BoJ klasser

Spells&Abilities:

Adrenaline Rush - increases strength by 50% for 10 seconds.

Survival instinct – gain 30% reduced damage taken for 10 seconds.

Holy warrior

Holy cross – cast a cross at the enemy, damaging them. Damage is based on Strength

*DEUS VOLT – become invulnerable for ten seconds.*

*Power strike – put all your strength in one strike, causing enormous damage, but decreasing your defence for 5 seconds after doing this.*

Crusader

Charge – charge at the enemy, knocking them unconscious

Whirl – make a whirl with your melee weapon, damaging all enemies within a distance of 1 meter from you.

Howl – frightens enemies within a distance of 5 meters, decreasing their defense by 20% for 5 seconds

Charming medic

Charm – use your charm to make an ally follow you into battle.

*DEUS VOLT – become invulnerable for ten seconds.*

*Surgery– Heals the target for 30% of their full health. Usable when target has less than 20% health.*

*Split the Red Sea – splits your enemy into two, killing him instantly and making blood splatter the surroundings.*

Ranger

Hasty shots – increases shooting speed by 50% for 15 seconds

Double tap – shoots two shots at the closest two enemies

Cripple – shoot at your enemies’ feet, crippling him for 6 seconds.

Groin shot – aim for your enemies’ groin, stunning him for 6 seconds.

Demolisher

Splatter – all explosives damage a bigger area

Rogue

Invisible – go into a stealth mode, making enemies unable to see you unless you are infront of them within a range of 2 meters.

When the lights are down – blinds an enemy, making him unable to attack for ten seconds.

PERKS

Level 1

Fast learner 4 rank

*5/10/15/30% more experience*

Sharpener (4 ranks) Holy Warrior, Crusader, (Rogue)

*3/6/9/15% sharp weapon damage*

Obsessed with Weapons (4 ranks) Demolisher, Rogue

*5/10/15/30 in explosives and one handed melee weapons*

Handsome (4 ranks) Charming Medic

*5/10/15/30 in charm*

*Marksmanship (4 ranks) Ranger*

*3/6/9/15% increased range from which you can shoot with ranged weapons*

Level 4

Raw Strength (4 ranks) Holy Warrior, Crusader, (Rogue)

Requires 30 in strength

Melee weapons cause 3/6/9/15% more damage

Grease (4 ranks) Ranger

Requires 30 in ranged skill

Ranged weapons shoot 3/6/9/15% faster.

Weapons Expert (4 ranks) Rogue, Demolisher

Requires 4 ranks in Obsessed with Weapons

Learn to use your weapons more skilfully, increasing the critical strike chance with them by 2/4/6/10%

Bless thy companion (4 ranks) Charming Medic

Requires 40 in charm

Buffs your companion, increasing their health and damage done by 2/4/6/10%

Level 8 –

Level 12 –

Level 16 –

Level 20 –

Cooldown? Say what? – reduces all cooldowns by 50%