enemy walk on it he will instantly lost life per second of 1 to 20, countdown 2.5 seconds)

[\*][color=#FF0000] Level 12: Nets [/color] (Throw a nets on an enemy group and slow them of 10 to 30%, countdown 5 seconds)

[\*][color=#FF0000]Level 17: Nets auto-squeeze[/color] (Throw a nets on one target that slow it of 10 to 35% and do 30 to 80 damage; countdown 7 seconds)[/list] [/size] [hr]

[list=1] [size=130]3.25) Passive skills [/size]

[size=110][\*][color=#80BF80]Level 7: Mastery of maul [/color](add 10 to 50% fast attack when you are using a maul)

[\*][color=#80BF80]Level 7: Mastery of spear[/color] (add 10 to 50% of fast attack when you are using a spear)

[\*][color=#80BF80]Level 12: Rope[/color] (add 0.3 to 5 seconds additional to all your trap of nets)

[\*][color=#80BF80]Level 17: Mastery of two handed [/color](add 10 to 40% of damage for all two handed weapons)

[\*][color=#80BF80]Level 22: Rainbow[/color] (Add 10 to 35% to all your resistances)

[\*][color=#80BF80]Level 30: Strength[/color] (add 1 to 20 strength)[/list][/size][hr]

[list=1][size=130]3.26) Summon skills[/size]

[size=110][\*][color=#BF00BF]Level 1: Dogs[/color] (invoke one dog who stinking your enemies of 1 to 20 per second with 40 to 400 health; countdown 10 seconds)

[\*][color=#BF00BF]Level 30: Wolfs [/color](invoke a wolf that deal 100 to 200% of your weapon damage with 50% of your health)[/list][/size][hr]

[color=#0000FF][size=200]4) Calculator[/size][/color]

[b] [size=130]4.1) What is a calculator? [/size] [/b]

[size=110]A calculator is a tool where you have to put some information about a subject to know what are your characteristic per second, per minute or per hour.[/size][hr]

[b] [size=130]4.2) Calculator of damage? [/size] [/b]

[size=110]This tool will help to know how many damage you are dealing per second, per minute and per hour with the stuff, skill you are using. This is how it work you have to put all information following: type of weapon, how many damage do you have, how many additional damage, how many fast attack, how many fast cast, what kind of curse using at what level, type of mastery using level, how many critical, what kind of skills you are using to attack at what level and what is the resistance of your enemy. When you will have finish to write all your information the calculator will write you what is your damage per second, minute and hour on this enemy[/size]

[img]http://i48.tinypic.com/28vdegj.png[/img][img]http://i45.tinypic.com/v8fz1l.png[/img] [hr]

[b] [size=130]4.3) Calculator of recolt? [/size] [/b]

[size=110]This tool will help to know what how many items you will recolt in your job per second, per minute and per hour. All you have to write is how many items you can recolted at minimum and at maximum and the tool will instantly say how many items you can recolted per second, minutes and per hours. [/size]

[b] [size=130]4.31) What is an item recolted? [/size] [/b] http://forgottenelements.phpbb8.de/suggestions-f2/news-jobs-autopacking-and-autolooting-t843.html[hr]

[color=#0000FF][size=200]5) What time is it? System[/size][/color]

[b] [size=130]5.1) What is what time is it? [/size] [/b]

[size=110]This system will show automatically what time is, what day, what month and what year we are playing and there will be the possibility to know exactly when you are login how many time you played with your account and per characters and. When you are in game there will be also a chronometer to know how many time during your party. [/size]

[img]http://i48.tinypic.com/350kkdz.png[/img][img]http://i46.tinypic.com/birrti.png[/img] [hr]

[size=150][color=#4080FF]If you want to follow my Ideas: [/color]

http://forgottenelements.phpbb8.de/suggestions-f2/news-jobs-autopacking-and-autolooting-t843.html

http://forgottenelements.phpbb8.de/post4182.html#p4182

http://forgottenelements.phpbb8.de/suggestions-f2/arena-event-hades-the-king-death-new-world-boss-t837.html

http://forgottenelements.phpbb8.de/suggestions-f2/difficulty-modes-t826.html

http://forgottenelements.phpbb8.de/suggestions-f2/compressed-system-balancing-preparation-t846.html

http://forgottenelements.phpbb8.de/suggestions-f2/news-skill-for-level-passiv-damage-skill-t817.html

http://forgottenelements.phpbb8.de/suggestions-f2/better-talisman-system-balancing-news-emplacements-t800.html

http://forgottenelements.phpbb8.de/character-guides-f13/the-best-pvp-real-time-t777.html

http://forgottenelements.phpbb8.de/suggestions-f2/news-rewards-balancing-t792.html[/size][hr]

[b][size=110]Greeting From France,[/size]

[size=200][color=#FF0000]BLooDBuRNiNG[/color][/size][/b][/align]