Classes

Do you have what it takes to Ascend?

Context & Background
One of the problems we faced when developing the server was the problems of utilizing a class system in a setting that isn't strictly a PvE MMORPG. In the traditional setting, it is beneficial to players and groups of players to be diverse in their classes, as these classes often fill niche damage types, playstyles, or abilities. When you remove the strict PvE only content and throw PvP into the mix it quickly becomes apparent that if one class is stronger in certain aspects (damage output + survivability), it causes players to flock towards this class. As we discovered through a series of unfortunate battles on Ascentius 1, and a certain man named Gooblo, a wide variety of classes, weaponry, and playstyles was quickly triumphed by one class with high survivability. One of the goals with Ascentius 2 was finding a way to keep the "cool factor" of having a plethora of classes without having a "meta" class that players need to pick for all practical reasons to remain competitive in PvP content. This the system we devised below:

Starting out:

When a player joins the server they will start as the **Survivor** Class. This class offers NO benefits, boosts, or changes to vanilla gameplay. A player's base stats are the same as a vanilla player. We expect that the vast majority of the server will remain this Class and the rest of this page will only be useful to those who dare rise above the average player. (Reminder: Ascen(d)-tius)

Future Expectations: After release we hope to release Skill Trees that will allow even the Survivor Class to grow stronger as it levels up.

Specialist Classes:

A Specialist Class is a step beyond the generic Survivor Class. These Classes are awarded from Class Tokens, typically found in Dungeons or Events. These are **VERY RARE** to get, so if a player gets one, treasure it. (We also recommend using the Token before you can be hunted down and killed for it!). There are currently 12 Specialist Classes, 3 per Nation, listed below.

Crossbowman (Monarchy)

Active Skill: Explosive Shot
Description: Load an explosive bolt into your crossbow that detonates on impact.
Effect: Deals 200% piercing weapon damage to a single target and 100% piercing weapon damage in a 6-meter radius.
Passive Skill: Sharpshooter
Description: The Crossbowman has exceptional marksmanship, improving damage output with precise shots.
Effect: Increases piercing weapon damage by 10% on crouch, zooms in.

Knight (Monarchy)

Active Skill: Cleave
Description: Swing your broadsword in a wide arc, hitting multiple enemies in front of you.
Effect: Deals 150% slashing damage to all enemies in a 120-degree arc.
Passive Skill: Vengeful Parry
Description: Parrying an attack with the broadsword unleashes a vengeful strike.
Effect: While holding shift and left-clicking, the Knight parries the next incoming melee attack, reducing its damage by 50% and countering with a strike that deals 100% slashing damage.

Jester (Monarchy)

Active Skill: Healing Serenade
Description: Play a soothing melody that heals allies.
Effect: Heals all allies within a 10-meter radius for 10% of their max health
Passive Skill: Last Laugh
Description: Even in death, the Jester ensures they have the final say with a parting tune.
Effect: Upon death, the Jester releases a burst of energy that deals 100% blunt damage to all nearby enemies and slows them for 2 seconds.

Zealot (Theocracy)

Active Skill: Shield of Faith
Description: Summons a divine shield that absorbs damage for a short duration.
Effect: Absorbs damage equal to 30% of the Zealot's max health. After 6 seconds, the shield explodes, dealing 100% blunt damage to nearby enemies.
Passive Skill: Divine Retribution
Description: Chance to deal a portion of your melee damage back to attackers.
Effect: 10% to deal 10% of your melee damage back to the attacker.

Paladin (Theocracy)

Active Skill: Holy Light
Description: Channel divine energy to heal yourself and nearby allies.
Effect: Heals the Paladin and all allies within a 8-meter radius for 20% of their max health.
Passive Skill: Righteous Fury
Description: Defeating an enemy fills the Paladin with righteous fury, increasing their combat

prowess.
Effect: After killing a player, the Paladin's attack damage and movement speed are increased by 15% for 5 seconds

Fusilier (Theocracy

Active Skill: Concussive Shot
Description: The Fusilier uses a powerful concussive round to disorient and debilitate foes.
Effect: Fires a concussive shot that deals 150% blunt weapon damage to the target and slows them for 6 seconds. Enemies within a 6-meter radius of the impact are disoriented, causing their slowness for 3 seconds.
Passive Skill: Incendiary Rounds
Description: The Fusilier's shots have a chance to ignite enemies, causing continuous damage.
Effect: Each shot has a 10% chance to ignite the target

Bandit (Tribes)

Active Skill: Rupture
Description: Coat your dagger with a potent poison that deals damage over time.
Effect: Deals 100% piercing damage upfront, plus an additional 50% poison damage over 10 seconds.
Passive Skill: Paralytic Poison
Description: IDK
Effect: 5% chance to cause opponent to flinch

Shaman (Tribes)

Active Skill: Summon Healing Totem
Description: Summon a totem that provides buffs
Effect: Summons a totem with one of the following effects: healing aura. The totem lasts until broken.
Active Skill: Summon Damage Totem
Description: Summon a totem that provides debuffs
Effect: Summons a totem with one of the following effects: area of effect damage over time. The totem lasts until broken.

Ronin (Tribes)

Active Skill: Way of the Blade
Description: Focus your energy to perform a powerful, concentrated strike.
Effect: Charges for 2 seconds and then delivers a blow that deals 300% slashing damage.
Passive Skill: Honor's Call
Description: Each kill invokes a call to honor, rallying the Ronin's spirit and those around them.
Effect: After killing a player, the Ronin's critical strike chance is increased by 10% for 10 seconds. They also get healed 7.5 hearts.

Legionnaire (Republic)

Active Skill: Earthshaker Thrust
Description: The Legionnaire channels the power of the earth through their spear, creating a seismic shockwave.
Effect: Thrusts the spear into the ground, causing a shockwave that travels forward in a line, dealing 150% piercing damage and knocking up enemies it hits.
Passive Skill: Elemental Resonance
Description: The Legionnaire's spear harmonizes with elemental energies, enhancing attacks.
Effect: Each attack has a 20% chance to infuse the spear with a random elemental effect for 5 seconds, adding additional damage and a unique debuff to the target based on the element.

Sniper (Republic)

Active Skill: Snipe
Description: Set up for a long-distance shot that deals massive damage to a single target.
Effect: Deals 300% piercing damage to a single target. The shot has increased range.
Passive Skill: Cloaked Escape
Description: When damaged, the Sniper's quick reflexes trigger an escape mechanism.
Effect: When the Sniper takes damage, there is a 25% chance to instantly become invisible for 3 seconds and gain Speed 3 for 5 seconds, allowing for a tactical repositioning.

Martial Artist (Republic)

Active Skill: Flash Kick
Description: Perform a quick, high-impact kick that launches you backwards and knocks back enemies.
Effect: Deals 100% blunt damage and knocks back enemies within a 7-meter radius. Increases your movement speed by 20% for 5 seconds after use.
Passive Skill: Counterstrike
Description: The Martial Artist's ability to anticipate and react to enemy attacks enhances their defensive and offensive capabilities.
Effect: Provides a 10% chance to automatically counterattack when being hit by a melee attack, dealing 50% of your blunt damage to the attacker.

Ascendant Classes

Humanity climbs, and humanity ascends, envisioning a day when freedom is finally within their grasp. Yet, once attained, what do they do with it?

Coming Soon.