

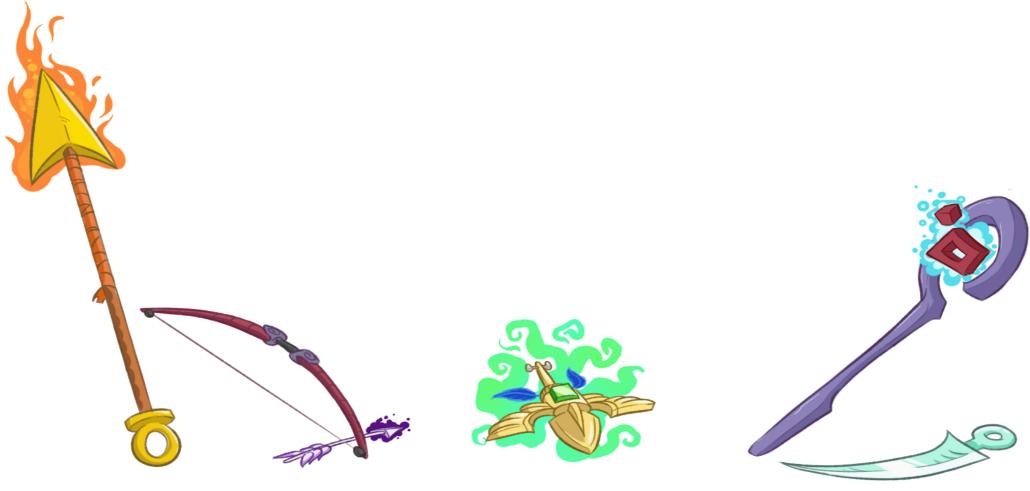


This is a mock-up concept that reworks & rebalances every Class, Archetype, and Ability Node (almost all 378 of them) while also throwing in over 200+ new abilities up to combat levels 130+, including Mastery Abilities and an entire 6th Class.

All rebalancing and changes have been made in a mix of a grand-sense of what i've read from scrolling through any discussions i could find regarding class balance and the general reception of where classes and archetypes are in terms of being "good", "bad", "fun", "unfun", to what I've observed and experienced from playing, and what just looks and sounds cool and fun to use.

That being said, This is for Fun and I am not a dev nor any sort of GM or CT or anything involved. This is a thought-experiment showcase of what rebalanced classes could look like. Under no means is this meant as concrete-feedback or a suggestion, but more just exploring 2.0s ability trees and what more can be done with them to make them feel even more fun and cool to use. A lot of changes range from small things like numbers and names to entire archetypes being changed so drastically they could be new.

Since this is just a concept, There will *probably be things that are unbalanced, overpowered, underpowered, or just unfit all-together. Everything was made in a sense of *thinking really hard about what it would look, sound, and feel like to play as unfortunately I don't have the means to ACTUALLY fully develop completely playable reworks of the classes and archetypes. (I don't know C++)



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Warrior • Fallen • Battle Monk • Paladin	Cowpoke Wrangler Duelist Frontier
Archer Boltslinger Trapper Sharpshooter	End of Document

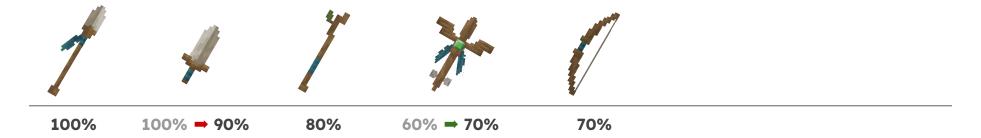
Rebalancing Overview (TLDR)

Classes and archetypes are rebalanced to focus more on their core-strengths (hopefully without tunnel-visioning it) functionally and thematically so that the role and play style that fits best for them should be a bit more clear and consistent while still being flexible enough to be played however as desired. Additional ideal quality-of-life changes are included as notes (some with small visual mock-ups to really get the idea across) next to current existing abilities listed below.

Really short & summarized archetype changes include:

- Fallen keeps its raw aggression while giving more options to keep itself safe, making it less riskier to use but more valuable to push it to its limits.
- Battle Monk being way more combo-orientated, benefitting way more from using spell-cycles and throwing in extra attacks in between spells.
- Paladin being an absolute UNIT on the field, on par with lightbender in terms of supporting allies while being an immovable force with more crowd-control.
- Light Bender has more variety in how it can support allies, while also having more ways to use its orbs and handle enemies in its way.
- Riftwalker uses its own time-bending abilities to power itself in various ways, from stat boost to distorting its own spells to hit enemies more than once.
- Arcanist has a few more ways it can use its excess of mana as well as more abilities to add to its chaotic-theming such as explosive ice snakes.
- Bolt Slinger being more smoother and consistent to use with enhanced mobility and more abilities to shower enemies with arrows with.
- Trapper having much more tools at its disposal, giving it more trap upgrades with various different effects with changed implementation of beasts and how they can be used in combat
- Sharpshooter benefitting way more from combining its increased range with the precision used to get value with it, such as increasing your damage the further away your target is
- Shadestepper being the unseen damage-dealing machine it deserves to be, making it faster, stealthier and deadlier when using it successfully.
- Trickster has a few more ways to engage with its clones and more utilities to keep itself safe and engage enemies like swapping out illusions to fight for you.
- Acrobat having a bit more mobility that is more accessible in early game and more rewarding in end game, gaining more
 power the more mobile you are.
- Summoner has a wider variety of summons at its disposal while also being more engaging, making summons more dependent on you and how you play.
- Ritualist has its uproot spell back with improved masks and effects, totalling up to 12 different and unique abilities that play to the masks strengths.
- Acolyte has more healing and damage options, allowing you to play around your health more, such as delaying your healing for even stronger spells.

Base Resistance Changes:



- Assassins' base resistance is reduced to 90%
 This is to avoid it becoming just Warrior with better damage. Assassins' archetypes have more ways to avoid taking damage (Invisibility, Clones, Mobility) than Warrior as Warrior is better suited for taking damage with its defensive capabilities. Making use of these damage-avoiding tools becomes more valuable to master in combat and with its increased offensive capabilities it should be a fair trade-off.
- Shamans' base resistance is increased to **70%**. Having Shamans' gameplay defined as a 'glass cannon' is unhealthy for the class and how it's designed to play, especially considering there is an entire item and skill point system designed around building your stats.

Shaman is a stationary, low-mobility class designed around taking space with its Totem and managing/taking out enemies from within. Haul helps incentivize this as pulling you towards your Totem keeps you in combat while giving you at least some form of mobility. Shaman cannot avoid taking damage as easily as other classes can because of its low mobility, but since its mobility is accustomed to how the class is supposed to play, it is not the issue. Shamans' 'glass cannon' approach contradicts its stationary low-mobility design as you can't hold space if you constantly have to scrape away or relocate to avoid getting hit for half of your health or more. This is worsened when accounting for <u>Lunatic Mask</u>'s reduced resistance and <u>Sacrificial Shrine</u>'s health siphoning. Having 2 of its archetypes reduce survivability for value on an already low-survivability class becomes a pain to play and can turn away new players trying out the class for the first time. (You can argue that fallen is the same way, but fallen/warrior has quick free-range mobility and much higher resistance)



All classes have a little bit more bridging between archetypes (with the exception of moving page to page), making it a bit easier to take different paths down the tree and to blend and mix different archetypes. This comes with an additional +2 Pages worth of abilities and special 'ultimate' abilities at the ends of each archetypes tree. Additional pages were made with combat levels 100-130 in mind, but with how ability points become limited with end-game levelling reaching the ends of the trees may take a lot more levels to do so.



- Each Archetype in each class now has **25** total designated nodes. This gives you more opportunities to meet prerequisites on certain abilities and cross between archetypes.

Orphion's Influence

Hold Shift when summoning orbs from Ophanim to become one with the light.

During this, your orbs take no damage and hit through enemies twice. Heal will give you and allies Overhealth of from any overflow healing. (Max 100%)

Buration: 20sCooldown: 4m

Light Bender Mastery

✓ Ability Points: 3

✓ Min Light Bender Archetype: 20/20

√ Required fibility: Ophanim

Maelstrom Winds

Hold shift when casting <u>firrow Storm</u> to power yourself for a limited time.

Guardian fingels gain +2 sentient bows and firrow Storm becomes an unending torrent of fire, with +2 streams of arrows that deal more knockback.

8 Duration: 20s Cooldown: 4m

Boltslinger Mastery

✓ Ability Points: 3

✓ Min Boltslinger Archetype: 20/20

✓ Required fibility: firrow Hurricane

Phanton State

Hold shift when entering <u>Vanish</u> to power yourself for a limited time.

You stay invisible to enemies and your mana can regenerate. Enemies become Marked of from all of your attacks and take +20% more damage.

Duration: 20sCooldown: 4m

hadestepper Haster

√ Ability Points: 3

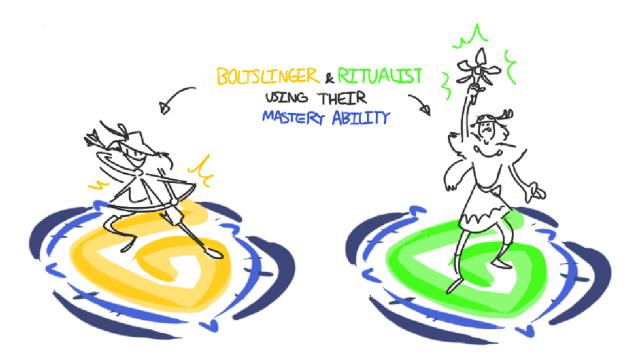
✓ Min Shadestepper firchetype: 20/20

√ Required fibility: Vanish

Mastery Abilities are extra powerful upgrades that serve as the final major node to an archetype. They are meant to be power-tripping ultimate abilities that can be triggered when needed, typically adding new extreme upgrades to existing spells and abilities.

For these to be balanced without pulling back their strength, they have higher prerequisites, short durations and **long** cooldowns. Meaning they can only be used once every while. This is to hopefully make it so that they aren't land-slide options when making your ability tree, and that you can still get some value from branching out your ability tree and not picking up a Mastery Ability.

(Could be cool if it had a visual effect showing it being used/activated)



While there are probably other ways of finalizing the ability trees, this is just the method that I went with as it was simple, easy and cool to look at and imagine playing with. (I'd be alot cooler to have more than 1 mastery ability options per archetype, but that requires a lot more thinking)



To start, <u>Mage</u>'s Light Bender and Rift Walker archetypes have swapped places in the tree. Having Rift Walker be in the middle separates Light Bender & Arcanist as they are functionally and thematically incompatible with one another. This should allow for easier blending between Rift Walker and Arcanist, without hurting Rift-Bender in the process.

Light Bender



Light Bender has been reworked to have an easier time supporting allies and itself, with more utilities and buffs that it can use to keep itself and allies alive and strong while also using its orbs in more ways to handle and attack enemies.

Light Bender firchetype

Light Benders use the light to heal and support allies while strengthing their abilities. (Healing, Support, Buffs)

✓ Unlocked fibilities: 25/25

Abilities Notes



No changes.



No changes.



Ideally your <u>Ophanim</u> orbs would attack based on when you <u>Left Click</u>, being independent from your weapons attack speed. Your orbs do not attack again until their full sequence is finished. This should keep your orbs from staggering and hitting inconsistently when you use your <u>Main Attack</u>, allowing it to be fully effective across all attack speeds.

<u>Ophanim</u> no longer has solid health values and is instead based on your own max health to keep it more consistent with progression/leveling.

Ophanim now starts with 3 orbs and no increased mana cost. With how limited early-game mana sustain is, having Ophanim cost upwards of 60+ Mana to cast feels terrible to use, especially as you cannot heal your orbs due to having to spend so much mana just to have your orbs.





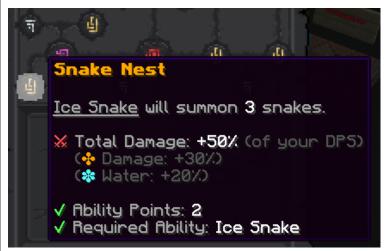
Instead of increasing a static value, your orbs will receive more healing from your heal spell.



No changes.



No changes.

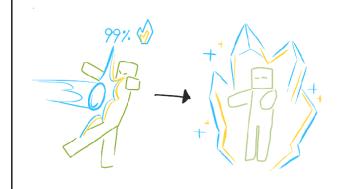


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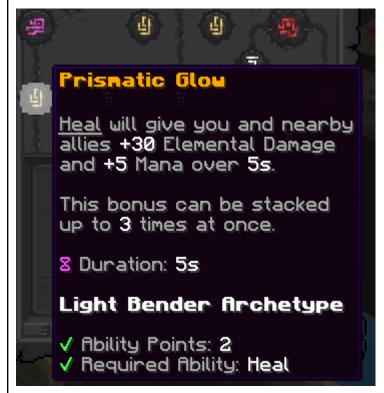
Replaces Lightweaver's spot on the tree (Lightweaver is further down)

Gain the ability to crystalize your enemies like the Crystallization mechanic in <u>Orphion's Nexus of Light</u> (just at a smaller scale) This acts as a reward for consistently using your orbs by freezing enemies and making them take extra damage.





No changes other than damage calculations.



Heal will make you and your allies glow in a spectrum of colors, increasing the elemental damage dealt with extra mana gained over a couple seconds.

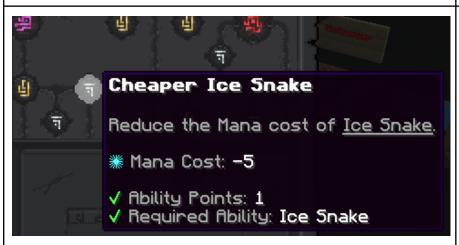
While not very strong, it can be active and stacked up to 3 times at once, giving you and allies affected great damage and a good amount of mana at the cost of you casting heal repeatedly, which could be in cases where you need to recover a lot of health fast after taking a big hit.

(Colors around you add up the more times its stacked)

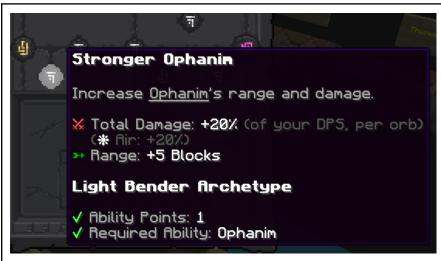




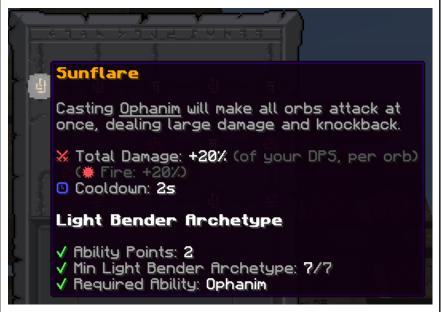




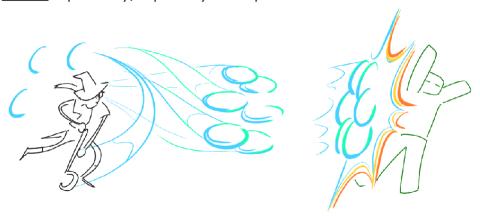
No changes.

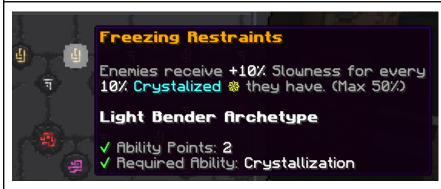


Now slightly increases your orbs range.



Gives you the ability to attack with your orbs as a spell rather than a main attack. This makes using your orbs a little more engaging as it can start to feel boring after a while of just using your <u>Main Attack</u> repeatedly, especially on a spell-based class.





Progressively slows enemies the more crystalized they are, as though the hardening and crystallization is restricting their movements.

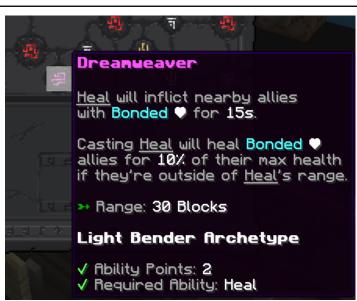


Make it so that your orbs will crystalize enemies faster.



Moved down to be the 3rd red node as visually its a very significant spell, considering it gives you even more orbs just with separate use cases.

Has thunder conversion instead of Fire, and no longer summons based on how much health you've healed.



I cannot heal my party members if I have to spend most of my time chasing after them!

This acts as a utility that can make it easier to keep your allies healed when they are outside of your Heals range, just with a reduced heal amount. This can be valuable in content where a lot of movement is involved, such as raids (Im sorry rage players)

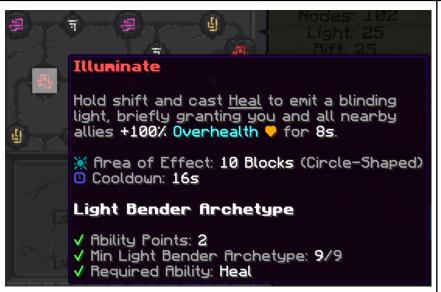


Ice snake becomes so cold that it crystallizes you and allies it touches.

To keep it from being a stronger resistance-support than War Scream, it's only for a very brief duration.



Uses Walk Speed instead of Sprint to increase your thunder damage. The Sprint Identification isn't on nearly as many items as Walk Speed is, so it should be easier for this ability to find uses.



Acts as a brief safe-guard for tight situations, great to use if you or an ally are hurt for a lot and need health quick.





Your ice snakes ice crystals freeze onto enemies that it hits, making them become more crystalized.



No changes.



Acts as another way you can use your orbs as direct spells to use in combat.

Your halo turns your light weavers orbs into a glowing spinning ring that boomerangs forward, dealing <u>Lightweavers</u> damage several times to enemies that are hit by it. Also acts as a tool that can heal you and allies. However you cannot cast it again until your halo returns.





Makes your halo boomerang further.



Gain orphions light, making your orbs burn so bright that they're shimmering, allowing them to hit through enemies, and then hit them again when they return.

Any healing given to yourself or allies at max health will become Overhealth, allowing you to give yourself and allies even more health.





Riftwalker's main rework is turning Winded into a self-buff, allowing for more versatility, effects and continuity when in use.

Riftualker Archetype

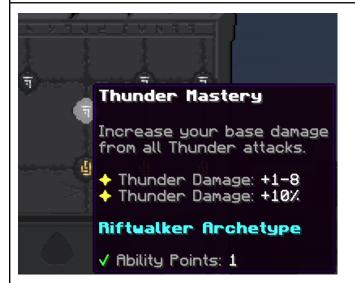
Riftwalker's bend time to their will and become stronger the longer they stay in combat. (Mobility, Utility, Effects)

✓ Unlocked Abilities: 25/25

Abilities Notes



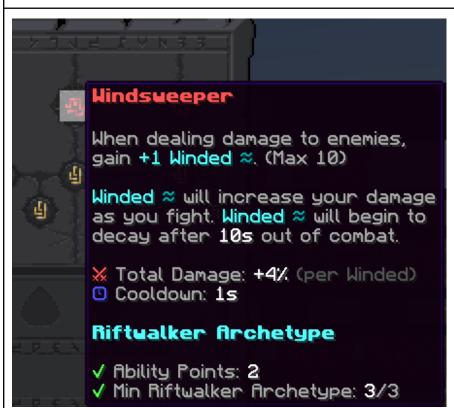
No changes.



No changes.



No changes.

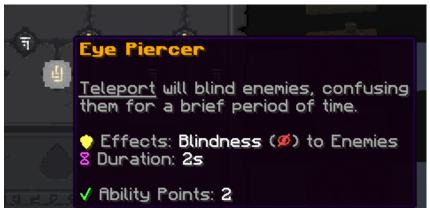


<u>Windsweeper</u> now applies to yourself passively as you deal damage, and will increase all of your damage instead of having abilities down the tree that allow your spells to deal damage from Winded.

Since it is a passive buff, it takes a bit longer to increase. You'll gain winded as long as you stay in combat, so that you can build up strength against enemies without it being tied down to each enemy individually. Makes continuing fights with it actually possible.



Like you are slowing time around you.



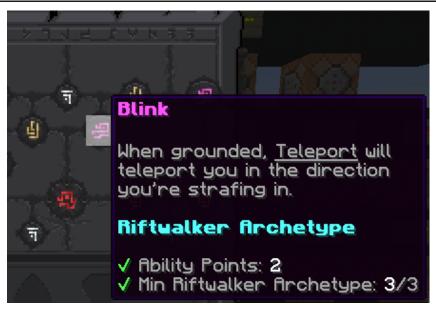
No changes.



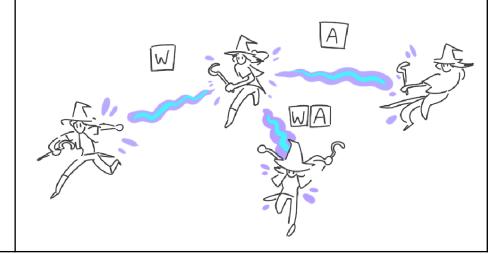
No changes.



Acts as a way to help a little bit with mana sustain, especially at early-game. Like you're bending time to increase how fast your mana regenerates.



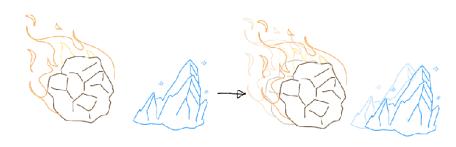
Instead of being teleported twice, you'll teleport in the direction you're moving in based on your AWSD inputs, giving you lots of mobility when in combat without having to disengage by looking where you want to go.





Acts as though you are bending time around your spells so that they echo after hitting. It's sorta like a +20% damage bonus that doesn't apply instantly. It's stronger against enemies that take longer to defeat than it is against enemies that are killed quickly.

(Would look something like this, model that's just the same model overlaid on itself with a translucent texture) (or doesn't have to look like anything)





No changes.



Instead of making Teleport deal more damage, it will increase how far your teleport can reach, Allowing you to teleport much farther when at higher winded.



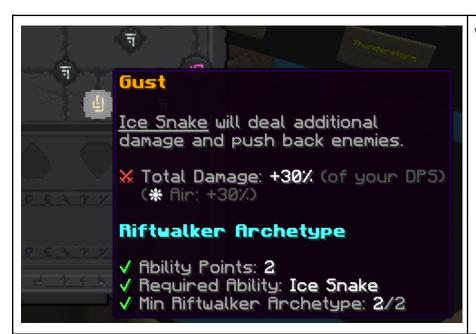
Acts as though you are bending time around your Main Attack, making it echo several times after the initial strike.



Passively increases your walk speed.



No changes.



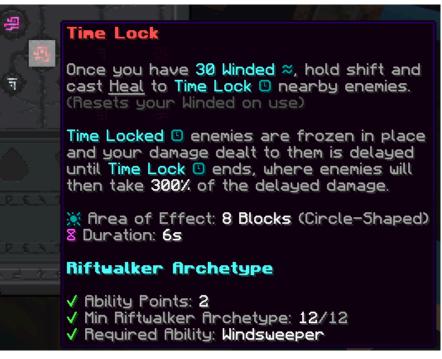
Will now push back enemies instead of giving enemies winded.



No changes.



Like a built-in Entropy/Flashfreeze, it acts as though you're bending time around your spells to make them faster. Doesn't serve any real purpose other than hitting your attacks faster/more reliably/looking cool.



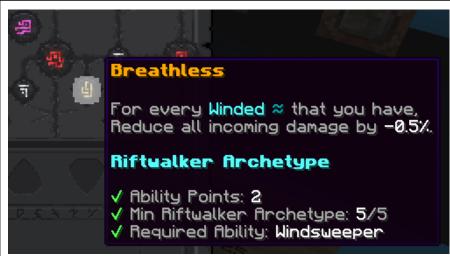
Reworked to act as though you are freezing time around you, delaying all of your attacks against enemies until one final moment where everything catches up for a devastating strike.

(Could be cool if the minute hand makes a full trip around the clock, ending and striking enemies once it hits 12)





No changes.



Now reduces the damage you receive instead.



Renamed to Hyperloop.

Reduced max walk speed but it increases faster, allowing its effects to actually be noticeable earlier.



Makes distortion kick in later with more damage.



Old Time Lock reworked to become a togglable ability, acts as though you are severing yourself out of time into an ethereal state, reducing all your spells to cost 0 mana and giving you free range mobility.

During this your Winded will drain rapidly, making it a very-short lived ability that you'd only use in some situations (Probably invisible/light blue glowing or something)



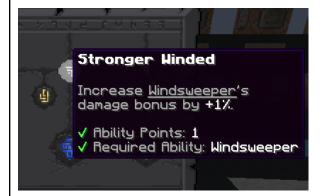


Acts as though your ice snake reverses and rewinds in time.



You are so fast that you quickly phase into the future, recovering a full 5s worth of mana regen and additional winded that you would have gained in that skipped time.

Helps you keep up your mana when using a lot of it fast, as well as shortening how long it takes for you to get winded.

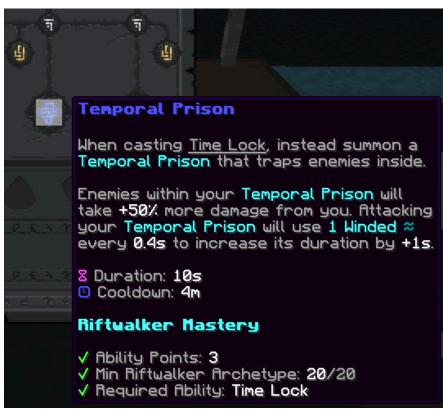


Makes winded stronger.



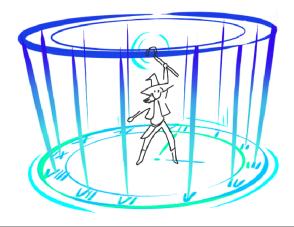
Makes Hyperloop deal damage when you run through enemies, as though you are moving so fast that you start emitting energy around you.





Acts as an upgraded version of Time Lock where instead of freezing enemies in time, you trap them within a cage that stays up the longer you use it. Like a sub-space hell for enemies that increases the strength of your spells.

To keep enemies trapped inside, touching the prison wall would push them back to the middle, and any damage they receive would push them back to the middle, meaning under some circumstances like mob spells, enemies can still leave the prison. Enemies outside of it can also be pushed into the prison too (The clock numbers become bars, making a prison)





Arcanist receives a few changes to be able to support a tiny bit more to fit with Mage's support strength, as well as more ways to use its mana, such as sharing it with allies or spending excess of it to unleash stronger spells.

Arcanist Archetype

fircanist create chaos and destruction using their near limitless supply of mana. (Damage, Spam, Range)

✓ Unlocked Abilities: 25/25

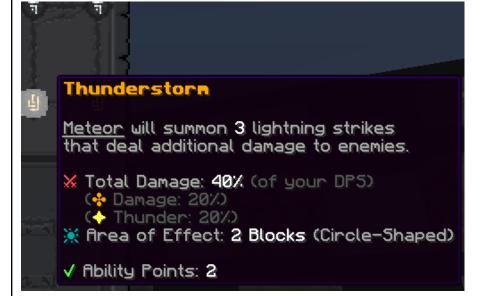
Abilities Notes



No changes.



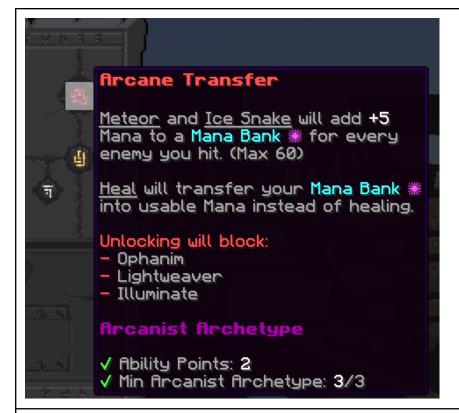
No changes.



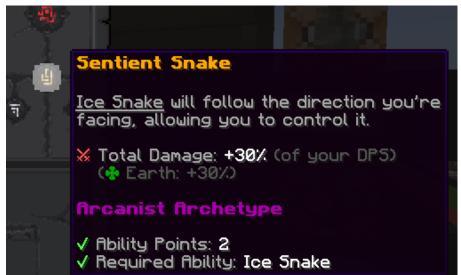
Now on Arcanist's side of the tree (and slightly reduced damage)



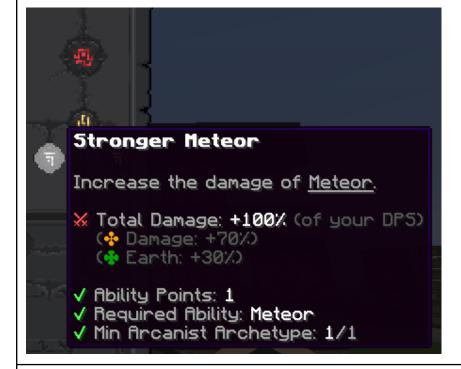
Now Arcanist-Affiliated.



No changes.



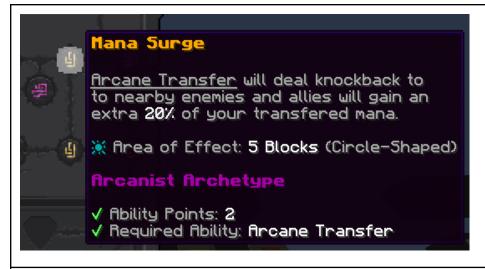
Now has Earth Conversion instead.



Reduced prerequisites & damage, No longer Arcanist-Affiliated.



No changes.



Acts as a way to give support to nearby allies, giving them an additional 20% of your converted mana. (If i transferred 100 Mana out of my mana bank, nearby allies will get an extra 20)



Pyrokenisis

When your Mana Bank ** reaches 30, your Main fittack becomes explosive.

Enemies hit by Pyrokinesis will add +2 Mana to your Mana Bank **

** Main fittack Damage: +50%

** firea of Effect: 4 Blocks (Circle-Shaped)

fircanist firchetype

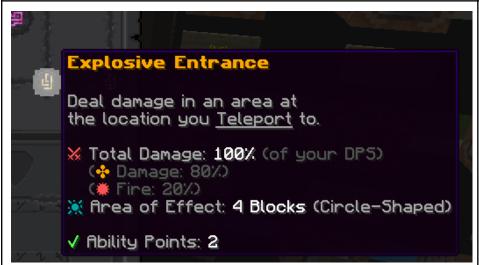
V fibility Points: 2

V Required fibility: fircane Transfer

Pyrokinesis & Arcane Restoration are now the same ability, with more mana recovery.



No changes.



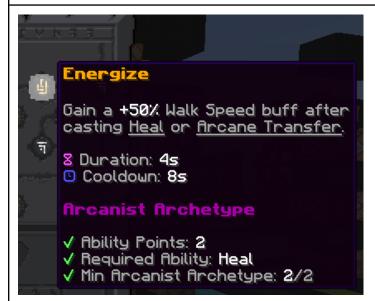
Deals a little bit more damage.



Reduced to 30% Max Spell Damage and increased Lifesteal requirement.



No changes.



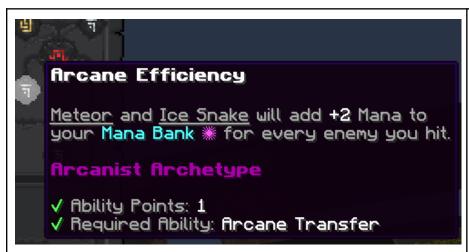
Reduced Speed Buff and renamed to 'Energize', there's enough abilities that start with "Arcane"

With reworked chaos explosion, hopefully its reduced speed is a fair drawback now that you have more access to teleport.

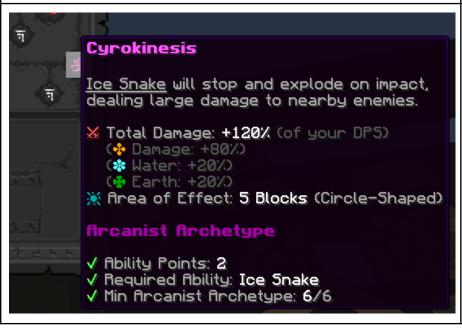


Changed so that instead of casting 3 or 5 spells when transferring mana, it will recast +1 spell for every 40 mana, allowing you to recast a reduced amount of spells when transferring lesser amounts of mana. Also makes it easier to gain more mana with less mana.

Now only recasts your previous meteors and ice snakes. (I was going to keep teleport as it meant you had to be more careful with your spell cycles and fits arcanist theming of being hard to control, but i've never seen anyone say anything that wasn't negative about teleport in chaos explosion so if it makes the experience smoother and better then fine, but i wouldn't say no to keeping teleport in chaos explosion's recast)

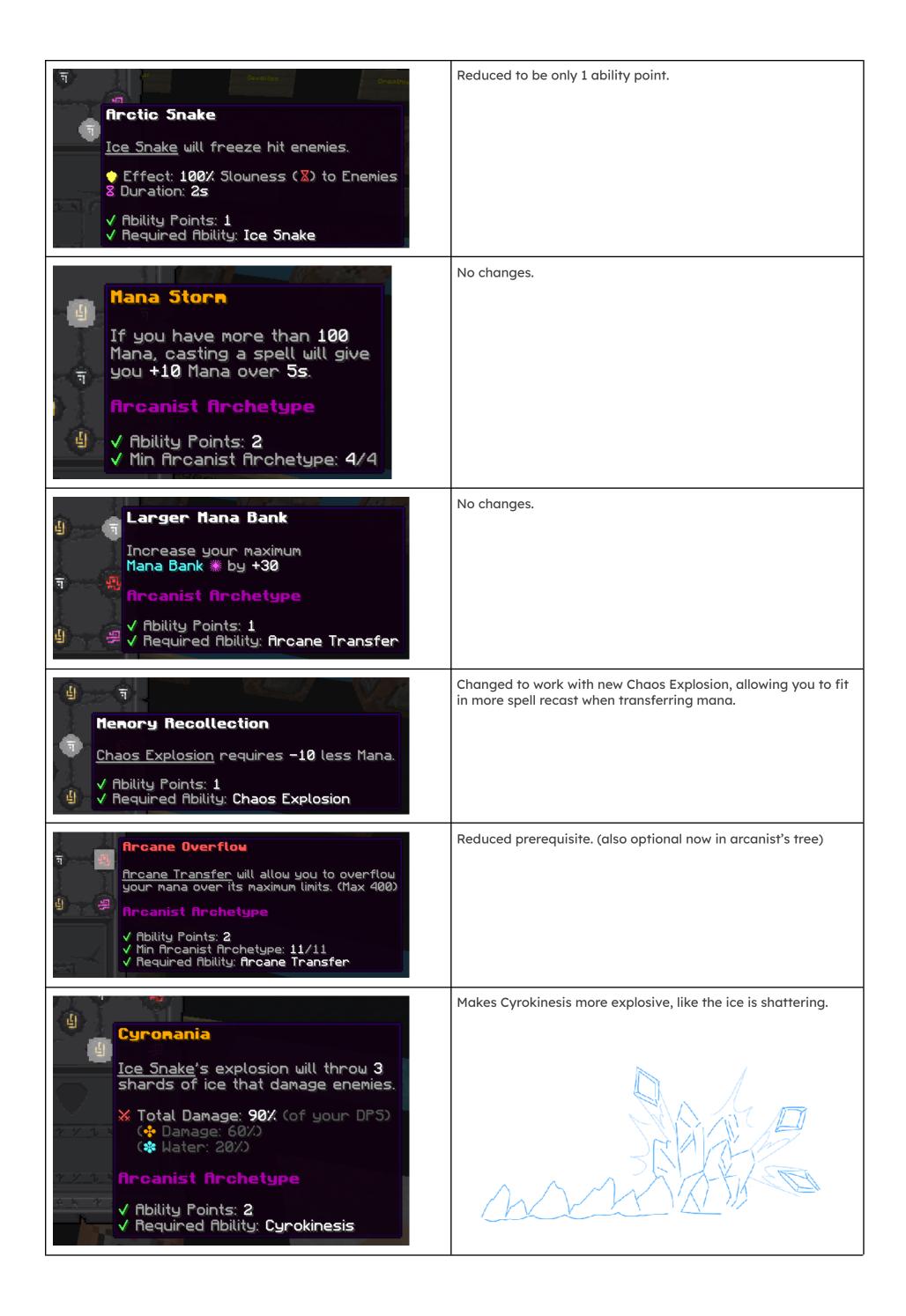


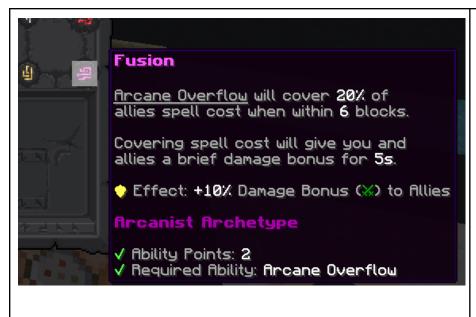
Renamed to 'Arcane Efficiency' because it fills your mana bank faster, 'Arcane Power' would be more suitable if it was something that dealt damage.



Sacrifices your ice snake's ability to travel through enemies in favor of turning it into an explosive, making it a more valuable option to fit into your spell cycles when using Chaos Explosion.

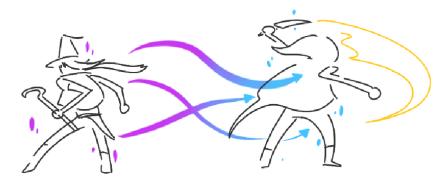






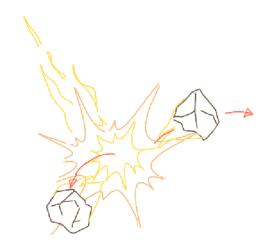
Acts as another tool to support allies, allowing them to use a portion of mana out of your mana bar when you are over your maximum mana limit from Arcane Overflow,

This also gives a brief damage bonus to both you and the player that spent some of your mana, so that you can still get value out of others using your spare mana.





Makes your meteor explode into rubble, dealing extra damage. Ideally, the molten rocks would spread out randomly, far enough from the impact so that you can't stack both rocks and your meteor to deal massive damage to one enemy.





After spending enough mana, your meteor pulls comets out of the sky to rain down on where it explodes, creating a meteor shower.

Ideally comets would spawn at the same height as meteors and shoot down every 0.1s at random spots within its area of effect, exploding on impact with the ground or any enemies it hits on its way, allowing it to hit flying enemies.

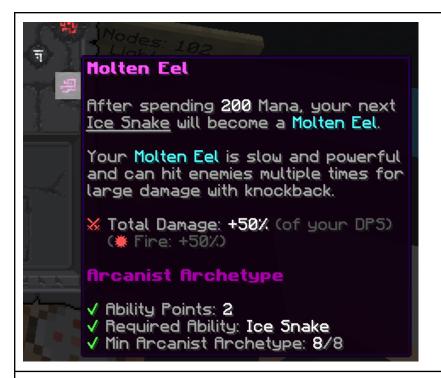


Transfusion

For every 4 Raw Spell Damage you have from items, gain +2 Raw Health Regen. (Max 200)

V Ability Points: 1

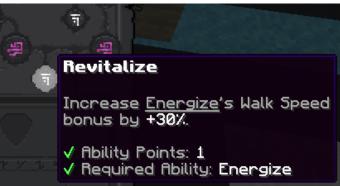
Acts as a way to help with health sustain since arcanist does not have any.



After spending enough mana, your ice snake becomes a bigger snake made of molten lava.

Does not trigger Cyrokinesis, but instead hits enemies in its path several times, continuously pushing them back and stacking up a lot of damage. It will add mana to your mana bank everytime it hits an enemy like ice snake already does.





Reverts Energizes reduced speed bonus.

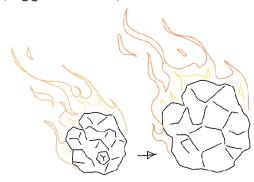


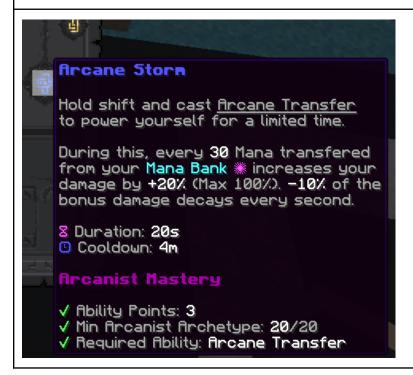
No changes, final mana bank node for up to 180 mana bank maximum.



If you still have excess amounts of mana, make your meteor spend a lot more to deal a lot more damage. Could be hard to use if you aren't cycling your mana bank, i love heavy spell!!!!!!

(Bigger meteors)





Make it so that consistently keeping up your mana cycling will ramp up your damage, as though you get stronger and stronger with how much energy is flowing in and out of you.





<u>Warrior</u> as a whole has a little bit less spell sustain for more raw offensive and defensive power, pushing its role as a tough and rough fighter that takes on hordes of enemies without breaking a sweat.



Reduced damage reduction, making base-bash stronger.

Fallen



Fallen is reworked to be less extreme in favor of being more well-rounded, having its damage split up through its nodes and having a bit more defensive and mobility options to keep itself safer, while still having great raw offensive power.

Fallen firchetype

Fallens become stronger when attacked and use their rage to deal devastating damage. (Damage, Risks, Slayer)

✓ Unlocked Abilities: 25/25

Abilities Notes



No changes.



No changes.



Reduced to make bash only hit 3 times instead of 4.

While collectively slightly weaker than Quadruple bash, having less bashes to cast allows it to deal its full damage faster while also being able to hit enemies more reliably, as quadruple bash often has its last bash go out of range from your target.

(This also sorta indirectly affects warriors spell sustain as needing 1 less bash to finish allows you to cast bash again earlier, using more mana to keep up a higher damage output.)



No changes.



Renamed to 'Corruption' instead of 'Bak'als Grasp'

To start, the corrupted bar gimmick is named corrupted.

Secondly, corruption as a concept in the wynn lore is introduced much earlier than characters like Bak'al is (unless you are looking for discoveries/secret discoveries). While it doesn't really influence anything, its nicer for the connection between the corrupted status and the corruption lore to be a bit more simple



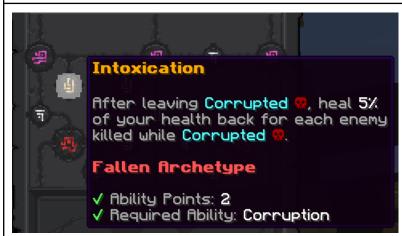
Placed higher up in the tree so that Corruption is not the only Fallen-associated node in page 4.



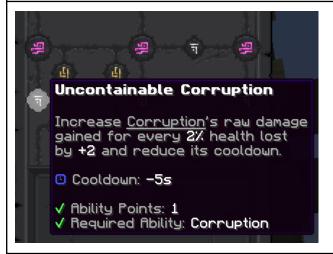
No changes.



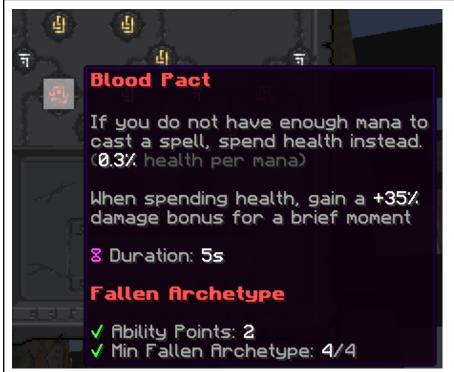
Reduced max limit, now capping at 60% damage/when you are at 40% of your max health.



No changes, easier to access although you don't really need it if you're not using enraged blow(?)



No changes.



Pushed much higher up the tree, now serves as the 2nd red node for Fallen.

Reduced health cost makes it easier to get corrupted in mid-game without putting yourself in unpredictable danger.

Now gives a damage bonus. Your health when playing fallen is very restricted, so it would be good to get as much value out of it as possible when spending it. (Could also make for cool self-healing builds that heal and spend health for combat, if not using corruption)

If you do not have enough mana for a spell (ex: 10 mana, 16-cost Bash) instead of telling you "not enough mana to cast!" it will spend your health instead. Unsure if it's a bug but plenty of times i've noticed i cannot spend the health i have as it is still trying to spend mana i don't have enough of. It might be because something detects that you still have mana left, and it tries to use it but can't, but i do not know, it is annoying though.



No changes.



No longer makes War Scream last longer Much higher prerequisites.

I really didn't want to reduce the +20% damage bonus because it fit with +20% resistance. So instead of being a free +20% damage slap, it now has a high fallen archetype requirement.



No changes.



Acts as an offensive/mobility spell, like you're hulk-slamming into the ground and ripping up blocks upon impact.

Will only trigger if you cast Charge within 1s of jumping, vertical height could be compared to 6 jump height, keeping the same horizontal distance as charge.

Charge will act as normal in the air, wave only happens once you touch the ground.





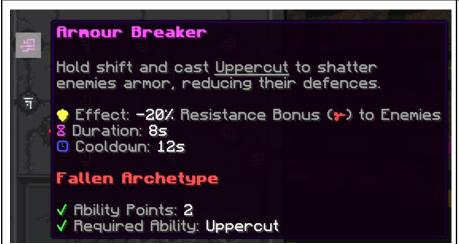
Small white node that gives you melee damage.



Would now stay active the entire time you are corrupted instead of toggling on and off randomly when hit.



Acts as an extra defensive-measure for fallen, making it so both Fallen and Paladin can achieve 110% base resistance.

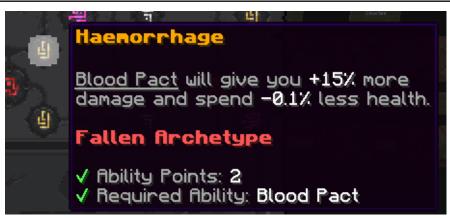


No longer triggers based on how much health you've lost.

Reduced resistance reduction, now has a 12s cooldown.



Reduced cap.



Makes blood pact more efficient to use.

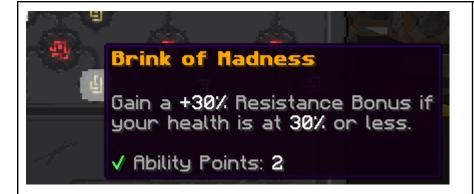


The big risk/big reward play for Fallen, making you much stronger when you are highly corrupted.

I still miss pre-2.0 warrior spell feel, so this is essentially a callback to how bash and uppercut used to tear up and explode the ground. (At Least the bash part)

To keep yourself safe, Uppercut gains a lot of range by ripping up an expanding wave of rubble forward that launches enemies into the air, treating it as though uppercut has a massive hitbox, allowing you to stay at a comfortable distance and still get your uppercuts in.





Reduced resistance bonus but triggers at 30% health instead of 25%.



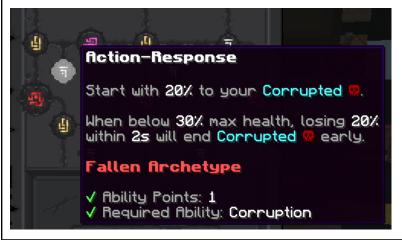
Now based on when you kill an enemy versus when you hit an enemy with a very specific melee attack speed.

Felt necessary so that it could be separated from the item system and be used across all attack speeds, as well as fallen being way more of a ruthless 'kill now' aggressive type instead of holding off to farm corrupted off an enemy.



If you are already tanky enough, you can drop your resistance bonus for an extra speed bonus and a stronger war scream.

Extra speed could be helpful for strafing around your target, and the extra war scream damage makes war scream another option for damage outside of bash and uppercut.



Acts as a safety net for corruption.

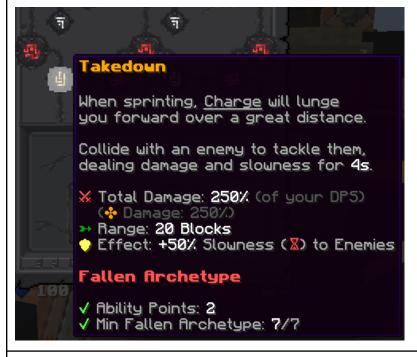
By starting with some corrupted, you don't have to lose as much health to gain a considerable amount of corrupted.

If you are low and receive too much damage too fast, it will end corrupted early, allowing you to heal immediately if you aren't already healed by Intoxication.



Acts as a way of continuation to keep up aggression in combat, especially as a crowds-tool.

(The synergy between Rage powder special and corruption is so smooth and buttery that i wanted the same with Killstreak too)



Acts as another form of offensive/mobility for Fallen.

Will only trigger if you are sprinting on the ground. This gives fallen 3 options for charge:

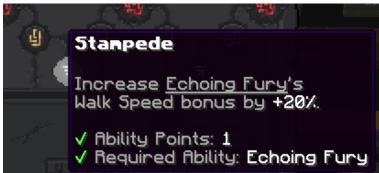
- Walking + Charge = Normal Charge
- Sprinting + Charge = Takedown
- Jump + Charge = Seismic Slam

Takedown does not have directional inputs, and will lunge you forward very quickly in the direction you used it in.

While not described, Ideally it would:

Pull enemies you collide with with you, like your dragging them along like a football tackle

Make enemies you collide with not take any knockback for the slowness duration, as though they are crippled and unmoving.

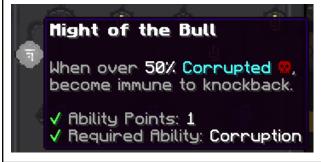


Makes you faster.



Acts as another safety net for Fallen.

I was replaying Mario & Luigi Bowser's Inside Story and thought the 'fury' mechanic (increase your damage if you are hit too many times in a short span) was pretty cool and that it would fit Fallens gimmick and aggression.



Another pseudo-paladin ability for fallen, turning you into an immovable force because you are so angry and stubborn.



Bak'als Grasp is still a very cool name so it would fit as the final node.

Also by the time you get to the end of the tree, you would've definitely most likely met bak'al's character or at least know how much of a threat he is in wynns story.

Idea is that you become as powerful as Bak'al for a brief duration.

(could look cool with skulls having red eye sockets)





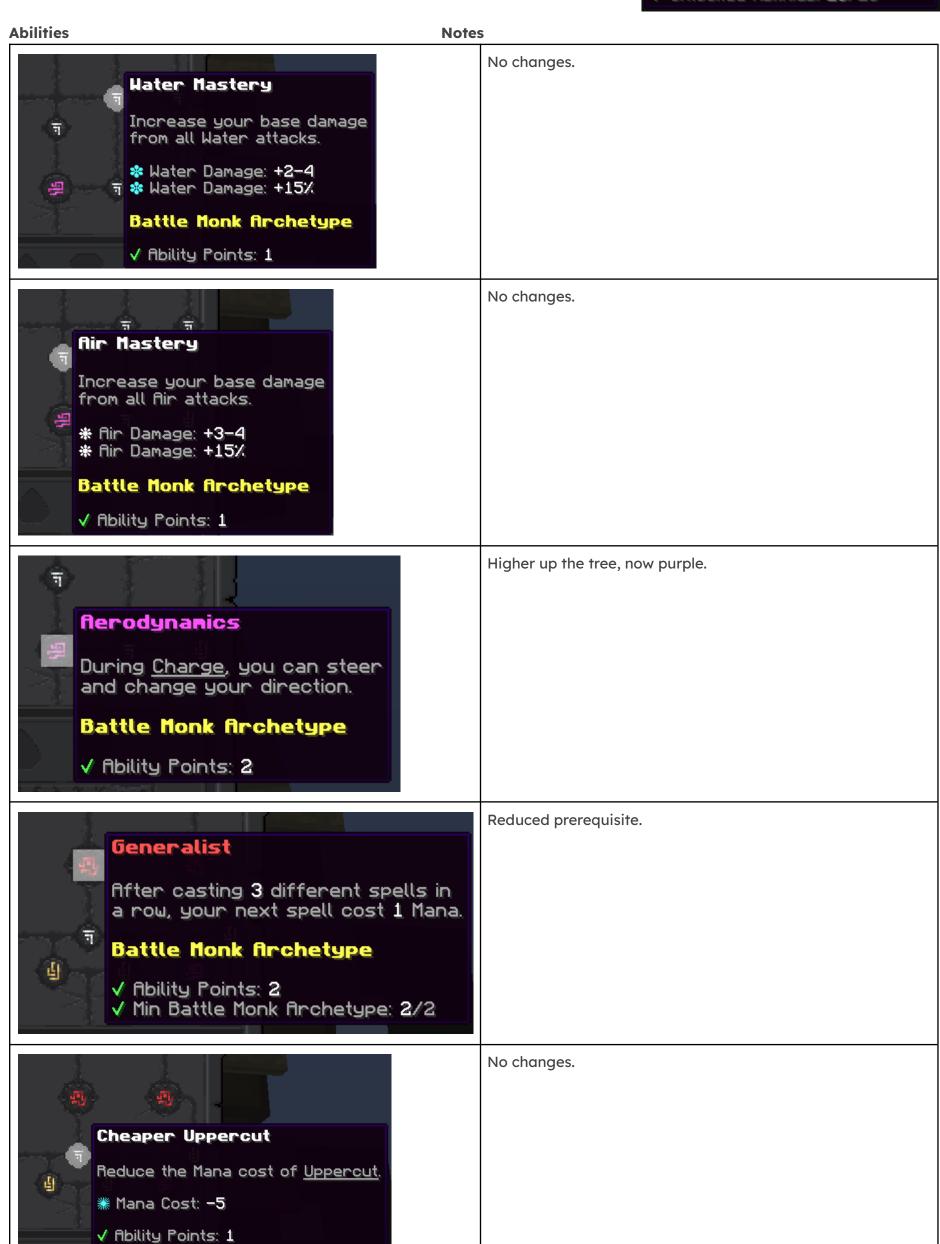
Battle monk is reworked to be more combo and spell-cycle orientated, benefitting Much more from extra attacks in between spell cycles. This should make it feel stronger On its own, allowing it to take down enemies quickly while still being mobile.

✓ Required Ability: Uppercut

Battle Monk Archetype

Battle Monks are swift fighters who excel at close combat using strong combos and mobility. (Combos, Mobility, Speed)

√ Unlocked Abilities: 25/25





No changes.



Reduced range.



no -mana cost and removed earth conversion. (base half-moon & whirlwind has 4 out of 5 elemental conversions, earth water thunder air, which is a lot for just 1 spell)



Yellow-tier melee node, like your sweeping your spear forward, hitting enemies in a cone-shape in front of you.



Higher up the tree with reduced damage since it's relatively passive.





Combo ability that makes you do an additional sick karate kick that pushes enemies away (sort of like pre 2.0 Multihit)



Thunderclap

Bash will cast at the players position twice as fast with increased area of effect.

** Total Damage: +20% (of your DP5, per bash) (** Thunder: +20%)

** Afrea of Effect: +2 Blocks (Circle-Shaped)

Battle Monk Archetype

** Ability Points: 2

** Min Battle Monk Archetype: 5/5

Reduced prerequisite, reduced damage and area of effect.

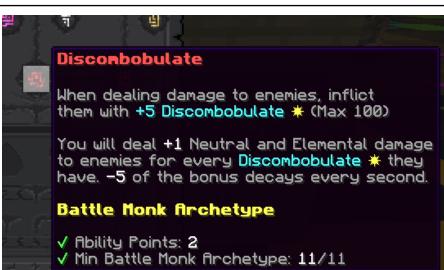


No changes.

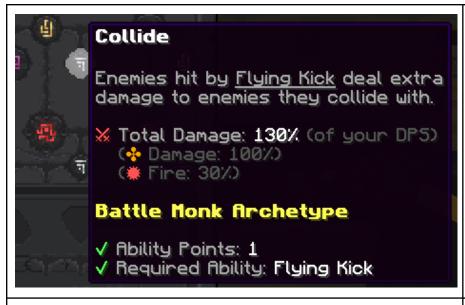


Combo ability, that slashes enemies away after pulling them in with warscream and launching them up with uppercut.





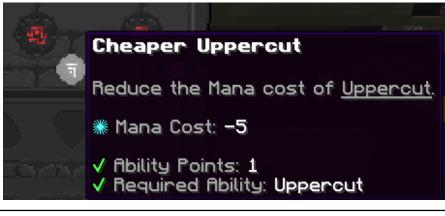
No changes, different status symbol.



Reduced to 1 ability point.

Now triggers when enemies collide into other enemies instead of walls.

Reduced damage, deals damage to both the enemy hit by flying kick and the enemy they collide with.



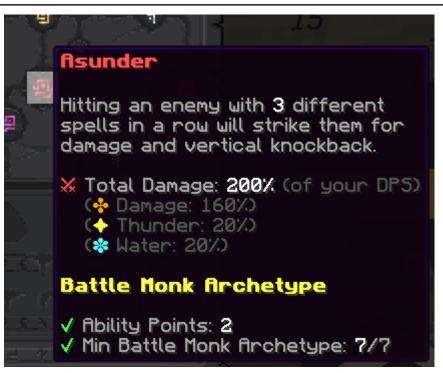
No changes.



Acts as a small way to help get back mana when using a lot of it quickly, rewarding you for consistently hitting enemies.



Reduced to 1 ability point, pushed further down the tree where you'd have more skill points to use for agility.



Even more continuation when spell cycling successfully.





Paladins main issue is being too lack-luster compared to Fallen and Battle Monk, so Most of its changes surround around being an absolute unit for supporting allies and Having much more crowd control to work with its immovable tankiness.

Paladin firchetype

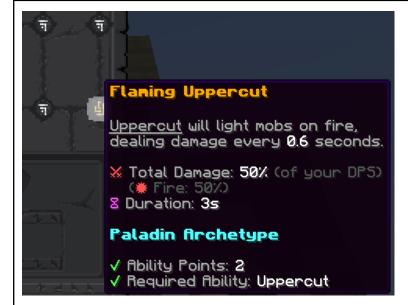
Paladins use raw might and holy energy to endure hits, support allies and control space. (Tank, Crowd-Control, Support)

✓ Unlocked Abilities: 25/25

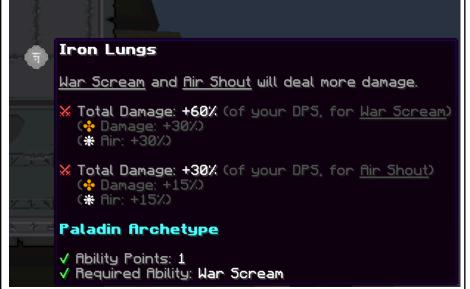
Abilities Notes



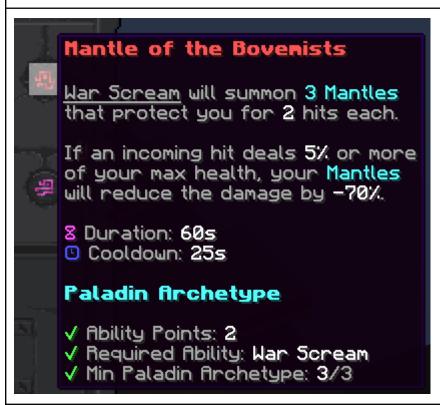
No changes.



No changes.



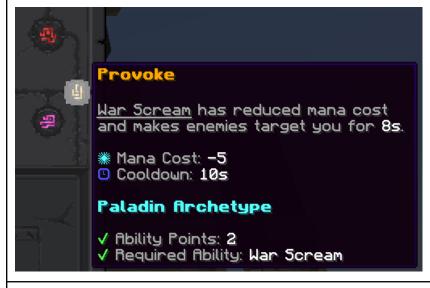
No changes.



A single mantle will now block damage twice before breaking, allowing you to keep your mantles for longer

Ideally your mantles will only block damage that initially deals more than 5% of your max health, making it so that being rapidly hit for tiny unnoticeable bits of damage will not shred down your mantles.

Holding shift and casting war scream will no longer remove your mantles. I could not think of any reason why you would want to remove your mantles in combat. (Remove your mantles by unselecting your weapon)



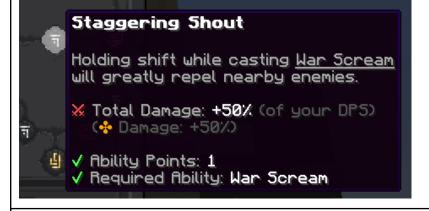
No changes.



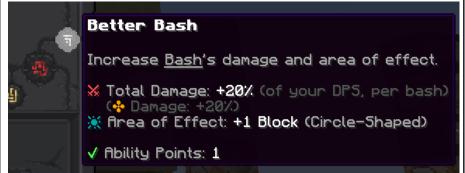
Reduced mana gain.



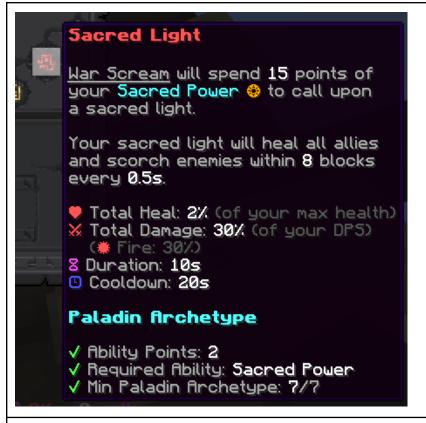
Slightly reduced damage but activates more often.



Now that shift + war scream doesn't remove your mantles, you can use shift + war scream to deal knockback to enemies instead of pulling them in, giving you a way to keep enemies away from you. Could be used in cases like raids where you need to stand on something for an amount of time.



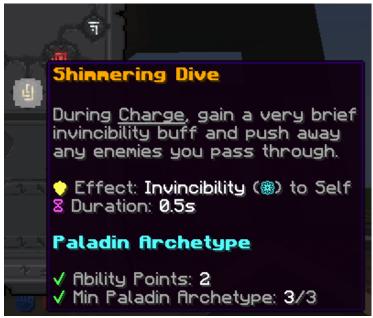
Reduced damage bonus, now increases area of effect.



The one and only warrior ability that can heal other players. Makes holding an area more effective, as well as being a more significant red node than just passive health regen.

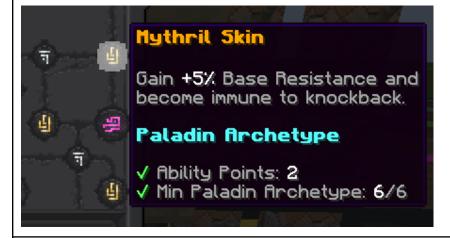
(If warrior being able to heal players is too much, then sacred light giving overhealth could be more fitting)





Could be used as a quick-event to dodge incoming damage, or used to get out of a bad situation by pushing enemies away.





No changes.



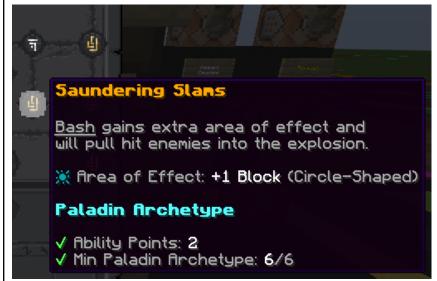
Further down the tree, make it so that you can block a total of 10 hits with your mantles, at the cost of a bit more cooldown.



Crowd-Control ability for uppercut.

Sort of like a pseudo-pre 2.0 warrior uppercut where it rips up the ground in front of you. Pulls enemies near the uppercut towards it, and extends how far uppercut can reach.





Crowd Control ability for bash.

Gives bash even more area of effect, and will pull hit enemies towards the centre of bash's explosion. Makes controlling and handling enemies much smoother and stronger.



No changes.



Now triggers passively when losing 1 mantle compared to triggering once all mantles have been lost.



Much larger area of effect so that it can actually be given to allies, slightly longer duration, shorter cooldown and increased prerequisite.



Built-In Guardian Major ID.

Acts as though you are guarding nearby players, reducing the damage they take and giving it to yourself instead. (You need to have at least 30% of your maximum health to do this)

Redirecting damage will increase your damage and give you sacred power, so that you can get value off of sacrificing your health for allies.



Renamed to Final Stand.

To make it feel more grand and spectacular instead of only recovering health, it deals large knockback and damage to all enemies over a large area.





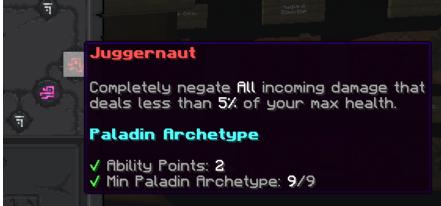
Valuable ability for raids or group content in general as it acts as a safety net for your allies, making it so that having your party members die early doesn't hurt as much.

It will only protect allies for a short duration, and it has a relatively long enough cooldown for each ally affected individually.





Makes war scream a better support-tool by increasing its resistance bonus and duration. (Where ragnarok's +15s went)



You are so big and immovable that smaller hits and attacks don't phase you at all.



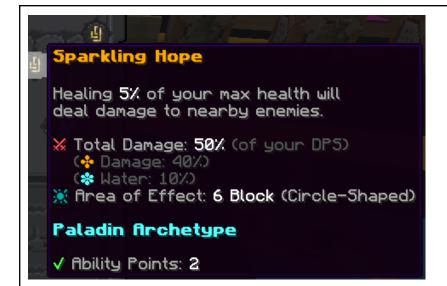
Much further down the tree, reduced health recovery but it recovers health much faster.



Burning Heart returns without being a guardian-specific node.



Use your defensiveness (or other players) to overwhelm enemies, making you stronger against them.



Moved further down the tree.



Become invincible (incredibly balanced and reasonable ofc) and make your Mantles protect nearby allies instead of you.

Each mantle will circle around 1 ally, reducing the damage they receive as normal mantles do up to a few times before breaking. Upon use, the mantles would go to the closest players to them. (Up to 5 players if you have 5 mantles)

If an ally with a mantle goes out of your range, your mantle will go to the next nearest unprotected ally, if there isn't any it will return to you until there is.





Archer was overall given more variety and range as I want to push archers core-strength of having the most range out of all classes and being able to take out enemies from afar at a safe, comfortable distance. This makes its biggest weakness being tight spaces with less distance to separate yourself, but with archer having also having the best mobility in the game it would become more important for the user to use it to avoid damage. (I was going to reduce archers base resistance to 60% but im too unsure)

Base Spell changes:



Range is increased by +6 Blocks.

No longer deals damage to you.

(I can't understand why it would deal damage to you in the first place, by that logic other spells like Meteor, Aura, Bash, Smoke Bomb, etc should also do self damage, but they don't, and they shouldn't either)



No longer has recoil. I don't know if it's only me, but Arrow Storm's recoil *genuinely* makes me feel sick and disorientated, making it hard to play the class without using Phantom Ray or Elusive.

While not described, ideally Arrow Storms vertical-spread would be reduced. When using Arrow Storm, a lot of the time arrows will have too much vertical spread, some shooting out as far as arrow bomb and others only shooting out maybe 4 or 5 blocks from you, which looks and feels really inconsistent.

This would make Arrow Storm more consistent to use and less dependant on being in enemies faces, which is against archer's core strength. It allows for more of your arrows to hit while still being more effective if you choose to go up close.



Now starts with 3 charges instead of 2, with reduced damage and slightly increased area of effect. This is to mostly keep it consistent with Arrow Shields upgrades down the tree.



Boltslinger being meant to get in as close as possible to gain value doesn't sit well with Archer's range, so it has more range with alot of enhanced mobility options to weave in and out with, making its mobility an additional offensive tool.

Boltslinger Archetype

Boltslingers use their speed and mobility to unleash torrents of arrows and deal tons of hits. (Speed, Mobility, Burst)

✓ Unlocked Abilities: 25/25

Abilities Notes



reduced spread to that of summoner's distant grab)

Boltslinger starts with Triple Shots instead of Double Shots (with

Double Shot not having a middle-arrow when you're firing at enemies looks strange enough to be uncomfortable.



No changes.



Fire Mastery is now boltslinger-associated. (Thematically you fire arrows so fast that they burn, or something like that)



Fires +2 more arrows with increased range.

Not described but it still fires at double speed.



Slightly reduced cap, slightly increased walk speed bonus. Now is purple.



Guardian Angels now spawns 3 bows instead of 2 with increased range.



No changes.



Doesn't shoot additional arrows, instead just shoots another stream and increases Arrow Storms range for up to 24 blocks total with Nimble String.



No changes.



Geyser Stomp and Fierce Stomp are now one node with more area of effect.



No changes.



Reduced to 1 point, ideally would have a stronger leap instead of just 2 or 3 blocks.



Makes escape usable in all directions instead of just backwards, based on your AWSD inputs.



Doesn't reduce arrow bombs self-damage since base arrow bomb doesn't deal self-damage anymore.



Arrow Storm recoil returns but only if you are airborne, allowing it to be used for hovering or flight or just more mobility.

Since arrow storms recoil is based on how many arrows you are firing, it makes more sense to have it included once you have enough arrows for the recoil effect to actually push you back instead of just staggering and stunting your movement and making you wish you were never born to experience it.



Would now burst arrows from your launch instead of leaving a trail of arrows behind you. This makes it stronger to use if enemies are too close instead of needing enemies to be under you to have value.

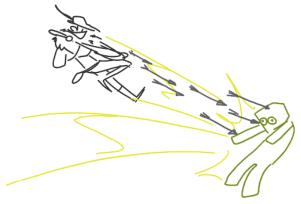


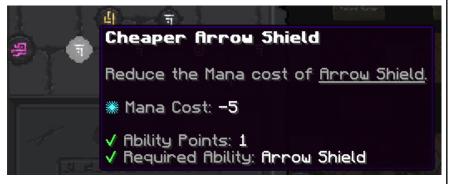
Slightly increased range.



Turns Wind Rider into an offensive ability as well as giving you further enhanced mobility.

It's like Flying Kick, but instead it will recoil you backwards and spray arrows for damage.





No changes.

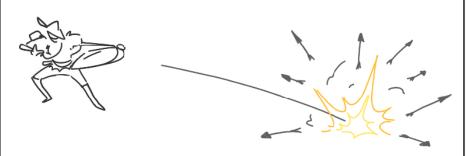


Allows you to overlap Arrow Storms on top of each other, becoming a powerful burst-damage tool that uses a lot of mana to spam, while also rocketing you from the overlapped recoil when airborne.



Instead of shrapnel on a horizontal axis, Your arrow bomb will burst arrows like Escape Artist.

Ideally, the arrows would burst away from the impact, so that they don't immediately hit the surface your arrow bomb hit.





Now that Arrow Bomb has lost its self-damage and Arrow Storm has lost its base-recoil, you'll instead get a damage bonus from Elusive, making using your range and mobility to avoid damage more important.



I was a little disappointed when 2.0.3 removed one of Bolt Slingers only red nodes instead of giving it something new, and old all-seeing panoptes was only a stat buff for guardian angels without adding new functionality.

Your guardian angels will start firing bolts in the direction you're facing, increasing in speed until collectively they are firing 20 bolts total every second, taking maybe 2 seconds to fully accelerate.





Fires 5 arrows instead of 3 in a spray pattern.



न धु न धु लिलाटिक Pounce Casting <u>Escape</u> while facing a wall will launch you away from it.

Boltslinger firchtype

✓ fibility Points: 1 Allows you to use escape off of walls.



Rewards you with mana for dishing out as many hits as you can (I wasn't sure how to get this across in a way that makes sense, ideally it's 'the more hits you deal the more mana you get')

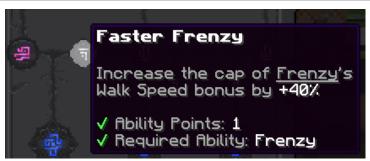
This is a pseudo-rework of Recycling as it doesn't make sense to miss your shots, even if landing all your shots isn't an option either.



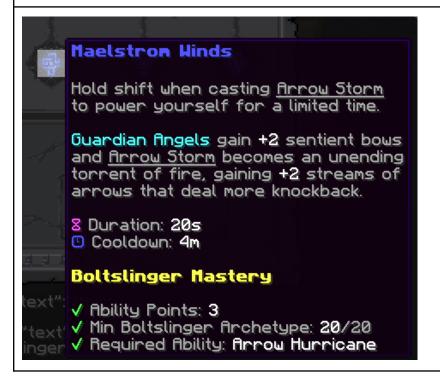
Like Triple Shot, you'll fire 3 Arrow Bombs instead of 1.



Increases your guardian angel's fire rate and makes them fire bombs upon disappearing as a finisher. Also increases their range.



Makes frenzy faster if you weren't already fast enough.



Your arrow storm is so powerful that it pulls the wind with it, pulling even more arrows endlessly, with +2 guardian angels as a cherry on top.





Trapper was given far more variety in trap upgrades and utilities to use against enemies, Having more strength at locking down space from afar. Its beast theme is also reworked to still be considerably powerful without taking Summoners identity and doing it better.

Trapper firchetype

Trappers use traps, beasts, and various tools to overwhelm enemies and control space. (Crowd-Control, Support, Utility)

✓ Unlocked fibilities: 25/25

Abilities Notes



No changes.



Reduced Requirement.



Ideally, the cluttered blinding fire effect would be reduced to colored particles on the ground, as though the ground is charred and scorched.

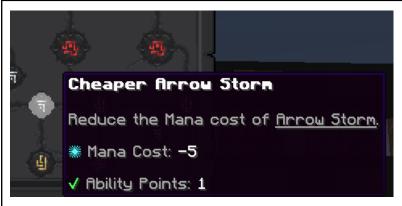
Now Trapper-Associated.



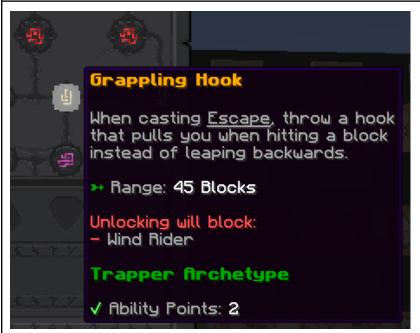
Reduced damage and increased maximum traps.

Ideally, you are only able to place traps if you have not already reached your maximum trap limit, meaning if you already have max traps, you have to get one of them to explode before you can place another. (or you can just unhand your bow but that's not a great alternative)

It will also leave a trap when hitting enemies directly, so that it has more compatibility with Sharpshooter.

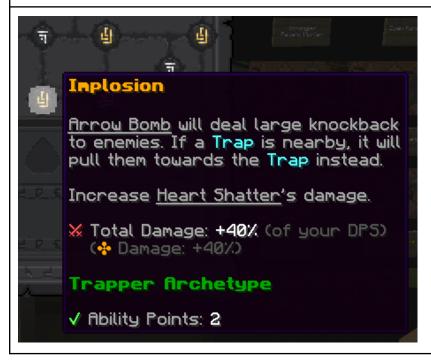


No changes.



Increased the distance that it can reach by +15 blocks

Grappling hook's pull strength stays at a maximum of 30 blocks, the additional 15 blocks makes it so that it's more reliable when hitting blocks that are further away.



Will deal knockback to enemies instead of pulling them towards you, so that you can keep a comfortable distance away from them.



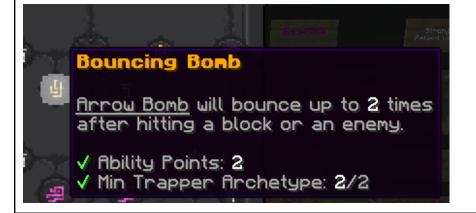
Is now a purple node.



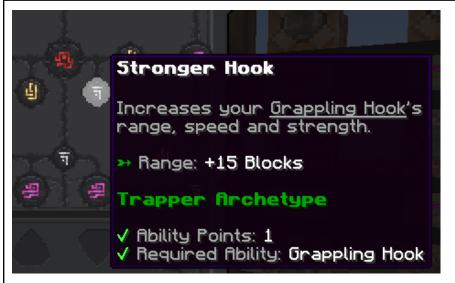
Call of the Hound is now a red node, giving you 3 wolves instead of 1. Like guardian angels, this will now remove your default arrow shield.

This gives each archetype a unique version of Arrow Shield. Boltslinger has Guardian Angels, Trapper has Wolf Pack, and Sharpshooter has default Arrow Shield (which works for it because it's meant to keep enemies away)





Increased prerequisite, will now let your arrow bomb bounce twice instead of once.



Increases grappling hooks range by +15, and increases its previous effective pull range to 45.



Gives you 3 more maximum traps instead of 2.



Trap upgrade that acts as a way for your traps to deal knockback to enemies.



Trap upgrade that acts as a way to give slowness to enemies.



No changes.



If you can't bring the enemy to your traps, you can bring your traps to the enemy!

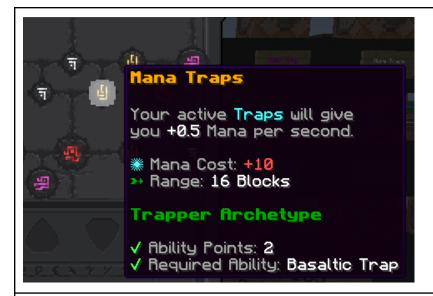
Acts as a utility that allows you to explode your traps more effectively instead of waiting for them to be triggered. (I assume Traps are invisible armor stands, meaning they can have motion applied to them)



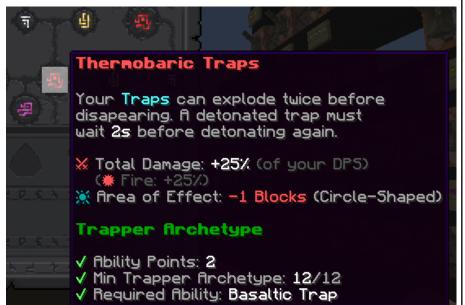




Gives you up to 9 total traps.



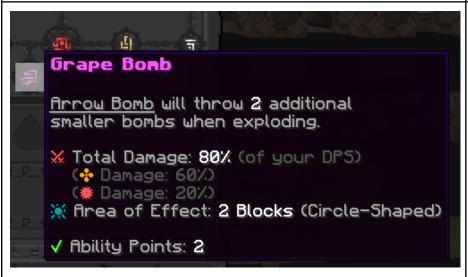
Pushed further down the tree, no longer gives you mana when your traps explode.



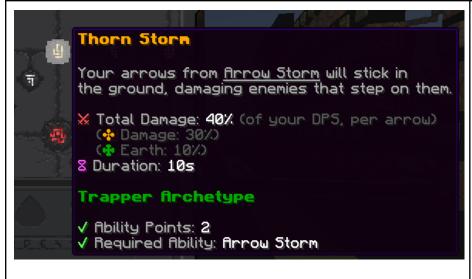
Makes your traps much more effective at locking down and holding an area.



Wolf Pack upgrade that gives them earth damage and the ability to slow enemies.

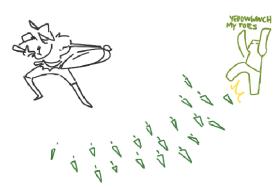


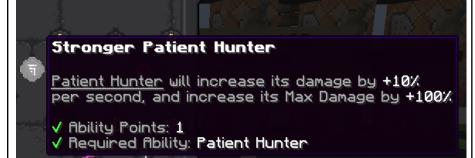
No changes.



Turns Arrow Storm into an offensive tool that can further lock down areas.

Your grounded Arrow Storm arrows disappear after touching an enemy, or if you cast another Arrow Storm.

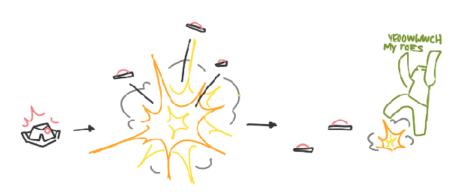




No longer Trapper-Associated.



Acts as an additional offense that further increases your traps ability to lock down and hold areas.





A Trap upgrade that makes it deal lingering damage after disappearing.





Makes your traps even stronger at holding down an area. You will never have to worry about not having traps active ever again.



More traps for up to 12 total, but reduces their damage.



Turns your wolf pack into giant cool looking wolves that are extremely strong

(Like how Murder Flock has custom crow models, Dire Wolves would have custom wolf models too)

To make them more interactive, you can mount and control your wolves with access to your attacks, without damage reductions. Like cavalryman but much stronger and cooler.

Shifting will dismount you backwards into the air. When mounting a wolf it will still attack enemies in its way.





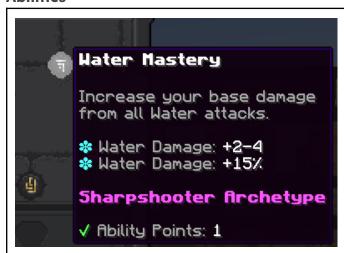
Sharpshooter has more emphasis on using its extreme range to deal significant damage, discouraging spam in favor of extra precise to deal huge hard-hitters as to make it play less identically to bolt slinger.

Sharpshooter Archetype

Sharpshooters keep their distance and deal devastating damage using extreme range and precision.
(Range, Damage, Precision)

√ Unlocked fibilities: 25/25

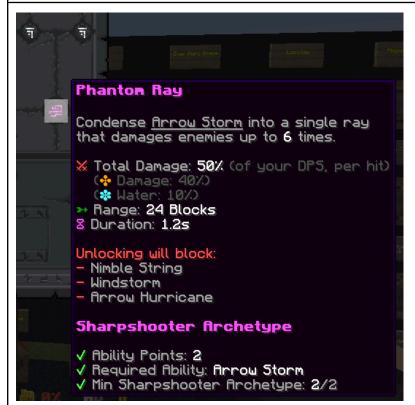
Abilities Notes



No changes.



Thunder Mastery is now associated with Sharpshooter (You're so precise that you hit weak points, get critical hits, etc)



Reduced Hits making it more important that you land all of your shots.

No longer has reduced mana cost.

Has much more range.

Is now Sharpshooter-associated.

(Pink instead of light blue to fit sharpshooters color)





Focus has reduced damage and will now reset ONLY if a Main Attack, Arrow Bomb, or Phantom Ray fails to hit an enemy.

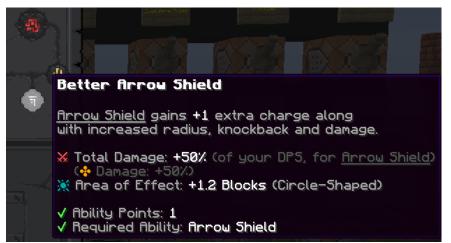
As long as *1 of your main attack arrows from a main attack hit, you will not lose focus.

If your arrow bomb hits an enemy directly, anything else that happens afterwards with your arrow bomb will not make you lose focus (like Bouncing Bomb or Grape Bomb)

Phantom Ray stays the same as it keeps your focus if you land at least 1 shot.



To make it more important to use your range, you will now deal more damage the further away your target is, making it more rewarding for being skillful with your aiming.



More Shields and Better Arrow Shield are now the same node.

This works with Wolf Pack and Guardian Angels, but won't change their damage.



Slightly increased prerequisite, is now a purple node.



Is now a yellow node. (ideally pink instead of green to fit sharpshooter's color)



Twain's Arc becomes Sharpshooter's 2nd red node.

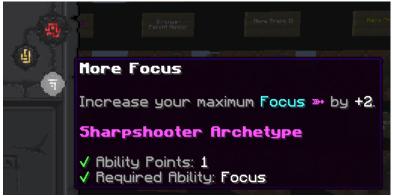
Twain's Arc (by default) is now a spell-based ability, turning Phantom Ray into an extra long-ranged single-hit beam. you still have access to your other spells, but using Twain's Arc's Phantom Ray will still have a cooldown.

Longshot will also increase Twain's Arc's damage as it is still considered using Phantom Ray. (Pink instead of green to fit Sharpshooter's color. Why were these abilities green)





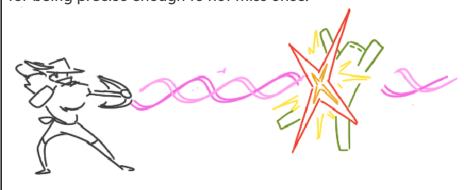
Reverts Twain's Arc into a Melee-based ability, with increased charge speed.

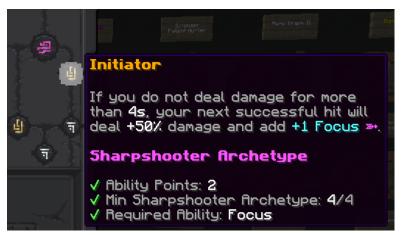


A few nodes further down the tree.



Instead of increasing Phantom Rays damage if you do not miss with it, landing All of your phantom ray shots will make you shoot an additional finisher shot for large damage as a reward for being precise enough to not miss once.





Reduced damage bonus, is now a Yellow node.



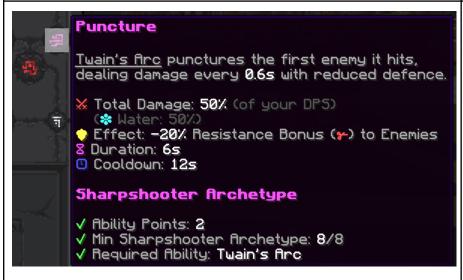
Makes it so that if you miss a shot, you quickly gain back mana so that you can get back your focus.



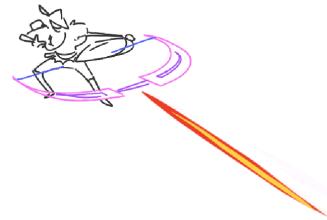
Gives Phantom Ray even more range.



Since Archer is a damage-dealing class, it has additional critical hit damage



Makes Twain's Arc powerful enough to break through enemies, greatly wounding them and making them take damage with reduced defence. (Beam turns Red)





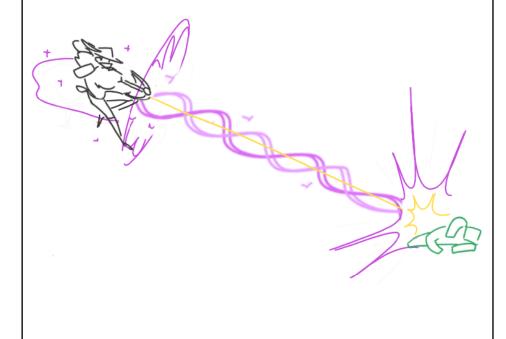
Turns Snow Storm into an ability upgrade instead of a very short ranged passive

If you are getting run down and need to escape, you can freeze enemies in place, keeping them away from you for longer.



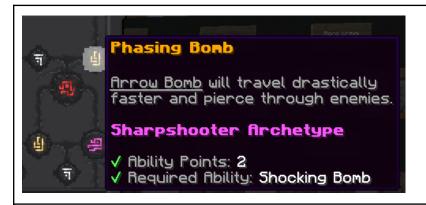
Crepuscular Zone Cast <u>firrow Storm</u> while 4+ blocks airborne to enter Twilight 💠. You begin to levitate and Phantom Ray becomes a devastating long-ranged beam. Up to 4 beams can be shot and missing once will end Twilight 💠 early. Total Damage: 400% (of your DP5). (* Damage: 300%) (* Water: 50%) (+ Thunder: 50%) Range: 64 Blocks Duration: 6s Cooldown: 12s Sharpshooter Archetype √ Ribility Points: 2 ✓ Min Sharpshooter firchetype: 12/12 √ Required fibility: Phantom Ray

Instead of rapidly shooting dozens and dozens of arrows in a spray pattern forward, you instead shoot 4 devastating piercing beams, giving you more range as well as more controllability.





No changes.



Makes shocking bomb faster, so that it's easier to hit enemies that are further away.

Also lets it phase through enemies like Phantom Ray.



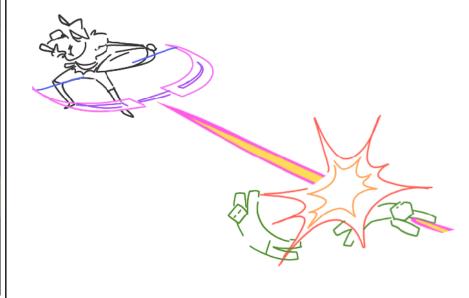
Main Attack upgrade that just makes your main attack arrows travel faster. (Does Not increase how far they travel)



Rewards you for being precise enough over an amount of time with increased damage.



Gives Twain's Arc an area-of-effect attack, like you're hitting something with so much force that it causes it to explode.





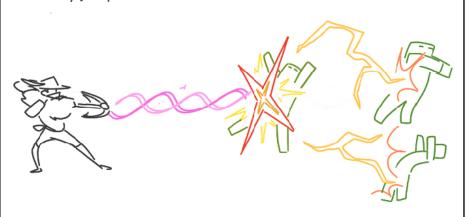
Makes Phantom Ray give enemies slowness, like it's slowly paralyzing them with every hit.

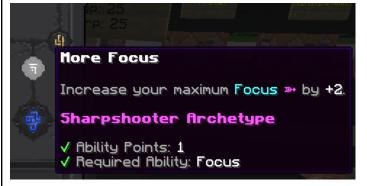


Rewards you if you trickshot 2 enemies with 1 arrow bomb.

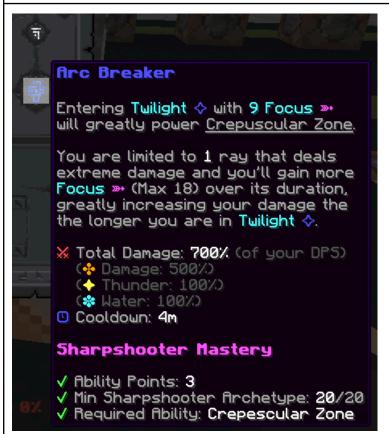


Gives Decimator an area-of-effect attack, as though its electricity jumps to other enemies around it.



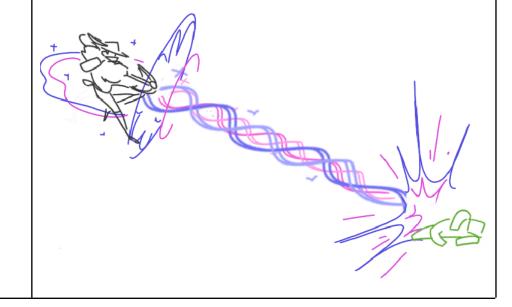


Increases your max possible focus to 9.



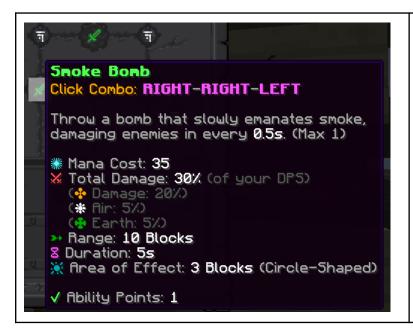
Acts as a 1-shot finisher that you hold off as long as you can until a key moment, releasing it for extreme devastating damage.

Your focus will build up to 18 for the first 5 seconds of Twilight, leaving the last second an all-or-nothing shot. You can fire it earlier to be safe but you won't get as much value from it.





<u>Assassin</u> is given more emphasis on having more overall offensive and aggressive capabilities, accentuating having higher damage and speed on top of QoL changes to make it feel smoother and more consistent to use.



Reduced damage, now has a maximum of 1. (doesn't really change anything, it's just for another ability further down the tree that lets you have more)

Shadestepper (5)

✓ fibility Points: 1

Shadestepper is reworked to have much more emphasis on speed, stealth and consistency, having a much more significant flow in combat Without being held back by unavoidable cooldowns and downtime.

Shadestepper firchetupe

Shadestepper's use stealth and speed to get up close and deal devastating damage while remaining unseen.
(Damage, Speed, Stealth)

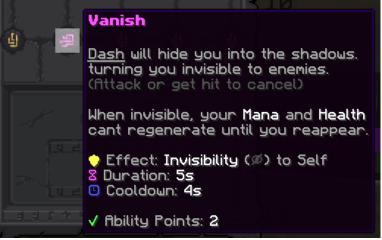
✓ Unlocked Abilities: 25/25





Removed mana reduction.

Striking an enemy from behind will now deal knockback along with double damage, giving it more oomph.



Reduced maximum duration by -1s, reduced cooldown by -1s.



Reduced damage bonus from 80 to 60 as to keep early-game shadestepper from being too strong.

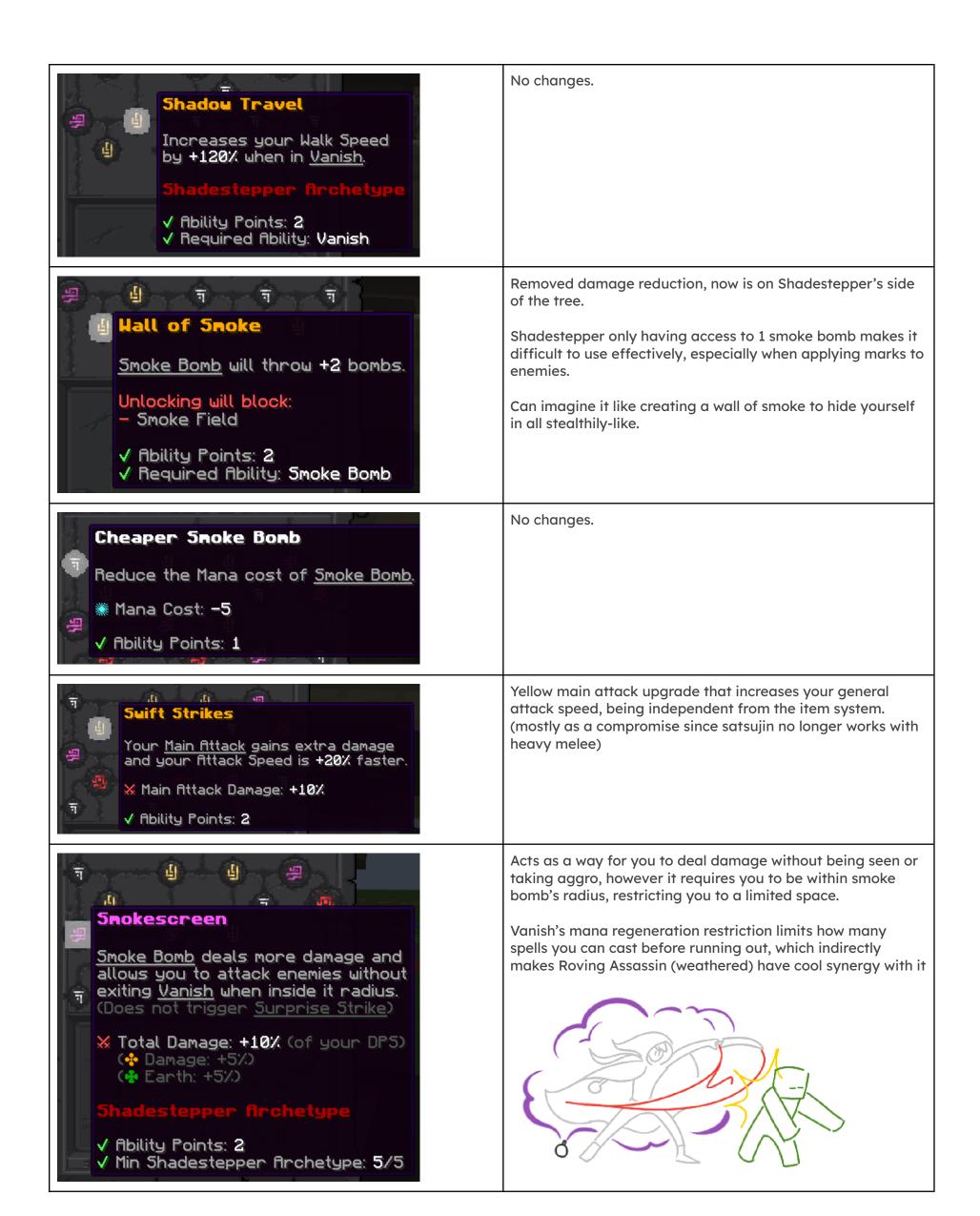
Now has compatibility with other archetypes or spells in general, as instead it will boost the entire spell's damage instead of just the first hit it deals.



Will also reset your Vanish cooldown if you strike an enemy with backstab from behind

Vanish's main problem with its cooldown is that it ruins the pacing and flow of shadestepper, as if it's an unavoidable punishment for using it and leaving you completely vulnerable.

The only time Vanish should have a cooldown with Shadestepper is if it's not being used for value in combat, so instead it will reward the player with no cooldown if it's used successfully, allowing you to use it even more until you either: run out of mana, get hit out of vanish, or miss your surprise strike.

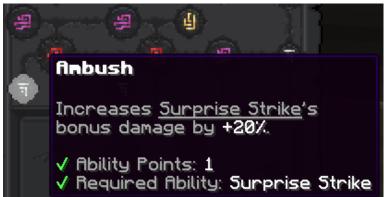




Marked is now a single status effect instead of being built up.

This lets you get value faster so you can run in and attack immediately without waiting for your Marks to build up. (Also, across all classes it feels like there's enough build-up enemy statuses, just having a 1-and-done applied status makes it feel a tiny bit more unique and comfortable)

Smoke bomb also gains more area of effect to make it easier to apply marked to more enemies.

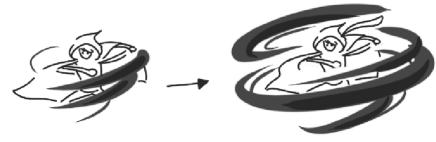


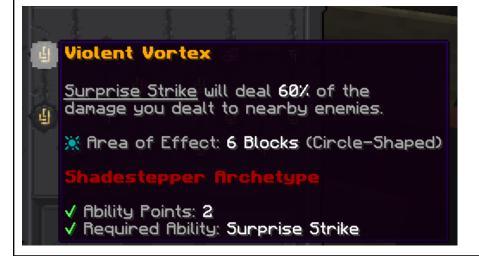
Reduced bonus damage.



Acts as a way to disorientate enemies.

(Vanish effect but bigger)





Is now triggered by surprise strike instead of being triggered by dealing #x amount of your health as damage, has reduced area of effect.



No changes.



Harvester was renamed to Soul Reaper.

Instead of being triggered off of killing an enemy, it will trigger when you have low mana, Making it usable in bosses that don't have mob spawns.



No longer has increased area of effect and no longer applies marked.

Instead deals a single strong slash to fit with Shadesteppers 1-hit strike theme, as well as being a significant finisher spell





Since assassin's core strength is damage, it has a critical damage bonus.



Makes it so that Vanish is less punishing if not used successfully, as well as giving you extra speed to accommodate for your tiny range.



Instead of consuming marks and having a static damage bonus, your Nightcloak Knife will instead reward you with more and more damage for the more times you hit a backstab from behind.

Ideally, Nightcloak Knife would still keep its cool visual effects but it would no longer mimic attacks. An issue Nightcloak Knife had that I noticed was that when striking a lot of enemies, it has to split between enemies to mimic your damage, often taking a while to do so.

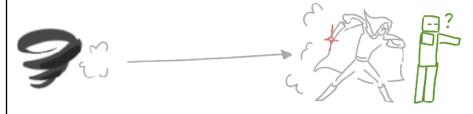
So instead, everytime you deal damage with a nightcloak knife, its visual effect would play for a tiny split second at enemies that you attack.



Gives Vanish a more complex mobility tool that allows you to get behind far away enemies immediately, lining you up for backstab.

Ideally, teleporting you behind an enemy will also face you towards them.

You would have to have your reticle on the enemies hit box for it to teleport you, requiring you to be very precise when teleporting, while also letting you dash in the enemies general direction without teleporting if you don't want to.





Instead of being a Surprise-Strike clone, Satsujin is now its own unique ability.

Acts as an extreme killing move that can be triggered when wanted, decimating enemies in your path.

Since it is its own independent ability, it has a general cooldown instead of being enemy-specific.





Acts as though you strike the wind out of enemies, making them weaker.



Reduced damage bonus.



Rewards you for stacking up different damage bonuses from your abilities when using Surprise Strike.

(ONLY affected by your abilities, meaning no status effects or powder specials or stuff outside your ability tree)





Allows you to stay in vanish longer at the cost of draining your mana like pre 2.0 Vanish did, could be used if you need more time for a window to open without losing your vanish.



Makes nightcloak knife more rewarding by increasing your walk speed.

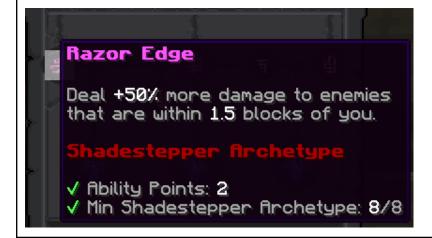


Turns Satsujin into a stronger finishing move.



Dissolution is renamed to Evade.

Instead of a resistance bonus, it will make you immune to damage and knockback for 1 second, as though it removes your hitbox. (Could just be 100% resistance bonus but intangibility sounds cooler since you literally disappear)



Acts as a high-risk high-reward damage bonus, requiring you to get as close as possible to enemies, which you would use your better mobility speed and stealth to do so.



Makes backstab even more valuable to line up and strike from behind.



Turns you into a ghost!

You gain full access to your spells and attacks without exiting vanish, allowing you to swiftly move between enemies and take them out while being completely unseen, becoming the ultimate stealth-weapon.

While you can regenerate mana, you cannot regenerate health meaning you have to be careful to not get hit by stray projectiles or attacks that enemies use against you or others.



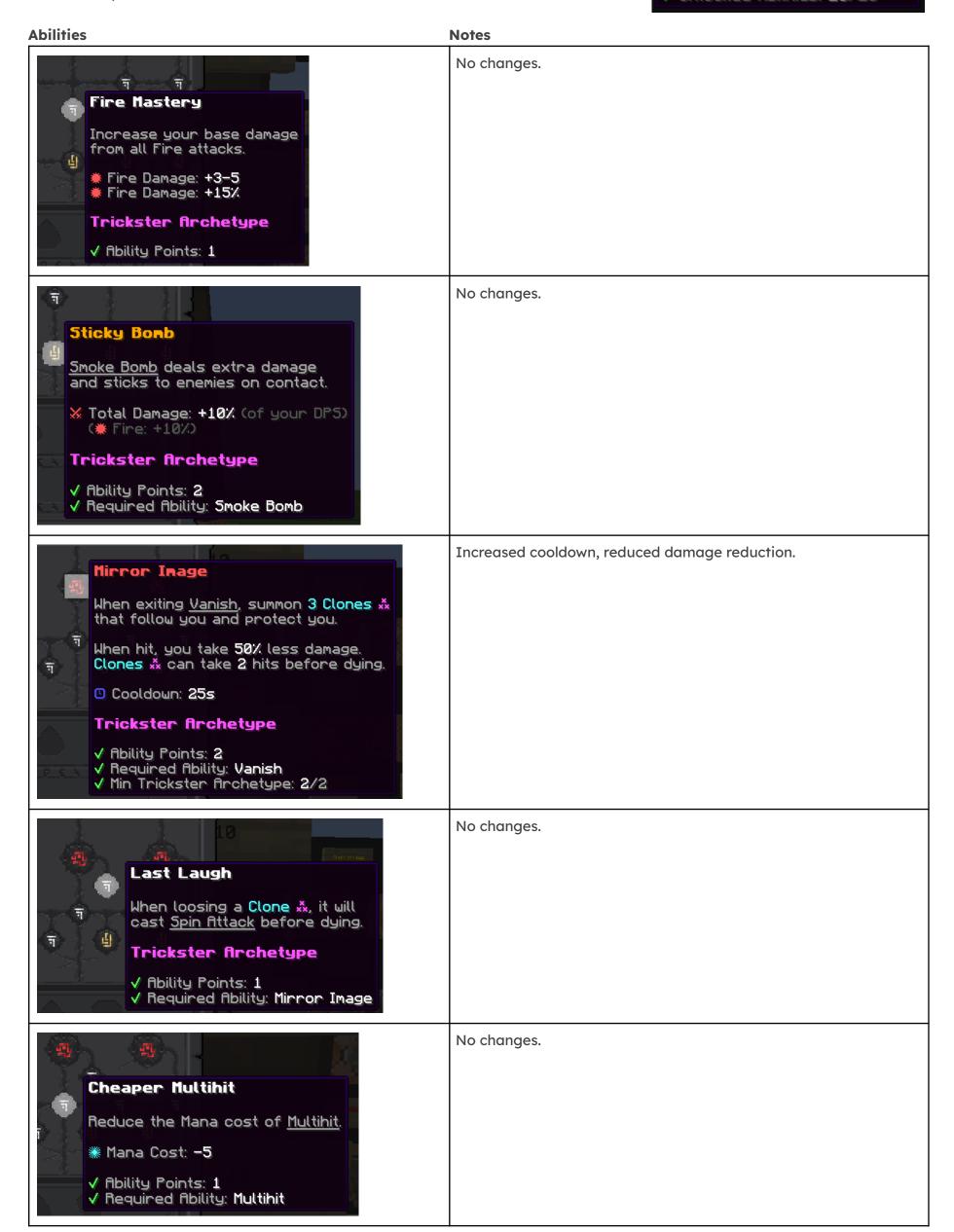


Trickster was given a few more ways to use its clones effectively without slogging down itself in the process, as well as additional utilities for it to use in combat to disorientate, confuse and overwhelm enemies.

Trickster firchetype

Trickster's use clones and tricks to protect themselves and overwhelm enemies. (Crowd-Control, Tank, Damage)

✓ Unlocked Abilities: 25/25





Reduced stealing requirement.

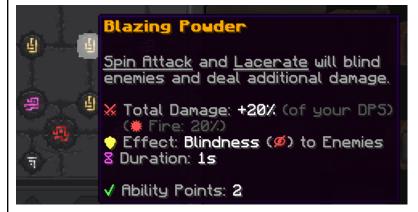


No changes.

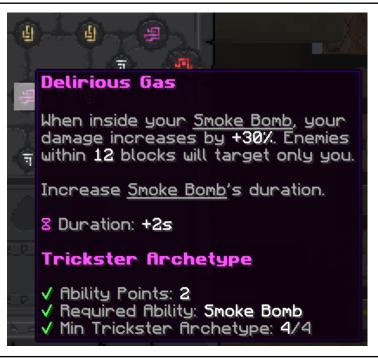


Slightly increased range.

Will instead damage a clone once instead of slaying them, allowing it to be used more often without removing your clones too fast.



No changes.



Reduced damage bonus.

Removed Lure effect, enemies will just target you as normal when in your smoke bombs radius. This keeps it more simple instead of adding on more statuses that already have vague effects.

Also increases Smoke Bombs duration, allowing you to stay inside its radius for longer, probably has neat synergy with Smokescreen.



No changes.



Instead of dividing your damage across yourself and your clones, your damage will stay the same and your clones will deal a reduced amount of your damage.

(In a perfect world, it would be compatible with Lacerate but it is what it is)

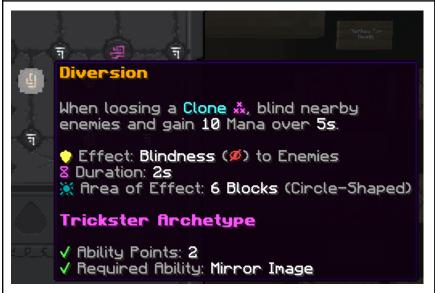
This keeps it so that you yourself feel just as powerful with or without your clones, being less restricted while still benefiting from said clones.



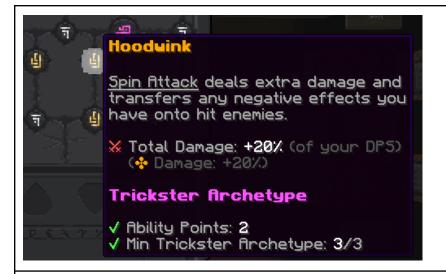
Like you're using a smoke bomb to hide yourself.



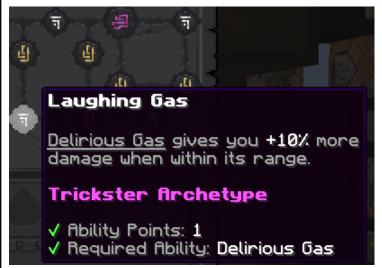
No changes.



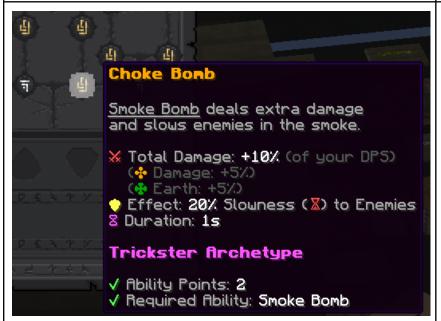
Reworked to disorientate enemies when a clone disappears, giving you some extra mana to use to either escape or retaliate.



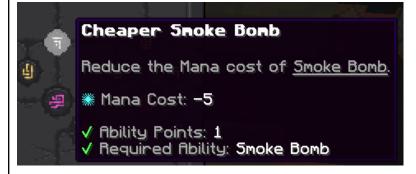
Heavily simplified. Will now increase Spin Attacks damage and transfer all of your negative effects onto the enemies you hit instead of a small amount.



Reverts Delirious Gas's damage reduction.



Will now increase Smoke Bomb's damage with reduced slowness.



No changes.



Another version of Choke Bomb that increases damage and gives blindness instead of slowness.



Rebalanced to fit new clones, reduced cooldown increase.



lets your clones become sentient, attacking enemies by jumping at them and using your spells and greatly disorientating them by taking aggro.

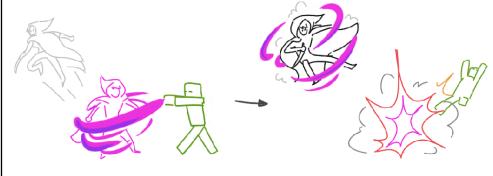
Ideally, your illusions have reduced spell particles to prevent clutter and will only cast spells every 0.5s to 2s when the enemy they are targeting is within range. (They would act like pets or summons do, and only return to you when there is nothing for them to target or if they are too far away from you, such as 16 blocks)





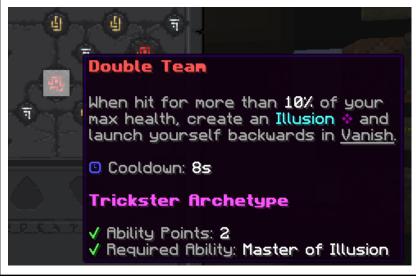
Sort of like a reworked Death Magnet, but for Trickster.

Lures enemies to where you vanished from, and deals damage to them when you reappear.

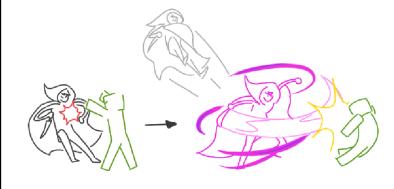




Will increase your illusions duration along with your clone's damage.

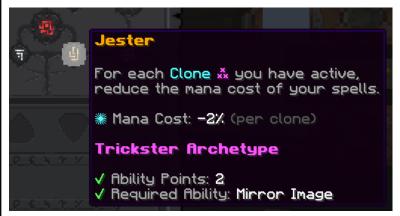


As a utility to keep yourself safe, you will quickly disappear and launch backwards (comparable to Escape), spawning and swapping places with an illusion that will fight for you while you recover. (Does not trigger Decoy)





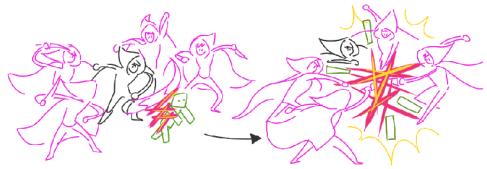
Make it so that you can keep your clones up longer.



Helps with mana sustain when you have more clones active.



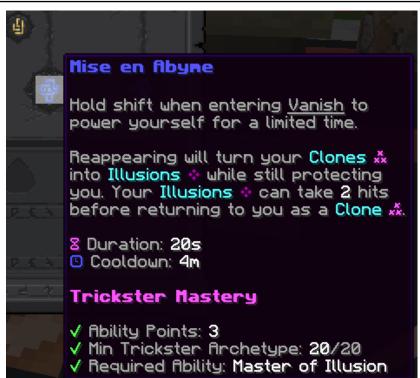
Makes Multihit as strong as Spin Attack for different use cases. (targeting 1 specific enemy compared to dealing damage to multiple enemies over a large area)





Makes your Spin Attack trigger 3 times, with reduced area of effect but increased total damage, making it a bit more tighter for your clones to overlap and hit enemies several times.

While not necessary, it gives each archetype a unique form of Spin Attack. Shadestepper having a single-swing hard hitting Spin Attack, Trickster having a quick triple-hit Spin Attack, and Acrobat having its Lacerate.



Gives you access to illusions without requiring you to lose your clones defence bonus and leaving you vulnerable.

This is mostly for the coolness factor as jumping an enemy or boss with a team of autonomous clones, all spinning around and casting spells taking aggro left and right would be fun to play in and cool to look at.





Acrobat already has a great flow when used to its fullest, so some of its changes revolve around being more inviting in early-game and trying to fix some of its hitbox issues, while overall having a bit more mobility to follow.

Acrobat Archetype

fighters that use their mobility to engage in combat from above. (Mobility, Combos, Range)

✓ Unlocked Abilities: 25/25

Abilities Notes



Now further up the tree, giving more speed at early-game.



No changes.



No changes.



Now Acrobat-Associated.

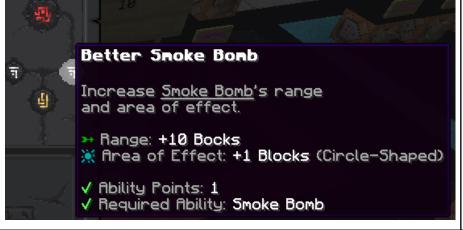


No Changes.



Reduced mana cost so that early-game can use it more often, strengthening its mobility.

Ideally, its hitbox would be changed to be the same as Multihit, hitting in a cone-shaped and covering a decent area in any direction you're facing, allowing it to hit more reliably from above or below.



Moved to be on Acrobat's side of the tree, allowing you to throw your smoke bomb further.



No changes.



No changes.



√ Ability Points: 2



moved to Acrobats side of the tree as you cast dash much more often since it's a crucial part of your mobility.



Will increase the damage of your next spell instead of giving you an overall damage bonus effect.

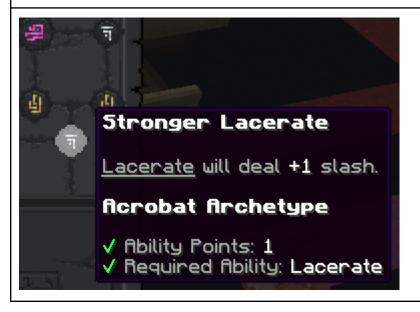
Reduced prerequisite.



Will now reset Dash's vertical momentum.



Dash keeps its vertical momentum for one more dash after leaving the ground.



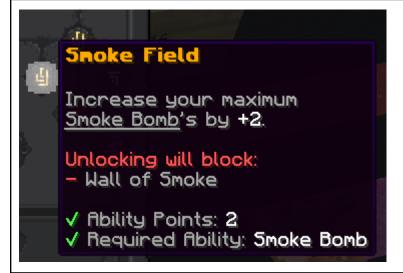
No changes.



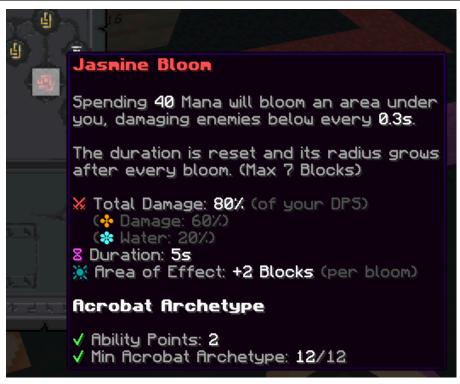
Now blocks Backstab since it's incompatible.



Reduced Prerequisite.



Will allow you to have multiple Smoke Bombs active at once, allowing you to cover a wider range at the cost of needing to spend more mana to throw more Smoke Bombs



Reduced maximum radius, has water conversion instead of earth.



Dash will deal knockback to nearby enemies, pushing them away from you if you are escaping.

Dash also has increased momentum (not by too much, maybe like +30%)

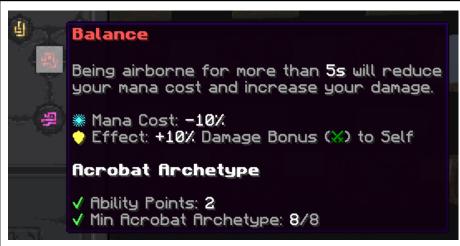




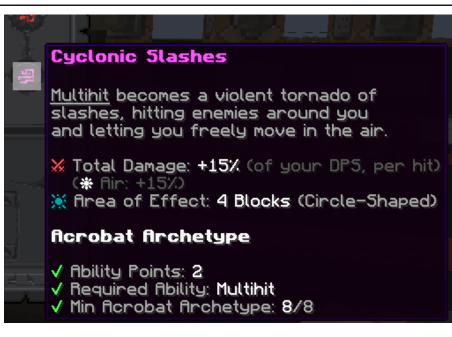
Reduced mana gain.



Dancing Blade and Pirouette are now 1 ability node.



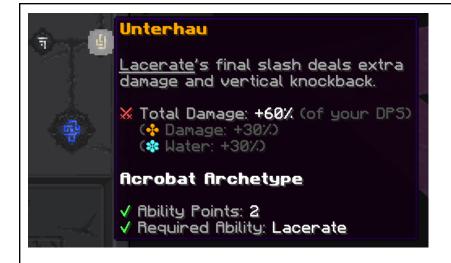
Rewards you for staying airborne by increasing your damage and reducing your spell cost.



I was playing smash and thought meta knight's mach tornado would be a cool acrobat ability.

Multihit instead deals all of its slashes around you regardless if you hit an enemy or not. Double-Jumping during this would act as though you are toggling flight for a very brief moment, allowing you to freely move in the air. Enemies can be picked up anytime by your slashes. (Hitbox is Like Whirlwind-Strikes but a little bit smaller)



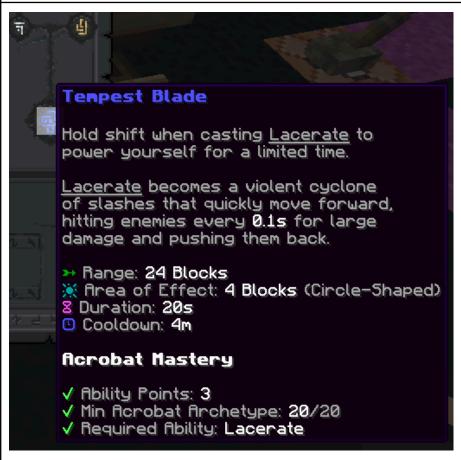


Acts as a lacerate-version of Fatality, where its vertical knockback helps you pick up and juggle enemies if you wish.





Gives Jasmine Bloom its earth conversion back.



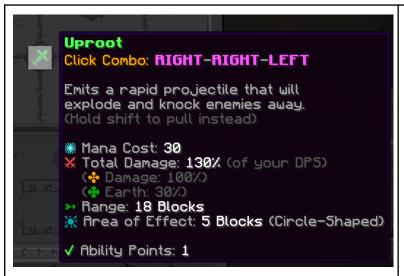
Turns lacerate's strikes into a violent storm of slashes.

Like Air Shout, your lacerate's slashes will travel quickly in the direction it's casted in, hitting enemies several times for significant damage as well as pushing them back.





<u>Shaman</u> receives a lot of QOL changes and new abilities to tone back its difficulty and give it a few more ways to survive, while also giving it a wider variety of spells and utilities it can use.



Removed thunder conversion.

Ideally would now push or pull your Totem on impact like it did pre 2.0.



Summoner is reworked to have a larger variety of summons and to be more engaging to use, benefiting more from working with its summons and using Spells to spawn new ones.

Sunnoner Archetype

Summoner's use a variety of summons to take space and overwhelm enemies. (Minions, Range, Crowd—Control)

✓ Unlocked fibilities: 25/25

Abilities Notes



No changes.



No changes.



Slightly increased area of effect, slightly changed damage conversions, is now Summoner-associated.



Will now follow where you're looking like pre 2.0 Uproot did instead of resetting your Totem's duration.



Reduced damage.



Overseer's Totem-reset is now a single white node, while also increasing Totem's duration by default.



No changes.



Trapper's Ivyroot Mamba is now a reworked Summoner node.

This turns your Uproot into a summoning-spell, summoning secondary-summons with shorter durations and different effects, based on your input when casting Uproot.

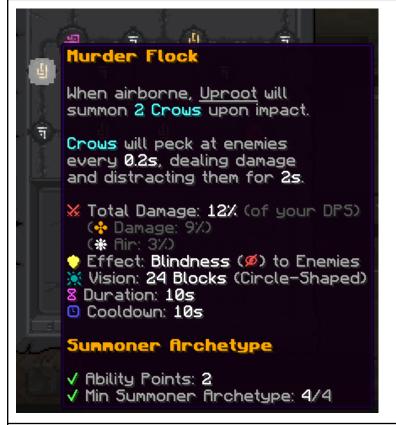
For snakes, cast Uproot while standing on the ground.





Increased damage bonus, reduced duration.

When enemies are whipped, hitting non-whipped enemies with Uproot will instead transfer whipped to them, making it so that whipped can only be applied to select enemies at a time. This would keep your summons more focused on whipped enemies instead of trying to focus on several different enemies at once.



Trapper's Murder Flock is now a reworked Summoner ability.

Like snakes, Crows are a secondary-summon that inflict enemies with Blindness instead of reduced damage.

Crows would be summoned by casting uproot while airborne, giving Uproot 2 methods of spawning secondary summons.

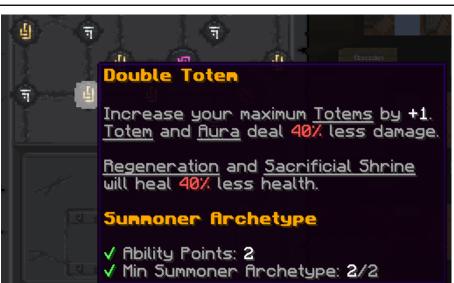




No changes.



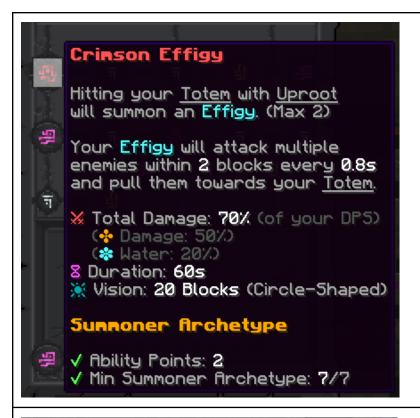
No changes.



More Haul-related but ideally there would be a priority list that Haul would follow when pulling you to your Totems.

First priority would be if a Totem is newly cast or hasn't landed yet, and second priority would be the Nearest Totem to you.

This would make it so that Haul will always pull you to the Totem that you cast (so that Totem-Haul can still be a mobility tool) while still allowing you to have a wider range of movement by pulling you to other Totems instead of always pulling you to your newest one.



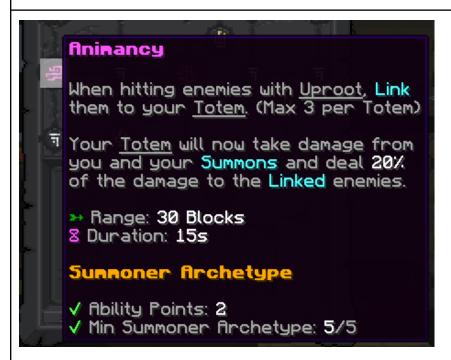
Now lets you have 2 effigies instead of 1, with reduced damage.

To make crimson effigies pushing more effective, its attack would now be a small area-of-effect that can grab multiple enemies at a time, giving Summoner stronger crowd control.

If you have max Effigies, hitting your Totem with Uproot won't summon another until at least 1 of your Effigies despawns, so that your effigies can continue to attack enemies without being interrupted.



No changes.



Allows you to use your Totems more weirdly and effectively outside of just having more of them.

Enemies hit by Uproot will continue to be linked to your Totems until your Totems already have max linked enemies in total. If your Totems cannot link anymore enemies, you can remove links by either: waiting them out, killing the linked enemies, or casting a new Totem.

The only form of damage your Totems do not count is Totem's passive area-of-effect damage. Aura will also deal damage to the Totem it comes from (Poison preferably would work too).

Linked enemies can only be linked to 1 Totem at a time.





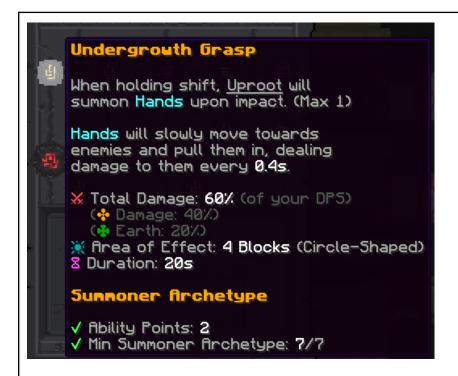
No changes.



Reverts Puppet Masters damage reduction.



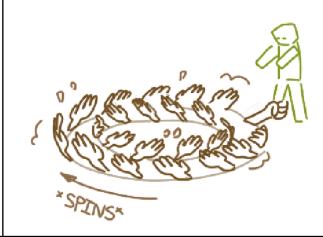
A yellow main-attack upgrade that acts as a crowd control tool for Summoner, making your Main Attack push enemies towards your nearest Totem.



The 3rd and final secondary-summon that Uproot can spawn. Casted when you are holding shift.

Hands act as a pseudo-Effigy that crawl through the ground, dealing damage and pulling enemies toward the center several times.

You can only have 1 Hands at a time.





No changes.



Acts as a 3rd and final primary summon that repeats your spells and attacks.

Your Mimic will passively attack enemies with your Main Attack (same Attack Speed as you)

When casting Aura or Uproot, your Mimic will repeat it at its location at the enemy it's targeting right after you.

Your mimic will only recast Aura and Uproot as base spells, meaning it is unaffected by any ability upgrades you have. (No spawning extra secondary summons)



yellow sans

This gives you 6 unique total summons in Summoners Tree, 3 primary summons (puppets, effigies, a mimic) and 3 secondary summons (snakes, crows, and hands).



Allows you to have 3 total effigies.



Gives you more mana the more summons you have.

You do not have to be within your Totems range to receive mana, but your Summons have to in order to give you mana.

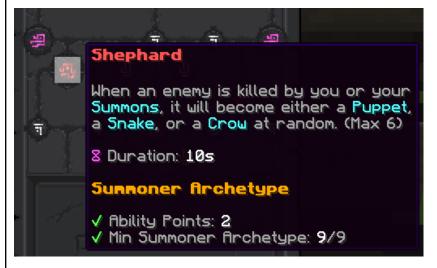
(Has a max because with the amount of Totems and Summons you can have, you can reach up to 20/5 mr, 40/5 mr with mastery. Max 0.5 keeps it capped at 15/5mr total with triple totem)



Removed mana gain.

Will now give enemies walk speed.

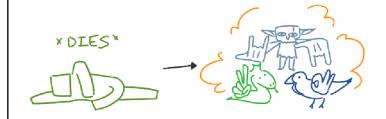
Slightly increased duration.



Shepherd is pushed further down the tree.

To make your summons have more variety, killing an enemy will instead give you either a Puppet, Crow or Snake.

Shepherd will instead spawn extra summons at where the enemy dies.





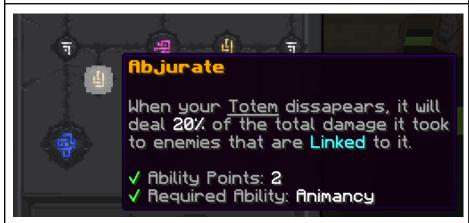
Gives you more Crows.



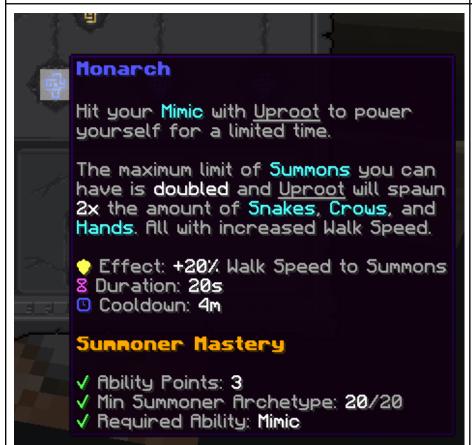
Gives you more Snakes.



Makes your Hands bigger.



Acts as an upgrade to Animancy so that when your Totem disappears, it will try taking the enemies it's linked to down with it.



Turns your hoard of summons into an army, greatly increasing how many summons you can have at once.

Your Primary summons will only spawn at one at time, but can be spawned up to twice as many times.

Your Secondary summons will instead be spawned at double the amount when you cast Uproot. (spawning 2 snakes spawns 4, spawning 3 snakes spawns 6)

(Having up to 30+ summons at once for one player is probably too much, so if there's any alternative ideas that keep summoners theme and mastery abilities power then that could work instead)

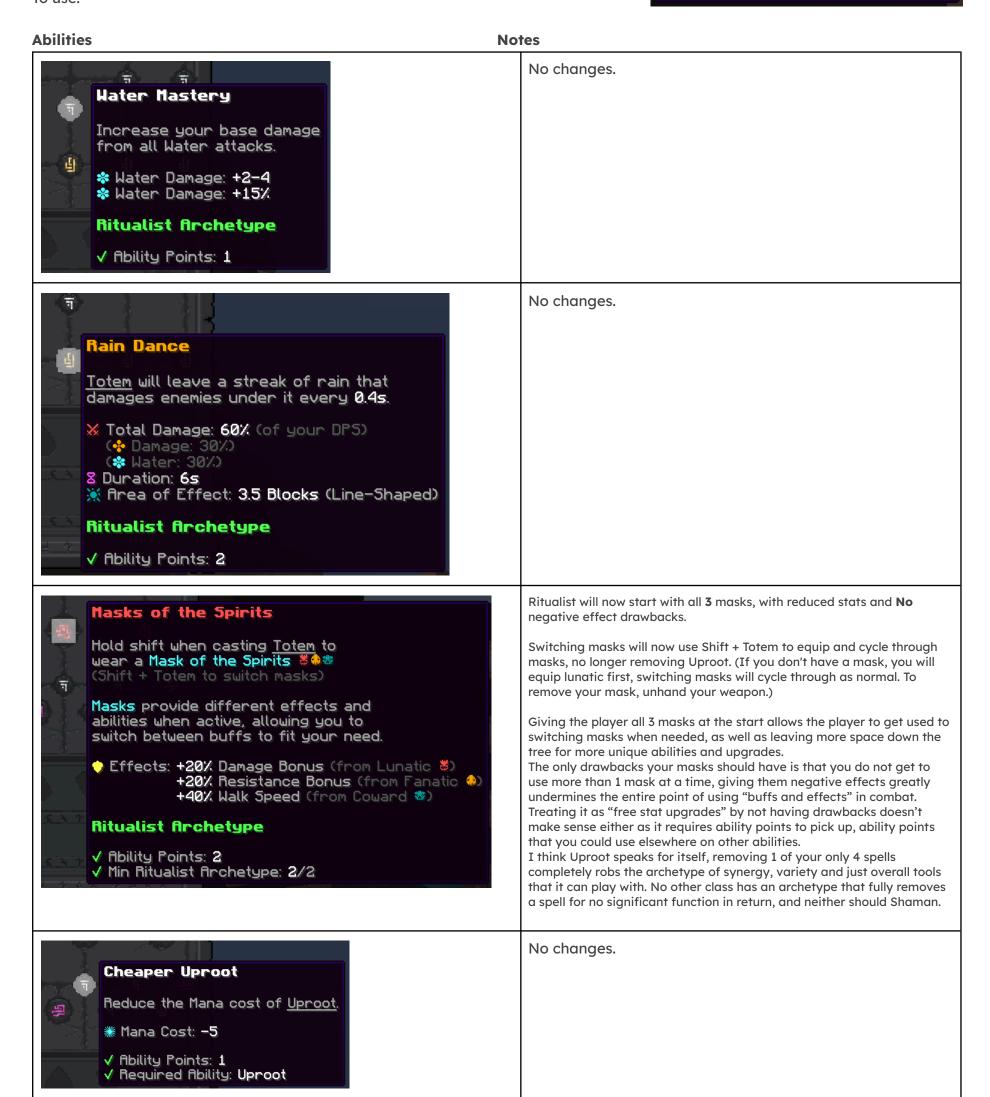


(imo) Ritualist is the worst designed archetype across all classes for the amount of missed potential it has. For an archetype that uses different mask to switch between powers, it has way too little variety and personality. So it is nearly entirely overhauled and rebuilt from the first ability down, hopefully making it much more unique and fun To use.

Ritualist Archetype

Ritualist use masks to connect with spirits and hone in their abilities to use to their advantage.
(Versatility, Effects, Utility)

✓ Unlocked Abilities: 25/25

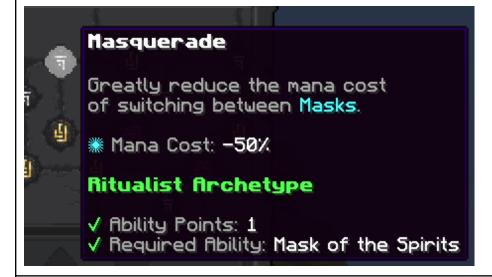




Pushed further up the tree to help more with survivability in early-game.



Pushed way further up the tree.



Makes it so that switching masks cost half the amount of mana than it does as usual.



So that it's usable in combat where there aren't any mob spawns, it will now also cast an Aura at your feet when your Aura touches you.

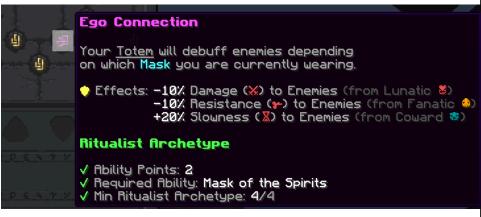
Ideally, Hymn of Hate's auras are independent from your own, having its own damage, range, and no longer being tied to other abilities such as Sacrificial Shrine



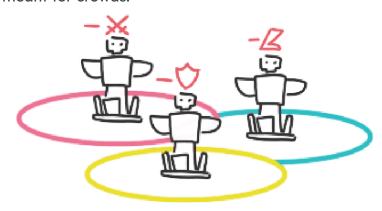
Reworked and reintroduced Totem prison from pre 2.0 shaman, now gained from using Mask of the Fanatic.

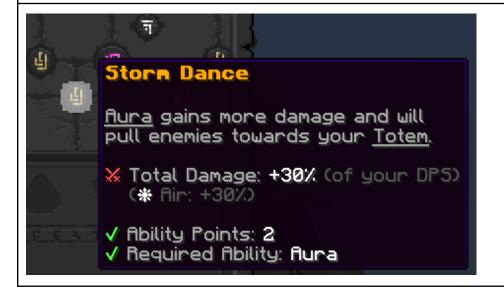
Most of Fanatic's reworked and new abilities will center around using its Totem to trap and handle enemies, with lots of crowd control to keep enemies constantly moving to your Totem.





A pseudo-version of Haunting Memory that is applied to all mobs around your Totem instead of removing your buffs and abilities to use on 1 single enemy on the class that is meant for crowds.





No longer Ritualist-Associated.



No changes.



Greatly reworked Frog Dance, now allows you to leap in the direction you are facing instead of pulling you to your Totem.

(Like Assassins Dash, except it keeps its vertical strength)

After leaving the ground, you can only leap twice before Haul will pull you back to your Totem. This gives you much more range in movement while still keeping Shamans traditional Haul.





Now that all masks come from 1 node, the 2nd red node will now give you devotion when the abilities from your Masks activate.

Using your Masks abilities rewards you by making the status effects from your masks stronger, reverting the masks previous stat reductions.

Max base devotion would increase your masks values from 20, 20, 40 to 32, 32, 64



"Spirit of the" abilities act as the main masks upgrade for different masks, giving them back their mana reductions and even further enhanced base spells, as well as their own Uproot effects.

Like Arrow Vortex, Aura can now stack up to 3 times, allowing you to have 3 auras active at once instead of resetting your Aura when casting a new one.

Uproot gains thunder damage (why it had its base thunder conversion removed) and briefly blinds enemies.





Minor effect for Lunatic that increases your Attack Speed, independent from your gear or identifications.

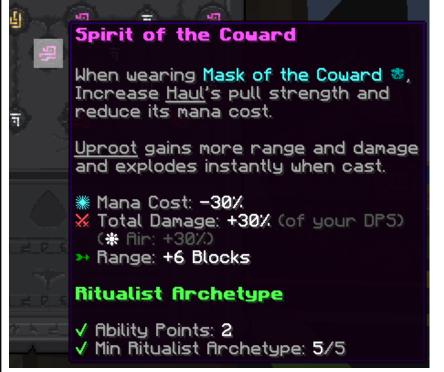


Main masks upgrade for Fanatic.

Totemic Shatter is reworked to have a reduced effect but no longer removes your Totem on use. With how important Totem is on shaman (since it literally locks out 2 of your spells if you don't have it), deleting your Totem leaves you completely vulnerable and unable to do anything except using your Main Attack (literally, you can't haul, you can't aura, and you couldn't use Uproot because it was removed for switching mask)

Uproot gains a little bit of water damage but pulls enemies over a large area towards your Totem, giving Fanatic stronger crowd control.

(Reduced Totem cost does not include switching Masks)



Main masks upgrade for Coward.

Makes Haul a stronger mobility tool (not by too much, maybe like +30% pull strength like Assassin's Gust)

Uproot gains more damage and range and explodes instantly, keeping up with Cowards fast and mobile style



Allows you to gain devotion when switching masks.



Replaces Awakened's spot on the tree as a 3rd red node.

Any abilities that come from your masks will debuff enemies that they hit with debuffs from the abilities associated masks.

(Hymn of Hate will give enemies -damage, Soul Prison will give enemies -resistance, Crescent Rove will give enemies -speed, and so on)

Since it is not incredibly strong as a 3rd red node, it has a lower prerequisite. (Honestly I couldn't think of anything significantly cool that wasn't Awakened)



All 'Chant of the' abilities are boiled down to a single node that gives you and nearby allies a brief buff.

Idea is that the effects from your previous masks will briefly linger. (If i switch from Lunatic to Fanatic, i'll have a +15% damage bonus while wearing fanatic, or if i switch from Coward to Lunatic, i'll have a +30% walk speed bonus while wearing lunatic)



Makes the effects from your masks even stronger. Going from 20, 20, 20, to 40, 40, 80.



Secondary yellow lunatic ability that punishes enemies that deal damage to you.





Secondary fanatic ability that Doubles the effect of Fanatic's totemic-shatter. (Doesn't increase Totem's throw range when bouncing)





Haunting memory is reworked to be a red node and pushed much further down the tree.

Like a reverse-echoing chant, your previous masks will fly through mobs, giving them debuffs when hit.



Secondary yellow node for Coward that allows you to turn invisible and hide from enemies.

Doesn't have a *great amount of use cases but is unique and cool enough nonetheless? (Flavor ID but for Ability Tree)





Minor effect for fanatic that turns you into more of a pseudo-tank.



Like a 'Spirit of the' ability but for Uproot only. Turns uproot into a mobility tool that gives you more range of mobility.





Awakened is reworked to be the Mastery Ability for Ritualist.

Being able to use 12 different abilities at once would be too powerful to be used every couple moments, especially with how much more variety and strengths Ritualist now has. (Imo it's just more the vibe with how cool awakened is)

Needing to switch masks 3 times makes Awakened more of a commitment to use, costing more mana and taking a bit longer to activate than other means.





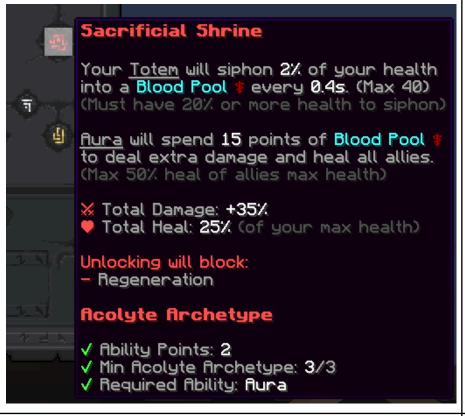
Acolyte was given a few more ways to use its health to support allies and damage enemies, with a few abilities and changes that give it additional ways to protect itself when siphoning health.

ficolyte firchetype

ficolyte's use their own health to overpower enemies and support allies through heals and buffs. (Damage, Healing, Buffs)

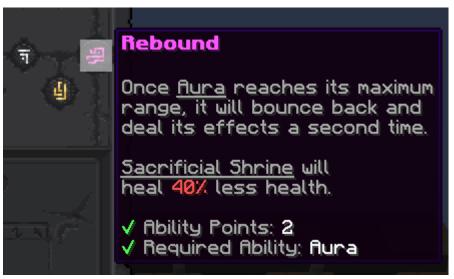
✓ Unlocked Abilities: 25/25





Now has a minimum health requirement so it cannot drain you down to 1% of your max health.

Now has a cap of healing 50% of other players max health. If it's going to have reduced the healing speed to keep it in align with Mage it may as well have a cap too. (healing a player from 1% to full health is unbalanced)



No changes.



Renamed to 'Larger Totem'.



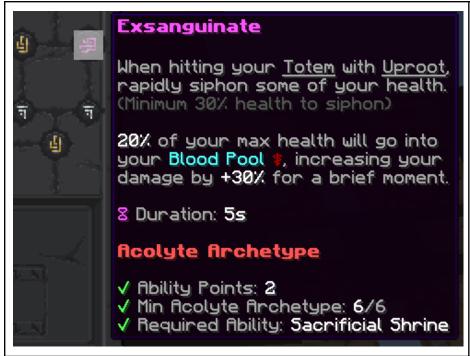
No changes.



No changes.

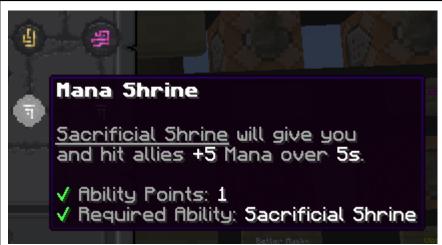


√ Ability Points: 2

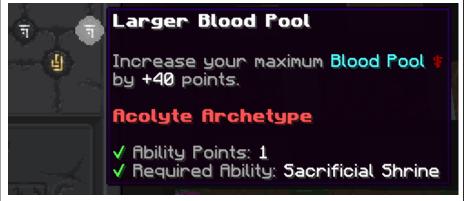


Gives you a way to quickly fill your Blood Pool, with increased damage to compensate for losing a portion of health.





Sacrificial Shrine would now give mana along with health, giving it stronger support.



No changes.

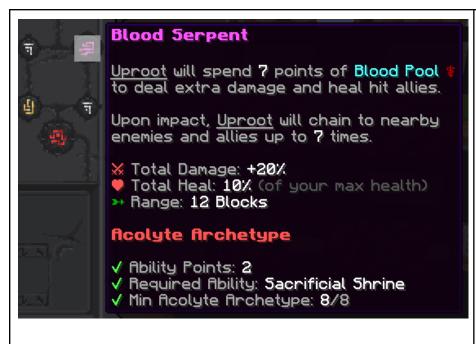


Acts as a way to protect allies and especially yourself since your health is constantly siphoned. (Overhealth doesn't get siphoned by sacrificial shrine)



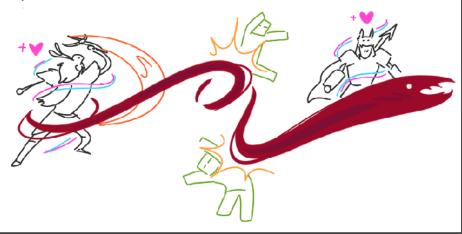


Slightly increased damage.



Turns Uproot into a healing spell like Sacrificial Shrine, giving you another option to heal allies with.

As a bonus, it will chain to the nearest other enemy or ally that is within its range that it hasn't hit yet (however it loses its explosion effect)





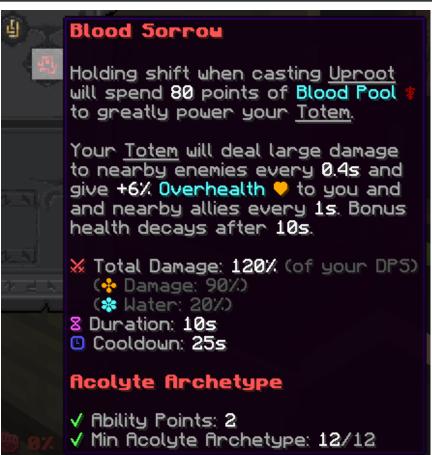
A Melee upgrade for Acolyte that gives you points to your Blood Pool.



Makes sacrificial shrine deal more damage and heal more health.

Increasing the amount of health it siphons helps fill your Blood Pool a bit quicker.

(Ideally it's to give somewhat the same Value as Double Totem without taking Double Totem)

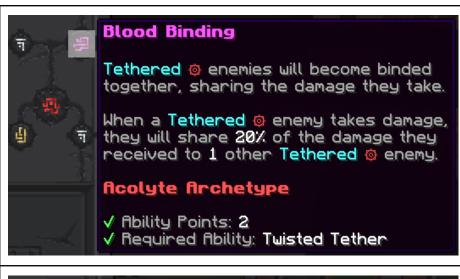


Reworked to make your Totem deal significant damage and support instead of casting a beam. (Blood Serpent is a pseudo-replacement of the beam)

No longer locks you out of your spells, allowing you to still play the game while it's active.

(Casting a new Totem does not end blood sorrow early, blood sorrow resumes where the Totem lands but it's duration would still go down whether your Totem has landed or not)

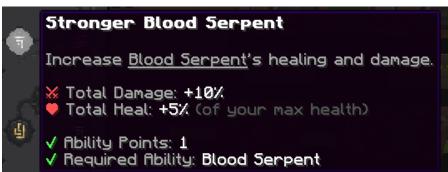




Makes Tethered enemies also take damage from other Tethered enemies.

When a Tethered enemy transfers damage, it will pick other tethered enemies at random (Shared damage isn't reduced, The initial damage is the same while transferred damage is dealt as extra damage)

Transferred Damage is not transferred again.



Makes Blood Serpent a more considerable healing option.



Instead of being healed by your aura, you can sacrifice the health received to conjure runes that can greatly increase your auras damage and healing.

could be beneficial in situations where you have other forms of healing like life steal or regen or etc



Blood Rite

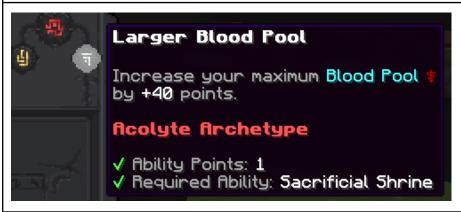
Enemies killed within your <u>Totem</u>'s range will add +5 points to your Blood Pool *.

Recolyte Archetype

I Ability Points: 2

Required Ability: Sacrificial Shrine

Pushed down the tree and simplified to give Blood Pool when an enemy is killed within your Totem's range.



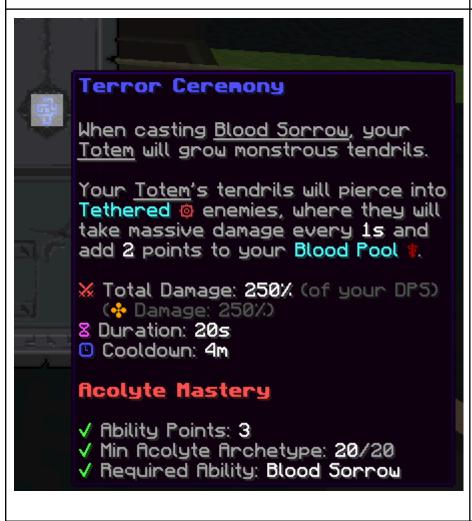
Brings your max Blood Pool to 160.



Allows you to have more runes.



Makes Twisted Tether do even more damage when you've lost 20% of your health. (Synergy with Exanguinate)



Upgrades Blood Sorrow to deal devastating damage and give you blood pool.

Your tendrils will only pierce into enemies within your Totem's range.

Since it's still Blood Sorrow, it will still give overhealth, but for an extra long duration. (but it won't deal the same damage)

(The tendrils is an exaggeration realistically it would probably just be enemies tethered to your totem. Would look sick tho)



Introducing: Cowpoke (Gunslinger)

'The Cowpoke uses traditional means from the olden days to overwhelm and challenge enemies. Its Raw power and range allows it to quickly engage enemies in combat, benefitting from its wide variety of tools to keep itself safe and take down its target.'

Cowpoke is a 6th class concept that acts as 2nd ranged option between the 5 classes. It benefits from having good range and lots of versatility in how it can engage in combat, from singling out its target and taking them out with deadly combos and speed, or using enhancements to deflect incoming damage, to handling and controlling enemies with unique and versatile forms of mobility. While not having as significant spell output or crowd-control, it has many ways to engage in combat in styles that aren't like any other class.

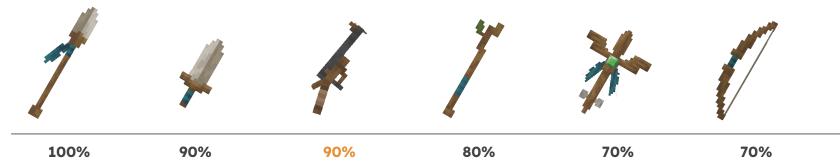
Cowpoke is based off of the old western trope of a gun-fighting hero who serves justice and law against the enemy, landing on a middle-ground where it can stand out and be unique across the classes while still fitting in an rpg-fantasy setting, without being too modern or out of place.

This is entirely a thought-experiment on making an entirely new class and what it could look like, meaning it will most likely be rough and unbalanced, all numbers are rough estimates and up for change.



General Stats

Base Resistance:



Cowpoke has the same base resistance as Assassin, putting it on the higher end of class base resistance. By default this makes it a defensive alternative to Archer as a ranged class, making it tankier than Archer since Archer has higher mobility to compensate.

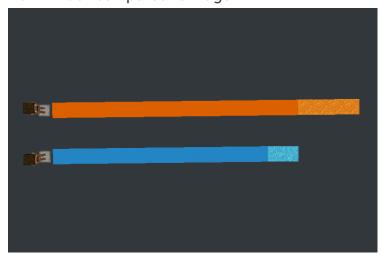


Cowpoke's general Base DPS is placed between Assassin and Warrior. This fills in the gap between the lower end of weapon base dps and higher, giving it a little more edge over Warrior, but not as much as Assassin and above.

Main Attack

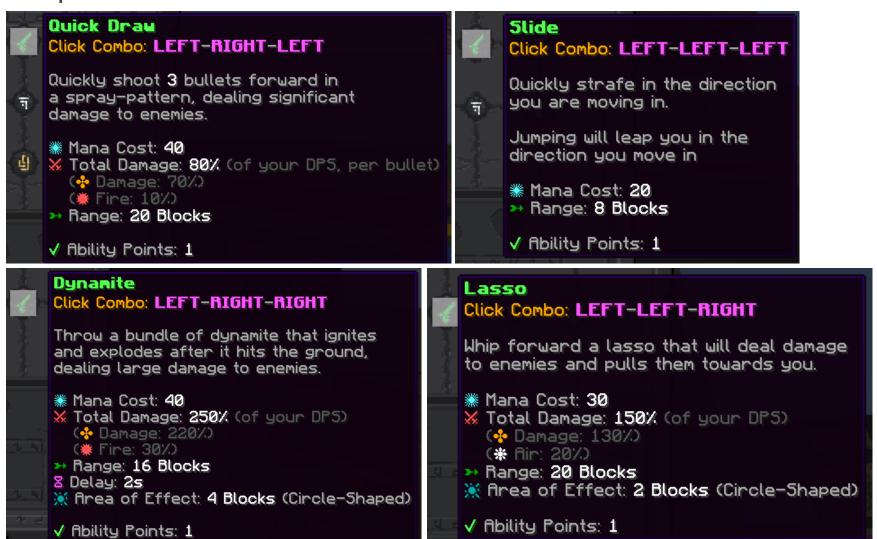
Cowpoke uses a <u>Firearm</u> as its main weapon. Its main attack is similar to Mage, being a long-ranged hitscan. Its main difference is that it has a longer range (16 blocks, 20 with proficiency 1) and cannot pierce enemies.

Main Attack compared to Mage





Base Spells



Cowpoke uses various tools to manage enemies, from quickly firing its <u>Firearm</u>, throwing ignited sticks of TNT or using a Lasso to tangle and pull enemies.

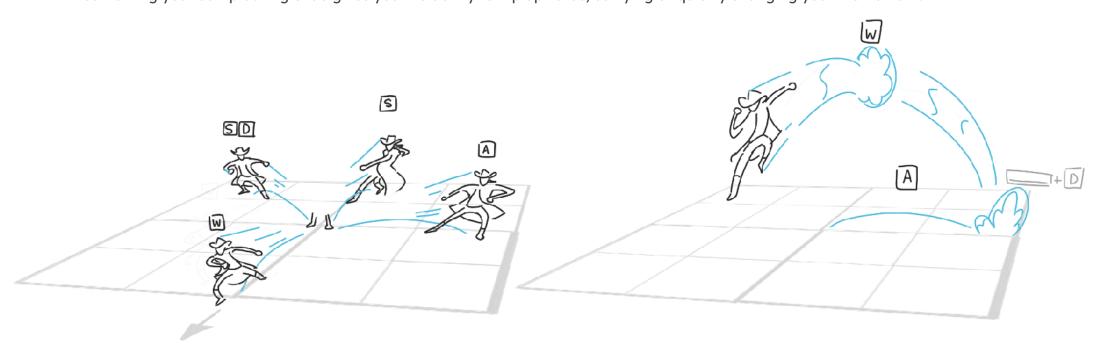
Quick Draw

Rapidly fires your <u>Firearm</u> in quick succession, firing 3 bullets (every 0.2s) (hitscan raycast like Main Attack) forward in a spray pattern, dealing significant damage. Your bullets cannot pierce enemies and its spray pattern is *slight, not having any real significant impact on how consistently you can hit enemies and really only having an effect at its furthest range.



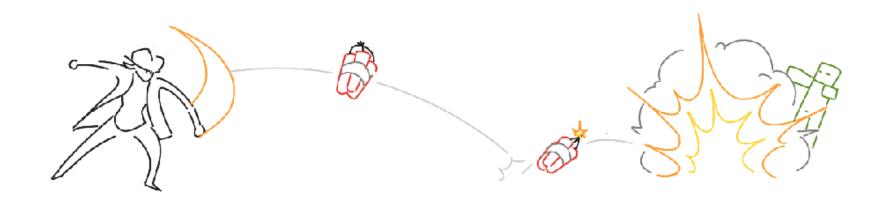
Slide

Quickly dash in the direction of your AWSD inputs, allowing you to move in 8 general directions without depending on the direction you are looking in. This would be usable on both the ground and in the air, however it lacks significant verticality. This is where combining your Jump during Slide gives you the ability to flip upwards, carrying or quickly changing your momentum.



Dynamite

Ignites and throws an explosive bundle of TNT forward. It does not instantly explode on impact like other explosives and its fuse only begins to go down after it has hit the ground, making it require more precision to hit enemies. Think of it like a mix between Arrow Bomb and Smoke Bomb.



Lasso

Throw forward a Lasso that deals damage on impact. Unlike Uproot, your Lasso is affected by gravity and pulls enemies towards you instead of pushing them back, allowing you to keep enemies within range of your attacks. Ideally, the strength at which your Lasso pulls enemies scales with how far away your target is, so that using your Lasso on an up-close enemy does not pull them straight into you. (Base Lasso's travel speed would probably be a little less than Uproot/take maybe 1s? to reach its full range)



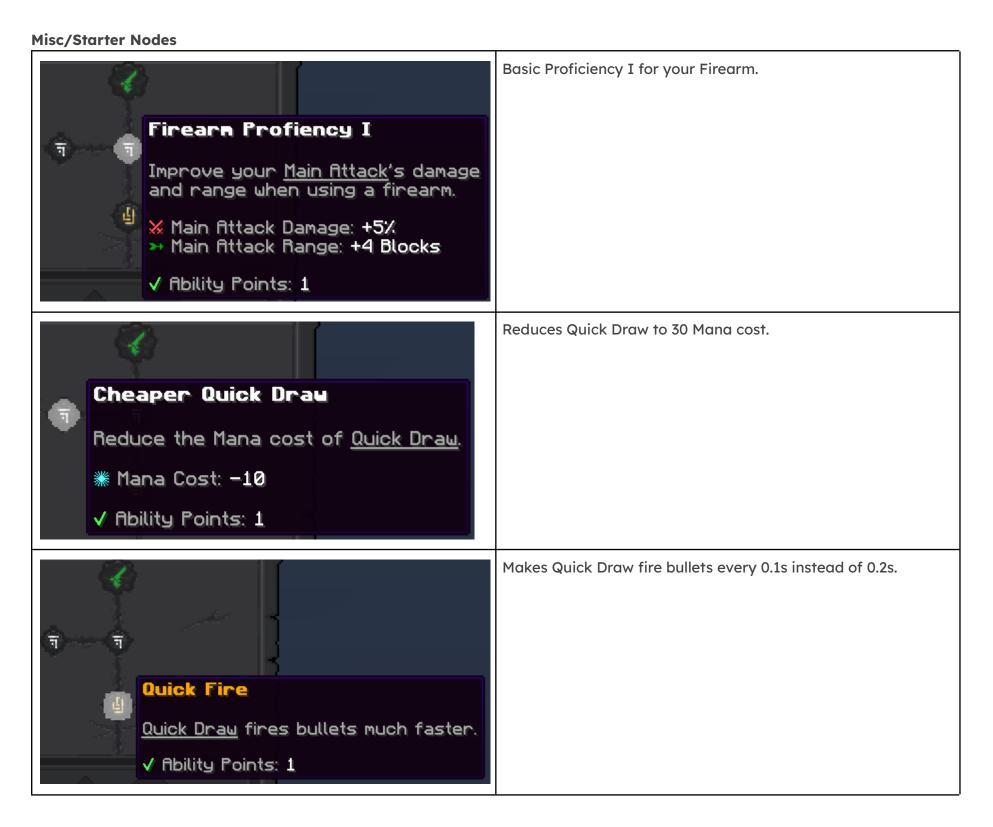
Ability Tree

<u>Cowpoke</u>'s ability tree consists of **102** Nodes and 3 archetypes oriented mainly around Mobility, Damage and Defence, themed around general western Characteristics, Such as rough and tough joyriders, dangerous outlaws and hardened authoritatives.











Wrangler is the swift stunt-performing mobility archetype for Cowpoke, using its Lasso as a movement tool to mount and control enemies for lots of combos and more.

Wrangler Archetype

Wrangler's are up-front stunters who handle and control enemies by using combos and mobility.
(Mobility, Combos, Crowd-Control)

✓ Unlocked fibilities: 25/25

Abilities Notes



Wrangler-Associated.



Wrangler-Associated.



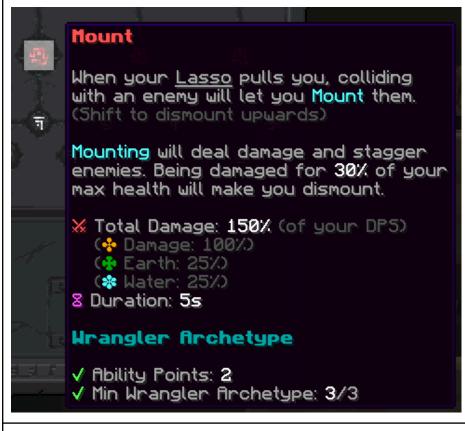
Makes your Lasso faster.



Turns Lasso into a mobility tool that pulls you in the direction you throw it in. (Same velocity as Dash)

Will only pull you once it lands. You can pull yourself earlier by casting Lasso again before your previous Lasso lands.

(Hitting an enemy with Lasso while airborne will also pull you)



Pulling yourself with Lasso will make you Mount the first enemy you collide with.

('Staggering' the enemy just acts like giving them blindness for a second)

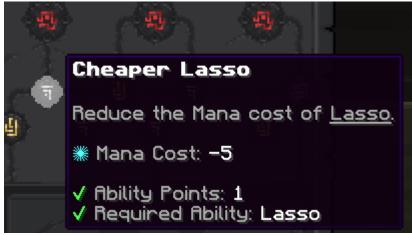
When mounting an enemy you can still take damage from the enemy you are mounting, being damaged for up to 30% of your health will make you dismount automatically)

You will also automatically dismount after spending 5s on the same enemy.

This is Wranglers main mechanic and what most of its abilities/archetype will surround.







Cheaper Lasso.



Make it so that your Lasso hits enemies over a wider area.



Combo ability when Dismounting an enemy.





Allows you to hit the enemy you are riding with your main attack.

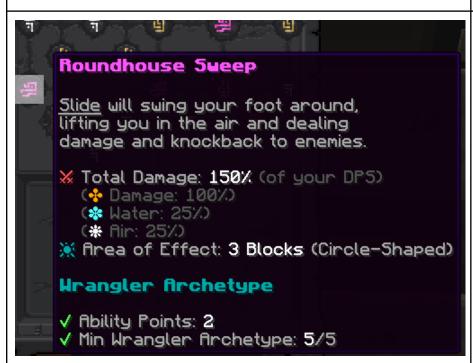


Cheaper Slide.

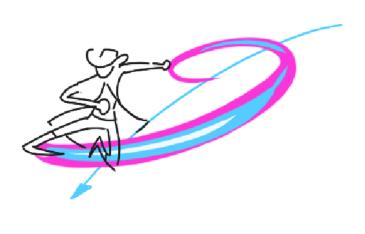


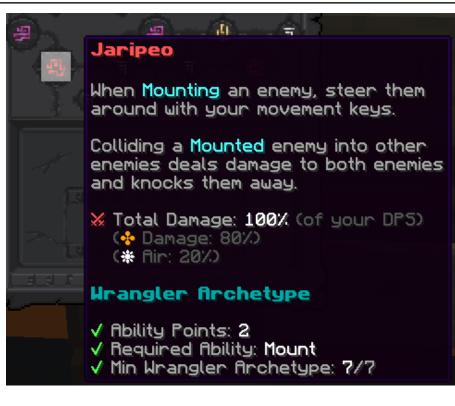
Deals damage in the direction you jump away from during Slide.





Slide's initial dash gives you a little bit more verticality, dealing AoE damage in the middle that knocks enemies away.



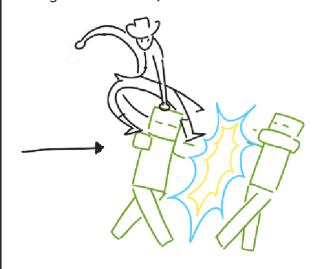


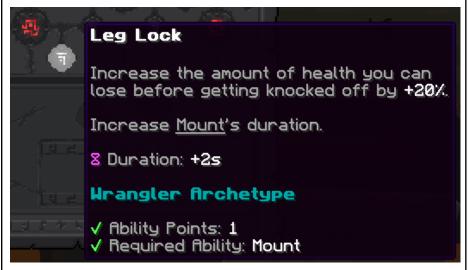
Allows you to steer the enemy you're riding.

Steering the enemy you are riding into other enemies will deal damage to both enemies and knock the enemy you collide into away.

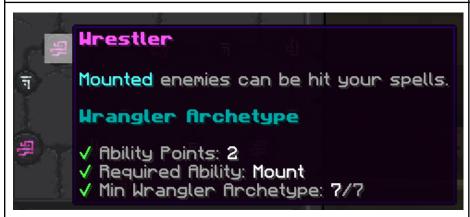
Ideally, steering enemies would be a little faster than your own walk speed, with a max *comparison of around 100% Walk Speed

(+CCI would probably make it so that you cannot steer the enemy you are riding, but that doesn't stop it from dealing damage on collisions)





Allows you to mount enemies longer.



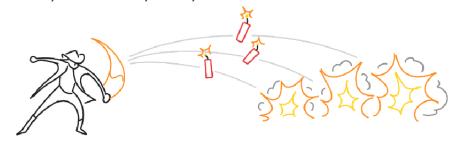
Allows you to hit the enemy you are riding with your spells.



Deals more damage to both enemies when steering your mounted enemy into others.



Allows you to throw your Dynamite over a wider area.

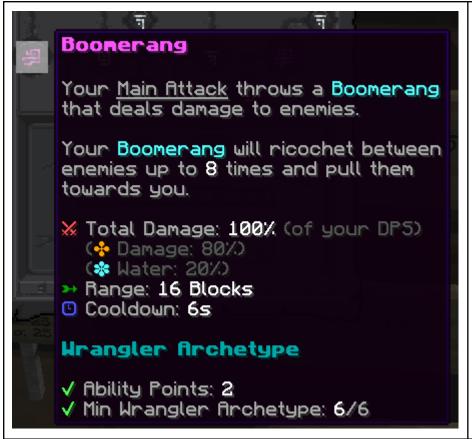




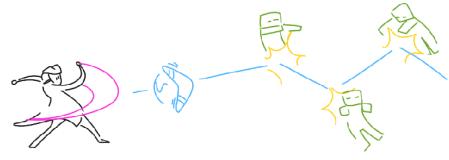
Turns Quick Draw into a shot-gun esc blast, having a wider spread but firing more bullets.

This also turns your Quick Draw into a sort of mobility tool, giving you strong recoil backwards when airborne.





Throw a boomerang that rebounds between enemies, pulling them closer to you so you can ram into them with your mounted enemy.

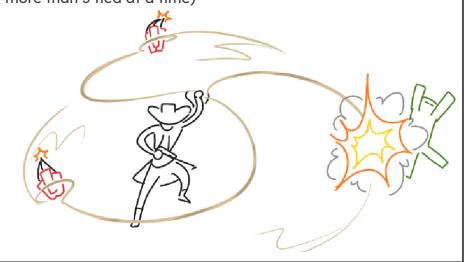




Allows you to spin your dynamite around you, letting it explode multiple times. (Like Lightweaver if it was explosive.)

Instead of your dynamite having a fuse, it will explode when it hits an enemy up to a few times before disappearing.

You can have up to 3 dynamites tied at once. (Hitting 1 of your Pocket Bombs would tie all 3 bombs, but it wont let you have more than 3 tied at a time)





An additional combo for dismounting an enemy, dealing even more damage. (Cannot be done more than once after dismounting)

This gives you 3 ways of chaining hits between one another when mounting an enemy; the initial mount, kicking them back and then stomping back down.





Reduces the damage mounted enemies deal to you, allowing you to mount them for longer.



(Like Jasmine Bloom but for Wrangler)

Gives you a way to deal passive damage when mounting an enemy, as well as a way to control and pull in surrounding enemies that you can collide with. Mounting new enemies makes it stronger by increasing its range.

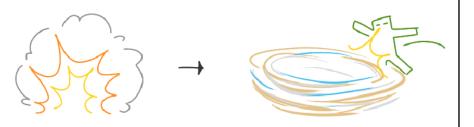




Reduces your mana cost when riding an enemy, allowing you to use more spells.

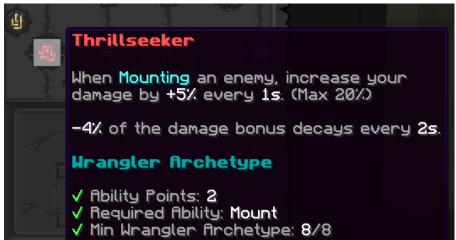


Gives your Dynamite stronger crowd control by pulling in enemies.

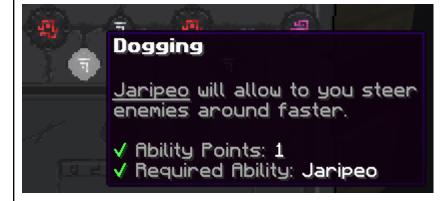




Makes enemies surrounding you target you automatically, making it easier to collide into them.



Rewards you for consistently staying mounted on an enemy.



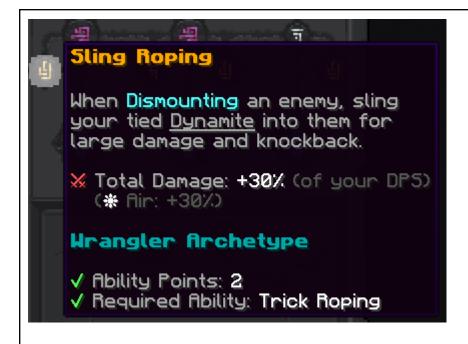
Makes it so that you can steer enemies around faster, as though it increases your *comparable Walk Speed cap to 150%. (or something like that)



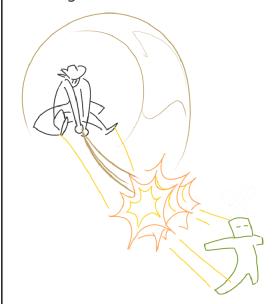
Gives your Lasso an extra mobility option as well dealing damage over a wide area.

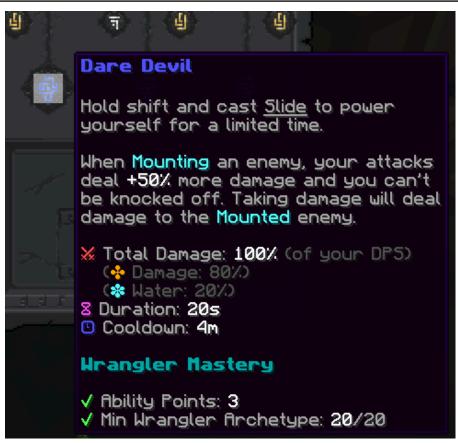
(Hitting your Lasso against the ground would be if it hits within a certain short distance to you, or if you cast it while looking downwards, whichever way would make more sense)





When dismounting an enemy, you can hurl your Tied Dynamite into them, increasing their damage and dealing large knockback, as an additional extra-powerful combo for mounting enemies.





Makes your abilities stronger when mounting an enemy as well as preventing you from being dismounted.

Instead of being dismounted, taking damage will deal damage to the enemy you are riding.



Duelist is the quick and deadly damage archetype for Cowpoke, specializing in singling out its target and stacking explosive spells and damage bonuses to deal Significant damage at great speed.

Duelist firchetype

Duelist's are ruthless outlaws who single out their targets and quickly take them out with force. (Damage, Speed, Single-Target)

✓ Unlocked Abilities: 25/25

Abilities Notes



One of the first 2 archetype-nodes in Cowpokes tree



Duelist-Associated



Rewards you for hitting all 3 shots by firing an extra bullet (usually you'll always hit all 3 shots so it's just a bonus shot)



Makes Quick Draw deal more damage by loading and using special caps.

You can only fire a limited amount of bullets from Quick Draw before you have to reload again. (Reloading does not cost mana)





Makes your Dynamite explode twice, increasing the damage it deals.

Your Dynamite will propel itself a very short distance (like 3 or 4 blocks) from its first explosion.





Cheaper Dynamite



Makes it so that reloading your Bronze Caps is faster.



Makes Slide leave fire that deals rapid damage to enemies standing in it. (Like mini Fire Creep)





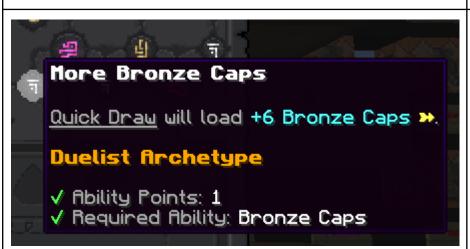
Makes your Main Attack deal extra damage and knockback if an enemy is too close to you.





Makes your Lasso deal damage and knockback several times in the direction you hit it against.

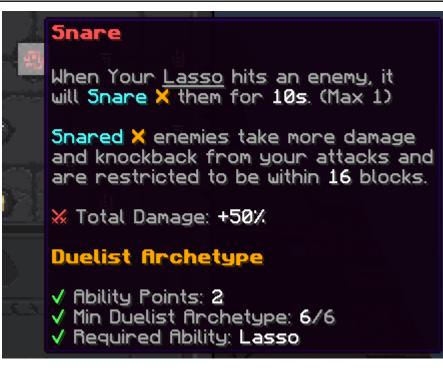




Gives you more Bronze Caps



Makes your Dynamite explode faster after it hits the ground.



Acts as though you are tangling an enemy with your Lasso, making you deal extra damage and knockback to them.

You can only have 1 enemy snared at a time, hitting other un-snared enemies will transfer the snare to them (like how Bullwhip applies Whipped)

Snared enemies are also restricted to being within 16 blocks, meaning you can consistently keep them away from you at a comfortable range by pushing them back and pulling them in. (Would look like they are leashed to you) (CCI would probably be immune to the restriction)



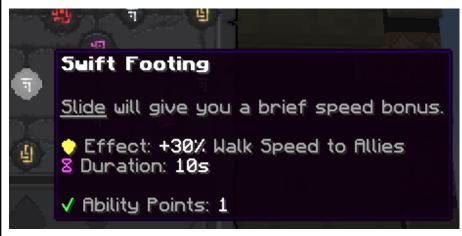


Instead of throwing a bundle of Dynamite, throw an entire block of dynamite that has a longer fuse. (Fuse only begins to go down after it touches the ground)

Shooting your TNT with Quick Draw will cause it to explode early.

Your TNT deals a lot of damage but has a cooldown so it's important to get enough enemies near it before blowing it up.





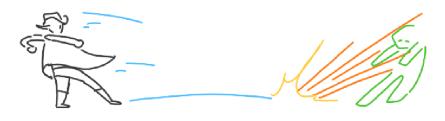
Gives you a short speed bonus after casting Slide.



Allows you to have more enemies Snared.



Deals damage and knockback to enemies in the direction you Slide away from.





Rewards you for quickly casting spells by throwing in an additional spell with extra damage



Cheaper Dynamite 2



Allows you to have up to 24 total Bronze Caps.



Makes your Lasso travel and deal extra damage to other enemies.



Shoudoun

When looking at a Snared X enemy, hold shift and cast Dynamite to Duel X them.

When Dueling X an enemy, your attacks will deal +70% more damage to them and they will only target you.

8 Duration: 10s

10 Cooldown: 5s

Duelist firchetype

V fibility Points: 2

V Min Duelist firchetype: 12/12

V Required fibility: Snare

Single out an enemy for a 1-on-1 duel, greatly increasing the damage you deal to them and making them target you.

(Dueled enemies are still Snared, giving you both damage bonuses)



Shrapnel

Your TNT's explosion will fling 30 shrapnel over a large area, dealing extra damage.

** Total Damage: 80% (of your DP5)

(** Damage: 60%)

(** Thunder: 20%)

Duelist firchetype

** Ability Points: 2

** Required fibility: TNT

Makes TNT deal even more damage over a much larger area. (Boltslinger Shrapnel given to Duelist)





Makes your Dynamite explode instantly if it hits an enemy directly before hitting the floor, dealing knockback with extra damage. (Tempered Fuse still takes 1s to detonate twice)



Rewards you for consistently hitting enemies by making you fire even more bullets, while covering your Bronze Caps.



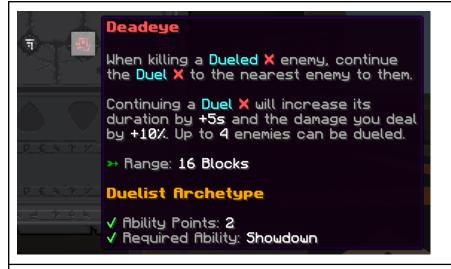
Quickly throws a knife that makes your next 3 attacks deal more damage to the enemy it hits.







Makes your Bronze Caps deal more damage.



Like you're on a streak and you quickly scope out your next target.

Allows you to continue your duel, making you deal more and more damage, allowing you to take out enemies quicker.





Lets you pull a snared enemy close before hitting them with a swift powerful heel-strike, dealing damage and knocking them all the way back.





Makes Chaining Whip deal more damage, while also letting it return and hit the first enemy it traveled from twice.



Makes Snare deal more damage.



Looking at an enemy directly will make you deal a ton of extra damage to them. (Does not pierce enemies, will only ever be the first enemy you are looking at directly)

Makes Quick Draw fire every 0.05s instead of 0.1s, as well as having unlimited Bronze Caps so you can focus on shredding through your target instead of reloading.

(Blue Showdown visual on the enemy you are looking at)





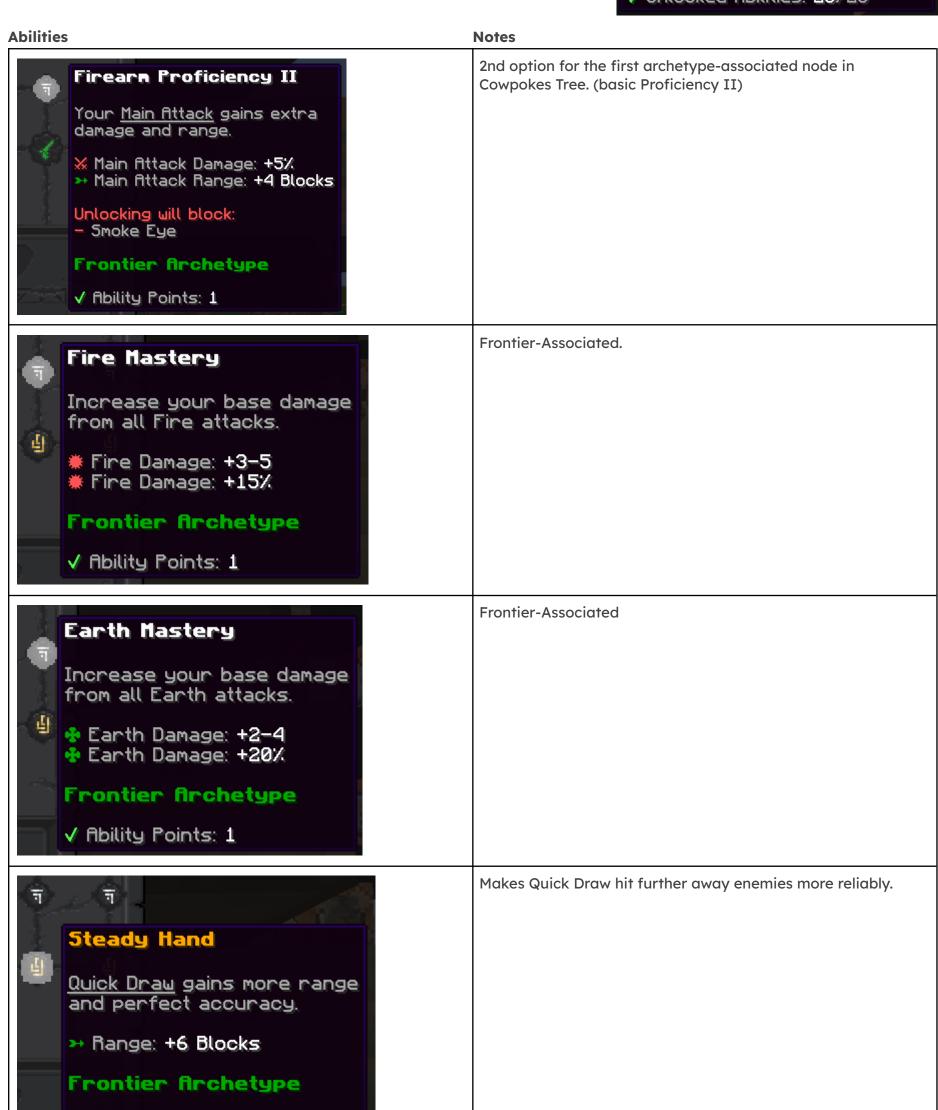
√ Ability Points: 2

Frontier is the stone-front defensive leader archetype for Cowpoke, specializing in having more range and utilities to tank damage, keep itself safe, and to take out enemies with, benefitting from debuffing enemies and buffing itself and allies.

Frontier firchetype

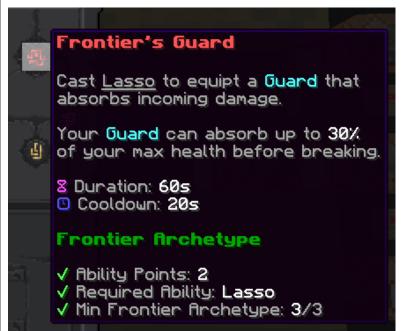
Frontier's use various tools to protect themselves and take out enemies from afar. (Tank, Range, Utility)

✓ Unlocked Abilities: 25/25





Lets you throw your Dynamite further, with extra damage.



Unlike Mantle of The Bovemists, your Guard will reduce and absorb all incoming damage you receive (like togglable Overhealth).

Your Guard can only absorb up to 30% of your max health before breaking.

(like one big mantle that slowly orbits you)



Flaming Guard

When your Guard breaks, it will erupt in flames and fly forward, dealing damage and knockback.

** Total Damage: 250% (of your DP5)

(** Damage: 220%)

(** Fire: 30%)

** Range: 24 Blocks

Frontier firchetype

** Ability Points: 2

** Required fibility: Guard

Whip forward your Guard like an evil frisbee, dealing large damage and knockback to the enemy it hits.



Flash Bang

Dynamite will blind hit enemies.

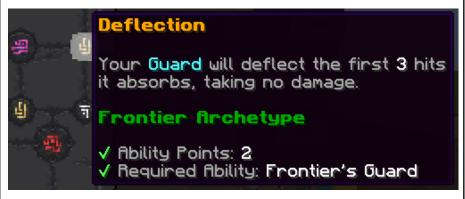
Effect: Blindness (Ø) to Enemies

Duration: 2s

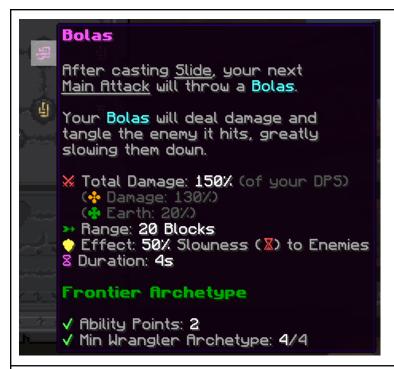
Hobility Points: 2

Required Ability: Dynamite

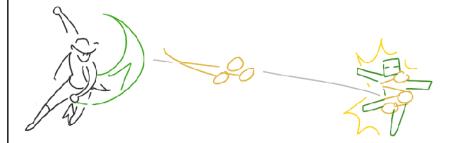
Makes your Dynamite blind enemies, briefly stunning them.



Make it so that when you equip a Guard, it will completely deflect the first few hits it receives.



Another throwable utility that deals damage and greatly slows enemies it hits. It can be thrown a very far distance, allowing you to entangle enemies from afar.

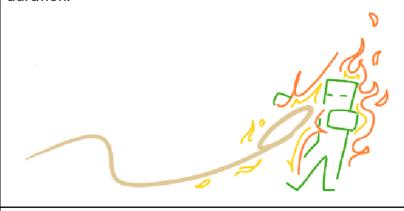




Makes your Flaming Guard deal more damage and bounce between enemies.



Like your Lasso is so hot that it leaves burn marks on enemies, making them take extra damage a few times over a short duration.



Barricade

Hit your Lasso against the ground to deploy a Barricade. (Max 2)

Your Barricade blocks projectiles and deals damage and knockback to enemies that touch it.

** Total Damage: 200% (of your DPS)

(** Damage: 170%)

(** Earth: 30%)

** Range: 5 Blocks (Line-Shaped)

8 Duration: 30s

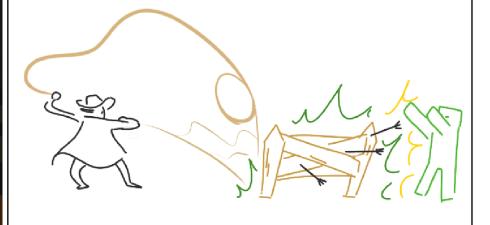
Frontier firchetype

V fibility Points: 2

V Required fibility: Lasso

V Min Frontier firchetype: 7/7

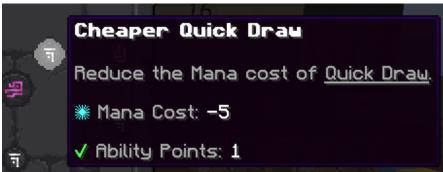
Acts as a way to block projectiles and keep enemies away, dealing damage and pushing back enemies who collide with your Barricade.





Lets you send your barricade rocketing forward, dealing extra damage and knockback to enemies it collides with.





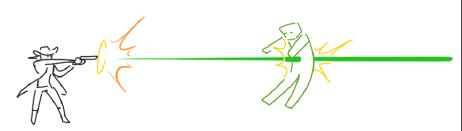
Cheaper Quick Draw



Allows your Guard to absorb up to 50% of your max health before breaking at the cost of a longer cooldown.

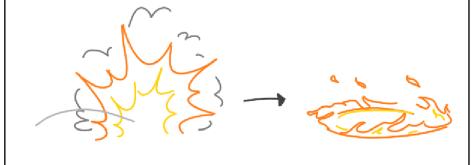


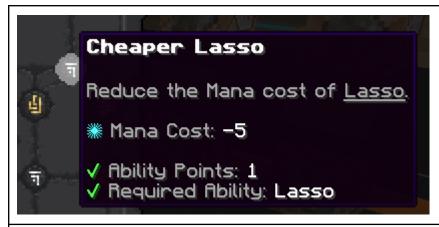
Turns Quick Draw into a single, long-ranged piercing shot with perfect accuracy, dealing significant damage.





Makes your Dynamite leave a patch of fire after exploding.





Cheaper Lasso



Increases your Lassos range and lets you pull enemies into your barricade



Your Lasso will tangle enemies into the ground, briefly stunning them.



More Barricades
Increase your maximum Barricades by +1.
Frontier firchetype

fibility Points: 1
Required fibility: Barricade

Lets you have more active Barricades

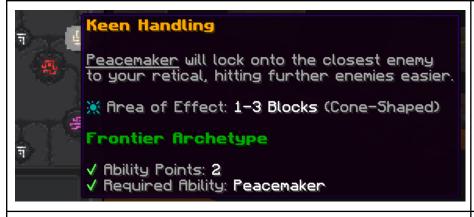


Acts as a team-leader way to make you and your allies stronger when in crowd-situations.

(Red circle effect around you and allies whenever your damage goes up)

(Green circle effect around you and allies whenever your defence goes up)





Makes Peacemaker lock onto enemies, allowing you to hit enemies more reliably.



Makes your Barricade deal more damage to enemies it touches



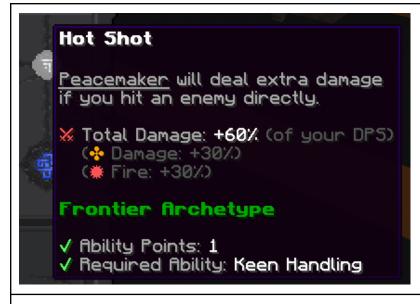
Lets you recover health after taking damage, more effective with the more health you have lost.



Acts like you're instilling intimidation at enemies you make eye contact with, reducing their damage. (Does not Pierce through enemies)

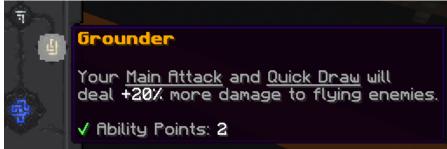


Makes Slide resist any damage you take for a tiny moment.



If you hit an enemy directly with Peacemaker instead of using Keen Handling to lock onto them, you'll deal extra damage.





Makes you deal more damage to flying enemies as though you are shooting them out of the sky.



Staggers and stuns enemies by blinding them and greatly reduces the damage you and allies within it take.

When in your Haze, your Guard is able to regenerate and heal any damage its absorbed, making you very difficult to take down.



Cowpoke as a 6th Class is very experimental so most of these abilities, archetypes or overall design probably has flaws and inconsistencies. These abilities are only a rough attempt at what it could look like and to get the idea across.

The hope is that along with these other reworked versions of the Classes, it would be able to both stand out and be unique while also fitting in with how the other classes (or the game in general) are played.

(I wanted to include a 7th class, but if I do it would probably come sometime after as a continuation to this)





End of Document

And that is everything!

I very much enjoyed dismantling everything and rehashing it together, I started this back In July 2023 but over time it spiraled into this abomination of a feedback/showcase post.

Although there is a lot of things that *I would change if it was up to me, 2.0 Spellbound's Ability tree system is insanely cool and probably the best thing that could have happened To the game. Absolute kudo's to everybody who worked on it and continue to work on it, many kisses!! Thanks for Reading hope you enjoyed would love to hear what you think bye

- Casjuice





