**Class: Warrior**

**Brief Class Description:** Warriors are individuals who are capable of mastering different combat skills and the ability to wield a variety of weapons. While the weapons themselves allow the user to use different attacks, Warriors must reach a certain Mastery of the mystical arts in order to perform incantations without risking self-harm, though there isn’t much self-harm to be experiences unless wielding the shield incorrectly.

**Class Relic: Excalibur**

**Brief Relic Synopsis:** Located in the storage room is an old suit of armor owned by the late Doctor. The Sword seems to have been named after King Arthur’s sword from Camelot. As the user moves throughout the storage room, they will come across other weapons such as the shield that goes with the sword to be used for defensive maneuvers.

**Spells:**

* **Offensive:**
  + Slash
    - Short Description: Slash
    - Long Description: The user raises the Excalibur and slashes the enemy, embedding the weapon in the enemy. Delays the reaction time of the enemy.
      * Strong Attack: 80% - The enemy takes a large hit, and takes a little longer to react for their counterattack.
        + Effect: Damage (Target) = High
      * Weak attack: 20% - “Nothing happened” user must wait for opponent to make a move.
  + Lunge
    - Short Description: Lunge
    - Long Description: The sword arm is extended fully. The user then jabs at the enemy piercing the exterior.
    - Using Excalibur:
      * Strong Attack: 60% - The user jabs
        + Effect: Damage (Target) = High
      * Weak Attack: 10% - “Nothing happened” user must wait for opponent to make a move.
* **Defensive:**
  + Riposte
    - Short Description: Counterattack
    - Long Description: A counterattack by the fencer who has blocked the opponent with a parry
    - Using Excalibur:
      * Strong Attack 70% - The user quickly regains composure and attacks the enemy.
        + Effect: Duration (Self) = Medium
      * Weak Attack: 10% - “Nothing happened” user must wait for opponent to make a move.
  + Parry
    - Short Description: Block
    - Long Description: Bladework maneuver intended to deflect or block an incoming attack.
    - Using Excalibur
      * Strong Attack: 50% - The user slashes the enemy’s attacks, works best against skeletons
        + Effect: Defense (Self) = Medium Increase
        + Effect: Duration (Self) = Medium
      * Weak Attack: 10% - “Nothing happened”, user must wait for opponent to make a move.
    - Using Shield
      * Strong Attack: 60% - The User raises shield to deflect enemy attacks, works best against skeletons
        + Effect: Defense (Self) = Medium Increase
        + Effect: Duration (Self) = Medium
      * Weak Attack: 10% - “Nothing happened”, user must wait for opponent to make a move.