**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.

|  |  |  |  |
| --- | --- | --- | --- |
| **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) * Cutter   + Cutter II * 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 * Dead Eye   + Dead Eye II * Extended Block * Fast Healer * Improved Give Ground   + Improved Give Ground II * Stand Ground   **Scouting**   * Bearer * Break Fall * Camp Master   + Camp Master II     - Camp Master III * Gate Crasher * Iron Grip * Lone Wolf * Overland Traveler * revive * Rough Runner * Swimmer   + Swimmer II * Terrain Affinity | | | |