



		Thug		LP		
		MP		RP	Total	
MOD	13-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/> ATT
D6	2+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/> DEF
		Mod die		RANK		
16 HP	+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/> HP
<i>Hide (T) (B)</i>						
12	+	<input type="text"/>	=	<input type="text"/>		VC
<i>Backstab (T) (F)</i>						
3	+	<input type="text"/>	=	<input type="text"/>		+2
Have you ever known a backstabber? Has he ever shown his feelings towards you?						

		Assassin		LP		
		MP		RP	Total	
MOD	13-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/> ATT
D6	2+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/> DEF
		Mod die		RANK		
15 HP	+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/> HP
<i>Assassinate (T) (Q)</i>						
1	+	<input type="text"/>	-	<input type="text"/>		VC
<i>Guise (T) (F)</i>						
8	+	<input type="text"/>	=	<input type="text"/>		VC
The words "finish him" still echo in my head after long hours practicing cage style martial arts..						

		Rogue		LP		
		MP		RP	Total	
MOD	13-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/> ATT
D6	2+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/> DEF
		Mod die		RANK	Total	
16 HP	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/> HP
<i>Sneak Attack (O)</i>						
8	+	<input type="text"/>	-	<input type="text"/>		VC
<i>Trap (T) (F)</i>						
9	+	<input type="text"/>	=	<input type="text"/>		VC
I sometimes get ahead of myself, oh wait, that's you.						

		Joker		LP		
		MP		RP	Total	
MOD	14-	<input type="text"/>	-	<input type="text"/>	=	<input type="text"/> ATT
D4	2+	<input type="text"/>	+	<input type="text"/>	-	<input type="text"/> DEF
		Mod die		RANK		
15 HP	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/> HP
<i>Joke (T)</i>						
10	+	<input type="text"/>	-	<input type="text"/>		VC
<i>Prank (T)</i>						
8	+	<input type="text"/>	-	<input type="text"/>		VC
Humor requires a certain offensive stance. I think the Joker pretty much lives up to this ideal.						

Fire Mage		LP			
MOD	14-	MP	RP	Total	ATT
D4	1+				DEF
		Mod die	RANK		
15 HP	+				HP
Fireball (T) (RB)					VC
8	+				D6
2	+				VC
Firewall (T) (Q)					D6
5	+				
1	+				

Fire is man's best friend, next to pizza, hot dogs and little furry friends.

Ice Mage		LP			
MOD	14-	MP	RP	Total	ATT
D4	1+				DEF
		Mod die	RANK		
14 HP	+				HP
Ice Bolt (T) (RB)					D6
3	+				VC
Freeze (T)					
9	+				

Refrigerate after opening. We don't want to keep you waiting.

Air Mage		LP			
MOD	13-	MP	RP	Total	ATT
D4	1+				DEF
		Mod die	RANK		
14 HP	+				HP
Fly (G)					VC
12	+				D4
1	+				D8
Air Bolt (T) (RB)					
3	+				

You really can't do much with air except breath and brace yourself.

Earth Mage		LP			
MOD	12-	MP	RP	Total	ATT
D6	2+				DEF
		Mod die	RANK		
16 HP	+				HP
Earthquake (T) (Q)					LP
2	+				VC
Meteor Shower (G) (F)					D6
9	+				
1	+				

quip down 1 per shower

To command earth means you dig a deep hole in the ground and pound your feet 'til they bleed.

Thief		LP					
MOD 13	-	MP	-	RP	-	Total	ATT
D6	2+		+		-		DEF
16 HP	+	Mod die	+	RANK	-		HP
Steal (T) (RB)					=		VC
8	+				=		LP
1	+				=		LP
Divvy (T) (RB)					=		
1	+				=		

Find a penny pick it up, or just take it from someone and hope they don't notice.

Cavalier		LP					
MOD 11	-	MP	-	RP	-	Total	ATT
D8	3+		+		-		DEF
18 HP	+	Mod die	+	RANK	-		HP
Vigilante (O) (PP)					=		HP
less DMG			X2		=		VC
Charge (G)					=		
9	+				=		

I'm stalwart, are you?

Mystic		LP					
MOD 15	-	MP	-	RP	-	Total	ATT
D4	1+		+		-		DEF
14 HP	+	Mod die	+	RANK	-		HP
Light (T)					=		VC
9 hurt	+				=		HP
Shadows (T)					=		VC
8 hurt	+				=		DMG

I'm tired of working in the dark <CLAP> <CLAP>

Shaman		LP					
MOD 15	-	MP	-	RP	-	Total	ATT
D4	1+		+		-		DEF
14 HP	+	Mod die	+	RANK	-		HP
Peace Pipe (T) (F)					=		VC
9	+				=		VC
Dance (O)					=		
10	+				=		

I am not high, I am in an elevated position.

Theurgist		LP			
MOD	15 -	MP	RP	Total	ATT
D4	1 +				DEF
		Mod die	RANK		
15 HP	+				HP
Retribution (G) (B)					
10	+				VC
Protection (T) (F)					
10	+				VC
1	+				DEF

I maintain balance in the form of a bucket of holy water.

Necromancer		LP			
MOD	15 -	MP	RP	Total	ATT
D4	1 +				DEF
		Mod die	RANK		
13 HP	+				HP
Summon Dead (T)					
8	+				VC
hit points					
Dissintegrate (T)					HP
2	+				D4

I summon the forces of the Dark Nether so I won't get hurt.

Cleric		LP			
MOD	12 -	MP	RP	Total	ATT
D8	2 +				DEF
		Mod die	RANK		
16 HP	+				HP
Heal (T)					
3	+				D8
Resurrect (T)					
9	+				VC

Am I your Mom? Did I raise you?

Druid		LP			
MOD	13 -	MP	RP	Total	ATT
D6	2 +				DEF
		Mod die	RANK		
15 HP	+				HP
Wall of Thorns (G) (F)					
9	+				VC
DMG					
					HP
Summon Wolf (T) (B) (RB)					
9	+				VC
2	+				D4

How much wood can a druid chuck? <pause>

Warlock		LP					
MOD 15	-	MP	-	RP	=	Total	ATT
D4	1 +		+		=		DEF
		Mod die		RANK			
16 HP	+		+		=		HP
<i>Summon Demon (T) (B)</i>							
9	+		-				VC
<i>Demon Attack (T)</i>							
9	+		=				VC
1	+		-				+1

Why keep a pet if it keeps gnawing on your thumb?

Light Mage		LP					
MOD 14	-	MP	-	RP	=	Total	ATT
D4	1 +		+		=		DEF
		Mod die		RANK			
14 HP	+		+		=		HP
<i>Aura (T) (B)</i>							
10	+		=				VC
<i>New (G) (F)</i>							
10	+		-				VC

I stand in the midst of myself.

Illusionist		LP					
MOD 15	-	MP	-	RP	=	Total	ATT
D4	1 +		+		=		DEF
		Mod die		RANK			
14 HP	+		+		=		HP
<i>Diguse (O)</i>							
11	+		-				VC
<i>Flower (T)</i>							
7	+		=				VC

I think therefore I flower.

Fighter		LP					
MOD 10	-	MP	-	RP	=	Total	ATT
D10	3 +		+		=		DEF
		Mod die		RANK			
19 HP	+		+		=		HP
<i>Grapple (T)</i>							
11	+		=				VC
1	+		=				DMG
<i>Dodge (O)</i>							
9	+		=				VC

This is the story of a jock, a jock who would one day become a hero.

Gladiator		LP					
MOD 12	-	MP	-	RP	-	Total	ATT
D12 2	+		+		-		DEF
18 HP	+	Mod die	+	RANK	-		HP
Arena (T)			+		=		LP
2							
Leap (O)			+		-		VC
8							
Ever jump into a pit of fire and duke it out with the flames?							

Evoker		LP					
MOD 14	-	MP	-	RP	-	Total	ATT
D12 1	+		+		-		DEF
14 HP	+	Mod die	+	RANK	-		HP
Lightning Strike (T)			+		=		D6
2							
Magic Missile (T) (O)			+		-		D4
2							
Flash, Saskwatch shocked to death by lightning storm!!							

Time Mage		LP					
MOD 15	-	MP	-	RP	-	Total	ATT
D4 1	+		+		-		DEF
14 HP	+	Mod die	+	RANK	-		HP
Entropy (T)			+		=		VC
11							
Time Slip (T) (F) (B)			+		=		VC
10							
Time keeps on slippin, slippin...into the future~							

Dark Mage		LP					
MOD 15	-	MP	-	RP	-	Total	ATT
D4 1	+		+		-		DEF
16 HP	+	Mod die	+	RANK	-		HP
Dissension (T)			+		-		VC
8							
Balls (T)			+		-		VC
10							
1			+		=		D6
Do I have to go over this over and over again?							

Samurai		LP					
MOD 11	-	MP	-	RP	=	Total	ATT
D10 3	+	MP	+	RP	=	DEF	
Mod die		RANK					
20 HP	+	MP	+	RANK	=	HP	
<i>Swordsing (T)</i>							
7	+		LP	=	VC		
<i>Proper Stance (G) (B)</i>							
2	+		LP	=	MAX		
Roll 15 VC for Proper Stance						=	ATT
Honor, Duty and Respect and a reaaaaalllllyyyy sharp sword							

Monk		LP					
MOD 10	-	MP	-	RP	=	Total	ATT
D8 3	+	MP	+	RP	=	DEF	
Mod die		RANK					
20 HP	+	MP	+	RANK	=	HP	
<i>Spirit Walk (G) (F)</i>							
7	+			=	VC		
1	+			=	ATT		
<i>Spirit Healing (G) (B)</i>							
8	+			=	VC		
In all truth, there is a Monk. That is, I think there is a Monk.							

Conjurere		LP					
MOD 14	-	MP	-	RP	=	Total	ATT
D4 1	+	MP	+	RP	=	DEF	
Mod die		RANK					
16 HP	+	MP	+	RANK	=	HP	
<i>Icon of Impulse (G) (F)</i>							
10	+			=	VC		
<i>Pigeon (O) (P)</i>							
1	+			=	D4		
Can a conjurere be a rap musician?							

Enchanter		LP					
MOD 15	-	MP	-	RP	=	Total	ATT
D4 1	+	MP	+	RP	=	DEF	
Mod die		RANK					
15 HP	+	MP	+	RANK	=	HP	
<i>Enchantment (G) (B)</i>							
8	+			=	VC		
1	+			=	ATT		
<i>Sleep (T) (F)</i>							
7	+			=	VC		
I study the effect of long hours of thinking.							



Soothsayer

LP

MOD 15 -

MP

-

RP

-

Total

ATT

D4 1 +

MP

+

RP

-

Total

DEF

14 HP +

Mod die

+

RANK

-

HP

Herb (T)

3

+

=

D4

Charm (T)

9

+

-

VC

It feels a little like you're in a bubble...if you can remember what a bubble feels like.

Diviner

LP

MOD 15 -

MP

-

RP

-

Total

ATT

D4 1 +

MP

+

RP

-

Total

DEF

14 HP +

Mod die

+

RANK

-

HP

Forecast (G)

12

+

=

VC

Call (O)

8

+

-

VC

Who is it? Who is it going to be when you get here?

Thamaturgist

LP

MOD 13 -

MP

-

RP

=

Total

ATT

D4 1 +

MP

+

RP

-

Total

DEF

15 HP +

Mod die

+

RANK

-

HP

Amplify (O) (RB)

1

+

=

LP

9

+

-

VC

Attenuation (G) (B)

8

+

-

VC

=

-LP

I'm at a loss, what can I do for you what you can do for me?

Beggar

LP

MOD 16 -

MP

-

RP

=

Total

ATT

D4 1 +

MP

+

RP

=

Total

DEF

13 HP +

Mod die

+

RANK

=

HP

Beg (T)

10

+

-

VC

Plead (T)

9

+

-

VC

Stock LP

=

LP

That's the biggest beggar I've ever seen, better not bother him.

Abjurer		LP					
MOD 15	-	MP	-	RP	=	Total	ATT
D4	1	+		+			DEF
		Mod die		RANK			
14 HP	+		+		=		HP
Echo (O)	9	+		-			VC
Delay (T) (O)	9	+		=			VC
	6	+		=			VC

Push it to the limit one more time.

Wizard		LP					
MOD 14	-	MP	-	RP	=	Total	ATT
D4	2	+		+			DEF
		Mod die		RANK			
16 HP	+		+		=		HP
Elemental Blast (G) (T)	7	+		=			VC
see below		+		=			ELMT
Counter Balance (O)	7	+		=			VC

fire (LPD6+LP); air (LPD6 +(@7+LPVC) LPD6); ice (LPD6 +(stuck));  
earth (LPD6 +(mobs active=inactive))

Runecaster		LP					
MOD 14	-	MP	-	RP	=	Total	ATT
D4	1	+		+			DEF
		Mod die		RANK			
14 HP	+		+		=		HP
Runecast (G) (T) (B)	6	+		=			VC
		+		d4			VC
Magic Circle (G) (F)	6	+		=			VC
	1	+		=			D6

Toss the dice, take a loss. Shuffle the cards, win a car.

Witch		LP					
MOD 15	-	MP	-	RP	=	Total	ATT
D4	1	+		+			DEF
		Mod die		RANK			
14 HP	+		+		=		HP
Curse (G) (B)	2	+		-			LP
Karma (O)	7	+		-			VC
	6	+		=			VC

And it harm none, it just isn't fun.