

### Warlock

Warlocks specialize in using magic to attack or debilitate their foes. This is one of the two classes collectively referred to as “wizards,” which tend to be physically unimposing, but more than capable of making up for it with spells, which are their main focus.

Attack	Defence	Magic	Ward	hp	mp
2	2	4	4	Start with 15 + [pre] 3 per level after 1 <sup>st</sup>	Start with 18 + [pre] 4 per level after 1 <sup>st</sup>

- ▶ A warlock’s most common weapon choice is the orb. Orbs are small spheres or crystals that can fire magical bursts a short distance, and therefore count as weapons, but they are first and foremost a means of storing mana (magical energy). Warlocks can get some mileage out of wands as well. Among more traditional weapons, they are most proficient with daggers, with the staff, sword, unarmed, mace and bow sometimes being used as well.
- ▶ Elemental magic is the warlock’s trademark. They learn this area more easily and in greater depth than any other class, while also being reasonably proficient with both moon and cosmic magic. It is possible for a warlock to learn a little sun magic as well, but they’re not much better at it than a warrior.
- ▶ Mage armour and bracers are the easiest defenses for warlocks to learn, heavy armour and shield the most difficult.

### Mystic

The second of the two “wizard” classes, mystics use their powers chiefly for healing, knowledge, and defence, seldom for attack. They are better at non-magical combat than warlocks, but this still cannot be described as their strong suit, partly because they share the warlock’s fragility.

Attack	Defence	Magic	Ward	hp	mp
2	2	4	4	Start with 15 + [pre] 3 per level after 1 <sup>st</sup>	Start with 18 + [pre] 4 per level after 1 <sup>st</sup>

- ▶ Many mystics adopt the mace as a signature weapon, sometimes offering the preposterous justification that maces don’t shed blood. Whatever the reasoning, this gives them a decent melee weapon option that doesn’t hurt their spellcasting. The bow and staff are their next-best weapon choices. Some also use wand, sword, unarmed, boom-stick, or orb.
- ▶ Mystics are as strong in sun magic as warlocks are with elemental magic, and they usually pursue this area aggressively. They often become fairly proficient in moon and cosmic magic and can dabble in elemental magic.
- ▶ As with the warlock, mage armour and bracer are the easiest defences for this class to learn. The weakest areas for mystics are dodge and light armour.

### Polymath

Also sometimes called Spellwords, polymaths combine aspects of the warrior, one or both wizard classes, and sometimes the scoundrel. They also have their own signature ability – using their weapons to deliver magical effects. The Polymath is a “second-best at everything” class that can do nearly anything except learn Anima magic, but never as well as a true specialist from another class.

Attack	Defence	Magic	Ward	hp	mp
3	3	3	3	Start with 20 + [pre] 4 per level after 1 <sup>st</sup>	Start with 12 + [pre] 3 per level after 1 <sup>st</sup>

- ▶ This class does not have a “strongest weapon” in quite the way other classes do; they favour the sword, but can’t master it to the degree a warrior can. What they *can* do is become pretty good at swordplay *and* magic in a way neither a warrior nor a wizard can easily achieve. The mace and staff are nearly as promising; the dagger, bow, orb, wand, and unarmed, less so but still viable.
- ▶ Polymaths are moderately strong in sun, elemental, moon and cosmic magic.
- ▶ Uniquely, all six defence styles are equally accessible to polymaths – all of them are equivalent to other class’s intermediate choices.

### Animist

Animists practise a strange, jujitsu-inspired form of magic dedicated to turning the enemy’s techniques against them. Their equally unorthodox means of learning spells often involve experiencing their effects firsthand. This tends to make Animists physically tougher than the true wizards, with a balance of physical and magical skills closer to the Polymath’s than, say, the Warlock’s.

Attack	Defence	Magic	Ward	hp	mp
3	3	3	3	Start with 20 + [pre] 4 per level after 1 <sup>st</sup>	Start with 12 + [pre] 3 per level after 1 <sup>st</sup>

- ▶ Animists take more easily to the staff than to other weapons. They can pursue the bow, wand, axe, and mace to reasonable proficiency. It’s possible for them to gain some ability in spear, orb, and unarmed.
- ▶ Anima magic is the defining feature of this class and the easiest form of magic for them to learn. They can back this up with a little moon, sun and elemental magic, but these aren’t generally their strong points.
- ▶ Light armour and bracer are the easiest defences for the Animist to learn, heavy armour and shield the hardest.

#### Signature Abilities

Some classes have one support ability that partially defines that class. You don’t *need* to take these abilities, but it’s assumed most characters of these classes will. These abilities are The Hard Way for Animists, Sneaky Bastard for melee-oriented Scoundrels, and to some extent Spellblade for Polymaths.