

# THE RACE OPTIONS

## HUMANS

### Pros

- Beards
- Good classes
- No one will think you like anime

- No sharks
- Whitegiant and Holysmoke

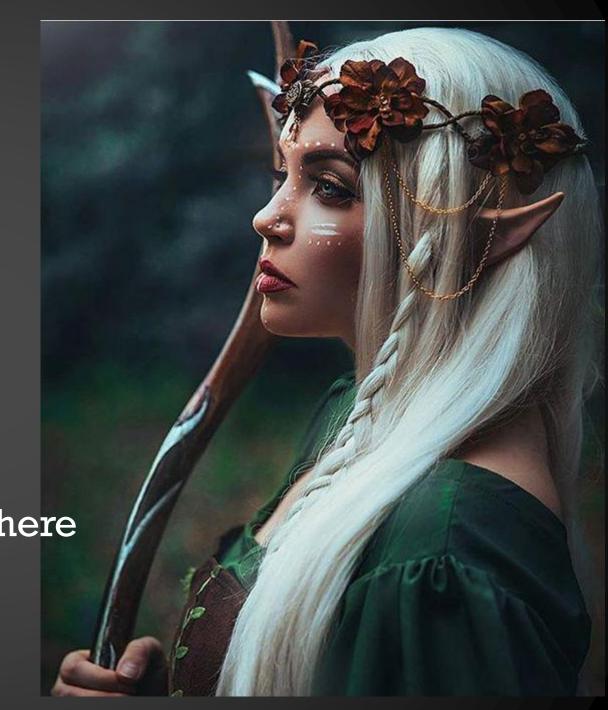


## ELVES

## Pros

- Good classes
- Fast
- Pretty dresses

- Lust2Kill will follow you everywhere
- Not a lot of HP



# DARK ELVES



## Pros

- High DPS
- Shark

- No Batman
- Glass Cannons
- No boobs

## DWARVES



## Pros

Slayer

- People will know you like anime
- Just look at them

# ORCSS



### Pros

- Good DPS
- Doesn't skip leg day

- No healer option
- Everyone will assume you're an idiot

## CLASSES

Pick an archer



## MELEE

### Pros

- Big swords
- Stuns galore

- You will die
- You will never reach that archer

## MELEE OPTIONS

### **Treasure Hunter**

- + Throws sand, good DPS, turns invisible
- Not a lot of crit

### Plains Walker

- + Good skills, high attack speed
- You will never crit

### Abyss Walker

- + You will kill the world
- You crit so often you start to feel bad for your opponent

### Scavenger

- + ZZK is cool, you have a silence
- Everything else

#### Warlord

- + Stuns, knockdowns, big poles
- You can't dance

#### Swordsinger

- + You have buffs
- That's all you have

#### Bladedancer

- + SPIN. TO. WIN., also buffs
- You sometimes stop spinning

#### Slayer

- + Stuns, you jump on fools, two swords
- You're still a dwarf, even if you're the best dwarf

#### Orcs

Just pick one, they're all melee and cool as hell

# ARCHER

## Pros

- Bows are cool
- People die a lot

Cons

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## MAGES

### Pros

- Solid DPS
- Spells are cool

- People will want you to heal
- I will probably one-shot you

## ARCHERS & MAGES

### Hawkeye

- + AoE, good in sieges, fairly tanky
- Kinda slow, no shark options

### Silver Ranger

- + Fast, debuff and stun fools
- Uhhh

### Phantom Ranger

- + Good DPS, self-buffs are cool
- You're never going to be an SR

### War Ranger

- + You're skills a decent, you're still an archer
- -You only have two skills and you still look like a little girl

#### Sorcerer

- + FIRE, FIRE FIRE FIRE
- Not the best skill options

### Spellsinger

- + Awesome skills, catwoman, self-heal
- Uhhh

### Spell Howler

- + You can vomit on the ground, your breath hurts people
- You awakening skill sucks

#### Battle Mage

- + Good DPS if you know how to play, has a buff
- You don't know how to play

## TANKS

### Pros

- Won't die
- Good CC

- Your job is to stand there
- Old age kills faster than you do

## HEALERS

### Pros

- You will never need a heal
- Decent at solo farming
- People like you when you do a good job

### Cons

People hate you when you do a bad job

## TANKS & HEALERS

#### Paladin

- + Bullshit skill that removes control from your opponent
- You hit like a kitten

### Temple Knight

- + No one can kill you
- Neither can you

### Shillien Knight

- + You can pull people toward you then steal their HP
- You'll wish you'd chosen Bladedancer

#### Guardian

- + You can summon earthquakes with your mind
- Vatican

### Bishop

- + Good heal, not the worst DPS
- No one will ever be in your healing circle

#### Elder

- + Best healer, has a rez
- People will blame you for not reviving them

#### Shillien Elder

- + Debuffs and buffs!
- Your heals are DPS-dependent

### Sage

- + Stuns
- I really don't like the way dwarves look, I'm sorry