

# Tier 1 Abilities

**Archer:** Master of the bow, you use arrows to smite your enemies from afar. As a new enlist in Valhalla, your quiver is able to hold 9 arrows, but they may be removed if recovered from the battlefield. However, beware, in close combat you are only equipt with small weapons, which generally hindered you when approached by opponents carrying larger weapons.

**Elemental Mage:** Wielders of the elemental powers, you use an arsenal of spells to weave your destiny on the battlefield. As a new enlist in Valhalla, your personal stores of mana allow you to cast 7 elemental spells, additional spells may be cast but at the cost of exposing yourself while you regain your mana. However, beware, in close combat you are only equipt with small weapons, which generally hindered you when approached by opponents carrying larger weapons.

**Knight:** Masters of sword and shield, you use your weapons to defend that which is precious to you. As a new enlist in Valhalla, you wield small and medium weapons as well as your trusted shield. However, be wary of ranged attacks that can find the chinks in your armor and lead you foes to victory.

**Monk:** Harbingers of your deity's holy name, you claim the battlefields for their glory. As a new enlist in Valhalla, you wield small weapons while praising the splendor of your deity as you smite your enemies. However, your strengths are in the elements of surprise, as opponents with larger weapons will pose a threat.

**Scout:** Fleet of foot and masters of evading detection, you are the front line skirmishers. As a new enlist in Valhalla, you are armed with only small weapons and a quiver of 6 arrows, to avoid being weighted down in battle. You use the elements of nature to quietly approach your enemies; relying on the element of surprise to defeat foes with your quick attacks.

**Warrior:** Masters of the art of war, you flow across the battlefield leaving a trail of beaten foes. As a new enlist in Valhalla, you wield small, medium, and large weapons. However, be wary of ranged attackers and lightly armed warriors, their quick attacks can outmaneuver you heavier large weapons.

## tier 2 abilities

**Ranger:** Through intense physical training and countless battles, you have strengthened your body. This has allowed you to learn the skills of swordplay (medium weapons) and increase the number of arrows you carry to 11, improving your close combat skills.

**Marksman:** Advanced physical training has increased the strength and stamina of you attacks making you a deadly archer on the battlefield. This allows you to carry 11 arrows and cause opponents who block or deflect you powerful arrows to fall on their backs.

**Runic Mage:** Advanced studies of the magical arts has led you to a new form of magic, runes. More diverse than elemental magic you can now cast any rune by verbally and physically calling it. Along with this new lore, your stores of mana have increased allowing the use of 9 runic spells at the beginning of battle.

**Battle Mage:** Advanced meditations of elemental magic allow you focus on more than just casting during battle. This allows you to wield both magic and blades, however you have yet to reach your full potential so your blades inflict no damage.

**Paladin:** Through holy devotion, you have been blessed with the ability to negate spells. Entering battle, you can negate 5 spells. This number can be increased through the reading of your holy prayer (similar to mage spell recharge).

**Twilight:** Through devotion to rigorous physical training, you have honed yourself and increased your stamina. This allows you to add large weapons to your arsenal, strengthening your prowess on the battlefield.

**Druid:** In the process of cultivating your spirit and discovering your deity, you have delved into the wilderness of Valhalla. This has strengthened your body and taught you secrets of the wild. This has allowed you to gain the use of medium weapons as well as the ability to cast 3 Earth based enchantments (see the spells available for Earth Elemental Mages).

**Mystic:** On your path to find the will of your deity, you have gone through hours of meditation in the process to obtain a direct link to your deity. This has given you the ability to cast 9 holy healing spells to aid your allies and self on the battlefield.

**Rogue:** Your time on the battlefield has taught you the battle strategies of opponents and allies alike. Added to your deft swordplay and footwork, you gain the ability to use all weapon classes, including unused/borrowed mage spells.

**Assassin:** From executing countless missions and unending training, you have learned to become quick and agile on your feet. This allows you to evade all projectiles, so long as you stay hidden in the shade.

**Mercenary:** Through rigorous physical training, you have honed your skills and increased your stamina. This has made you a versatile warrior on the battlefield, capable of using all weapon classes except magic.

**Barbarian:** From the victories of endless battles, you have forged your body into a war machine, always ready for conquest. This has increased your strength and allows you to deal a double damage hit when you charge an enemy line.

**tier 3 abilities**

**COMING SOON!!**