Character bio

The reason behind this, is that an evil scientist from our world (think about dr.Gero from Dragon Ball, and also happens to be your grandpa. He thinks in his twisted way that this is the best he can give to his grandson/daughter (and he has seven of them). He wants to become the emperor of both the fantasy world and the real one, and he is focusing first in the fantastic one, and his ultimate goal is that you both rule together. You can either decide to join him in his crazy quest or oppose him and become a legend on your own terms.

Types of Character

# Warrior

***First Son***

A battle specialist. You might not be the most sophisticated guy there, but you definitely know how to hit hard. You’ll never get any fighting penalties since a true warrior is comfortable in any battlefield (good luck convincing people you’re a nice person though).

A warrior has no losing class penalties, both sides work for him.

Abilities: Rage (You will get hurt a bit more in battle but all your strikes will make critical damage), Rush (Strike First), Warrior’s Soul (Magic will not affect you for a turn), Swordmastery (passive, extra damage when wielding a weapon).

# Wizard (or Mage, whatever sounds better in Chinese)

***Second Daughter***

Does a wizard really need a description? Magic user, or in other words a bookworm. You can cast a range of spells that can help you in almost any situation, although physical damage is not your strongest suit. You do look a bit pale though (too much time indoors between books buddy).

A wizard has no losing class penalties, he can be either good or bad.

Abilities: Fireball, Teleport, True Sight (this one can give a hint on what the choice represents, or help in puzzles), Enchant Weapon.

# Monk

***Third Son***

You are a mix between a fighter and a philosopher. Capable of fight with your bare hands and hit hard, really hard. Your inner peace allows you to create an aura of protection around you, and you also can develop your contemplative powers, allowing you to be more effective when making some decisions.

A monk always must have positive karma or else he/she will lose his class to become a classic warrior.

Abilities: Dragon Punch, Aura of Protection, Contemplation (this one can give a hint in puzzles).

# Ninja

***Fourth Son***

A true master of the shadows. You enjoy getting your enemies with their guard down, and you’ve made an art of it. Skilful with plenty of weapons, you get a bonus with the silent assassinations, so you’ll always be more deadly when it comes to an unfair fight.

A ninja should keep his karma on the evil side, but he won’t lose his class if he is good, as long as he doesn’t reach more than 75% of it.

Abilities: Throwing Weapons (you attack first in a combat), Backstabbing (chances of critical hit), A Shadow in the wall (you might avoid one non-boss fight with it).

# Bard

***Fifth Son***

Becoming a bard is not as easy as it sounds; you have to be one with the nature and have amazing singing skills, so be awared! Your skills will be related to music, and will allow you to get control of enemies and animals alike. In addition, you will get more ladies!

A bard has no losing class penalties, he can do whatever.

Abilities: Song of the Forest (a wild animal will not attack you, instead is gonna help you out in the next fight with a human or monster), Lullaby Song (Enemy falls asleep, you get one extra turn with a critical hit), Out of tune (you sing such an awful song enemies go crazy and there is a chance they’ll attack themselves).

# Necromancer

***Sixth Son***

Master of the death, you can do wonders with some good old bones. You’ll be able to summon your own army rising it from the dead, and will have a natural connection with devil and undead creatures.

Bad side is you’re probably will not look that handsome, but hey who cares about that when you have a dead army at your service right?

A necromancer always have to have bad karma, or instead of summoning undead ugly zombies all you’ll manage to do is to complain about your looks.

Abilities: Raise Skeleton (fighting companion), Call Ghosts (they can help in puzzles and to spy on people), Power of the Zombies (some normal attacks will not have any effect on you).

# Ranger

***Seventh Daughter***

A true explorer, you seem to never get lost and always pick the trace in the wilderness. Good archery is also a must if you wanna become one, so better start practising!

You will always get the upper hand when fighting in the forest, and no wild animal will dare come close you (your smell after living in the wild is definitely part of the reason).

No class penalties related to the karma, a ranger just doesn’t give a fuck.

Abilities: True shot (distance attack, always critical hit), Cover your tracks (no one will attack you from behind), Animal lover (wild animals not only will not attack you but also are gonna give you a hand if they can).

\*Note: Rangers should have the chance to get a horse much easier than all the rest of characters.