

Nevermore Classes and Races :

Classes :

{PALADIN} :

- **Guardian** : A class meant for those who wish to protect their allies, even at the cost of their own lives. The Guardian subclass requires a fair amount of Physical prowess, for carrying a bulking shield around all day is no easy feat.

- **Oath Holder** : A class inspired by the OathKeeper, meant for those who wish to dedicate their life to a single creed or promise. The Oath Holder subclass requires nothing in particular, but will demand the utmost reverence for the sworn credo.

- **Faith Holder** : A class meant for those who wish to commune with a higher entity, of their belief, or proven to be manifestable. The Faith Holder subclass requires Physical, as well as Intelligence robustness, for it demands that the adventurer carry out arduous tasks in the name of their faith.

{PIRATE} :

- **Treasure Hunter** : A class meant for those who wish to embark on a journey to plunder baubles and trinkets. Treasure Hunters have a keen eye for anything that glitters, with a particular lust for Cryer. The Treasure Hunter subclass demands some form of Intelligence, for to know the price of an object, one must be able to identify it.

- **Bandwagoner** : A class meant for those who wish to engage in bloodshed raids. Bandwagoners assume the role of unruly people, drunk on blood as well as wine. The Bandwagoner subclass demands Physical fortitude, for drinking isn't the only deadly thing they enjoy.

{BERSERKER} :

- **Unchained** : A class meant for those who keep their wrath slumbering, up until a single straw breaks the camel's back. Unchained pass as average as they come, up until something pulls their trigger. It is then that they become Unchained, unleashing pent up anger that has been swelling since their last rampage. Needless to say, this class demands Physical strength.

- **Feral** : A class meant for wild beasts, for those who wish to always be in a feral frenzy. Ferals have never left the primordial cave, choosing brutality over elegance. For a Feral, a day is not

complete without a fight to the death. This class demands extreme physical prowess, for the body of a Feral bears many scars.

- **Flagellants** : A class meant for those who enjoy the corporeal pain. They are truly deranged, for agony is pleasure, and the lack of agony is a pain they cannot tolerate. This class demands Fortitude above all else, for bloodletting will take a toll on their bodies.

{GLADIATOR} :

- **Showstopper** : A class meant for the fighters that like to gloat. Showstoppers enjoy putting on a spectacle more so than a fight, and will become stronger the more praise they get. This class demands Charisma, above all else, for the show is more important than survival.

- **Nameless Joe** : A class meant for the fighters who are in it for the blood sport. Nameless Joes are a silent bunch, speaking only through fists straight to the face. They are tactful manhunters, and know just how to abuse every weakness the flesh holds. This class demands Physical power, as well as Intelligence, for to win a fight, one must know the basics.

{MONK} :

- **Temple** : A class meant for those who wish to attain inner peace. Temples are traditional monks who have secluded themselves into outliers of the world, typically to find mental peace and ease. They have learnt that through dissociation, they can achieve a higher sense of self. This class demands Intelligence first, then Physical strength, for inner peace is a battle inside the mind.

- **Castle** : A class meant for those who wish to challenge the flesh. Castles are monks who have tied their will to their bodies, sculpting literal art from muscles and sinew. The training endured has of course toned their minds, much like their body. This class demands Physical strength first, then Intelligence, for a powerful body is only fit to a powerful mind.

{SHAMAN} :

- **Ancestor Caller** : A class meant for those who wish to cherish the past. Ancestor Callers summon the wisdom and force of past heroes, and ancient beings that have long since passed the corporeal realm. They know how to communicate with spirits, with an emphasis on the spirits of the sentient dead. This class demands Intelligence, for to call the great ones, one must know the rites.

- **Spirit Tamer** : A class meant for those who understand nature in all its glory. Spirit Tamers are capable of summoning extinct beasts, harvesting the power of evolution itself. The glorious

Spirit Tamers can also tame Beasts that come directly from the corporeal realm. This class demands Intelligence, to know how to handle such creatures, but also a bit of Strength, for showing force is a necessity to many rites.

- **Cursed Entity** : A class meant for those who harbor great resentment and envy. Cursed Entities are capable of placing curses, incurring the wrath of a thousand spirits. Whilst they are mainly specialized in placing curses, there is a subclass within this class that is meant to counter curses, dispelling malice. This class demands nothing more than Intelligence, for a single wrong incantation could mean a lifetime curse placed on oneself.

{ASSASSIN} :

- **Shadow Order** : A class meant for those who wish to assassinate without remorse. Shadow Orders are experts at killing in the most creative ways, ensuring a political objective, or a personal vendetta for that matter. This class demands Intelligence equivalent to Strength, for creativity is both an idea and an execution.

- **Inquisitor Order** : A class meant for seekers of truth. Inquisitor Orders are curious children at heart, but lethal, conniving adults in mind. They are thirsty to know, and are not discrete about it. They know very well how much speech can affect the world, so they use it very well. This class demands Intelligence and Charisma, for lies and truth are nothing but a sweet blend.

- **Knave Order** : A class meant for the thieves. Knave Orders are drawn by trinkets and baubles, and will go through great lengths to increase their reserves. They know all about the marketplace, and can engage in black market trades. This class demands Intelligence above all else, for stealing requires planning.

{PROTOMATA} :

- **Ex Machina** : A class meant for those who wish to control another entity to fight for them. Ex Machinas are Doll Controllers, allowing them to engage the enemy from a distance, with no direct harm close to them. Ex Machinas require a balance in Strength and Intelligence, as to control the machine, one must be toned and in tune.

- **Augmentor** : A class meant for those who wish to augment their own body. Augmentors will replace their flesh with magical, or mechanical parts, allowing them to abolish the weakness of flesh. Additionally, they know how to increase the efficiency of most objects. This class no doubt requires Intelligence.

- **Fabricator** : A class meant for those who wish to create magical or mechanical items. Fabricators will rely on items they make or modify to carry them through battle. They are no doubt architects and inventors. Obviously, this class requires Intelligence.

{MAGE} :

- **Grand Master** : A class meant for the studious. Grand Masters will read every book in every library they visit, for knowledge is limitless and endless. As they acquire more knowledge, they get access to greater magic, and they fine tune already acquired information. This class demands Intelligence.

- **Broken Hilt** : A class meant for magical fighters. Broken Hilts use physical weapons to channel their magic, creating blades from pure magic. They are swordsmen who use magic in a very limited, but incredibly powerful manner. This class demands both Strength and Intelligence.

- **Cardistrer** : Class meant for those who wish to prepare a full deck before battle. Cardistrers manifest their magic on slim paper, allowing them to unleash a barrage of spells, so as long as they have enough cards. This class requires Intelligence.

{TAMER} :

- **Beast Ruler**: A class meant for those who wish to fuse with Nature itself. Beast Rulers transform into various apex predators, or call upon their forces. This class requires Charisma, as well as Physical strength.

- **Rider** : A class meant for those who wish to fight alongside tamed beasts. Riders can tame multiple beasts, allowing them to raise an army from Nature itself. This class requires Charisma above all else.

{KNIGHT} :

- **Mercenary** : A class meant for those who wish to fight with every possible option available to them. Mercenaries are a scrupulous bunch, being able to put to use every single trinket in their arsenal. A Mercenary has multiple weapons for every single encounter, and makes full use of their inventory. This class requires a Balance amongst all attributes.

- **Soldier** : A class meant for those who wish for a direct confrontation as a unit. Soldiers are beings of true path, being able to focus on the battle and coordinate with perfect notes. Soldiers are capable of following commands that would otherwise be impossible to achieve, as a soldier's life is but a pawn in the grand game of chess.

- **Royal Guard** : A class meant for those who will rely on a particular set of equipment. Royal Guards are known to carry gilded weapons of extreme craftsmanship, and they will master not the art of battle, but the art of the weapon itself. Royal guards are incredibly adept at their own weapons and armors, but fail miserably in wielding other weapons, even of the same type.

- **Wanderer** : a class meant for those with wanderlust. Wanderers are crafty in their own regards, being able to survive in otherwise inhospitable lands. With a body trained to endure the wrath of Nature, they are fully capable of abusing the lands to their own benefits, and have a general knowledge of all plains.

{AMANA} :

- **Blade Dancer** : A class meant for those who draw art with blood. Blade Dancers are masters at unrelenting attacks, seemingly evading any counter attack. While they wear very little armor to allow for their weasel mobility, it is argued that they do not require it.

- **Blade Master** : A class meant for those who recognize the blade as the noblest weapon. Blade Masters hone their body and mind to fit a single cast : The sword. They are capable of feats with such a weapon that can only be done with other weapons such as a hammer or a spear.

{BARD} :

- **Singer** : A class meant for those with angelic voices. Singers have learnt that words can be just as sharp as a dagger, and they make full use of it. Being able to cast spells in the form of songs, they either boost the capacities of their allies, or reduce that of their enemies, all the while reducing despair and spreading hope.

- **Musician** : A class meant for those who have golden fingers. Musicians are the counterpart to Singers, being able to cast spells through a musical instrument of their choosing. However, considering that their magic is typically weaker, they have learnt that their instruments can also be crafted to be weapons. Thus they wield a hybrid between musical and deadly instruments.

{HUNTER} :

- **Demon Hunter** : A class meant for those who wish to specialize in hunting Beacon formed creatures. Demon Hunters are a must in every Beacon Subjugation quest, and many guilds will outright refuse to hand out these quests even to White scarves if they are not recruiting a Demon Hunter. While Demon Hunters excel at hunting beacon creatures, they are still fierce fighters, and can use their knowledge to hunt down other creatures.

- **Bounty Hunter** : A class meant for those who wish to hunt outlaws for gold. Bounty Hunters excel in tracking and hunting other sentient creatures, with an emphasis on criminal minds. They are cunning and ruthless, and they will abuse the enemy's weaknesses. Bounty hunters are great at hunting down all sentient beings.

- **Wilderness Hunter** :A class meant for those who wish to hunt beasts and animals. Wilderness hunters are apex predators in every single biome, adapting and mastering the environment they are currently in. Wilderness Hunters are much needed, for beasts tend to roam around freely in trading routes. As all things are beasts in nature to some extent, their experience can still apply even to intelligent beings.

{ALCHEMIST} :

- **Battle Compound** : A class meant for those who wish to utilize the more corrosive and exploding chemicals. Battle Compounds learn how to brew caustic potions, allowing them to make their attacks as they enter the fray. Armed with a bag filled to the brim with chemicals that can seriously harm them, they can make up a concoction that makes use of the enemy's weaknesses, or compounds that can enhance the party's attributes.

- **Healer Compound** : A class meant for those who wish to practice combat medicine. Healer Compounds are non magical supports, allowing their help to remain at maximum efficiency so as long as they have the materials needed to finish the task. As their help is typically non magical, all magic nullifying entities suffer greatly when dealing with a party armed with a Healer Compound.

- **Journey Compound** : A class meant for those who wish to engage in trade and survival. Journey Compounds remind adventurers that getting to the quest location is just as difficult as finishing the quest itself. With Journey Compounds, the party will maintain maximum efficiency as they go about their journey, and even in dungeons, should they be maze-like.

{SAINT} :

- **Faith** : A class meant for worshippers of Ice Angels. Faiths are capable of commemorating the graces of The Ice Angels, allowing them to bolster the party's Hope, as well as healing. Faiths are also much appreciated by most countries, and so they get special benefits when entering civilizations.

- **Sanctuary** : A class meant for those who wish to protect their allies in a healing oasis. Sanctuaries are capable of forming healing areas, as well as field manipulation, giving a home advantage to the party everywhere around the world.

Races :

Lorman : Lormen are your traditional jack of all trades. Adaptable to most circumstances, they come with an average, slightly above average, and slightly below average stats. Lormen balance weakness and strength, relying on numbers as well as individual prowess.

Lormen come with the following special properties :

- **Unity Within** : Lormen are a derivative from regular Humans. They have kept their sense of unity for the most part. (Diplomatic + Cordial relationship with Lormen faction and individuals)
- **Adaptability** : Lormen are fast learners. They needed to be, for they have little innate talent. (Being taught, as well as teaching, is twice as fast)

Vampire : The first children of The Ice Angels, they are the iron fist that governs Nevermore currently. Vampires come with innate Blood magic, but with a dependence on blood or Cryier. Vampires have political immunity, but they must keep up a moral code dedicated by their Queen.

- **Political Immunity** : Access to all kingdom and trade tarvens.
- **Blood Magic** : innate blood magic is accessible from the start
- **Despair Resistance** : all despair spells are 20% less effective on you
- **Blood Fed** : you may eat regular food, but it does not nourish you. You must consume 250 ML of blood, or 100 g of Cryier daily. Diseased blood will cause you to suffer **HARSH PENALTIES**
- **Moral Code** : you must abide by the moral code of your Kingdom. If you dare break it, you will be hunted down.

Automata : The children of The Metallic Daughter. Made from a composition of metals and minerals, they come equipped with many utilities, and can increase their efficiency, as well as effectiveness, with bionic upgrades. Automata are incredibly varied, with some unfeeling, some very close to having a beating heart.

- **Upgradable** : You may upgrade yourself, given you find the parts and tools (Workstation needed)
- **Rust** : you are prone to rust and denting. Unless you upgrade yourself against rust, you will slowly decay over time
- **No Hope, No Despair** : You do not hope, or despair, but you have no motivation.
- **Connection** : you may try to connect with your kin to recruit them.

Marnun : Dwellers of the seas, they are excellent at magic manipulation. While they do train in melee combat, their habitat heavily favors magical warfare. As a Marnun, you are fully capable of swimming and diving, and you may walk on land, given that you take precautions to hydrate yourself.