|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | *Strength* | *Agility* | *Charisma* | *Intellect* | **General Class Role** |
| **WARRIOR** *Strength* | ***Soldier*** | ***Bruiser*** | ***Knight*** | ***Duelist*** | Frontline tank |
| **Armor** | Heavy | Light | Heavy | Light |
| **ROGUE** *Agility* | ***Monk*** | ***Thief*** | ***Brigand*** | ***Scout*** | glass-canon, skill-monkey |
| **Armor** | | None | Light | Light | Light |  |
| **SUPPORT** *Charisma* | ***Warlord*** | ***Beastmaster*** | ***Noble*** | ***Bard*** | Buffs allies |
| **Armor** | | Heavy | Light | Light | Light |
| **CASTER** *Intellect* | ***Bloodmage*** | ***Spellblade*** | ***Priest*** | ***Sage*** | Debuffs enemies, buffs themself |
| **Armor** | | None | Light | Light | None |

DEFense: MIGht + armor + buffs + items + etc

ACCuracy: AGIlity + buffs + items + etc

EVAsion: (AGIlity + buffs + items + etc)/armor

Attack Roll: 0-1 random roll + ACC

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