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| **Role** | **Damage range** | **Attack types** | **Description** |
| Knight | 80-150 | Meele/Ranged | Versatile combatant, capable of dealing significant damage at close range, but also excels in ranged combat diciplines such as archery and rifle marksmanship |
| Warrior | 90-220 | Meele | Specialises in dealing massive amounts of damage at close range, while having limited capacity for strategic thinking and combat logistics in general. |
| Wizard | 75-150 | Magic | While having limited physical capabilities, a Wizard devotes his/her efforts to afflicting devastating damage to opponents by invocation of dark forces from forgotten ages. |
| Paladin | 80-200 | Ranged/Magic | Drawing on both physical excellence and mental mastery, the Paladin can approach enemies with a lethal combination of ranged physical attacks and potent magic. |