Trial Task – Character Design

Welcome to your trial task!

Your goal is to create a new character class based on the designs we've provided. We already have an archer, warrior, and sorcerer, so we're looking for something different.

Guidelines:

- The provided materials will help you understand our world's visual style.
- **Keep the aesthetic consistent with our style.**
- **Character sprites are typically 64×64 pixels**, but you can expand the canvas if necessary.
- **Use the provided color palette as a base.** You may add colors only if absolutely necessary.
- We've shared the **body types of our Viking-inspired tribe**—use them as a reference and modify the features as needed.
- **Include one character animation** (anything except idle).
- **Submit your work in Aseprite, PNG, or GIF format** at **100% scale** (do not resize).
- If needed, **we will provide feedback for a second iteration.**

Note: This is a trial task to assess your skills. Your design remains your property, and we will not use it in the project.