

Phase 1! 16rander

Class: paladin
uses divine
Oath to str
attacks

cleric
a god gifts
them powers
through worship

Ranger
Well versed with
the land can
have hunting
companions

Druid
Turns into
Animals, fights
with nature

Monk
many rapid
attacks with
fists or staff

fighter
like a basic
warrior/knight

Bard
uses song
to become
magic

Barbarian
can go into
a raging
frenzy to
deal more dmg

Warlock
signs a deal
with a patron
for powers

Wizard
studies to learn
magic

Rogue
assassiantype
but uses
stealth for
suprise atks

Sorcerer
born with
magic from
fey or heritage



3. Race:

