* Ranger- ‘You came from a family of no renown, every day was difficult surviving, and caring for your younger siblings. Your parents weren’t around so it was up to you to provide no matter the cost.’
* Option 1: Resort to thievery and petty crime - Learn Lockpick and Steal skills
* Option 2: Live an honest life - Gain 20 currency, and +2 strength
* You started to build a reputation in your small village in the kingdom of Bohemia. But still struggling to earn a living you heard about the news of some foolish king. You’ve always tried to capitalize off any situation you can. You leave your village to pursue this opportunity. What weapon do you tow?
  + Option 1: Bow
  + Option 2: Daggers
* Before you enter the dungeon you stop by a neighboring village and stock up on goods.
  + Option 1: Health Potions
  + Option 2: Armor
  + Option 3: Bomb

Knight

You grew up in the kingdom of Bohemia, you remember the rise and fall of King Germaihn. But he was nothing compared to the larger the life figure that was Barbarosa. Once a young mercenary, he rose to power through sheer determination and ambition. Overthrowing Germaihn, Barbarosa ruled Bohemia for many years and you had always looked up to him. You wanted to serve your king so you entered the infantry and excelled at the top of your class, you got to choose what role you would fill in Barbarosa’s army.

* Option 1: General: Start off with an array of skills that bolster the party and yourself
  + Commanding Shout - Movement speed and Attack Speed buff
  + Knight’s Loyalty - Taunt nearby enemies redirecting their ‘agro’ to you for reduced damage
* Option 2: Berserker: Become a demon on the battlefield by enhancing yourself with primal tonics
  + Berserkers rage (Passive) - Heal for a percentage of the damage you do
  + Frenzy - Chugging a mystery tonic enters a state of unbound rage increasing all stats for a period of time.

The king grew distant from his kingdom and you had gone up the ranks to be a royal guard. All you wanted was to make him happy but he was always far away in his studies. This passivity started to enrage the kingdom, and made bordering kingdoms curious. With this down time you would learn of the kingdom’s religion. Though faith was foreign to you, you were able to pick a little bit of it up.

* Option 1: Lesser Heal
* Option 2: Enchantment
  + Enchant’s Weapon with holy magic

Eventually the king disappeared and when searches had been conducted in his chambers it came across only one possible location: an abandoned prison in the corner of the bohemian providence. You would go and retrieve your king at any cost. What do you stockpile on ?

Option 1: Health Potions

Option 2: Mana Potions

Option 3:Berserker Tonics

Mage/Wizard

You always had a talent for the arcane arts. But such talent can not go without upheaval, you were physically very weak. Receding into your studies for many years made you become very distant from mankind. But there’s only so much knowledge for a singular mind to obtain. What do you decide to focus your time on?

* Option 1:Destruction Magic (Fireball, Eldritch Blast, etc)

* Option 2:Conjuration Magic(Form enchanted weapons that have low durability but high damage)

Your talents attract the kingdom of Bohemia and their ambitious King Barbarossa. You became his royal advisor only a few years into his reign. The king was always glowing with his visions for what he wanted his kingdom to become. You saw through this as only the foolishness of youth. As you continued the King's advice he grew more and more corrupted by the knowledge in the Kingdoms great library. He went against your better judgment and started reading about sightings of corruption oozing out of an abandoned prison, a relic of the past. You had been in the kingdom for so long you became enticed by the faith of the kingdom, do you further learn these studies or take this time to learn other sorcery?

* Option 1:Learn the other sorcery from the previous option?
* Option 2: Learn advance faith,
  + (Greater Healing, Faith magic super effective against undead)

The king had disappeared after a time, not surprising to you. Though you recognize the foolishness of this king’s ambition, you have grown close in your decade of advising him. You also wonder about this enlightenment he pursues and the mysteries of the Dungeon. You take up arms and pursue your king, what do you bring?

Option 1:Mana Potions

Option 2:Health Potions

Option 3: Arcane shield