

Skills

All skills locked until player reaches level 5

Skill level scale starts from level 5

- **Fireball (Any Class)**
 - Description: The player conjures a fireball that flies at enemies and explodes with fiery fury
 - 50 AOE DMG in a 5m Radius + 5 Fire DMG/0.5seconds for 2 seconds 30-second cooldown
 - +10 AOE DMG & +1 DMG/0.5seconds per player level
- **Rally (Any Class)**
 - Description: You find the courage within yourself to continue fighting hard and to take large amounts of punishment.
 - +25% Health immediately, 10% DMG reduction and +5%DMG buff, duration 10 seconds, 45-second cooldown.
 - +2.5% DMG reduction per level up to 35%, +1% DMG buff per level up to 25%
- **Radiance (knight)**
 - Description: A holy light appears and creates a pool of radiant light that heals the wounded and empowers the individual in the pool.
 - 10m radius, +5%health/0.5seconds + 25% DMG buff, 10 second duration, 60 second cooldown
 - +0.25%health/second per level up to 10%
- **Shadow Step (Rogue)**
 - Description: Player goes into the shadow realm and can move undetected by enemies for a short time to deal immense damage
 - 5 second duration(may need to be increased), enemies cannot target the player, every hit is a guaranteed critical hit, +10% movement speed, 45-second cooldown
 - -1s cooldown per level to a minimum of 25 seconds.
- **Arrow Rain (Ranger)**
 - Description: The user conjures an ethereal ranger brigade that unleashes a volley of arrows on an area, making anything that walks into the line of fire into a pincushion. (Aimed at the floor is where the center of the ability will be, can be done with raycast)
 - 10m Radius, 5 second duration, 10 DMG/0.5seconds in the AOE, enemies are slowed 20%, 60 second cooldown
 - +2 DMG/0.5seconds per level
- **Arcane Storm (Mage)**
 - Description: The mage conjures a magical storm that utilizes all forms of Arcana to deal major damage over time and in a massive area.
 - 20m radius, 5 second duration, 7.5DMG/0.5Seconds + 25 AOE DMG on the last tick of damage, 60 second cooldown
 - +2.5 DMG/0.5seconds and +5 AOE DMG per level.

Player

- **Leveling**
 - 100XP required at level 1
 - +100XP +10% required for the next level, start from 0XP
 - So at level 5 the required XP to get to level 6 will be 550XP
 - No max level.
- **Health**
 - Lvl 1 Health = 100
 - + 25Health per level
- **Movement**
 - Static on the ranger, and mage class
 - The knight gets a -10% movement penalty but gets an additional DMG reduction.
 - The Rogue gets a +10% movement bonus at a cost to health.
- **Classes**
 - **Knight:** The knight gets a flat DMG reduction of 10% due to his heavy armor.
 - **Rogue:** Gets bonus movement and a 25% to crit for +50%DMG, -25 Health at LVL 1, and changes health per level to +10 per level.
 - **Ranger:** Flat 10% bonus DMG to ranged weapons
 - **Mage:** Enchants all weapons with magic, adding a 10% bonus to base damage.

Gear

Weapons also gain levels along with the player

They share the same XP scaling

Weapons can drop with different or higher levels

This allows the player to decide if they want to pick up and use the higher-level item.

- **Sword and Shield**
 - Normal Sword attack DMG - Base 25 + 5 DMG per level
 - Alternate Attack - Shield Bash: Knocks back enemies and deals 15 + 5 DMG per level
 - Blocking is easier with the shield
- **Axe/Longsword**

- Large Sweeping attacks that attack in a large area with big damage on the last hit.
- Large Swings - 40 DMG + 5 per level, Last Hit- 60 DMG +10 DMG per level
- Slow attacks to balance out with other weapons
- Axe one sweep and two large hits
- Longsword Two sweep attacks and one large hit
- Bow
 - Ranged attack
 - Max Range 30m
 - Deals 25 DMG + 5 DMG per level, Ranger boost the damage but not the DMG added after a weapon has leveled up
 - RoF 1/sec
- Crossbow
 - Heavy Ranged attack
 - Max Range 40m
 - Deals 50 DMG + 7.5 DMG per Level, Ranger boost the damage but not the DMG added after a weapon has leveled up
 - RoF: 1 shot every 2.5 seconds

Enemies

- Melee Enemies: 100 HP + 10 HP per Level, 25 DMG + 7.5 DMG per Level, 10 XP
- Ranged Enemies: 50 HP + 10 HP per Level, 25 DMG + 7.5 DMG per Level, 10 XP