Started By John Wilson (With help from both the player group and Art/Asset Group)

Master List of Class’s and Abilities

Pre-defined Terms to know:

DoT: Damage over Time, Example, 20 Damage over 10 seconds every 2 seconds would be 4 damage every 2 seconds or 2 damage every second.

Damage / Time / Tick Rate = Damage Done or 20 / 10 / 2 = 4

Aoe: Area of Effect. X Squares come under effect of an ability, this typically hits all units within the desired area. Either Does Damage over Time or Burst (Single Hit)

Burst: Damage done in a single attack, only decrementing health a single time per use.

Burst Effect: Can also be defined as AoE Damage in the sense of the term

Sweep: This does damage in an area that include the Left, Right, Top Right, Top Left, and Forward tile, in relation to the player who uses the ability.

Cone: This effect is a numerically increasing spread (like a shotgun blast) that grows outwards, as it moves away from the caster.

Buff: An effect that increases positively the effects of a player. (Status)

Debuff: An effect that decreases negatively the effects of a player. (Status)

Status: The current health, well-being, and normality in compared to a standard based on no effects (Can be positive or negative).

Jump/Blink: An effect that produces a change is position of the user, taking pre-defined coordinates (based on another’s location) and puts them into that location based on a difference that is depicted by orientation of the unit that is being targeted. (An offset behind the target typically)

Taunt: A desired effect of creating a hostile modifier to make enemy’s more likely to attack you (Typically used in aid of others).

Health: The units of life that a player has, Total life being that of someone with all remaining, and current health being the modifier after health has been decremented.

Mana: The resource used to produce magical effects, used as a method of curving or controlling the ability to use said abilities.

Base (Stat): The stat before adding any ability modifier and includes bonus from armor/weapons.

Warrior Class:

Level 10 Ability: Range Sweep, Does Sweep in front of warrior doing 1.5x Base Damage.

Level 20 Ability: Aoe Taunt, All monsters within (x,y) focus this target (sets Threat Higher then

All current players on monsters effected Threat Table).

Level 30 Ability: Power Swing, Single Target Attack that does 1.5x Damage (+ Constant X) and

Forces Threat change of the target.

Level 40 Ability: Power Shout, Inceases all player damage within (x, y) by 1.5x for Z seconds.

Level 50 Ability: Berserk, 2x Damage and 2x Armor, for 20 seconds + Aoe Taunt (Has 5 Minute Cooldown)

Thief Class:

Level 10 Ability: Poison Dart, Does Single Burst for 1.2x damage plus (20% of base damage) as a DoT Effect for 10 seconds 2 Tick.

Level 20 Ability: Smoke Bomb, Stun (3 Seconds) (20 seconds CoolDown) Blast radius around player (All squares surrounding).

Level 30 Ability: Cloak, Drops Threat down to 0. (Render changes to Alpha 10% (NOT REQUIRED)).

Level 40 Ability: Throw Bomb, Throw a Bomb 3 Tiles away from player does AoE around the hit point (Blast)

Level 50 Ability: Ninja Jump, Jump behind target enemy and gain 200% attack speed for 3 seconds (X cooldown)

Mage Class:

Level 10 Ability: Fireball, 200% Burst with a 10% dot for 10 seconds with a tick rate of 2 seconds.

Level 20 Ability: Lightning, Aoe Based of mPos, does 200% burst around area clicked.

Level 30 Ability: Curse, Arcane Dot (2.5x) 20 seconds with a tick of 2

Level 40 Ability: Blizzard, Does a cone effect in-front of the player, doing 1.75x damage and slowing targets by 50% for X seconds.

Level 50 Ability: Trinity, A Laser effect that starts as a cone but does not expand, goes forward for 10 squares doing 3x damage to all units hit. (2 minute cooldown)

Cleric Class:

Level 10 Ability: Heal, 10% Total Mana, Heals for 20% of targets units total Health, 4 second Cooldown.

Level 20 Ability: Transfusion, Decrements 20% Health, in return the user gets back 10% Mana.

Level 30 Ability: Smite, Aoe Heal + Aoe Damage (group receives 10% health back while enemy’s takes 2x damage) (X Cooldown)

Level 40 Ability: Heal/Time (HOT): 20% Total Mana, Click Target, 40% of Total health over 10 seconds (8% of health every 2 seconds)

Level 50 Ability: Super Buff, For 30 seconds, all players (in party) receive 1.5x to Attack and Defense, (5 Minute Cooldown).