

This is just a concept, final game may look different

ID	Class	Ability	What is does
101	Fighter	Health upgrade	Upgrades player health by 5%
102	Fighter	Attack upgrade	Increases punch damage by 10%
103	Fighter	Iron knuckles	Unlocks iron knuckles
104	Fighter	Iron knuckles 2	Increases iron knuckles damage by 10%
105	Fighter	Sword	Unlocks regular sword
106	Fighter	Steel chain	Unlocks steel chain armor
107	Fighter	Iron knuckles 3	Increases iron knuckles damage by 10%
108	Fighter	Sword 2	Increases Sword damage by 10%
109	Fighter	Brass Knuckles	Unlocks brass knuckles
110	Fighter	Steel chain 2	Increases health by 5%
111	Fighter	Gold Knuckles	Unlocks gold knuckles
112	Fighter	Sword 3	Turns sword into lightsaber
201	Ranger	Throw	Throw does 10% more damage
202	Ranger	Gun	Unlocks pistol
203	Ranger	Holster	Lets player carry 3 weapons
204	Ranger	Gun 2	Pistol does 10% more damage
205	Ranger	Silver armor	Unlocks silver armor
206	Ranger	Shotgun	Unlocks shotgun
207	Ranger	Bread Launcher	Unlocks bread launcher
208	Ranger	Bag	Lets you carry unlimited ammo
209	Ranger	Bread Launcher 2	Combines the bread launcher and sword
301	Mage	Magic	Unlocks magic
302	Mage	Bread summon	Summons a bread sword
303	Mage	Spell attack	Increases spell attack by 25%
304	Mage	Necromancer	Lets you summon the dead to help you
305	Mage	From beyond	1 Extra revive
306	Mage	Invisibility	Enemies will ignore you for 5 seconds
307	Mage	Charisma	Makes enemies join your team for 10 seconds
308	Mage	Spell master	Increases loot dropped from enemies by 50%

12 fighter
9 ranger
8 mage

