# Elementals

# Classes designs

Type of classes:

There are 5 main classes, each should unique spells and animations:

* Elemental
* Mage
* Druid
* Swordsman - Weapons
* Monk - Unarmed

## Elementals

Elementals are the main class. Uses elemental damages and its spell based class. They have balance between life stats and resources. Their resource is MANA.

They have 4 sub divisions: Air (mele DPS), Fire (Range DPS), Water (Healer), Earth (Tank)

### Air elementals MDPS

* Main concept is the multy hitting effects.
* Use attack speed with weapons or not.
* Have more HP

They benefit from other elements.

* Fire – Damage over time effects, Combos with additional damage on the last hit (one additional hit), Stuns
* Water – Heal over time, Life steal / Spell life steal, Mana regen
* Earth – Defense stats boost, Shields, Stuns or Slows

### Fire elementals RDPS

* Main concept is the heavy spell based damages.
* Uses ranged attacks/spells.
* Have more Mana

They benefit from other elements.

* Air – Give slightly more damage to the spells, Cast/Movement speed
* Water – CC as a mist,
* Earth – Sharp particles that shoot in the target’s direction

### Water elementals Healer

* Main concept is to be the healer.
* Spell based heals/attacks
* Have more Mana

They benefit from other elements.

* Air – Haste, Spell cast speed, Movement speed
* Fire – CC Mist ( disorientation effect )
* Earth – CC Mud ( slow effect )

### Earth elementals Tank

* Main concept is to be tank
* Use attack speed with weapons or not.
* Have more Armor

They benefit from other elements.

* Air – Haste, Spell cast speed, Movement speed
* Fire – Shield Enchant, DoT on touch/hit
* Water – CC Mud ( slow effect )

## How should the tree look like

### Air rows

1. Single damage spells boost, Health Regeneration, Multy target damage spells boost
2. Attack Haste, Crit, Movement Speed
3. ..
4. Last talent bonuses – Fire (DoT), Water (HoT), Earth ( Defense )

## Spells

1. Buffs
   1. Active – What does it need to be more balanced?? TODO
   2. Passive – Attack Speed, Movement
2. Debuffs
   1. Active
   2. Passive
3. Damage Spells
   1. Over time
   2. Multy target spells
   3. Single target Spells

### Fire rows – copy paste

1. Single damage spells boost, Health Regeneration, Multy target damage spells boost
2. Cast Haste, Crit, Movement Speed
3. ..
4. Last talent bonuses – Air (Damage), Water (CC Mist), Earth ( Sharp Particles )

## Spells

1. Buffs
   1. Active – What does it need to be more balanced?? TODO
   2. Passive – Attack Speed, Movement
2. Debuffs
   1. Active
   2. Passive
3. Damage Spells
   1. Over time
   2. Multy target spells
   3. Single target Spells

### Water rows – copy paste

1. Single heal spells boost, Health/Mana Regeneration, Multy target heal spells boost
2. Cast Haste, Crit, Movement Speed
3. ..
4. Last talent bonuses – Air (Haste), Water (CC Mist), Earth ( CC Mud )

## Spells

1. Buffs
   1. Active – What does it need to be more balanced?? TODO
   2. Passive – Single heal buff, Multy heal buff
2. Debuffs
   1. Active
   2. Passive
3. Heal Spells
   1. Over time
   2. Multy target spells
   3. Single target Spells

### Earth rows – copy paste

1. Single damage spells boost, Health Regeneration, Multy target damage spells boost
2. Cast Haste, Crit, Movement Speed
3. ..
4. Last talent bonuses – Air (+ 1 Shield Attack), Water (Shield Enchant), Earth ( CC Mud )

## Spells

1. Buffs
   1. Active – What does it need to be more balanced?? TODO
   2. Passive – Armor/Health, Spell Shield
2. Debuffs
   1. Active
   2. Passive
3. Damage Spells
   1. Over time
   2. Multy target spells
   3. Single target Spells
4. Defense Spells

## Swordsman

Swordsman is main weapon based class. It has potential to be strong with mele weapons and range weapons. Main resource is Energy (0-100 based).

There are 2 Subclasses that can specialize in other 2 divisions: OneHand (Dagers - Mele DPS and Sword/Shield - Tank), TwoHand ( Sword - Mele DPS and Bow - Range DPS)

1. **OneHand swordsman**
   * Daggers – Mele DPS (Assassin)
     + Main concept is to do tons of damage with fast dual attacks
     + Uses dual swords/daggers for the damage
     + Lower energy consumption or speed
   * Sword/Shield – Tank (Bidon)
     + Main concept is to be a Tank
     + Uses a sword and a shield, can’t use daggers
     + Bigger Armor and Health values
2. **TwoHand swordsman**
   * Sword – Mele DPS (Knight)
     + Main concept is to do tons of damage on heavy hits
     + Uses one BIG sword to hit the poros
     + Bigger Non - Critical damages
   * Bow – Range DPS (Marksman)
     + Main concept is to do damage from range
     + Uses a bow to make damage
     + Bigger critical multipliers

## Druid

Druid is main class that is balanced around the wild nature. Its spell and mele range damage class. Resources used are mana and energy.

There 2 subclasses that divide in 2 sub divisions: Floral ( Tree - Healer and Humanoid - RDPS), Animalistic (Panther – MDPS and Bear – Tank)

## Mage

Mages are another spell based class that uses Light and Dark energy as a resource. Its Spell and CC based class

There are 4 subclasses: Energy (RDPS), Shadow (RDPS), Darkness (RDPS), Light (Healer)

## Monk – not finished

Monks are class based on self control and balance. Only mele attacks without weapons

There are 2 subclasses: Human, Beast