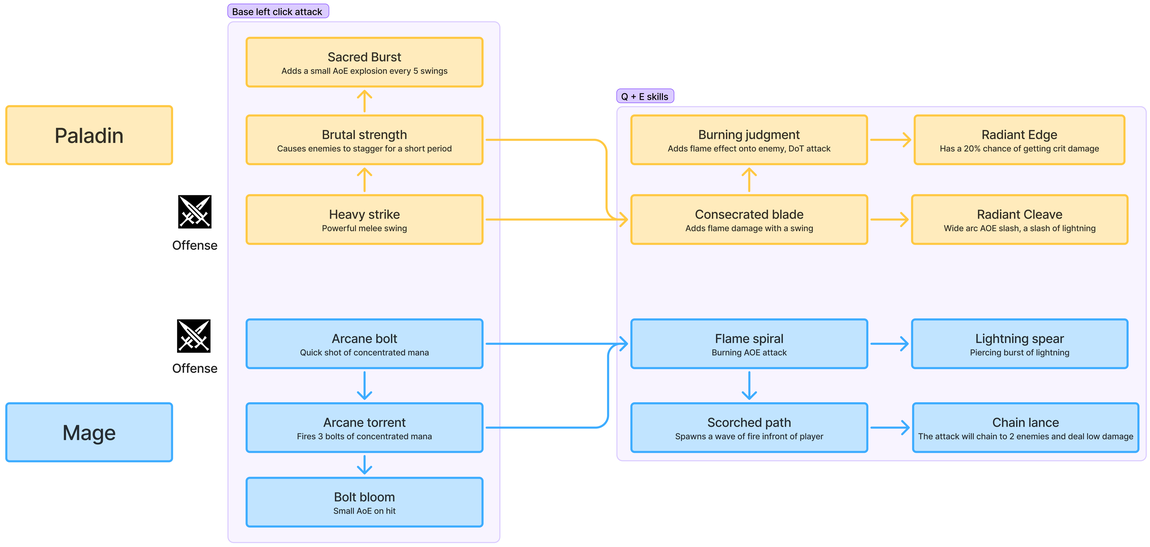
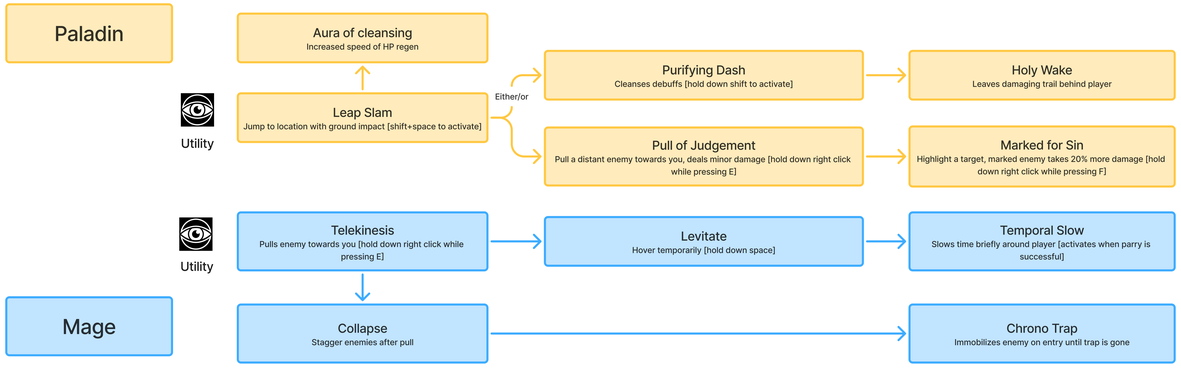
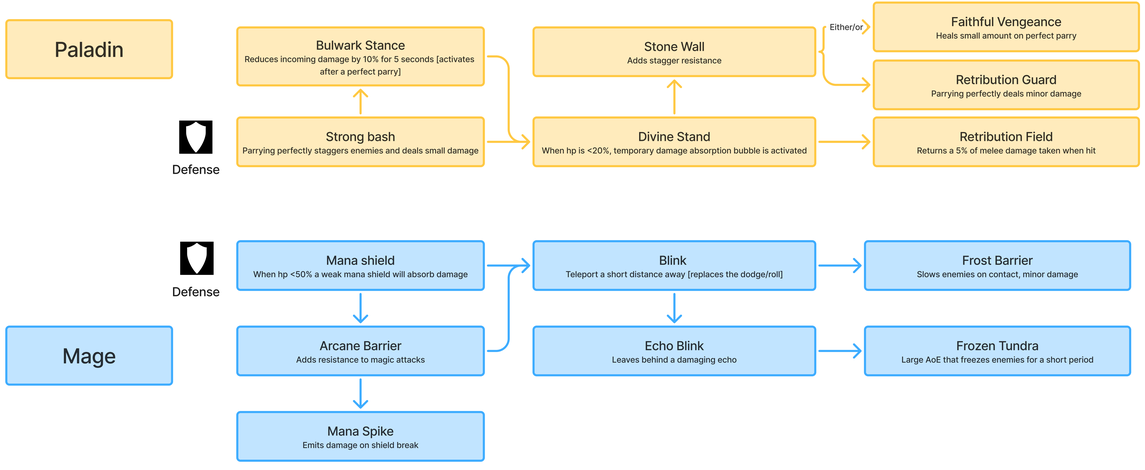
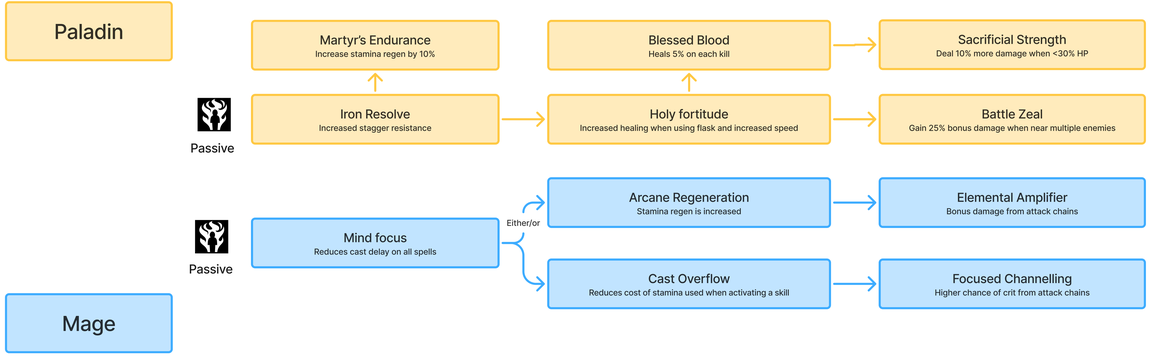

Base left click attack
Q + E skills
Paladin
Offense
Sacred Burst
Adds a small AoE explosion every 5 swings
Brutal strength
Causes enemies to stagger for a short period
Heavy strike
Powerful melee swing
Burning judgment
Adds flame effect onto enemy, DoT attack
Radiant Edge
Has a 20% chance of getting crit damage
Consecrated blade
Adds flame damage with a swing
Radiant Cleave
Wide arc AOE slash, a slash of lightning
Mage
Offense
Arcane bolt
Quick shot of concentrated mana
Arcane torrent
Fires 3 bolts of concentrated mana
Bolt bloom
Small AoE on hit
Flame spiral
Burning AOE attack
Lightning spear
Piercing burst of lightning
Scorched path
Spawns a wave of fire infront of player
Chain lance
The attack will chain to 2 enemies and deal low damage


Paladin
Utility
Aura of cleansing
Increased speed of HP regen
Leap Slam
Jump to location with ground impact [shift+space to activate]
Either/or
Purifying Dash
Cleanses debuffs [hold down shift to activate]
Holy Wake
Leaves damaging trail behind player
Pull of Judgement
Pull a distant enemy towards you, deals minor damage [hold down right click while pressing E]
Marked for Sin
Highlight a target, marked enemy takes 20% more damage [hold down right click while pressing F]
Mage
Utility
Telekinesis
Pulls enemy towards you [hold down right click while pressing E]
Levitate
Hover temporarily [hold down space]
Temporal Slow
Slows time briefly around player [activates when parry is successful]
Collapse
Stagger enemies after pull
Chrono Trap
Immobilizes enemy on entry until trap is gone


Paladin
Defense
Bulwark Stance
Reduces incoming damage by 10% for 5 seconds [activates after a perfect parry]
Strong bash
Parrying perfectly staggers enemies and deals small damage
Stone Wall
Adds stagger resistance
Either/or
Faithful Vengeance
Heals small amount on perfect parry
Retribution Guard
Parrying perfectly deals minor damage
Divine Stand
When hp is <20%, temporary damage absorption bubble is activated
Retribution Field
Returns a 5% of melee damage taken when hit
Mage
Defense
Mana shield
When hp <50% a weak mana shield will absorb damage
Arcane Barrier
Adds resistance to magic attacks
Mana Spike
Emits damage on shield break
Blink
Teleport a short distance away [replaces the dodge/roll]
Frost Barrier
Slows enemies on contact, minor damage
Echo Blink
Leaves behind a damaging echo
Frozen Tundra
Large AoE that freezes enemies for a short period


Paladin
Passive
Martyr's Endurance
Increase stamina regen by 10%
Iron Resolve
Increased stagger resistance
Blessed Blood
Heals 5% on each kill
Holy fortitude
Increased healing when using flask and increased speed
Sacrificial Strength
Deal 10% more damage when <30% HP
Battle Zeal
Gain 25% bonus damage when near multiple enemies
Mage
Passive
Mind focus
Reduces cast delay on all spells
Either/or
Arcane Regeneration
Stamina regen is increased
Cast Overflow
Reduces cost of stamina used when activating a skill
Elemental Amplifier
Bonus damage from attack chains
Focused Channelling
Higher chance of crit from attack chains