

Vanguard: Saga of Heroes

Introduction :

Bonsoir curieux ou joueurs possédant l'âme d'un healer !

Voici non pas un guide, mais une liste des sorts de tous les healers disponible au level 30, ce sont des personnages issus du *Buff* fourni par le *BuffMaster* 30 lors de la beta finale.

Je précise également que j'ai joué chaque healers jusqu'au level 10.

C'est uniquement à titre d'indication afin de se faire une idée sur l'éventail de sorts disponibles au level 30.

Remerciements :

Trossk qui m'a fait découvrir ce jeu.

La section Vanguard de JOL pour ses nombreuses informations.

<http://vanguard.jeuxonline.info/>

La guilde m'ayant accueilli durant la beta *Les Guetteurs* avec qui mes aventures ne font que commencer

www.lesguetteurs.com

Egalement un grand merci à mon ancienne guilde Les Griffons d'Azeroth avec qui j'ai joué deux années à Wow, qui loin d'être parfait m'a donné le vice du MMORPG ...

<http://www.griffonsdazeroth.krinouille.com/>

Auteur : Tyreal



Voyagez au cœur de ce monde le temps d'une ballade,
Le Charme, Maître de ces lieux, adoucisse notre quotidien
A présent, notre destin est entre nos mains
Celui d'un héros sommeillant au plus profond de nos âmes ...

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1 - Disciple :

1.1 - Introduction :

Le disciple possède un gameplay original ! C'est un healer au corps à corps, il gère une énergie *le Jin* qu'il accumule en lançant des sorts, et vice-versa. L'énergie accumulée est indépendante de l'adversaire, vous conservez donc les points de *Jin* en changeant de cible.

1.2 - Stances.

Aucune.

1.3 - Les Dommages Directs :

1.3.1 - Effet : Augmente le Jin de +1 :

Knife Hand II 24 Endurance Melee Attack Range: 5 Offensive Target Cast: Instant A cutting attack that deals 180 to 194 damage over 16 seconds. Increases Jin by 1. + Afflicted + Enraged	Void Hand IV 24 Endurance Melee Attack Range: 5 Offensive Target Cast: Instant A brutal attack that deals normal damage plus 43. Increases Jin by 1. + Soul Wracked + Enraged
Blooming Ridge Hand I 40 Energy, 40 Endurance Melee Attack Range: 5 Offensive Target Cast: Instant A potent strike that deals 75% weapon damage plus 2. Whenever an opponent affected by this ability is attacked, the attacker is healed for a small amount of health. Lasts 30 seconds. Increases Jin by 1.	Soul Cutter III 20 Endurance Melee Attack Range: 5 Offensive Target Cast: Instant Attacks the soul of your opponent, dealing 58 to 66 damage and lowers your opponent's hatred toward you by 255 to 273. Increases Jin by 1.

1.3.2 - Condition : Nécessite du Jin pour être utilisé :

Cyclone Kick III 3 Jin Melee Attack Range: 5 Offensive Target Cast: Instant A whirling kick that deals melee damage plus 134. + Vulnerable + Dazed

1.3.3 - Ability permettant de lancer les Chains :

Dodge II 10 Endurance Defensive Maneuver Self Range: 5 Cast: Instant Raises your chance to dodge incoming attacks by 120% for 60 seconds or until you dodge.	Feint I 20 Endurance Defensive Maneuver Offensive Target Range: 5 Cast: Refresh: 20.0 You feint, preventing your target from attacking for 1 second.
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1.4 - Les chains :

Sun Fist I 40 Endurance Counterattack Offensive Target Range: 5 Cast: Instant Counterattack dealing 200% weapon damage plus 27 to 33. Increases Jin by 3. Can only be used after a dodge.	Concordant Hand III 105 Energy, 10 Endurance Finishing Attack Offensive Target Range: 5 Cast: Instant Refresh: 1:00 A swell of Lao'Jin surrounds your attack, dealing 400% weapon damage plus 131 to 141 and heals your allies for 1137. Increases Jin by 1.
Falling Petal IV 10 Endurance Finishing Attack Offensive Target Range: 5 Cast: Instant Strips Lao'Jin from your opponent and grants it to an ally, dealing 378 to 402 damage and increases incoming heals on your defensive target by 56 for 5 minutes. Increases Jin by 1.	Palm of Discord I 10 Endurance Finishing Attack Offensive Target Range: 5 Cast: Instant Ra'Jin surrounds your attack, dealing 400% weapon damage plus 234 to 250. Increases Jin by 1.
Astral Gale I 47 Energy Counterattack Offensive Target Range: 5 Cast: Instant Refresh: 3:00 Counterattack that drains 100 endurance from your opponent and gives it to your group. Only usable after using a Feint.	Kiss of the Slug III 10 Endurance Counterattack Offensive Target Range: 5 Cast: Instant Counterattack that lowers your opponent's damage by 25 and strength by 99 for 3 attacks or 20 seconds. Only usable after a dodge.

1.5 Les heals :

1.5.1 - Effet : Augmente le Jin de + 1 :



1.5.2 - Condition : Nécessite du Jin :



1.5.3 - Nécessite de l'Energy :



1.6 - Les Liens (Bond) :

1.6.1 - Bénéfiques :

Kiss of Heaven III 165 Energy, 2 Jin Harmonious Bond Ally Range: 25 Cast: Instant Forms a harmonious bond with an ally, healing them for 2774 over 60 seconds. Only 1 Bond allowed active on a target at a time.	Inner Focus I 2 Jin Harmonious Bond Ally Range: 25 Cast: Instant Forms a harmonious bond with an ally, healing their damage Jin by 1 every 10 seconds for 60 seconds. Only 1 Bond allowed active on a target at a time.
Gift of Anguish II 2 Jin Harmonious Bond Ally Range: 25 Cast: Instant Forms a harmonious bond with an ally, increasing their damage by 12% for 60 seconds. Only 1 Bond allowed active on a target at a time.	

1.6.2 - Offensifs :

Leech's Grasp II 2 Jin Dissonant Bond Offensive Target Range: 25 Cast: Instant Forms a dissonant bond with an opponent, draining 210 endurance every 3 seconds for 60 seconds. Only 1 Bond allowed active on a target at a time.	Touch of Woe III 2 Jin Dissonant Bond Offensive Target Range: 30 Cast: Forms a dissonant bond with your opponent, forcing your opponent to take damage at every attack. Only 1 Bond allowed active on a target at a time.
Touch of the Ox I 2 Jin Dissonant Bond Offensive Target Range: 25 Cast: Instant Forms a dissonant bond with your opponent, lowering their dexterity, constitution and strength by 62 for 60 seconds. Only 1 Bond allowed active on a target at a time.	

1.7 - Divers :

Sun and Moon Discipline II 43 Energy , 8 Jin Alteration Self Range: 5 Cast: Instant Balances your spirit, healing your energy for 544.	Stance Wheel 40 Endurance Alteration Offensive Target Range: 5 Cast: Instant Forcefully pushes your opponent out of whatever stance they are in.
Feign Death Alteration Self Range: 5 Cast: Instant Refresh: 1:00 Allows you to fake your own death. Opponents will perceive you as being a dead character and will ignore you. Your opponent will not always fall for this ability.	Baiting Strike I 110 Energy Alteration Offensive Target Range: 25 Cast: 2.0 Refresh: 1:00 Causes your opponent to feel more hatred for your defensive target.
Summon Symbol of Unity Conjuration Defensive Target Range: 15 Cast: 5.0 This ability will summon a spirit orb, which someone may use to revive you or a different fallen disciple.	Awakening 87 Energy Alteration Player Corpse Range: 20 Cast: 10.0 This ability brings a fallen ally back to life with a small amount of health. Can be used in combat.
Astral Walk 34 Energy Alteration Ally Range: 5000 Cast: 6.0 This ability calls one of your ally's across the astral plane to your spot in the temporal world.	

2. Le BloodMage :

2.1 – Introduction :

Le BloodMage possède un système similaire au disciple, sauf que l'énergie dans ce cas là se nomme BloodUnion. La différence majeure est que ces points sont liés à la cible.

2.2 - Les Stances :

Sanguine Focus

This form allows you to fortify yourself as you focus on healing others. This allows your heals to become more effective and you take less damage. Heals used on you, however, are much less effective and your damage is decreased greatly.

- Adds a stacking hit point regen
- Heals you cast are increased by 25% effectiveness
- Your mitigation is increased by 15%
- Your outgoing damage is reduced by 50%
- Heals cast on you are reduced by 50%

Focus of Gelenia

This form allows you to slowly trade your health for more power. As you lose health you gain increased damage, immunity to poison and disease and you gain extra blood union with your opponent.

- You lose 5% of your health every 5 seconds
- All poison and disease counters are removed every 5 seconds
- Add 25% Damage
- You gain 1 Blood Union Point every 5 seconds

Unfocused

This form is not focused, allowing you to concentrate on all things equally.

2.3 - Root :

Constrict II

75 Energy

Alteration

Offensive Target

Range: 25

Cast: 2.0

Constricts the movement of your opponent, rooting them in place for 45 seconds. Has a 60% chance to break on hit.

2.4 - Dommages Directs :

2.4.1 - Effets : Heal proportionnel aux dommages effectués :

Entwining Vein III 104 Energy Evocation Range: 25 Offensive Target Cast: 2.0 Steals 253 to 271 health from your opponent and returns 130% of it to your defensive target. Increases the returned portion by 10% per level of Blood Union. Increases your Blood Union by 1. + Lethargic + Vulnerable	Despoil IV 113 Energy Evocation Range: 25 Offensive Target Cast: 2.0 Steals 274 to 292 health from your opponent and returns 130% of it to you. Increases the returned portion by 25% per level of Blood Union. Increases your Blood Union by 1.
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2.4.2 - Effets : Monte les points « Blood Union » :

Bursting Cyst V 67 Energy Evocation Range: 25 Offensive Target Cast: 2.5 Forms a large blister on your opponent and explodes it, dealing 381 to 405 damage. If you are at Blood Union 3 or greater, it will deal an additional 229 to 245 damage over 12 seconds. Increases Blood Union by 1. + Bleeding + Afflicted	Exploding Cyst I 87 Energy Evocation Range: 25 Offensive Target Cast: 3.0 Forms a large blister on your opponent and explodes it, dealing 482 to 510 damage. If you are at Blood Union 3 or greater, it will deal an additional 290 to 310 damage over 12 seconds. Increases Blood Union by 1. + Bleeding + Afflicted
Union of Blood IV 95 HP, 166 Energy Evocation Range: 25 Refresh: 8.0 Offensive Target Cast: Instant Forms a strong union with your opponent, dealing 732 to 774 damage over 24 seconds. Increases Blood Union by 2.	

2.4.3 – Condition : Nécessite des points « Blood Union » :

Severing Ritual I Evocation Range: 10 Offensive Target Cast: Instant This ritual severs life from all opponents within 10m, dealing 219 to 235 damage. Reduces Blood Union by 5. Only usable from Blood Union 5.	Scarlet Ritual III Evocation Range: 25 Offensive Target Cast: Instant This ritual summons negative energy from the blood union you have forced upon your opponent to deal 624 to 660 damage to them. Reduces Blood Union by 4. Only usable from Blood Union 4 or greater.
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2.5 - Heal :

De nombreux sorts ne peuvent être *self-Cast*.

Ritual of Gelenia Heal Defensive Target Range: 30 Cast: Instant Refresh: 20.0 This ritual uses positive energy harnessed from your blood union to heal an ally for 10% of their total life. Increases the heal by 5% for each level of your Blood Union. Removes all Blood Union when used.	Flesh Mender's Ritual III Heal Ally Range: 30 Cast: Instant Refresh: 1:00 This ritual heals an ally, other than yourself, for 3180 health over 20 seconds. Reduces Blood Union by 3. Only usable from Blood Union 3 or greater.
Infuse Health IV 158 Energy Heal Defensive Target Range: 30 Cast: 1.5 Infuses 877 health into your defensive target. Heals for an extra 2% per level of Blood Union.	Blood Gift IV 44 HP, 241 Energy Heal Ally Range: 30 Cast: 3.0 You use your blood to heal an ally, other than yourself, for 1890. Heals for an extra 2% per level of Blood Union.
Transfusion of Serak I 33 HP, 95 Energy Heal Defensive Target Range: 30 Cast: Instant Refresh: 8.0 Heals for 650 health over 16 seconds.	

2.6 - Les Symbiotes :

Pour utiliser ces compétences, vous devez d'abord obtenir des organes via le sort « *Grim Harvest* » puis crafter les Symbiotes afin de pouvoir utiliser les sorts ci-dessous.

Cleansing Symbiote Alteration Defensive Target Range: 25 Cast: 1.0 Attaches a symbiote to an ally, cleansing their body of poison and disease over 15 minutes. Expend 1 Cleansing Symbiote.	Hollow Symbiote I Alteration Defensive Target Range: 25 Cast: 2.0 Attaches a hollow symbiote to an ally, allowing them to float off of the ground for 1 hour. Expend 1 Hollow Symbiote.
Plated Symbiote II Alteration Defensive Target Range: 25 Cast: 2.0 Attaches a plated symbiote to an ally, transforming their skin into spiky plates that reflect 1 damage upon their attackers for 1 hour. Expend 1 Plated Symbiote.	Renewing Symbiote I Alteration Defensive Target Range: 25 Cast: 2.0 Attaches a renewing symbiote to an ally, this symbiote transfers 20 endurance to 20 health every 10 seconds at a rate of 100% for 30 minutes. Expend 1 Renewing Symbiote.
Controlling Symbiote Alteration Offensive Target Range: 25 Cast: 1.0 Attaches a controlling symbiote to an opponent forcing them to obey your commands for 15 seconds. Repeated symbiote uses will be ignored completely. Draconic, undead, construct and elemental targets are immune to suggestion. Expend 1 Animation Symbiote.	
Grim Harvest 16 HP, 25 Energy Evocation Offensive Target Range: 25 Cast: 2.0 Refresh: 15.0 Harvests an organ out of a living body. Harvests different organs based on what your opponent has been affected by. Works in conjunction with Union of Blood, Constrict, Exploding Cyst and Blood Letting Ritual.	

2.7 - Les Pacts :

Un seul peut-être actif à la fois.

Sever Pacts Alteration Self Range: 5 Cast: Instant Severs all pacts you have made that link you to other allies. - Ends all Blood Pacts within 500m of you - Ends all Scarring Pacts within 500m of you	Scarring Pact 25 Energy Alteration Ally Range: 50 Cast: Instant Bonds you with a single ally, allowing you to split incoming damage amongst each other. - The ally who is hit takes 85% of the incoming damage - You take 125% of the remaining damage
Blood Pact 87 Energy Alteration Group Range: 50 Cast: Bonds you with your allies, allowing you to split incoming damage amongst each other. - The ally who is hit takes 70% of the incoming damage - The rest of the group splits 200% of the remaining damage	

2.8 - Les Buffs :

Blood Feast 34 Energy Alteration Defensive Target Range: 25 Cast: 1.0 Allows you to gain 10% of the damage of an ally in health. Lasts 10 minutes.	Health Graft III 61 Energy Alteration Defensive Target Range: 25 Cast: Instant Grafts blood and flesh onto an ally, granting them an additional 290 health for 1 hour.
Mental Infusion I 67 Energy Alteration Defensive Target Range: 25 Cast: Instant Accelerates the activity in the mind of an ally, increasing intelligence and wisdom by 39.	Serak's Augmentation II 61 Energy Alteration Defensive Target Range: 25 Cast: Instant Augments the skin of an ally, granting them 51 constitution and 145 physical resistance.
Serak's Mantle III 75 Energy Range: 5 Self Cast: Instant Increases your armor class.	Vitalize III 72 Energy Alteration Defensive Target Range: 25 Cast: Instant Fills an ally with life, granting them 58 additional vitality.

2.9 - Divers :

Numb II 64 Energy Alteration Offensive Target Range: 25 Cast: 2.0 Numbs your opponent's mind, lowering your hate by 707 to 747.	Life Husk II 39 Energy Self Range: 5 Cast: Instant Refresh: 5:00 Covers you in a husk of energy, reflecting 12% of the incoming damage back to the attacker and absorbing all incoming damage for 6 seconds. Requires a vial of blood
Siphon Blood Alteration Self Range: 5 Cast: Causes your blood to rise to the surface of your skin so that you may take a vial of it. This process is painful and dangerous, lowering your health by 25%.	Mental Transmutation Alteration Self Range: 5 Cast: Instant Refresh: 10.0 Transmutes 15% of your health into energy at a 50% rate.
Summon Sanguine Shard 11 HP, 34 Energy Conjuration Defensive Target Range: 15 Cast: 5.0 This ability will summon a sanguine shard, which someone may use to revive you or a different fallen blood mage.	Mortal Calling 21 HP, 68 Energy Conjuration Ally Range: 5000 Cast: 6.0 Refresh: 2.0 This spell summons a group mate to your side. The call's distance is restricted, and you can only call in certain areas.
Reanimate 87 Energy Alteration Player Corpse Range: 20 Cast: 10.0 This ability brings a fallen ally back to life with a small amount of health. Can be used in combat.	Awaken 34 Energy Alteration Player Corpse Range: 20 Cast: 5.0 Brings a fallen ally back to life.
Strip Enchantment 102 Energy Alteration Offensive Target Range: 25 Cast: 1.0 Strips one positive effect from your opponent.	

3. Le Clerc :

3.1 - Introduction :

Dans ce jeu le clerc est relativement classique, il est l'archétype du Jdr. Simple mais efficace !

3.2 - Les Stances :

Healer's Focus The healing done by your spells increases, but your avoidance ability decreases.	Castigator's Fury Damage done by your spells increases, but casting time is also increased. Also, damage done by melee attacks increases, but their endurance cost rises slightly.
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3.3 - Les dommages directs :

Anathema VI 107 Energy Offensive Target Range: 25 Cast: 2.0 Divine power smashes your target, inflicting 292 to 311 damage.	Hand of Censure IV 24 Endurance Offensive Target Range: 5 Cast: Instant Refresh: 6.0 A powerful attack that increases melee damage by 38 and deals 167 to 179 damage over 12 seconds. 224 to 240 additional damage is dealt to undead targets. + Blinded + Staggered
Smiting Blow III 40 Endurance Offensive Target Range: 5 Cast: Instant Refresh: 18.0 A brutal attack that deals 200% weapon damage plus 167 to 179, lowers spiritual resistance by 50% and damage by 10% for 30 sec. + Shaken + Soul Wracked	Maul of Divinity II 27 Endurance Offensive Target Range: 5 Cast: Instant Refresh: 8.0 You strike with divine power, inflicting 127 to 137 damage and increasing the damage of all group members by 21 for 20 seconds.
Gift of Ardor II 34 Energy Your Group Range: 25 Cast: Refresh: 1:00 This spell increases allies' damage and accuracy by 15% for 24 seconds.	Turn Undead III 248 Energy, 1 Special Points Offensive Target Range: 25 Cast: Instant Refresh: 15:00 You disrupt the negative energy that empowers all undead, inflicting at least 823 to 869 damage and an additional 722 to 762 over 20 seconds. Turning undead that are lower level than you is significantly more effective. - Large instant spiritual damage - Large damage over time - Slowed attack and casting speed - Reduced movement speed - Chance to instantly slay lower level undead

3.3.1 - Buff l'arme portée :

Nb. : Un seul effet peut être actif en même temps.

Holy Fire II 75 Energy Self Range: 25 Cast: Instant This spell causes all of your attacks to deal additional damage to undead targets. Only one effect may affect your weapon.	Power of Renewal II 75 Energy Self Range: 25 Cast: Instant This spell causes all of your attacks to heal your group for a small amount. Only one effect may affect your weapon.
Power of Reprisal IV 70 Energy Self Range: 25 Cast: Instant Refresh: 3.0 This spell adds a chance for your attacks to do additional spiritual damage to your target. Only one effect may affect your weapon.	

3.4 - Les Chains :

Fist of Rebuke IV 10 Endurance Offensive Target Range: 5 Cast: Instant Refresh: 6.0 Rebukes your opponent, dealing melee damage plus 149 and stunning for 2 seconds.	Maul of the Gods II 10 Endurance Offensive Target Range: 5 Cast: Instant Refresh: 8.0 A powerful divine attack that inflicts 320 to 340 damage and emboldens your party, increasing strength, dexterity, constitution by 42 and damage by 10% for 2 min.
Rout I 50 Endurance Offensive Target Range: 5 Cast: Instant Refresh: 1:00 A devastating attack that inflicts 300% weapon damage plus 172 to 184 damage and purges your opponent's soul, inflicting 315 to 335 spiritual damage. Undead targets take an additional 137 to 149 damage.	Spiritual Guardian III 64 Energy Ally Range: 10 Cast: Instant Refresh: 1:00 Rescues your defensive target from an incoming attack, causing the offender to target you for 2 seconds and your defensive target gains 40% spiritual resistance as well as a rune that absorbs 75% damage from the next hit.

3.5 - Les Roots :

Divine Chains
 29 Energy

Offensive Target

Range: 25 Cast: 3.0
 Refresh: 10.0

This spell binds chains around the feet of your enemy stopping them from moving.

3.6 - Les Heals :

Ward Shield I 14 Energy Self Range: 25 Cast: Instant Refresh: 30.0 This spell lets you surround yourself with a shield of power, protecting you from the next two incoming attacks.	Divine Light II 117 Energy Defensive Target Range: 30 Cast: Refresh: 30.0 Instantly heals your defensive target for 540.
Healing Touch IV 158 Energy Defensive Target Range: 30 Cast: 1.5 Heals your defensive target for 977.	Rejuvenate IV 315 Energy Defensive Target Range: 30 Cast: 3.0 A powerful heal that returns 2282 life to your defensive target.
Alleviate III 230 Energy Defensive Target Range: 30 Cast: 1.0 Heals your defensive target for 2047 over 18 sec.	Shroud of Health II 293 Energy Your Group Range: 10 Cast: 3.5 Refresh: 30.0 This spell heals all allies in range for 1112.

3.7 -Les Buffs :

Aegis of Blades II 168 Energy Self Range: 25 Cast: Refresh: 1:00 Surrounds you with spinning blades that deal damage over time to all opponents nearby.	Invisible to Undead 77 Energy Self Range: 25 Cast: Refresh: 1:00 This spell allows you to become invisible to undead opponents for a long amount of time.
Bestowal of Brilliance III 72 Energy Defensive Target Range: 25 Cast: Instant This spell increases an ally's intelligence and wisdom by 25.	Endowment of Fervor IV 70 Energy Defensive Target Range: 25 Cast: Instant This spell raises an ally's strength, dexterity, and constitution by 40.
Renewal II 64 Energy Defensive Target Range: 25 Cast: Instant This spell increases an ally's hit point regeneration by 3884 and endurance regeneration by 10.	Resolution IV 64 Energy Defensive Target Range: 25 Cast: Instant This spell boosts an ally's potential hit points by 450 and also grants 540 armor class bonus.
Spirit Ward II 54 Energy Defensive Target Range: 25 Cast: Instant This powerful spell increases an ally's resistance to spiritual attacks by 145.	

3.7 - Divers :

Purification II 43 Energy Defensive Target Range: 30 Cast: 4.0 This spell partially cures an ally afflicted with poison.	Divine Barrier 17 Energy Self Range: 25 Cast: Instant Refresh: 10:00 This spell conjures a barrier of divine energy to protect you. While encased in this barrier you cannot activate other abilities and cannot be affected by any spells.
Pacify I 24 Energy Offensive Target Range: 25 Cast: 2.0 Refresh: 30.0 This spell calms your opponent's spirit, making them less aggressive toward you.	Lull 68 Energy Offensive Target Range: 25 Cast: 2.0 Refresh: 10.0 This spell calms the mind of your opponent. Your target no longer assists friends and ignores all pleas for help for the duration of the effect. This power also lowers your target's aggro radius and reduces the likelihood that your target will flee when life points run low. Additional attempts to calm your target fail.
Replenishing Strike III 6 Endurance Offensive Target Range: 5 Cast: Instant Refresh: 20.0 This attack deals 50% weapon damage and restores 262 energy to you.	Hero's Call 3 Energy Defensive Target Range: 5000 Cast: 6.0 Refresh: 2.0 This spell summons a group mate to your side. The call's distance is restricted, and you can only call in certain areas.
Revive I 68 Energy Player Corpse Range: 20 Cast: 5.0 Refresh: 30.0 This spell brings a fallen ally back to life. Cannot be used while in combat.	Resurrection I 217 Energy Player Corpse Range: 20 Cast: 5.0 Refresh: 30.0 This spell brings a fallen ally back to life.
Summon Gem of Life 34 Energy Defensive Target Range: 20 Cast: 5.0 This spell summons a gem of life, which someone can use to revive you or a different fallen cleric.	

4. Le Shaman :

4.1 - Introduction :

Le jeu du Shaman classique mais étoffé de nombreuses possibilités, basé sur les roots, Dot, un pet, de gros *heals*, des *shields* (Le seul à en posséder) mais très peu de hot (Au level 30 aucun mais au level 35 un à ma connaissance), des *debuffs* et beaucoup de *buffs* ! Classique mais beaucoup de possibilités.

4.2 - Les stances :

Unbound Communication with the spirits of your ancestors grants you power over your surroundings.	Spirit Bond: Skamadiz Melee Damage: +10%
Spirit Bond: Krigus Energy Costs: -10% Endurance Costs: -10% Chance to disease when attacked	Spirit Bond: Nag-Suul Spell Damage: +20%

4.3 - Les Dommages Directs :

Gnashing Bite I 40 Endurance Totemic Gift Range: 5 Offensive Target Cast: Instant A tearing bite attack that deals 207 to 221 damage and reduces the effectiveness of heals on your target by 40% for 20 seconds.	Hammer of Krigus III 27 Endurance Melee Attack Range: 5 Refresh: 12.0 Offensive Target Cast: Instant You attack with the decaying touch of Krigus, inflicting 159 to 171 damage and reducing strength and constitution by 68 for 30 sec.
Bite of Nag-Suul I 27 Endurance Melee Attack Range: 5 Refresh: 12.0 Offensive Target Cast: Instant You attack with the poisoned touch of Nag-Suul, inflicting 121 to 131 damage and an additional 508 to 538 damage over 40 sec.	Strike of Skamadiz IV 24 Endurance Melee Attack Range: 5 Refresh: 12.0 Offensive Target Cast: Instant You strike with the power of Skamadiz, inflicting 150% weapon damage plus 148 to 160. + Shaken + Bleeding
Spirit Strike VI 122 Energy Spiritual Evocation Range: 25 Offensive Target Cast: 3.0 Smashes your enemy with an intense blast of spiritual energy, dealing 378 to 400 damage and reducing spiritual resistance by 116 for 30 sec. + Shaken + Chilled	

4.4 - Les DOT :

Fire Claw II 117 Energy, 20 Endurance Totemic Gift Offensive Target Range: 25 Cast: 3.0 Launches a fiery claw at your opponent, which deals 347 to 368 damage and an additional 125 to 135 damage over 12 seconds.	Breath of Immolation II 205 Energy, 50 Endurance Totemic Gift Offensive Target Range: 25 Cast: 3.0 Engulfs your foe in brilliant flames, causing 1067 to 1125 damage over 32 sec. If your opponent is inflamed, this ability deals an additional 61 to 68 damage.  Inflamed
Flesh Rot V 176 Energy Alteration Offensive Target Range: 25 Cast: 2.0 Infects your target with a powerful disease that deals 712 to 751 damage over 24 seconds.	Hoarfrost III 227 Energy Cold Conjunction Offensive Target Range: 25 Cast: 1.0 Chills your opponent to the bone, inflicting 646 to 682 damage over 24 seconds and reducing cold resistance by 116.

4.5 -Les Roots :

Winter's Roar III 183 Energy Cold Evocation Offensive Target Range: 25 Cast: Instant Refresh: 8.0 Freezes your target with a blast of cold, dealing 255 to 271 damage and immobilizing them for 3 seconds.  Lethargic  Burning	Lethargy III 157 Energy Alteration Offensive Target Range: 25 Cast: 2.0 Slows down your opponent's attack speed by 20% for 60 seconds.
Grasp of Goromund II 94 Energy Physical Conjunction Offensive Target Range: 25 Cast: 3.0 The earth reaches up and grasps the feet of your target, immobilizing it for 40 sec. Incoming damage has a chance of breaking the effects of this spell.	Deafening Roar II 181 Energy, 50 Endurance Totemic Gift Offensive Target Range: 10 Cast: Instant Refresh: 20.0 You emit a deafening roar that causes 428 to 453 damage and lowers your target's damage by 50% for the next two attacks. The same target can only be affected by the damage debuff portion of this ability once every 3 minutes.

4.6 - Les Debuffs :

Curse of Frailty I 157 Energy Alteration Offensive Target Range: 25 Cast: 3.0 Curses your target, lowering spiritual, arcane and physical resistances by 122 for 5 min.	Ignite I 30 Energy, 25 Endurance Totemic Gift Offensive Target Range: 25 Cast: 1.0 Scorches your target, reducing spell accuracy by 10% and fire resistance by 164.
Sundering Claw II 14 Endurance Totemic Gift Offensive Target Range: 5 Cast: Instant A vicious attack that tears through your opponent's armor, reducing mitigation by 15% and dealing 270 to 288 damage over 24 seconds. +  Armor Chink	

4.7 - Les chains :

Gelid Blast I 235 Energy Cold Finish Offensive Target Range: 25 Cast: Instant Refresh: 5:00 Blasts your opponent with freezing wind, dealing 484 to 512 damage and an additional 406 to 431 damage over 16 sec.	Spear of the Ancestors I 50 Endurance Finishing Attack Offensive Target Range: 5 Cast: Instant Refresh: 1:00 You strike with the force of your ancestors, inflicting 300% weapon damage plus 207 to 221.
Umbra Burst III 203 Energy Spiritual Finish Offensive Target Range: 25 Cast: Instant Refresh: 5:00 Strikes your opponent with spiritual energy, dealing 532 to 563 damage.	

4.8 - Les pets :

Summon Attendant of Hayatet 50 Endurance Totemic Gift Self Range: 25 Cast: 6.0 Summon a spirit attendant. This attendant is a trusted lieutenant of Hayatet and will serve you until it is dismissed.	Summon Attendant of Tuurgin 50 Endurance Totemic Gift Self Range: 15 Cast: 6.0 Summon a spirit attendant. This attendant is a trusted lieutenant of Tuurgin and will serve you until it is dismissed.
Heal Attendant I 73 Energy Alteration Pet Range: 30 Cast: Instant Heals the servant of your patron for 761.	

4.9 - Les transformations :

Apparemment cela correspond au totem, donc un seul choix possible. A confirmer ...

Skin of Tuurgin II 50 Endurance Totemic Gift Self Range: 25 Cast: 6.0 You don the skin of Tuurgin, becoming his avatar, increasing strength and constitution by 52, armor class by 0 and damage by 25%.	Wings of Hayatet II 50 Endurance Totemic Gift Self Range: 25 Cast: 6.0 You don the wings of Hayatet, becoming her avatar, increasing fire resistance by 60 and the damage of fire spells by 25%. Fire spells are also 10% more likely to cause critical hits. You also gain the ability to levitate above the ground.
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4.10 - Les Heals :

Remedy IV 158 Energy Alteration Defensive Target Range: 30 Cast: 1.5 Heals your defensive target for 920.	Restoration IV 271 Energy Alteration Defensive Target Range: 30 Cast: 3.0 Heals your defensive target for 1866.
Life Ward II 173 Energy Alteration Defensive Target Range: 30 Cast: 2.5 Heals your defensive target for 561 and applies a ward that will heal as damage is taken. Up to 75 damage can be healed per attack. The shield dissipates after healing 750 hit points.	Panacea II 178 Energy Alteration Defensive Target Range: 30 Cast: Instant Refresh: 30.0 Instantly heals your defensive target for 545 and surrounds them with a protective rune that wards off additional attacks for 4 seconds. The same target can only be affected one time every 30 seconds.
Shield of Mortality I 75 Energy Alteration Defensive Target Range: 25 Cast: 1.0 Refresh: 2:00 Creates a barrier around your defensive target that blocks all incoming physical damage for 6 seconds. The same target cannot be affected more than once every two minutes.	Ancestor's Gift II 316 Energy Alteration Your Group Range: 10 Cast: 2.0 Heals all allies withing 10m for 1089.
Intercession I 376 Energy Alteration Your Group Range: 10 Cast: Instant Refresh: 2:00 Surround nearby allies with a barrier that absorbs 60% of all incoming damage for 5 seconds. After 5 seconds all affected allies will be healed for 1089. Party members cannot be affected by intercession again for 2 minutes.	

4.11 - Les Buffs :

Boon of Alcipus 85 Energy Alteration Defensive Target Range: 25 Cast: Instant Instills your ally with the ability to float like the hawk spirit, Alcipus.	Boon of Boqobol 25 Energy Alteration Defensive Target Range: 25 Cast: Instant Grants an ally the ability to breath underwater for 30 min.
Gift of Boqobol 64 Energy Alteration Group Range: 25 Cast: Instant Grants your party the ability to breath underwater for 30 min.	Boon of Bosrid I 64 Energy Alteration Defensive Target Range: 25 Cast: Instant Fills your defensive target with the regenerating power of Bosrid the tree spirit. 27 hit points are regenerated every 6 seconds.
Coat of the Great Bear I 15 Endurance Totemic Gift Defensive Target Range: 25 Cast: Instant Wraps your defensive target in protective coat that increases cold resistance by 150 and absorbs 5% of all cold damage.	Infusion III 61 Energy Alteration Defensive Target Range: 25 Cast: Instant Infuses an ally, increasing hit points by 290 and armor class by 87.
Oracle's Sight III 61 Energy Alteration Defensive Target Range: 25 Cast: Instant Opens the mind's eye of an ally, increasing energy by 160 and lowering the cast time of all spells by 20%.	Rage of Tuurgin II 10 Endurance Totemic Gift Defensive Target Range: 25 Cast: Instant The rage of Tuurgin empowers your ally, increasing strength and constitution by 52 and melee damage by 10%.

Acuity I 12 Endurance Totemic Gift Defensive Target Range: 25 Cast: Instant Heightens the mental acuity of an ally, increasing energy regeneration by 56 every 6 sec.	Burning Mantle II 69 Energy, 10 Endurance Totemic Gift Defensive Target Range: 25 Cast: Instant Surrounds your defensive target with a coat of flame, increasing their fire resistance by 165, reducing the damage of fire-based attacks by 10%, and dealing 2 damage to any who attack.
Spirit of Rakurr I 22 Energy Alteration Defensive Target Range: 25 Cast: Instant Infuses your legs with the swiftness of the great wolf spirit, increasing movement by 30%. Increases mounted speed by 5%.	

4.12 - Divers :

Purge III 125 Energy Alteration Defensive Target Range: 30 Cast: 2.0 Removes or partially removes poisons and diseases from an ally.	Remove Curse I 98 Energy Alteration Defensive Target Range: 30 Cast: 2.0 Removes a curse from an ally.
Ritual of Sacrifice II Self Alteration Self Range: 25 Cast: 1.0 Allows you to sacrifice 200 hit points to gain 100 energy.	Tear of the Phoenix 217 Energy Alteration Player Corpse Range: 20 Cast: 10.0 Recalls an ally back from the afterlife.
Spirit Call 34 Energy Alteration Player Corpse Range: 20 Cast: 5.0 Recalls an ally back from the afterlife. Cannot be used while in combat.	Hero's Call 63 Energy Range: 5000 Defensive Target Cast: 6.0 Summons a group mate to your side. There are distance restrictions and you can only call your allies in certain areas.