**Classes**

After you choose your background, you must choose one of the 16 classes for your avatar. Each class gives you an additional set of stat increases, access to skills, color magic and spells, and one or more special abilities. As you level up, your class will unlock even more special abilities from your class’ unique skill tree.

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| **E:\Realmspeak\images\characters\amazon.gifThe Amazon/Tribesman**  Amazons are fleet of foot fighters focusing on battlefield mobility. During a fight, the amazon races across the battlefield, smiting vulnerable foes and supporting her allies. | | | |
| **Stat Increases:**   * Reflex * Skill * Toughness   **Weight:** Medium | **Combat Skills:**   * Bow * One Handed   **General Skills:**   * Athlete * Climb * Navigate * Survival * Track | **Magic:**   * None | **Abilities:**   * +2 Hit Points * +1 move * Weapon Proficiency |
| **Amazon Skill Trees**  **Mobility**   * Combat Reflexes   + Auto Dodge (12)   + Mobility (1)     - Mobility (2)   + Dodge (1)     - Dodge (2) * Bonus Dodge (1) * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Charge   + Improved Charge II * Offensive Stance   + Swift Stance   + Piercing Stance * Shifty   + Shifty II   + Hit and Run * Take Initiative * Unstoppable   **Myrmidon**   * +2 Hit Points * Bodyguard Stance   + +2 Hit Points   + Taunt I     - Taunt II * Come to Me I   + Come to Me II * Cutter I   + Cutter II * Dead Eye   + Dead Eye II * Extended Block * Fast Healer * Improved Give Ground   + Improved Give Ground II * Mage Killer * Stand Ground * Stand Together I   + Stand Together II   **Scouting**   * Bearer * Break Fall * Camp Master   + Camp Master II     - Camp Master III * Gate Crasher * Iron Grip * Lone Wolf * Overland Traveler * revive * Rough Runner * Stealthy * Swimmer   + Swimmer II * Terrain Affinity | | | |

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| **E:\Realmspeak\images\characters\berserker.gifThe Berserker**  Berserkers are powerful warriors who depend on their superior strength and toughness to win the day. There is nothing subtle about the berserker’s style of combat – let out a battle cry and charge. | | | |
| **Stat Increases:**   * Muscle * Power * Toughness   **Weight:** Heavy | **Combat Skills:**   * Brawling * Great Weapon * Thrown   **General Skills:**   * Athlete * Climb * Monster Lore | **Magic:**   * None | **Abilities:**   * 2 Rage (inspiration used only to activate berserker powers) * Berserk (spend 1 red for +8 temp hp, all wounds against you are -1 roll, lasts 4 rounds, Cooldown 4 rounds) * Armor Restriction – You cannot spend rage if wearing heavy armor * Berserk Cleave * Weapon Proficiency |
| **Berserker Skill Trees**  **Fury**   * Berserk Counter   + Berserk Retribution (2)     - Berserk Retribution (4) * Berserk Rage   + Berserk Rage II     - Berserk Rage III * Cleave (10)   + Cleave (7)   + Cleaving Rage     - Cleave (4) * Decapitator * Berserk Fury   + +2 Hit Points     - +2 Hit Points   + Fury Strength   + Fury Weapon * Improved Cleave I   + Improved Cleave II     - Improved cleave III * Improved Sweep   + Improved Sweep II     - Improved Sweep III   **Iron Skin**   * +2 Hit Points   + +2 Hit Points     - +2 Hit Points * Adrenaline * Fast Healer * Improved Berserk   + Improved Berserk II   + Lengthy Berserk     - Lengthy Berserk II   + Quickened Berserk     - Quickened Berserk II * Iron Skin   + Iron Skin Attack (1)     - Iron Skin Attack (2)   + Iron Skin Defense (1)     - Iron Skin Defense (2)   + Iron Skin Move (1)     - Iron Skin Move (2) * Rage Shield (3)   + Rage Shield (4)     - Rage Shield (5)   **Battle Cry (AoE shout tree)**   * Come to Me I   + Come to Me II * Dazing Shout * Forceful Shout   + Forceful Shout II     - Forceful Shout III * Intimidating Shout I   + Intimidating Shout II * Powerful Shout (2)   + Powerful Shout (4)     - Powerful Shout (6) * Rallying Cry   + Rallying Cry II   + Come to Your Senses * Seismic Shout * Unnerving Wail   + Scream of the Gargoyle | | | |
| **Notes**   * Shouts are attack actions (1/2 round, end your turn) * Opponents save against shout effects by making opposed rolls vs. your ***Power*** stat | | | |

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| **E:\Realmspeak\images\characters\black_knight.gifThe Black Knight**  The black knight is a scoundrel. A unique cross of heavily armored warrior, and sneaky rogue. He is equally at home whether he is slogging through enemies in plate armor as he is shaking their hand while stabbing them in the back. | | | |
| **Stat Increases:**   * Muscle * Skill * Toughness   **Weight:** Medium | **Combat Skills:**   * Bow * Crossbow * Dirty Fighting * One Handed   **General Skills:**   * Diplomacy * Disguise * Investigate * Sneak * Steal | **Magic:**   * None | **Abilities:**   * +2 Hit Points * Armor Proficiency * Weapon Proficiency |
| **Black Knight Skill Trees**  **Discretion**   * +2 Hit Points   + +2 Hit Points   + Auto Dodge (12)     - Auto Dodge (11) * Avoid Death Blow (4) * Cautious Fighter (1) * Defensive Stance * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Give Ground   + Improved Give Ground II * Lucky SOB I   + Lucky SOB II * Play Dead   + Play Dead II   **Man Slayer**   * Crippling Wounds (11)   + Crippling Wounds (9)     - Crippling Wounds (7) * Decapitator * Favored Enemy: Mankind   + Favored Enemy: Mankind II * Ground Game * Intimidator * Knockdown (4)   + Knockdown (6)     - Knockdown (8) * Septic Wounds * Stunning Blow (2)   + Stunning Blow (3)     - Stunning Blow (4) * Tripper * Zone of Control (2)   + Zone of Control (3)   **Treachery**   * Close the Gap * Disarm   + Greedy Disarm   + Disarm II     - Disarm III * Flanker (1)   + Flanker (2) * Inscrutable I   + Inscrutable II * Poison Resistance   + Poisoner     - Poisoner II * Shifty   + Shifty II     - Treacherous Shift * Take Initiative | | | |

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| **E:\Realmspeak\images\characters\captain.gifThe Captain**  The captain is a veteran of many battlefields. His tactical acumen and leadership skills make him a worthy commander, capable of pushing his allies to great feats of combat. | | | |
| **Stat Increases:**   * Charisma * Power * Toughness   **Weight:** Medium | **Combat Skills:**   * Crossbow * One Handed * Spear & Shield   **General Skills:**   * Diplomat * Navigate * Tactics * Trade | **Magic:**   * None | **Abilities:**   * +2 hit point * Guidance * Recruiter * Weapon Proficiency |
| **Captain Skill Trees**  **Leadership**   * Ally Move (1)   + Ally Move (2)     - Ally Move (3) * Come to Me I   + Come to Me II * Command Decision * Inspiring Presence * Orderly Retreat I   + Orderly Retreat II * Phalanx * Rallying Cry   + Rallying Cry II   + Strike Now (1)     - Strike Now (2) * Return Guidance (3)   + Return Guidance (4)     - Return Guidance (5) * Revive   + Revive II * Tactical Genius   **Soldier**   * +2 Hit Points   + +2 Hit Points * Bearer * Counter Attack * Defensive Stance   + Auto Block (12)     - Auto Block (11) * Improved Charge I   + Improved Charge II * Offensive Stance * Reinforced * Second Wind I * Taunt I   + Taunt II * Thrust (2)   + Thrust (3)     - Thrust (4)   **Veteran**   * +2 Hit Points   + +2 Hit Points   + Auto Hit (12)   + Grit Teeth * Camp Master   + Camp Master II     - Camp Master III * Combat Reflexes   + Striker (1)     - Striker (2) * Fast Healer * Favored Enemy – Choose * Stand Ground I   + Stand Ground II * Zone of Control (2)   + Zone of Control (3) | | | |

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| **E:\Realmspeak\images\characters\druid.gifThe Druid**  The druid is most at home when surrounded by the grand spectacle of nature, sitting in quiet contemplation, away from the rabble of society. Though not a powerful fighter, he can avoid most battles, and bringing to bear fearsome pagan rituals and animal allies when forced into conflict. | | | |
| **Stat Increases:**   * Charisma * Power * Wit   **Weight:** Light | **Combat Skills:**   * Spell   **General Skills:**   * Climb * Enchanting * Monster Lore * Navigate * Sneak * Spell Casting (CP) * Survival | **Magic:**   * 3 Slots * Create Grey * Type II, VIII | **Abilities:**   * Animal Companion * 1 Call of the Wild – Inspiration used to power druid powers |
| **Druid Skill Trees**  **Mysterious Traveler**   * +1 Color Slot   + Create Gold   + +1 Color Slot     - +1 Color Slot * +2 Hit Points * Improved Disengage I   + Improved Disengage II     - Improved Disengage III * Lone wolf * Mobility (1)   + Mobility (2) * Overland Traveler * Rough Runner * Shifty I   + Shifty II * Stealthy   + Unseen Passage * Terrain Affinity   **Call of Winter**   * +1 Call of the Wild   + +1 Call of the Wild * +1 Color Slot   + +1 Color Slot * Additional Companion   + Additional Companion     - Additional Companion * Animal Attacker   + Blood Thirsty * Animal Command * Animal Defender * Cryomancer (1)   + Ice Storm   + Cryomancer (2)     - Cryomancer (3) * Frozen Aura * Ice Skin * Snowy Aura * Tortoise   **Way of the Pagan**   * +1 Color Slot   + +1 Color Slot     - +1 Color Slot * +2 Hit Points * Blood Sacrifice   + Blood for Color   + Blood Enhancement (3)     - Blood Enhancement (6) * Favored Enemy: Goblins * Healing Spirits\* * Looming Forest\* * Magic Circle   + Knife Circle   + Protective Circle * Ritual Knife * Ritual Mastery (1)   + Ritual Mastery (2)     - Ritual Mastery (3) | | | |