Player

At the start of the game the player can choose one of 4 different characters to play as. When playing with multiple people, players can't choose the same character. The characters are all unique and differ in skills, abilities and capabilities.

1st character.

Smaller body than the rest of the characters. He/she starts with a higher amount of dexterity and luck. On the other hand they have weaker strength and defence stats. The speciality of this character is to move quickly and quietly as they are lighter and smaller.

Bonuses - attack power increases with lighter weapons.

- can use two weapons.

Disadvantage - They drain a lot more mana when fighting.

2nd character

Bigger body than the rest of the characters. He/she can deal high amounts of damage and has the most defence out of all of the characters. Their high amount of damage is due to the cost of their dexterity stat. This character specialises in using their high defence to defeat their foe.

Bonuses - can carry any weapon they choose no matter its weight.

- can use a shield more efficiently.

Disadvantage - can only use low level, non-physical skills and abilities.

3rd character

Average body but outshines all the other characters in terms of wits and intellect. He/she has the highest amount of intelligence and has an above average luck stat. Their physical attacks are limited to close range, light weapons and they also have a weak strength stat. This character is gifted with knowledge to understand high level non-physical skills and abilities.

Bonuses - can carry a lot of items despite having a weak strength stat.

- high amount of mana

Disadvantage - can’t use shields.

4th character

This character is average in all areas and is not special in any area.

Bonuses - has “Jack Of All Trades” ability.

Jack Of All Trades - is an ability that allows the player to master any technique, skill or attack they want. Also gives the user 5% chance to learn an ability from an enemy (10% weaker than original)

\*Nothing too fancy, just the assigned stat values , for the players , at the beginning have changed. Now with things like “can use shield more efficiently” or” attack power increases with lighter weapons” its just the values of different components change. For example the shields stat values / parameters just increase.