

## Human

Grants +1 Mastery to the Misc Skills ( ID Monster, ID Item, Perception, Repair, Merchant)  
Grants +3 to Leather, Chain, Plate, Shield; +1 every 10 Skill level

## Vampire

Grants Leech, 5% Melee, 2,5% Range, 2,5% Spells, doubled when Class is also Vampire  
Grants Preservation from 9 pm to 5 am and indoor  
Grants Master Vampire Ability, Spells require SP to cast  
Grants Mind Immunity

## Minotaur

Grants +3 to Axe; +1 every 10 Skill level, also you can wear 2h Weapon + 1h Weapon at Expert and 2x 2h Weapons at Master, but deals 15% less Weapon damage per equipped 2h Axe

## Dragon

Grants Master Fang, Scales and Dragon Ability, Spells require SP to cast  
Grants triple values from rings, gauntlet and amulet  
Grants +1 Mastery to Meditation, if you are not able to get to Expert Meditation  
Grants +100 Fire Resistance (+level\*2)

## Undead

Grants Mind and Body Immunity

## Elf

Grants +3 to Bow, Spear and Meditation; +1 every 10 Skill level

## Dark Elf

Grants +3 to Bow, Spear and Meditation; +1 every 10 Skill level  
Grants Master Dark Elf Ability, Spells require SP to cast

## Goblin

Grants +3 to Sword, Mace, Dagger, Leather; +1 every 10 Skill level  
Grants +25 Air and Earth Resistance (+1 per level)

## Dwarf

Grants +3 to Axe, Shield, Bodybuilding; +1 every 10 Skill level  
Grants +2 Mastery to Axe, if you are not able to learn it, also you can dualwield 1h Axes at Expert Skill  
Grants +25 Mind and Earth Resistance (+1 per level)

## Zombie

Grants the Zombie condition; 0% Intellect/Personality and 50% Accuracy/Speed

## Troll

Grants +3 to Regeneration, Staff and Mace; +1 every 10 Skill level

Grants +1 Mastery to Regeneration for classes who can learn it, and for classes who can't learn it

Grants +25 Water and Earth Resistance (+1 per level)