

Classifications

Class types

Classes can be classified into two types: Physical and Mental

Physical

These classes rely on their physical characteristics for their power. Strength and discipline are their

Superhuman

A human that has been enhanced with superior intelligence, strength, and speed. They may not have the flashiest moves but what they lack in style they make up for in consistency. Their abilities have uses in all areas - offence, defence and control.

Might: Strength/Will **Strike:** Discipline/Intelligence **Health:** Con

WHAT: Limits on gene pool usage that can be improved gradually

WHY: Show good overall stamina, consistent strength not explosive strength

Damage, Defence

Nova

This class sees the battlefield as putty, to be shaped at their will. They are not the most lethal class but their ability to control the field is unparalleled. Barriers, telekinesis and shockwaves are all staples of this class.

Might: Will **Strike:** Intelligence **Health:** Sense

WHAT: Abilities based on the number of dice to represent distance

WHY: Large stamina, low potency means not lots of damage but greater utility

Control, Utility

Psionic

This classification has the strongest mental powers. Not only does this mean mind reading and control, but also the ability to manipulate their psychic energy into constructs such as blades and shields. Psionics specialises in offence and single target control.

Might: Will **Strike:** Intelligence **Health:** Sense

WHAT: Lots of concentration abilities that lock a dice away

WHY: Shows ability to maintain concentration whilst doing other abilities

Damage, Utility

Engine (Nuclear)

If the fight doesn't end quickly, the engine will make sure it does soon. Despite seemingly weaker abilities, the engine revs up and can land devastating attacks.

Might: Strength **Strike:** Discipline **Health:** Con

WHAT: Locking dice away at max damage output to be used later, revving up

WHY: Low potency dice but potential to be very explosive

Damage

Elemental

Fire, Lightning and Ice. These are powers that Elementals have to control and balance. To start with, they are weak in all but as they grow, they gain more mastery and can choose which elements to pursue further. Fire = single target damage, Lightning = speed and CC, Ice = long-range + defence

Might: Strength **Strike:** Discipline **Health:** Con

WHAT: Dice split into elements, going down one path can change dice to certain element

WHY: Shows initial chaos but gradual mastery over the elements, good sense of control

Damage, Control

Spectre

A ghost in the night. The spectre is a silent assassin, able to blend into the shadows. With a small but potent gene pool, they are masters of deception and misdirection, able to move around the battlefield causing disruption among the enemy.

WHAT: Very small dice pool that regens completely

Stealth, Control

Chrysalis

A pure defensive tank. The chrysalis has extreme self-preservation abilities that can keep them alive when most other classifications would fall.

Tank, Support

Chimera

An amalgamation of a different creature. This class offers the most potential versatility as a player picks between the bear, owl and octopus 'paths'.

Tank, Damage, Stealth, Utility, Control, Defence

Potential Classes:

Biohazard

A toxic mutant that uses poisonous abilities like a toxic cloud or acid splash. Good crowd control and offensive abilities

Control, Damage

Chronomancer

A mutant with the ability to control time. Extending other beings seconds per round, reverting to wear they were 5s ago with the health they had then etc.

Utility, support

Reaver

A vampire-esque mutant that drains enemies and uses 'blood magic'.