

<p>Conjurer</p> <p>Illusions, traps, minions -- you boldly tap into the arcana to summon something from nothing.</p> <p>+1 per Bravery +1 per Magic</p>	<p>Enchanter</p> <p>Use the arcane to bring life to the mundane by bewitching, empowering, and ensorcelling.</p> <p>+1 per Wit +1 per Magic</p>	<p>Warlock</p> <p>You yield the arcane like a soldier wields a sword: with both force and destructive grace.</p> <p>+1 per Strength +1 per Magic</p>
<p>Philosopher</p> <p>You seek to further understand the secrets of the universe, and to pass those insights on</p> <p>+1 per Bravery +1 per Rhetoric</p>	<p>Tactician</p> <p>The mechanics of the battlefield are your expertise. Use cunning and strategy to lead your soldiers to victory.</p> <p>+1 per Wit +1 per Rhetoric</p>	<p>Pioneer</p> <p>You trailblaze through the wilds, helping your people to overcome dangers both natural and man-made.</p> <p>+1 per Strength +1 per Rhetoric</p>
<p>Druid</p> <p>You live your life as a rogue and outsider -- one with an uncommon bond with nature, even using it to change your form.</p> <p>+1 per Bravery +1 per Stealth</p>	<p>Bard</p> <p>With word, song, and theater, you both entertain and inspire those around you.</p> <p>+1 per Wit +1 per Stealth</p>	<p>Rogue</p> <p>You use cunning, finesse, and treachery to take manipulate your surroundings to your advantage.</p> <p>+1 per Strength +1 per Stealth</p>



<p>Soldier</p> <p>Discipline and strength make you a destructive force on the battlefield, and a leader off it.</p> <p>+1 per Bravery +1 per Warfare</p>	<p>Knight</p> <p>Using your might and virtue, you fight for your noble cause with relentless zeal.</p> <p>+1 per Wit +1 per Warfare</p>	<p>Barbarian</p> <p>Where other fighters restrain themselves in the name of honor, you bring a terrifying frenzy and bloodlust.</p> <p>+1 per Strength +1 per Warfare</p>
<p>+1 per +1 per</p>	<p>+1 per +1 per</p>	<p>+1 per +1 per</p>
<p>+1 per +1 per</p>	<p>+1 per +1 per</p>	<p>+1 per +1 per</p>