

A L'AKWANNON CLASS DEFINITIONS

Class is an artifice of gaming to help balance teams of players, balance the use of magic with the use of skills and weapons but are not meant to restrict your development of a character concept. What it is meant to do is prevent players from either intentionally or unintentionally min/maxing their character and insure all players can have fun considering a relatively even playing field. As a player, you should consider your class as your primary focus, but you will find a variety of skills, powers and abilities to help you shape that core class into something that fits your character concept. Below you will find some basic information regarding each of the classes and the general class combinations for those who enjoy multi-class characters

SINGLE CLASSES *(all single classed characters gain +10% xp due to focus)*



WARRIOR

One of two non-magic using classes, the warrior class is, in its most simplistic, devoted to the mastery of combat and combat related skills. Warriors are the only class which can gain advanced weapon specialization abilities such as advanced weapon mastery. Single classed warriors can advance to even higher specialization levels and gain special combat abilities beyond other warrior versions. Warriors can be represented by virtually any fighting persona you can think of: Gladiator, Knight, Duelist, Pirate, Mercenary, Barbarian, Savage, Archer, Pugilist, Wrestler, etc.

ROGUE

The second non-magic using class, the rogue class is devoted to the mastery of specialized non-weapon skills. They are no longer only thieves and second story men as older versions of DnD, but virtually any class who relies on skill above all else. Rogues can have more non-weapon specializations than any other class and the most comprehensive access to class abilities. Single classed rogues gain even more specialization capabilities, including special abilities depending on the proficiency in question. Rogues can be represented by any persona you can think of: Pick Pocket, Spy, Tracker, Bounty Hunter, Adventurer, Investigator, Locksmith, etc.



PRIEST

One of two magic using classes, the priest class is devoted to furthering the desires of their god or goddess, while gaining powers and magic boons from their deity. Single classed priests gain additional powers and a bonus to their theurgic (priestly version of mana) pool. Priests can be represented by various personas, but they are usually more closely associated with the god or goddess chosen and the priest order to which they belong. Each aspect of each deity is represented by factions within each church, leaving a great breadth of possibilities that can be shaped by character concept ideas.

WIZARD

The second magic using class, the wizard class is devoted to tapping the power of the universe to perform feats of magic and power. There are many varieties of mage based on the types of spells and powers desired, but are often thought of more as the "science" approach to magic rather than the priestly reliance on a higher power. Single classed wizards gain a bonus to their mana pool and can use more advanced Spellcraft techniques. Wizards can be represented by any persona you can think of: Enchanter, Summoner, Illusionist, Ice Mage, Necromancer, Sage, etc.



DOUBLE-CLASSED CHARACTERS

(all double-class characters gain xp at the normal rate and may split xp gains between classes as desired)



WARRIOR/ROGUE

These characters have relinquished some of their combat potential to balance themselves with non-combat skills. Any concept that requires more skill, finesse or other, broader, access to rogue skills in general should use this format. Also, skill focused characters with a concept leaning toward some highly skilled weapon use may use this format. The blend can be as balanced or unbalanced as reflects the character concept (i.e. may 5th level in one class while remaining 1st level in the other OR 3rd/3rd OR anywhere in between.) The ranger now falls in to this category as would such personas as: Swashbuckler, Mercenary Scout, Huntsman, etc

WARRIOR/WIZARD

These characters have relinquished some combat potential to balance themselves with the use of magic. Any concept that requires some magic to augment fighting abilities should use this format. Also, wizard characters in need of solid weapon abilities (a la – Gandalf) should use this format. The blend can be as balanced or unbalanced as desire to reflect the character concept (i.e. – using only 1st level wizard and never advancing to reflect minor magic support OR using simply 1st level warrior to reflect solid weapon abilities.) This category would hold such personas as: Battle Mage, Bladesinger, Tattoo Warrior, etc



WARRIOR/PRIEST

These characters have relinquished some combat potential to balance themselves with divine powers and abilities in service to their god or goddess. Any concept that requires some magic aligned with a higher power should use this format. Also, priest characters in need of better weapon skills should use this as well. As with all double classing, the blend can be as balanced or unbalanced as reflects the concept. The paladin now falls into this category (which traditionally would be something along the 5th level warrior/1st level priest vein) as would such personas as: Mujahidin, Anti-Paladin, Monk, etc

ROGUE/WIZARD

These characters have relinquished some of their skill potential to balance themselves with the use of magic. Any concept that requires some magic support to their skill use should use this format as should wizard concepts in need of special skill supplements. The level blend can be as balanced or unbalanced as reflects the concept. The bard now falls into this category (which would traditionally be fairly balanced gains between both classes) as would such personas as: Ninja, Artifact Hunter, Loremaster, etc



ROGUE/PRIEST

These characters have relinquished some of their skill potential to balance themselves with divine powers and abilities in service to their god or goddess. Any concept that ties their specialized skill use to magic of a higher power should use this format as should priests who have some specialized skill needs. The level blend can be as balanced or unbalanced as needed to reflect the concept. This category would hold such personas as: Holy Assassin, Religious Artifact Hunter, Inquisitor, etc

WIZARD/PRIEST

These characters have relinquished some of their raw magic potential to balance themselves with divine powers and abilities in service to their god or goddess. Any concept that is focused purely on magic from two sources should use this format. As with all double classing, the level growth can be as balanced or unbalanced as makes sense for the character concept. As a fairly rare, unique double classing, this category would hold personas that are primarily derived from aspects of the appropriate deity and bolstered by “unfiltered” mana



TRIPLE-CLASSED CHARACTERS

(all triple-class characters lose out on 5% of gained xp because of diversification, but may split gained xp between classes as desired)

WARRIOR/ROGUE/WIZARD

WARRIOR/WIZARD/PRIEST

WARRIOR/ROGUE/PRIEST

ROGUE/WIZARD/PRIEST

All triple-class characters have attempted to forge a balance between three varied groups of skills, and that is never an easy task. In general these concepts should be reviewed with the DM to ensure the concept cannot better be represented through use of class abilities or other elements that can create a similar blend. Personas for all triple-classed characters should be handled mutually with the DM and player and must be well thought out in order to be accepted

DUAL CLASSING

(characters who go to a dual class format lose the 10% single class xp bonus)

Dual classing should only happen during the course of a game due to character choices. In practice, dual classing simply means ceasing to advance in one class to embark upon a new one. I.e. – you have been a warrior for 5 levels, then have a “come to Jesus” moment and become a priest. Warrior is frozen at 5th level forever and can never be given XP again, while all future XP is dedicated to priest. Opportunities for such things should be discussed with the DM. Of course, if a really good case can be made for dual classing before the game starts, that can be addressed on a case by case basis