

# Conquest, A New Champions

## Introduction

The old Champions' kit system presented many inherent gameplay flaws, the largest being a few kits fulfilling too many roles at once and thereby becoming overloaded and having little or no real weaknesses. This in turn makes balancing in Champions a nightmare as each kit can essentially patch up any weaknesses they would normally have in their archetype (e.g. Longshot Ranger having huge mobility in Wolf's Pounce and Roped Arrow, Assassin having damage, crowd control, ranged capabilities, Knight and Brute being the hybrid offspring of tanks and bruisers). If a kit in Champions was overpowered, there was no simple way of fixing it, because as long as it has the capability of performing multiple roles, it will inherently be overpowered. On top of this, the cooldowns of abilities were much too short for kits that had no real resource management, making a kit like mage worthless for its entire creation being limited by mana itself but having near similar cooldowns to kits without it. Global Passives were also quite degenerate, as all they did was strictly make your kit impervious to either status effects or fall damage and completely hard countered strategies without any effort, which doesn't promote interactivity or skill as you've literally just invalidated someone's purpose or kit in the game by spending a few inventory tokens. When almost every kit in the game has the ability to perform multiple overlapping roles without drawback, then people will build their kits to do exactly that, which just makes the game stale, making it feel like literally every game is the same with the same kits running the same skills.

Furthermore, the leveling and item system in Champions were also rather convoluted and overcomplicated. Leveling simply didn't make sense, especially when the scaling on abilities were either far too good or bad and domination being a sandbox type game, and just presented another thing that would be too difficult to balance well and didn't add much depth into the game for how much it made it messy. The item system in Champions was also horribly designed and went against the purpose of class vs class combat. There is no reason not to run a Power Weapon, there is no reason to use any of the niche items like water bottles or proximity mines when compared to the sustain of soups. Kits that again, should not be dealing damage, are given the ability to do so, and kits that should not have sustain, are given the ability

to do so from soups. Rangers and Assassins were also given the ability to stack up on an unreasonable amount of arrows, which made for very unfun and unfair gameplay as well.

Because of the poorly designed old Champions system that unfortunately we've all grown to know, a new system must be made to diversify the game and promote interactivity and skill, and so here I have proposed a new kit system for Champions PvP.

So the biggest issue in Champions was that the 5 kits just fulfilled multiple roles, had little to no weaknesses, and as a result the gameplay was bland kits hard to balance, right? There is a very easy fix for this: Splitting the kits into smaller, more defined unique roles in the sandbox with their own strengths and weaknesses in order to diversify the game. The original 5 kits will be split up into 2 sub-classes each, totaling up to 10 different kits that the player can use at their disposal:

**Brute >>** Vanguard & Berserker

**Knight >>** Duelist & Warden

**Ranger >>** Marksman & Hunter

**Mage >>** Sorcerer & Druid

**Assassin >>** Rogue & Thief

This in turn makes the game much more friendly for newcomers and makes it much easier to balance, as if a specific kit is ever overpowered, there is a much smaller pool of skills that have to be changed to mirror the kit's strong and weak points, rather than having to work with a pool of ~15 skills, all of which serving completely different purposes. For example, while both Assassin subclasses are mobile, Rogue inherits all of Assassin's damage capabilities, but not its teamfight prowess and utility that it originally had; those would instead be inherited by the other subclass, Thief. Since Rogue only kept the fighting potential of Assassin, its weakness is clearly shown in its lack of crowd control or teamfight presence, and if it were to ever become overpowered, the kit could be easily changed and balanced by simply making its weaknesses more emphasized. Thief on the other hand is a low damage kit, but has a lot of utility and crowd control to assist their allies in fight. This clear distinction in function between the two classes that were originally one already promotes more skill and variety in the game, as now you can't just decide to play Assassin if you want a mobile kit that happens to also do

everything. You have to think, “do I want high damage but low teamfight ability or am I willing to sacrifice damage for utility to help my allies win fights?” There is no “best kit” anymore that has a bit of everything, you have to make a choice on what you value more, fits your team, or is good against the enemy team.

Still, some key parts of the Champions create-a-class system were salvageable, and have been integrated in this new system as a result. After choosing 1 of the 10 classes, you will still be given the chance to edit and choose your build! So what are the differences? Like the old system, each kit has ability categories that fit its function (Weapon Skills, Primary Passives, Secondary Passives, etc. etc.). The majority of kits will only have 2 different abilities/passives for each category (with the exception of Marksmen, with 4 different Bow Abilities), and the player is given the choice to pick 1 of the 2 abilities/passives for each category, still allowing them to build catered towards their own playstyle. In addition, because level tokens were a convoluted and unneeded feature, they have since been removed, and all you have to do is to pick the skill you want. This keeps the old Champion feel alive, makes kits easier to balance, and removes a needless feature in the game that caused avoidable problems. Every kit will have a static inventory, with only items that fit their class and role in the game (e.g. Thief has an item called Smoke Bomb, Hunter has an item called Bear Trap). Arrows and soups have also been given in much more moderation, making players use their resources more wisely and restocks more valuable. Still, you will be allowed to shift your inventory around to what you are used to.

In addition to this new revamped Champion system, there will be many changes, both decided and experimental, to the core gameplay of domination as well in order to promote good decision-making, more fair mechanics, and higher quality gameplay.

# Improved Mechanics

Conquest adds many new additions that the original Champions Domination did not have. These are intended to make the game more balanced, as well as make the player experience for both casual and competitive audiences better.

**Health Bars:** In Conquest, a player's current health is displayed above their model now. While some may believe health bars "removes skill" from the game, they make for a better casual experience and remove a lot of "luck" in fights (and quite frankly, the "skill" in telling your teammate "they're low!" is trivial). With health bars, players will be able to accurately judge whether they can win an engagement with another player or not, rather than simply just hoping that their target is low enough for them to beat. Fights as a result will be much less sloppy, and instead be a lot more calculated and precise.

**Capture Speed:** A large problem in the original Champions Domination was capture speed. The respawn time in Champions is 10 seconds, and it takes nearly ~25 seconds to capture a point by yourself, or approximately 15-20 seconds to capture one with your teammate. This essentially constrains players to only be allowed to continuously attack 1 area, as the time to respawn is much faster than the typical time it takes to capture a point. By the time you win a 2v2 on your opponent's side and capture a single point, they will have already respawned, and you will have to fight them again or forfeit the point you just captured, and you'll most likely be at a disadvantage as well considering you are now down resources (and potentially cooldowns) while your opponent is freshly spawned. One solution to this would have been increasing respawn time, but Conquest should remain a fast-paced gamemode, so the time of capturing points will be hastened

instead to keep that fast-paced feel. This will allow players to actually be able to visit other parts of the map rather than fighting the same 2v2 or 3v3 in the same area for the entire duration of the game, fighting for the same points because they get captured/contested as soon as you are done capturing them. Capturing point is one of the more slower and “boring” parts of DOM due to how long it takes, so this should make players be willing to capture more due to the reduced time, and be able to fight more as a result. To compensate for games possibly ending quicker than normal due to this new capture speed, the score to win has been increased from 15,000 to 20,000.

**More Power Ups:** In Mineplex’s iteration of DOM, there are only 2 different power ups: one that simply gives you points, and another that just gives you a restock. To add more depth and variety to the game, 2 new power ups have been added, as well as 1 replacing an old one. All maps as a result will have:

- 2 Diamonds
- 1 Star
- 2 Restocks
- 2 Land Mines

**Diamond** - Replaces the “side gems” of maps. When collected, they grant the player’s team 200 points. Respawns every 60 seconds.

**Star (Nether Star)** - Replaces the “mid gem” of maps. When collected, the player will gain 300 points for their team, as well as **Heart of the Wyvern** for 30 seconds. Respawns every 90 seconds.

- **Heart of the Wyvern** - Gain Strength I, Resistance I, and Regeneration I, but if you die, the enemy team will gain 300 points.

- This essentially acts as a “side objective” for players that they have an option to complete. While the player that captured this power up first will be rewarded for doing so and will even gain a buff to their stats for a duration of time, if they die while the effect is active, they will actually give the enemy team a large sum of points. In a way, “bounty” is added onto the player, forcing the enemy team to make the decision of “should we target and hunt this player down for points”, or “it’s not worth the trouble, let’s just try to focus on capturing”. The player with the buff will also be forced to play much more carefully in order to make use of the buff, but also to make sure that they do not die without getting something out of it.

**Land Mine (Proximity Mine) (TNT)** - Replaces 2 of the 4 “restocks” of maps. When collected, the player gets 50 points for free, as well as a **Land Mine**. This can be placed on the ground, and when an enemy steps near it, it will explode, dealing ~8 damage and knocking them back a significant distance. Respawns every 60 seconds. **Land Mines** on the ground disappear after 60 seconds, or in your inventory if you die.

## Damage

Every class will have weapons, depending on their class. The damage that weapons do is dependent on their material type. Note that in **Conquest**, knockback dealt with melee attacks or arrows is dependent on the damage dealt, and that there are no critical strikes.

**Gold/Stone/Wood Weapons:** 5

**Iron Weapons:** 6

**Diamond Weapons:** 7

**Bows:** 1 - 8, based on time charged.

## Keywords

**Slowness** - (See Minecraft Slowness.)

**Speed** - (See Minecraft Speed.)

**Absorption** - (See Minecraft Absorption.)

**Regeneration** - (See Minecraft Regeneration.)

**Burn** - (See Minecraft Fire.)

**Poison** - (See Minecraft Poison.)

**Blindness** - (See Minecraft Blindness.)

**Wither** - (See Minecraft Wither.)

**Weakness** - Lowers target melee damage by 1 per level.

**Resistance** - Lowers damage taken by 1 per level.

**Strength** - Increases melee damage dealt by 1 per level.

**Root** - Prevents target from moving or taking knockback.

**Silence** - Prevents target from activating abilities.

**Bleed** - Prevents target from healing.

**Ground** - Prevents target from jumping or sprinting.

**True Invisibility** - Target becomes invisible, and cannot be targeted by melee attacks or targeted abilities.

**Shocked** - Target's screen shakes violently.

## Duelist

**Description:** Duelists excel in fighting enemies one by one and dealing consistent single-target damage. They primarily rely on their melee attacks to cut their opponents down.

**Health Value:** 45 HP

**Innate Passive: Challenger** (If there is only one other player within 5 blocks of you, gain **Strength I** and **Resistance I**.)

**Items:** 4 soups

## Sword Abilities:

### Riposte

**Cooldown:** 10 seconds

**Description:** Hold block with your sword to use. If your opponent hits you with a melee attack within **1.5** seconds of blocking, that attack's damage will be negated, and your next melee attack in **1.5** seconds will deal **1.5** bonus damage.

### Deadly Combination

**Cooldown:** 10 seconds

**Description:** Right-click an enemy within **3** blocks with your sword to mark them for **3** seconds. If you hit a marked enemy twice with melee attacks, deal **2** bonus damage them and inflict **Slowness III** for **3** seconds.

### Bladestorm

**Cooldown:** 10 seconds

**Description:** Right-click to swing your blade around you, dealing **6** damage to all enemies within **5** blocks. Restore **3** health for each enemy hit.

## Active Abilities:

### Lunge

**Cooldown:** 6 seconds

**Description:** Drop your weapon to dash quickly in the direction you're facing. Cannot be used while **Slowed**.

### Charge Forward

**Cooldown:** 8 seconds

**Description:** Drop your weapon to gain **Speed II** for **3** seconds. Your next melee attack during this timeframe deals no knockback, but inflicts **Slow IV** for **2** seconds.



### Face-Off

**Cooldown:** 16 seconds

**Description:** If **Challenger** is active, drop your weapon to challenge your enemy to a **Duel** for 6 seconds. While the **Duel** is active, gain **Speed I**. If you kill your target within the duration, gain **Regeneration III** for 4 seconds.

## Primary Passives:

### Conditioning

**Description:** After you kill an enemy, gain **Absorption I** for 45 seconds.

### Revenge

**Cooldown:** 5 seconds

**Description:** After taking damage from an enemy, your next melee attack in 2 seconds deals 2 bonus damage to the damaging enemy.

### Tenacious

**Description:** All negative status effects last 50% shorter on you.

## Secondary Passives:

### Fatal Strike

**Description:** Hitting an enemy that has 50% or less health inflicts **Bleed** for 3 seconds.

### Preemptive Strike

**Cooldown:** 5 seconds

**Description:** Your next melee attack on an enemy afflicts **Weakness I** for 4 seconds.

### Vitality

**Description:** Gain 1 extra heart. After surviving for 30 seconds, gain another extra heart.

# Warden

**Description:** Wardens function as off-tanks, boasting damage-soaking capabilities and crowd control. While they lack mobility, they make up for it with their considerable skirmishing ability.

**Health Value:** 60 HP

**Innate Passive:** N/A

**Items:** 4 soups

## Sword Abilities

### Defensive Stance

**Description:** Blocking with your sword will grant you **80%** damage reduction, as well as reduce all knockback from melee attacks and arrow shots to zero. You cannot attack for **1** second after releasing block.

### Earth Smash

**Cooldown:** 10 seconds

**Description:** Right-click your sword to slam the earth beneath you, dealing **5** damage and knocking enemies within **5** blocks of you upwards. Activating **Earth Smash** while in the air will cause you to crash down and smash the ground with great force, increasing the range to **7** blocks and dealing double damage but **Grounding** you for **2** seconds.

### Hurl

**Cooldown:** 14 seconds

**Description:** Hold right-click on an enemy with your sword to pick them up for up to **5** seconds. When released, you will throw them in target direction.

## Axe Abilities

### Concussive Blow

**Cooldown:** 10 seconds

**Description:** Right-click your axe to knock all players within **3** blocks in front of you backwards.

### Vigilance

**Cooldown:** 15 seconds

**Description:** Right-click your axe to gain **Resistance III**, **Weakness II**, and take no knockback from melee attacks or arrow shots for **4** seconds. Additionally, you will be **Grounded** and receive **Slowness II** while **Vigilance** is active.

### Axe Throw

**Cooldown:** **2** seconds

**Description:** Right-click your axe to throw it in a direction, dealing **8** damage and inflicting **Slow II** for **2** seconds. The axe then remains on the ground for **4** seconds, allowing you to pick it back up. After **4** seconds, the axe automatically returns to you.

## Primary Passives

### Humility

**Cooldown:** **6** seconds

**Description:** After being hit by a melee attack, inflict **Slow I** to all enemies within **5** blocks for **3** seconds.

### Condemn

**Cooldown:** **9** seconds

**Description:** Your next melee attack will **Ground** your opponent for **2** seconds.

### Resolute

**Description:** For every enemy within **6** blocks of you, take **0.75** less damage.

## Secondary Passives

### Fortitude

**Cooldown:** **4** seconds

**Description:** After taking damage from an enemy, you gain **Regeneration II** for **3** seconds.

### Iron Skin

**Cooldown:** **9** seconds

**Description:** The next melee attack you take deals **3** less damage to you.

### Blast Shield

**Description:** Take **25%** less damage from abilities.

# Vanguard

**Description:** Vanguard's are resilient and powerful team-fighters. They sacrifice damage in exchange for strong crowd control abilities and high durability.

**Health Value:** **65** HP

**Innate Passive:**

**Items:** **4** soups

## Sword Skills

### Chained Hook

**Cooldown:** **10** seconds

**Description:** Hold right-click with your sword to begin charging up to **2** seconds. When released, fire a hook that pulls the first target hit, dealing up to **10** damage based on time charged if they were an enemy.

### Aftershock

**Cooldown:** **10** seconds

**Description:** Hold right-click with your sword to begin charging up to **3** seconds. When released, unleash a burst of power around you that knocks enemies within **6** blocks back, dealing up to **8** damage based on time charged and inflicting **Shock** for **4** seconds.

### Rock Throw

**Cooldown:** **6** seconds

**Description:** Hold right-click with your sword to begin charging up to **2** seconds. When released, throw a rock that deals up to **6** damage based on time charged and inflicts **Blindness** for **1** second.

## Axe Abilities

### Whirlwind

**Cooldown:** **10** seconds

**Description:** Right-click your axe to pull all enemies within **7** blocks into you, dealing up to **6** damage based on how close they were to you.

### **Takedown**

**Cooldown:** **12** seconds

**Description:** Right-click your axe while airborne to dash at target direction, dealing **5** damage to the first enemy hit and **Grounding** both you and them for **2** seconds.

### **Intimidation**

**Cooldown:** **12** seconds

**Description:** Right-click your axe to inflict **Slowness II** to all enemies within **8** blocks for **5** seconds.

## **Active Abilities**

### **Guardian**

**Cooldown:** **14** seconds

**Description:** Drop your weapon to activate. For **5** seconds, you gain **Resistance I**, also when an ally within **5** blocks of you is hit by a melee attack, take **20%** of the damage for your ally instead.

### **Rally**

**Cooldown:** **12** seconds

**Description:** Drop your weapon to activate. For **5** seconds, you and your allies within **5** blocks of you gain **Speed II**.

## **Primary Passives**

### **Cripple**

**Description:** Your melee attacks inflict **Slowness II** for **2** seconds but deal **70%** less knockback.

### **Titan**

**Description:** Take **25%** less damage from arrows.

### **Plating**

**Description:** After not taking damage from an enemy for **6** seconds, gain **Absorption I**.

# Berserker

**Description:** Berserkers are mobile, close-range fighters capable of dealing with multiple enemies. Though somewhat frail, they can become a huge threat in teamfights if left unchecked.

**Health Value:** 40 HP

**Innate Passive: Fury** (Melee attacks generate **1 Fury**, stacking up to a maximum of **4 Fury**. While at **Maximum Fury**, your melee attacks restore **1** health. Lose all stacks of **Fury** if none are gained in **3** seconds.)

**Items:** 3 soups, 1 bread

**Details:**

- **Bread:** When consumed, grants **Strength I** for **3** seconds.

## Axe Abilities

### Seismic Shockwave

**Cooldown:** 10 seconds

**Description:** Right-click your axe to leap up. When you land, deal **6** damage to nearby enemies and knock them back.

### Unstoppable Will

**Cooldown:** 10 seconds

**Description:** Right-click your axe to cleanse all negative status effects (except **Silence**). If you have **Maximum Fury**, additionally gain **Resistance I** and **Speed I** for **7** seconds.

### Warcry

**Cooldown:** 14 seconds

**Description:** Right-click your axe to activate. Emit a loud war cry, gaining **Maximum Fury** and scaring enemies within **4** blocks of you, **Silencing** them for **2** seconds.

# Active Abilities

## Battle Rage

**Cooldown:** 11 seconds

**Description:** Drop your weapon to activate. Consume all stacks of **Fury** and restore 2 health for each stack consumed.

## Cutting Edge

**Cooldown:** 4 seconds

**Description:** Drop your weapon to swing your axe around, dealing 3 damage to enemies within 4 blocks of you and inflicting **Bleed** for 2 seconds. If you have **Maximum Fury**, this cooldown is reduced by 50%.

# Primary Passives

## Stampede

**Description:** After 3 seconds of sprinting, gain **Stampede**. While **Stampede** is active, gain **Speed II**, also your next melee attack on an enemy deals bonus knockback.

**Stampede** ends when you take damage, stop sprinting, attack an enemy, or use an ability.

## Bloodlust

**Description:** After killing an enemy, restore 4 health and gain **Speed I** and **Strength I** for 7 seconds.

## Thunderclap

**Cooldown:** 5 seconds

**Description:** If you have **Maximum Fury**, your next melee attack will strike your target with lightning, dealing 2 bonus damage and inflicting **Burn** for 4 seconds.

# Secondary Passives

## Perseverance

**Cooldown:** 6 seconds

**Description:** If your health drops below 40%, gain **Regeneration III** for 3 seconds.

## Assurance

**Description:** Melee attacks deal bonus damage equal to 10% of your target's missing health.

## **Frenzy**

**Description:** While at maximum **Fury**, your melee attacks also deal damage to enemies within **1.5** blocks of your target.

# **Marksman**

**Description:** Marksmen rely on their precise, long-ranged attacks to support their team. They exclusively use their bow to deal heavy damage and cripple their targets.

**Health Value:** **45** HP

**Innate Passive: Longshot** (Firing an arrow while **Sneaking** fires a **Longshot Arrow**, dealing up to **24** damage based on how far the arrow traveled. **Longshot** then goes on cooldown for **3** seconds.)

**Items:** **4** soups, **40** arrows

## **Sword Abilities**

### **Disengage**

**Cooldown:** **12** seconds

**Description:** Hold block with your sword to activate. If you are hit by a melee attack within **1.5** seconds of blocking, you will leap backwards, inflicting **Slowness III** to the attacker for **2** seconds.

### **Disarm**

**Cooldown:** **10** seconds

**Description:** Right-click with your sword on an enemy within **3** blocks to disarm them, dealing **4** damage preventing them from dealing damage with melee attacks for **1** second.

### **Limber**

**Description:** Hold block with your sword to activate. After blocking for **1** second, gain **Jump Boost II** and **Resistance I**. If you are sneaking, gain **Jump Boost IV** and **Resistance II** instead. Ends if you release.



# Bow Abilities

## Marked For Death

**Cooldown:** 8 seconds

**Description:** Left-click your bow to prepare **Marked For Death**. Your next arrow will **Mark** an enemy for 3 seconds, causing them to take 8 bonus damage from the next melee attack.

## Inferno Shot

**Cooldown:** 8 seconds

**Description:** Left-click your bow to prepare **Inferno Shot**. Your next arrow will apply **Burn** to the target for 5 seconds.

## Explosive Bolt

**Cooldown:** 12 seconds

**Description:** Left-click your bow to prepare **Explosive Bolt**. Your next arrow will explode on impact, dealing up to 7 damage to all nearby enemies and knocking them back.

# Primary Passives

## Ballista Arrows

**Description:** Your arrows are 20% slower, deal 2 bonus damage, deal 10% more knockback and propel you backwards as well, unless you sneak.

## Kill Shot

**Description:** Your arrows deal 4 bonus damage to enemies under 40% health.

## Barrage

**Description:** You can charge your bow past its typical max charge for up to 1 second. When released, you will fire up to 4 additional arrows based on how long you charged. These arrows do not apply secondary effects and always deal 6 damage.

# Secondary Passives

## Frost Arrows

**Description:** Your arrows inflict **Slowness I** and **Weakness I** for 2 seconds.

### Toxic Tips

**Description:** Your arrows inflict **Poison I** to enemies for **3** seconds.

### Overcharge

**Description:** Fully charged bow shots travel **20%** faster and deal **1** bonus damage.

## Hunter

**Description:** Hunters are nimble archers that shine in both short-range and mid-range engagements. They are able to use their bow to keep strong enemies at a distance and to secure kills on the weak.

**Health Value:** **50** HP

**Innate Passive: Sharpshooter** (Landing consecutive arrows on enemies grants stacks of **Sharpshooter**, maximum of **4** stacks. Your arrows deal **2** bonus damage for each stack of **Sharpshooter** you have. Lose all stacks when you miss an arrow. Hunters also take **4** less fall damage.)

**Items:** **3** soups, **32** arrows, **2** bear traps

### **Details:**

- **Bear Trap:** LMB to toss or RMB to drop a **Bear Trap** that takes **1** second to prime. If an enemy steps on it, they take **3** damage and are **Rooted** for **2** seconds. **Bear Traps** disappear after **40** seconds or if you die.

## Sword Abilities

### Wolf Stance

**Cooldown:** **4** seconds

**Description:** Hold block to charge **Wolf Stance**, charging **70%** per second. When released, lunge in target direction with distance based on how long you charged

**Wolf Stance.** If you collide with any enemies, inflict **Slowness II** for **3** seconds. Taking damage while charging **Wolf Stance** will cancel it.

## Rest

**Description:** Holding block with your sword for **3** seconds will grant you **Cloaked** and **Regeneration I**. **Rest** will be cancelled if you take damage while charging it. **Rest** will end if you release.

# Axe Abilities

## Cornered Beast

**Cooldown:** **15** seconds

**Description:** Right-click your axe to activate. Gain **Strength II** for **5** seconds but take **1** more damage from all sources.

## Swiftess

**Cooldown:** **10** seconds

**Description:** Right-click your axe to activate. For **4** seconds, gain **Speed II**, take **80%** reduced damage and receive no knockback. **Swiftess** ends when you attack or use an ability.

# Bow Abilities

## Roped Arrow

**Cooldown:** **6** seconds

**Description:** Left-click your bow to prepare **Roped Arrow**. Your next arrow will pull you towards the direction it lands. If it hits an enemy, they will be pulled towards you as well.

## Wolf Fang

**Cooldown:** **7** seconds

**Description:** Left-click your bow to prepare **Wolf Fang**. Your next arrow will deal **4** bonus damage and inflict **Bleed** for **6** seconds.

## Quick Fire

**Cooldown:** **7** seconds

**Description:** Left-click your bow to instantly fire an arrow in target direction, dealing **8** damage and inflicting **Slow III** for **4** seconds.

## Healing Shot

**Cooldown:** 8 seconds

**Description:** Left-click your bow to prepare **Healing Shot**. Your next arrow will splash healing on impact, restoring up to **6** health to all nearby allies.

## Primary Passives

### Footwork

**Description:** Landing shots with your bow grants you **Speed II** for **3** seconds. Additionally, you are immune to **Slowness**.

### Cut Down

**Description:** Your arrows deal **3** bonus damage to enemies with **75%** or more health.

## Sorcerer

**Description:** Sorcerers depend on their abilities to dish out damage from a range. They are exceptional at whittling down their opponents over time and dealing with crowds.

**Health Value:** 45 HP

**Innate Passive: Elemental Mana** (Upon changing to **Sorcerer** or respawning, start at **200 Mana**, which is the maximum. Regenerate **10 Mana** per second. Your abilities cost **Mana**. Kills restore **100 Mana**.)

**Items:** 4 soups

## Sword Abilities

### Fireball

**Cooldown:** 1 seconds

**Mana:** 15

**Description:** Left-click with your sword will shoot a **Fire Charge** that deals **4** damage and inflicts **Burn** for **3** seconds.

## Cold Wave

**Cooldown:** 6 seconds

**Mana:** 40

**Description:** Hold right-click with your sword to charge **Cold Wave** for up to **1.5** seconds. Upon releasing right-click, unleash a gust of icy wind to enemies **4** blocks in front of you that knocks them backwards, dealing up to **7** damage based on time charged and inflicting **Slowness II** for **3** seconds. If you are sneaking, you will also knock yourself backwards.

## Wither Blast

**Cooldown:** 6 seconds

**Description:** Hold right-click with your sword to charge **Wither Blast** for up to **2** seconds. When released, you will fire a **Wither Skull** that deals **6** damage and inflicts **Wither II** for **4** seconds. If fully charged, **Wither Blast** also inflicts **BLACKOUT** for **2** seconds.

# Shovel Abilities

## Thunder Bomb

**Cooldown:** 6 seconds

**Mana:** 55

**Description:** Right-click with your shovel to launch a **Thunder Bomb** at the target area, detonating after **0.5** seconds of landing on the ground. When detonated, it explodes and rains thunder on enemies within **4** blocks of it, dealing **8** damage as well as inflicting **Slowness II** and **Shock** for **4** seconds.

## Dark Beam

**Cooldown:** 5 seconds

**Mana:** 40

**Description:** Right-click with your shovel to fire a beam of dark magic up to **25** blocks, dealing up to **8** damage to the first enemy it hits and any enemies around them and knocking them back.

## Zero Gravity

**Cooldown:** 10 seconds

**Mana:** 50 mana

**Description:** Right-click your shovel to enter **Zero Gravity**, causing all enemies within **6** blocks of you to gain **Jump Boost X** for **5** seconds.

# Axe Abilities

## Meteor

**Cooldown:** 7 seconds

**Mana:** 55

**Description:** Right-click with your axe to launch a meteor in the target direction, exploding on impact and knocking enemies away. Deals up to **8** damage, based on the target's proximity, and inflicts **Burn** for **5** seconds.

## Glacial Tomb

**Cooldown:** 12 seconds

**Mana:** 60

**Description:** Right-click with your axe to launch an ice block in the target direction, springing into a **Glacial Tomb** after impacting a surface, trapping any players inside it for **3** seconds. Right-clicking your axe again will shatter the **Glacial Tomb**.

## Pulse Orb

**Cooldown:** 10 seconds

**Mana:** 65

**Description:** Right-click with your axe to launch a **Pulse Orb** that explodes on impact, dealing **5** damage to enemies within **5** blocks of it and pulling them towards the center of impact.

# Active Abilities

## Molten Core

**Mana:** 15 per second

**Description:** Drop your weapon to toggle on/off. While active, grants all allies within **4** blocks of you **Fire Resistance**. Additionally, you gain **Speed I** and your melee attacks deal **3** bonus damage to enemies that are **Burned**.

## Icy Aura

**Mana:** 15 per second

**Description:** Drop your weapon to toggle on/off. While active, grants all allies within **5** blocks of you **Resistance I** and any water within **5** blocks of you becomes ice.

## Voidform

**Mana:** 20 per second

**Description:** Drop your weapon to toggle on/off. While active, gain Slowness II, but

# Druid

**Description:** Druids act as supports for their team, empowering their allies with enchantments and protecting them with healing magic. In addition, they offer a substantial amount of utility in team-fights with their crowd control.

**Health Value:** 40 HP

**Innate Passive: Living Mana** (Upon changing to **Druid** or respawning, start at **200 Mana**, which is the maximum.

Regenerate **20 Mana** per second. Your abilities cost **Mana**. Melee attacks restore **10 Mana**.)

**Items:** 4 soups

## Sword Abilities

### Overgrowth

**Cooldown:** 10 seconds

**Mana:** 90

**Description:** Right-click your sword to grant you and all allies within **5** blocks of you **Absorption I** for **3** seconds. If there are **1** or less allies nearby, gain **Absorption II** instead.

### Tangle Vines

**Cooldown:** 7 seconds

**Mana:** 30 per second

**Description:** Hold right-click with your sword to control burrowing thorns under the ground, travelling where your cursor points to. When you release right-click, the thorns spring up from the ground, **Rooting** enemies for **2.5** seconds and dealing **10** damage. Can only be used while on the ground.

### Mending

**Mana:** 30 per second

**Description:** Hold right-click with your sword to **tether** to the nearest ally within **6** blocks of you, restoring **3** health per second and granting them **Resistance I** and **Strength I**. **Mending** is cancelled if your **tethered** ally is out of range.

# Shovel Abilities

## Paralyzing Pollen

**Cooldown:** 8 seconds

**Mana:** 40

**Description:** Right-click your shovel to activate. Fires a projectile that **Roots** the first enemy it hits for **2** seconds and deals **4** damage.

## Miasma

**Cooldown:** 8 seconds

**Mana:** 55

**Description:** Right-click your shovel to summon a noxious mist that pollutes the air up to **7** blocks around you, inflicting **Poison II** and **Weakness II** to surrounding enemies for **5** seconds.

## Purify

**Cooldown:** 15 seconds

**Mana:** 45

**Description:** Right-click your shovel to purify the air **7** blocks around you, **suppressing** all status effects from **ALL** players within range for **4** seconds.

# Axe Abilities

## Earth Wall

**Cooldown:** 8 seconds

**Mana:** 50

**Description:** Right-click your axe in a direction to create a **2** block high wall that travels in that direction for up to **7** blocks. Enemies hit by the wall take **2-8** damage, based on how far the wall has traveled. The wall disappears after **5** seconds.

## Nature's Gift

**Cooldown:** 12 seconds

**Mana:** 60

**Description:** Right-click your axe to activate. Give **Strength I** to all allies within **5** blocks for **7** seconds.

## Spore Bomb

**Cooldown:** 10 seconds

**Mana:** 80



**Description:** Right-click your axe to place a **Spore Bomb** that takes **2** seconds to ready itself. When an enemy steps over it, they take **4** damage and receive **Poison I** and **Slowness I** for **6** seconds. You can only have a maximum of **3 Spore Bombs** active. **Spore Bombs** disappear after **30** seconds, when you die, or when you change kits.

## Active Abilities

### Rose Armor

**Mana:** **40** per second

**Description:** Drop your weapon to toggle on/off. When active, gain **Resistance II** and take no knockback from melee attacks or arrows. If an enemy hits you with a melee attack, they take **2** damage.

### Nurture

**Mana:** **20** per second

**Description:** Drop your weapon to toggle on/off. When active, grants all allies within **7** blocks of you **Regeneration II** and **2** extra hearts.

## Rogue

**Description:** Rogues are agile assassins who specialize in taking down fragile priority targets. They depend on their mobility to close the gap between their enemies and their high burst damage to dispatch them quickly.

**Health Value:** **35** HP

**Innate Passive:** **Dexterity** (Your melee attacks grant you **Speed I** for **3** seconds. Your melee attacks deal no knockback.)

**Items:** **4** soups

## Sword Abilities

### Evade

**Description:** Hold block with your sword to consume an **Evade Charge**. If an enemy hits you within **1** second of blocking, negate the attack, also teleport behind them. If

you are **Sneaking** while blocking and are hit, you will teleport a short distance behind your position instead. If you are not hit within the **1** second timeframe, **Evade** will fail. Gain **1 Evade Charge** per **5** seconds, up to a maximum of **2 Evade Charges**. Cannot be used while **Slowed**.

### Vital Stab

**Cooldown:** **5** seconds

**Description:** Right-click your sword on an enemy within **3** blocks to activate. Deals **6** damage to them and inflict **Bleed** for **3** seconds.

### Assassinate

**Cooldown:** **6** seconds

**Description:** Right-click your axe while airborne to dash forward, dealing **6** damage to the first enemy hit. If they have **20%** or less health, **Assassinate** instantly kills them.

## Axe Abilities

### Phantom Dash

**Cooldown:** **5** seconds

**Description:** Right-click your axe to activate. Launch a **Phantom Pearl** at target direction. If it hits a player, you will teleport behind them and deal **5** damage if they were an enemy. Cannot be activated while **Slowed**.

### Flash

**Description:** Right-click your axe to consume a **Flash Charge**, teleporting you **3** blocks in the direction you are facing. Gain **1 Flash Charge** per **3** seconds, up to a maximum of **4 Flash Charges**. When respawning or changing to **Rogue**, start with the maximum amount of **Flash Charges**. Cannot be activated while **Slowed**.

### Shuriken Toss

**Description:** Right-click your axe to throw a **Shuriken** in target direction that deals **3** damage and inflicts **Slowness I** for **2** seconds. Gain **1 Shuriken** per **2** seconds, up to a maximum of **5 Shurikens**. When respawning or changing to **Rogue**, start with the maximum amount of **Shurikens**.

## Primary Passives

### Backstab

**Description:** Attacking an enemy from behind with melee attacks deals **4** bonus damage.

### Chain Attack

**Description:** Consecutive melee attacks deal **0.5** bonus damage, up to a maximum of **2** bonus damage. This bonus resets if you don't attack an enemy for **2** seconds.

### Opportunist

**Description:** Attacking enemies with negative status effects deals **1** bonus damage. Upon killing an enemy, gain **True Invisibility** for **2** seconds, which ends if you deal or take damage.

## Secondary Passives

### Head Hunter

**Description:** Upon killing an enemy, gain a **Head**, up to a maximum of **3 Heads**. Your melee attacks deal **0.5** bonus damage for each head. Lose all **Heads** upon death.

### Shadow Assault

**Description:** After sneaking for **2** seconds, gain **True Invisibility**, also your next melee attack while hidden will deal **2** bonus damage. **Shadow Assault** cancels/ends if you deal or take damage, or if you stop sneaking.

### Predator

**Cooldown:** **5** seconds

**Description:** Your next melee attack on an **isolated** enemy inflicts **Blindness** and **Slowness III** for **3** seconds.

## Thief

**Description:** Thieves are cunning and elusive, adept at disorienting their adversaries with a plethora of tools and abilities.

Rather than eliminating the opposition themselves, they aim to distract them for as long as possible while their allies capitalize off the confusion.

**Health Value:** **40** HP

**Innate Passive: Lightweight** (Gain **Speed II** and reduce fall damage taken by **4**. Your melee attacks deal no knockback.)

**Items:** **1** smoke bomb, **16** arrows, **2** stun charges, **2** elixirs

**Details:**

- **Smoke Bomb:** Right-click to throw a **Smoke Bomb** that explodes on impact, inflicting **Blindness** and **Slowness II** to all enemies within **4** blocks for **3** seconds.
- **Elixir:** (Splash Potion of Healing II)
- **Stun Charge:** LMB to throw or RMB to drop a **Stun Change**. Enemies that step on the **Stun Charge** will be **Silenced**, **Shocked**, and **Grounded** for **4** seconds. **Stun Charges** disappear after **40** seconds or when you die.

## Sword Abilities

### Illusion

**Cooldown:** **10** seconds

**Description:** Hold block with your sword to become **Cloaked** and summon a **Clone** of you that moves to where you point for **5** seconds. When your **Clone** dies, it inflicts **Slowness II** to all nearby enemies for **5** seconds.

### Suppression

**Cooldown:** **7** seconds

**Description:** Right-click an enemy within **3** blocks with your sword to inflict **Shock**, **Silence**, and **Grounded** to them for **4** seconds.

### Venom Fang

**Cooldown:** **5** seconds

**Description:** Right-click an enemy within **3** blocks with your sword to inflict **Poison I** and **Weakness I** for **10** seconds. If they have **50%** or less health, inflict **Poison II** and **Weakness II** instead.

## Axe Abilities

### Leap

**Cooldown:** **3** seconds

**Description:** Right-click your axe to **Leap** in target direction. Using **Leap** while your back is towards a block activates **Wall Kick** instead. Cannot be activated while **Slowed**.

### Blink

**Cooldown:** 8 seconds

**Description:** Right-click your axe to teleport **20** blocks forward in target direction. Activating **Blink** again in the next **2** seconds will teleport you back. Cannot be activated while **Slowed**.

## Bow Abilities

### Silencing Arrow

**Cooldown:** 7 seconds

**Description:** Left-click your bow to prepare **Silencing Arrow**. Your next arrow will inflict **Silence** to its target for **4** seconds.

### Webshot

**Cooldown:** 14 seconds

**Description:** Left-click your bow to prepare **Webshot**. Your next arrow will spawn a bundle of cobwebs on impact for **3** seconds.

### Blinding Arrow

**Cooldown:** 7 seconds

**Description:** Left-click your bow to prepare **Blinding Arrow**. Your next arrow will apply **Blindness** and **Slowness II** to the target for **3** seconds.

## Active Abilities

### Recall

**Cooldown:** 15 seconds

**Description:** Drop your weapon to teleport back to where you were previously **3** seconds ago and restore **7** health. Cannot be used while **Slowed**.

### Stealth

**Cooldown:** 15 seconds

**Description:** Drop your weapon to become **Cloaked** for **8** seconds with a puff of smoke trailing behind you every second.