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| **Class** | **Active Abilities** | **Passive Abilities** |
| Alchemist | Vial of Acid: Throw a vial of acid on the ground, dealing damage in a small area-of-effect.  Hurried Concoction: Create a potion that can cause one of the following effects: direct damage, damage-over-time, charm, stun, minor heal.  Smoke Bomb: Drop a bomb that reduces enemy accuracy.  Sticky Bomb: Throw a bomb that reduces enemy speed. | The Right Combination: Increased chance to loot healing potions from enemies.  **Specializations**  Chemist: Vial of Acid becomes Acidic Draught, dealing more damage in a larger area-of-effect.  Grenadier: Sticky Bomb becomes Tar Grenade, now dealing damage. |
| Barbarian | Berserker Rage: Temporarily deal increased damage and have increased luck (critical), but take more damage.  Cleave: Attack three (nearby) enemies at once.  Threatening Roar: Temporarily decrease the damage of enemies.  Worthy Challenger: Taunt a single enemy. | Intimidate: Unlocks the ‘Intimidate’ conversation option; because of his burly stature and generally unfriendly face, the Barbarian can scare some people into doing what he wants.  **Specializations**  Dreadnaught: Berserker Rage no longer increases damage taken, but lasts for a shorter time.  Colossus: Increased health. |
| Bard | Power Chord: Temporarily double damage of party members.  Charming Serenade: Temporarily charm an enemy to fight for you.  Minuet of Mending: Heal all party members of a small amount of damage.  Sanity’s Requiem: Temporarily stun a target. | Persuasion: Unlocks the ‘Persuade’ conversation option; occasionally, the Bard can use his silver tongue to diffuse a situation and still earn a reward.  **Specializations**  Battledancer: Power Chord increases damage further.  Songhealer: Minuet of Mending heals more health. |
| Druid | Renewal: Heal a single party member of moderate damage.  Tooth and Claw: Deal high damage to a single target.  Bestial Growl: Taunt a single enemy.  Thorny Roots: Summon roots which hurt all enemies for small amount of damage. | One with Nature: Occasionally is healed a small amount randomly.  **Specializations**  Druid of the Land: Renewal heals two party members.  Druid of the Beast: Tooth and Claw deals additional damage. |
| Monk | Palm Strike: Temporarily stun an enemy and make them unable to act.  Ki Wave: Attack all enemies in a horizontal line.  Iron Will: Temporarily reduce incoming damage.  Flurry: Attack an enemy, with a chance for additional attacks. | Unarmed Mastery: Cannot equip weapons.  Like the Wind: Increased evasion.  **Specializations**  Swordsage: Can now wield weapons.  Transcendent: Iron Will now extends to the entire party. |
| Necromancer | Raise Dead: Summon a moderately-powerful undead minion to temporarily join your party in battles.  Your Soul is Mine: Apply a damage-over-time effect to a single target.  Overwhelming Hunger: Drain an enemy’s health and recover a portion of it.  Reanimation: Temporarily bring back a party member from the dead. | Cursed: As the Necromancer has less health, she deals more damage.  **Specializations**  Harvester: Overwhelming Hunger has increased damage/health regen.  Corrupter: Raise Dead now summons two minions. |
| Paladin | Smite the Impure: Deal a big burst of damage to a single target, taunting nearby enemies  Holy Aegis: Apply a damage-soaking shield that lasts temporarily.  Banish: Temporarily stun a single target.  Divine Judgment: Temporarily redirect a portion of damage from a single party member. | Champion of Light: Sometimes can stun an attacking enemy.  **Specializations**  Oathbound: Holy Aegis now lasts longer.  Oathbreaker: Smite the Impure deals more damage. |
| Ranger | Aim for the Heart: Deal a shot to a single target that will always be a critical.  Volley: Fire five arrows at once, striking enemies at random.  Quick Shot: Attack an enemy, with a chance for additional attacks.  Crippling Arrow: Reduces an enemy’s speed. | Parry: When taking damage, has a chance to deal damage back to attacking enemy.  **Specializations**  Marksman: Aim for the Heart now targets two enemies.  Trophy Hunter: Crippling Shot reduces all enemies’ speed. |
| Thief | Pickpocket: Chance to steal a random loot item from an enemy.  Poisoned Blade: Deal damage to a single target, also applying a damage-over-time.  Agility: Temporarily increase evasion.  Bribery: Temporarily charm an enemy. | Treasure Map: Nearby loot spaces will glow; the Thief’s cunning knack for finding treasure allows him to quickly and easily spot an overlooked gem.  **Specializations**  Sapper: Poisoned Blade’s damage-over-time effect lasts longer and deals more damage.  Shadow: Agility further increases evasion. |
| Wizard | Arcing Arcane: Spread a magical attack across all enemies.  Incinerate: Apply a damage-over-time affect to a single target.  Magic Missile: Deal moderate damage to a single enemy.  Frost Beam: Deal damage to a single target, as well as reducing their evasion. | Knowledge of the Arcane: Unlocks the ‘Magic’ conversation option; his life spent primarily poured over tomes, the Wizard’s vast knowledge enables him to recognize minor traps or influence a conversation.  **Specializations**  Spellslinger: Magic Missile has a chance to stun, charm, or apply damage-over-time.  Thaumaterge: Incinerate now has a chance to reduce accuracy and evasion. |