

Anguished Class Design

Overall the class is designed to be a spellpower mindpower hybrid (honestly on the edge of throwing in some weapon stuff too via mindstaff). Main resources are psi and vim, vim has a couple of talents to regenerate itself with, though frankly there's no clear theme with how either resource is spent besides that the fact that it exists and is a cost on most skills. I think I had it streamlined at the start of the project to the point where if a talent cost vim and psi it did darkness damage, just psi was mind and just vim was blight but 3 damage types is a little much for a caster, especially when they don't have spec options for all 3. As it stands they have two categories of trees, corruptions and psionic, and then a bunch of trees semi randomly split between them. Anyways without further ado:

Balance: Balance between Psi and Vim. Also, Mindpower and Spellpower.

Balance of Powers: The lower your vim, the higher a mindpower boost you gain. The lower your psi, the higher a spellpower boost you gain. NOTE passive.

ALTERNATE IDEA: the closer your percentual pools are the greater the boost to mindpower and spellpower you gain

Pros: promotes keeping resources same same (the math isn't hard either)

Cons: is a bitch to manage

Dienes' idea: "I was thinking something like spending psi increases your vim talents' damage based on how much psi spent, gaining psi increases your speed by % of psi gained. Spending vim increases psi regen, gaining vim heals"

Weaving: casting a spell grants an other buff that causes your next mindpower to heal you, and casting a mindpower causes your next spell to give you a shield. Wanted to make it project damage onto a target as well but it was getting really fucky errors so I gave up, might end up wayyyy lowering the cooldown

Overcharged: The higher your vim, the higher a spell speed boost. The higher your psi, the higher a mind speed boost. NOTE passive I really really really really want to change this talent to be actually interesting, ive actually gotten quite a few ideas for this but some of them are tough to code, I'll have to look into it again

Unnatural Limits: Passively increases max psi and max vim. Can be activated to turn you over your natural limits, healing you to full, increasing all damage done, and restoring psi and vim to full. Once the effect expires, the players vim and psi are set to 10% and life to 20%.

NOTE passive and active

stupid ass limitbreak talent that I put in every class I make, shhhh

So balance was really intended to be like the whole thing that ties all the random spellpower and mindpower scalings together, to make it so that you weren't strapped for MP and SP and to encourage you to get both of them

Dark Thoughts (locked): "Dark thoughts seethe deep within your mind. Why not release them?"

Mangle: Reach into your target's mind, inflicting high darkness damage. It's okay... but could use more. After a delay maybe? Very boring talent, thinking of making it transfer debuffs so player has a way to deal with physical ones

Chaos: Sustain. Killing an actor releases a burst of their last thoughts, dealing mind damage in a radius of 3 . Also adds dark pen for some reason. Dude on kill lmao, has merit but on kills are just so fucking weak in most situations unless the player can summons things that give them free on kills. Also maybe a status on kill? Confusion?

Devouring Ray: literally just a darkness damage life steal beam, not bad, but not interesting either

Mindblast: its the fucking doomed talent that does a blast, except instead of knockback it stuns
This whole tree needs a rewrite so fucking badly goddamnit, if I make mangle transfer physical status it might be the only talent I keep

Defiled mind tree, much like cursed body yay for samey same (generic)

Defiled Mind: Killing an enemy yields extra vim and psi. Fucking boring as hell and will replace with something, not even useful either unless once again, the player has some way to summon.

Resilience: Mental debuff immunity. Sleep, confuse, silence. Follows suit with the cursed way, honestly not that bad since >silence res, but vox gives you 100% anyways???

Paranoia: If your life drops below 50%, you gain increases to movement and to global speed. I actually like this talent and I cannot explain why, please do not ask

Unending Suffering: Heal for %%d of damage dealt. Very low, like 1, 2, 3, 4, 5. Maybe look at suffuse life scaling. Just some survivability, once again boring and also kinda low? But life steal is pretty damn op, so im on the fence with scrapping this talent and might just repurpose it.

DOOOM: Debuff/DoT Tree. Darkness and Blight damage.

Hellfire: Flames that burn away resists, reducing all resist by -x a turn and dealing fire/darkness split damage. THIS IS THE SECOND TALENT I DONT KNOW WHY ITS OUT OF ORDER

Erode: Blight disease that reduces global speed. Gives back vim a la draining vim dam type?

THIS IS THE FIRST TALENT I DONT KNOW WHY ITS OUT OF ORDER

Erase: Deal damage over time(darkness) and remove one benficial effect (on cast). At talent level 4, remove one sustain per turn.

Doom: Extend the duration of EVERY negative effect on a target by x turns. At the same time, also apply another blight DoT.

I'm not gonna comment on this tree, but overall this is by far my favorite tree and I think its because I just love the concept behind DoT effects in games, slowly seeing an enemy's life tick away under a shitton of debilitating statuses... yes please. Also not mentioned, but the tree has a thing where every point you put into it increases apply spellpower.

Cleansing: locked AM grounded tree with fire (for some reason?) damage.

Mindburn: Fill your target's mind with burning pain, dealing fire damage and burning arcane resources while also reducing all of their saves.

Cauterize Lips: Inflict burn damage over time and silence an enemy. Woo hoo silence

Purifying Fire: Remove up to x status effects, positive and negative from SELF. status cleanse!

Cleanse: Remove up to x magical sustains from the target while also dealing tons of fire damage. TONS of fire damage is no exaggeration... After checking the code it has been determined to be an exaggeration 500 damage max, which means it could be a potent nuke which is bad for gameplay anyways.

I made this tree when I was going through the AM phase, I might just unlock it and then redo alot of the talents and try and make fire a proper secondary dam type

Consumption: Vim/Psi regen tree

Mind Drain: Deal mind damage and restore psi. Only psi regen class really has, mainly just a kinda target spell, class really lacks variety in terms of projectiles/beams/targets

Life Shield: Consume 20% of your life and turn it into a shield with %0.1f efficiency. Nice defense talent, has bonus effects at 50% life and stuff (increased duration at life > 50 and increased power at life < 50)

Siphon: Sustain. Draw life and vim from enemies in a radius of 5, draining psi. Kind of out of place. Kinda weak too, doesn't really do much might scrap or repurpose

Snap: deal darkness damage in a radius 2 AoE. More damage if enemy is slowed? (For synergy with Yawning Mouth) + Yawning Mouth: Draw enemies into an area, inflicting a move speed slow in the area. I actually like this talent, fight me.

Control: Utility/Mobility tree

Propel: Control the air near you and use it to propel yourself in a given direction for x spaces max.

Push: Push away all enemies in radius x, dazing them. (Mindpower check)

Footlock: radial field of slow and pin

Choke: In other words, I've been playing too much KotOR. Phys dam over time with silence attached.

Choke is a shitty talent, but the others don't seem too bad to me, thoughts? I personally don't think this tree was that bad, though I might up propel a little and give it more uses.

Pain:

Kill: deal darkness damage, damage is increased vs targets below 45% health, cooldown is reduced and the talent is instant

Dark Anger: Mind Crit +, activate for sustain that "charges." Once it reaches max charges or is deactivated, it "explodes". Dam based off mindpower and spellpower, uses mind crit, turns charged increases damage and radius. PbAoE. Odd talent, mind crit passive has a niche, most of anguished's talents use mind crit

Searing Pain: Mass confusion but fire dam. Exciting I know, but confusion is kinda useful

Anguish: steal a target's powers and convert it into power and saves, when effect expires, deals bonus damage based on how long it lasted. After reworking, I kinda like this talent though

Dienes:

Mindstaff mastery: sustain styled after mindstar mastery, sustain psi cost, talent gives staff mastery bonuses (phys power and +% damage will need to change in 1.6 anyways ahhhh) +x mag and wil based on tier of staff and +mp equal to % of staff's SP (scaling up to 100%).

Maybe mind crit = to spell crit? might be over kill

offense talent: project an attack dealing x% percent weapon damage

utility talent:

defense talent:

1) mindstaff mastery: mastery and add %SP to MP

Im gonna implement mine here, so the mag/wil by staff tier will go here as well and be stripped off resonant, might add an extra effect, but honestly cleansing mental/magical is already pretty strong (dude hexes/curses lmao)

2) resonant fields: +mag/will by staff tier, unflinching resolve but for mental/magical

3) erode mana channels: strike for % weapon damage and remove X..Y beneficial effects (sustains?). For each effect removed target takes A% more damage for B turns. Damage scales with MP and damage taken scales with SP

Sadly I already have a skill that removes positive status effects but I love this one because it rewards intelligent use hmmm

4) psychosomatic resilience: active skill. 1,1,2,2,3 Charges. for next X turns Y% damage you take is converted into mind damage dot over next Z turns, stacks. Scales with MP
Damage smearing huh?

Farstriking: based on projecting melee strikes at a range and procs

Farstrike: sustain that also grants another talent. Sustain gives dark damage on hit (cuz staff proc bonus so why not) and restores charges of Farstrike (guess ill need to rename the sustain huh).

Expend farstrike charges to do x% weapon damage at y range (prolly like 5-7)

Living Staff: animate staff for x turns to automatically far strike enemies in a reduced range and reduced damage(sorta like frenzied focus). Costs two far strike charges.

Dark Burst: passive, increases accuracy by x and gives a y% chance to do a conal (? kinda wanna do something more creative here) burst of darkness (for z damage) on attack. Cooldown of 3 turns.

Warding Staff: expend one (maybe two?) far strike charge(s) to block the next melee strike and knockback + stun the attacker.

Okay so that puts class trees as: balance, doom, consumption and pain with dark thoughts and cleansing being locked

And generic as new mindstaff cat, defiled mind and control

3 generic and 4 unlocked class with a grand total of 6 class

After revision I might do a striking tree (unlocked) and unlock cleansing or make it actually strong so that would put Anguished at 7 class, 5 unlocked. Which doesnt sound too bad? I would like for there to be multiple viable builds but the issue with that is that in ToME there is ALWAYS one “best” build path. In which case the next would be to maximize “fun” for different build paths and then you run into another issue: the subjectivity of fun.

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Berenth's ideas :

- Balance : add an active : put both resources to the same percentage (lowest of the two) then deal damage and try to apply brainlock or spellshock to a target (based on which resource diminished)
- Overcharged : talents have increased cost and potency the higher the resource is (similar to paradox)
- Dark thoughts : I read the name I think fear, all of the ideas went from there
- Mangle : inflict terrified (the fear). If you don't like the fear theme, put talent on cd?
- Chaos : as long as an enemy in radius x is below y% life, everyone in radius x suffer mind damage every turn and is inflicted by paranoia (the fear)
- Devouring ray : add distress to complete the fear theme

- Mindblast : i'd say brainlock rather than stun and something relating to fear... extra damage and/or longer duration based on the number of fears they have

Defiled mind, Doom, Cleansing : seems good enough to me

Consumption : seems like it needs change, no idea though

Control : not really in theme with the rest of the trees imo

Attack	Defense	CC-Debuff	D-Debuff	Mobility	Utility
Mangle	Weaving	Wrench	Erode	Crazed	Balance of Powers
Chaos	Unnatural Limits	Doom	Hellfire	Propel	Unnatural Limits
Devouring Ray	Devouring Ray	Cauterize Lips	Erase		Defiled Mind
Wrench	Resilient Mind	Push	Doom		Crazed
Cleanse	Perpetual Suffering	Footlock	Mindburn		Erase
Mind Drain	Life Shield	Choke			Purifying Fire
Siphon	Siphon	Searing Pain			Mind drain
Gaping Maw/Snap	Warding Staff	Mindthief			Cleanse
Farstrike	Psychosomatic Resiliance				Gaping Maw/Snap
Living Staff					Mindstaff Mastery
Dark Burst					Resonant Fields
Dusk Bringer					Anguish

					Overcharged
Kill					
Anguish					

Reworked Dark Thoughts (changed to Broken Thoughts)

- 1.) Mangle: Deal x darkness damage and copy y status effects from yourself over to your target. For every status effect given to your target this way spawn one plus the number of effects copied mind fragments, up to a maximum of 2 (scaling to 3 at TL 3).
- 2.) Devouring Ray: Deal x darkness damage in a line. Mind Fragments hit will be consumed, healing you for y health. Target's hit (excluding mind fragments) will spawn 1 mind fragment. At talent level 3, it will also cleanse one negative status effect.
- 3.) Wrench: Dig your way into your target's mind and wrench out one Mind Fragment per turn for x turns. After this effect expires, the target's damage will be reduced by x%.
(Instant)
- 4.) Chaos: Inflict Chaos on a target that causes them and targets in radius x to take y darkness damage. Targets damaged by Chaos (excluding friendlies) will have Chaos applied to them, with a reduced duration equal to the current duration minus one. Additionally, mind fragments damaged by Chaos will detonate in radius x+1 for z darkness damage.

Reworked Mindstaff:

- 1.) Same as before
- 2.) Same as before
- 3.) Mindthief: Weapon strikes now steal x mental save from your target. Stacks 5 times, reaching max stacks heals for y?
- 4.) Same as before.

Reworked Overcharge:

Two ideas:

kvlstist style idea, 5 casts -> empowered talent

OR

Each spell casts adds to a growing storm around you, damage makeup (darkness/blight split) and effect (Spell/Mental speed(?)/all damage(?)) is determined by mind casts and spell casts. Radius and damage grows as