

Capture the Flag Class Descriptions

Class	Health Points	Weapons Allowed	Number of Spells	Skill Set
Fighter	4	All Weapons Shield Armor	0	<i>Weapon Combinations:</i> 1 great sword or specialized weapon Shield and sword up to 26" blade Two weapons < 48" total blade length.
Rogue	3	3 weapon slots	0	<i>Weapon Slot Options (see details below):</i> Rogue dagger short sword buckler throwing knives half-cape
Ranger	3	Short Sword	1	<i>Throws spells</i> for 2 points of damage per spell. <i>Heals 1 point with each spell*</i> – Cannot recharge mage or resurrect dead teammates. <i>Recharge of spells</i> – None, but can pick up and use spells on the ground (1 at a time).
Mage	2	None	Up to 8	<i>Throws spells</i> for 2 points of damage per spell. <i>Recharge used spells</i> at healer or spawn point. Enemy spells caught in mid-air can be reused. Throwing more than 1 spell at a time is a miscast and does 0 damage.
Healer	2	Short sword None	1 2	<i>Resurrects</i> dead teammates <i>Heals 1 point with each spell*</i> <i>Recharge mages</i>

**Healing consists of touching a teammate above the waist with a disc. Discs must be recharged between each use by touching the ground. Discs cannot be thrown to heal.*

Equipment Key

Item	Damage Effect	Talisman Cost	Notes
Great sword	1	0	Blade > 30" or Entire weapon > 48"
Short sword	1	0	Blade = 21" or less
Specialized weapon	1	0	---
Spell disc	2	1	Grounded spells do no damage
Healer	---	1*	*First healer is free
Shield	-1 (<i>weapons & spells</i>)	1	All dimensions must be >10" and <36"
Armor	-1 (<i>weapons</i>)	1	1 arm or leg only; does not block spells
Rogue Kit			
Dagger	1 (<i>standard</i>) Kill (<i>backstab</i>)	0	Blade <12" Red tip and pommel
Throwing knives	1	0	2 knives count as 1 weapon slot
Buckler	-1 (<i>weapons</i>)	0	Small diameter; does not block spells
Half-cape	0	0	Blocks spells