# Races

## Humans

Humans are the inhabitants of earth, they have long known the evils of their world, Being pure of heart humans fight to survive, they have gained an advanced understanding of the world around them and make great Technomancer’s, some have even excelled in the art of alchemy, however Humans tend to lack in the magical department.

## Bloodkin

The Bloodkin are the result of those who dabbled in the dark arts, seeking immortality. Those who avoid becoming a homunculus or being driven mad by the lust which comes with their curse are known as the Bloodkin. The bloodkin can Metamorphosise into terrifying forms, praying on the living, some have taken to learning the art of Blood Magic, in which to consume the very life-force of their foes.

## Elven

The elves have lived amongst humans for thousands of years. Saying this, elves have a incredibly long life-span and many have seen the evils of the world. Elves are excellent in the arts of Alchemy making great wizards and witches, however have never quite caught up with the times when it comes to Technology…

## Demonata

Also known as the fallen angels… Demonata sport demonic wings in which they use to glide, focusing on Mobility the Demonata forgoe the conventional use of weaponry for mighty warglaives, they charge with great speed, however their sins have given them a demonic appearance. Demonata are the only race who know of Chaos Magic, using it in consistence with their glaives to deal devastating blows.

## Worg

Male worgs and female worgs differ in form. Thrown from their homes due to the affliction of lycanthropy, the Worgs banded together to form their own pack. Male Worgs appear as upright wolves, although limited in their arsenal Worgs are formidable foes in close-quarters combat, many advancing their shapeshifting capabilities. Over the years female Worgs came to change their appearance to a more “Feline” form.

# Classes

## Warrior

Only available to Humans and Elves, warriors are highly skilled combatants, their skills rely heavily on high defensive capabilities along with strong close-quarters attacks, however they can gain a special ability in which they are able to summon a huge cannon for a devastating finisher.

## Wizard/Witch

Born of magic, elves are easily able to wield strong spells through the art of alchemy. Humans have learned these skills over the years throughout decades of research both the Wizard and Witch are equals and are only defined by their gender and the weapons which they wield. The Wizards sport a alchemic staff, whereas the witches prefer the use of a wand.

## Summoner

Summoners summon waves of monsters to combat enemies on their behalf, some are also able to create portals to other dimensions, they are only available to the Bloodkin and Worgs. Worgs summon Animal allies with the use of their Howl ability, Bloodkin summon through the use of Demonic Portals.

## Shapeshifter

Available to all but the Elves, shapeshifters are known for their ability to shift into many different forms. Their attacks rely heavily on switching to different forms seamlessly, every shapeshifter begins with claw weapons, and the ability to transform into a wolf, eventually they are able to   
take on other forms in which to adapt their needs to their environment.

## Technomancer

Only available to Humans and Bloodkin, the Technomancer wears robotics armour and uses various forms of robots to help them. Sporting an advanced gun, the technomancer relies on their robots for cover, healing and damage capabilities, a good technomancer can finish their enemies swiftly from afar.

## Gunner

Available to all but Demonata and Worg, Gunners are the secondary ranged class, they deal more damage than Technomancers but have no support utilities.