

Classes

There are six basic classes in Sanctuary, each emphasizing a different style of play.



Outlander

Combat-focused, character and action-based fighters, excelling in fast-moving, hard-hitting martial and ranged combat. They prioritize single-target attacks and group combat tactics. Outlanders are wary of Relics and are more keen on seeing them destroyed rather than recovered.



Warrior

Tactical, defense-oriented fighters specializing in melee combat and battlefield control. Warriors excel in both offensive and defensive capabilities, making them versatile in combat. They use armor and weaponry to protect allies and dominate the battlefield.



Rogue

Stealthy, agile fighters skilled in deception, sabotage, and precision strikes. Rogues are masters of evasion and exploiting enemy weaknesses. They focus on quick, high-damage attacks and rapid disengagement, making them perfect for hit-and-run tactics and disruption.



Mage

Spellcasters focusing on ranged magic attacks, control spells, and area-of-effect damage. Mages manipulate the battlefield and cast powerful spells to influence enemy movements and deal significant damage from a distance. They excel in versatility and control.



Cleric

Scholars and Healers, specializing in restoring health, protecting allies, and leveraging Relics for their own ends. Clerics sustain the party and use Relics to their advantage. They focus on support, healing, and providing buffs and debuffs to keep their allies alive and well.



Bard

Versatile support characters specializing in inspiring allies, disrupting enemies, and providing buffs and debuffs. Bards use musical instruments and performances to cast spells, enhancing the party's overall effectiveness. They adapt to various roles, from healing to damage, making them essential in any party.

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