

	<i>Strength</i>	<i>Agility</i>	<i>Charisma</i>	<i>Intellect</i>	<b><u>General Class Role</u></b>
<b>WARRIOR</b> <i>Strength</i>	<b><i>Soldier</i></b>	<b><i>Bruiser</i></b>	<b><i>Knight</i></b>	<b><i>Duelist</i></b>	<u>Frontline tank</u>
<b>Ability Order</b>	MIG,AGI,INT,CHA	MIG,AGI,CHA,INT	MIG,CHA,INT,AGI	MIG,INT,CHA,AGI	
<b>Armor</b>	Heavy	Light	Heavy	Light	
<b>ROGUE</b> <i>Agility</i>	<b><i>Monk</i></b>	<b><i>Thief</i></b>	<b><i>Brigand</i></b>	<b><i>Scout</i></b>	<u>glass-canon, skill-monkey</u>
<b>Ability Order</b>	AGI,MIG,INT,CHA	AGI,CHA,MIG,INT	AGI,CHA,INT,MIG	AGI,INT,CHA,MIG	
<b>Armor</b>	None	Light	Light	Light	
<b>SUPPORT</b> <i>Charisma</i>	<b><i>Warlord</i></b>	<b><i>Beastmaster</i></b>	<b><i>Noble</i></b>	<b><i>Bard</i></b>	<u>Bufs allies</u>
<b>Ability Order</b>	CHA,MIG,INT,AGI	CHA,AGI,MIG,INT	CHA,INT,MIG,AGI	CHA,INT,AGI,MIG	
<b>Armor</b>	Heavy	Light	Light	Light	
<b>CASTER</b> <i>Intellect</i>	<b><i>Bloodmage</i></b>	<b><i>Spellblade</i></b>	<b><i>Priest</i></b>	<b><i>Sage</i></b>	<u>Debuffs enemies, buffs themself</u>
<b>Ability Order</b>	INT,MIG,AGI,CHA	INT,AGI,MIG,CHA	INT,CHA,MIG,AGI	INT,CHA,AGI,MIG	
<b>Armor</b>	None	Light	Light	None	

#### Ability Score Progression:

Tier	MIG	AGI	CHA	INT
<b>S</b>	Soldier	Thief	Noble	Sage
<b>A</b>	Bruiser, Duelist, Knight	Brigand, Monk, Scout	Bard, Beastmaster, Warlord	Bloodmage, Priest, Spellblade
<b>B</b>	Bloodmage, Monk, Warlord	Beastmaster, Bruiser, Spellblade	Brigand, Knight, Priest	Bard, Duelist, Scout
<b>C</b>	Noble, Thief	Sage, Soldier	Sage, Thief	Noble, Soldier
<b>D</b>	Beastmaster, Priest	Bard, Bloodmage	Bruiser, Scout	Monk, Knight
<b>E</b>	Brigand, Spellblade	Duelist, Warlord	Duelist, Spellblade	Brigand, Warlord
<b>F</b>	Bard, Scout, Sage	Knight, Noble, Priest	Bloodmage, Monk, Soldier	Beastmaster, Bruiser, Thief

DEFense: MIGht + armor

DR:  $(1-100/(100+DEF))$  + buffs + items + etc

ACCuracy: AGIlity + buffs + items + etc

EVAasion: (AGIlity + buffs + items + etc - armor)

Attack Roll: 0-1 random roll + ACC

- If over enemy EVA: hit
- If over 1: CRIT

### **Skills**

Acrobatics (AGI)

Athletics (MIG)

Crafting (INT)

Deception (CHA)

Lore (INT)

Morale (CHA)

Occultism (INT)

Persuasion (CHA)

Stealth (AGI)

Thievery (AGI)