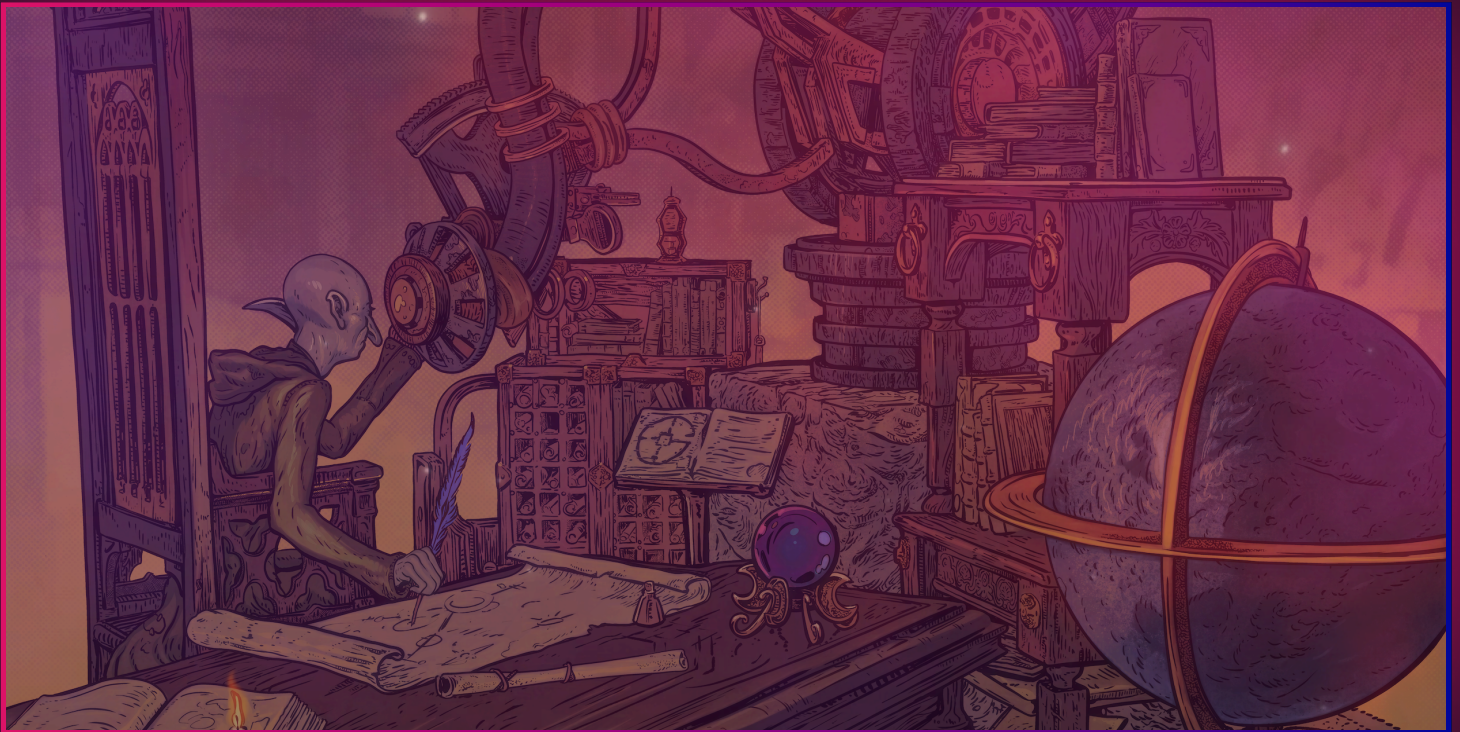


GRIPNR™



ARCHETYPE GUIDE

CONTENTS

Your Hero's playstyle isn't just about picking roles, it's about embracing a new identity that's built into their DNA. Each unique combination of primary, secondary, and tertiary stats within a Class is labeled with an Archetype that describes its playstyle. Strength and skill come together like never before, and every single hero is designed to make you feel like a true force in battle. Every number matters. Your fighter has a purpose, your rogue has a reason, and the magic you wield now feels as powerful as it should.

ARCHETYPES BY CLASS

Barbarian.....	3
Bard.....	4
Cleric.....	5
Druid.....	6
Fighter.....	8
Monk.....	10
Paladin.....	12
Ranger.....	14
Rogue.....	16
Sorcerer.....	18
Warlock.....	20
Wizard.....	22

BARBARIAN

Sometimes neither armor nor weapon can substitute for the sheer power of anger. Their methods may be crude, but their effectiveness is undeniable. When a party needs an undying, unyielding, unhinged beast of battle, they hire a Barbarian.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Barbarian	Fellhide	STR-CON-DEX STR-DEX-CON	“Close the distance. Close the grip. Close the casket.” A brutal grappler who controls space with limbs like iron bars and a grip that never fails.
Barbarian	Charmgore	STR-CON-CHA	“Brutality with a grin both bloody and beloved.” A bone-breaking crowd-pleaser who thrives on chaos, commanding carnage with swagger, laughter, and a roaring blade.
Barbarian	Red Theorem	STR-CON-INT	“Violence is my hypothesis. Brutality is my experiment.” A coldly calculating brute who dissects battle through angles, pressure, and unrelenting force.
Barbarian	Grudgepriest	STR-CON-WIS	“Rage is sacred. Pain is the sermon. Blood is the baptism.” A relentless zealot who fights with tooth, claw, and conviction—channeling ancestral wrath through disciplined fury.
Barbarian	Ashbreaker	DEX-CON-CHA	“Flicker fast, burn bright, and consume all.” A flame-footed duelist who dances through danger, combining, Strength, Speed, and Endurance into a murderous waltz.
Barbarian	Hushbrute	DEX-CON-WIS	“Quiet steps. Sudden pain. A demon from the dark.” An ambush-driven stalker who strikes with precision, slips through danger, and survives by instinct alone.

BARD

Masters of the arts and sheer personality, Bards excel at ending combats before they even begin. Skill and spell perfectly blend into a uniquely capable, and irritatingly succesful, box of tools for every issue. Yet even when the fight starts, their unique charms and inspirational charisma lead allies to victory and foes to a swift demise.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Bard	Dartminstrel	DEX-CHA-CON DEX-CON-CHA	“Every note is a trap. Every dance is your last.” A kinetic warrior who thrives in chaos, darting through danger while disrupting the enemy with daring and finesse.
Bard	Glowstrummer	CHA-DEX-CON	“Applause is armor, and I’m always well protected.” A resilient frontline leader who endures through sheer will, redirecting battle momentum through inspired defiance.
Bard	Quickspeaker	CHA-DEX-WIS	“Fast with a blade. Faster with a smile.” A nimble envoy who weaves movement, charm, and tactical casting into a tempo-driven style of influence and escape.
Bard	Bravura	CHA-CON-WIS	“Find me at the point where the music meets the madness.” A hardy combatant who blends magical and physical fortitude with sheer willpower.
Bard	Warcrooner	STR-CON-CHA	“Sing loud. Scream Louder. Die remembered.” A frontline anthem-smith who hammers out concussions and courage in equal measure.

Clerics serve a chosen Virtue, fighting for an ideal with a conviction that manifests as pure divine power. Among their number are powerful casters, invulnerable defenders, and every role in between. While it is impossible to know what to expect from any given Cleric, it is always certain that their allies will be well supported, while their enemies will know the might of a Virtue's annointed.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Cleric	Laystring	WIS-CON-DEX WIS-DEX-CON	"Sometimes the most important hit is the one you manage to avoid." A graceful defender who steers conflict toward stillness, diffuses chaos, and heals without provocation.
Cleric	Discernant	WIS-CON-INT WIS-INT-CON	"They say faith has no place in logic. They've never seen what I can do with both." A logic-bound divine analyst who casts from clarity, defends through certainty, and wins with proof.
Cleric	Brass Creed	STR-CON-WIS	"When the line crumbles, stand firm. When the world breaks, remain unbroken." A disciplined bulwark who commands justice in melee, punishes dishonor, and shields the line with conviction.
Cleric	Shrikechaplain	WIS-CON-CHA WIS-CHA-CON	"Sin calls out for Judgement. I answer the call." A divine interrogator who isolates threats, burns them down, and passes sentence with holy precision.
Cleric	Treadblessed	DEX-CON-WIS	"Faith speeds my steps. It will stop yours." A swift-footed holy warrior who blends finesse with faith.

DRUID (1/2)

A Druid is a servant of the earth, combining awareness and magic to protect any manner of sacred locations. Their power lies in the land around them, in the shapes of beasts, and in their connection to the various sources of Primal Magics. Nature itself controls their foes, while the forms of elemental and fae alike enhance them to withstand any assault on the lands they call home.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Druid	Saprunner	WIS-CON-CHA WIS-CHA-CON	“Some things grow under pressure. I am their roots.” A calm, durable support-caster who heals with purpose and controls with clarity.
Druid	Thornchant	WIS-DEX-CON WIS-CON-DEX	“Nature endures the harms of the world. I am the thorns of its retribution.” A battlefield dancer who manipulates space with spell and blade, striking where terrain favors and vanishing when it turns.
Druid	Loresap Scholar	WIS-INT-CHA WIS-CHA-INT	“Rot preserves what even memory forgets.” A quiet doctrinal radical who studies decay as revelation, wields entropy as order, and fears nothing about the end.
Druid	Thistleflair	WIS-DEX-CHA WIS-CHA-DEX	“Charm disarms. Fire distracts. Then comes the inferno.” A nimble manipulator who casts with a whisper, dances through danger, and charms their foes into missteps.
Druid	Lichenword	WIS-INT-CON	“What grows in silence remembers everything.” A hardened lorekeeper who survives by ritual, resists by instinct, and commands the wilds' hidden rhythms.
Druid	Rootmauler	WIS-STR-CON	“Stone breaks bone. Roots break empires.” An elemental brawler who channels the raw force of nature through muscle, magic, and momentum.

DRUID (2/2)

A Druid is a servant of the earth, combining awareness and magic to protect any manner of sacred locations. Their power lies in the land around them, in the shapes of beasts, and in their connection to the various sources of Primal Magics. Nature itself controls their foes, while the forms of elemental and fae alike enhance them to withstand any assault on the lands they call home.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Druid	Blightcanon	WIS-STR-INT	“Decay roots deeper than memory.” A brute-lore hybrid who smothers the field in natural force, striking with conviction and shaping with wisdom.
Druid	Flickerfen	WIS-INT-DEX	“Nature keeps secrets. I walk among them.” A shadowed controller who bends vision, mind, and mist to drain advantage from the field.
Druid	Howlkeeper	WIS-STR-CHA	“Lead with a fang. Bind with a word. End with a roar.” A primal herald who fuses bestial might with natural leadership, commanding nature and kin from the front line.

FIGHTER (1/2)

A Fighter's role is in the name. Experts of combat in all its forms, they're made to overwhelm enemies with attacks and absorb impossible blows. Yet despite the similarities, every fighter is a unique blend of combat styles and tricks that ultimately make them one of the most diverse roles in any party.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Fighter	Flexbrand	STR-CON-DEX	"Hit first. Hit hard. Hit last." A scrapper who mixes brute force and quick reflexes to overwhelm, reposition, and survive the melee storm.
Fighter	Knellguard	STR-CON-WIS	"When the blade breaks, and the armor falters, my will always prevails" A punishing sentinel who anchors the front with judgment, presence, and perfectly timed retaliation.
Fighter	Mindplate	STR-CON-INT	"Steel holds the line. Strategy wins the war." A juggernaut thinker who blends raw endurance with surgical battlefield reads to anchor and outmaneuver.
Fighter	Sliphammer	DEX-CON-STR	"Weave in. Smash hard. Weave out." A relentless close-quarters bruiser who blends unpredictable movement with raw power and iron resilience.
Fighter	Steel Herald	STR-CON-CHA	"Strength commands, but charisma inspires." A charismatic frontline general who leads by example, cuts through the chaos, and anchors every clash with inspiring will.
Fighter	Stillfang	DEX-CON-WIS	"Wait. Watch. Strike first and last." A patient sentinel who reacts with precision, shuts down momentum, and turns defense into opportunity.

FIGHTER (2/2)

A Fighter's role is in the name. Experts of combat in all its forms, they're made to overwhelm enemies with attacks and absorb impossible blows. Yet despite the similarities, every fighter is a unique blend of combat styles and tricks that ultimately make them one of the most diverse roles in any party.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Fighter	Whirr Savant	DEX-CON-INT	"It pays to be the smartest one in the room. In my profession, it pays double." A cerebral duelist who reads the field like a machine—flawless motion, calculated aggression, and relentless efficiency.
Fighter	Vainstalker	DEX-CON-CHA	"Light on the feet. Heavy on the consequences." An agile combatant that has mastered footwork, fortitude, and a flare for the theatrical.
Fighter	Flashgarde	CHA-DEX-CON	"Charm sharp as steel. Wit that turns blades." A duel-dancer with radiant confidence, cutting down foes with will, finesse, and just a hint of annoyance.

MONK (1/2)

To master the art of war, one must first master their own body. For the Monk, martial prowess goes hand in hand with bodily control, allowing them to use their very Life Force as a deadly weapon. Monks excel at numerous attacks, unbreakable wills, and shocking feats of speed and superhuman agility.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Monk	Petalform	WIS-DEX-CON DEX-WIS-CON	“Trust in the breeze. Flow with the winds of battle.” A graceful guardian who flows through the battlefield untouched, lashing out only when the wind allows it.
Monk	Ghostmantra	WIS-DEX-CHA DEX-WIS-CHA	“Whisper. Vanish. Let the silence suffice.” A phantom striker who flows between presence and absence, disrupting enemies with grace, Ki, and quiet menace.
Monk	Laughing Stance	DEX-CHA-CON DEX-CON-CHA	“Trip. Slip. Flip. Toast to the bruises.” A chaotic performer who turns pratfalls into punishment, laughing through blows and dancing between enemies with unpredictable style.
Monk	Tomeflow	WIS-DEX-INT	“Thought becomes wisdom. Wisdom becomes motion.” A contemplative tactician who glides through battle with scholar’s calm, striking where the formula demands.
Monk	Bonded Relic	STR-WIS-CON	“Bend the body. Break the bond. Reforge the will.” A patient brawler who locks down threats, endures punishment, and binds enemies in sacred struggle.
Monk	Gravetide	WIS-CHA-CON	“The stillness of the grave is merely the calm before the storm.” A tenacious, revenant-style monk who dances on the line of life and death.

MONK (2/2)

To master the art of war, one must first master their own body. For the Monk, martial prowess goes hand in hand with bodily control, allowing them to use their very Life Force as a deadly weapon. Monks excel at numerous attacks, unbreakable wills, and shocking feats of speed and superhuman agility.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Monk	Ripplecrest	DEX-CHA-WIS	“Silver grin. Silent knife. Gone before the breath returns.” A dazzling infiltrator and elusive skirmisher who punctuates charm with cuts, vanishing between words and wounds.
Monk	Vowmender	WIS-CHA-INT	“I do not punch first, but I always punch last.” A vow-bound sentinel who channels inner clarity, divine will, and focused intellect to guide conflict toward resolution—by force if necessary.

PALADIN (1/2)

A rare few have the force of will to turn a promise to power. Unknown forces reach out, binding a Paladin to their Oath and granting them the power to see it through. Whether a curse or a blessing, these Oaths bestow radiant might, impossible vigor, and an unending vigil. A Paladin is a caster, a martial warrior, and ultimately, an unpredictable servant of hidden motives.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Paladin	Bannercant	STR-CHA-WIS CHA-STR-WIS	"The oath is my weapon. The sword is my voice." A commanding battlefield presence who tempers sacred might with clarity, turning an Oath into a burning blade.
Paladin	Soulmail	CHA-STR-CON CHA-CON-STR	"Let the fire take me. I will burn until they are ashes." A burning bulwark of sacred fury, enduring each blow to strike back harder—unyielding, unstoppable, undying.
Paladin	Pactstepper	DEX-CON-CHA DEX-CHA-CON	"My blades move faster than regret." A nimble oath-bound whose twin weapons cut through fate and failure, trading pain for presence and protecting others through precision.
Paladin	Judicant	STR-CHA-CON	"Your sins are known. The pire is the sentence." A relentless executioner whose holy fire is fueled by a pact of vengeance.
Paladin	Creedforge	DEX-CHA-WIS	"I protect the cycle. I punish its enemies." A vigilant soul-guide who moves with grace, speaks with conviction, and guards the threshold between life and what lies beyond.
Paladin	Gloryveil	CHA-DEX-CON	"Though they may crash upon my shield, I shall never move aside." A radiant bulwark whose endurance is holy, whose courage is infectious, and whose suffering shields the innocent.

PALADIN (2/2)

A rare few have the force of will to turn a promise to power. Unknown forces reach out, binding a Paladin to their Oath and granting them the power to see it through. Whether a curse or a blessing, these Oaths bestow radiant might, impossible vigor, and an unending vigil. A Paladin is a caster, a martial warrior, and ultimately, an unpredictable servant of hidden motives.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Paladin	Paragale	DEX-CHA-STR	"The storm moves through me. You cannot stop it. Neither can I." A swift-striking avenger who channels divine power into speed, precision, and thunderous calamity.
Paladin	Radiant Feint	CHA-STR-DEX	"I once fought for the Empire. Now I fight for what it hid." A charismatic duelist turned apostate, wielding radiant ruin through poise, presence, and precision.

RANGER (1/2)

A Ranger is a warrior who exists in the intersection between a Fighter's might, a Rogue's skill, and a Druid's magic. No matter the challenge, they will have a solution, and no matter the prey, they won't lose the trail. When the wilds need to be traversed or a quarry needs tracking, you'll need a Ranger. The challenge is finding them.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Ranger	Dusktracker	DEX-WIS-CON DEX-CON-WIS	"I mark them. The land holds them. I finish them off." A classic ranged stalker who leverages primal instincts and physical grit to wear down foes with relentless precision.
Ranger	Mossreaver	STR-WIS-CON STR-CON-WIS	"The storm comes slow, but it never relents." A dreadnought of blood and bark who shatters muscle with brute force and breaks morale with silent, stalking pressure.
Ranger	Coursar	DEX-WIS-CHA	"Pounce from shadow. Make them afraid." An ambush skirmisher who slips behind the lines, sowing fear and reaping death.
Ranger	Brambleline	DEX-CON-INT	"A single shot. A tangle of ruin." A control-focused precision archer who roots enemies in place and punishes movement with calm, calculating force.
Ranger	Griphound	DEX-CON-STR	"Close the distance. Crack the line." A bruiser who grapples, cleaves, and controls space—moving through battle with primal force and relentless pressure.
Ranger	Rushbriar	DEX-CON-CHA	"Run down the mark. Smile when they fall." An agile finisher who closes fast, lands clean hits, and leverages charm, utility, and tempo to dominate the chase.

RANGER (2/2)

A Ranger is a warrior who exists in the intersection between a Fighter's might, a Rogue's skill, and a Druid's magic. No matter the challenge, they will have a solution, and no matter the prey, they won't lose the trail. When the wilds need to be traversed or a quarry needs tracking, you'll need a Ranger. The challenge is finding them.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Ranger	Veintracer	DEX-WIS-INT	"Every step measured. Every shot already taken." A surgical scout-arcanist who dominates with arrow and spell from a distance.

ROGUE (1/2)

Defining a Rogue is an impossible task. Neither a “thief”, an “assassin”, or a “skillful savant” can encapsulate the breadth of their possibilities. However, all Rogues do share an impressive array of proficiencies, a talent for sneaky assaults, and an expertise in evasion. They are simply a jack-of-all-trades, and master of all.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Rogue	Dustjester	DEX-WIS-CHA DEX-CHA-WIS	“Slip the purse. Flash the smile. Be gone before the bells stop ringing.” A nimble con who blends charm, sleight, and reflexes into an art form. They win the fight before it starts—by making sure it never does.
Rogue	Lurklemma	DEX-WIS-INT DEX-INT-WIS	“Your stance says fear. Your eyes say doubt. And your throat? That says opportunity.” They don’t stalk prey in the dark—they analyze it in the open. A tactical rogue who decodes the battlefield in real time, they strike only when they know they’ll land the hit.
Rogue	Maximleech	DEX-INT-CON DEX-CON-INT	“I don’t duel. ”Duel” would suggests you ever had a chance to win.” They stride into battle with calculating finesse. To them, foes are dissonant mixtures of poor footwork and easy openings. It’s just too easy to take advantage.
Rogue	Tallowshade	DEX-WIS-CON DEX-CON-WIS	“A good Rogue hides in shadows. The best of them become the shadows.” They move like an enigma—appearing where they shouldn’t be, and vanishing before the blade lands. The only proof they were there at all is the knife wound before your vision starts to fade.
Rogue	Telltale Jack	DEX-CHA-INT DEX-INT-CHA	“So when I do it, it’s called a crime, but when YOU do it, it’s called justice?” A bruiser who grapples, cleaves, and controls space—moving through battle with primal force and relentless pressure.

ROGUE (2/2)

Defining a Rogue is an impossible task. Neither a “thief”, an “assassin”, or a “skillful savant” can encapsulate the breadth of their possibilities. However, all Rogues do share an impressive array of proficiencies, a talent for sneaky assaults, and an expertise in evasion. They are simply a jack-of-all-trades, and master of all.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Rogue	Gutterstock	DEX-CHA-CON DEX-CON-CHA	“Slip the purse. Flash the smile. Be gone before the bells stop ringing.” A nimble con who blends charm, sleight, and reflexes into an art form. They win the fight before it starts—by making sure it never does.
Rogue	Crowbash	STR-CON-DEX	“Sneak? No, I think I’ll smash.” A brawler rogue who grabs, slams, and stomps their way through the frontlines with improvised grit and unorthodox power.

SORCERER (1/2)

Where other casters make deals, engage in study, or attune to nature for power, a Sorcerer is simply born with it. Their natural talents manifest in unpredictable energies, but their unique relationship with magic allows them to shape and change spells in ways no other can dream of. What a Sorcerer lacks in breadth, they make up for with infinitely customizable combos and eternally chaotic outcomes.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Sorcerer	Gloamgrace	CHA-CON-WIS	“What’s hidden will be seen. What’s seen will echo the dawn.” An agent of clarity and enlightenment who illuminates shadows—both on the battlefield and within minds. Radiant by nature and composed under pressure, they guide allies and expose enemies with spells of light and discovery.
Sorcerer	Mirrorkin	CHA-CON-INT	“Knowledge is the only true flame. Everything else burns out.” A methodical manipulator of elemental forces, a precision-focused sorcerer who blends cold intellect with unleashed power. Designed for strategic spell delivery and adaptive preparation, they bend energy types and enemy resistances alike—without ever raising their voice.
Sorcerer	Runevault Dancer	CHA-CON-DEX	“Some say I’m just lucky. All I know for certain is that yours just ran out.” A graceful survivor and battlefield infiltrator who weaves arcane finesse and stubborn vitality into a daring, reactive playstyle. Built to slip through danger, charm in close quarters, and rise when others fall, this sorcerer thrives where the line between success and collapse blurs.
Sorcerer	Wyrmflesh	CHA-CON-STR	“Pain is just proof that the chaos is working.” A frontline spell bruiser infused with the unpredictable power of the Seethe, they don’t control magic—they weaponize it. Forged for volatility and pressure, this build blends elemental bursts with brute resilience, turning overkill into opportunity.

SORCERER (2/2)

Where other casters make deals, engage in study, or attune to nature for power, a Sorcerer is simply born with it. Their natural talents manifest in unpredictable energies, but their unique relationship with magic allows them to shape and change spells in ways no other can dream of. What a Sorcerer lacks in breadth, they make up for with infinitely customizable combos and eternally chaotic outcomes.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Sorcerer	Flarewaltz	DEX-CHA-CON	"The spark moves with me. Let them try to catch it." A kinetic spellblade fueled by momentum and misdirection, the Flarewaltz dances between fire and steel—firing off arcane blasts while vanishing into the flicker of flame and smoke.

WARLOCK (1/2)

It is a simple proposition. Take the deal, and be bestowed with the power of an eldritch entity. For whatever reason, the Warlock makes a pact that grants them unique magical capabilities and an array of blessings to better suit their abilities to their goals. Warlocks boast an impressive list of possibilities and customization, all in exchange for servitude to an entity with unpredictable intentions.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Warlock	Fatemurmur	CHA-WIS-CON CHA-CON-WIS	“The threads of fate don’t fray—they fold.” A quiet seer in the service of the Archdeacon who bears witness to divine patterns unseen by most. Bound by ancient vows and bearing a tome filled with forgotten truths, they guide the battlefield and the soul alike—not with dominance, but with inevitability.
Warlock	Wyrdstep	CHA-WIS-DEX CHA-DEX-WIS	“It’s not what I know that should frighten you. It’s what the dead will tell me.” A fate-touched manipulator—quick-footed, sharp-tongued, and shadow-aligned. The Shade gives them power over death and deception, but it’s their intuition and wit that keep them alive. The skills of the dead ensure there is never a problem they can’t solve.
Warlock	Chainsaint	CHA-CON-STR	“The land doesn’t forgive—it remembers. I am the reminder.” A primal bruiser, forged by elemental fury and bound to war through conviction. With their pact drawn from the savage depths of nature, they embody wrath made flesh—disrupting enemies, controlling terrain, and holding the line with brutal simplicity.
Warlock	Credentbane	CHA-WIS-STR	“The Virtues hold power, but He holds the Virtues.” A divine crusader who channels the will of the Archdeacon through unwavering vows. Their power lies in spiritual pressure—commanding authority, invoking radiant control, and balancing judgment with mercy. Whether aligned to Light or Dark, they are always a servant of the Archdeacon’s whims.
Warlock	Echoweld	CHA-WIS-STR	“They offered power. I negotiated interest.” A dealmaker of destruction—charismatic, cunning, and catastrophically on fire. Bound to a fiendish patron through infernal contract, they channel flame and fear as currency, trading soulbound obedience for tactical advantage. If a pact must be made, they make sure it pays dividends.

WARLOCK (2/2)

It is a simple proposition. Take the deal, and be bestowed with the power of an eldritch entity. For whatever reason, the Warlock makes a pact that grants them unique magical capabilities and an array of blessings to better suit their abilities to their goals. Warlocks boast an impressive list of possibilities and customization, all in exchange for servitude to an entity with unpredictable intentions.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Warlock	Gloomscribe	CHA-WIS-INT	“The dead have a voice. I decide if it’s heard.” Part archivist, part reaper, they commune with the dead for a mix of understanding and empowerment. Bound to the Shade—a spectral patron who walks between life and afterlife—they collect fragments of lost souls and leverage their power to manipulate, deceive, and destroy opponents.
Warlock	Hexbastion	CHA-CON-DEX	“For those who do not fear the radiance, it is a balm. For those who do, a blazing inferno.” A beacon of divine resilience and precision, they are both healer and hunter—driven by celestial mandate and honed by mortal resolve. Forged through a pact with a radiant Angelic Patron, they bring healing where needed and righteous fury where deserved. They fight with clarity, shielding allies through radiance and striking down enemies with divine accuracy.
Warlock	Skathegrin	DEX-CHA-CON	“The truth is only as sharp as the tongue that wields it.” A shapeshifter of charm and chaos, they are a fey-bound warlock who bends illusion, laughter, and light-fingered skill to their will. Formed under the capricious eye of a Fey Lord, they blend subtlety with sabotage—excelling at misdirection, infiltration, and theatrical disruption.
Warlock	Thanetone	STR-CHA-CON	“I am the horn, tooth, and claw of the hunted. I am the land’s retribution.” A primal force—warlock by pact, warrior by instinct. Bound to an elemental spirit of the land, this melee caster devastates foes with raw power and close-range control. The power of the wild is horrifying to behold, and even they cannot know what it will unleash through them.

WIZARD (1/2)

There are many paths to casting, but the most reliable is simply constant study. With effort and time, a Wizard can develop an endless array of magical solutions to every problem. Simply put, while their methods may be straight forward, there is nothing scarier than a master of the arcane.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Wizard	Silent Axiom	INT-WIS-CON INT-CON-WIS	“Wards are not just walls—they are warnings.” A composed frontline protector who bends protective magic into a tactical shield for allies. Calm in chaos, precise in pressure, this build thrives on concentration, vigilance, and controlled reaction—anchoring the line while shielding others from harm.
Wizard	Witwalker	INT-WIS-CHA INT-CHA-WIS	“A well-placed word can do more than a well-aimed blade.” A charismatic manipulator, a battlefield hypnotist who bends minds rather than breaks bodies. Equal parts diplomat and deceiver, this enchanter thrives on control—softening enemies with suggestion, sowing doubt, and reshaping the outcome with charm and command.
Wizard	Deepdirge	INT-CHA-CON INT-CON-CHA	“Death has the answers, if you know how to ask.” A cold-blooded necromancer who survives by draining the dying. Less a blaster, more a manipulator of essence, this build turns every fallen enemy into fuel. With layered defenses and reliable regeneration, they outlast foes in grinding, attrition-based encounters.
Wizard	Inkstrider	INT-DEX-CON INT-CON-DEX	“When the smoke clears, I’m already gone. When the flames die down, so are you.” A skirmishing evoker built for speed, precision, and controlled chaos. Agile and dangerous, this caster dips into melee range just long enough to unload an elemental burst—then vanishes behind cover. Their greatest strength is knowing when to unleash power and when to disappear.

WIZARD (2/2)

There are many paths to casting, but the most reliable is simply constant study. With effort and time, a Wizard can develop an endless array of magical solutions to every problem. Simply put, while their methods may be straight forward, there is nothing scarier than a master of the arcane.

Sorted by (most common) ▼

CLASS	ARCHETYPE	STATS	PLAYSTYLE
Wizard	Ironpostulate	INT-STR-CON	“What’s hidden will be seen. What’s seen will echo the dawn.” An agent of clarity and enlightenment who illuminates shadows—both on the battlefield and within minds. Radiant by nature and composed under pressure, they guide allies and expose enemies with spells of light and discovery.
Wizard	Threadweft	INT-DEX-WIS	“The battlefield is a story, but i’m changing the script.” A precision illusionist built for subtlety, mobility, and battlefield misdirection. They thrive in asymmetric encounters—slipping past defenses, seeding false signals, and escaping danger. This is a wizard who controls not by power, but by narrative.