



CLASS PITCH DECK: SPELL BREAKER & SKALD

Designed by Christopher Woodcock



Introduction:

I have put together this small slideshow for your consideration as part of my application. This is just a very brief glance at the two classes I have been working on and not meant to be an extensive design document; I also have more design documentation on each section of the presentation, the various aspects of World of Warcraft not covered here, and also for other IPs.

I have also included some Class Combo information, as I believe it is high time we re-evaluate new Combos as we have not seen any in the last couple of expansions.

So if you have any questions then do not hesitate to ask me, or if you have any feedback on how I could improve I would welcome it gladly!

***So without further waffling-on...
I hope you enjoy the presentation!***

***Note: All artworks in this document are the property of
Blizzard Entertainment or their Respective Owners.***



NEW CLASS: SPELL BREAKER

“Let Vigilance & Vindication be our Watchwords! Our Voices joined in Unison... Forward, ever Victorious!”

~The Spell Breaker Oath~

Class Overview

The Spell Breaker is a fearsome sight to behold on any Battlefield; drawing upon on Arcane Powers to bolster their combat potency, and invoke magic nullifying & reflecting abilities against their enemies. Rarely seen since Kael'thas's assault on Quel'Danas, with the defeat of the Legion, and the insidious threat of the Void looming over Azeroth they are once again on the rise and replenishing their ranks under the command of Lor'themar Theron (Horde) & Iolan Duskbringer (Alliance).

*Those who embrace the bloody path of the **Vindicator Spell Breaker (DPS)** use their Arcane magic to generate Temporal-Charges which can be used to slow their foes down & enhance their own abilities.*



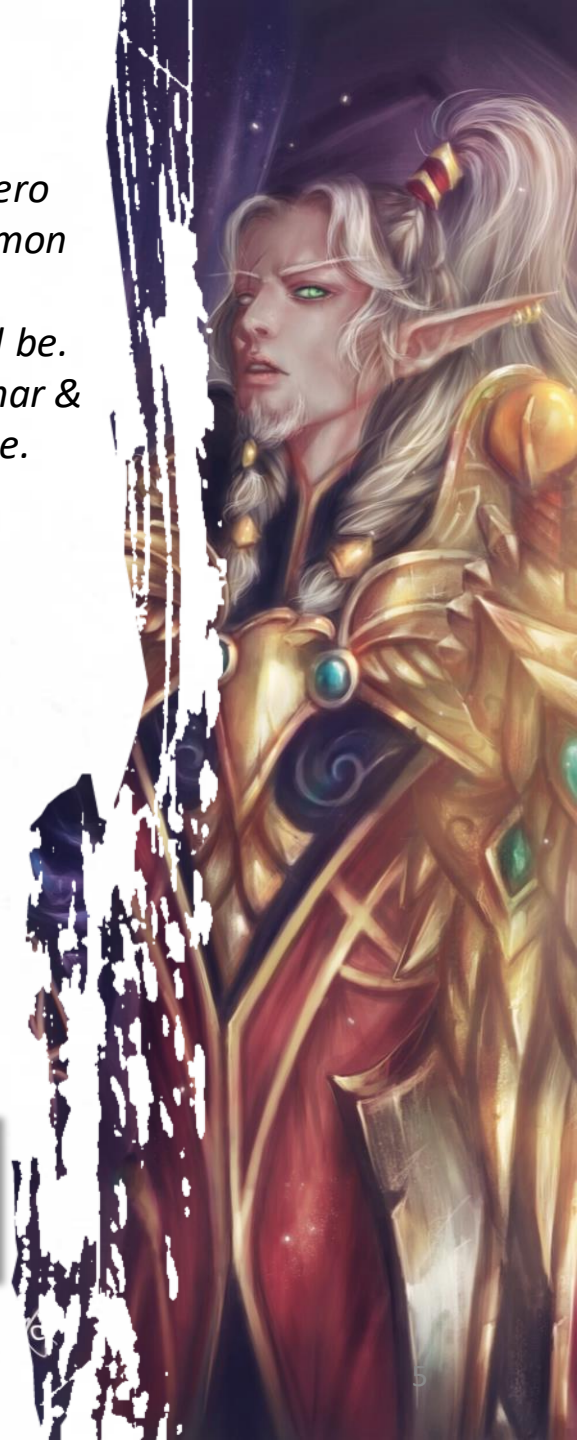
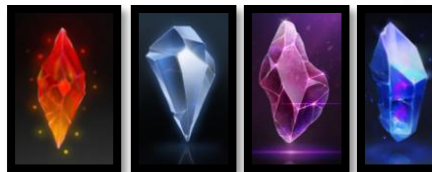
*Those that tread the dauntless path of the **Vigilant Spell Breaker (Tank)** focus their Arcane powers on turning the enemy's magic against them & shielding their allies from harm.*

Basic Class Information

As a class that starts at Level One, the Spell Breaker is not considered a Hero Class like the Death Knights (who have a pre-Naxxramas time skip) or Demon Hunters (who were imprisoned on the Broken Isles for years); the player characters are considered initiates in training, just like a new Monk would be. And, just like a Monk, all races can select the Spell Breaker class; Lor'themar & Iolan both realizing the necessity of reviving this almost-lost art of warfare.

Example Shared Abilities

- **Spell-Eater** (Passive: Exposure to harmful & deadly magic over a long period of time has given all Spell Breakers the ability to absorb and convert a portion of all spell damage taken into arcane fuel for their own abilities.)
- **Fragile Magic** (Active: Interrupts an enemy ability and grants a temporary buff based on the Spell Breakers specialization. While talented, this could grant a buff based on the School of Magic Interrupted.)
- **Spellstone** (Active: Creates a Spellstone Item with 3 charges, when used the gem provides a Stacking Buff. Can be modified by talents.)



Vindicator

As the Melee Damage Specialization of the Spell Breaker class, the Vindicator is adept at closing the gap between them and their opponents at unbelievable speed, due to their use of Temporal Magic; dispatching them in a flurry of precise one-handed weapon strikes.

Example Abilities

- **Arcane Gauntlet** (Passive: Instead of an off-hand weapon, the Vindicator twists Arcane Magic around their fist & forearm, using it to strike out at enemies, or parry attacks.)
- **Unstable Spellblade** (Active: Generates Arcane Magic around their weapon, adding additional damage to all melee strikes and doubling Temporal-Charge Generation. Can be modified by talents.)
- **Temporal Surge** (Active: Expends a Temporal-Charge to damage & slow the enemy, increasing their own speed in the process. Can be modified by talents.)
- **Storm of Swords** (Active: Unleashes a ravaging storm of conjured glaives; tearing any enemies in the vicinity to shreds in a whirling dervish of arcane power.)



Vigilant

Shielding their allies from harm is the honourable task of the Vigilant; the Tank specialization of the Spell Breaker class. Like their Warrior & Paladin comrades they wield one-handed Weapons & Shields into battle, creating Arcane Barriers & Wards, Draining the magic from those who would do their friends harm.

Example Abilities

- **Power Syphon** (Active: Drains the targets magic to add to their own. While under the effect of the syphon the enemy takes damage over time, while the Vigilant regenerates additional health over time and takes reduced damage from the target.)
- **Arcane Implosion** (Active: After a short charge-up, a wave of Arcane Magic surges from the Vigilant. Anything in range takes damage and is pulled towards them at the finale of the wave. Can be stunned or silenced to stop the ability.)
- **Arcane Bastion** (Active, Vigilant: Focusing their defensive power into a single point, they create a barrier of concentrated arcane energy; negating all spell damage to those behind it for a very limited period.)





NEW CLASS: SKALD

“The tale of Odyn & Helya!? Now that’s a messy one, aye!
Gather round the fire, lads, I’ll tell you of Odyn & Helya...”

Class Overview

Sick of their seclusion on Northrend and the Broken Isles, some Vrykul have expanded their horizons; taking to travelling the world, telling tales of vengeful gods, and brave mortal warriors. These are the Skald! Encounters with wandering Skald have shown the other races that the power of Legend & Song can rival that of The Elements, and even The Light. They invoke the power of past victories, epic deeds of heroism, and even go as far as outright insulting the enemy to their faces, to enrage them into making errors in judgement... which can then be exploited.

*Studied practitioners of Poetry, Lore, and Song, the **Orator Skald (Healer)** use ancient magic woven within their voices to mend flesh, knit bone, and cure deadly ailments.*



*Roaming the wilds of Azeroth, a **Pathfinder Skald (DPS)** loves nothing more than the thrill of the hunt; roaring & screaming loudly to intimidate their prey right before the moment of the kill.*

Basic Class Information

Just like the Spell Breaker, the Skald is not considered a Hero Class like the Death Knights or Demon Hunters, and also starts at Level One. A player created Skald is considered to be learning the ways of their ancestors, and venturing out into the world to take their legends & heroic ballads to new audiences.

And, just like a Monk, all races can select the Skald class; as a love of story, song... and fighting, are a common theme among all races of Azeroth.

Example Shared Abilities

- **Bardic-Verse** (Passive: Other non-channelling abilities can be cast while channelling a Verse. While channelling a Verse their Mastery increases up to a set value. Only one Verse can be channelled at a time, and cannot be interrupted unless stunned or silenced. If a second Verse is cast, then the first will incur a 30 second cooldown. Can be talented to be able to channel multiple verses.)
- **Haunting Verse** (Active: Sombre tales of past defeats come back to haunt the Skalds foes, causing them to fumble their weapons & deal less damage while this Verse is channelled.)
- **Raucous Verse** (Active: Lifts the spirits of their allies with raucous tales of daring-adventure, granting all party members increased melee damage while this Verse is channelled.)





Orator

As the Healing Specialization of the Skald class, the Orator uses the magic in their words & songs; projecting their voices over the battlefield to bring soothing salvation to their allies, and booming destruction to their enemies. They also utilize Runic Magic to create Shields & Wards, ensuring the safety of those under their charge.

Example Abilities

- **Invigorating Verse** (Active: Generate additional Runic Power while channelling, and their Healing Abilities have a chance to generate an additional Rune.)
- **Freya's Bounty** (Active: Heals an ally and applies a Protective Rune to them, stacking up to three times. At three stacks the duration of the Runes cannot be refreshed.)
- **Rune-Ward** (Active: Consume all Protective Runes on an ally to create a Runic Shield around them, with a strength based on how many runes were consumed.)
- **Runic Prison** (Active, PvP Talent: Creates a ring of runestones around the target location. When the final runestone falls into place enemies in the area are stunned, taking increased damage for the duration of the spell.)

Pathfinder

Those who follow the untamed & wild call of the Pathfinder, the Damage specialization of the Skald class, find freedom in it like no other. While their voices do not mend wounds as easily as their Orator brethren, their fierce Insults shake the morale of their foes, and their inspiring battle-chants invigorate allies with boundless strength. When joining the fray themselves, they do it by unleashing a savage rain of thrown Axes & Spears.

Example Abilities

- **Runic Armaments** (Passive: Basic attacks generate a small amount of Focus and have a small chance to activate Piercing Runespear at no Focus cost.)
- **Biting Runeaxe** (Active: Throws a Biting Runeaxe at the target, generating Focus and applying a Runemark upon hit, stacking up to three times & increasing the damage of Biting Runeaxe based on the number of Runemark stacks.)
- **Emboldening Verse** (Active: Generates additional Focus while channelling, and Piercing Runespear has an increased chance to apply an additional Runemark to the target.)





Example Pathfinder Rotation

Each of the following four pages, this one included, shows the evolution of the Rotation, even if it may be a small one.

This would not be the final rotation of the class, just something I worked on to get a feel of how it'd play out in some basic situations; and due to having changed up some abilities, it may not be very accurate and I would need to do a further pass on it to clean it up.

1. DPS Rotation with No Frills (before adding other mechanics).

Overview:

- Starts as a Ranged DPS.
- Builds the Rage Resource by Building & Spending the Focus Resource.
- Activates their Cooldown to switch to Melee DPS when at high Rage.
- Spends Rage while in melee range to re-build their Focus.
- Activates their Cooldown to switch back to Ranged DPS when at high Focus.
- Repeat until monsters are dead.

Step 1: Building Rage, Using Focus:

Channel Verse (maintain) > Ranged Builder (repeat) > Ranged Spender (repeat) > Ranged Builder & Ranged Spender (repeat until enough Rage) > Activate Melee CD > Start Step 2.

Step 2: Building Focus, Using Rage:

Channel Verse (maintain from step 1 if possible) > Insult Enemy (repeat on cooldown) > Rage Spender (repeat until enough Focus) > Activate Ranged CD > Channel Ranged CD (while retreating) > Start Step 1.

2. DPS Rotation with Base Procs

Overview:

Starts as a Ranged DPS.

- Builds the Rage Resource by Building & Spending the Focus Resource.
- When they use their Basic Attack & Builder, it can cause a Proc that modifies their Spender. The Spender will be modified once, then return to normal, so can be used if they still have Focus, before returning to the Builder/Spender rotation.
- Activates their Cooldown to switch to Melee DPS when at high Rage.
- Spends Rage while in melee range to re-build their Focus.
- Their Rage Use/Gain Proc happens and it instantly generates them both Rage & Focus, and they can return to the Insult/Spender rotation to build Focus.
- Activates their Cooldown to switch back to Ranged DPS when at high Focus.
- Repeat until monsters are dead.

Step 1: Building Rage, Using Focus:

Channel Verse (maintain) > **Ranged Builder** (repeat) > **Builder Proc** (modifies Ranged Spender) > **Altered Ranged Spender** (single use proc, may still use Ranged Spender after proc if enough Focus) > **Ranged Builder & Ranged Spender** (repeat until enough Rage) > **Activate Melee CD** > **Start Step 2.**

Step 2: Building Focus, Using Rage:

Channel Verse (maintain from step 1 if possible) > **Insult Enemy** (repeat on short cooldown) > **Rage Spender** (repeat until enough Focus) > **Rage Use/Gain Proc** (grants Focus) > **Insult Enemy & Rage Spender** (repeat until enough Focus) > **Activate Ranged CD** > **Channel Ranged CD** (while retreating) > **Start Step 1.**





3. DPS Rotation with Base Procs, & DPS Cooldowns

Overview:

Starts as a Ranged DPS.

- Builds the Rage Resource by Building & Spending the Focus Resource.
- When they use their Basic Attack & Builder, it can cause a Proc that modifies their Spender. The Spender will be modified once, then return to normal, so can be used if they still have Focus, before returning to the Builder/Spender rotation.
- Use Thunderous Warhorn for Self/Party Buffing, and it can be used at the start for overall DPS increase, or when you get procs or a burst phase.
- Activates their Cooldown to switch to Melee DPS when at high Rage.
- Spends Rage while in melee range to re-build their Focus.
- Their Rage Use/Gain Proc happens and it instantly generates them both Rage & Focus, and they can return to the Insult/Spender rotation to build Focus.
- Activate Boundless Rage to Freeze your Rage spending and increase your damage done while under its effect.
- Activates their Cooldown to switch back to Ranged DPS when at high Focus.
- Repeat until monsters are dead.

Step 1: Building Rage, Using Focus:

Channel Verse (maintain) > **Ranged Builder** (repeat) > **Builder Proc** (modifies Ranged Spender) > **Altered Ranged Spender** (single use proc, may still use Ranged Spender after proc if enough Focus) > **Thunderous Warhorn** (can be used after Channel Verse, or saved for bigger damage on Procs or Burst phases) > **Ranged Builder & Ranged Spender** (repeat until enough Rage) > **Activate Melee CD** > **Start Step 2.**

Step 2: Building Focus, Using Rage:

Channel Verse (maintain from step 1 if possible) > **Insult Enemy** (repeat on short cooldown) > **Rage Spender** (repeat until enough Focus) > **Rage Use/Gain Proc** (grants Focus) > **Boundless Rage** (freeze Rage spending and increase damage) > **Thunderous Warhorn** (during burst phase) > **Insult Enemy & Rage Spender** (repeat until enough Focus) > **Activate Ranged CD** > **Channel Ranged CD** (while retreating) > **Start Step 1.**

4. DPS Rotation with Base Procs, DPS Cooldowns, & an On-Use Trinket

Overview:

Starts as a Ranged DPS.

- Builds the Rage Resource by Building & Spending the Focus Resource.
- Has an On-Use Trinket that gives increased Haste.
- When they use their Basic Attack & Builder, it can cause a Proc that modifies their Spender. The Spender will be modified once, then return to normal, so can be used if they still have Focus, before returning to the Builder/Spender rotation.
- Use Thunderous Warhorn for Self/Party Buffing, and it can be used at the start for overall DPS increase, or when you get procs or a burst phase.
- Activates their Cooldown to switch to Melee DPS when at high Rage.
- Spends Rage while in melee range to re-build their Focus.
- Their Rage Use/Gain Proc happens and it instantly generates them both Rage & Focus, and they can return to the Insult/Spender rotation to build Focus.
- Activate Boundless Rage to Freeze your Rage spending and increase your damage done while under its effect.
- Activate On-Use Trinket for extra Haste during Burst Phase.
- Activates their Cooldown to switch back to Ranged DPS when at high Focus.
- Repeat until monsters are dead.

Step 1: Building Rage, Using Focus:

Channel Verse (maintain) > Ranged Builder (repeat) > Builder Proc (modifies Ranged Spender) > Altered Ranged Spender (single use proc, may still use Ranged Spender after proc if enough Focus) > Thunderous Warhorn (can be used after Channel Verse, or saved for bigger damage on Procs or Burst phases) > Ranged Builder & Ranged Spender (repeat until enough Rage) > Activate Melee CD > Start Step 2.

Step 2: Building Focus, Using Rage:

Channel Verse (maintain from step 1 if possible) > Insult Enemy (repeat on short cooldown) > Rage Spender (repeat until enough Focus) > Rage Use/Gain Proc (grants Focus) > Boundless Rage (freeze Rage spending and increase damage) > Thunderous Warhorn (during burst phase) > Activate Trinket (for Haste) > Insult Enemy & Rage Spender (repeat until enough Focus) > Activate Ranged CD > Channel Ranged CD (while retreating) > Start Step 1.





NEW CLASS COMBINATIONS

“Hey Everyone, Get In Here!”

New Class Combinations

Battle for Azeroth brought in many Allied Races, however the older races have not received any new combinations in this expansion; and as the game progresses forward, many players would be excited to see new combinations join the fight against the enemies of Azeroth... and the Faction War between the Alliance & Horde!

*In previous expansions, the reason why certain races couldn't be certain classes was mainly down to the “**silhouette**” of the character having to be instantly recognisable as an opponent, however as the Dual-Faction Pandaren have been introduced, suddenly that seems a moot point, and as long as the Health-Bar is red... then it's an enemy. At a glance most players can understand this, and we can introduce new lore and reasons why the classic races have access to new classes.*

The examples I put forward here are just a few of the combinations that could be introduced; and I have just chosen Hybrid-Classes... we'll talk Tauren Mages in a later presentation, I promise!

Paladin



As the Tauren have shown us by becoming Priests & Paladins throughout the Expansions, Gnomes would be an ideal fit for the Paladin Class; they can be brutal Warriors, and worship the Holy Light as Priests. Put the two together, and what do you get!? Pint-sized wielders of the Arc-LIGHT Spanner!



*As the Legion Paladin Class Hall Campaign showed us with the Night Elf Priest “**Delas Moonfang**”, Night Elves seemingly have no restriction on the Paladin the class. With Tyrande’s Night Warriors now emerging in the Battle for Azeroth, they may now look to using the power of the Moon to create more Paladins!*



Druid

With the addition of the Cursed Worgen in Cataclysm, by the events of Battle for Azeroth they would have likely taught the Eastern Kingdoms Humans their Druidic Rituals. Then since bringing the Kul Tiran Humans back into the fold, they will also likely spread their knowledge of Drust-Centric Druidism to their brethren!



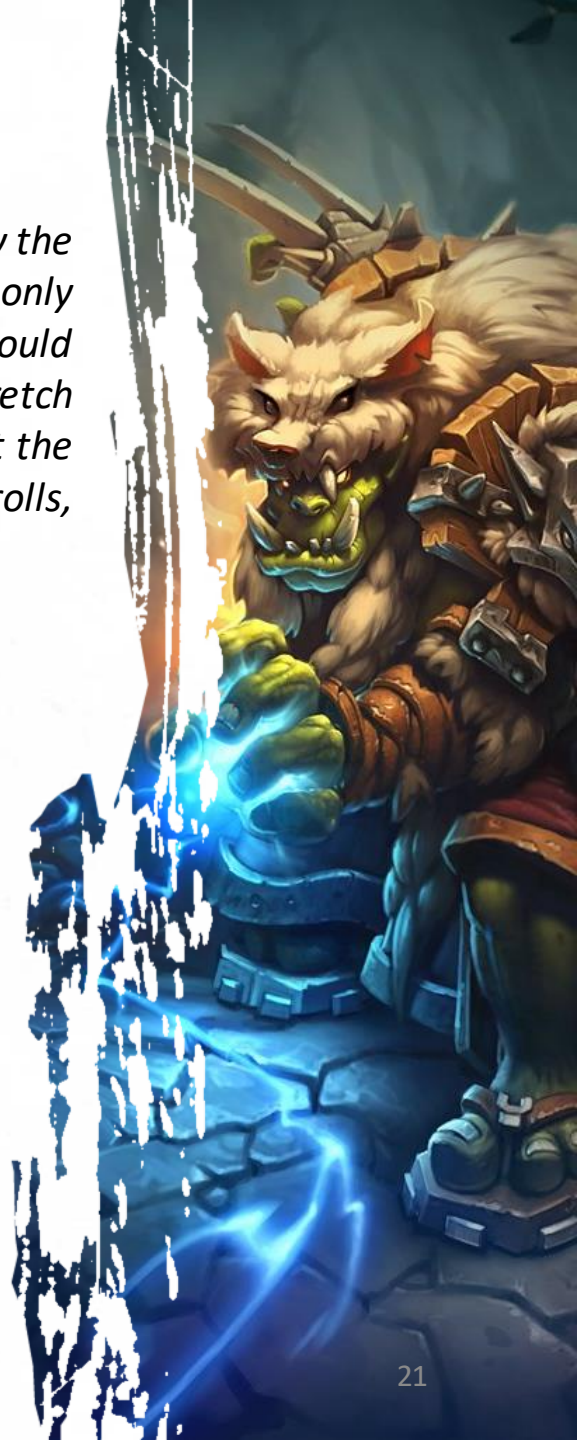
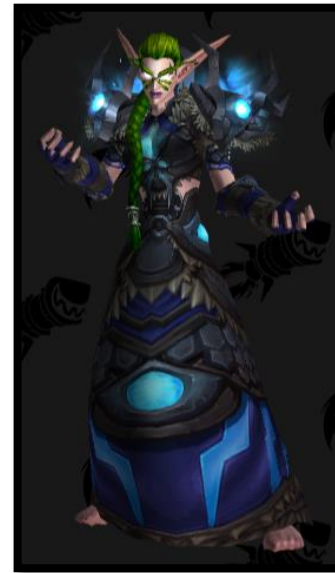
As a race already very in-tune with the elements, boasting a high amount of Monks & Shaman, it stands to reason they would be interested in Druidism like their Night Elf & Tauren allies; gaining the ability to take on similar forms akin to the Celestials, such as a sturdy Black Ox, or ferocious White Tiger!

Shaman



*There is one Blood Elf Shaman in the game by the name of “**Elementalist Starion**”, so while the only place you ever see this combo on an NPC would be in Thousand Needles, it would not be a stretch to assume that more Blood Elves have sought the call of the Elements after being around the Trolls, Tauren, and Pandaren for so long!*

While there may be no Night Elf Shaman in-game similar to the above-mentioned Elementalist Starion, due to the close proximity of their allies, the Draenei, Dwarves, and Pandaren, it wouldn't be unheard of for a Night Elf to wish to experiment with Shamanism. Especially being as connected to Nature as they are!





THANK YOU FOR
YOUR TIME!