Old School RPG

Game Manual

Head Buzz Games, LLC

Main Menu

New Game

Starts a new game.

Load Game

Loads a previously saved game.

Options

Allows changing of the volume of the menu music. Additional options are available after starting a new game.

Credits

Shows who created the game.

Exit

Quits the game

Character Screen

- (initial screen opened by **Esc**)
- note- resistances are shown on the Equipment and Party Inventory screens

- **Esc** brings up (and closes) the Character Screen of the active character (left clicking a party members portrait changes the active character to the portrait chosen)
- **Left Click** the portrait on the character screen allows changing the Portrait, Name and/or Voice of the active character
- **Left Click** the button list on the left changes the menu screen to the selection

Party Inventory

(shows the inventory that the party is carrying. Equipped items are shown on each character in their equipment slots)

- **Left Click** an item to use it by the active character (if possible) or equip it or bring up a list of characters who can equip it.
- **Left Click Drag and Drop** Equipable items may be dragged onto the current characters equipment slots on the right

Equipment

(active characters equipment slots)
- **Left Click** an equipment slot to show party inventory that is available to equip

Abilities

- **Left Click** an ability or shortcut to use that ability
- **Left Click Drag** an ability from the list and drop it onto a shortcut slot to change the shortcut hot keys

Attribute Points

- **Left Click** to spend attribute points available on the chosen attribute

Skill Points

(shows skills, their current level, skill point cost, descriptions)

- **Left Click** to spend skill points available on the chosen skill

Quests

(shows main story and side quests)

Quest descriptions and tasks are shown. Quests may be de-activated and activated.

System Menu

(brings up the system menues)

- **Settings Menu**
  - **Esc** returns to the system menu
  - **Audio** volume controls for main and music
  - **Blood Settings** toggle 3d blood and screen blood on or off
  - **Camera Settings** camera mouse look speed may be changed
  - **GUI** allows showing or hiding of the console, navigation bar, quest list and tooltips. Party Portraits type may be changed to verbose (showing attack, defense, magic attack, magic defense) in addition to the health, mana and status effects that the standard portraits show.
  - **Graphics Quality** adjust the graphics quality to the hardware that is being used ranging from Ultra, very high, high, medium, low and potato.
  - **Video Resolution** change video resolution from the desktop value to a different value
  - **Exit Game** returns to the main menu
- **Save** brings up save game menu showing the 49 available save slots
- **Load** brings up the load game menu showing the Quicksave game first, followed by the load game files
- **Exit Game** returns to the main menu

Controls

- **Movement Keys**

  ○ **W**   forward
  ○ **S**   backward
  ○ **A**   strafe left
  ○ **D**   strafe right

Interaction Keys

- **E**   inspect, pick up, dialogue, Accept choice, close dialogue, etc.
- **Esc**   Show / Hide Menu screens

Quick Keys

- **H**   help screen
- **M**   Show / Hide map screen
- **F5**   Quickload
- **F6**   Quicksave

Combat Controls

- **Camera Free Look**

  ○ **Right Mouse Button**   Hold to free look camera during combat

- **Shortcut Bar (Hot Keys)**

  ○ **1, 2, 3, 4, 5, 6, 7, 8, 9, 0** Assignable shortcut keys for abilities

- **Targeting**

  ○ **Left Mouse Button**   Select target from combatant target GUI
  ○ **Q**   Previous Target
  ○ **R**   Next Target
  ○ **E**   Accept Choice (if using Previous Target or Next Target)

Getting Started

Click on New Game and the Combat difficulty screen will appear. Select the level of difficulty of the combat. Default difficulty is recommended for players familiar with role playing games in general. Easier and more difficult choices are available for more forgiving and less forgiving combat.

Party Creation

Default Party

Start with a pre-made selection of four characters.

Random Balanced Party

Start with a random group of four characters with one of each archetype (Tank, Caster, Healer, Hybrid). Portraits and voices may be changed from their character screens after party creation.

Totally Random Party

Start with a completely random group of four characters. Portraits and voices may be changed from their character screens after party creation.

Manually Create

Create four custom characters one at a time. The creation process is the same for each character:
1. Select Class – select the class (profession) of the character. Specific class skills are shown here.
2. Seclect Race – select the race of the character. Racial attribute bonuses and penalties are shown here.
3. Select Portrait – choose the portrait of the character.
4. Select Voice – choose the voice (and personality) of the character.
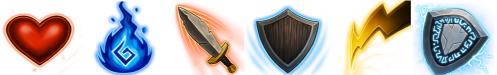
After Party Creation

Characters have attribute points and skill points that should be spent after the party has been created. (A small plus will show on the character's portrait if they have points to spend.) These points may be spent from the Attrubute Points and Skill Points screens. The ESC button is the default menu button. This will bring up the character screen of the active character with menu buttons on the left side. Clicking the portraits will change the active character.

Attributes

- **Strength:** Measure of physical power that is used in brute force actions. Strength directly affects Attack Power which affects damage done with weapons. It is measured against doors and chests when attempting to force them open.
- **Intelligence:** Measure of learning and problem-solving ability. Intelligence directly affects Max Mana, Magic Attack and Magic Defense.
- **Focus:** Measure of determination. Focus directly affects Max Mana (half as much as Intelligence) and directly affects the effectiveness of healing spells.
- **Dexterity:** Measure of agility. Dexterity directly affects Defense and chance to hit with and evade physical attacks.
- **Quickness:** Measure of reflexes. Quickness directly affects the turn order in combat. (Who goes first)
- **Constitution:** Measure of vitality. Constitution directly affects Maximum Health.
- **Charisma:** Measure of personality. Charisma is used by bards to improve the effectiveness of their songs.
- **Luck:** Subty influences many abilities and interactions.

Status Values

- **Max Health:** Maximum amount of damage that may be taken before dying.
- **Health:** Current health value. If this reaches zero the player dies.
- **Max Mana:** Maximum amount of power stored for use in spells and abilities.
- **Mana:** Current mana value.
- **Attack:** Physical damage capability. Directly affects damage done with weapons.
- **Defense:** Physical damage mitigation rating. Directly affects damage received from physical attacks.
- **Magic Attack:** Magical damage capacity. Directly affects damage done with spells.
- **Magic Defense:** Magical damage mitigation rating. Directly affects damage received from spells.
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--Spell Resists--
- **Magic Spell Resist:** Chance to fully resist spells.
- **Air Magic Resist:** Reduces damage of this type by this percentage
- **Arcane Magic Resist:** Reduces damage of this type by this percentage
- **Body Magic Resist:** Reduces damage of this type by this percentage
- **Divine Magic Resist:** Reduces damage of this type by this percentage
- **Earth Magic Resist:** Reduces damage of this type by this percentage
- **Fire Magic Resist:** Reduces damage of this type by this percentage
- **Necromancy Magic Resist:** Reduces damage of this type by this percentage
- **Water Resist:** Reduces damage of this type by this percentage
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--Skills--
- **Air Magic:** Proficiency using this magic type
- **Arcane Magic:** Proficiency using this magic type
- **Backstab:** High damage attack. Only usable while hidden.
- **Battle Commands:** Increases party combat effectiveness
- **Battle Cry:** Reduces combat effectiveness of the target group
- **Berserking:** Enrage during combat increasing physical damage
- **Blocking:** Increases base blocking amount by this percentage

- **Body Magic:** Proficiency using this magic type
- **Body Shot:** Melee attack with increased hit chance and reduced damage
- **Close Combat:** Increases effectiveness in physical combat
- **Critical Strike:** Increases chance to deliver a high damage attack
- **Cut Artery:** Melee attack that adds a bleeding damage effect
- **Divine Magic:** Proficiency using this magic type
- **Earth Magic:** Proficiency using this magic type
- **Evade:** Increased chance to avoid being hit my a melee attack
- **Finess Strike:** Melee attack with increased chance to critically hit
- **Fire Magic:** Proficiency using this magic type
- **Gouge:** Melee attack that may cause temporary blindness
- **Hamstring:** Melee attack that adds a slowing effect
- **Lock Picking:** Ability to open locks with tools
- **Meditation:** Increases mana regeneration in and out of combat
- **Music:** Increases effectiveness of songs
- **Necromancy Magic:** Proficiency using this magic type
- **Parry:** Increases chance to block physical attacks with a weapon
- **Poison Strike:** Melee attack with chance to poison
- **Savage Strike:** Melee attack with increased damage
- **Spinal Tap:** Melee attack with chance to stun
- **Stunning Blow:** Melee attack with chance to stun
- **Throat Punch:** Melee attack with chance to silence
- **Turn Undead:** Ability to cause divine damage to undead enemies
- **Water Magic:** Proficiency using this magic type
- **Whirlwind:** Group melee attack

Abilities

- **Aimed Shot (Bow):** Single target ranged attack causing high damage
- **Aither's Gift:** Group target buff that lights up the area around the party for a period of time and allows the party to float above tripwires and trap sensor plates
- **Arcane Blast:** Group target arcane magic that causes damage and reduces the intelligence of the target
- **Arcane Bolt:** Single targe arcane magic attack
- **Arcane Mist:** Group target arcane magic that envelops the target group with poison gas
- **Arcane Shield:** Group target arcane magic that increases arcane resist and fire resist
- **Asphyxiation:** Single target necromancy magic that causes damage each turn to the target until it dissipates or is dispelled
- **Awaken:** Single target body magic that removes sleep effect
- **Backstab:** Single target high accuracy damage melee attack. User must be hidden to use
- **Ballad of Jayne:** Group target music effect that ressurects all dead party members to 1 health
- **Bark Skin:** Group target earth magic that increases defense
- **Battle Commands:** Group target support that increases strength, dexterity, and quickness
- **Battle Cry:** Group target debuff that decreases attack power and hit chance, only usable in combat.
- **Berzerking:** Self support ability that greatly increases attack power with small hit chance penalty, only usable in combat.
- **Bless:** Group target divine magic that increases attack, defense, and hit chance
- **Blinding Light:** Single target spell that causes temporary blindness to the target
- **Blizzard:** Group target water magic that damages plus has a chance to freeze targets and add wet effect
- **Body Shot:** Single target melee attack with improved hit chance and small penalty to damage
- **Boulder Strike:** Single target earth magic attack that damages with a 50% chance to stun the target
- **Burning Blood:** Single target fire magic that adds both a poison effect and a burning effect to the target
- **Cleansing Rain:** Group target water magic that removes burning, blindness, disease, enfeebled, feebleminded, poison and weakness, while adding the wet

effect
- **Cure Ailment:** Single target body magic that removes poison and disease
- **Cure All:** Single target divine magic that removes all negative effects
- **Cure Disease:** Single target body magic that removes disease
- **Cure Insanity:** Single target arcane magic that removes insanity
- **Cure Paralysis:** Single target spell that removes paralysis
- **Cure Poison:** Single target body magic that removes poison
- **Cut Artery:** Single target melee attack that causes a bleed effect
- **Dark Resistance:** Group target necromancy magic that increases arcane resist, necromancy resist, and water magic resist
- **Death Cloud:** Group target air magic that creates poison gas cloud
- **Death Touch:** Single target necromancy magic that damages the target and heals the user
- **Defend:** Increases defense by not attacking this turn and focusing on damage prevention
- **Demonic Skin:** Group buff arcane magic that increases the defense of all party members, only usable in combat
- **Drain Life:** Single target necromancy magic that damages the target and heals the caster
- **Dust:** Group target air magic that causes blindness to the targets, reducing their hit chance and defense
- **Earthquake:** Group target earth magic that damages and sometimes stuns, removes frozen effect
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- **Elemental Resistance:** Group target magic that increases air, earth, fire and water resistances
- **Evasive:** Passive ability that increases strength, dexterity, quickness, and constitution
- **Fear:** Single target necromancy magic that incapacitates the target. Damage taken cancels the effect
- **Flame Arrow:** Single target fire magic that causes damage and sets the target on fire
- **Flame Arrow (Bow):** Single target ranged attack that causes damage and sets the target on fire
- **Flame Strike:** Group target fire magic that causes damage and adds the burning effect to the targets
- **Finesse Attack:** Single target melee attack that increases the chance to critically strike while taking a small penalty to base damage
- **Fireball:** Group target fire magic that causes moderate damage and sets the targets on fire
- **Fire Blast:** Group target fire magic that causes damage and sets the targets on fire
- **Firestorm:** Group target fire magic that causes high damage and sets the

targets on fire

- **Force Shield:** Group target arcane magic that increases arcane resist, defense, magic defense, and magic spell resist
- **Freeze:** Single target water magic that holds the target frozen in place, unable to perform actions
- **Freeze Foes:** Group target water magic that holds targets frozen in place, unable to perform actions
- **Freezing Blast:** Group target water magic that causes damage and adds a frozen effect
- **Frost Arrow:** Single target water magic that damages and adds wet effect
- **Full Heal:** Single target divine magic that heals an ally to maximum health
- **Gouge:** Single target melee attack that adds vision impairment
- **Greater Group Heal:** Group target divine magic that heals a group of targets
- **Greater Heal:** Single target divine magic that heals an ally
- **Greater Light:** Self target magic that brightly lights up the area around the user for a period of time
- **Greater Renew:** Single target water magic that heals an ally an adds regeneration
- **Group Fear:** Group target necromancy magic that incapacitates a group of targets with fear, damage taken will break the effect
- **Group Heal:** Group target divine magic that heals a group of targets
- **Group Renew:** Group target water magic that heals and adds regeneration to a group
- **Group Sleep:** Group target air magic that puts targets to sleep. Any damage taken will cancel the effect. Does not work on undead and some special enemies.
- **Gust of Rocks:** Single target earth magic attack
- **Hailstorm:** Group target water magic causing damage and adds wet effect with small chance to freeze targets
- **Hamstring:** Single target melee attack that slows the target
- **Harmony of Healing:** Group target music effect that gives regeneration
- **Heal:** Single target divine magic that heals an ally
- **Herbal Medicine:** Single target body magic that heals an ally
- **Heroism:** Passive ability that increases strength, dexterity, and quickness
- **Hide in Shadows:** Self target ability that adds hidden status, increasing defense and enables the backstab ability, combat use only
- **Hold Undead:** Single target divine magic that holds an undead target in place, unable to perform actions
- **Ice Storm:** Group target water magic that damages the targets and adds the freezing effect
- **Insanity:** Single target arcane magic that causes the target to attack its own group
- **Insect Swarm:** Single target earth magic that causes damage each turn until it

ends or is dispelled

- **Intelligence of the Ent:** Group target earth magic that increases the intelligence of the targets
- **Lay on Hands:** Single target divine magic that fully restores health to a target
- **Lesser Group Heal:** Group target divine magic that heals an ally group
- **Lesser Group Renew:** Group target water magic that heals and adds regeneration
- **Lesser Heal:** Single target divine magic that heals an ally
- **Lesser Renew:** Single target water magic that heals an ally and adds regeneration
- **Levitate:** Group target air magic that causes the party to float above tripwires and trap sensor plates
- **Life Steal:** Single target necromancy magic that damages the target and heals the caster
- **Light:** Self target magic that lights up the area around the user for a period of time
- **Lightning Bolt:** Single target air magic that causes damage with a chance to stun the target
- **Lightning Strike:** Group target air magic that causes damage with a chance to stun the targets
- **Mage Sword:** Self target ability that increases attack 100 percent, defense 25 percent and hit chance 25 percent, only usable in combat
- **Magic Missile:** Single target arcane magic attack
- **Magma Blast:** Group target fire magic that causes damage and adds the burning effect to the targets
- **Major Heal:** Single target divine magic that heals an ally
- **Major Renew:** Single target water magic that heals an ally and adds regeneration
- **Melody of Restoration:** Group target music effect that adds health and mana regeneration to the party
- **Mental Strike:** Single target arcane magic that causes damage and reduces the intelligence of the target
- **Mind Flay:** Single target arcane magic that causes damage and reduces the intelligence of the target
- **Minor Group Heal:** Group target divine magic that heals an ally group
- **Minor Group Renew:** Group target water magic that heals an ally group and adds regeneration
- **Minor Heal:** Single target divine magic that heals an ally
- **Minor Renew:** Single target water magic that heals an ally and adds the regeneration effect
- **Miraculous Health:** Group target divine magic that increases the maximum health of the group by 10 percent
- **Multishot (Bow):** Group target physical damage based on ranged attack power

- **Noxious Cloud:** Group target air magic that creates a poison gas cloud
- **Oaken Constitution:** Group target earth magic that increases constitution
- **Paralysis:** Single target arcane magic that paralyzes the target, preventing it from performing actions until it wears off or is dispelled
- **Pathfinding:** Group target support ability that increases the party movement speed
- **Player Bow Attack:** Single target ranged attack that causes damage based on ranged attack power
- **Player Melee Attack:** Single target melee attack that causes damage based on attack power
- **Poison:** Single target necromancy magic that causes damage every turn until it disspates or is dispelled
- **Poison Arrow (Bow):** Single target ranged attack that causes damage and adds poison effect
- **Poison Bolt:** Single target attack spell that damages and adds poison effect
- **Poison Strike:** Single target melee attack that may add poison
- **Portal: <location>:** Group target teleportation spells that instantly transport the party to the location, not usable in combat
- **Protect:** Single target support ability that causes the user to take damage instead of the protected target
- **Ray of Enfeeblement:** Single target necromancy magic that reduces the strength, dexterity, and constitution of the target
- **Remove Curse:** Single target arcane magic that removes a curse from a target
- **Renew:** Single target water magic that heals an ally and adds regeneration
- **Ressurect:** Single target divine magic that brings a dead character back to life with 1 health point
- **Revive:** Single target body magic that brings a dead character back to life with 1 health point
- **Rhythm of Resistance:** Group target music effect that increases the resistance of the party
- **Sandstorm:** Group target air magic that causes damage and impairs vision
- **Savage Strike:** Single target melee attack that causes high damage
- **Screeching Shout:** Group target music effect that causes damage to the enemy targets
- **Shocking Touch:** Single target air magic attack
- **Sleep:** Single target air magic that puts targets to sleep. Any damage taken will cancel the effect. Does not work on undead and some special enemies.
- **Slow:** Single target arcane magic that reduces the target quickness speed by 50 percent
- **Song of Accuracy:** Group target music effect that increases hit chance of the party, only usable in combat
- **Song of Defense:** Group target music effect that increases the defense and magic defense of the party

- **Song of Escape:** Group target music effect that, if successful, pulls the party out of the current fight and teleports them to a recent safe location, party loses half of their gold
- **Song of Speed:** Group target music effect that increases the quickness and movement speed of the party
- **Song of Strength:** Group target music effect that increases strength, only usable in combat
- **Song of Understanding:** Group target music effect that increases intelligence and adds a small amount of mana regeneration
- **Soul Drain:** Group target necromancy magic that damages the targets and heals the caster
- **Smite:** Single target divine magic that causes damage to the target
- **Spinal Tap:** Single target melee attack that may stun the target
- **Suffocate:** Single target arcane magic that causes damage each turn to the target until it ends or is dispelled
- **Summon Demon:** Magic summoning spell that calls forth a demon to join the party (The type of demon summoned is determined by the arcane skill level of the caster)
- **Summon Elemental:** Magic summoning spell that calls forth an elemental to join your party (The type of elemental summoned is determined by the magic skill levels of the elementalist)
- **Summon Undead:** Magic summoning spell that calls forth an undead to join your party (The type of undead summoned is determined by the necromancy skill level of the caster)
- **Stone to Flesh:** Single target body magic that removed the stoned effect from the target
- **Stunning Blow:** Single target melee attack with a chance to stun
- **Theia's Buff:** Group target magic that lights up the area around the party for a period of time and allows the party to float in the air avoiding trap detection
- **Throat Punch:** Single target melee attack that has a chance to silence the target
- **Tsunami:** Group target water magic that causes high damage and adds a wet effect
- **Turn Undead:** Single target divine magic that causes high damage to an undead target
- **Vampiric Touch:** Single target necromancy magic that damages the target and heals the caster
- **Weaken:** Single target necromancy magic that reduces the strength of the target
- **Whirlwind:** Group target melee attack that causes high damage

Ability Synergies

- **Air Magic Abilities:**
  - Lightning attacks cause bonus damage to wet targets

- **Fire Abilities:**
  - Bonus damage to targets in gas clouds
  - Removes wet effect
  - Changes Frozen effect on targets to wet effect

- **Freezing Water Abilities:**
  - Removes burning effect
  - If target is wet, adds frozen effect

- **Water Abilities:**
  - Removes burning effect

Classes

--Tanks--

- **Barbarian:** Blocking, Close Combant, Critical Strike, Parry
  - Berserking (level 1)
  - Whirlwind (level 3)
  - Battle Cry (level 5)
  - Savage Strike (level 7)
  - Throat Punch (level 9)
  - Body Shot (Level 11)
  - Cut Artery (Level 13)
  - Stunning Blow (Level 15)
  - Protect (level 17)

- **Dark Knight:** Blocking, Close Combat, Critical Strike, Necromancy Magic, Parry
  - Death Touch (level 1)
  - Throat Punch (level 3)
  - Cut Artery (level 5)
  - Poison (level 7)
  - Body Shot (level 9)
  - Fear (level 11)
  - Savage Strike (level 13)
  - Stunning Blow (level 15)
  - Insanity (level 17)
  - Protect (level 19)

- **Fighter:** Blocking, Close Combat, Critical Strike, Immune to Fear, Parry
  - Battle Commands (level 1)
  - Savage Strike (level 3)
  - Throat Punch (level 5)
  - Protect (level 7)
  - Body Shot (level 9)
  - Cut Artery (level 11)
  - Stunning Blow (level 13)
  - Finesse Attack (level 15)

- Heroism (level 17)

- **Paladin:** Body Magic, Blocking, Close Combat, Critical Strike, Divine Magic, Parry
  - Lay on Hands (level 1)
  - Minor Heal (level 2)
  - Bless (level 4)
  - Body Shot (level 5)
  - Awaken (level 6)
  - Turn Undead (level 7)
  - Lesser Heal (level 9)
  - Cure Poison (level 10)
  - Protect (level 11)
  - Finesse Strike (level 13)
  - Cure Disease (level 15)
  - Heal (level 17)
  - Cure Ailment (level 18)
  - Ressurect (level 19)
  - Cure All (level 21)

--Casters--

- **Elementalist:** Air Magic, Close Combat, Critical Strike, Earth Magic, Fire Magic, Meditation, Water Magic
  - Light (level 1)
  - Gust of Rocks (level 1)
  - Flame Arrow (level 2)
  - Frost Arrow (level 3)
  - Shocking Touch (level 4)
  - Summon Elemental (level 5)
  - Fire Blast (level 6)
  - Freezing Blast (level 7)
  - Levitate (level 8)
  - Greater Light (level 8)
  - Boulder Strike (level 9)
  - Fireball (level 10)
  - Freeze (level 11)
  - Noxious Cloud (level 12)
  - Lightning Bolt (level 13)
  - Blizzard (level 14)
  - Elemental Resistance (level 15)
  - Theia's Buff (level 16)

- Lightning Strike (level 17)
- Tsunami (level 18)
- Freeze Foes (level 19)
- Death Cloud (level 20)
- Firestorm (level 21)

- **Mage:** Air Magic, Arcane Magic, Close Combat, Critical Strike, Divine Magic, Fire Magic, Meditation, Water Magic
  - Light (level 1)
  - Magic Missile (level 1)
  - Sleep (level 2)
  - Flame Arrow (level 3)
  - Slow (level 4)
  - Minor Heal (level 5)
  - Levitate (level 6)
  - Dust (level 7)
  - Greater Light (level 8)
  - Fire Blast (level 9)
  - Cure Insanity (level 10)
  - Lesser Heal (level 11)
  - Freeze (level 12)
  - Mage Sword (level 13)
  - Fireball (level 14)
  - Remove Curse (level 15)
  - Theia's Buff (level 16)
  - Heal (level 17)
  - Noxious Cloud (level 18)
  - Freeze Foes (level 19)
  - Arcane Bolt (level 20)
  - Force Shield (level 21)
  - Major Heal (level 22)
  - Death Cloud (level 23)

- **Necromancer:** Arcane Magic, Close Combat, Critical Strike, Divine Magic, Meditation, Necromancy Magic, Water Magic
  - Light (level 1)
  - Drain Life (level 1)
  - Weaken (level 2)
  - Summon Undead (level 2)
  - Dark Resistance (level 3)

- Frost Arrow (level 4)
- Fear (level 5)
- Turn Undead (level 6)
- Levitate (level 7)
- Greater Light (level 8)
- Poison Bolt (level 8)
- Freezing Blast (level 9)
- Ray of Enfeeblement (level 10)
- Freeze (level 11)
- Noxious Cloud (level 12)
- Life Steal (level 13)
- Asphyxiation (level 14)
- Group Fear (level 15)
- Aither's Gift (level 16)
- Blizzard (level 17)
- Mind Flay (level 18)
- Vampiric Touch (level 19)
- Freeze Foes (level 20)
- Soul Drain (level 21)
- Ice Storm (level 22)

- **Warlock:** Arcane Magic, Close Combat, Critical Strike, Fire Magic, Meditation
  - Light (level 1)
  - Flame Arrow (level 1)
  - Demonic Skin (level 2)
  - Magic Missile (level 3)
  - Summon Demon (level 4)
  - Blinding Light (level 5)
  - Fire Blast (level 6)
  - Levitate (level 7)
  - Greater Light (level 8)
  - Arcane Shield (level 8)
  - Remove Curse (level 9)
  - Fireball (level 10)
  - Mage Sword (level 11)
  - Insanity (level 12)
  - Flame Strike (level 13)
  - Suffocate (level 14)
  - Cure Insanity (level 15)
  - Aither's Gift (level 16)

- Paralyze (level 17)
- Mental Strike (level 18)
- Arcane Blast (level 19)
- Force Shield (level 20)
- Magma Blast (level 21)
- Burning Blood (level 22)

--Healers--

- **Cleric:** Body Magic, Close Combat, Critical Strike, Divine Magic, Meditation, Turn Undead
  - Minor Heal (level 1)
  - Turn Undead (level 1)
  - Bless (level 2)
  - Smite (level 3)
  - Cure Poison (level 4)
  - Lesser Heal (level 5)
  - Awaken (level 6)
  - Hold Undead (level 6)
  - Minor Group Heal (level 7)
  - Miraculous Health (level 8)
  - Cure Disease (level 9)
  - Heal (level 10)
  - Remove Curse (level 11)
  - Ressurect (level 12)
  - Cure Ailment (level 13)
  - Cure Paralysis (level 14)
  - Lesser Group Heal (level 15)
  - Stone to Flesh (level 16)
  - Major Heal (level 17)
  - Blinding Light (level 18)
  - Group Heal (level 19)
  - Cure All (level 20)
  - Greater Heal (level 21)
  - Greater Group Heal (level 22)
  - Full Heal (level 23)

- **Druid:** Body Magic, Close Combat, Critical Strike, Earth Magic, Meditation, Water Magic
  - Minor Renew (level 1)
  - Frost Arrow (level 2)
  - Bark Skin (level 3)
  - Gust of Rocks (level 4)
  - Cure Poison (level 5)
  - Lesser Renew (level 6)
  - Poison Bolt (level 7)
  - Cure Disease (level 8)
  - Minor Group Renew (level 9)
  - Renew (level 10)
  - Oaken Constitution (level 11)
  - Remove Curse (level 12)
  - Ressurect (level 13)
  - Cure Paralysis (level 14)
  - Intelligence of the Ents (level 15)
  - Lesser Group Renewal (level 16)
  - Stone to Flesh (level 17)
  - Cure All (level 18)
  - Major Renew (level 19)
  - Insect Swarm (level 20)
  - Group Renew (level 21)
  - Greater Renew (level 22)
  - Earthquake (level 23)

- **Mystic:** Arcane Magic, Body Magic, Close Combat, Critical Strike, Meditation, Water Magic
  - Minor Renew (level 1)
  - Cure Poison (level 2)
  - Magic Missile (level 3)
  - Cure Disease (level 4)
  - Lesser Renew (level 5)
  - Blinding Light (level 6)
  - Remove Curse (level 7)
  - Cure Insanity (level 7)
  - Minor Group Renew (level 8)

- Cure Ailment (level 9)
- Renew (level 10)
- Cure Paralysis (level 11)
- Ressurect (level 12)
- Slow (level 13)
- Stone to Flesh (level 14)
- Lesser Group Renewal (level 16)
- Paralyze (level 17)
- Major Renew (level 18)
- Cleansing Rain (level 19)
- Suffocate (level 20)
- Group Renew (level 21)
- Greater Renew (level 22)
- Arcane Blast (level 23)

--Hybrids--

- **Bard:** Close Combat, Critical Strike, Evade, Lock Picking, Music, Parry
  - Song of Strength (level 1)
  - Song of Accuracy (level 3)
  - Song of Speed (level 5)
  - Harmony of Healing (level 7)
  - Song of Understanding (level 9)
  - Screeching Shout (level 11)
  - Song of Defense (level 13)
  - Song of Escape (level 15)
  - Melody of Restoration (level 17)
  - Rhythm of Resistance (level 19)
  - Ballad of Jayne (level 21)

- **Ranger:** Bow, Close Combat, Critical Strike, Evade, Lock Picking, Parry
  - Awaken (level 1)
  - Poison Arrow (level 3)
  - Flame Arrow (level 5)
  - Herbal Medicine (level 6)
  - Aimed Shot (level 7)
  - Multishot (level 9)
  - Cure Poison (level 11)
  - Cure Disease (level 13)
  - Pathfinding (level 15)

- ○ Cure Ailment (level 17)

- **Rogue:** Close Combat, Critical Strike, Evade, Lock Picking, Parry
  - ○ Hide in Shadows (level 1)
  - ○ Backstab (level 1)
  - ○ Gouge (level 3)
  - ○ Hamstring (level 5)
  - ○ Throat Punch (level 7)
  - ○ Cut Artery (level 9)
  - ○ Spinal Tap (level 11)
  - ○ Poison Strike (level 13)
  - ○ Savage Strike (level 15)
  - ○ Evasive (level 17)