**Classless System**

Ironbane avoids having any predefined classes that the player needs to choose from. In place of this, Ironbane will adopt a classless system more akin to games like Skyrim. This means that players will begin the game without any particular specialty, and will be able to experiment with what kinds of things they enjoy doing. This system will also streamline the leveling process, making it extremely simple to use and understand.

**Leveling Up**

Every time a player levels up they will get to choose a skill. Skills are special talents that are connected by a similar type. Players must be careful about which skills they pick, because these choices can not be reverted. Skills are unlocked in a progression path system, categorized by different skill areas, where some skills must be unlocked before higher level ones. For example, the skill “underwater breathing” can not be unlocked unless the player has unlocked the “faster swimming” skill at an earlier level. However, it is important to realize that leveling up does not lead to a substantially more powerful character. Instead, it allows for more available options to the player by giving them new skills.

Leveling also does not increase a player’s “attributes” as in most games. This is because players should be able to play all content and be on a relatively fair playing field with everyone else in the game. Of course players with lots of skills unlocked and better equipment will have an upper hand against a new character, but there won't be an outrageous difference in health or power. This means that it would be completely possible for a couple level 1 players to kill a max level player. Whereas in most MMOs this would be impossible.

**Skills**  
 All skills are a part of a specific skill-path, and every player character has access to every skill-path. This means that players are capable of unlocking skills of any kind, however, when a player starts the game at level one, they will have no skills available to them.  
 As a player levels up they will pick and choose what skills they want to unlock, but are limited only by their progression into that skill-path. Skill-paths are the progression path of skill unlocks, that start from one skill at the beginning with each successive skill being even more specialized into that skill area. This does not mean that skills near the beginning of a skill-path are weaker than those at the end, sometimes it could be quite the opposite. Rather, progressing through a skill-path lets the player become extremely specialized with that set of skills, and allows them to approach problems with a broader range of tools at their disposal.  
 The number of levels that a player can achieve is the only limiting factor of how many skills a player can unlock. The level cap should be balanced so that a player can only complete the progression in two skill-paths. Conversely, a player could choose to become a jack-of-all trades, and this wouldn’t make them any weaker than a player who is extremely specialized, because both players have the same wide range of skill options available to them, and the same number of skills unlocked. This is the primary reason why progressing through a skill-path must give players more options instead of more power, and is the way to keep all players, regardless of skills chosen, on the same playing field.  
  
**Combat**

Now that combat is from a third person view in the third dimension and in real-time, Ironbane’s combat focus is more action oriented. Specifically, enemies are no longer tab-targeted and attacked; instead, players will have to actually aim their attacks to hit their target. Some influence is drawn from Realm of the Mad God in this regard, as spells and attacks will be projectile-based and dodgeable.

In addition to this, a new system for using skills, spells, and other actions will be put in place. Instead of using mana that does not regenerate, players will use “energy” to perform all actions. Energy will be regenerated quickly over time, and will regenerate faster or slower depending on the weight of the items equipped, and the strength and dexterity of the character.

**Actions**  
The actions a player can use are categorized into 2 different groups: combat actions, and skills.  
  
**Combat Actions -** Actions that are not selected, but rather are built directly into the fighting mechanics. Combat actions usually do not have a cooldown besides the time it takes to complete it, but they require a large amount of energy to use. For instance, dodge is a combat action that is used by holding down shift and pressing a directional key.  
  
**Skills -** Any trained skill or spell that a player must place on their skill bar to use. Skills typically have a cooldown as well as a small energy cost when used. Because only skills that are on the skill bar can be used, the player will only have 8 skills available to them at a time. Skills will be "selected" by the player, and only one skill can be selected at a time. While a skill is selected, right clicking will allow to player to use that skill. An example of a skill is “Fireball”; the player selects fireball and right-clicks, a fireball is sent flying where the crosshair is (player's cursor), and will cause the victim hit to start on fire.

In addition to being able to use skills and combat actions, the player will be able to switch between two different weapon sets on the fly by pressing the key assigned (R by default). Lastly, mouse-wheel can be utilized for allowing players to quickly switch between skills on their skill bar on the fly (much like selecting weapons in Quake or other popular shooters).

**Controls**  
The basic control layout (for QWERTY keyboards), would be the following:  
  
**W -** Walk forward  
**S -** Walk backwards  
**A -** Turn left  
**D -** Turn right  
**Q -** Strafe left  
**E -** Strafe right  
**R -** Switch weapons  
**Left Mouse Button -** Attack with weapon(s) equipped  
**Right Mouse Button -** Use skill selected  
**# Buttons 1-8 -** Select skills #1-8  
**Scroll up -** Select next skill to the right  
**Scroll down -** Select next skill to the left  
**Spacebar -** Jump  
  
**Tentative Skill List**  
This skill list is balanced so that players will be able to max out two primary skills and two secondary skills. Primary skills are skill paths that are mostly composed of usable skills that can be equipped to the skill bar. Secondary skills are skills that are composed entirely of passive skill that affect the player at all times. Players are free to unlock any skills that they want to as the level up.  
  
Each skill path has a numbered list of skills. This indicates what order the skills will be unlocked in, starting from the first unlock at level one. In general, the later a skill is unlocked the more powerful it is, and the skills have been balanced this way on purpose. On each level up the player will be able to unlock a new skill. Players will only be show the current selection of skills that they can unlock, and will not be show the full progression path of every skill set. This is partially to make things easier to read, but also to provide some mystery about what skill might be unlocked next.  
  
**Primary Skills**  
  
**Fire Magic**

1. Fireball - Single shot damaging projectile, causes fire DOT.
2. Flare - Blinds nearby enemies.
3. Flamewhip - Roots a nearby enemy and does a weak fire DOT for as long as the player holds the attack (maximum of 10 seconds).
4. Burning Bomb - Powerful circular AoE that explodes causing damage, and fire DOT to enemies hit.
5. Flamethrower - Shoots a continuous stream of fire that does fire DOT until the player stops or energy runs out.
6. Magma Blast - Shoots a shotgun-like blast of fireballs that cause fire DOT.
7. Hot Rocket - Shoots a flaming missile that explodes on impact and causes high damage, a 3 second knockdown, and weak fire DOT in a small AOE.
8. Lava Flow - Creates an AoE lasting 15 seconds that causes fire DOT and slows any enemy that walks on it.
9. Fists of Fire - Does massive damage on touch, and causes DOT.
10. Flameward - Creates a circular wall of fire around the player that causes fire DOT and lasts 7 seconds.
11. Firetrap - Sets AoE trap that causes massive damage and fire DOT on enemy walkover.
12. Illuminate - Shines a light around player until deactivated.
13. Fire Sprites - Creates a weak creature that lasts 30 seconds and follows the player. Will target and attack nearest enemy, and explode on contact causing fire DOT.
14. Flame Weapon - Causes weapon equipped to inflict fire DOT.
15. Fire resistance - Prevents any harmful fire-based DOT effects.

**Restoration Magic**

1. Healing Beam - Heals any allies that are touched by the beam. Drains energy while being used.
2. Cure - Gets rid of burning, bleeding, and frostbite on self and nearby allies.
3. Self Healing - Passive: Healing beam heals the player while being used.
4. Energize - Removes any slow effects, increases speed, and restores 50% of the total energy on self and nearby allies for 10 seconds.
5. Purge - Gets rid of curse, root, silence, or poison effects on self and nearby allies.
6. Faster Healing - Passive: Increases the amount of healing that healing beam does per second.
7. Calm - Removes fear, daze, and stun effects from self and nearby allies.
8. Revive - Can choose to return to life with 25% health after death, 30 minute cooldown.
9. Restoration - An AoE that restores 100% of the total energy of the player and the allies around them.
10. Saving Blast - Instantly heals nearby allies to 50% of their health
11. Aura of Healing - Passive: Allies are healed very slowly by being near the player.
12. Tranquility - Disables offensive skills for everyone around the player including the player themselves for 5 seconds.
13. Healing Touch - Instant heal to 100% health.
14. Shower of Health - Slow healing AoE, lasts for 5 seconds.
15. Resurrection - Revives all nearby allies, or self when dead. Returns health to 25% for all. Cooldown of 15 minutes.

**Divine Magic**

1. Prayer - Increases the regeneration rate of energy while held.
2. Ward - Creates a magical shield that absorbs damage and deals it to the player’s energy instead. The shield stays active until the player runs out of energy or it is deactivated.
3. Light - Shines a light around player until deactivated.
4. Bless - Increases the base attack and defense for 15 seconds.
5. Righteous Glyph - Creates an AOE that improves defense, and negates magical damage done to those protected. Lasts 10 seconds.
6. Detect Evil - Detects nearby evil NPCs on the mini map. Does not detect players.
7. Convert - Turns nearby NPC enemies into allies for 10 seconds or until attacked.
8. Searing Light - Shoots a beam of light, damaging and blinding the victim while they are being hit.
9. Sanctuary - The player can not be damaged but can not attack or use skills. Lasts for 7 seconds.
10. Refuge - Protects all nearby allies and the player with a shield equal to half of the player’s health.
11. Blasphemy - All nearby enemies are knocked down for 3 seconds.
12. Holy Aura - Passive: Increases the regeneration rate of energy for allies near the player.
13. Grace - Passive: Increases the base attack and defense of nearby allies.
14. Zone of Truth - Silences nearby enemies for 5 seconds.
15. Miracle - Restores player to full health when they fall below 10%, but does not prevent death. Requires 100% of a player’s energy to use.

**Swordsmanship**

1. Sword Training - Passive: Allows player use a sword.
2. Parry - Next melee attack is blocked while being held.
3. Fury of Blows - Makes several attacks in a short period of time.
4. Lunge - Leaps the player forward doing double normal damage to enemies hit.
5. Whirlwind - Player spins in place doing AoE damage to all adjacent enemies.
6. Impale - Causes victim to take bleeding DOT, and stuns them for 3 seconds.
7. Knockdown - Knocks down any enemy hit with a sword attack.
8. Improve Parry - Passive: Parry blocks non-magical ranged attacks as well.
9. Sword Throw - Shoots sword as a ranged attack. Player loses sword for 3 seconds.
10. Dual Wield - Passive: Allows the player to equip two swords.
11. Swiftness - Passive: Increases base attack speed with swords.
12. Mighty Swing - A charged attack that does quadruple damage on hit. Can not move while attack is being charged, 2 second change-time.
13. Disarm - Causes victim within melee range to lose current weapon for 7 seconds.
14. Piercing Strike - Attacks through armor and causes double damage.
15. Sever Artery- Causes victim to take bleeding DOT, and slows their movement by half until the bleeding effect is removed.

**Secondary Skills**  
  
**Swimming**

1. Swimming - Passive: Allows player to swim on the surface of water. Drains energy, if all energy runs out the player drowns.
2. Diving - Passive: Allows players to swim under water. When breath runs out the player dies.
3. Hold Breath - Passive: Extends the time players can be underwater before drowning.
4. Attack Underwater - Passive: Allows basic attacking while underwater.
5. Faster Swimming - Passive: Increases movement speed under water.
6. Use Skills underwater - Passive: Allows skills to be used underwater.
7. Increased buoyancy - Passive: Increases jump height underwater.
8. Water Walk - Passive: Can walk on water. Drains energy quickly.
9. Weightless - Passive: Allows players to swim up. Drains energy.
10. Water Breathing - Passive: Allows players to breath underwater.

**Stealth**

1. Sneak - Passive: Lets player sneak, decreasing enemy NPC awareness of the player. Removed when the player attacks, or uses a skill. Slows by 50%, can not be activated in combat.
2. Quiet movement - Passive: Movement sound is removed while sneaking.
3. Hide - Passive: The player becomes even harder for NPCs to detect while not moving.
4. Backstab - Passive: Attacks do double damage when sneaking.
5. Camouflage - Passive: Not moving while sneaking makes the player invisible.
6. Light foot - Passive: Traps are not set off while sneaking, and movement is no longer slowed while sneaking.
7. Ghost - Passive: Sneaking makes the player invisible at all times.
8. Dead Silent - Passive: Movement sound is removed while moving normally.
9. Cutthroat - Backstabs do quadruple damage while sneaking.
10. Disappear - Passive: Allows a player to enter sneak in combat, but requires 100% of the player’s energy to use.

**Acrobatics**

1. Jump - Passive: Allows the player to jump.
2. Dodge - Passive: Allows the player to dodge in any direction.
3. Double Jump - Passive: Allows the  player to jump twice as high.
4. Improved Agility - Passive: Base movement speed is increased by 25%.
5. Endurance - Passive: Dodging costs half as much energy.
6. Sprint - Passive: Allows the player to sprint. A player can only sprint forwards.
7. Increased Fitness - Passive: Jumping don’t cost energy.
8. Balanced - Passive: Knockdown effects last half as long.
9. Extreme Training - Passive: Sprinting doesn’t cost energy.
10. Superior Dexterity - Passive: Basic attacks don’t require energy to use.

**Dynamic World**  
  
Dungeons are like normal MMO dungeons and are secret locations scattered across the game world filled with danger and treasure. However, another significant part of the content in Ironbane is the dynamic world. The dynamic world is composed of two primary parts, lairs and monoliths.  
  
Lairs are the home base for bandits, monsters, and other hostiles. Lairs will develop only in the wilderness, away from any temples. Lairs will randomly spring up in any of these locations and will begin to spread “camps” towards nearby temples. These camps are similar to small lairs and will house a smaller amount of hostiles. However, camps will also have patrols scouting around them in a circular pattern. Camps also contain a camp boss that is significantly harder to defeat then the other hostiles in the camp.  
  
The eventual goal of a lair is to expand and destroy nearby monoliths and loot anything that has been built up around them. Lairs themselves contain a large amount of hostile forces as well as several minibosses and one very powerful lair boss. Because of this lairs take a large amount of player cooperation to destroy, in addition to a large player force. It would not be uncommon to need over 50 players to take on a lair. However, lairs and the camps around them provide excellent loot and resources when destroyed. When destroyed the camp or lair will spawn a large treasure chest with special loot. This treasure chest will be open for anyone to loot for 5 minutes, but can only be looted once per player. This means that anyone involved in the battle will receive some kind of reward. Destroyed structures will also provide many useful resources for players, and the stockpile can also be looted after the camp or lair is destroyed. The stockpile, unlike the treasure chest, contains only its limited number of resources. So guilds may end up battling eachother after a lair raid to decide who gets the resources.  
  
Not every lair is the same. Lairs are classified by the primary enemy type that controls them. So some lairs may consist of outdoor camps and be primarily composed of bandits, while other liars may be entirely inside caves, and been filled with goblins. Obviously this also mean that not all lairs are the same difficulty, and they all provide different rewards for destroying.  
  
Monoliths on the other hand, are the backbone of player-created settlements. Once repaired a monolith will allow players to put resources towards building certain structures like a marketplace, a forge, a guild hall, walls etc. Monoliths can only be possessed by one guild at a time, and are considered the property and territory of of that guild. An individual can not claim a monolith as their own. Guilds can also construct structures like a barracks to employ NPC guards to protect the monolith while players are away. Guilds must supply an upkeep for their defenses in the form of food. Farms can be built around monoliths to produce a daily amount of food for the settlement.  
  
Guilds can fight for their monoliths, and can capture as many as they want to. To capture a monolith the guild must destroy all of the structures associated with that monolith first, and then they will be able to damage the monolith itself. Once the monolith is destroyed it can be rebuilt, and the new settlement will belong to the guild who destroyed the previous one.  
  
Monoliths, similar to lairs, take a very large amount of players to capture quickly. Most structures generally have a lot of health and are well defended, and the monolith has a very large amount of health as well. A normal defense will be composed of many standard guards, as well as some stronger boss guards, and a settlement leader. In general the average player settlement will be about as hard to destroy as the average lair, and will take the same amount of power and cooperation.  
  
The last element of the dynamic world are the dominion raids. Every so often portals will open up at the monoliths of all of the capital cities. This portal will be open for one day. During this time any player can enter the portal and join the fight against the Dominion. The enemies and location will change depending on who the boss of the raid is, but no matter what the fight will be extremely difficult. It should take about 100 or more skilled players to successfully complete. Every hour the monsters in the raid will reset. If the players don’t defeat the final boss by the end of the day then the portals will close. If the players do kill the boss then the guild that killed the most enemies throughout the whole raid will get a buff to all of their defensive NPCs. This guild will also receive a large amount of resources in their stockpiles.  
  
Every raid will feature a different raid boss and theme. Each raid boss will be a different high ranking leader of the Dominion. These raids will take place a couple times every week. At the  
  
  
Capital cities are cities that are not player controlled, and are considered to be neutral zones. In capital cities guards will attack anyone who attacks another player regardless of guild affiliation, although players can still attack each other.  
  
**PvP**  
The only PvP available is through faction vs. faction battles?

**Crafting**  
  
Should be the **primary** way of getting equipment and items. All the best, weapons, armor, potions, food etc should be created by players and sold in the world market. The materials for these items should be hard to come by but not limited by a “skill” level to harvest them. Very good items will have materials that can only be harvested from very dangerous wilds or dungeons.  
  
The biggest difference in crafting with this system is that standard crafting mechanics are turned on their heads. Usually players will harvest materials in the world and then bring them back to a town or city to create things with. Instead, in Ironbane you will have the choice between crafting items at a realistically slow place, or instantly crafting them at magically empowered temples in wild zones. Crafting items manually is very slow (from hours to days), however it is done automatically for the player, and is safe. On the other hand, crafting items magically is almost instant, but requires players to enter a wild zone and risk losing their materials finding a temple.

On the other hand waiting around for things to happen like EVE can be a bit dull. A better option may be to have a temple in every town. These temples will not the player make as well-crafted items, but they will not need to travel into dangerous territory.

One of the important things I'm innovating on in the crafting though is making EVERYTHING useful. So things that lower level crafters make are very useful still to the high level player who will buy these items from lower level players to drive the economy.  
  
This means for example, that at level 3 leatherworking a player could make "Leather patches", which would be required for creating a level 54 "Epic Leather Vest of Awesome". This way players will feel like they are contributing at every level, and there is no such thing as "junk loot".

**Woodcutting**  
Many items in the game are created with some kind of wood. The trees in the game are ordered from most to least common respectively:

* Birch
* Maple
* Cedar
* Willow
* Oak
* Ash
* Hickory
* Elm
* Yew
* Black Ironwood

**Gemcrafting**  
Gems can be enchanted to add special effects to certain items. The gemstones in the game are ordered from most to least common respectively:

* Quartz [clear] 40%(33%)
* Amber [yellow] 28%(25%)
* Onyx [black] 16%(18%)
* Opal [rainbow] 8%(10%)
* Emerald [green] 4%(6%)
* Sapphire [blue] 2%(4%)
* Moonstone [silver-white] 1%(2%)
* Ruby [red] 0.6%(1.2%)
* Amethyst [purple] 0.3%(0.6%)
* Diamond [clear-blue] 0.1%(0.2%)

**Mining**  
Many items in the game are created with some kind of ingot. The ingots in the game are ordered from easiest to hardest to make respectively:

* Aluminum: From aluminum(bauxite) ore. [silver-green]
* Copper: From copper ore. [orange-brown]
* Bronze: From tin and copper ore. [brown]
* Nickel: From nickel ore. [grey-gold]
* Iron: From iron ore. [dark grey]
* Steel: From iron and coal ore. [silver]
* Cobalt: From cobalt ore. [blue]
* Obsidian: From lava rock. [black]
* Titanium: From titanium ore. [sliver-red]
* Tungsten: From tungsten (wolfram) ore. [silver-white]

The only exception to this list is rock, which can be used without crafting it into an ingot first  
  
**Smithing**  
Every ingot in the game is created with some sort of rock or ore. The rocks and ores in the game are ordered from most to least common respectively:

* Aluminum(bauxite) [light green]
* Tin [light grey]
* Coal [black]
* Copper [orange-brown]
* Nickel [grey-gold]
* Iron [dark grey]
* Cobalt [blue]
* Lava Rock [black-red]
* Titanium [silver-red]
* Tungsten(wolfram) [silver-white]

**Tailoring**

* Wool Cloth
* Linen Cloth
* Silk Cloth
* Runic Cloth etc

**Leatherworking**

* Rough Leather
* Patched Leather
* Hard Leather
* Hellhardened Leather etc

**The Economy**  
  
The economy of Ironbane will be completely player-driven, with most of the world's items being player-created. Not a single vendor npc will exist that is not paid for or managed by a player. This player-run economy will be hosted by a system of areas call “bazaars”. Every town in Ironbane will have a bazaar. The town bazaar is a marketplace where players can buy and sell anything in the game. Bazaars are composed of paid npc merchants in player-owned booths that sell only what the players who own them choose.  
  
**Buying**  
  
Players have a couple options when it comes to buying items. They can manually search a bazaar for what they want, search the orderboard, or put out an order request.  
  
Order requests are filed by selecting the order option in the orderboard, which players can access anytime and anywhere they want from their menus. When ordering, players can specify what they want, how many of it they want, and how much they want it for. When making an order the game will automatically suggest a buy price equal to the average of all current sell prices for that item worldwide. After making the order the player will pay the price they specified for the item plus the caravan shipment cost calculated for it, and wait for a seller to respond. Once a seller fulfills the order, that item will be automatically sent to the buyer by caravan and will take a short amount of time to reach their mailbox, where the buyer can pick it up. Any mailbox in any town can be used to receive the item.  
  
If a player does not want to manually search a bazaar, or request an order for what they want, then they can use the item search function of the orderboard. To do this players simply have to search for the object they want and the orderboard will automatically show where that item is being sold, and how many of it are in stock in each location. Then players can use this to travel to the bazaar with the object they are searching for and find a merchant there who sells it.  
  
**Selling**  
  
Every town will have a “Bazaar”. The town bazaar is a marketplace where players can buy and sell anything in the game. Bazaars are composed of npc merchants in player-owned booths set up around the bazaar. To sell something, a player will need to own a booth in a bazaar, and hire a merchant to work at it. If the booth is up and running then the player can transport the goods to their merchant in either of two ways. Players can either travel to their npc merchant to give them the object they wish to sell, or they can pay for a caravan to take the goods for them. Caravans are located right outside of every bazaar, and shipment costs are determined by a standard fee plus the weight of the object(s) being shipped. Once shipped the item is received after a short period of time (depending on the distance traveled), and is given to the merchant to sell.  
  
Every time that a merchant receives an object to sell the player gets to set a price per unit. By default the game will suggest a price that is the average of all of the current prices of that particular item on the market. Players can set the selling price at whatever they want, but can not sell their goods for nothing.  
  
Additionally, players can own as many booths as they want, but are limited to having one booth per bazaar. Players must pay rent on all of these booths, and two things determine the cost. First, the closer a booth is to the entrance of a bazaar (where players first enter) the more expensive it is. Second, the more people who visit that bazaar in a day the more everyone’s rent costs due to popularity. However, the relationship between location and popularity is not linear. The closer to the entrance a booth is, the more the popularity of its bazaar increases the rent. This makes it so that frontline booths in highly visited bazaars are extremely costly to rent, but also are also extremely rewarding.  
  
An alternate form of selling is through fulfilling buy orders. Any player can open up the orderboard to see a list of buy orders currently available. If any of the player’s merchants collectively have the items wanted in a buy order it will be highlighted. To fulfill an order the seller only needs to have the items asked for in the possession of one or more of their merchants. A player can not fulfill a buy order with items in their inventory or bank. Once a player has the right items and accepts the order, the items ordered will instantly be removed from that player’s merchant’s booth, and they will instantly receive the gold offered in the order.  
  
The last available form of selling is through junking. Junking is not exactly classified as selling, but provides essentially the same result. Players can decide to destroy any item they have in return for a chance to receive money back. Chances are high that players will get very little for the items they junk, but there will be a slim chance to make much more. This turns the decision into a gamble, and forces players to decide whether they want to junk items they don’t need, or sell them on the market.

**Resources**  
  
Several factors will affect the product produced by crafting such as: the player’s crafting knowledge, the resource type used, the quality of the resources used, the quality of the player’s tools, the temple being used, and the number of times that specific item has been crafted by the player.

**NOTE**: None of this information is for the players to see. This is all behind the scenes mechanical information. Players will need to figure out for themselves what materials are good for doing what.  
  
The attributes of a material directly affect any object that is crafted with it. Each of these properties will affect the product is various ways. The different attributes of materials are as follows:

**Purity** - This is the only property that is not the same for every unit of a material type. The purity of a material is measured in percent of purity (PoP), and affects the overall quality of a material. PoP is multiplied by the normal base (100% purity) of the material’s attributes to get the new quality of that unit. (Doesn’t effect weight)

**Durability** - Affects how long objects made with this material will last before they break.

**Weight** - The weight of the material. When used in crafting this will affect the product’s weight. Weight will also determine run speed for armor, and attack delay for weapons.

**Malleability** - How ductile and workable the material is. This determines the likelihood of crafting success. The more complex and harder to craft an object is, the more a high malleability will help.

**Magicality** - How well the material responds to magical modification, and enhancement.

**Rarity** - The abundance of the material in the world.

**Bronze [brownish-orange]**  
Durability - Average  
Weight - Average  
Malleability - Very High  
Magicality - Low  
Rarity - Extremely Low  
  
**Iron [dark grey]**  
Durability - Average  
Weight - High  
Malleability - High  
Magicality - Extremely Low  
Rarity - Very Low  
  
**Cobalt [blue]**  
Durability - Low  
Weight - Low  
Malleability - Extremely High  
Magicality - Very High  
Rarity - Very Low  
  
**Steel [light grey]**  
Durability - High  
Weight - Very High  
Malleability - Average  
Magicality - Low  
Rarity - Low  
  
**Obsidian [black]**  
Durability - Extremely Low  
Weight - Very Low  
Malleability - Low  
Magicality - Very High  
Rarity - Average  
  
**Duralm [green]**  
Durability - Very High  
Weight - Extremely High  
Malleability - Low  
Magicality - Average  
Rarity - Average  
  
**Magite [purple]**  
Durability - Very Low  
Weight - Average  
Malleability - Average  
Magicality - Extremely High  
Rarity - High  
  
**Wolfram [sliver]**  
Durability - Extremely High  
Weight - Very High  
Malleability - High  
Magicality - Average  
Rarity - Very High  
  
**BloodIron [red]**  
Durability - Very High  
Weight - Very Low  
Malleability - Extremely Low  
Magicality - High  
Rarity - Very High  
  
**Mythril [white]**  
Durability - Very High  
Weight - Extremely Low  
Malleability - Very High  
Magicality - Very High  
Rarity - Extremely High  
  
Crowd control, interrupt, dispel, escape.