

## Elementalist

- Earth-small AOE DPS/Defense stat increase
- Fire- spreading AOE DOT/single target
- Water-single target hard CC/multi soft CC with little DPS
- Air-damage buff/enemy single target hit debuff with little damage

## Summoner-single target dps weaker than elementalist

- Swarm/Insect-large AOE/single target active until swarm is killed CD starts after swarms death
- Dog->bear (animal tank) draw aggro(ROAR)/soft CC when enemy running away (Bite)
- Utility/Portals -Bird for travel Distaction\_blind lowers enemy hit chance/slight atk speed buff (song)
- snake (low def/high Single hit) DOT/enemy strength debuff

## Enchanter

- Equipment Buffer damage/defense
- Stat Buffer health/atck speed
- Alchemist AOE damage/AOE debuff via premade items
- Hinder/Debuff Enemies hit chance decrease/damage taken increase

## Rogue

- Poison low cooldown stackableDOT/High CD high DOT
- Trap Hard CC/High damage
- Assassin "backstab" high damage/damage increase
- Thief "pocketsand" hit chance decrease/short hard CC "blackjack" wake up

## when hurt Marksman

- Bow long range
- crossbow armor piercing or reload faster
- Thrown axes=high damage slower reload, knife low damage fast reload
- sling pebbles high speed low dps/explosives small aoe slower reload

## Knight

- 2-Handed 2H sword for AOE cone, spear/polearm for extra range
- Berserker/2sword-increase damage the longer in combat/attack speed buff
- sword+shield- Taunt/damage decrease
- Horse Rider-Charge/retreat with retreat having longer CD

## Druid

- Totems building boi AOE health regen/AOE hit chance reduction
- Shifter Bite low cd, attack spd
- Healing health regen buffs, instant large heal
- animist vine whip single target hit, Roots root

## Priest

- Eldritch Eldritch Blast, Fear/ causes enemy to run away
- Crusader SMITE!, buffs nearby teammate's strength
- Cleric Small instant heal (cast time), bubble that absorbs damage

same CD. -Celestial Moonfire, instant damage spell, sun fire instant damage with small dot,

#### Roles:

##### Tanks:

- Crusader
- Sword and Board
- Transformation
- Bear Summoner
- Earth

##### DPS:

- Poison
- Trap
- Assassin
- Thief
- Bow
- crossbow
- Thrown
- sling
- Eldritch
- Celestial
- 2-Hander
- Berserker
- Horseman
- Snake

##### Support:

- Cleric
- Healing Druid
- Totems
- Equipment buffer
- Stat Buffer
- Animist
- Bird

Base attack Damage	melee	Low range	Medium	long	Extra long
High	-Assassin -Snake -Berserker	-HorseMan	-Eldritch	-Crossbow -Celestial -Fire	-Bowman
Medium	-Crusader -2Hander -thief -Shifter	-Polearm -Alchemist -Earth	-Thrown -Sling	-Water	-Air
low	-Sword+shield -Bear -Trap -Poison	-Basic summoner -Totemist	-Cleric -Healer -Equip buff -stat buff -Animist -Debuff lad	-Swarm	-Bird