**FIGHTER**

Prerequisites= NONE

Stats per lvl=3 Skills=1 Rolls= 1-5

Special Abilities= Starts with one extra upbringing and skill

**WARRIOR**

Prerequisites= Fighter lvl 20, STR>100, HEA>100.

Stats per lvl= 5 Skills= 2 Rolls

Special Abilities= Combo Employ, Gains 2 extra skills on entry.

**KNIGHT**

Prerequisites= Warrior lvl 35, STR>130, HEA>130, MIN>100.

Stats per lvl= 5 Skills= 2 Rolls

Special Abilities=Combo Employ, Gains 3 extra skills on entry.

**PALADIN**

Prerequisites= Knight/Law Breaker lvl 50, Good only, MP>25, SPI>125.

Stats per lvl= 8 Skills= 3 Rolls

Special Abilities= Holy magic gained, Sword/Shield techs gained (chosen on entry). Staying in employ determined by heart. Combo employ.

**BLACK KNIGHT**

Prerequisites= Knight/Law Breaker lvl 50, Evil only, STR>125, INT>100.

Stats per lvl= 8 Skills= 3 Rolls

Special Abilities= Dark magic gained, Sword/Shield techs gained (chosen on entry). Staying in employ determined by heart. Combo employ.

**SAMURAI**

Prerequisites= Knight/Law Breaker lvl 50, Neutral only, HEA>150.

Stats per lvl= 7 Skills= 3 Rolls

Special Abilities= Immune to fear. Staying in employ determined by heart. Technique list gained. +50 Bonus to ATK with 2 handed swords. Combo employ.

**NINJA**

Prerequisites= Samurai lvl 75, Neutral only, AGI, HEA=200.

Stats per lvl= 9 Skills= 4 Rolls

Special Abilities= Same as Samurai except 2 handed swords, gains 2 swords skill at 10. Ranged weapons such as stars and bombs gained. Master employ!

**DEATH KNIGHT**

Prerequisites= Black Knight lvl 75, Evil only, STR=200, SPI>135.

Stats per lvl= 9 Skills= 4 Rolls

Special Abilities= Same as Black Knight, Death touch gained (50% chance instant death). Master employ!

**HOLY ONE**

Prerequisites= Paladin lvl 75, Good only, STR=200, MP=50.

Stats per lvl= 9 Skills= 4 Rolls

Special Abilities= Same as Paladin. Healing touch gained (+50 HP on touch). Master employ!

**THIEF**

Prerequisites=None

Stats per lvl=3 Skills=6 Rolls=26-30

Special Abilities=Skills: Sneak=5, Steal=5

**SNITCH**

Prerequisites=Thief lvl 20, 10 in at least 10 skills.

Stats per lvl=5 Skills=10 Rolls

Special Abilities=Combo Employ

**SHADOW WALKER**

Prerequisites=Snitch lvl 50, 10 in at least 15 skills, MP>25.

Stats per lvl=7 Skills=15 Rolls

Special Abilities=Invisible in darkness, +50 ATK when unseen, Basic Magic gained. Master employ!

**DEFENDER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=6-10

Special Abilities= Basic employ.

**GUARDIAN**

Prerequisites=Defender lvl 20, STR>110, HEA>110.

Stats per lvl=5 Skills=1 Rolls

Special Abilities=Combo Employ.

**LAW BREAKER**

Prerequisites=Guardian lvl 35, HEA>150, MIN>120, SPI>100.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Good only, Master employ, Defense Magic gained.

**SYNDICATE**

Prerequisites=A born into employ.

Stats per lvl=5 Skills=6 Rolls

Special Abilities=Syndicate skills, Combo employ.

**MILITIA**

Prerequisites=A born into employ

Stats per lvl=4 Skills=1 Rolls

Special Abilities=+20 All stats when defending a town.

**BARBARIAN**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=11-15

Special Abilities=None

**BERSERKER**

Prerequisites=Barbarian lvl 20, STR>150, SPI>100, no Good.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo employ, blood techs.

**BLOOD KNIGHT**

Prerequisites=Berserker lvl 50, STR=200, SPI>150, no Good.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Master employ, Bloodlust always in effect.

**TRACKER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=16-20

Special Abilities=Plant magic, basic employ.

**RANGER**

Prerequisites=Tracker lvl 20, AGI>100, SPI>100, no Evil.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo employ, Sword or bow techs gained.

**WOODSMAN**

Prerequisites=Ranger lvl 50, AGI>150, SPI>150, MP>25, no Evil.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Track=10, Hunt=10, Master employ.

**SWORDSMAN**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=36-40

Special Abilities=Sword techs gained, Basic employ.

**WEAPON MASTER**

Prerequisites=Basic employ lvl 25, STR>125, AGI>125

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Another weapon tech gained, Combo employ.

**ONE WITH THE BLADE**

Prerequisites=At least 10 lvls in Weapon Master, STR=200, SPI>175

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Sword techs +25 DMG, Master employ.

**SPEAR BEARER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=56-60

Special Abilities=Spear Techs

**LANCER**

Prerequisites= lvl 25, STR>100, SPI>150

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo Employ, same as Spear Bearer

**DRAGOON**

Prerequisites= At least 10 lvls in Lancer, STR>160, SPI=200

Stats per lvl =7 Skills=4 Rolls

Special Abilities=Master Employ, +10 Stats vs. Dragons.

**ARCHER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=21-25

Special Abilities=Bow techs, Basic Employ.

**BOWSMAN**

Prerequisites=Basic employ lvl 25, STR>100, SPI>150.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo employ.

**MAGICAL ARCHER**

Prerequisites=At least 10 lvls in Bowsman, AGI=200, MP>25.

Stats per lvl=7 Skills=3 Rolls

Special Abilities= Magic arrows gained, Master employ.

**SHIELD BEARER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=31-35

Special Abilities=Shield Techs, basic employ.

**PLATOON GUARD**

Prerequisites=Basic employ lvl 25, HEA>150

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo employ.

**UNCONQUERABLE**

Prerequisites=At least 10 lvls in Platoon Guard, HEA=200, TP>15.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Master employ, Defense magic gained.

**SAILOR**

Prerequisites=A born into employ

Stats per lvl=3 Skills=2 Rolls=91-95

Special Abilities=Basic Employ, +5 all stats in/on water.

**PIRATE**

Prerequisites=Sailor lvl 20, must own a ship.

Stats per lvl=5 Skills=5 Rolls

Special Abilities=Same as Sailor, Seafarer Magic gained, Combo employ.

**MARINER**

Prerequisites=Pirate lvl 50, must own a ship, MP>30, TP>12

Stats per lvl=7 Skills=6 Rolls

Special Abilities=Master employ, all water magic.

**NOBLEMAN/NOBLEWOMAN**

Prerequisites=A born into class.

Stats per lvl=5 Skills=8 Rolls=1-5

Special Abilities=Begins with either techs or magic (player choice), Combo employ.

**PRINCE/PRINCESS**

Prerequisites=lvl 30. Father or Mother must be King/Queen.

Stats per lvl=7 Skills=8 Rolls

Special Abilities=If techs gained, get magic; vice-versa. Master Employ!

**KING/QUEEN**

Prerequisites=Must ascend to a throne.

Stats per lvl=9 Skills=10 Rolls

Special Abilities=Can call upon Militia at any time. +50 to all stats when defending Castle/Kingdom. Grandest employ!

**SPELLCASTER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=41-45

Special Abilities=Access to Fire Magic, Basic employ.

**MAGICIAN**

Prerequisites=Spellcaster lvl 20, no Good, INT>100, MIN>100.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Access to Fire, Ice, Lightning, Combo Employ.

**WIZARD**

Prerequisites=Magician lvl 35, no Good, INT>130, MIN>130

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Access to all basic magic, All spells +20 DMG when prepared.

**SPELL WEAVER**

Prerequisites=Special Upgrade, no Good, INT>150, MIN>150

Stats per lvl=8 Skills=4 Rolls

Special Abilities=Advanced Magic, Master employ. Access to Defense Magic, all spells +25 DMG.

**CLERIC**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=46-50

Special Abilities=White Magic user, Basic employ.

**PRIEST**

Prerequisites=Cleric lvl 20, no Evil, MIN>100, HEA>85

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo employ, Banish=10

**BISHOP**

Prerequisites=Priest lvl 35, no Evil, MIN>130, HEA>100, MP>25.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Healing touch +10 HP a turn, Reincarnation ability.

**PURE ONE**

Prerequisites=Special upgrade, no Evil, MIN>150, HEA>125

Stats per lvl=8 Skills=4 Rolls

Special Abilities=Immune to Evil, Healing touch +25 HP a turn, Master employ.

**CALLER**

Prerequisites=Basic employ.

Stats per lvl=3 Skills=1 Rolls=51-55

Special Abilities=1 black elemental list.

**SUMMONER**

Prerequisites=Caller lvl 20, INT>125, SPI>80

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Access to Summon Magic, Combo employ.

**MONSTER MASTER**

Prerequisites=Special upgrade, Trained 3 monsters, INT>160, SPI>120.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Pet stats 1.5 times greater, Master employ.

**SCRYER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=61-65

Special Abilities=Access to seer magic.

**SEER**

Prerequisites=Scryer lvl 20, MIN>125, must own a crystal ball.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=See future=10, Combo employ.

**SIGHT MAGE**

Prerequisites=Special upgrade, MIN>160.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Access to basic black elemental magic, Master employ.

**SPELL BINDER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=66-70

Special Abilities=Access to Status Magic, Basic employ.

**STUNNER**

Prerequisites=Spell Binder lvl 20, INT>125, MIN>125, at least 10 status inflictions.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo employ, Stun=10.

**STATUS WIZARD**

Prerequisites=Special upgrade, INT>160, MIN>160, at least 25 status inflictions.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Master employ, Access to Time magic.

**ORB FLINGER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=71-75

Special Abilities=Basic employ, access to Assault Magic.

**ASSAULT SPELLCASTER**

Prerequisites=Special upgrade, AGI>130, INT>130.

Stats per lvl=5 Skills=3 Rolls

Special Abilities=Combo employ, spell DMG +10.

**DEATH MAGICIAN**

Prerequisites=Special upgrade, no Good, AGI>160, INT>160.

Stats per lvl=7 Skills=4 Rolls

Special Abilities=Master employ, Death touch=10, spell DMG +25.

**OVERLORD**

Prerequisites=None

Stats per lvl=5 Skills=3 Rolls=6-15

Special Abilities=Training=10, Basic/Combo employ, Whip Techs, +3 to all pet stats.

**RING MASTER**

Prerequisites=Special upgrade, trained at least 5 monsters.

Stats per lvl=7 Skills=4 Rolls

Special Abilities=Command=10, Master employ, +15 to all pet stats.

**TEMPORALIST**

Prerequisites=Born into class.

Stats per lvl=6 Skills=1 Rolls

Special Abilities=Combo employ, access to Plane magic, Black elemental magic.

**BATTLE MAGE**

Prerequisites= Must have 30 lvls in an employ, STR>120, INT>120.

Stats per lvl=5 Skills=3 Rolls

Special Abilities= Combo employ, access to extra skills or magic.

**WARRIOR WIZARD**

Prerequisites= Battle Mage lvl 55, STR=200, INT=200, no Good.

Stats per lvl=7 Skills=5 Rolls

Special Abilities= Master employ, Immune to Physical or Magic (player choice).

**UNDEAD BRINGER**

Prerequisites=Born into class

Stats per lvl=3 Skills=1 Rolls=76-80

Special Abilities=Access to Necromancy Magic, Basic employ.

**NECROMANCER**

Prerequisites=Special upgrade, no Good, must have raised 5 Skeletons.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo Employ, +5 all stats at night.

**LIGHT BRINGER**

Prerequisites=Special upgrade, Good only, raised at least 1 Angel.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Access to Holy Magic (Loses Necromancy Magic), Master employ, +10 all stats during the day.

**SOUL DRIVER**

Prerequisites=Special upgrade, Evil only, raised at least 1 Vampire.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Access to Dark Magic, Master Employ, +10 all stats at night.

**SPELL MASTER**

Prerequisites=Born into class

Stats per lvl=8 Skills=4 Rolls=16-18

Special Abilities=Has access to many magic types, daily study is required for this employ, Spell Store=10, Combo employ.

**SINGER**

Prerequisites=None

Stats per lvl=3 Skills=3 Rolls=81-85

Special Abilities=Access to Bard Skills, Basic employ

**SONG MASTER**

Prerequisites=Singer lvl 20, All stats>100.

Stats per lvl=5 Skills=4 Rolls

Special Abilities=Bard skills and access to Elemental magic, Combo employ.

**BARD LORD**

Prerequisites=Song Master lvl 40, All stats>140.

Stats per lvl=7 Skills=5 Rolls

Special Abilities=Master employ, no evil, +20 all stats while indoors.

**HERETIC**

Prerequisites=Born into class

Stats per lvl=5 Skills=2 Rolls=19-30

Special Abilities=Word techs, Combo employ

**NEGOTIATOR**

Prerequisites=Heretic lvl 45, half of stats >150.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Master employ, +1,000 gold a day.

**SPELL FLAYER**

Prerequisites=None

Stats per lvl=3 Skills=1 Rolls=86-90

Special Abilities=Access to Enchantment Magic, Basic employ.

**ENCHANTER**

Prerequisites=Spell Flayer lvl 20, INT>125, at least 2 enchanted items.

Stats per lvl=5 Skills=2 Rolls

Special Abilities=Combo employ, Enchant=10.

**MAGICAL CHANGER**

Prerequisites=Special upgrade, INT>155, at least 10 enchanted items.

Stats per lvl=7 Skills=3 Rolls

Special Abilities=Master employ, Polymorph ability gained.

**NIGHTBRINGER**

Prerequisites=Evil only.

Stats per lvl=3 Skills=1 Rolls=

Special Abilities=Basic employ, access to Elemental magic.

**LICH**

Prerequisites=Special upgrade, lvl 30, Evil only, INT>150.

Stats per lvl=7 Skills=4 Rolls

Special Abilities=Undead, Combo employ, access to Dark Magic.

**LICH OVERSEER**

Prerequisites=Lich lvl 50, Evil only, INT=200, MIN>150, STR<100.

Stats per lvl=9 Skills=6 Rolls

Special Abilities=Undead, Master employ, Raise dead=10, Death touch=10, regenerates 10HP/MP a minute.

**SKELETON**

Prerequisites=Roll dice. Add the greatest of STR or INT and /2, <50 is Skeleton

Stats per lvl=3 Skills=0 Rolls=35-44

Special Abilities=Undead, Reanimates on death.

**ZOMBIE**

Prerequisites=Skeleton lvl 20, STR>100, HEA<100, SPI>100, no Good.

Stats per lvl=5 Skills=1 Rolls

Special Abilities=Undead, access to raise skeleton spell with MP cost = 50.

**UNDEAD MASTER**

Prerequisites=Zombie lvl 35, STR>150, HEA<125, SPI>125, must have raised 1 skeleton, Evil only.

Stats per lvl=7 Skills=2 Rolls

Special Abilities=Undead, Master employ, access to Dark magic.

**GHOST**

Prerequisites=Roll dice. Add the greatest of STR or INT and /2. >50 is Ghost.

Stats per lvl=3 Skills=0 Rolls=45-54

Special Abilities=Undead, Ghostly (Immune to physical, techs, and some Magic; weakness to Fire and Holy).

**SPECTER**

Prerequisites=Ghost lvl 20, INT>100, HEA becomes 0, SPI>100, HP=1, no Good.

Stats per lvl=5 Skills=1 Rolls

Special Abilities=Undead, Ghostly, Haunt=10.

**WRAITH**

Prerequisites=Specter lvl 35, HEA=100, INT>150, SPI>150, Evil only.

Stats per lvl=7 Skills=2 Rolls

Special Abilities=Undead, Ghostly, Instill Fear=10, Master employ.

**MARTIAL ARTIST**

Prerequisites= NONE

Stats per lvl=3 Skills=1 Rolls=

Special Abilities= Basic employ, access to Fist Techs.

**MONK**

Prerequisites= Martial Artist lvl 25, STR, AGI, SPI>100.

Stats per lvl=5 Skills=2 Rolls

Special Abilities= Combo employ, Immune to Paralyze, Blind.

**WARRIOR MONK**

Prerequisites= No evil, Monk lvl 50, STR, AGI, SPI>180.

Stats per lvl=7 Skills=4 Rolls

Special Abilities= Master employ, immune to Evil Techs.

**BASH KIN**

Prerequisites=Born into class.

Stats per lvl=3 Skills=1 Rolls=55-59

Special Abilities=Immunity to Techs.

**GOREMASTER**

Prerequisites=Bash Kin lvl 15, STR>100, AGI>100.

Stats per lvl=5 Skills=1 Rolls=60-67

Special Abilities=Combo employ.

**OGRE WARLORD**

Prerequisites=Goremaster lvl 35, no Good STR>150, AGI>120.

Stats per lvl=6 Skills=1 Rolls

Special Abilities= +5 to stats when leading a battalion.

**OGRE CHIEFTAIN**

Prerequisites=Goremaster lvl 35, STR>170, killed at least 5 humans.

Stats per lvl=6 Skills=2 Rolls

Special Abilities=Master employ, +6 to stats when at home/camp.

**CENTAUR**

Prerequisites=Born into class.

Stats per lvl=4 Skills=1 Rolls=68-70

Special Abilities=Access to Bow techs.

**TRAMPLEDON**

Prerequisites=Voted by tribe, STR>150.

Stats per lvl=8 Skills=1 Rolls

Special Abilities= +20 to STR and HEA.

**CENTAUR OVERLORD**

Prerequisites=Trampledon lvl 40, STR=200, AGI>150, HEA>120.

Stats per lvl=7 Skills=1 Rolls

Special Abilities=Master employ, +10 to stats when leading a battalion.

**GIT**

Prerequisites=Born into class.

Stats per lvl=2 Skills=1 Rolls=71-79

Special Abilities=Double evasion, Magic immunity.

**GIT HERALD**

Prerequisites=Neutral only, Git lvl 10, INT>100, MIN>110.

Stats per lvl=4 Skills=1 Rolls

Special Abilities=Combo employ, Elemental magic gained.

**GIT WARLORD**

Prerequisites=Evil only, Git lvl 10, STR>100, INT>110.

Stats per lvl=4 Skills=1 Rolls

Special Abilities=Combo employ, Tech list of choice gained.

**GIT OVERSEER**

Prerequisites=Good only, Tribe vote, Git lvl 20, INT>130, SPI>130.

Stats per lvl=6 Skills=3 Rolls

Special Abilities=Master employ, +10 to stats when leading a battalion.

**ANGEL**

Prerequisites=Born into class, special selection also.

Stats per lvl=8 Skills=5 Rolls=80-84

Special Abilities=Combo employ, Holy magic user, Flying, Immune to Fear.

**ARCHANGEL**

Prerequisites=Pure only (Heart=100), Angel lvl 50, All stats 200 or greater.

Stats per lvl=10 Skills=7 Rolls

Special Abilities=Master employ, Tech list of choice gained, Immune to Evil Techs.

**CRYSTALIS**

Prerequisites=Pure only, Archangel lvl 75, Must have Crystal Sword and Shield.

Stats per lvl=14 Skills=10 Rolls

Special Abilities=Legendary employ, access to Crystal Magic and Techs, Mental Teleportation to anywhere they have seen or heard about, only fight Evil and if it is to save the world, accompanied always by the Crystal Dragon, immune to all physical attacks, and immune to all Good and Neutral attacks.

**VAMPIRE**

Prerequisites=Born into class, special selection also.

Stats per lvl=8 Skills=5 Rolls=85-89

Special Abilities=Combo employ, Blood suck=10, Dark magic user, Flying, immune to Petrify, Death.

**DEATH SEEKER**

Prerequisites=Past Feeling only (Heart=0), Vampire lvl 50, All stats 180 or greater.

Stats per lvl=10 Skills=7 Rolls

Special Abilities=Master employ, Tech list of choice gained, Immune to Good techs.

**UNDERLORD**

Prerequisites=Past Feeling, Death Seeker lvl 75, Must have Unholy Armor and Helm.

Stats per lvl=13 Skills=9 Rolls

Special Abilities=Legendary employ, access to Underworld Magic and all Techs, stats +50 vs. Good, ability to summon demons, Immune to Holy magic, but must always stay in Underworld unless fighting Crystalis.

**MAGIC LORD**

Prerequisites=Any magic employ lvl 50, INT and MIN=200, Final Arcane test passed.

Stats per lvl=13 Skills=7 Rolls=93

Special Abilities=Legendary employ, access to all spells (except Underworld and Crystal), no Good, Doublecast=10, Spell Return=10.

**FINAL WIZARD**

Prerequisites=Magic Lord lvl 65, Final Duel won.

Stats per lvl=12 Skills=10 Rolls=94

Special Abilities=Legendary employ, same as Magic Lord except all magic is new and created by the Final Wizard.

**DRACONUM**

Prerequisites=Born into class, special summon.

Stats per lvl=9 Skills=5 Rolls=95-98

Special Abilities=Master employ, Dragon abilities, access to all techs.

**FAMILIAR**

Prerequisites=Born into class

Stats per lvl=5 Skills=1 Rolls=90-92

Special Abilities=Combo employ, Polymorph=10, access to all magic.

**DRAGON TRAINER**

Prerequisites=Born into class, All stats >100; special transfer allowed.

Stats per lvl=7 Skills=6 Rolls=99-100

Special Abilities=Master employ, access to Dragon magic and most techs, +20 accompanying Dragon stats.

**MASTER OF DRAGONS**

Prerequisites=Must have trained at least 10 Dragons from infancy, must have Dragon Plate and Bahamut’s Tooth, must pass Final Dragon Test issued by The Dragon King.

Stats per lvl=9 Skills=8 Rolls

Special Abilities=Legendary employ, +50 accompanying Dragon stats, absorbs all tech dmg.

**Random Employ Roll Table**

*Note: Roll once to determine rolling on roll 1 or roll 2.*

|  |  |  |
| --- | --- | --- |
| **Name** | **Roll 1(1-50)** | **Roll 2(51-100)** |
| Fighter | 1-5 |  |
| Defender | 6-10 |  |
| Barbarian | 11-15 |  |
| Tracker | 16-20 |  |
| Archer | 21-25 |  |
| Thief | 26-30 |  |
| Shield Bearer | 31-35 |  |
| Swordsman | 36-40 |  |
| Spellcaster | 41-45 |  |
| Cleric | 46-50 |  |
| Caller | 51-55 |  |
| Spear Bearer | 56-60 |  |
| Scryer | 61-65 |  |
| Spell Binder | 66-70 |  |
| Orb Flinger | 71-75 |  |
| Undead Bringer | 76-80 |  |
| Singer | 81-85 |  |
| Spell Flayer | 86-90 |  |
| Sailor | 91-95 |  |
| Martial Artist | 96-100 |  |
| Nobleman/Noblewoman |  | 1-5 |
| Overlord |  | 6-15 |
| Spell Master |  | 16-18 |
| Heretic |  | 19-30 |
| Skeleton |  | 35-44 |
| Ghost |  | 45-54 |
| Bash Kin |  | 55-59 |
| Goremaster |  | 60-67 |
| Centaur |  | 68-70 |
| Git |  | 71-79 |
| Angel |  | 80-84 |
| Vampire |  | 85-89 |
| Familiar |  | 90-92 |
| Magic Lord |  | 93 |
| Final Wizard |  | 94 |
| Draconum |  | 95-98 |
| Dragon Trainer |  | 99-100 |