Class Mechanics Ideas:

Rogue: Poison, Marks, Shadows, more card draw for base class

Warrior: Rage for berserker + attacks that taunt/consume rage, defender- taunts/defends/heals

Mage: Attunement, Spirits/Force?, burning -> more fire damage received, ice -> more receptive to cc

Priest: Divinity, Blessings?

Actual Class Mechanics Right Now:

Mage Arcane: building mana and basic arcane spells, spell draw

Mage Pyromancy: High damage fire ST/AoE spells, trances to buff fire damage

Mage Cryomancy: Low ST/AoE ice damage, healing + shield

Warrior Warfare: Basic attacks, defends, taunts

Warrior Berserker: High physical attacks that inflict self damage, some self healing

Warrior Defender: Defences and taunts

Rogue Scout: Cheap physical attacks and card draw

Rogue Poison Master: cards that inflict/consume poison

Rogue Shadowblade: Marks/Shadows

Priest Devout: Basic heals/holy damage

Priest Divine Warfare: Large holy damage spells

Priest Holy Warden: Big heals/shield, revive