

# Drafts

- Masteries Design

# Masteries Design

## Fire

- Blazing Trail - Flame patches lasts longer
- Wave of Flames - increased distance
- Immolate - Larger area of effect/longer decay time
- Living Bomb - Damage upon death is based on Total health of victim - increase percentage of that
- Wildfire - stacks of burn applied with wildfire
- Rain of Fire - Duration
- Rain of What??? - Increased fear duration
- Firestorm Fury - Increase attack speed during effect

## Storm

- Call Lightning - increased shockwave area
- Chain Lightning - Number of jumps
- Conduit - greater damage buff
- Lightning Rod - increased effectiveness of created lightning strikes
- Thunderclap - Longer stun bonus for enemies affected with conduit
- Stormborn Resilience - More shield?
- Echoing Thunder - increased effectiveness of created lightnings
- Overload - Reduced number of stack required to trigger the effect
- Discharge - number of charges
- Closed Circuit - effect restores some of the ability damage (each jump reduces damage) - mastery could restore more of it
- Eye of the Storm - Increase effectiveness of chain and call lightning triggered from this

## Blood

- Blood in the water - greater damage buff
- Deep wounds - grant % chance to refresh stack with lowest duration
- Relentless Butcher - greater chance to apply additional stack
- Crimson Frenzy - increased effect duration
- Sanguine Burst - ability can be used on enemies with less stacks
- Thirst For blood - additional base life steal
- Bloodlust - Increase attack bonus speed
- Hemorrhage - increase number of stacks applied ? (make 2 as base, and 5 as cap)
- Bloodletting - increased percentage damage (like living bomb)
- Rending slash - Increased ability range

# Arms

- Relentless - more crit strike buff
- Restless Blades - more cooldown reduction
- Second Wind - more hp per killing blow
- whirlwind - longer duration
- Ruthless - greater damage reduction
- Blade Dance - increased duration of attack speed buff
- Unbreakable will - Threshold at which ability is triggered is increased (base 15%, and up to 50%?)
- Surge of the blade - more cooldown reduction per target hit
- Weapon Mastery - More basic attacks are affected by ability
- Cleaving Strike - increased duration of attack speed reduction
- Warrior's Poise - increased max reduction value

# Earth

- Obsidian Scales - damage is spread over longer duration
- Tectonic Pressure - Clear more damage stored in obsidian scales
- Earthquake - More frequent damage ticks
- Aftershock - Duration increase is ... increased ?