RPG System Guide & Character Creation Handbook

Custom Dark-Fantasy Level, Stat, Skill, and Progression System

This handbook defines the playable race options, core stats, level progression, skill-point mechanics, ability-linked skills, normal skill leveling, XP rules, reputation systems, and character sheet templates for the original medieval dark-fantasy RPG.

1. Introduction

This world uses a custom fantasy RPG system inspired by tabletop roleplaying games, progression fantasy, MMORPGs, and class-based fantasy settings.

Every creature possesses:

- Level
- Race
- Job Classes
- Skills
- Reputation
- Equipment
- Ability Scores
- Health
- Mana
- Survival Needs

Progression occurs through combat, training, study, crafting, exploration, profession work, social interaction, and overcoming challenges.

Rule	Value
Maximum Level	100
Base Stats	10 in every attribute
Maximum Allocatable Stat Points at Level 100	380
Maximum Skill Rating	100
Average Adult Human Skill Baseline	10

2. Available Races

Humanoid Races

- Human
- High Elf
- Wood Elf
- Dark Elf
- Half Elf
- Dwarf

- Halfling
- Gnome

Demihuman Races

- Beastkin
- Lizardfolk
- Orc
- Goblin
- Minotaur
- Harpy
- Lamia
- Centaur
- Merfolk
- Kitsune
- Wolfkin
- Catfolk
- Rabbitfolk

Heteromorphic Races

- Demon
- Angel
- Vampire
- Skeleton
- Zombie
- Lich
- Ghost
- Slime
- Dragonoid
- Dragon
- Insectoid
- Plantfolk
- Elemental
- Construct
- Chimera

Custom Race Rules

Players may create custom races with moderator approval. A custom race should define:

- Appearance
- Lifespan
- Strengths
- Weaknesses
- Racial Traits
- Racial Classes
- Social Reputation
- Common Civilian Reaction
- Common Adventurer Reaction
- Common Monster Reaction

3. Core Stats

All characters begin with 10 in each core stat. Allocated stat points are added on top of the baseline value of 10. Ability score maximum is 100 unless a racial trait, artifact, curse, divine blessing, or mythic rule explicitly breaks the cap.

Stat	Determines
VIT	Maximum HP, injury resistance, bleeding resistance, natural healing. 10 VIT ≈ 100 HP; 100 VIT ≈ 1000 HP.
END	Stamina, sprint duration, fatigue resistance, carrying capacity, physical recovery.
STR	Melee damage, lifting power, grappling, throwing, breaking objects.
DEX	Accuracy, evasion, reaction speed, balance, fine motor control.
INT	Learning speed, magical complexity, knowledge checks, research, spell formula creation.
WIS	Awareness, insight, survival, healing knowledge, spiritual understanding.
CHA	Leadership, negotiation, influence, intimidation, social standing.
MANA	Maximum mana pool, mana regeneration, spell capacity, magical endurance. 10 MANA ≈ 100 MP; 100 MANA ≈ 1000 MP.

4. Stat-Point Progression

Stat points represent raw character capability. They are separate from skill points. Stat points increase core ability scores only; skill points increase skills. All characters begin with the baseline 10 in every stat before stat points are assigned.

Level	Recommended Total Allocatable Stat Points	Power Tier
1	20	Novice / trained civilian / beginning adventurer
25	110	Veteran adventurer / elite soldier / specialist
50	240	Heroic / elite monster / national champion
75	320	Legendary / world-class threat
100	380	Mythic maximum / apex being

Optional smooth progression formula:

- Levels 1-25: gain about 3-4 stat points per level.
- Levels 26-50: gain about 5 stat points per level.
- Levels 51-75: gain about 3 stat points per level.
- Levels 76-100: gain about 2-3 stat points per level.
- The listed milestone totals take priority over exact formula math.

5. Skill System Overview

The system uses 27 core skill families. A skill rating of 10 is the average adult human baseline. A skill left at 10 means the character can attempt ordinary tasks, but is not especially trained. A skill at 0 represents no meaningful familiarity, while 100 represents mythic mastery.

Skill Rating	Meaning
0	Untrained / no meaningful familiarity
10	Average human baseline
20	Beginner
30	Apprentice
40	Skilled
50	Professional
60	Expert
70	Veteran
80	Master
90	Legendary
100	Mythic

6. Skill-Point Mechanics

Skill points are used to improve character skills and normal skills. Skill points are not the same as stat points. A character's available skill points are based on level and the amount of stat investment in the stat associated with the skill.

6.1 General Skill Points

General Skill Points may be spent on any skill, but cannot raise a skill above the character's current level-based skill cap.

Level	General Skill Points
1	20
25	75
50	150
75	225
100	300

Formula: General Skill Points = Level × 3. At level 1, characters receive a minimum of 20 general skill points instead of 3 so that they can begin play with actual training.

6.2 Associated Skill Points

Associated Skill Points are generated by investing stat points into an ability score. These points may only be spent on skills tied to that stat or on normal-skill specialties governed by that stat.

Associated Stat Investment	Associated Skill Points Generated
Every +1 point assigned above the baseline 10	+1 Associated Skill Point for that stat's skill group
Every +10 points assigned above the baseline 10	+2 bonus Associated Skill Points for that stat's skill group
Score 50+	+10 milestone bonus points for that stat's skill group
Score 75+	+20 milestone bonus points for that stat's skill group

Score 100	+30 milestone bonus points for that stat's skill group

Example: A character with STR 30 has invested 20 points above baseline. This grants 20 STR-associated skill points plus +4 bonus points from two +10 milestones, for 24 STR skill points. These can be spent on STR-linked uses of Athletics, Climb, Jump, Weaponry, and other STR-governed physical actions.

6.3 Skill Purchase Costs

Raising a skill becomes more expensive as the rating increases. This applies to both general and associated skill points.

Skill Rating Band	Cost per +1 Skill Rating
0-10	Free for common adult baseline if the skill is culturally normal; otherwise 1 point per +1
11-30	1 skill point per +1
31-50	2 skill points per +1
51-70	3 skill points per +1
71-90	4 skill points per +1
91-100	5 skill points per +1

6.4 Level-Based Skill Caps

A character cannot normally raise a skill beyond the cap for their level unless they possess a special class feature, racial trait, artifact, divine blessing, curse, or mythic training rule.

Character Level	Normal Skill Cap
1	30
25	50
50	70
75	90
100	100

6.5 Skill Check Formula

When the outcome is uncertain, the bot may roll or simulate a roll using the following structure:

- Skill Check = d20 + relevant stat modifier + skill modifier + situational modifiers.
- Stat Modifier = floor((Stat - 10) / 10). Example: STR 40 gives +3.
- Skill Modifier = floor((Skill Rating - 10) / 10). Example: Athletics 50 gives +4.
- Easy task: DC 8-10. Standard task: DC 12-15. Hard task: DC 16-20. Extreme task: DC 21-25. Legendary task: DC 26-35.

7. The 27 Core Skill Families

The following 27 skill families are the core skill list. Specific sub-skills may exist beneath a family. For example, Knowledge contains Arcana, History, Nature, and Monster Lore; Craft contains Smithing, Alchemy, and Carpentry; Performance contains Dance, Oratory, and Singing.

#	Skill Family	Primary Stat(s)	Notes

1	Athletics	STR / END	Running, physical contests, body power, exertion.
2	Balance	DEX	Keeping footing, narrow surfaces, unstable ground.
3	Climb	STR / DEX	Scaling walls, ropes, cliffs, trees.
4	Flight	DEX / END	Only applicable if the character can fly.
5	Jump	STR / DEX	Leaping distance, vertical jumps, landing control.
6	Ride	DEX / WIS	Mounted control, animal handling while riding.
7	Swim	STR / END	Swimming, diving, water survival.
8	Tumble	DEX	Acrobatics, rolls, falls, dodging through space.
9	Ki Control	END / WIS	Martial energy control, body reinforcement, disciplined internal power.
10	Sleight of Hand	DEX	Pickpocketing, hidden movement, delicate handling.
11	Stealth	DEX / WIS	Hiding, stalking, silent movement.
12	Weaponry	STR / DEX	Martial weapons, natural weapons, ranged weapons, and unarmed strikes.
13	Investigation	INT	Clue analysis, deduction, searching scenes logically.
14	Knowledge	INT	Arcana, dungeoneering, engineering, geography, history, local history, monster lore, nature, nobility/guilds, religion.
15	Craft	INT / DEX	Alchemy, artifice, carpentry, smithing, mechanisms, pottery, and other creation skills.
16	Spellcraft	INT / MANA	Spell theory, magical formulae, rituals, scrolls, counterspells.
17	Mana Control	END / INT / WIS / CHA	Physical, intellectual, spiritual, or charismatic mana traditions.
18	Insight	WIS	Reading motives, emotional states, lies, intent.

19	Medicine	WIS / INT	Treatment, anatomy, diagnosis, surgery, first aid.
20	Perception	WIS	Awareness, seeing, hearing, sensing danger.
21	Profession	WIS / INT / CHA	Day-to-day work skills such as farmer, merchant, soldier, sailor, scribe.
22	Survival	WIS / END	Foraging, tracking, weather, shelter, wilderness danger.
23	Deception	CHA	Lying, disguising intent, false identities.
24	Intimidation	CHA / STR	Threats, pressure, fear-based command.
25	Leadership	CHA / WIS	Command, morale, tactics, group coordination.
26	Performance	CHA / DEX	Acting, comedy, dance, instruments, oratory, singing, storytelling.
27	Persuasion	CHA	Diplomacy, negotiation, bargaining, social influence.

8. Ability Skills vs Normal Skills

8.1 Ability Skills

Ability skills are directly tied to core stats. They can receive skill points, but their effectiveness depends heavily on the associated stat. A highly trained skill with a weak stat may be technically precise but physically limited; a strong stat with a weak skill may be powerful but inefficient.

- Athletics, Balance, Climb, Flight, Jump, Ride, Swim, Tumble, Ki Control, Sleight of Hand, Stealth, Weaponry, Investigation, Spellcraft, Insight, Medicine, Perception, Survival, Deception, Intimidation, Leadership, Persuasion, and Mana Control are ability skills.
- Ability skills may improve through skill points, training, and repeated use.
- The associated core stat determines the upper practical effectiveness of the skill in real scenes.

8.2 Normal Skills and Specialties

Normal skills are specialties beneath a core skill family. They can be improved through repeated use, downtime, apprenticeship, study, profession work, teaching, crafting, and field experience.

Craft Specialties

- Alchemy
- Artifice
- Basket Weaving
- Books & Paper
- Calligraphy

- Carpentry
- Clothweaving
- Cooking
- Glassblowing
- Jewelry
- Leatherworking
- Masonry
- Mechanisms
- Painting
- Pottery
- Sculpting
- Shipbuilding
- Smithing

Profession Specialties

- Architect
- Baker
- Barrister
- Brewer
- Butcher
- Clerk
- Cook
- Courier
- Driver
- Civil Engineer
- Farmer
- Fisherman
- Gambler
- Gardener
- Herbalist
- Innkeeper
- Librarian
- Merchant
- Midwife
- Miller
- Miner
- Porter
- Sailor
- Scribe
- Shepherd
- Stable Master
- Soldier
- Guard
- Tanner
- Trapper
- Woodcutter
- Hunter
- Cartographer

- Scholar
- Apothecary
- Blacksmith
- Watchman

Performance Specialties

- Acting
- Comedy
- Dance
- Instruments
- Oratory
- Singing
- Storytelling

9. Skill XP and Skill Leveling

Skills can increase through use even after character creation. Skill XP belongs to the specific skill or specialty being practiced. Using Smithing gives Smithing XP, not general Craft XP unless the bot decides the action meaningfully improves both.

Activity	Typical Skill XP
Routine use with no risk	1-2 skill XP
Useful success in a normal scene	3-5 skill XP
Difficult success under pressure	6-10 skill XP
Critical success or major breakthrough	15-25 skill XP
Full day of focused training	10-20 skill XP
Full week of apprenticeship/downtime study	50-100 skill XP
Teaching another character successfully	10-30 skill XP
Major project completion	50-250 skill XP depending on scale

Skill Rating Band	Skill XP Needed for +1 Rating
0-20	25 XP
21-40	50 XP
41-60	100 XP
61-80	200 XP
81-100	400 XP

Normal skills can rise through repeated use even if no level-up occurs. However, they still cannot exceed the current level-based skill cap unless the bot grants an exception.

10. Character Level Progression

Levels represent overall power, class development, resilience, combat experience, magical growth, and world impact.

Category	Typical Level Range
Civilians	1-10
Skilled Workers	5-20

Veteran Soldiers	15-35
Adventurers	10-60
Heroes	50-80
Legendary Beings	80-100

Milestone	Approximate Total XP
Level 1 -> 2	100 XP
Level 10	5,000 XP
Level 25	25,000 XP
Level 50	100,000 XP
Level 75	250,000 XP
Level 100	500,000 XP

Major quests, combat, crafting, discovery, roleplay, profession work, training, survival, faction missions, and overcoming dangerous situations can grant XP.

11. Reputation System

Reputation Score	Status
-1000	Hated
-500	Enemy
-100	Distrusted
0	Unknown
100	Recognized
250	Respected
500	Trusted
750	Famous
1000	Legendary

Reputation is tracked separately for kingdoms, cities, guilds, noble houses, religious orders, criminal organizations, mercenary companies, monster factions, and individual settlements.

12. Injury and Survival System

- Minor Injury: bruises, scratches, fatigue; small penalties until rest or treatment.
- Moderate Injury: sprains, bleeding wounds, cracked ribs; penalties to combat and travel.
- Severe Injury: broken bones, deep wounds, organ trauma; requires medicine, magic, or long recovery.
- Critical Injury: life-threatening; may cause permanent scars, limb loss, coma, or death if untreated.
- Survival needs include hunger, thirst, sleep, temperature, shelter, disease, poison, and exhaustion.
- END reduces exhaustion; VIT reduces injury severity; WIS helps survival decisions; Medicine treats wounds.

13. Character Sheet Templates

Level 1 Character Sheet

Field	Value

Name	
Race	
Level	1
Age / Gender	
Alignment / Karma	
Occupation	
Racial Class(es)	
Job Class(es)	
Total Allocated Stat Points	20
General Skill Points	20
Normal Skill Cap	30
VIT	10 +
END	10 +
STR	10 +
DEX	10 +
INT	10 +
WIS	10 +
CHA	10 +
MANA	10 +
HP	
MP	
Stamina	
Core Skills	
Normal Skill Specialties	
Known Spells	
Known Skills / Abilities	
Equipment	
Money	
Reputation	
Injuries	
Current Goal	

Level 25 Character Sheet

Field	Value
Name	
Race	
Level	25
Age / Gender	
Alignment / Karma	
Occupation	
Racial Class(es)	
Job Class(es)	
Total Allocated Stat Points	≈ 110
General Skill Points	75
Normal Skill Cap	50
VIT	10 +
END	10 +
STR	10 +
DEX	10 +
INT	10 +
WIS	10 +

CHA	10 +
MANA	10 +
HP	
MP	
Stamina	
Core Skills	
Normal Skill Specialties	
Known Spells	
Known Skills / Abilities	
Equipment	
Money	
Reputation	
Injuries	
Current Goal	

Level 50 Character Sheet

Field	Value
Name	
Race	
Level	50
Age / Gender	
Alignment / Karma	
Occupation	
Racial Class(es)	
Job Class(es)	
Total Allocated Stat Points	≈ 240
General Skill Points	150
Normal Skill Cap	70
VIT	10 +
END	10 +
STR	10 +
DEX	10 +
INT	10 +
WIS	10 +
CHA	10 +
MANA	10 +
HP	
MP	
Stamina	
Core Skills	
Normal Skill Specialties	
Known Spells	
Known Skills / Abilities	
Equipment	
Money	
Reputation	
Injuries	
Current Goal	

Level 75 Character Sheet

Field	Value
Name	
Race	
Level	75
Age / Gender	
Alignment / Karma	
Occupation	
Racial Class(es)	
Job Class(es)	
Total Allocated Stat Points	≈ 320
General Skill Points	225
Normal Skill Cap	90
VIT	10 +
END	10 +
STR	10 +
DEX	10 +
INT	10 +
WIS	10 +
CHA	10 +
MANA	10 +
HP	
MP	
Stamina	
Core Skills	
Normal Skill Specialties	
Known Spells	
Known Skills / Abilities	
Equipment	
Money	
Reputation	
Injuries	
Current Goal	

Level 100 Character Sheet

Field	Value
Name	
Race	
Level	100
Age / Gender	
Alignment / Karma	
Occupation	
Racial Class(es)	
Job Class(es)	
Total Allocated Stat Points	380 maximum
General Skill Points	300
Normal Skill Cap	100
VIT	10 +
END	10 +
STR	10 +

DEX	10 +
INT	10 +
WIS	10 +
CHA	10 +
MANA	10 +
HP	
MP	
Stamina	
Core Skills	
Normal Skill Specialties	
Known Spells	
Known Skills / Abilities	
Equipment	
Money	
Reputation	
Injuries	
Current Goal	

14. Bot / GM Usage Notes

- The bot should track stat points and skill points separately.
- A skill left at 10 is average human baseline, not incompetence.
- Normal skill specialties should improve when characters use them repeatedly.
- NPCs, civilians, monsters, heroes, and legendary beings all have levels and skill ratings.
- The bot should allow custom races, classes, abilities, and skill specialties when they fit the world.
- The bot should use consequences, risk, injuries, reputation, survival, and faction reactions to make the world feel alive.

Quick Build:

https://docs.google.com/spreadsheets/d/1hpB4GkxR4gDsqFgjTpY-Cw5l-4SJ8DLU/edit?usp=sharing&ouid=109181063585512962290&rtpof=true&sd=true

Premade Builds:

Level 1 — Village Guard Recruit

Role: Beginner martial character

Race: Human, Dwarf, Elf, Beastkin, or Goblinkin

Race Category: Humanoid or demi-humanoid

Total Level: 1
Class: Guard Trainee / Militia Recruit

Stats:

VIT: 14

END: 13

STR: 13

DEX: 12

INT: 10

WIS: 11

CHA: 10

MANA: 10

Core Skills:

Athletics: 14

Balance: 11

Climb: 12

Ride: 10

Perception: 13

Survival: 11

Weapon Technique: 14

Leadership: 10

Intimidation: 11

Starting Equipment:

Spear or shortsword

Wooden shield

Padded or leather armor

Traveler’s cloak

Rations

Waterskin

10 silver

Playstyle: Simple, grounded, survivable. Good for users who want to start from nothing and grow naturally.

Level 5 — Apprentice Mage

Role: Beginner spellcaster
Race: Human, Elf, Half-Elf, Gnome, Djinn-blooded custom race
Race Category: Humanoid
Total Level: 5
Class: Apprentice / Early Wizard

Stats:

VIT: 11

END: 11

STR: 10

DEX: 12

INT: 19

WIS: 13

CHA: 10

MANA: 18

Core Skills:

Knowledge: Arcana: 18

Spellcraft: 17

Mana Control: 17

Investigation: 14

Perception: 11

Craft: Calligraphy: 13

Craft: Alchemy: 12

Persuasion: 10

Starting Spells:

Light

Minor Ward

Spark Bolt

Mage Hand-style telekinesis

Detect Magic

Arcane Lock

Mana Thread

Starting Equipment:

Apprentice robe

Spellbook

Ink and quills

Simple staff

Component pouch

Small mana crystal

15 silver

Playstyle: Fragile but clever. Good for users who want research, spell learning, ruins, mystery-solving, and magical growth.

Level 10 — Forest Scout

Role: Wilderness survival / stealth / ranged combat
Race: Wood Elf, Catfolk, Wolfkin, Beastkin, Human
Race Category: Humanoid or demi-humanoid
Total Level: 10
Class: Hunter / Ranger Initiate

Stats:

VIT: 17

END: 16

STR: 12

DEX: 20

INT: 12

WIS: 18

CHA: 10

MANA: 12

Core Skills:

Stealth: 22

Perception: 22

Survival: 20

Ranged Weapon Mastery: 20

Athletics: 15

Climb: 16

Ride: 12

Medicine: 12

Knowledge: Nature: 18

Monster Lore: 15

Starting Equipment:

Shortbow or light crossbow

Hunting knife

Leather armor

Camouflage cloak

Trap kit

Bedroll

Rations

Waterskin

20 silver

Special Abilities:

Track living targets

Move quietly in forests

Identify common beasts and monsters

Set basic traps

Find food and water in wilderness

Playstyle: Good for exploration, monster hunting, scouting, ambushes, and survival campaigns.

Level 15 — Iron Adventurer

Role: Standard beginner adventurer build
Race: Any humanoid
Race Category: Humanoid
Total Level: 15
Class: Fighter 15

Stats:

VIT: 25

END: 22

STR: 22

DEX: 18

INT: 11

WIS: 13

CHA: 10

MANA: 10

Core Skills:

Weapon Technique: 25

Athletics: 22

Balance: 15

Climb: 17

Perception: 15

Intimidation: 13

Survival: 12

Ride: 12

Starting Equipment:

Longsword or battleaxe

Backup dagger

Chain shirt or scale mail

Shield

Adventurer pack

Whetstone

Healing salve x2

50 silver

Special Abilities:

Martial weapon proficiency

Reduced stamina cost for physical action commands

Basic stun or slow attack

Mental status resistance awareness

Playstyle: Balanced and easy to run. Good for users who want combat without too much spell management.

Level 25 — Arcane Duelist Initiate

Role: Hybrid sword/magic build
Race: Human, Elf, Half-Elf, Dark Elf, Cambion, Djinn
Race Category: Humanoid or heteromorph
Total Level: 25
Classes:

Wizard 15

Arcane Duelist 10

Stats:

VIT: 22

END: 16

STR: 10

DEX: 24

INT: 34

WIS: 14

CHA: 10

MANA: 30

Core Skills:

Spellcraft: 35

Mana Control: 34

Weapon Technique: 24

Sleight of Hand: 22

Tumble: 20

Knowledge: Arcana: 32

Investigation: 22

Perception: 18

Craft: Rune Carving: 20

Recommended Spells:

Magic Missile-style bolt

Shield Ward

Flame Blade

Arcane Step

Dispel Thread

Elemental Weapon

Mirror Image-style illusion

Mana Anchor

Equipment:

Enchanted rapier or saber

Light armor or warded coat

Spellbook

Arcane focus ring

Mana crystal

Traveler’s satchel

Special Abilities:

Cast spells while wielding a weapon

Imbue weapon with arcane spell effects

Use touch spells through weapon strikes

Analyze magical defenses

Playstyle: Stylish, tactical, and flexible. Good for users who want both magic and weapon combat.

Level 35 — Beastkin Savage Hunter

Role: Monstrous wilderness striker
Race: Beastkin
Race Category: Demi-Humanoid
Total Level: 35
Classes:

Beastkin Basic Racial Class 15

Hunter 15

Savage Evolution 5

Stats:

VIT: 32

END: 28

STR: 26

DEX: 28

INT: 10

WIS: 25

CHA: 10

MANA: 10

Core Skills:

Natural Weapon Mastery: 35

Stealth: 32

Survival: 30

Perception: 32

Athletics: 28

Climb: 22

Tumble: 24

Intimidation: 18

Monster Lore: 20

Equipment:

Light hide armor

Hunting cloak

Bone charms

Throwing knives

Trap kit

Monster-harvesting tools

Special Abilities:

Natural weapons

Heightened smell and hearing

Darkness vision

Track living targets

Bestial transformation

Natural weapon status effect choice, such as bleed, poison, stun, or stagger

Playstyle: Fast, feral, stealthy, and dangerous. Good for users who want to play a monster-adjacent hunter.

Level 50 — Noble Paladin Commander

Role: Tank / leader / divine warrior
Race: Human, Angel, Half-Angel, Elf, Dwarf
Race Category: Humanoid or heteromorph
Total Level: 50
Classes:

Paladin 15

Knight 10

Templar 10

High Commander 10

Bright Lord or Noble Saint 5

Stats:

VIT: 45

END: 35

STR: 35

DEX: 18

INT: 14

WIS: 35

CHA: 32

MANA: 26

Core Skills:

Leadership: 45

Weapon Technique: 42

Athletics: 35

Intimidation: 35

Persuasion: 32

Insight: 34

Perception: 28

Mana Control: 30

Knowledge: Religion: 32

Medicine: 24

Recommended Spells:

Lesser Heal

Blessing of Courage

Light Smite

Sanctuary Ward

Detect Evil Karma

Cure Poison

Radiant Barrier

Holy Weapon

Equipment:

Plate armor or blessed mail

Mace, sword, or hammer

Shield

Holy symbol

War banner

Healing potions

Command seal

Special Abilities:

Divine spellcasting

Aura against mental status effects

Smite based on target karma

Improved ally command

Better battlefield communication

Reduced defensive penalties

Playstyle: Great for heroic campaigns, party leadership, politics, crusades, and battlefield command.

Level 60 — Vampire Spellblade Noble

Role: Undead aristocrat / melee caster / control build
Race: Vampire
Race Category: Heteromorph
Total Level: 60
Classes:

Undead Basic Racial Class 15

Vampire Advanced Racial Class 10

Vampire Lord Master Racial Class 5

Wizard 15

Spellsword 10

Blood Mage 5

Stats:

VIT: 42

END: 24

STR: 24

DEX: 32

INT: 42

WIS: 18

CHA: 35

MANA: 45

Core Skills:

Spellcraft: 48

Mana Control: 48

Deception: 40

Intimidation: 38

Persuasion: 32

Weapon Technique: 35

Stealth: 30

Insight: 25

Knowledge: Arcana: 45

Knowledge: Nobility: 40

Recommended Spells:

Blood Drain

Shadow Step

Charm

Dark Ward

Necrotic Bolt

Mist Form

Summon Familiar Swarm

Silence

Fear Aura

Equipment:

Black noble coat or enchanted armor

Rapier or curved blade

Blood crystal focus

Signet ring

Coffin token

Dark cloak

Special Abilities:

Undead stamina

Mental status immunity

Vitality absorption

Alternate humanoid appearance

Eye-contact command

Blood magic

Shadow/dark affinity

Playstyle: Socially dangerous, magically flexible, and excellent for intrigue-heavy campaigns.

Level 75 — Dragonkin Battlemage

Role: Heavy magical warrior / elemental bruiser
Race: Lizardman evolved into Dragonkin, or Dragonoid
Race Category: Demi-Humanoid evolved into Heteromorph, or Heteromorph

Total Level: 75

Classes:

Lizardman Basic Racial Class 15

Dragonkin Evolution 5

Elementalist 15

Battlemage 10

Armament Lord 10

Elemancer 10

Elemental Savant 10

Stats:

VIT: 58

END: 42

STR: 38

DEX: 28

INT: 35

WIS: 22

CHA: 30

MANA: 55

Core Skills:

Weapon Technique: 58

Mana Control: 58

Spellcraft: 45

Athletics: 42

Intimidation: 40

Perception: 32

Survival: 30

Knowledge: Arcana: 38

Knowledge: Monster Lore: 35

Element Choice Examples:

Fire: battlefield destruction and burn effects

Lightning: speed, paralysis, anti-metal strikes

Acid: armor corrosion and monster-killing

Cold: control, slowing, defensive resistance

Sonic: armor-piercing shock and disruption

Recommended Spells:

Elemental Breath

Elemental Weapon

Greater Barrier

Arcane Explosion

Dragon Skin

Mana Surge

Flight Burst

Elemental Domain

Equipment:

Elemental glaive, axe, or greatsword

Medium or heavy enchanted armor

Dragon-scale cloak

Mana crystal core

Elemental charm

Special Abilities:

Breath weapon

Elemental resistance

Elemental spellcasting

Weapon/spell hybrid attacks

Battlemage armor casting

Elemental burst attacks

Playstyle: Big, dramatic, and powerful. Good for users who want to feel like a battlefield boss.

Level 85 — Archmage of the Hollow Star

Role: High-tier caster / ritual master / reality control
Race: Elf, Human, Djinn, Brain Eater, Lich
Race Category: Any
Total Level: 85
Classes:

Wizard 15

Specialist 10

High Caster 10

Ritualist 10

Theurge 10

Chronomancer 10

Planeswalker 10

Archmage 5

Oracle 5

Stats:

VIT: 36

END: 24

STR: 10

DEX: 25

INT: 75

WIS: 50

CHA: 20

MANA: 75

Core Skills:

Spellcraft: 90

Mana Control: 90

Knowledge: Arcana: 90

Knowledge: Planes/Realms: 80

Knowledge: Ancient Civilizations: 75

Investigation: 70

Perception: 60

Insight: 55

Craft: Scrollwork: 65

Craft: Rune Carving: 65

Recommended Spells:

Teleport

Greater Dispel

Time Slow

Dimensional Lock

Plane Gate

True Seeing

Meteoric Lance

Arcane Prison

Mass Barrier

Create Demiplane

Equipment:

Archmage robe

Staff of star-metal

Spellbook chain

Dimensional compass

Ritual chalk

Mana reservoir gem

Planar key

Special Abilities:

High-level spellcasting

Reduced casting time

Ritual casting

Teleportation control

Divination accuracy

Time manipulation

Plane manipulation

Custom high-tier spells

Playstyle: Complex and very powerful. Best for experienced users who like strategy, rituals, and big magical decisions.

Level 100 — Seraphine Goldaxe, Mythic Arcane Gunsmith

Role: Arcane sniper / artificer / golemancer / mythic smith
Race: Wood Elf
Race Category: Humanoid
Total Level: 100
Racial Classes: None

Classes:

Gunner 15

Wizard 15

Battlemage 10

Arcane Duelist 10

Sniper 10

Craftsman 10

Artificer 10

Golemancer 10

Mythic Smith 5

Arcane Gunsmith 5

Stats:

VIT: 60

END: 35

STR: 10

DEX: 55

INT: 85

WIS: 40

CHA: 10

MANA: 85

Core Skills:

Firearms: 100

Arcane Firearms: 100

Craft: Smithing: 100

Craft: Artifice: 100

Craft: Magical Weapons: 100

Craft: Firearms: 100

Spellcraft: 95

Mana Control: 95

Knowledge: Arcana: 95

Knowledge: Engineering: 90

Perception: 80

Stealth: 60

Weapon Technique: 75

Profession: Gunsmith: 100

Profession: Artificer: 100

Profession: Golem Engineer: 90

Recommended Spell Specialization:

Primary: Transmutation

Secondary: Evocation

Optional: Abjuration

Recommended Spells:

Arcane Bullet

Spell Cartridge

Rail Lance

Golem Core Awakening

Greater Repair

Transmute Metal

Mana Barrier

Explosive Rune Shot

True Aim

Dispel Round

Construct Command

Mythic Forge Flame

Equipment:

Mythic arcane rifle

Backup enchanted revolver or hand cannon

Smithing gauntlets

Portable forge focus

Golem core satchel

Warded artificer coat

Mana crystal bandolier

Spell-cartridge belt

Special Abilities:

Can forge firearms as casting focuses

Can load spells into bullets or cartridges

Can command golems and constructs

Can create permanent magic items

Can repair constructs and enchanted equipment

Can snipe through magical defenses

Can create mythic-quality forged items

Playstyle: Advanced high-level build for users who want crafting, combat, magic, and construct armies.

Level 100 — Overlord-Style Undead Emperor

Role: Supreme necromancer / ruler / summoner
Race: Undead
Race Category: Heteromorph
Total Level: 100

Classes:

Undead Basic Racial Class 15

Lich Advanced Racial Class 10

Overlord Master Racial Class 5

Wizard 15

Specialist 10

Necromancer 10

High Caster 10

Ritualist 10

Death Mage 5

Stats:

VIT: 55

END: 20

STR: 15

DEX: 20

INT: 90

WIS: 55

CHA: 45

MANA: 90

Core Skills:

Spellcraft: 100

Mana Control: 100

Knowledge: Arcana: 100

Knowledge: Religion: 75

Knowledge: Ancient Civilizations: 80

Leadership: 75

Intimidation: 80

Deception: 45

Insight: 55

Perception: 55

Recommended Spells:

Create Undead

Greater Negative Burst

Death Lance

Soul Prison

Summon Skeleton Legion

Wail of Despair

Dark Sanctuary

Life Drain

Mass Fear

Super-Tier Necromancy Ritual

Equipment:

Black archmage robe

Necromantic staff

Crown of bone or obsidian

Soul phylactery

Ritual grimoire

Undead command ring

Special Abilities:

Undead stamina

Mental status immunity

Necromancy specialization

Command undead

Summon undead hordes

Fear aura

Instant death magic

High-tier ritual magic

Playstyle: Best for users who want kingdom-building, undead armies, villain routes, or morally gray campaigns.

Level 100 — Worldroot Dryad Queen

Role: Nature caster / plant ruler / healer / battlefield controller
Race: Planterran
Race Category: Heteromorph
Total Level: 100

Classes:

Planterran Basic Racial Class 15

Dryad Advanced Racial Class 10

Tree Queen Master Racial Class 5

Druid 15

Beast Tamer 10

Healer 10

Summoner 10

Contemplative 10

Wild Angel or Nature Saint 5

Stats:

VIT: 70

END: 35

STR: 20

DEX: 20

INT: 45

WIS: 80

CHA: 45

MANA: 75

Core Skills:

Knowledge: Nature: 100

Survival: 90

Medicine: 85

Mana Control: 90

Spellcraft: 75

Leadership: 60

Persuasion: 55

Perception: 75

Craft: Herbalism: 90

Profession: Healer: 85

Recommended Spells:

Regrowth

Forest Dominion

Thorn Prison

Mass Healing Bloom

Summon Treant

Plant Command

Nature Barrier

Purify Poison

Create Sacred Grove

Worldroot Resurrection

Equipment:

Living wooden staff

Crown of flowering vines

Seed pouch

Herbal satchel

Bark armor

Sacred grove charm

Special Abilities:

Sunlight regeneration

Plant command

Nature spellcasting

Healing magic

Summoned beasts/plants

Forest creation

Plant aura

Battlefield terrain control