

Sassy Drifter: Hand-to-hand combat, with a focus on stealth. DND class is Rogue.

Stretching Guru: Telekinetic magic and hand-to-hand combat. Class is Monk.

Provoking Performer: Hand-to-hand combat, with a focus on power. Class is Fighter.

Leaping Dancer: Hand-to-hand combat, with a focus on finesse. Class is Fighter.

Saluting Protector: Hand-to-hand combat, with a focus on defense. Class is Fighter.

Greeting Shaman: Hand-to-hand combat and clerical roles. Class is Paladin.

Piggyback Lightseeker: Probably a bow and arrow, with a heavy emphasis on support. Class is Ranger.

Doublefive Lightcatcher: Powerful but slow light mage. Class is Wizard.

Laidback Pioneer: Elemental magic with a focus on magical defense. Class is Druid.

Twirling Champion: Hand-to-hand combat, with some clerical abilities. Class is Fighter.

Crab Whisperer: Powerful but slow dark magic. Class is Wizard.

Shushing Light Scholar: Weak but fast light magic. Class is Wizard.

Boogie Kid, Confetti Cousin, and Hairtousle Teen: Bard/Cleric role with no combat abilities. Classes are Bard and Cleric.

Sparkler Parent: Elemental and Light magic. Class is Sorcerer.

Pleeful Parent: Similar to Crab Whisperer, but more defense-oriented. Class is Sorcerer.

Wise Grandparent: Telekinetic and Light magic. Class is Sorcerer.

Belonging Grandma: Clerical abilities and Light Magic. Class is Sorcerer.

Troupe Greeter: Medium-sized daggers. Class is Fighter.

Festive Spindancer: Hand-to-hand combat and bard abilities. Class is Bard.

Admiring Actor: Clerical abilities, with a focus on health restoration. Class is Cleric.

Troupe Juggler: Uses Telekinetic magic and projectiles. Class is Ranger.

Respectful Pianist: Uses their piano to invigorate allies. Class is Bard.

Thoughtful Director: Uses telekinetic magic to invigorate allies and support them. Class is Bard.

All Enchantment spirits use their respective Light in combat. Their classes are Wizard/Warlock.

Jelly Whisperer: Uses powerful but slow Light magic. Class is Wizard.

Timid Bookworm: Uses telekinetic and elemental magic. Class is Wizard.

Rallying Thrillseeker: Uses a short sword and a light spear. Class is Barbarian.

Hiking Grouch: Crossbows, since they're easy to use. Class is Ranger.

Grateful Shellcollector: Telekinetic magic that is used to throw shells. Class is Wizard.

Chill Sunbather: Light magic, with a small clerical role. Class is Wizard.

Prophet of Water: A heavy trident that can cause water to rise. They can also see into the future and have elemental power. Class is Monk.

Prophet of Earth: A speedy bo staff that summons dust. They can also see into the future and have elemental power. Class is Monk.

Prophet of Air: A bow that summons speedy arrows. They can also see into the future and have elemental power. Class is Monk.

Prophet of Fire: Throwing Axes with their edges on fire. They can also see into the future and have elemental power. Class is Monk.

Spinning Mentor: Skating-based hand to hand combat. Class is Fighter.

Dancing Performer: Uses their lute to support their allies. Class is Bard.

Peeking Postman: A bow that shoots folded-up letters. Class is Ranger.

Bearhug Hermit: A large, powerful axe. Class is Barbarian.

Baffled Botanist: Wields a bow and arrow, and can create helpful potions. Class is Ranger.

Scolding Student: Throwing spears. Class is Ranger.

Scaredy Cadet: An extremely long-ranged crossbow. Class is Ranger.

Marching Adventurer: Shoots arrows that they have lit on fire. Class is Ranger.

Chuckling Scout: A light melee spear. Class is Ranger.

Daydream Forester: Uses elemental magic focused around nature, and has powerful clerical abilities. Class is Druid.

All Prince spirits use powerful Dark magic, but it has heavy drawbacks. Classes are Wizards.

Lively Navigator: Wields a bow and arrow that can be used to create a signal flare. Class is Ranger.

Light Whisperer: Bird-related Light magic. Class is Druid.

Tinkering Chimesmith: Summons birds to attack the opponent, and sometimes uses knives due to their resemblance to chimes. Class is Ranger.

Talented Builder: Obviously uses a hammer. Class is Fighter.

Anxious Angler: A long-ranged spear. Can use a fishing pole for that Minecraft combat style. Class is Fighter.

Ceasing Commodore: Uses a harpoon gun at long range and a large sword at short range. Class is Barbarian.

Bumbling Boatswain: Uses a medium-sized axe. High power, but very low accuracy. Class is Barbarian.

Cackling Cannoneer: Wields a bo staff, and is crazy good with it. Class is Barbarian.

Frantic Stagehand: Wields a mini-crossbow they built in arts and crafts. Class is Ranger.

Forgetful Storyteller: Uses telekinetic and mind-related magic. Class is Sorcerer.

Mellow Musician: Uses a bo staff, but can also inspire allies using their instruments. Class is Bard.

Modest Dancer: Uses a short sword, but has support abilities. Class is Bard.

Running Wayfarer: Has elemental powers and a short bow and arrow. Class is Ranger.

Mindful Miner: PICKAXE WIELD (and earth powers as well). Class is Cleric.

Warrior of Love: Acrobatic combat while mounted on mantas! Air powers as well. Class is Monk.

Seed of Hope: Medical support capabilities and fire/light powers. Class is Cleric.