before stats for characters have class/race selection

move name field to class/race selection screen

version 1 start with basic attack and a single skill

four general roles that each have four classes

mage, tank, healer, dps

specific class each has four skill from which the user can choose two

* + Tank uses Str
    - Barbarian
      * Rush
        + Get one extra movement and bonus to attack
      * Rage
        + Large bonus to attack
      * Spin
        + Attacks all infront, behind, and either side of player
    - Monk
      * Meditate
        + Costs 1 round heals half health and increases attack
      * Focus Strike
    - Paladin
      * Lay on hands
        + Heals another player within one square of Paladin
      * Banish
        + Prevents monster from doing any action for 2 rounds
      * Holy Strike
    - Warrior
  + Mage uses Wiz (skills are also the attacks)
    - Wizard
      * Fireball
      * Magic missile
      * Lightning bolt
      * Frost Shard
    - Druid
      * Entanglement
    - warlock
      * summon demon
      * shadow bolt
    - Pyromancer
      * Fire blast
      * Blaze
      * Incinerate
      * Mind fire
  + Healer uses Int
    - Cleric
      * Divine Intervention
        + Heals all characters to full health, kills one monster, damages all monsters
    - Priest uses
      * Heal Target
        + Heals single target
      * Heal all
        + Heals all players within 8 blocks
      * Holy Fire
        + Ranged holy attack
      * Righteous strike
        + Melee attack
    - Shaman uses Wis
      * Curse
      * Heal
    - Bard uses dex
      * Song of Insperation
        + All other characters get movement points renewed
      * Song of renewal
        + Heal all other players within 4 block range
      * Throw Dagger
  + Dps uses Dex
    - Swashbuckler
      * Duel wield
      * Repose
    - Thief
      * Back stab
      * Stealth
    - Ranger
      * Targeted Shot
      * Rain of Arrows
      * Bow Strike
    - Assassin
      * Garrote