

# Chapter Two

## Classes

Classes are used to describe your character's natural talents. This may or may not have anything to do with your character's profession—for example, not all Rogues are thieves and not all Scholars are spellcasters. Your choice of class primarily affects the amount of physical damage you can withstand (body points), the amount of armor you can wear, and the cost of learning certain skills. For example, a Fighter can not learn scholarly skills as easily as a Scholar, and a Scholar cannot learn martial weapon skills as easily as a Fighter.

Your own physical characteristics and abilities need not match those of your chosen. The Wildlands system allows players to play characters that are very different from themselves and still be able to prosper.

You must pick one of these classes:

### Fighter

Fighters take naturally to the physical combat arts and rely mainly on strength and stamina to accomplish their goals. The class limitation of fighters is 20 points of physical armor (which can be any type of construction). Fighters have the most hit points of any class, and are able to learn physical fighting skills easily, while taxing mental skills are most difficult. Fighters are often seen as the physical protection in a group.

### Rogue

Rogues have a natural bent towards dexterity based skills, and also the practice of alchemy. Rogues can wear up to 12 points of physical armor (that typically can be leather or leather/metal mixed). They have lower body points, lighter armor and relatively high costs for combat skills compared to fighters. This does not make them well suited for front line combat roles. Rogues are often viewed as utility characters within a group, for their versatile skills. Some specialize in a sneak attack type of combat.

### Scholar

Scholars are adept at many mental skills and readily learn the magical arts. Scholars are even more limited in how many Armor Points they can use than are Rogues, with a limitation of 10 points (typically leather only). They most easily learn seer and of course scholarly skills. There are several ways that people play Scholars, from information gatherers to combat magicians to spirit talkers. The two types of Scholars differ only in the school of magic they most easily learn.

Earth Scholars specialize in casting magics dealing with the body and spirit. This includes healing and highly damaging necromancy spells.

Celestial Scholars specialize in casting magics dealing with elemental forces. This typically includes damaging offensive spells.

Each type of Scholar can learn spells from the opposing school, at additional cost. Each also has access to a basic selection of utility and defensive spells.

## Templar

Templars are spellcasters who are somewhat more adept than scholars at physical combat skills. They are not religious in any way, as Wildlands specifically prohibits religion in the game. Their combat training leaves them better able to fight but takes away from their studies, leaving them having a harder time learning scholarly skills. They can wear a maximum of 14 points of armor (can be of any variety). Templars are often present in groups, providing a combination of magic and physical prowess. The two types of Templars differ only in the school of magic they most easily learn.

Earth Templars specialize in casting magics dealing with the body and spirit. This includes healing and highly damaging necromancy spells.

Celestial Templars specialize in casting magics dealing with elemental forces. This typically includes damaging offensive spells.

Each type of Templar can learn spells from the opposing school, at additional cost. Each also has access to a basic selection of utility and defensive spells.