

Creating Meta Heroes

CLASS AND CLASS SKILL TREES

When a Recruit begins their journey, they need to define their “Class” (7 choices). This is the type of Character they will become and will determine the probability of receiving certain Skills.

Class Skill Trees:

Each Class is comprised of 6 Skill (Class Skill Tree), each potentially available in Recruit development.

Recruits roll for Skills in the creation screen.

The probability of receiving the specific skill is based on the formula:

First Roll: Skill 1 (35%) / Skill 2 (20%) / Skill 3 (15%) / Skill 4 (15%) / Skill 5 (10%) / Skill 6 (5%)

Second Roll: this Roll excludes the Skill obtained on the first roll and only 5 Skills remain available:

Skill 1 (40%) / Skill 2 (25%) / Skill 3 (15%) / Skill 4 (10%) / Skill 5 (10%)

Third Roll (if applicable): This roll excludes the Skills obtained in the first and second rolls and only 4 Skills remain available:

Skill 1 (25%) / Skill 2 (25%) / Skill 3 (25%) / Skill 4 (25%)

Fourth Roll (if applicable): This roll excludes the first 3 rolls and only 3 Skills remain available:

Skill 1 (34%) / Skill 2 (33%) / Skill 3 (33%)

Fifth Roll (if applicable): This roll excludes the first 4 rolls and only 2 Skills remain available:

Skill 1 (50%) / Skill 2 (50%)

Sixth Roll (if applicable): All previous Skills are excluded save for the remaining Skill

Skill 1 (100%)

| Skill | Mana | Agility | Strength | Speed | Intelligence | Toughness | Health | Total |
|--------------|------|---------|----------|-------|--------------|-----------|--------|-------|
| Physical | 5 | 15 | 15 | 15 | 10 | 20 | 20 | 100 |
| Travel | 5 | 20 | 15 | 20 | 10 | 15 | 15 | 100 |
| Energy | 20 | 15 | 10 | 10 | 20 | 10 | 15 | 100 |
| Illusion | 20 | 10 | 10 | 15 | 20 | 10 | 15 | 100 |
| Life Control | 20 | 10 | 10 | 15 | 20 | 10 | 15 | 100 |
| Mental | 20 | 10 | 10 | 15 | 20 | 10 | 15 | 100 |
| Defense | 5 | 15 | 15 | 15 | 10 | 20 | 20 | 100 |
| Matter | 10 | 10 | 15 | 10 | 20 | 15 | 20 | 100 |
| Magic | 20 | 10 | 10 | 15 | 20 | 10 | 15 | 100 |
| Sensory | 10 | 10 | 15 | 10 | 20 | 15 | 20 | 100 |
| Fighting | 5 | 15 | 15 | 15 | 10 | 20 | 20 | 100 |
| Control | 20 | 15 | 10 | 10 | 20 | 10 | 15 | 100 |

Close Combat Specialist – Close Combat Specialists are generally the most physically strong of all the class groups. This class usually specializes in melee attacks, whether with weapons or just plain old fists, along with guns and other specialized weapons. This class generally has the best armor and is the most skilled with larger weapons. Focusing on attack and defense are most generally associated characteristics of the Close Combat Specialist.

Key Skills – Fighting / Physical / Defense / Travel / Sensory / Matter

Mentalist - This class is deceptively strong and is most skilled in the arts that focus on the mind and body. Mentalists favor the mind as their most potent tool over any forged or technological weapon. Usually poorly armored, Mentalists generally work outside of close combat where they can focus and amplify their skill across short and long distances.

Key Skills – Mental / Life / Control / Sensory / Energy / Travel

Spellcaster – This class is the primary magical class. The most skilled in the arcane arts, Spellcaster are generally typified by their lack of traditional weaponry, foregoing steel in favor of spell use. Spellcasters usually wear the weakest of armor but can increase defenses with the dark arts. Spellcasters generally do their damage from long range, as opposed to close quarters, where they're usually susceptible to damage.

Key Skills – Magic / Illusion / Mental / Life / Energy / Control

Elementalist – This class controls the world around us and other dimensions. Working at distances that can span galaxies, Elementalist focus primarily on controlling energy and matter rather than on traditional weapons. Generally using low grade or no armor, Elementalist rely on their ability to disrupt space and time rather than physical combat.

Key Skills – Energy / Matter / Control / Illusion / Sensory / Life

Range Combat Specialist – This class focuses primarily on damage from a distance. The Range Combat class is typically skilled with larger ranged weapons. While Range Combatants are most reliant on their incredible long-range skill to inflict damage, they can also be useful at close range, as most have skill with short-range weapons.

Key Skills – Physical / Travel / Matter / Fighting / Magic / Defense

Mage – This class focuses their abilities on affecting the natural world. Combining life control and magic abilities, the Enchanter operates at a distance controlling the environment around them, needing little armor or traditional weapons.

Key Skills – Life / Magic / Illusion / Energy / Control / Sensory

Assassin – The Assassin class forgoes raw strength in favor of a more subtle approach. Assassins are skilled in the areas of stealth, sneaking, and smaller, quicker weapons. Assassins use their physical prowess along with defense and fighting to maximize damage.

Key Skills - Physical / Defense / Fighting / Travel / Sensory / Illusion