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

**Ability Score Progression:**

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

EVAsion: (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)