Character Classes

Fighters

Fighters are characters who are specially skilled at fighting and acts of physical strength/prowess.

Fighter

Fighters are based on the D&D fighter class. They have proficiency with all weapons.

Knight

Knights are based on the D&D paladin subclass. They have most of the fighter abilities plus a small number of spells.

Barbarian

Barbarians are based on the D&D Barbarian subclass. They have some fighter abilities plus additional abilities due to their strength and temperament.

Samurai

Samurai are based on a combination of historical samurai and the D&D monk class. (Hand-to-hand combat is not allowed in this LARP, so samurai have some of the D&D monk abilities.)

Spellcasters

Spellcasters are characters who can use mana to cast spells.

Mage/Wizard

Wizards (sometimes called mages) are based on the D&D wizard class. Unlike D&D, there is only one type of magic in this LARP. Spellcasters specialize based on the types of spells they know.

Priest (Healer)

Priests are based on the D&D cleric class. They are adept at healing and magic that involves their deity (such as repelling undead creatures).

Bard

Bards are based on the D&D bard class. They are skilled performers who are adept at persuasion. Their spells are mainly focused on interpersonal interactions.

Stealth-Based

Thieves

Thieves are based on the D&D thief class. They are adept at hiding and moving quietly, finding and disarming traps and stealing.

Assassins

Assassins are based on the D&D assassin class. They are adept at hiding and moving quietly and waylaying other characters.

Hunters

Hunters are based on the D&D ranger class. They have skills relating to tracking, hiding or moving silently in outdoor settings and dealings with nature. They have a few nature-based spells.

Other character types include rogues (characters with enhanced stealth), rangers (characters with enhanced outdoors abilities) and bards (characters with ability to influence others with their personality and entertainment abilities (*e.g.*, acting, storytelling, music)

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