[size=110] [align=justify]Hello Forgotten Elements community today I propose you a 2 news classes called the Mage and the Hybrid, a system of natural disaster; a system of goblin and a new kind of skill who will take more time than the other but who will be really. 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 balance 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 reducand 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) Mage[/size][/color]

[b] [size=130]1.1) Who is Mage? [/size] [/b]

[size=110]The Mage is a genius endow an intelligence at the limit of the possible, so important that he learned to develop what he call the mental energy. Thanks to which he is able to make move items by distance and to change the matter by the fruit of his thinking so he can transformed his spirit in a truth weapon of massive destruction, In fact thanks to witch he learned to control the fire and the frozen thanks to which he will kill by thousand, what I say? by millions his enemies. Nobody still knows what does the genius is able to do on the battlefield but one thing is sure it is better to never cross his way or you will feel invade by the flames who destroy the bodies and the cold who frozen the blood. This genius is a redoubled enemy when you have to decimated your opponents by hundred of thousand however your survive in solo will be put to a rude challenge so if you have an intelligence overflowing and if you have good reflexes the mages have been created for you. The developers wish you a lot of courage while your apprenticeship of the mage.

Characteristics:

■Uses a wand and stick

■High energy and awesome AOE (damage per area)

■Good DPS and in PVP but indispensable in a team to gain XP

■Automatically gains +1 Power (POW) each level

The mage is an important character in team with his capacity to make awesome damage in a high area and to freeze his enemies with all his fire and frozen skills. 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://i46.tinypic.com/wmmstx.png[/img][img]http://i50.tinypic.com/117xusm.png[/img][img]http://i49.tinypic.com/20pca4j.png[/img][hr]

[b] [size=130]1.2) What are the kinds of skills of mage class? [/b] [/size]

[size=110]Mage has got 6 kinds of skill such as :

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

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

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

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

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

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

[b] [size=130]1.21) 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]1.3) What are the skills than Mage using? [/size] [/b]

[size=110]Mage using 6 kinds of different skills such as aura skills, passive skills, defense skills, fire skills, cold skills and curse skills. Mage is the best character to deal damage in a high area, with his frozen and slowly skills he is very easy to level up in solo[/size][hr]

[list=1] [size=130]1.31) Fire skills[/size]

[size=110][\*][color=#4080BF]Level 1: Fire ball [/color](The fire ball explode at contact of his enemies with dealing 1 to 50 fire damage and deal 50%; countdown 1second)

[\*][color=#4080BF]Level 7: Burning breath[/color] (Breath flames at 5 to 10manders with dealing 2 to 15 damage, countdown 0.3 seconds)

[\*][color=#4080BF]Level 12: Baball[/color] (make roll a stone of fire that advance in front that deal 20 to 75 fire damage; countdown 1.5 seconds

[\*][color=#4080BF]Level 17: Fire strike[/color] (Melee attack that converse all physical damage to 100% to 250% fire damage; countdown 1 second)

[\*][color=#4080BF]Level 22: Mandeor[/color] (Make fall a mandeor from to sky to a area that cause 50 to 140 fire damage to a area; countdown 3.5 seconds)

[\*][color=#4080BF]Level 22: Lava fissure[/color] (Open a fissure of lava that become larger all 0.3 second that deal 20 to 60 damage per second; countdown 3.0 seconds)

[\*][color=#4080BF]Level 30: Hydra[/color] (Make appear 1 to 5 towers of fire that 1 to 15 per hit stay active 8 second; countdown 5.0 seconds) [/list][hr][/size]

[list=1] [size=130]1.32) Cold skills[/size]

[size=110][\*][color=#4080BF]Level 12: Frozen laser [/color](Frozen attack that slow the enemy of 5 to 20% percent and that cause 1 to; countdown 0.4second)

[\*][color=#4080BF]Level 7: Burning breath[/color] (Breath flames at 5 to 10manders with dealing 2 to 15 damage, countdown 0.3 seconds)

[\*][color=#4080BF]Level 12: Ice cube[/color] (throws ice cube to enemy that can froze an enemy at contact and deal 38 to 70 damage; countdown 2.5 seconds

[\*][color=#4080BF]Level 17: Frozen nova[/color] (Create a vague around the user that slow the enemy at 20 manders of 10 to 25% and deal 20 to 45; countdown 1.2 second)

[\*][color=#4080BF]Level 22: Blizzard[/color] (Create a tempest around the user that deal 25 to 60 per second and that slow of 20% stay active 4; countdown 4.0 seconds)

[\*][color=#4080BF]Level 30: Frozen orb[/color] (Throw a frozen linandhat throw 10 to 40 frozen orb that deal 5 to 10 damage each; countdown 6.0 seconds)[/list][hr][/size]

[list=1] [size=130]1.33) Defense skills[/size]

[size=110][\*][color=#FF4000]Level 30: Energy shield[/color] (10 to 50% damage taken are going to the energy add stay active 60 seconds, countdown 20 seconds)

[\*][color=#FF4000]Level 1: Frozen armor[/color] (add 10 to 45% cold resistance and stay active for 60 seconds. The enemies who hits you are slowed of 10%, countdown 10 seconds)

[\*][color=#FF4000]Level 12: Teleportation[/color] (Teleport the user in a front line of 5 to 40 manders., countdown 4 seconds)[/list][/size] [hr]

[list=1] [size=130]1.34) Curse skills[/size]

[size=110][\*][color=#FF0000]Level 17: Acid defence[/color] (Reduce all the enemies resistance of 5 to 25%; countdown 4 seconds) [/list][/size] [hr]

[list=1] [size=130]1.35) Passive skills [/size]

[size=110][\*][color=#80BF80]Level 7: Speed mind[/color] (Add 15 to 45% fast cast)

[\*][color=#80BF80]Level 17: Mastery of fire [/color](Add 10 to 35% to fire damage)

[\*][color=#80BF80]Level 17: Mastery of cold [/color](Add 10 to 35% to cold damage)

[\*][color=#80BF80]Level 22: Slowing down[/color](The cold skills make slower enemy of 1 to 15%)

[\*][color=#80BF80]Level 30: Glance destabilise[/color](Reduce all the enemies resistance of 1 to 20%)

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

[b][size=130]1.4) How to start a mage?[/size][/b]

[size=110]For your first level you have to start with your mage with attract 4 to 10 enemies on you and make a big AOE attack (attack that caused damage in a area), when you will be level 20+ you have 2 choices: or you go in a team to help them to kill a lot of monster in the same with your AOE or you xp alone on monster one by one.[/size][hr]

[color=#0000FF][size=200]2) New Stat: the spirit[/size][/color]

[b] [size=130]2.1) What is spirit? [/size] [/b]

[size=110]Spirit is an attributes such as Strength, Dexterity, Power, Endurance and Intelligence. Each constitution point give 3% of energy and 1 to all resistance. This stat is indispensable for every characters who need a good amount of energy and awesome resistances.. [/size]

[img]http://i47.tinypic.com/2iqmngn.png[/img] [hr]

[color=#0000FF][size=200]3) Druid[/size][/color]

[b] [size=130]3.1) Who is Druid? [/size] [/b]

[size=110]The druid is the union between the life and the nature, he allow to keep the balance between those who don't respect the life and soil it and those who will protect it and fight with. This warrior is a half man and a half bear , he is enough respectable by animals to invoke their help that is to say an armada of wild and pitiless creatures to make respect the peace and the calm around the wood so that to keep the perfect balance between harmony and silence. The bear man will know how to keep his holy earth and will prevent the horde of demons to penetrate in his territory with breaker all the nature force that is to say the powerful of wing and the wild animals. I prevent you, you have to make attention to his bear aspect very nice because if you daring penetrate on his territories he will know how to kick you away by his destructing hurricane who devastate everything and his tornado who sweep the bones. If you also, you are someone very respectful of the nature and the life in general then it means you have been make to walk on the marks of druid. Make move the things with your convictions. The developers wish you a lot of courage to start your apprenticeship of the druid.

Characteristics:

■Uses axe

■High energy

■Very good DPS

■Automatically gains +1 Spirit (SPR) each level

The druid is not a very important character in team but he can be used to tank with his minions or as a DPS with his capacity to use 2 one handed weapons. 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://i50.tinypic.com/axyzo7.png[/img][img]http://i46.tinypic.com/174v1j.png[/img][img]http://i50.tinypic.com/2vwvekw.png[/img][img]http://i49.tinypic.com/zivd6g.png[/img][hr]

[b] [size=130]3.2) What are the kinds of skills of druid class? [/b] [/size]

[size=110]Druid has got 6 kinds of skill such as :

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

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

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

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

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

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

[b] [size=130]3.21) 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]3.3) What are the skills than Druid using? [/size] [/b]

[size=110]Druid using 6 kinds of different skills such as aura skills, passive skills, defense skills, wind skills, elemental melee skill and summon skills. Druid is a very good DPS and a descent tanker so he is easy to level up in solo[/size][hr]

[list=1] [size=130]3.31) Elementary melee skills[/size]

[size=110][\*][color=#4080BF]Level 12: Wing strike[/color] (converse all physical damage to 60 to 180% damage and add 1 to 40 wing damage; countdown 1.0 second)

[\*][color=#4080BF]Level 17: Starving man[/color] (Eat a enemy with steal him 1 to 8 of his life with dealing 50 to 100% damage; countdown 0.6 second)

[\*][color=#4080BF]Level 30: Natural strike[/color] (Converse all his physical damage to 15 to 50% to fire, frozen, wing and earth; countdown 1.5 seconds)[/list][hr][/size]

[list=1] [size=130]3.32) Summon skills[/size]

[size=110][\*][color=#BF00BF]Level 1: Forest garden[/color] (invoke 1 to 3 forest garden that have 10 to 120 life and that deal 6 to 20 damage very fast, countdown 3 seconds)

[\*][color=#BF00BF]Level 12: Nature spirit[/color] (Invoke 1 to 3 nature spirit that attack with a high range and deal 30 to 70 damage with 30 to 60, countdown 5 seconds)

[\*][color=#BF00BF]Level 17: Trents[/color] (Invoke 5 to 10 trents that have 20 to 40 life each and 15 to 30, countdown 10 seconds)

[\*][color=#BF00BF]Level 22: Beat[/color] (Invoke a beat that have 500 to 750 life and 200 to 350, countdown 15 seconds)[/list][/size][hr]

[list=1] [size=130]3.33) Wing skills[/size]

[size=110][\*][color=#4080BF]Level 12: Ventilator[/color] (Give 5 to 25% to make move back the enemy on a front line with dealing 5 to 40 wing damage; countdown 0.6 second)

[\*][color=#4080BF]Level 17: Gust[/color] (Create 5 little tornado that deal 2 to 4 to 25; countdown 0.6 second)

[\*][color=#4080BF]Level 22: Tornado[/color] (Create a tornado that deal 60 to 180 wing damage and that move randoming; countdown 1 second)

[\*][color=#4080BF]Level 30: Hurricane[/color] (Create a hurricane around the user that deal 10 to 30 damage every second to 30 manders and have a chance to make move back his enemy all second of 5 to 20%, stay active 30; countdown 40 seconds)[/list][hr][/size]

[list=1] [size=130]3.34) Passive skills [/size]

[size=110][\*][color=#80BF80]Level 1: Mastery of axes[/color] (add 5 to 35% damage when you are using a axe)

[\*][color=#80BF80]Level 17: Mastery of wing[/color] (add 5 to 40% wing damage when you are using a wing skill)

[\*][color=#80BF80]Level 22: Mastery of pirate [/color](It is now possible to use 2 one handed weapon with dealing 80% to 100% damage)

[\*][color=#80BF80]Level 22: Natural resistance [/color](Add 1 to 20 to all resistances)

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

[list=1] [size=130]3.35) Defense skills[/size]

[size=110][\*][color=#FF4000]Level 1: Wing armor[/color] (add 10 to 30% wing resistance and 1 to 10% chance to evade stay active 60 seconds; countdown 20 seconds)

[\*][color=#FF4000]Level 12: Roar[/color] (1 to 20 physical damage stay active 40 seconds; countdown 10 seconds)

[\*][color=#FF4000]Level 17: Wild state[/color] (add 1 to 30% of physical stay active 30 seconds; countdown 30 seconds)

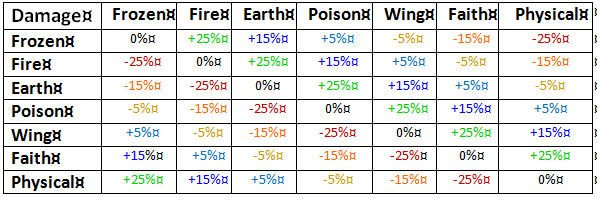
[\*][color=#FF4000]Level 17: Nature energy[/color] (the energy regenerate 50 to 125% faster stay active 15 seconds; countdown 25 seconds)[/list][/size] [hr]

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

[b] [size=130]4.1) What is an element system? [/size] [/b]

[size=110]A element system is a game that contain resistance that is to say each element have a failure and quality on others of +25% to -25% of damage. Each point resistance add a better resistance in this element in percent of 0.1% and a damage reduction of 0.5 and some effects that are:

1. Frozen point: Reduce the slow effects of 1% (maximum 75%)
2. Fire point: Increase the life regeneration of 0.3 each second
3. Earth point: Reduce the stun time of 0.5% (maximum 92%)
4. Poison point: Reduce the poison effects of 1% (maximum 75%)
5. Wing point: Increase 0.1% to dodge (maximum 20%)
6. Faith point: Increase the energy regeneration of 0.3 each second
7. Physical point: Increase the defense of 1[/size]



[img]http://i49.tinypic.com/350nyhl.png[/img][hr]

[b] [size=130]4.11) How to know what elements damage are you dealing? [/size] [/b]

[size=110]It easy to know each elements deal a color of damage such as:

1. Fire damage deal red damage
2. Frozen damage deal blue damage
3. Earth damage deal brown damage
4. Poison damage deal green damage every 0.3 second
5. Wing damage deal grey damage
6. Faith damage deal yellow damage
7. Physical damage deal dark damage
8. Critical strike deal the same color of the elements but the text will appear with bigger block letter.[/size]

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[b] [size=130]4.12) How are calculate the resistance? [/size] [/b]

[size=110]To know his resistance to elements it is easy to know when we are talking positive resistance (+), because each resistance point decrease the elements damage of 0.1% of base damage and 0.5 damage in this element, that is to say if you have 275 fire resistance and someone hit you of 500 damage you will have to take 227.5 fire damage [500 - (500x0.275) - 137.5 = 500 - 135 - 137.5 = 227.5]. For the negative damage it is harder to know in fact because for each decrease resistance point you will have to take x1.01 the base damage. example you have -22 resistance to frozen and someone hit you with a base of 1 000 frozen damage, that is to say he will hit you 1 000 x 1.01²², 1232.39 frozen damage.

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[color=#0000FF][size=200]5) All different stats[/size][/color]

[b] [size=130]5.1) What are all different stats? [/size] [/b]

[size=110]In this future game there will be 9 different stats who will be:

1. Strength = 1 Damage and 3% physical damage

2. Power = 1 Elementary damage in random and and 3% elementary damage

3. Dexterity = 15 Accuracy and 3% de accuracy

4. Endurance = 20 Health and 3% de health

5. Thickness = 10 Defence and 1 physical damage

6. Spirit= 1 to all resistance and 3% to energy

7. Faith = 15 Energy and 3% heal

8. Constitution = 1/10 invocation additional and 3% health and damage of invocation

9. Chance = 0.5% of critical strike and 3 luck[/size][hr]

[color=#0000FF][size=200]6) All different weapons[/size][/color]

[b] [size=130]6.1) What are all different weapons? [/size] [/b]

[size=110]In this future game there will be 8 different weapons who will be:

1. Wand (one handed)

2. Stick (two handed)

3. Axe (one handed)

4. Sword (one handed)

5. Hammer (two handed)

6. Lance (two handed)

7. Crossbow(two handed)

8. Claw[/size][hr]

[color=#0000FF][size=200]7) All different Command [/size][/color]

[b] [size=130]7.1) What are all different command? [/size] [/b]

[size=110]In this future game there will be [u]10 different commands for the players who will be:[/u]

1. /a /add account name = to add someone in your friend list

2. /r /remove account name = to remove someone of your friend list

3. /g /guild message = To send a guild message

4. /w /whisper character name = To whisper someone by private message

5. /b /block account name = To block someone who couldn't send you message

6. /h /high = To show the levels of the 5 best character online

7. /o /online = To see how many people are online

8. /r /radio = To use the radio and choose a frequency.

9. /i /inspect character name = To see all information concerning a player.

10. /t /trade character name = To trade with a player.

[u]And 1 command for the couple who will be:[/u]

1. /te /teleport name = To teleport on his wife/husband

[u]And 4 different commands for the moderator who will be:[/u]

1. /n /name right click on a player = Find the account name of the players seleted
2. /mk /minikick account name =Kick an account for 30 minutes
3. /k /kick account name =Kick an account for 4 hours
4. /hk /highkick account name =Kick an account for 1 day

[u]And 8 different commands for the administator who will be:[/u]

1. /m /moderator account name = Transform a normal player to a moderator
2. /rm /removemoderator accountname = Transform a moderator to a normal player
3. /mb /minibamn account name =Bamn an account for 7 days
4. /b /bamn account name =Bamn an account for 30 days
5. /b /highbamn account name =Bamn an account for always
6. /ab /antibamn account name = Remove a sentence of bamn or kick
7. /c /chatlog = Read all the chatlog of the month
8. /p /present name of a player = Give something of your choice to a player[/size][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

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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]