

Classes

Barbarian

- May only wear [Light](#) armour and use [2 handed](#) weapons (requires qualification)
- Must costume as a barbarian
- May [Cleave](#)
- Barbarians are [Bricks](#)

Ninja

A ninja is similar to a rogue, but specialises in assassination.

- May wear only [Light](#) armour and use any [Normal](#) and [Exotic](#) weapons (if qualified)
- Must costume in a single colour or black
- May [Sneak Attack](#)
- May [Pick Locks](#)
- May [Set Traps](#)
- Thrown weapons are [Poisoned Weapons](#)
- Ninjas are [Stealthy](#)

Ranger

- May use a bow and can carry up to 12 arrows (if qualified)
- May wear only [Light](#) armour and use any [Normal](#) and [Exotic](#) weapons (if qualified)
- May [Poison Arrows](#)
- May [Set Traps](#) only if outdoors
- May [Disarm Traps](#) only if outdoors

Rogue

- May use a bow and can carry up to 12 arrows (if qualified)
- May wear only [Light](#) armour and use any [Normal](#) and [Exotic](#) weapons (if qualified)
- May [Sneak Attack](#)
- May [Pick Locks](#)
- May [Disarm Traps](#)

Warrior

- Default class.
- May wear [Light](#) or [Heavy](#) armour and use any [Normal](#) and [Exotic](#) weapons (if qualified) except a bow.
- Cannot use magic.
- May [Break Locks](#)

Spellcasters

Alchemist

- Must use a staff, quarterstaff or other 2 handed equivalent
- May also use [Minimal](#) weapons and [Light](#) armour
- Must costume as an alchemist (often the same as a mage)
- Must carry at least one potion to show status as an alchemist
- May carry up to 6 potions to be used in a game phase
- An alchemist may [Gather Herbs](#) (Marshalls need to take note of whether a spell ball is discarded/used or actually a magical trap)
- An alchemist may [Disarm Magical Traps](#)
- [Spellcaster](#) - a potion may be any [spell](#) of any class. Potions are chosen before the game begins and must be clearly labelled/coloured

Battle Mage

A battle mage is a cross between a warrior and a mage

- May wear [Light](#) or [Heavy](#) armour and use any [Normal](#) and [Exotic](#) weapons (if qualified) except a bow.
- May carry any amount of spell balls to be used when casting spells
- [Spellcaster](#) - may cast only one **Mage spell**

Cleric

- May wear [Light](#) or [Heavy](#) armour and use any [Normal](#) and [Exotic](#) weapons (if qualified) except a bow.
- Must carry a holy symbol or similar to show status as a cleric
- [Spellcaster](#) - may cast any **Cleric spell**

Mage

- Must use a staff, quarterstaff or other 2 handed equivalent
- May also use [Minimal](#) weapons and [Light](#) armour
- Must costume as a mage
- Must carry a spellbook or similar to show status as a mage
- May carry any amount of spell balls to be used when casting spells
- [Spellcaster](#) - may cast any **Mage spell**

Necromancer

A necromancer is the opposite of a cleric.

- Must use a staff, quarterstaff or other 2 handed equivalent
- May also use [Minimal](#) weapons and [Light](#) armour

- Must costume as a necromancer
- Must carry a spellbook or similar to show status as a necromancer
- May carry any amount of spell balls to be used when casting spells
- [Spellcaster](#) - may cast any **Necromancer** [spell](#)

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Last update: **2015/09/15 17:52**

