Classes

written by A J | November 14, 2014

There are three basic class groups: Fighter, Magic and Rogue — each with their own abilities and specializations. If you are a brand-new player, there are guides available for all the 9 core classes.

Faun Ranger, Human Cleric, Barbarian, Wizard, Halfling Thief, Dwarven Cavalier

Fighter Classes

Choose the Fighter class for unmatched versatility in combat, mastering a wide range of weapons and tactics to suit any battle situation. Fighters excel in both offense and defense, making them reliable and resilient warriors who can adapt to any challenge. Whether leading the charge or holding the line, a Fighter's skill and discipline make them a cornerstone of any adventuring party.

Barbarian

Choose the Barbarian class for raw strength, fearless combat, and savage instincts, perfect for dominating the battlefield.

Cavalier

Choose the Cavalier class to fight with honor, bravery, and chivalry, becoming the noble hero who protects the realm.

Ranger

Choose the Ranger class for unmatched tracking, survival skills, and dedication to protecting the wilderness.

Magic Classes

Choose a magic class to wield extraordinary powers that can shape the world around you, whether through divine blessings, arcane spells, or the forces of nature. Magic users bring unmatched versatility to any party, healing allies, devastating enemies, and overcoming obstacles with unique abilities. Whether you're calling upon the gods, unraveling the secrets of the universe, or

commanding the elements, a magic class offers limitless possibilities for creative and strategic gameplay.

Cleric

Choose the Cleric class to wield divine power, heal allies, and smite enemies, becoming the steadfast guardian of your faith.

Druid

Choose the Druid class to command nature's power, shape-shift, and protect the wild, becoming one with the natural world.

Wizard

Choose the Wizard class to master arcane spells, wield powerful magic, and out think your enemies with unmatched intellect.

Rogue Classes

Choose a rogue class to master stealth, deception, and precision, allowing you to outmaneuver opponents and strike with deadly effectiveness. Rogues excel at exploiting weaknesses, whether by picking locks, manipulating foes, or executing silent takedowns. Their cunning and versatility make them invaluable for handling delicate situations, gathering information, and

turning the tide of any adventure in unexpected ways.

Thief

Choose the Thief class to outsmart your enemies, master obstacles, and claim hidden treasures with your unique and versatile skills.

Grifter

Choose the Grifter class to outwit foes with charisma, cunning, and deception, bending reality to your will for fame, fortune, or power.

Assassin

Choose the Assassin class for unmatched stealth, agility, and deadly strikes, perfect for those who thrive on fast-paced, high-risk gameplay.

Draft Classes

Classes that aren't officially part of the game, but a work in progress. If you have thoughts or ideas on how to change, balance or overall improve the class, please post a comment on the class page.

Knights are charismatic warriors who uphold a sacred **Oath of Chivalry**, defending the realm with courage and skill.

Shamans are a psychic with a bridge between worlds, weaves curses with hair and heals with herbs.

Paladins are holy warriors, combining the fighting prowess of a fighter with the divine magic of a cleric.

Monks train to become one with the universe, favoring their own inner power to become all powerful.

Multi-Class Characters

Multi-class characters gain the benefits of both classes that the player choose.

- Players must level up each of the classes together, and all experience is split evenly between the classes.
- Characters get Hit Points from the lower of the two classes only.
- Class restrictions from both classes are applied to the character.

Ideas: Warmage (fighter/magic user), Bard (magic user/thief), Bounty Hunter (fighter/thief)