



### PROPOSAL OF THE CHARACTERS FOR THE DUNGEON CRAWLER:

**KNIGHTS - HEAVY ARMOUR, MELLE ATTACKERS WITH A LOT OF HEALTH, USING SWORD, SPEAR, OR AXES AS THE WEAPONS, THEY CANNOT MOVE TO FAST FOR THE WEIGHT OF THE GEAR THEY WEARING.**

**MARKSMAN - LEATHER ARMOUR, FAST MOVING , MAIN WEAPONS ARE BOW AND CROSSBOW BUT THEY CAN USE DAGGERS AS WELL., FAST MOVING AND HAVE PIERCING ABBILITY WHICH IGNORES ENEMY ARMOUR WHICH DEALING DAMAGE.**

**WIZZARDS/ HEALERS - THE WEARING ROBES THEY ARMOUR IS VERY LOW AT LEAST THEY USING PROTECTIVE SPELLS, SPELLS ARE MAIN DAMAGE THEY DEAL. WIZZARD MIGHT BE HEALERS AS WELL IF THEY HAVE SPECIALISATION IN THIS FIELD THIS SPECIALISATION GIVE THEM ACCESS TO THE HEALING AND PROTECTIVE SPELLS.**