Player creation

Innhold

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# Player Customization

## Player classes

Fencer (rapier, for thrusting and light cuts)

Uses one sword and a dagger if chosen. Relies on high criticals, long range and fast disengagements. Dagger can be used to open for close range attacks and blocking light attacks.

Shieldbearer(Sword and shield)

Dish out close range damage as long as you manages to block attack and stay in the fight

Two handed sword

High damage that leaves you open. Disengage and dodge to stay in the fight.

True believer(unarmed)

Low damage and defense. All temporary boost are doubled.

## Religion

The player can chose a religion and get favour from their god.

Domain Belief

Tier 1

Tier 2

Favoured