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 negative to defense lasts 1 round
      * Spin
        + Attacks all infront, behind, and either side of player
      * KnockBack
        + Pushes attacked Monster back one block
    - Monk
      * Meditate
        + Costs 1 round heals half health and increases attack
      * Focus Strike
        + Boosts attack
      * Stun
        + Stuns one monster for 1 round
      * Roundhouse
        + Kicks monsters within one block around Monk
    - 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
      * Shield Bash
        + Stuns Monster and does damage
      * Tactical Strike
        + Boost to damage
      * Power attack
        + Large boost to damage negative to defense
      * Rally
        + Boost to damage of any other player within 4 blocks
  + Mage uses Wiz (skills are also the attacks)
    - Wizard
      * Fireball
      * Magic missile
      * Lightning bolt
      * Frost Shard
    - Druid
      * Entanglement
        + Traps monster for 1 round
      * Summon something
      * Natures touch
        + Heals self or another player next to druid
      * Wild Shape
        + Turn into Ent becomes Rooted but attack and defense boosted by 50% for 2 rounds, limit one per match
    - warlock
      * summon demon
      * shadow bolt
        + ranged attack
      * Fear
        + Monster is unable to move for 2 rounds
      * Drain Life
        + Get 1% health for damage dealt
    - Pyromancer
      * Fire blast
        + Long range normal damage attack
      * Blaze
        + Cone of fire that damages any one 2 blocks infront of pyro
      * Incinerate
        + Large damage attack short range
      * Mind fire
        + Damages monster and causes them to go apeshit on anything near it for 1 round
  + Healer uses Int
    - Cleric
      * Divine Intervention
        + Heals all characters to full health, kills one monster, damages all monsters
      * Prayer
        + Heals target for medium amount
      * Holy Bash
        + Strong Melee Attack with Mace
      * Holy aura
        + All players within 6 blocks get +25% to defense
    - 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
        + Monster gets -25% to defense and attack
      * Heal
        + Medium heal of target player
      * Magic Weapon
        + Summons an Ethereal weapon that attacks nearest monster on its own for 2 rounds
      * Protection
        + Players within 4 blocks get +25% to defense
    - 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
        + medium damage medium range attack
      * Fascinate
        + All monsters within 10 blocks do not move for 3 rounds, bard also cannot move for same 3 rounds.
  + Dps uses Dex
    - Swashbuckler
      * Pistol Shot
        + Medium damage short range attack
      * Repose
        + Increases defense
      * Pillage
        + Steal random item and low damage attack
      * Dirty Trick
        + Bonus to attack 5% chance to blind monster (blinded monster cannot move for 2 rounds)
    - Thief
      * Back stab
      * Stealth
        + Thief can move unseen for 3 rounds but becomes seen if attacks limit 1 use per match
      * Poison
        + Medium attack that causes monster to take continued damage for 3 rounds
      * Steal
        + Get one random item from nearest monster
    - Ranger
      * Targeted Shot
        + High damage single target attack long range
      * Rain of Arrows
        + Medium damage attack that hits 3 blocks side by side medium range
      * Bow Strike
        + high damage melee attack
      * Arrow stab
        + medium damage melee attack
    - Assassin
      * Garrote
        + High damage attack from behind
      * Throwing Knife
        + Short range medium damage attack
      * Kidney stab
        + High damage attack that paralyzes monster for 3 rounds
      * Assassinate
        + Assassin Studies Target for up to 3 rounds getting 10, 20, 30% chance of instantly killing target. Assassin cannot move or attack while studying target. Very high damage attack if does not kill