

Classes explained

Every PC has to pick a class by which he can be identified in the world, classes can be chosen from the approved pre-made list further below or suggest a class by discussing it with the GM. Any class that is not in the list may be nullified in character creation if deemed unfit.

LINK TO RULESHEET: [RULESHEET](#)

[Main class](#)

[Class Weapons](#)

[Class Ability](#)

[Class Bonus](#)

[Class Perks](#)

[Class Starter Gear](#)

[Class Faction](#)

[Classes](#)

[Inquisitor \(Allround\)\(Order\)](#)

[Slayer \(Melee\)\(Mercenary\)](#)

[Soul Reavers \(Melee/Magic\)\(Reapers\)](#)

[Demon Hunter \(Ranged\)\(Mercenary\)](#)

[Justice \(Magic|Melee\)\(Order\)](#)

[Vindicator \(Melee\)\(Order\)](#)

[Preacher\(Magic\)\(Order\)](#)

[Spirit Sage\(Melee|Magic\)\(Factionless\)](#)

[Lancer\(Melee\)\(Knight Order\)](#)

[Witch Hunter\(Ranged/Magic\)\(Mercenary\)](#)

[Puppeteer\(Magic\)\(The Circle\)](#)

[Necromancer \(Magic\)\(Reapers\)](#)

[Wizard \(Magic\)\(The Circle\)](#)

[Ghost Guardian \(Melee/magic\)\(Outsider\)](#)

[Norsemen \(Melee\)\(Outsider\)](#)

Main class

Every character will be identified by the class chosen. A PC is limited to the options within his class but still has more options than a person which picked it as a sub-class, so choose it wisely. It is also possible to choose a sub-class, which will be described shortly.

A main class has access to all the perk trees and may pick between all of them, it also benefits from the class bonus.

Class Weapons

When choosing a class you will also see they have a preferred weapon. This weapon may be mandatory for some classes. If the weapon is not mandatory you are free to pick any weapon, though you will not have the benefit from the preferred weapon perk trees.

When the class specifies that it's a magic heavy class, you will be presented with the options to choose magic types. Magic types chosen get a bonus associated with the chosen magic, it varies from getting +1 to casting rolls to longer or stronger freezing duration. You are still able to use any magic outside the chosen magic, but you will not have any bonuses.

Class Ability

Each class has one unique ability which is characteristic to the class. You cannot lose this ability. The ability is always free to cast and cannot fail, though any requirements or restrictions still apply.

Class Bonus

Each class has one or more unique class bonuses. You cannot lose these bonuses as long as you chose the class associated with the bonuses.

Some bonuses include buffs which can be found [here](#).

Class Perks

In your adventures you may get perks, these perks can boost various things or give you various effects. Besides the starter perk, you will earn earn perks sporadically depending on the actions you do and the opponents you fight.

Class Starter Gear

Every class starts with its own gear. All classes can use everything unless specified otherwise. The obtainability of some gear depends on the class chosen as classes with class preferred weapons have an easier time to obtain it and better gear.

Starter gear does not include gear that a PC took with him/her.

Starter gear will be shown in the following format:

- **STANDARD[OPTION A, OPTION B, OPTION C, ETC.] (ITEM TYPE)**

STANDARD is the regular option, if the player has options to choose from but does not specify anything then the PC is given the standard. You may mix the standards. So you can go partial light-plate and chain.

For explanation about the item types go to the following pages:

- Armor
- Weapons
- Magical
- Rest

Class Faction

Each class is represented by some faction, depending on the class you chose you will also have some ties with that faction. You can also be factionless in which case, you have no ties besides those you formed in your journey. Faction does influence your standings in the world and may automatically earn you allies and enemies.

Classes

The classes will be divided in 4 groups:

- Magic
- Melee
- Ranged
- Allround

The division only serves as an indicator and may be deviated from if the class allows it. For example a Templar is primarily a melee class but may be played with together with magic or ranged. A templar PC may also entirely abandon melee and go full magic or ranged.

Before you look at the classes, if you don't see a class you like and you have an idea, then feel free to use the template and suggest the class to me. We'll discuss it and implement it if it looks good.

The classes are:



Inquisitor (Allround)(Order)

Description:

Inquisitors are the detectives of the human world. They seek to root out the evil and corruption wherever possible and are not afraid to get their hands dirty in their quest.

Inquisitors are skilled in a variety of weapons, possess great ability of speech, persuasion and trickery and are able to incur small-time magic to find and eradicate any demonic influence. Inquisitors answer to the higher ups and work with believers of their deity but primarily act on behalf of their chosen deity and their own beliefs.

Class Ability:

Unleashed Fury:

Class Bonus(es):

- **Godly Resolution:** Inquisitors gain the **Iron will buff** due to their resolution to root out evil.
- **Smooth Talker:** Inquisitors gain a **+1 to any communication skills rolls involving humans or non-evil sub-humans.**
- **Weapon Training:** Inquisitors gain a **+1 to hit rolls with a weapon group** (Magic, Melee weapons, Ranged weapons). You may choose this group upon character creation and it may not be 'naturally' switched
- **Friend of humanity:** Inquisitors are widely known in the human empire for their good done, **people are more open to come out and give you clues or report evil deeds.**

Preferred Class Weapon:

Inquisitors use a variety of weapons suited for their needs and thus are not limited to a single weapon. However the bulk of the Inquisitors use swords, crossbows, revolvers and ice or fire-magic.

Class Starting Gear:

- Hard-leather [Light plate, chainmail, cloth, Scale] ([Armor](#))
- Longsword [any axe,-sword and mace weaponry, ranged weaponry](Weapon)
- 1 magic type ([Magic](#)) (Magic)
- Demonica Encyclopedia [](Rest)
- Inquisitor specific garbs [] (Armor)
- Token/Idol/Jewelry depicting chosen deity [] (Rest)

Slayer (Melee)(Mercenary)

Description:

When a human is beaten but not killed or loses that what is most valuable to him and his hatred towards to the one that took away his dignity or love becomes too big. It manifests itself as a pure resolution of killing every single creature of that kind as an act of vengeance for whatever they have done. That is a slayer. The birth of a slayer begins with being beaten and often ends with being slain by that which he hates the most.

Slayers are highly skilled in melee combat and rely on pure physical prowess to kill their opponent. Their hatred towards a race also makes them experts in killing them, they know everything there is to know about their biggest opponent.



Class Ability:

Unleashed Fury: You unleashed your inner hatred and lose control over yourself, your anger manifests itself as mutation type magic vastly improving every aspect of your physical body. Your attacks become **devastating slashes** or if the target is still able to resist **devastating impact blows**. You also follow the rage magic path for the duration of the spell. You have the **No pain, No fear buffs**. You have also the **Total Carnage** and after the ability ends **Crippled body** Debuffs. The ability ends when you die, everything around you is dead or you become incapacitated. Ability cannot fail, may be used once every 5 fights.

Class Bonus(es):

- **Hated Adversary:** Slayers gain **+2 to hit, +1 to critical chance, +1 to dodge rolls** when fighting their most hated enemy. The enemy will be chosen upon character creation from the groups list presented to the player.
- **Hated Adversary Knowledge:** Slayers gain a large amount of knowledge about their most hated adversary from the time spent fighting them.
- **Physical Training:** Slayers have **increased toughness, strength and speed** because of the time spent honing their body. Slayers have **a chance to avoid rolling a dice or requirement** when faced with an action that involves endurance, strength, dexterity or a combination of these 3.

Preferred Class Weapon:

Slayers tend to neglect defense and often carry large weapons to maximize damage done. Slayers use 2 handed weapons in all variations, with axes and sword being the most common ones.

Class Starting Gear:

- Hard-leather [Chainmail, cloth,Scale] (Armor)

- 2H Great Sword [2H Axe, 2H mace, Siege (cross)Bow](Weapon)
- Demonica Encyclopedia [] (Rest)
- Slayer specific garbs [] (Armor)

Soul Reavers (Melee/Magic)(Reapers)



Description:

Soul reavers are the harbingers of death. They are neither evil or good, because death knows no morals. In the eyes of death everyone is equal. They collect the souls of those which avoided their fate and got marked by death.

A human or demon becomes a reaper when they have seen the gaze of their deity and absolve themselves of all emotion, morals and fears in order to save that which they truly love. Their only duty becomes to carry out the orders of death until they are slain in combat. Soul reavers do retain a single emotion: love. Love towards one thing which will drive them for all eternity to do death's bidding.

Soul reavers undergo numerous physical changes. Their eyes become pure black, hair becomes white, skin becomes pale and their voice instills fear when they speak. They are highly skilled in their only signature weapon, the scythe, they also occasionally use death magic but not as much as their necromancer counterpart.

Class Ability:

Reaping Swing: A soul reaver is able to do one hit, which auto hits, is unblockable and critically hits. This ability may be used once every fight and the recharge duration between fights is 2 other fights.

Class Bonus(es):

- **Incarnate of death:** Soul reavers are **unaffected by temperature, pain, fears and aging**. Their voice makes the living feel uneasy and they obey only their deity. **Wounds heal twice as fast.**
- **Fatal Strikes:** Soul reavers are able to aim for the weak spots and strike them in the most efficient and damaging way to make sure that the target dies swiftly. **Critical attacks dealt by the reaper deal 3x damage** instead of the regular 2x.
- **Shadowcloak Aura:** Soul reavers are able to fade away in the shadows. While invisible they cannot move or break the invisibility. The aura does not make the user invisible it just blends him with the environment and makes the user harder to see.

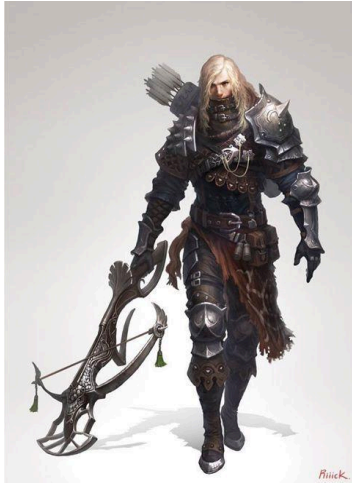
Preferred Class Weapon:

Any scythe based weaponry or death swords and death magic.

Class Starting Gear:

- Cloth [Hard Leather, chainmail] ([Armor](#))
- 2H Scythe [1H Scythe, Death sword](Weapon)
- Level 1 Death Magic [[Magic](#)] (Magic)

- Demonica Encyclopedia [](Rest)
- Reaper specific garbs [] (Armor)
- Death Note [] (Rest)



Demon Hunter (Ranged)(Mercenary)

Description:

For most fighting demons is something they'd rather avoid, for demon hunters it's what they live for. Demon hunters enjoy the thrill of the hunt and every successful hunt adds a trophy to the collection. Every new trophy sets way for the next one, because the trophy case shows how great a hunter is. The ultimate goal of a demon hunter is to become the greatest one.

Demon hunters are highly skilled in ranged combat and minor melee combat, they are also proficient in tracking and trapping. Their thrill in hunting makes them focused but reckless at times.

Demon hunters wear clothing which allow for maximum movement and utility. Multiple belts, a hood and a wearable trophy usually indicate the presence of a Demon Hunter. Demon hunters have no official colors and chose whatever they seem fit for the situation.

Class Ability:

Mark Target: Once the player gains knowledge of a boss-level monster, you may mark that boss. The marked target is then eligible for the 'Thrill of the hunt' passive. When the player slays a marked boss-level monster, the mark gets removed and the players gains a trophy.

After the mark is removed, the player may elect to choose another target. The player may also choose lesser level creatures for the mark, though the player will not receive trophies once they are slain.

Marks only fade on lesser creatures in 5 combat turns, until the target is slain, or the target flees.

Class Bonus(es):

- **Thrill of the hunt:** The hunter always eyes for his next trophy. When hunting a marked target, the hunter **gains +2 accuracy, towards the marked target and deals an additional 0.5x critical damage.**
- **Reckless hunt:** Your lack of preparation got you in a sticky situation. Upon taking critical damage from the marked target, the hunter gains the reckless hunt for the hunt may be his last. The hunter gains **+1 to dodge rolls, no fear, no pain** for the remainder of the fight or until the hunter is healed outside of his critical condition. This buff may occur only once per boss fight.
- **Trophy Case:** Trophies are not only a mark of your survival, but show that you succeeded in your hunt and probably learned something about your foe. For every

successful hunt, you get to take a trophy with you. A trophy grants you one buff you may chose from the Trophy Table.

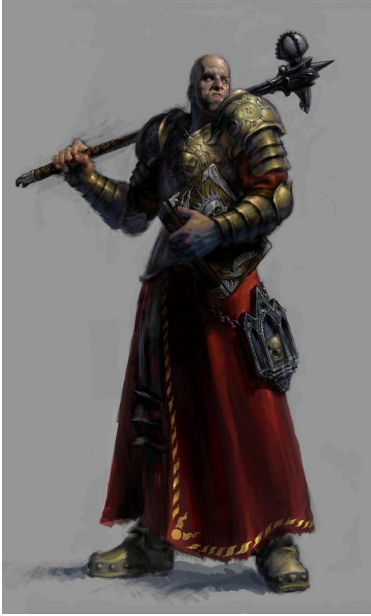
Preferred Class Weapon:

The Demon Hunter exclusively use ranged weapons to do their hunting, this includes the following weapons: Bows, Crossbows, Pistols, Rifles, Siege Bows, Siege Crossbows and small weaponry.

Class Starting Gear:

- Hard-leather [Scale, chainmail, cloth] ([Armor](#))
- Siege Bow [Siege Crossbow, Pistols, Rifles, Bows, Crossbows](Weapon)
- Metal Dagger [Hatchet] (Weapon)
- Demonica Encyclopedia [] (Rest)
- Demon Hunter specific garbs [] (Armor)
- 1 Free trophy [] (Rest)

Justice (Magic | Melee)(Order)



Description:

In a world devoid of laws and order it is up to the Justice to uphold those values, for they are the judge, jury and executioner of this forsaken world. Wherever they walk, the followers of evil fear them. lest they are found, judgement will follow.

Justices are appointed by the grand arch bishop for their unwavering execution. They do not hesitate in judging those who tainted the lives of the good and their judgment is equal for everyone. Their ultimate resolution is to punish the the root of all evil: Entropy.

Justices wear a combination of a robe and platemail engraved with church markings, they also have a book of law under their belt. The book is thin but enchanted, it contains all the knowledge of the books of law, punishment and church.

Justices are highly skilled in the use of magic combined with their hammers or shields.

Class Ability:

Entangling chains: The justice is able to summon chains which will hold the target and restrict it from movement for one turn. May only be used once per fight up to 3 targets. May not be used multiple times on the same target.

Class Bonus(es):

- **The law shall prevail:** You do **20% more damage** rounded up towards judged criminals.
- **Judge, Jury and Executioner:** The judge can strengthen himself depending on which stance he takes. Stance must be declared beforehand.
 - a. **Judge:** Defensive stance, the justice sacrifices his attack for defense. The justice is able to **parry on a 4,5 and 6**. However he cannot critically strike on the parries instead he always does normal damage.
 - b. **Jury:** Magical stance, the justice sacrifices his attack and defense for better magical casting abilities. Spells **cannot negatively overshoot, any fail results in a regular miscast and +1 to magic casting**. However, you cannot parry and critically hit on melee.
 - c. **Executioner:** Offensive stance, the justice sacrifices defense for attack. The justice does an additional 0.5x damage and 0.5x critical damage, however he cannot parry and blocks only on a 5 and 6.

Preferred Class Weapon:

Justices primarily use magic but they are also skilled in club-based weapons. They use light, enchant and an unique type of magic limited to justices called chain-magic.

Class Starting Gear:

- Light-plate [Scale, Chainmail, Hard-Leather] ([Armor](#))
- 1h Maul [Any hammer-based weaponry](Weapon)
- {Optional: May only be taken with 1h weapon} Shield[Medium, Large, Small](Off-Weapon)
- level 2 mutation light magic and level ? chain-magic ([Magic](#)) (Magic)
- Demonica Encyclopedia [] (Rest)
- Justice specific garbs [] (Armor)
- Book of Law [] (Rest)

Vindicator (Melee)(Order)



Description:

Sometimes the world is blessed with a divine act. When that happens a hero is born, one gifted with strength beyond that of mortals, inspiring leadership which can lead legions and the constitution to take the countless of hits needed to protect whatever he holds dear.

Vindicators are either born naturally or in rare occurrences bathe in the lights of Order to ascend. Attempts have been made to artificially make vindicators but they have all been in vain.

Vindicators are hulking ironclad behemoths, boasting an inspiring presence and unmatched tanking potential. They are highly proficient in melee combat and leadership.

Class Ability:

Shield of light: The vindicator empowers his shield with the power of light. The skill always succeeds. The shield is able to block one magical attack, or can be expended to release a blinding flash. The skill may be used once every fight.

Class Bonus(es):

- **Heavenly strength:** Blessed by the gods, the vindicator gains strength beyond that of a regular human. Vindicators are able **to wear 2h weapon in one hand and tower shields**.
- **Towering Shield:** A vindicator's tower shield is said to be impenetrable, able to take any amount of blows and not budge. The vindicator gains the **stable ground** and **1.5x stat enhancement for shields** as long as he wears a tower shield. Tower shields follow the same movement modifiers rules as large shields.
- **Lord Commander:** Vindicators are not only the beacons of hope for all of mankind, they also are able to lead armies into battle and inspire everyone. Any NPC characters that are allied and in combat near your presence, gain **Glory till death** and **Relentless fighters** buffs.

Preferred Class Weapon:

Any melee weapon and tower shields.

Class Starting Gear:

- Heavy-Plate [Light-plate, Chainmail] ([Armor](#))
- 2h Greatsword [Any melee weapon](Weapon)
- Large shield [Medium shield, Small shield](Off-hand Weapon)
- 1 magic type ([Magic](#)) (Magic)
- Demonica Encyclopedia [] (Rest)
- Vindicator specific garbs [] (Armor)

Preacher(Magic)(Order)



Description:

A person utmost confident of his teachings is granted powers which enable the words he speaks to aid allies and hurt foes. His words no longer are simple ramblings, they are words of power which should be feared by everyone.

A preacher uses words of powers found in scriptures to instill a variety of effects depending on the meaning of the word and the understanding of the word to the user. Ancient scriptures contain more powerful words of power but are difficult to find.

A preacher wears just about anything, they can also use any non-class restricted weapons but rarely do preachers choose to do so since their scriptures are sufficient. They also travel with a acolyte whom they teach their teachings.

Class Ability:

Word of power: Stop: Lesser and moderate creatures momentarily immediately cease all action. Works only once on any creature. May only be used once every 7 normals turns. May be upgraded.

Class Bonus(es):

- **Words of Power:** A preacher **can read scriptures and use these scriptures as embedded magic**. The strenght of the scripture depends on the understanding of the scripture by the preacher.
- **Voice of the pure:** The voice of a preacher is pure and gives hope to those around him. NPC characters rally at the preacher. Any psychological debuffs are removed in the presence of the preacher and all NPC gain the **Today we fight** buff.

Preferred Class Weapon:

Scriptures, otherwise they are able to use any weapon that is not class restricted.

Class Starting Gear:

- Light-plate [Chainmail, Scale] ([Armor](#))
- Iron longstaff[Any melee weapon](Weapon)
- 1 magic type[Magic] (Magic)
- Demonica Encyclopedia [] (Rest)
- Acolyte apprentice [] (rest)

Spirit Sage(Melee | Magic)(Factionless)



Description:

Spirit Sages are people which abandoned the human society and chose to follow the ways of nature. Their loyalty and respect towards nature were rewarded with the ability to call upon the spirits of animals to empower them. The great war has destroyed most of the nature and with it have perished most of the spirit sages. Those who have survived now only seek retribution for the destruction of what they loved.

A spirit sage uses the animal spirits to empower his attacks and boost his defense. Every spirit animal has a unique ability which can only be used by the spirit sage.

Spirit sages tend to dress loosely because they favor mobility over protection which they gain from the spirit animals anyway.

Class Ability:

Eyes of the Forest: The spirit sage is able to use the nature to find that what he seeks. Once a day he can use any nearby plants to sense his surroundings. You will not be able to accurately pinpoint the location of things but get a good grasp of the direction of where things lie. Always succeeds, usable once every 6 turns.

Class Bonus(es):

- **Animal spirit caller:** A spirit sage is able to call upon the spirits of animals to do his bidding. Every spirit animal has one or two unique abilities tied to it which the sage may use. Sometimes the sage may only use 1 of the 2 abilities provided by the spirit, but this will be notified upon the acquiring of a new spirit. A sage may choose 3 starter spirits upon character creation from the list provided for the sage.
- **Inner calmness:** Countless of hours of meditation have ironed out the mind of the sage to not feel any fear, for nature is the only thing capable of instilling it. The sage has the **No fear buff** and **Iron will buff**.
- **Nature's friend:** The sage has developed a natural affinity towards animals and thus **animals are not aggressive towards the sage nor to any people he is travelling with** as long as they do not attempt to hurt the animals. However due to the isolation, the sage's communication skills suffer. The sage gains a **-1 to communication rolls**.

Preferred Class Weapon:

The sage is able to use staves and canes but prefers to use fist weapons the most.

Class Starting Gear:

- Cloth [Hard Leather, Chainmail, Scale] ([Armor](#))

- Brass knuckles [Staves, canes, other fist-based weaponry](Weapon)
- 3 spirit animals[Spirit magic] (Magic)
- Demonica Encyclopedia [(Rest)]

Lancer(Melee)(Knight Order)



Description:

Heroic, Chivalrous and humble. A lancer is the prime example of the old knights which followed the code, one now neglected by many. In the current era there are only a few lancers left in Bremia, but many still live in on the tales of the past era's.

Lancers are skilled in the use of polearms or spears on foot and mounted. Their natural ability to quickly tame creatures and ride them heavily cuts the time needed to find a new mount if your current one dies.

Lancers wear armor suited for mobility, however in large scale war they prefer to go heavy armor.

Class Bonus(es):

- **Honor of the code:** Everyone has heard of the code and of the lancers, they know that lancers honor the code above all and that they are a dying breed. Boss-level creatures may occasionally challenge you to a duel exclusive between the 2 of you in an attempt to kill you and gain fame for killing a lancer.
- **Eyes of the Handler:** The eyes of a lancer tame the animal inside the beasts, for reasons unknown by others. Reason is revealed to a player when his class choice is confirmed.
- **Lancer's foot:** Lancers are trained in mobile combat to the point where they can move flawlessly through terrain on foot and mounted. Lancers gain the **Swiftstrider buff** even while mounted.

Preferred Class Weapon:

The lancer is able to use spear-weaponry to it's fullest extend, capable of moving it as fluent as swords or using it for ranged combat they have no need for other weapons.

Class Starting Gear:

- Chainmail [Hard Leather, Cloth, Scale] ([Armor](#))
- Longspear [Any spear, halberd](Weapon)
- {Optional: May only be taken with 1h weapon} 1h short spear or small shield[Any 1h spear, halberd](Off-Weapon)
- Demonica Encyclopedia [(Rest)]
- Mount[(Rest)]

Witch hunter(Ranged/Magic)(Mercenary)



Description:

Although their functions are similar to inquisitors, their methods are not. Although they are nicknamed the witch hunters, they don't exclusively hunt witches. Their name stems from their past, where they indeed, only hunted witches. Their methods were the finest for killing witches and deemed brutal by many since they rarely took precautions against side-casualties.

Now their name remains and so do their methods, but their enemy is many. Witch Hunters are skilled in the use of guns and magic to dispatch foes from afar through the use of enchanted bullets.

Witch Hunters wear armor suited for mobility since they want to keep their distance as much as possible.

Class Ability:

Test

Class Bonus(es):

- **Witch Hunter's arsenal:** A witch hunter is always prepared and always carries with him 5 magic bullets and a magic grenade. You can choose these from the [ammunition list](#), they can be later recreated with the appropriate materials.
- **Sleight of hand:** Witch hunters are able to reload quicker than others due to their countless hours put into the use of guns, and being out of ammo is not a situation witch hunters like to be in. Witch hunters can always reload.

Preferred Class Weapon:

The witch hunters use guns with magic ammo. The guns are either single shot/reload or revolver based. If forced to, they prefer to use blade weaponry.

Class Starting Gear:

- Chainmail [Hard Leather, Cloth, Scale] ([Armor](#))
- Revolver rifle [1h guns, 2h guns, blade weapons.](Weapon)
- Demonica Encyclopedia [(Rest)
- Bullet container[(Rest)
- 5 magic bullets[Magic bullets](Ammunition)
- 1 magic grenade[Grenades](Ammunition)
- 20 steel bullets[Bullets](Ammunition)

Puppeteer(Magic)(The Circle)

Description:



Puppeteering is the act of reviving fallen heroes through powerful incantations to do your bidding. While some say it's basically necromancy, that isn't entirely true. It is true that you revive the dead, however the biggest difference is that the summoned familiars have all of their memories intact and aren't necrotic whilst the undead are.

A familiar is summoned with a gheist scroll and can exist in the world as long as the summoner is alive. The reason for that is that the summoner sustains the servant with his magic, and if the puppeteer dies, so does the servant.

Since the puppeteer doesn't have to fight a lot, he can support the familiar with a variety of things like magic, ranged weaponry or even melee combat.

Puppeteers wear all kinds of clothing though every puppeteer has 4 markings on his right hand, the marking is unique for every puppeteer. The church doesn't support puppeteers as they see the act of summoning heroes as defiling them though they don't persecute them as they are a powerful asset in the war against the demons.

Class Ability:

Test

Class Bonus(es):

- **Magical Familiar:** The puppeteer is able to control one or more familiar(s). Upon character creation the player may summon one familiar using the rules described in the [familiar sheet](#). General information about familiars is found in the same sheet, though specific information will only be shared after your familiar has been summoned.
- **Command Seals:** Every puppeteer gains 4 command seals. These command seals enable the puppeteer to issue commands which the familiar cannot disobey, they are also absolute once given. More information about command seals is found in the familiar sheet.

Preferred Class Weapon:

The preferred weapon of a puppeteer is the familiar, aside of the familiar they don't have any preference in weapons. They tend to use magic besides their familiar.

Class Starting Gear:

- Chainmail [Hard Leather, Cloth, Scale] ([Armor](#))
- Shortsword [Any weapon that is not class-restricted](Weapon)
- 1 magic type [[Magic](#)] (Magic)
- Demonica Encyclopedia [] (Rest)
- 4 command seals [] (Rest)

Necromancer (Magic)(Reapers)



Description:

Necromancers are the harbingers of death. They are neither evil or good, because death knows no morals. In the eyes of death everyone is equal. They collect the souls of those which avoided their fate and got marked by death.

A human or demon becomes a necromancer when they have seen the gaze of their deity and absolve themselves of all emotion, morals and fears in order to save that which they truly love. Their only duty becomes to carry out the orders of death until they are slain in combat. Necromancers do retain a single emotion: love. Love towards one thing which will drive them for all eternity to do death's bidding.

Necromancers undergo numerous physical changes. Their eyes become pure black, hair becomes white or grey, skin becomes pale and their voice instills fear when they speak. They are highly skilled in death and summoning magic, unlike their soul reaver counterpart which prefer scythes.

Class Ability:

Summon Skeleton: The necromancer is able to summon a skeleton warrior onto the battlefield. This shambler comes armed with a variety of rusty weapons and shields. The summoning always succeeds, requires no offer, may be upgraded.

Class Bonus(es):

- **Incarnate of death:** Reapers are **unaffected by temperature, pain, fears and aging**. Their voice makes the living feel uneasy and they obey only their deity. **Wounds heal twice as fast.**
- **Soul Eater:** Necromancers capture souls of the dead to use them in later summonings. Each nearby death grants the necromancer a soul stack. This soul stack can be used as an offering for summoning minions. Greater souls are a better offering and thus can be used for more difficult summonings. There is no limit to the stacks and the necromancer starts with 10 souls.
- **Shadowcloak Aura:** Reapers are able to fade away in the shadows. While invisible they cannot move or break the invisibility. The aura does not make the user invisible it just blends him with the environment and makes the user harder to see.

Preferred Class Weapon:

Any staff based weaponry, death's words or scythes and death magic.

Class Starting Gear:

- Cloth [Hard Leather, chainmail] ([Armor](#))
- Deathwand [1H Scythe, Death sword, Death staff](Weapon)
- Level 1 Death Magic [[Magic](#)] (Magic)
- Level 2 Summoning Magic [[Magic](#)] (Magic)
- Demonica Encyclopedia [](Rest)
- Reaper specific garbs [] (Armor)
- Death Note [] (Rest)
- 10 Souls[] (Rest)

Wizard (Magic)(The Circle)



Description:

Circle magician, an individual trained for his ability to harness mana and thus cast magic effectively. These people are trained from their young years to hone this mystical power against the forces of evil.

Circle magicians undergo a strict schedule to learn as much as possible until they are forced to leave for their final assignment. To create a work of magic and present it to the world.

Magicians wear cloth armor almost the entire time, since their mage armor protects them, they also have a tattoo depicting their loyalty to the circle.

Class Ability:

Mana Bolt: Most basic of spells a magician is thought, the user conjures a ball of mana and fires it at his enemy. The bolt deals minor damage, but scatters the mana around the target rendering his magic casting abilities useless or harder to cast. The mana bolt can be infused with elemental mana to grant a variety of other devastating effects. The basic spell always succeeds, improved variations incur an casting roll. You may use this every fight with no minimum.

Class Bonus(es):

- **Teachings of the Circle:** You were thought by the circle to keep your magic under control, overshoots and miscasts are less devastating and more controlled for the user.
- **Master of magic:** This bonus comes in two variations, A or B. You have to pick one.
 - a. **Variation A:** You learned to cast spells from 3 different branches of magic, as a result you can cast spells from your chosen 3 branches. All 3 branches are level 1 magic.
 - b. **Variation B:** You studied your magic more in depth, as a result you are able to cast spells from the level 2 spectrum of magic. This affects only one branch, besides that you have access to an additional level 1 branch of magic.
- **Mage Armor:** You use a small portion of your mana to create a nearly invisible armor, the strenght of the armor is equal to Hard leather. Magic armor overlaps your current armor, if you are wearing any.

Preferred Class Weapon:

None, they use any weapon as they see fit for the magic.

Class Starting Gear:

- Cloth [Hard Leather, chainmail] ([Armor](#))
- Ironbark Staff [Any unrestricted weapon](Weapon)

- Depending on loadout, 3 x level 1 magic,
or 1 x level 1 magic and 1 x level 2 magic [\[Magic\]](#) (Magic)
- Demonica Encyclopedia [\[\]](#)(Rest)



Ghost Guardian (Melee/magic)(Outsider)

(Class made by other user)

Description:

People who are Guardians have special abilities that allows them to draw power from forming or destroying relationships with other living things. As a Ghost Guardian, however, one gains their power not through interaction with living things, but with the spirits of the dead and the yet to come.

A Ghost Guardian has access to spectral apparitions of the past and the future, people who have died or have not been born yet. A normal person would be driven insane by the voices that regularly visit a Ghost Guardian; however, there's just something that is not right with the minds of the Guardians - especially a Ghost Guardian.

Class Ability:

Absolute Spectral Assault: A ghost guardian calls upon all of the spirits in a 100m radius around him to assault his foes. The spirits do not distinguish between foe and ally and attack both. Any targets struck suffers from the **Mana-Exhausted**, **Exhausted** and **Terrorized** debuffs until recovery and any additional damage done by the spirits. The guardian sacrifices 50% of his Current hp to cast this. When the user attempts to cast this with 20% hp or less, the user will always suffer -10hp instead of the usual 50%. If the user is put below -10, the caster immediately dies with no saving allowed.

Class Bonus(es):

- **Seeing Things:** A Ghost Guardian can see spirits and apparitions appearing during the nighttime. Ability to visualize these spirits is hindered during the daytime. The Ghost Guardian may speak with these spirits and discuss events in the past, but he/she may not physically manipulate the spectral apparitions.
- **Sacrifice:** A Ghost Guardian can interact with spirits and ask for their assistance in warding off predators or assaulters. In return, the Guardian loses a portion of their HP, as a sacrifice for their contact of the dead.

Preferred Class Weapon:

Melee weapons aided by the use of ghosts, magic use is also possible albeit uncommon.

Class Starting Gear:

- Hard Leather [Cloth, Light Plate, chainmail] ([Armor](#))
- Longsword [Any unrestricted weapon](Weapon)
- Demonica Encyclopedia [(Rest)



Berserker (Melee)(Outsider)

Description:

Hailing from the Northern or Southern continents are the berserkers. The muscle clad behemoths similar to Vindicators forgo the Vindicators defense for absolute savagery in their attacks. You'd be dead wrong to think that just because they wear little to no armor, that they are easier to slay than Vindicators. The opposite holds true, the more they get hit, they stronger they get. In an all out battle, you better get out of the way from a blood crazed berserker.

Class Ability:

Fury of the North: Thinking out the exact, but I think it'll be a warcry of some sorts boosting stats for an initial few turns and granting an immediate boost in fury.

Class Bonus(es):

- **Savage Strength:** By genetic luck, harsh environment, ungodly amount of food and countless of hours put into lifting things to survive the frozen wastes. You have attained strength. Strength that makes regular people look like wimps and Norsemen look like normal people. Because of this you can **wear TWO 2h weapons, or some other very heavy weapon.** Like a tree trunk or stone totem.
- **Boiling Blood:** You have natural access to [rage magic](#) and **taking or dealing damage gives you 1.3x more fury than normal.**
- **Lightning Metabolism:** Your unnaturally large body and boiling blood also comes with blazingly fast healing capabilities. **You heal 1.5x faster than a regular person.** So take all the hits you can and you will still be up faster than the others.

Preferred Class Weapon:

2h Melee weapons. Only. Unless you consider the throwing of large rocks, or tree spears ranged a part of ranged weaponry.

Class Starting Gear:

- Cloth [Hard Leather, Chainmail] ([Armor](#))
- Two 2h battleaxes[Any unrestricted 2h weapon](Weapon)
- Overall made out of bear(s) [Any other dangerous beast with a hide or menacing looking armor displaying your strenght.](Misc. Armor)
- Demonica Encyclopedia [(Rest)
-



Berserker (Melee)(Outsider)

Description:

Hailing from the Northern or Southern continents are the berserkers. The muscle clad behemoths similar to Vindicators forgo the Vindicators defense for absolute savagery in their attacks. You'd be dead wrong to think that just because they wear little to no armor, that they are easier to slay than Vindicators. The opposite holds true, the more they get hit, they stronger they get. In an all out battle, you better get out of the way from a blood crazed berserker.

Class Ability:

Fury of the North: Thinking out the exact, but I think it'll be a warcry of some sorts boosting stats for an initial few turns and granting an immediate boost in fury.

Class Bonus(es):

- **Savage Strength:** By genetic luck, harsh environment, ungodly amount of food and countless of hours put into lifting things to survive the frozen wastes. You have attained strength. Strength that makes regular people look like wimps and Norsemen look like normal people. Because of this you can **wear TWO 2h weapons, or some other very heavy weapon.** Like a tree trunk or stone totem.
- **Boiling Blood:** You have natural access to [rage magic](#) and **taking or dealing damage gives you 1.3x more fury than normal.**
- **Lightning Metabolism:** Your unnaturally large body and boiling blood also comes with blazingly fast healing capabilities. **You heal 1.5x faster than a regular person.** So take all the hits you can and you will still be up faster than the others.

Preferred Class Weapon:

2h Melee weapons. Only. Unless you consider the throwing of large rocks, or tree spears ranged a part of ranged weaponry.

Class Starting Gear:

- Cloth [Hard Leather, Chainmail] ([Armor](#))
- Two 2h battleaxes[Any unrestricted 2h weapon](Weapon)
- Overall made out of bear(s) [Any other dangerous beast with a hide or menacing looking armor displaying your strenght.](Misc. Armor)
- Demonica Encyclopedia [(Rest)