[NPC Initial Dialogue:] Hello! I am here to help you determine what role you might like to play in a role-playing type game. Just answer a few simple questions and I will recommend a class (or range of classes) that fit your answers.

1. [Damage Dealer?] Do you want a class that focuses on dealing damage to enemies?
   1. [Attack Style?] Do you prefer to deal high amounts of damage in short bursts or deal a moderate amount of damage constantly?
      1. [BURST – Attack Distance] Would you rather get up close and personal to burst down enemies or would you prefer to blow them away at range?
         1. [MELEE – Rogue] Play a Rogue! Rogues are good at sneaking up to unsuspecting enemies and unleashing a deadly string of melee attacks before retreating back into the shadows to avoid retaliation. Keep in mind that rogues trade hit points and armor for stealth and mobility.
         2. [RANGE – Red Mage] Play a Red Mage! Red Mages fight by casting powerful fire spells that can incinerate enemies in seconds. Just remember that, after casting a volley of spells, red mages are vulnerable to attack while they are recharging their magic.
      2. [DPS – Attack Distance] Would you rather stare down your enemies as you hack away at them or would you prefer to fire away from a distance?
         1. [MELEE – Warrior] Play a Warrior! Warriors are sturdy fighters, skilled in the usage of many different hand-to-hand weapons. They fiercely charge into battle, ready to face down any foe that dares to stand in their way. Unfortunately, they are not great when it comes to ranged combat, as they must get close to their targets before they can start dishing out damage.

* + - 1. [RANGE – Ranger] Play a Ranger! Rangers fight from afar, using bows or crossbows to keep enemies under pressure. While arrows and crossbow bolts are not nearly as damaging as fire magic, they are harder to dodge and leave less of an opening between shots. Naturally, rangers are at their best when fighting at a distance, so expect serious trouble if any enemies manage to get close.

1. [Tank?] Do you want to play a durable class that is designed to keep enemies’ attention away from your more fragile teammates?
   1. [YES – Knight] Play a Knight! Knights are built to take a lot of punishment
2. [Healer?] Do you want to play a class that is geared toward healing, restoring and reviving teammates?
   1. [YES – White Mage or Cleric] Play a White Mage or Cleric!
3. [Buff or Debuff?] The only remaining option is a class that is either centered around empowering teammates or weakening enemies. Which sounds better to you, buffing up teammates or debuffing enemies?
   1. [BUFF – Bard] Play a Bard!
   2. [DEBUFF – Black Mage] Play a Black Mage!

<http://tvtropes.org/pmwiki/pmwiki.php/Main/CommonCharacterClasses>

<http://tvtropes.org/pmwiki/pmwiki.php/Main/FantasyCharacterClasses>