



GAMEGOAT

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Wizard

A spellcaster who, for millennia, concentrates magical aura's into different spells and abilities. The wizard dwells in a place of powerful magical aura and enchants it with a tethered seal that disguises it from the unaware traveler. Surrounded by this magical aura, they can cast an array of offensively focused, close quarter spells that are fast and reliable.

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Gambler

A master of induction, anxiously concerned in the predictability and meaning of our world, that can only find true meaning in pursuing the limits of the unknown. An always familiar socialite, they possess the foresight to deliberately manipulate situations that incur an unpredictable but intended result. Possessing psychokinesis and the power of luck, their sleight of hand tactics ensures a plan of action in all situations.

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Angel

A human blessed with the ability to transform into an angel of heaven when dark magic draws near. Unable to control this ability or remember their experiences, the essence of light grants them infinite power to defeat darkness. Fearing for the safety of the innocent, the angel is chosen as the guardian of the people.

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Warlord

A master of tactics and a powerful force in battle. The Warlord leads by example and is revered and respected by their followers. Often underestimated as a tactician due to their eagerness to engage in tactical frontline combat, the Warlord musters the effectiveness of the troops around them. They are aware, considerate and share in the interests of their followers.

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Druid

The solitude guardians of nature. Druids possess the power of nature to heal, cast elemental abilities, and morph into close combat animals and elemental spirits. They are content with living a simple life and are in tune with the elemental auras around them. Although, very kindhearted, laid back, and accepting of others, they are the guardians that will ferociously protect nature from an encroaching civilization.

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Dark Elf

A veteran warrior equipped with silver and hardened amethyst armour. The dark elves have spent centuries mastering strategy, combat, ancient knowledge, and the art of magic. They work together in search of powerful magical auras that are harvested to sustain their expansive cities of crystal. Taming mythical dragons, they explore lost legends and undiscovered cities for artifacts of power.

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Barbarian

A powerful warrior born amongst lava and rock, wielding two battle axes and an eagerness for a challenge. The barbarian hails from a hardened lineage who have overcome the extremes of nature. Through strength of the mind and body, they spontaneously adapt and overcome all challenging situations. Their perseverance and power can inspire others around them.

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The Engineer

A steampunk tinkerer of precious metals and gems, the engineer pours life and soul into mechanized invention and weaponry. Their complex magnetic minds attract them to unconventional and unimaginable ideas. Through chaos and overwhelming anxiety, they create powerful, structured strategies and inventions which leaves many in stunned perplexity. Often thought of as a 'little strange' and unorganized, the engineer always has an intuitive plan of action that is ingenious in its dramatic execution.

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The Warden

An elite fighter armed with a long sword, hand-crafted heavy armour, and ancient wisdom passed down through generations. The wardens unwavering loyalty and reliability marks them as a symbol of hope and strength to others. Pledged to their duty, they are determined to overcome any obstacle through sheer determination.

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Cantor

A nomadic performer who travels the world to share lost legends through ancient songs and hymns. The cantor uses powerful emotion to channel hymns into words of power that can heal, cure, and strengthen the abilities of those around them. Concerned about being in the world alone where they are unable to share their stories, they travel the world in large groups to perform and inspire through their experiences.

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Beastmaster Ranger

A survivalist and experienced tamer that eagerly wanders unexplored environments in search of rare and exotic pet companions. Wielding an ancestral bow of dragon bone and elemental arrows of frost, poison, and fire; the Beastmaster attacks from afar with powerful draws of their bow. Taming a pet for stealth attacks, close combat, ranged attacks, or to incapacitate enemies; allows the hunter to situationally vary their fighting styles.

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Rebel Leader

A virtuous leader who seeks to unite the oppressed against tyranny. Through their own hardships and experience, they are deeply concerned with the injustices and inequalities of our world. Their unconventional tactical prowess and deeply rooted connection to people allows them to decisively overwhelm even the most powerful armies. The rebel leader is structured and precise to ensure the safety and security of their people.

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Beastmaster

An animal whisperer that resides in isolation within nature. The Beastmaster is an expert animal trainer that is committed to nurturing animals. They possess the ability to telepathically access the minds of all the animals with whom they have encountered. Concerned with the preservation of animals and nature, they keep vigilant watch through their vast connected network of eyes and ears.

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Cloaked Ranger

Once a renowned soldier, the cloaked ranger wanderers in search of a mysterious treasure that holds clues to their past. Traveling between settlements, they complete deeds for the innocent under tyranny from beasts and bandits. They are experts of guerilla tactics and; bow and short sword combat but are truly masters of stealth and concealment in thick foliage and mist.

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Armoured Dwarf

The dwarves are the masters of mining that share a love for beautiful metals and precious gems. Carving out the greatest mountains, they build colossal cities of gold. In their fear of what they could potentially awaken deep in the mountain, the dwarves are hardy battle-ready warriors that work together to overcome all challenges. Lovers of food and drink, the dwarves passionately enjoy the simplicities of life.

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Dragon Knight

A century old, spear-wielding dragon hunter descendent from dragons themselves. Their cold skin, as tough as dragon armour, protects them from even the deadliest piercing claw or flame. Predetermined at birth, they possess the ability to transform into an elemental dragon of frost, poison, or fire. Taking the path less travelled, they search alone for legendary tales of dragons heard through generations of song and story. With a calculated, deliberate and precise thrust of their spear they are able to pierce the thick hide of a dragon.

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Knight

Encased in white enchanted armour and mounted on a mystical Pegasus; the knight is a beacon of courage, bravery, and hope. A revered, steadfast leader, they are the embodiment of the people and do not waiver at any challenge. Carrying a weapon inscribed with ancient power and a blessed shield of holy light, the knight represents balance and order.

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Corsair

Born to the waves of salt and rock, the corsairs share a mystical connection to the tides of the ocean. Sailing amongst carbon black fleets of golden silk sails, they harness the waves of magic to navigate the seas. Imbuing their weapons with the power of the tide, they guard the oceans from the threat of pillagers and ancient creatures.

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Gunslinger

A force of valour and correction, the gunslinger is chosen to bring an end to tyrannical rule and oppression. Forged in the cosmic furnace of a colossal star, the gun of a slinger is entangled to the soul of its keeper and amplifies their inner essence. Silent but deadly, the bullets of a slinger omit as red and black mist travelling faster than light. Together, both gun and slinger, form an inseparable bond known as the gunslinger.

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Monk

Disciplined bare-fisted fighters who spend their lives in solitude, mastering the ability to concentrate the spiritual energy around them. The Monk strategically avoids and redirects enemy attacks into powerful blows that precisely targets opponent's energy chakras. The monk is centered both in body and mind; and in-sync with their surroundings. They meditate within themselves and concentrate their energy to heal and cure ailments. Bringing balance to the world, the monk travels in search of revitalizing weakening spiritual energy and bringing light to dark forces.

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Paladin

A disciplined fighter devoted to the power of light and justice; blessed with holy armour and two-handed weaponry. The paladin is a natural born leader that protects their allies using holy-based healing spells and absorbing incoming damage. Steadfast, they hold their ground and empower those around them by amplifying their defenses.

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Warlock

The warlock is a solitude mage that exists and travels between multiple planes of reality. Manipulating the boundaries of space and time, they harness the power of the void to amplify their abilities. Their magical robes are imbued with cosmic energies that hold together fibers of silk and metal. Able to conjure apparitions and wards of darkness, the warlock engulfs meteors of light and fire that disrupt the threads of reality.

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Brewmaster

The brewmasters are a friendly community of enduring warriors that overcome obstacles through resilience, unwavering patience, and time. Descendent from prehistoric civilization, the brewmasters possess an unknown aura of power. Their aura grants them healing abilities and a resistance to poisons, ailments, and curses. With a natural affinity to cooking, they provide beneficial buffs to allies when consumed. Their thick furs shield them from extreme weather and allow them to clumsily fall from great heights.

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Sorcerer/Sorceress

A rare spellcaster born from a feather of a phoenix, the sorcerer/sorceress is granted the ability to command the destructive elemental forces of fire. Their robes of embers channel power from the earth's core to their staves. Seeking their purpose, the sorcerer/sorceress travels in search of the knowledge of the phoenix to gain immortality by being reborn through ash and flame.

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Assassin

A vigilante that manipulates darkness to conceal their presence, the assassin is a stealthy agent of shadow that is skilled with bow and dagger. Having methodically trained, for centuries, with the league of assassins, they master their abilities to complete contracts marked by the shadow. Thorough and deliberate in their execution, they observe the habits, strengths, and weaknesses of their targets.

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Shaman

Possessing a strong connection to nature's elemental and ancestral spirits, the Shaman holds together the balance between our world and the spiritual world. Respected as a wise elder through their experiences and teachings, the Shaman forms as a symbol of community, hope, communication and strength. As guardians of the simplicity of life and the ebb and flow of nature, they imbue elemental power into objects around them to protect, heal, and cast powerful offensive abilities.

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Wood Elf

An agile protector and caretaker of the forest whose power is bounded to nature and its creatures. They command the forces of nature to help cloak themselves from immediate danger or to incapacitate threats. The wood elf is an expert marksman that has mastered tactical precision, stealth maneuverability, and guerilla tactics. They can intuitively identify any traveler that may be a threat to the Forest.

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Wandering Merchant

A nomadic world traveler who sells accumulated rare and exotic goods. The wandering merchants are simple people who travel in caravan and keep to themselves. Living in the wilderness has made them hardened survivalists and tough warriors armed with a variety of skills and weaponry. Attuned to their surroundings, they are masters of stealth detection who do not fear the wilderness. Their vast knowledge and experience of the world makes them expert barterers and storytellers.

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Scholar

The scholar acquires their power through knowledge and intellect. They have learnt the critical weaknesses of their enemies and are able to deliberately and reliably counter their attacks. They are well versed in all lore but fear the uncertainty of the unknown. A scholar prefers their confinement to books as to expand on their knowledge and power. They can defend themselves from a distance using magical ranged abilities.

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Swashbuckler

A flamboyant fighter who seeks to make their presence known and experience the unknown extremes of life. The Swashbuckler is confident in their abilities and do not fear consequence or conflict. They are natural social performers and cannot resist a social gathering or daring challenge. Using sheer speed, confidence, agility, and unpredictability; they quickly overwhelm their opponent.

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Witch Queen/King

A millennia old myth of an ancient power that resides in a dominion of frost and ice. A breaker of chains, the Witch Queen/King musters leagues of the oppressed and frees them through an indomitable strength, iron determination and deliberation. Holding the secrets to unknown history, the witch queen/king is a wise, experienced leader who is feared by all.

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Battle Priest

An armoured warrior who wields a two-handed hammer blessed by the power of light. The battle priest uses their powerful melee attacks and healing, when overwhelmed, to spontaneously adapt to situations. A champion of light and the people, the battle priest is concerned about the state of humanity and spreading corruption. With no destination in mind, they wander alone with a purpose to unite humanity and purify darkness.