

2.5 Classes

This section will (hopefully) clear up for you which class you wish to play. The class of a character is, in a sense, their occupation and how they approach being a mercenary or an adventurer. If someone was to ask what they do, a character would likely reply that they are a ninja or warlock much as a real person would say that they are an electrician or construction worker.

The class of the character is of the utmost importance, for it determines more or less what the character must be proficient in to be effective. For an example, placing a great deal of emphasis in strength at the cost of magic abilities would be very detrimental to a sorcerer, but would make for a very effective barbarian.

All classes have two clusters of abilities, each of which are based on a base or subskill. The abilities generally compliment each other, in order to make the character very proficient in one sense or another. When making a character, pay special attention to what base or subskills their abilities are based on, for this is the skill that determines how well they can use their abilities.

Of those clusters of abilities, one is a primary and the other the secondary. The character starts with some primary abilities and gains more every level that's a multiple of five (level five, ten, and fifteen). These are called primary because each of those levels, the character gets two abilities, thus they are of especially great importance. The secondary abilities are gained in the levels in between the primaries (levels three, seven, twelve, and seventeen), and are gained one ability at a time.

There are twelve classes, split up into three groups of four. These groups determine the character's proficiency (or lack there of) with magic, and should be the first thing that the character decides. They are:

-Warriors can't use magic at the start but they are very tough and skillful in combat.

-Wizards aren't very strong physically but they have numerous spells that can baffle enemies and aid allies. Both of their abilities are based on the magic subskill.

-Maji are a medium between warriors and wizards. They can use magic, or they can be proficient with weapons. Their secondary abilities are based on magic.

So, how do you decide between these three? Do you visualize your character bashing though enemies? Warriors are the simplest to play as and always helpful to have around. In head on confrontations you should be able to take on most anything that comes your way. Since they are the simplest to play, beginners should start with one of these.

Wizards, on the other hand, take a great deal of care and thought to play as (especially in the beginning). If caught in a melee they certainly won't last very long. On the other hand, they are able to effortlessly pass barriers that most characters might spend days on. Instead of trying to cross a dangerous bridge, they might fly across or summon a giant eagle to carry them. At the start they don't have many spells and the ones they do have aren't very useful. They take a great deal of patience to play as but can be one of the most rewarding later in the game.

If neither of these sound like what you're looking for, you'd best pick a maji. These are more generalists, having some magic abilities and considerable physical strength. They are helpful in combat but also useful when the group's in need of a creative way out of a jam.

Hopefully, one of these three groups sounds like what you're looking for. If not, don't worry... see the end of this section. Now, assuming that you've chosen one of the three groups, it's time to pick your class. There are four classes for each group. Each class is shown below with a brief description, their primary, and secondary abilities. The parenthesis after each ability state the skill that it is associated with. Be sure when distributing the points for skills that your character is good at these!

Warriors

Barbarian- These bruits are like tanks, able to take great amounts of damage and keep on fighting. In making use of sheer brute strength they are unmatched, especially with their ability to go into a berserker state. Their down sides are that they aren't useful for much more than bashing things. If you make one of them make sure to choose a race that gives you a lot of hit points and put a large amount of your stats into their strength.

Primal Nature (Strength)- By digressing themselves, the barbarian can go into a mad fury, attacking anyone and anything nearby. The character is also apt at making attacks that make use of their great strength and cries to inspire strength in combat and fear from their enemies.

Vigor (Tolerance)- The barbarian has conditioned themselves to be able to shrug off damage and pain.

Ninja- If you've ever seen the movie Crouching Tiger Hidden Dragon you have an idea what these characters are like. They are stealthy and acrobatic, able to dance among enemies and seem to fly and disappear into shadows. Their downside is that their abilities don't support open conflict so they need to be creative in their methods of fighting, luring enemies into dark areas or other places they would have the advantage.

Elusion (Agility)- Impossible acrobatic feats including climbing on walls and gliding through the air with great leaps.

Stealth (Sneak)- Attributes to aid the character in remaining undetected. They are especially proficient at being totally silent and making use of their other talents to get to places undetected.

Vanguard- Veteran to combat, these are fighters who survive by taking out their enemy before they have a chance to fight back. Their abilities represent a lifetime of focus on the art of fighting, gaining excellent muscle memory and always being aware of their surroundings. Their drawback is that they lose some of their best abilities once they have been harmed, unable to control some of the most precise shortcuts in their technique.

Second Nature (Combat)- Familiarity and experience with fighting, these are traits the character has picked up in fights and turned into an art.

Far Sight (Search)- A keen sense of their surroundings that helps keep them from being ambushed.

Rogue- These characters use most anything that's illegal and methods out of reach of other classes. They hire mercenaries, purchase items off the black market, and use spies and informants regularly. Unlike all the other classes they desperately need money but if they have it, they have no need for other characters as allies since they can hire all the allies they need. They can be decent fighters but like the ninja their abilities don't support it. With their experience with the underworld they've grown skillful in the arts of assassination and concealment in urban areas. Their main down side is that their abilities don't help them once they leave the protection of their underworld allies and are away from the crowds that they could skillfully hide in.

Streetwise (Social)- The hiring of mercenaries, informants, and other black market services. This is also their ability to hide among the mob and other urban survival skills.

Veiled (Hide)- The ability to disappear from sight and distract searchers. This is mostly used when acting as an assassin, luring enemies into ambushes and traps.

Maji

Paladin- These are warriors of good that can unite crowds or mobs of peasants and fighters for their cause. They also work well in groups of other characters since the paladin's magic strengthens everyone in the group. Their weakness is when they're alone. All of their abilities are either useful to get or aid helpers, not strengthen themselves.

Heroism (Social)- The paladin can draw large numbers of followers as well as other social feats.

Aura (Light Magic)- The paladin and their allies strengthened in one of many ways.

Ranger- These forest warriors are unsurpassed in skill in woodlands. They have very keen senses and are the class best suited for tracking and for woodland fighting. It's extremely difficult to sneak up on a ranger, especially in the forest. They have a special connection with the creatures of the woodlands and have the limited ability to shape shift which they can use to become many powerful creatures.

Natural Instinct (Observations)- A variety of special attributes that comes with the time they live in the woodlands.

Metamorphosis (Nature Magic)- The ability to change their shape into several creatures.

Warlock- These are hunters of the mystic, having many abilities to locate and defend themselves from magic. They are the best suited class for fighting magic users, finding magic traps, and locating magic artifacts. Their abilities slightly enhance their own magic abilities as well. None of their abilities, however, help them against non-magic users.

Mysticism (Willpower)- Locating and identifying magic as well as manipulating their own magical abilities.

Dispel (Elemental Magic)- Ending and countering spells and the magical abilities of others.

Fallen- Purely evil dabblers in the forbidden arts, performing dark rituals and magic that taps into the very life forces of others. Their abilities allow them to make slaves and minions of other characters, corrupt things with evil, and sap their enemies lives away.

Dark Rituals (Wisdom)- Time consuming rituals with a variety of effects including binding others to the fallen's will.

Mortal Coil (Scourge Magic)- Detecting and tampering the life forces of others.

Wizards aren't completed yet (with the exception of the necromancer).

Cleric- These are passive characters, able to heal their allies and use illusions to baffle enemies. They are very well liked among groups of players due to their ability to keep their allies alive.

Druid- These wizards are in touch with nature, able to grow and use a variety of plants to ensnare, entomb, injure, and do a variety of other things to their enemies. They also have the ability to summon a large variety of creatures to aid them in combat.

Sorcerer- This sort of wizard deals with the fine art of divination- foretelling future events. They also have the ability to learn any spell that the other wizard classes can learn, making them variant in their abilities.

Necromancer- These are the kings of the dead, able to raise armies from graveyards or battlefields. Their connection with the dead goes beyond simply being a puppeteer, they can also commune with the dead and eventually share the same body with wise or skilled spirits.