[size=110] [align=justify]Hello Forgotten Elements community today I propose you a 2 news classes called Tanker and Assassin, a new system of skills called aura skills system, 50 news skills, a new kind of damage called critical strike and a new stat called chance. It took me 9 hours for making this post correctly and I’m planning to propose a better damage system to get a better game play system .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]

[color=#0000FF][size=200]1) Aura Skills System[/size][/color]

[b] [size=130]What is an aura ? [/size] [/b]

[size=110]An aura is a skill that don't cost skill point but aura point, theirs effects work in a large area, in fact players surroundings will obtain the attributes from aura at around 250 Meters of proximity of the user. It don't need to use skills point and to active them you just need to click on aura skills options and active that what you need. Aura level required are between 5 to 65, theirs attributes. Aura level change as passive one it depend the level of user. can use as a passive, that's mean aura level up every 3 levels.

[img]http://i43.tinypic.com/hwbvnr.png[/img][/size]

[b] [size=130]Why is it important to implant an aura skill system? [/size] [/b]

[size=110]If this subject is implanted in Forgotten Elements players will have the possibility to have news skills without spending their skill points and it will add a new difficulty system to balancing better the game against [color=#FF0000]UBER[/color] [u]mode difficulty[/u] and it will add a need of team to get all auras skill and to become stronger. It will valorize the work team then game play will be better. The fact to need team to pass and to become the best on the game will late the possibility to players to be easier addict to play with friends then more players will be active in game. Aura skill system will add a more skills choice then the game will be more rich and more diversity. We will have the possibility to have a longer game with better and players will have the possibility to do something after reaching a good level.

[img]http://i40.tinypic.com/t8on44.png[/img][img]http://i41.tinypic.com/123tn50.jpg[/img][img]http://i44.tinypic.com/zoce8p.jpg[/img][/size][hr]

[b][size=130]1.1) How vary the numbers of auras that it possible to use in the same time? [/size] [/b]

[size=110]The numbers of aura that it possible to use in he same time with the level of user. In fact more your character will have a high level and more you will be able to use more and more auras in the same time, that's mean:

[list][\*]Level 1: it possible to use 1 aura in the same time

[\*]Level 20: it possible to use 2 auras in the same time

[\*]Level 40: it possible to use 3 auras in the same time

[\*]Level 60: it possible to use 4 aura in the same time

[\*]Level 80: it possible to use 5 auras in the same time

[\*]Level 100: it possible to use 6 auras in the same time

[img]http://i44.tinypic.com/2h86437.jpg[/img][/list][/size][hr]

[b][size=130]1.2) What are all aura skills?[/size][/b][list=1]

[size=110][\*][color=#4000BF]Level 1: Aura of minion [/color](+5 to 65 % attack, health minion percent)

[\*][color=#4000BF]Level 5: Aura of gold[/color] (+5 to 50% gold chance percent)

[\*][color=#4000BF]Level 10: Aura of regeneration [/color] (+0.5 to 7 life and energy every seconds)

[\*][color=#4000BF]Level 15: Aura of defense [/color] (+15 to 80 defense)

[\*][color=#4000BF]Level 20: Aura of accuracy [/color] (+10 to 150 accuracy)

[\*][color=#4000BF]Level 25: Aura of fast movement [/color](+5 to 50% to fast movement percent)

[\*][color=#4000BF]Level 30: Aura of fast cast [/color](+10 to 70% to fast cast percent)

[\*][color=#4000BF]Level 35: Aura of fast attack [/color] (+10 to 70% to fast attack percent)

[\*][color=#4000BF]Level 40: Aura of experience [/color] (+10 to 40% to experience percent)

[\*][color=#4000BF]Level 45: Aura of luck[/color] (+10 to 50% to magic find percent)

[\*][color=#4000BF]Level 50: Aura of cast damage [/color] (+20 to 60% to cast damage percent)

[\*][color=#4000BF]Level 55: Aura of physical damage [/color](+20 to 60% to physical damage percent)

[\*][color=#4000BF]Level 60: Aura of life and energy [/color] (+150 to 400 to life and energy)

[\*][color=#4000BF]Level 65: Aura of stats [/color] (+5 to 20 to all attributes) [/list]

[/size][hr]

[color=#FF0000][size=200]2 News Classes[/size][/color]

[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]2) Tanker[/size][/color]

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

[size=110] The Tanker is a hard-as-nails tank. Tanker have high stamina and high hit points, enabling them to take a beating while dishing one out. Rampagner, Tanker can take on multiple foes at the same time with little worry. Tanker also have the ability to provoke enemies into attacking them, a useful skill when adventuring in groups.

Characteristics:

■Uses shields, one-handed swords, and blunt weapons

■High vitality and stamina

■First into the fray

■Automatically gains Reaction Defense boost and HP (+1 to END) each level

Tanker are the most helpful character in work team because of his awesome capacity to tank all kinds of enemy that's means enemies hit only him. Moreover he using news kinds of skills called aura. I would like Marlon to implant this new class to favorize the work team in game and to pass [color=#FF0000]UBER[/color] [u]Mode difficulty[/u]

[img]http://i44.tinypic.com/2w5smk7.png[/img][img]http://i42.tinypic.com/34i4fh5.png[/img][img]http://i41.tinypic.com/2z5smd3.png[/img][img]http://i39.tinypic.com/18dxqd.jpg[/img][/size][hr]

[b] [size=130]2.2) Why it will interesting to add Tanker class? [/size] [/b]

[size=110]If Tanker class is implanted, players could to play and to pass the hardest difficulty in game called [color=#FF0000]UBER[/color] [u]Mode difficulty[/u] because of his awesome capacity to tank all kinds of enemies and work team. This new class will favorize the possibility to pass and to kill hard monsters such as [color=#FF0000]UBER[/color] Okturion, [color=#FF0000]UBER[/color] Gallarus, [color=#FF0000]UBER[/color] [u]Hades : The King Of Death[/u] (the last wave in team arena event) and [color=#FF0000]UBER[/color] Sorkall. In fact it will not be possible to pass them in another way and a without a very good team. Players will need one Tanker at minimum to play in [color=#FF0000]UBER[/color] Mode difficulty because of his awesome defense, life and percent parade chance.[/size]

[b] [size=130]Who is Sorkall?[/b] [/size][url]http://forgottenelements.phpbb8.de/strategy-f12/sorkall-t808.html?hilit=sorkall[/url]

[b] [size=130]Who is Hades : The King Of Death?[/size][/b] [url]http://forgottenelements.phpbb8.de/suggestions-f2/arena-event-hades-the-king-death-new-world-boss-t837.html[/url][hr]

[b] [size=130]2.31) What are the kinds of skills of Tanker class? [/b] [/size]

[size=110]Tanker has got 7 kinds of skill such as :

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

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

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

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

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

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

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

[b] [size=130]2.32) What is an aura ? [/size] [/b]

[size=110]An aura is a skill that don't cost skill point but aura point, theirs effects work in a large area, in fact players surroundings will obtain the attributes from aura at around 250 Meters of proximity of the user. It don't need to use skills point and to active them you just need to click on aura skills options and active that what you need. Aura level required are between 5 to 65, theirs attributes. Aura level change as passive one it depend the level of user. can use as a passive, that's mean aura level up every 3 levels.

[img]http://i43.tinypic.com/hwbvnr.png[/img][/size][hr]

[b][size=130]2.4) What are the skills than Tanker using? [/size] [/b]

[size=110]Tanker using 7 kinds of different skills such as aura skills, passive skills, defense skills, summon skills, care skills, curse skills and melee skills. Tanker is the best character to protect his ally but he is bad to kill monsters and he is hard to level up alone but he stay the most helpful character in a team. [/size]

[list=1] [size=130]2.41) Passive skills [/size]

[size=110][\*][color=#80BF80]Level 7: Dodge[/color] (add 10 to 40% of dodge from melee attack)

[\*][color=#80BF80]Level 12: Mastery of armor [/color](add 25 to 75% defense)

[\*][color=#80BF80]Level 22: Sacred regeneration[/color] (regenerate 5 to 20 life per seconds)

[\*][color=#80BF80]Level 30: Mastery of life[/color] (add 200 to 500 life)[/list][/size] [hr]

[list=1] [size=130]2.42) Curse skills[/size]

[size=110][\*][color=#FF0000]Level 12: Freezing nova[/color] (Slow enemies at 100 to 250 meters of 20 to 50%, countdown 7 seconds)

[\*][color=#FF0000]Level 17: Tanking[/color] (Enemy have to attack the users for 2 to 30 seconds, countdown 15 seconds)[/list] [/size] [hr]

[list=1] [size=130]2.43) Summon skills[/size]

[size=110][\*][color=#BF00BF]Level 12: Wall of dwarfs[/color] (Summon 2 to 5 dwarfs that have 100 to 600 life who cause 1 damage, countdown 6 seconds)[/list][/size][hr]

[list=1] [size=130]2.44) Care skills[/size]

[size=110][\*][color=#FF4000]Level 1: Auto care[/color] (heal the user of 15 to 120 life, countdown 2.5 seconds)

[\*][color=#FF4000]Level 30: Sacred care[/color] (heal 300 to 1000 life at 100 meters around user, countdown 40 seconds)[/list][/size][hr]

[list=1] [size=130]2.45) Defense skills[/size]

[size=110][\*][color=#FF4000]Level 1: Skin of iron[/color] (add 3 to 67 defense, countdown 5 seconds)

[\*][color=#FF4000]Level 7: Incandescent armor[/color] (5-15% damage reduction percent to physical damage and 10 to 40% reduction damage reduction percent to fire damage. The enemies who hits you undergo 5-20 fire damage for 25 seconds, countdown 10 seconds)

[\*][color=#FF4000]Level 17: massive resistance[/color] (5 to 15 to all resistance. countdown for 10 seconds 13 seconds)

[\*][color=#FF4000]level 17: Sacred shield[/color] (add a percent of chance of parade of 10 to 30%, for 20 to 30 seconds, countdown 30 seconds)

[\*][color=#FF4000]Level 22: Phoenix shield[/color] (protect the user of a barrier that cause 30-50 physical damage to enemies who hits you, countdown 20 seconds)

[/list][/size] [hr]

[list=1] [size=130]2.46) Melee skills[/size]

[size=110][\*][color=#4080BF]Level 1: Hit of stress [/color](hit an enemy with a chance percent of stun of 5 to 25% but don't change damage, countdown 1second)

[\*][color=#4080BF]Level 7 Fury of shield[/color] (hit 1 to 5 enemy with 5% of stun and cause 120 to 150% damage, countdown 1.1 second)

[\*][color=#4080BF]Level 30: Hammer of catastrophe[/color] (hit the ground and cause 120 to 150% physical damage on 100 meters around, countdown 3 seconds[/list][hr][/size]

[list=1] [size=130]2.47) Aura skills [/size]

[size=110][\*][color=#4000BF]Level 1: Aura of minion [/color] (+5 to 65 % attack, health minion percent)

[\*][color=#4000BF]Level 5: Aura of gold[/color] (+5 to 50% gold chance percent)

[\*][color=#4000BF]Level 10: Aura of regeneration [/color] (+0.5 to 7 life and energy every seconds)

[\*][color=#4000BF]Level 15: Aura of defense [/color] (+15 to 80 defense)

[\*][color=#4000BF]Level 20: Aura of accuracy [/color] (+10 to 150 accuracy)

[\*][color=#4000BF]Level 25: Aura of fast movement [/color](+5 to 50% to fast movement percent)

[\*][color=#4000BF]Level 30: Aura of fast cast [/color](+10 to 70% to fast cast percent)

[\*][color=#4000BF]Level 35: Aura of fast attack [/color] (+10 to 70% to fast attack percent)

[\*][color=#4000BF]Level 40: Aura of experience [/color] (+10 to 40% to experience percent)

[\*][color=#4000BF]Level 45: Aura of luck[/color] (+10 to 50% to magic find percent)

[\*][color=#4000BF]Level 50: Aura of cast damage [/color] (+20 to 60% to cast damage percent)

[\*][color=#4000BF]Level 55: Aura of physical damage [/color](+20 to 60% to physical damage percent)

[\*][color=#4000BF]Level 60: Aura of life and energy [/color] (+150 to 400 to life and energy)

[\*][color=#4000BF]Level 65: Aura of stats [/color] (+5 to 20 to all attributes) [/list][/size][hr]

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

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

[size=110] Stealth and deception are the trademarks of a good Assassin, while ambush and evasion are their staples in a combat. They also have the power to transform themselves to become stronger. They also can frighten beasts or disguise themselves, further enabling their stealth

Characteristics:

■Uses daggers, short blades, and claws weapons

■High fast attack ability

■High fast move and PVP ability

■Automatically gains Reaction fast move boost and accuracy (+1 to DEX) each level

Assassin are the most fast character because of his awesome capacity to move all kinds. I would like Marlon to implant this new class to favorize the work team in game and to pass [color=#FF0000]UBER[/color] [u]Mode difficulty[/u] because of their perfect damage per second ability.

[img]http://i42.tinypic.com/2myaoo6.png[/img][img]http://i39.tinypic.com/2mwsaf.jpg[/img][img]http://i42.tinypic.com/2v2jyvk.png[/img][/size][hr]

[b] [size=130]3.2) Why it will interesting to add Assassin class? [/size] [/b]

[size=110]If Assassin class is implanted, players could play and to pass the hardest difficulty in game called [color=#FF0000]UBER[/color] [u]Mode difficulty[/u] because of his awesome capacity to make damage on one simple enemy and work team. This new class will facilitate the possibility to pass and to kill faster hard monsters such as [color=#FF0000]UBER[/color] Okturion, [color=#FF0000]UBER[/color] Gallarus, [color=#FF0000]UBER[/color] [u]Hades : The King Of Death[/u] (the last wave in team arena event) and [color=#FF0000]UBER[/color] Sorkall. In fact it will easier to pass them because of their awesome damage to one enemy and with a good team. Players will need one Assassin at minimum to kill fast boss in [color=#FF0000]UBER[/color] Mode difficulty.[/size][hr]

[b] [size=130]3.3) What are the kinds of skills of Assassin class? [/b] [/size]

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

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

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

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

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

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

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

[b][size=130]3.4) What are the skills than Assassin using? [/size] [/b]

[size=110]Assassin using 6 kinds of different skills such as aura skills, passive skills, summon skills, elemental melee skills, curse skills and physical melee skills. Assassin is the best character to kill one enemy but is life and defense are very bad to, he can't protect him correctly but he is moderate to level up alone. [/size]

[list=1] [size=130]3.41) Passive skills [/size]

[size=110][\*][color=#80BF80]Level 7: Mastery of dagger[/color] (add 15 to 50% of damage and attack percent with daggers)

[\*][color=#80BF80]Level 12: Mastery of wind[/color](add 25 to 60% fast movement percent)

[\*][color=#80BF80]Level 22: Mastery of critical[/color] (add 5 to 15% of [u]critical[/u] chance percent)

[\*][color=#80BF80]Level 30: Mastery of sword[/color] (add 15 to 50% of damage and attack percent with sword)[/list][/size] [hr]

[list=1] [size=130]3.42) Curse skills[/size]

[size=110][\*][color=#FF0000]Level 1: Lost mind[/color] (1 Enemy have to don't attack the users for 5 to 15 seconds, this skill don't work against boss and world boss, countdown 2.5 seconds) [\*][color=#FF0000] Level 12: Survive [/color] (At each kill the user gain +5 to 10 life but lost 3 to 1 energy for 10 to 25 seconds, countdown 10 seconds)

[\*][color=#FF0000]Level 17: Madness[/color] (1 Enemy have to attack his ally for 5 to 15 seconds this skill don't work on boss and world boss, countdown 3.2 seconds)

[\*][color=#FF0000]Level 22: Invisibility[/color] (User become invisible and can't attack and be attacked from his enemy for 1 to 10 seconds this skill don't work on boss and world boss, countdown 25 seconds)

[\*][color=#FF0000]Level 30: Insane rage[/color] (user of this skill reduce 100 defense and life but attack, move and cast are faster of 120-170% for 15 seconds, countdown 30 seconds)[/list] [/size] [hr]

[list=1] [size=130]3.43) Summon skills[/size]

[size=110][\*][color=#BF00BF]Level 7: Forest Spirit [/color]

[color=#BF00BF]Level 17: Returned Friend [/color]

[color=#BF00BF]Level 30: blood sucker[/color] (Summon 1 blood sucker that have to 1000 life, that cause 50 to 125 damage with 10 % of critical chance and steal life 10 to 50% of enemy to give his user countdown 40 seconds)[/list][/size][hr]

[list=1] [size=130]3.44)Physical Melee skills[/size]

[size=110][\*][color=#4080BF]Level 1: Hit of stress [/color](hit an enemy with a chance percent of stun of 5 to 25%, countdown 1second)

[\*][color=#4080BF]Level 12 Ass kicked[/color] (hit 1 to 5 enemy with 3% of stun, 5M of critical chance add 120-170% damage, countdown 1.2 second)

[\*][color=#4080BF]Level 22 Big pressure[/color] (hit 1 enemy with 5 to 15% critical chance and cause 15 to 35% of damage, countdown 0.15 second)

[\*][color=#4080BF]Level 30: Mortal hit[/color] (hit an enemy with 10 to 30% of critical chance and cause 250 to 500% physical damage, countdown 3 seconds[/list][hr][/size]

[list=1] [size=130]3.45)Elemental range skills[/size]

[size=110][\*][color=#4080BF]Level 7: Scourge[/color] (hit 1 enemy and reduce his life of 5 to 25 every seconds with 5 to 15% critical chance and cause 115 to 135% of damage, countdown 0.7 seconds)

[\*][color=#4080BF]Level 17: Explosive orb [/color](attack an enemy with making a little explosion with 50 meters around and cause of 100 to 150 %of damage, countdown 1second)[/list][/size][hr]

[list=1] [size=130]3.46) Aura skills [/size]

[size=110][\*][color=#4000BF]Level 1: Aura of minion [/color] (+5 to 65 % attack, health minion percent)

[\*][color=#4000BF]Level 5: Aura of gold[/color] (+5 to 50% gold chance percent)

[\*][color=#4000BF]Level 10: Aura of regeneration [/color] (+0.5 to 7 life and energy every seconds)

[\*][color=#4000BF]Level 15: Aura of defense [/color] (+15 to 80 defense)

[\*][color=#4000BF]Level 20: Aura of accuracy [/color] (+10 to 150 accuracy)

[\*][color=#4000BF]Level 25: Aura of fast movement [/color](+5 to 50% to fast movement percent)

[\*][color=#4000BF]Level 30: Aura of fast cast [/color](+10 to 70% to fast cast percent)

[\*][color=#4000BF]Level 35: Aura of fast attack [/color] (+10 to 70% to fast attack percent)

[\*][color=#4000BF]Level 40: Aura of experience [/color] (+10 to 40% to experience percent)

[\*][color=#4000BF]Level 45: Aura of luck[/color] (+10 to 50% to magic find percent)

[\*][color=#4000BF]Level 50: Aura of cast damage [/color] (+20 to 60% to cast damage percent)

[\*][color=#4000BF]Level 55: Aura of physical damage [/color](+20 to 60% to physical damage percent)

[\*][color=#4000BF]Level 60: Aura of life and energy [/color] (+150 to 400 to life and energy)

[\*][color=#4000BF]Level 65: Aura of stats [/color] (+5 to 20 to all attributes) [/list][/size][hr]

[color=#0000FF][size=200]4) Critical Chance Percent[/size][/color]

[b] [size=130]4.1) What is critical chance percent?[/size] [/b]

[size=110] Critical strike (often abbreviated as "crit" or "CC" "crit strike") refers to 200% bonus physical damage (3 times your normal damage) that occurs as a result of an attack made with melee or ranged weapons or elemental skills. The chance to critical strike can be viewed in the character pane under melee stats and is affected by agility, critical strike rating, and talents.[/size][hr]

[b][size=130]4.2) How to know if we did a critical strike?[/size][/b]

[size=110]To know if we did a critical strike, it's easy to know because the color of your damage become black instead of green and your damage are 3 times stronger than your normal damage

[img]http://i40.tinypic.com/qx8i0g.png[/img][/size][hr]

[b] [size=130]4.21) How to know if we do a very good critical strike?[/size] [/b]

[size=110]When my game will be available it will be possible to post up a different name for each critical strike who will be determine by his multiplier of damage, more the mutiplier will be high and more the blood will squirt, it will give a gore effect of more.

• Multiplier x2: Brutality

• Multiplier Bestiality

• Multiplier x4: Menstraulity

• Multiplier x5: Fatality

[img]http://i48.tinypic.com/sovek2.png[/img][img]http://i49.tinypic.com/sxhx8n.png[/img][/size][hr]

[b] [size=130]4.3) How vary the critical strike chance?[/size] [/b]

[size=110]The critical strike chance vary can vary with 3 things: a new stat called chance that give critical chance and luck, lapis attributes that give a little bit of critical chance and some skills from assassin.[/size][hr]

[b] [size=130]4.4) What is chance attributes?[/size] [/b]

[size=110]Chance is an attributes such as Strength, Dexterity, Power, Endurance and Intelligence. This new stat give 1% of chance to make a critical strike and +2.5 lucks at each point.[/size]

[img]http://i43.tinypic.com/avj19g.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]