

All mage types have 2 different "Specs"

A mage can pick 1 OR 2 classes at the beginning of their career

CAN NEVER CHANGE CLASSES (unless swallowed by an Enigma-class

Magical Creature, which removes all magical alignment, forcing you to essentially start over)

If they only pick one class, they can use both specs simultaneously

If they pick 2 classes, they can only use one spec from each class at a time (can change specs freely, takes 2-4 turns of concentration, depending on Intelligence Stat)

Sorcerors

Elementalist (exactly what it sounds like; controls elements)

Law Binder (manipulate the laws of physics on a local scale; very mana-expensive)

Warriors

Berserker (uses magic to manipulate the cellular structure of himself and others)

Armorer (uses magic to manipulate the molecular structure of the equipment of himself and others)

Clerics

Crusader (Creates and manipulates hardlight objects, for offense and defense)

Healer (Can heal nearby allies, and provide slightly weakened hardlight defenses to allies)

Shaman

Witch Doctor (manipulates mana within allies for healing and buffs)

Hexer (manipulates mana within enemies to weaken or disorient them)

Rogue

Ghost (Bends light and sound to make himself undetectable or enemies less aware)

Ranger (Condenses light and sound into powerful attacks)

Stats

All capped at 10

Strength

10: Screw lucky rabbit feet, Lucky Moon!

1: <no good example>

Constitution

10: Fell from space, dented planet, headache.

1: <no good example>

Dexterity

10: Finished mile run in 0.8s, still not fast enough... 0.7s!!!

1: <no good example>

Intelligence

10: Solved World Hunger when I was 8, cancer when I was 12, and my first memories were of discovering the meaning of life.

1: Fireball! Not lightning bolt, FIREBALL!

#### Wisdom

10: I could feel the seismic activity of your footsteps all day. You should really return that engagement ring, it's too light to be real diamond.

1: Oh crap how long have you been standing in the center of my field of vision.

#### Charisma

10: <no good examples>

1: <no good examples>

Mastery Exam: International magic tournament in which 10% of participants are deemed worthy of the Magic Association rank of Master (ranks go, Initiate, Adept, Master, Myth, Legend)

Masters have proven their mastery of magic to a degree that they are now permitted to teach at certified Magic Academies, and are considered powerful enough to defeat low-ranking dragons when in small teams of 5-10 mages