

Character Archetypes and Classes

<u>ARCHETYPE</u>	<u>HP Mods (Base 100)</u>	<u>SP Mods (Base 50)</u>	<u>Skill Mods (Categories) (Agility includes mobility and speed)</u>
Human	None	+ 10	It makes the BM happy
Elf	+ 10	+ 20	+1-3 to Agility & Magic, +1 to Intelligence, -1 to Strength
Dwarf	+ 50	None	+2 to Strength, -1 to Agility
Orc	None	None	+1 to Strength, -2 to Intelligence
Goblin	- 10	None	+1 to Agility, -1 to Strength
Creature	N/A	None	+1-5 to Strength and Magic, -0-3 to Intelligence and Agility
Being	N/A	+ 30	+1-5 to Strength and Intelligence, +1-10 to Magic

*Don't forget, you can be Human, and half of something else; it would read "half-____", as the "Human" part is implied.

<u>CLASS</u>	<u>HP Mods</u>	<u>SP Mods</u>	<u>Skill Mods (Optional)</u>	<u>Notes</u>
Wanderer	None	None	None	
Mage	None	+ 10	+ 1 in Magic	
Fighter	None	None	+ 1 in First Weapon's Category	
Knight	None	None	+ 1 in Riding and Swords	
Ninja	None	None	+ 1 in Agility	
Pirate	None	None	+ 1 in Pilot	
Rogue	None	None	+ 1 in First Weapon's Category	
Archer	None	None	+ 1 in Archery	
Bandit	None	None	+ 1 in Agility	
Peasant	None	None	None	
Warrior	None	None	+ 1 in First Weapon's Category	
Monk	None	+ 5	+ 1 in Diplomacy	
Druid	None	+ 10	+ 1 in Magic	
Royal	None	None	+ 1 in Diplomacy	
Samurai	None	None	+ 1 in Swords	
Time-Traveling Robot	None	None	+ 1	
Amazon	None	None	+ 1 in First Weapon's Category	
Priest	None	+ 5	None	
Shaman	None	+ 10	+ 1 in First Weapon's Category	
Berserker	+ 5	None	+ 1 in First Weapon's Category	
TRIBAL:				
Warrior	+ 5	None	+ 1 in First Weapon's Category	
Gatherer	None	None	None	
Hunter	None	None	+ 1 in First Weapon's Category	
Builder	None	None	None	
Carver	None	None	None	
Artisan	None	None	None	
Leader	+ 5	+ 5	+ 1 in First Weapon's Category	
Shaman	None	+ 10	+ 1 in Magic	
Wise Man	- 5	+ 5	+ 1 in Magic	

EVIL:				
Troll	+ 10	None	+ 1 in Strength	
Demon	None	+ 5	+ 1 in Evil Magic	
Succubus	None	None	+ 1 in Evil Magic	
Lord of Evil	+ 50	+ 20	+ 1 in Evil Magic	
Spirit	- 5	None	None	
Ghost	- 5	None	None	
Undead	- 5	None	None	
Beast	+ 10	None	+ 1 in Strength	
Sprite	None	+ 5	+ 1 in Magic	
Fairy	None	+ 5	+ 1 in Magic	
Monster	+ 10	None	+ 1 in Strength	
Cretin	None	None	+ 1 in Strength	
Sea Creature	+ 10	None	+ 1 in Strength	
Vampire	None	None	+ 1 in Strength	
Werewolf	+ 5	None	+ 1 in Strength	
Mutant	+ 5	None	+ 1 in Strength	
Xenomorph	+ 1000	None	+ 5 in Strength	Not real. Just a Joke