

# ABILITIES

## POWER AND FAITH - Tier 1

### ABILITY : POWER AND FAITH

Switch between an offensive stance using earth powers to damage and control enemies and a supportive stance using holy powers to increase your defense and support allies.

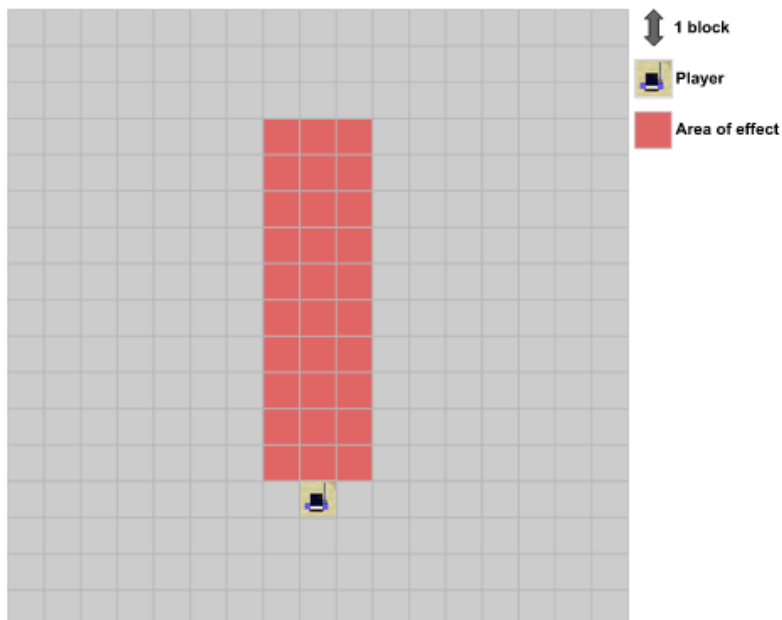
**Earth stance** : Gain +1 swing range for your **melee attacks**, +25% **cleave damage** within **4 blocks** and +25% knockback resistance. Every 10th **melee attack** throw a rock in front of you dealing **200% melee damage** to all enemies in the path and aggro them for **1s**.

**Holy stance** : Gain **+25% defense** , +25 mending and +50% knockback resistance. Every 10th **melee attack** heal yourself and allies within **6 blocks** for 5% max health.

**Mana cost** : 10% max mana

**Cooldown** : 2s

### Area of Effect : Rock throw



- If this ability is removed from your mastery orb you can still choose a stance from the menu but the passive bonuses will not apply
- You get a message in chat when you are switching your stance to tell what stance you are in now

## EARTH GRIP - Tier 4

### ABILITY : **EARTH GRIP**

Grab the closest enemy in front of you (range = **8 blocks**), deal **300% melee damage** to it and aggro it for **5s**. If the enemy is killed during these **5s** then you regain 10% of your max health and the cooldown is reduced by **5s**.

**Earth stance** : You and your allies deal **x1.15 damage** to the enemy while the aggro effect is active.

**Holy stance** : The enemy deals 50% less damage to your allies and you gain **+15% defense** against it while the aggro effect is active.

**Mana cost** : 150

**Cooldown** : 15s

## HOLY WRATH - Tier 4

### ABILITY : **HOLY WRATH**

Imbue your weapon with holy power and strike enemies in front of you (range = **5 blocks**) for **250% melee damage**.

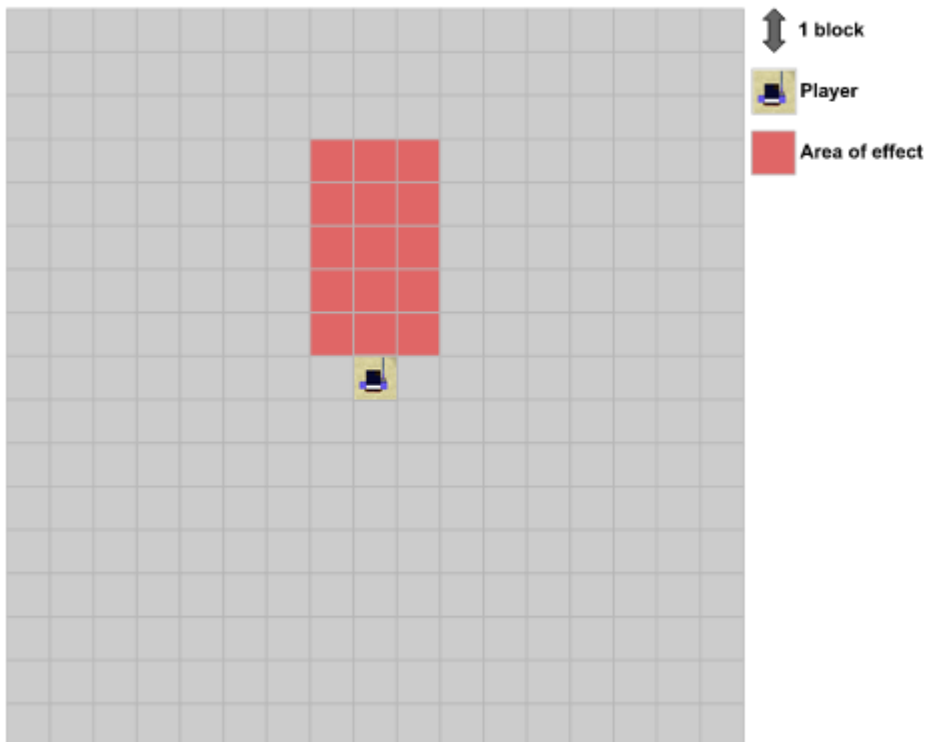
**Earth stance** : Enemies hit are bumped into the air for **1s** and take an additional **150% melee damage**.

**Holy stance** : Heal 2.5% max health to yourself and nearby allies (range = **6 blocks**) for every enemy hit (max = 10%).

**Mana cost** : 100

**Cooldown** : 10s

### Area of Effect (strike attack)



## HOLY AURA - Tier 5

### ABILITY : **HOLY AURA**

Gain an aura (range = **8 blocks**) giving bonuses to yourself and allies depending on your current stance. Activate the ability again to cancel it.

**Earth stance** : Enemies within the aura get impaled every **1s**, dealing **100% melee damage** and slowing them down by 10% for **2s** (do not stack). Allies and yourself gain a bonus of +25% knockback resistance.

**Holy stance** : Regen 2% of your max health per second and intercept 50% of the damage taken by allies within range.

**Mana cost** : 10 + 5% max mana per second

**Cooldown** : 2s

## EARTH SHATTERING - Tier 6

### ABILITY : **EARTH SHATTERING**

Smash the ground below you dealing **250% melee damage** to all enemies nearby (range = **6 blocks**) and rooting them for **2s**.

**Earth stance** : Enemies hit are poisoned for **50% melee damage** per second and their damage is reduced by 10% for **5s**.

**Holy stance** : Yourself and allies within the area get an **absorption shield** of 10% max health as well as a bonus of **+10% defense** for **5s**.

**Mana cost** : 100

**Cooldown** : 10s

## DIVINE INTERVENTION - Tier 8 - ULTIMATE

### ULTIMATE ABILITY : ***DIVINE INTERVENTION***

Link yourself to the closest ally in front of you (range = **10 blocks**) and intercept 100% of the damage he takes for the next **5s**, you also both gain an immunity to knockback during that duration.

**Earth stance** : During those **5s** enemies trying to attack this ally will take **100% melee damage** in return for every hit.

**Holy stance** : During those **5s** this ally will get healed 0.5% of his max health every time he get hit by an enemy.

**Mana cost** : 50% max mana

**Cooldown** : 40s

## PASSIVES

### TAUNTING AURA - Tier 2

#### PASSIVE : ***TAUNTING AURA***

Enemies are more likely to target you if you are above 25% health.

**Click to toggle off this passive !**

## ARMOR OF SPIKES - Tier 3

### PASSIVE : **ARMOR OF SPIKES**

Gain a thorn effect which deals **50% melee damage** to enemies hitting you and slow them by 10% for **2s**.

Cooldown : 2s

**Click to toggle off this passive !**

## CROWD DEFENSE - Tier 3

### PASSIVE : **CROWD DEFENSE**

Gain **+1% defense** for every enemy within **10 blocks** (max = +10%).

**Click to toggle off this passive !**

## HOLY RADIANCE - Tier 3

### PASSIVE : **HOLY RADIANCE**

Your holy stance also gives a bonus of +20% knockback resistance and +25% natural health regen to yourself and nearby allies every 10th **melee attack** (on top of the heal) for **5s** (do not stack).

**Click to toggle off this passive !**

## EARTH POWER - Tier 5

### PASSIVE : ***EARTH POWER***

Your earth stance deal an additional **+15% cleave damage** and the rock throw an additional **+50% melee damage**.

**Click to toggle off this passive !**

## LONG ARM TACTIC - Tier 5

### PASSIVE : ***LONG ARM TACTIC***

Using a **mastery ability** gives you a bonus of **+1 swing range** and **+20% cleave damage** within **4 blocks** for your next **melee attack**.

**Click to toggle off this passive !**

## DEFENSIVE PERIMETER - Tier 6

### PASSIVE : ***DEFENSIVE PERIMETER***

You and allies within **8 blocks** take 10% less damage.

**Click to toggle off this passive !**

## EMERGENCY RESCUE - Tier 7

### PASSIVE : *EMERGENCY RESCUE*

If an ally near you (range = **10 blocks**) gets low on health (<25%) then he automatically receives an **absorption shield** of 20% max health for **5s**.

Cooldown : 30s

**Click to toggle off this passive !**