# Roguelike Game Title

## Classes

### Base Classes

The classes that a player can choose to start their adventure in. These classes will largely determine playstyle, possibly access to specific advanced classes (such as having to be a mage before you become an archmage), and give the player their starting toolkit.

#### Warrior

Overarching warrior/fighter class. Everything from Zweihanders, sword and board, and squires. Thematically is someone who just knows how to use a few weapons pretty well and can hold their own in a fight.

#### Thief

Overarching rogue/bandit class. Cutpurses, acrobats, charlatans, and wannabe politicians. Thematically someone who uses mundane tricks to get the job done, be it through social intrigue, lock picking skill, or a well-placed poison. The village coward, or just the guy smart enough not to tackle Big Joe head on.

#### Mage

Overarching mage/wizard/sorcerer class. Hedge mages, scholars, and street magicians. Thematically someone who uses very simple magic to do parlor tricks. Their limited arcane power does help them a little in a fight, but not if they are caught unprepared.

#### Priest

Overarching holy class. Nuns, Monks, and Priests. Thematically a holy person who worships a deity who grants them strength. They do not typically find the call to adventure, but are valuable nonetheless.

### Advanced Classes

Players can obtain these like (most) any other tag in the game. They have prerequisites usually related to levels or talent points spent in other classes, or completing certain events. They provide access to various talent trees and stuff.

#### Paladin

#### Knight

#### Wizard

#### Sorcerer

#### Bandit

#### Ranger

#### Bishop

#### Troubadour

## Statistics

All statistics are modified by Race, Class, and various other tags.

#### Heath Modifier

Health per level.

#### Strength

Hit things hard.

#### Dexterity/Agility

Hit things fast.

#### Constitution/Vitality

Be tough.

#### Cunning/Intelligence

Think good.

#### Willpower/Wisdom

Belief is strength. Believe in your god, or yourself.

#### Experience Modifier

Amount by which experience is multiplied by.