

# Kingdoms

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## **Races General**

Human – A common race not attuned to any part of the world diversity and mass population is their strength

Elf – A race of quick beings that tune themselves to the ways of nature

Dwarf – A race of hot headed yet hardy people that attune their living to crafting and mining

Tundar – A strong race of half giants that have adapted to raising Animals

Fey – A small race of creatures that are quick and charming they attune themselves to social world

Lycan – A race of half human half beasts that have great wisdom and attune themselves to solitude

### ***Kingdom Specific Races***

On top of the 6 basic races, each kingdom that a player chooses has a region race, They can also choose for one of the ally region races.

#### **Golden Dawn Alliance**

Black (Noiox) – Bariger - A strange humanoid race of people built on intelligence and Strength imbue with raw magic power

Blue (Azurphire) – Undi – A Intellengent and Charismatic race of amphibious Fishmen that are imbued with water Magic

Gold (Arguo) – Klanx – A Defensive race of humanoid Machines imbued with lighting Magic

#### **Grand Heritage Alliance**

Red (Ruire) – Salmos – A race Strong and agile lizard creatures imbued with the power of Fire Magic

Orange (Cirturn) –Jin – A race of Magically atoned creatures that are blessed with wind Magic

Yellow (Topeal) - Lunio – A race of Wise Creatures adapt on healing arts and shadow magic

#### **Savage Worlds Alliance**

Green (Emrass) – Craul – A race of Half slime like Humanoids with great intelligence they are imbued with Blood Magic

Purple (Marion) – Herion – A race of cat like people built on Speed and endurance adapt with Plant Magic

Silver (Crystinal) – Seriph – A race of Winged Humanoid built on Speed imbued with light magic

#### **Rising Forces Alliance**

White (Perould) – Guraid - A stout race of cross walrus / Bear race of people imbued with Ice Magic

Grey (Strone) – Minos – Strength Born Monster like race of bull-men imbued with earth Magic



### Classes

Warrior – Uses weapons and skills little magic

Savage – Has greater skills and uses rage to battle no magic

Gunner – Uses guns to fight and skill little magic

Blade- uses swords to fight and skill little magic

Thief – uses skills and stealth to fight some magic

Muse – uses magic and skills weak fighter

Performer – uses skills magic and fighting equally limited to melee weapons

Adventurer – uses all things equally yet weakly strong on guns

Hunter – uses long ranged attacks and natural ally to fight weak melee no magic

Ninja – uses magic and stealth weak melee combat skills

Mystic – uses learned magic to do offensive and defensive attack

Healer – uses learned magic for defensive decent fighter

Card Mage – uses collected cards to summon spells, weak fighter

Mage Hand – Strong fighter that uses spells to aid in their fighting, weak in skills

Scientist – Strong at skills, weak fighter adds magic to machines to help in fights

Guardian – Strong Defensive fighter with good offensive spells

Channeler – A weak fighter that can channel spells from the world and creature use

Sniper – A long range fighter and mage weak melee fighter and defense

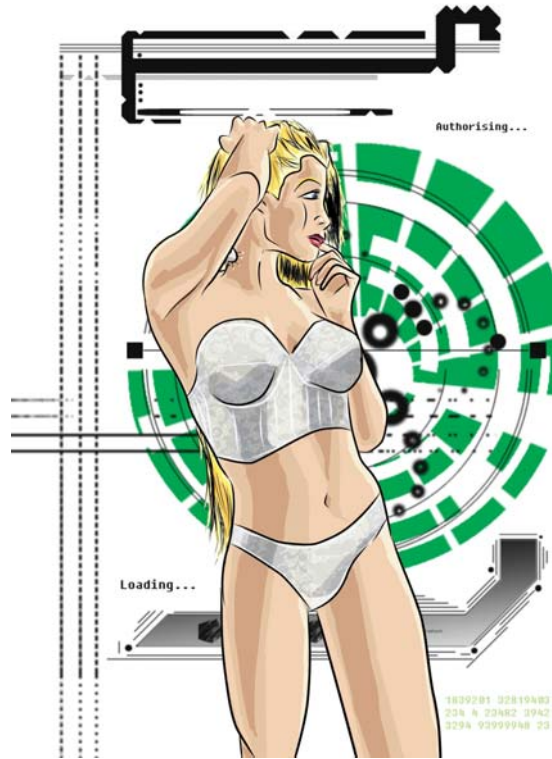
### **Black Clover Characters**

(HNPC – Human NPC's each have classes fitting their duties, with the exception of Kingdom Judge Players, Kingdom Order and Kingdom Genesis Players these three classes HNPC's act as any normal player but have powers beyond that of a normal player)

Kingdom Judge – tends to hold the seat of power (often the leader of the Kingdom is a judge and his assistants are his right hand men) they have the power of Death and Destruction in the game. Great crimes and violations of the Game Companies rules allow the Judges to strip, items, levels, characters, and even ban players from the Game for great violations.

Kingdom Genesis – has the power of creating events, creatures, items, and quests. Their power is vastly more limited than Judges but the strongest NPC's of the game tend to be the Genesis Players. The Great Hero's of each Kingdom all hold these titles. Until the game launch when some players can also achieve legendary status in a Kingdom.

Kingdom Order – These are typically tech guys looking for bugs, defects, and glitches in the program and are tasked in halting unlawful behavior in the technical manners of the game (i.e. halting cheaters) they also act as the in game Head of Guards for each kingdom and tend to bring in criminals before the Kingdom Judges.



## Preview of Card Mage's Magic spells

Card Mage Cards are gained randomly and bought in the game or rewarded to players though the Real World part of the game, the player can use their magical power to release the power of a card. The more powerful card the greater magical cost. While other classes depend on increasing skill to use greater magic the card mage increases their ability to hold greater cards as they level, (start of game they have 1 card in hand and gain a new slot in hand each 5 levels). A player can switch cards but it takes a round and the next card is drawn randomly from the players deck of cards they collected.

Hearts = Blood

2 = Weak Healing

3 = Cure Blindness / Deafness

4 = Mystic Shield

5 = Suggest

6 = Healing

7 = Cure Poison

8 = Mystic Armor

9 = Charm

10 = Strong Healing

Jack = Cure Disease

Queen = Mystic Barrier

King = Domination

Ace = Restore Life

Spades = Summon

2 = Loyal Guardian

3 = Spectral Warrior

4 = Genital Lover

5 = Undine

6 = Igneous

7 = Gnome

8 = Volt

9 = Shade

10 = Sylph

Jack = Defensive Companion

Queen = Holy Warrior

King = Grand Ruler

Ace = Grimm Reaper

Diamond = Element

2 = Fire Arrow

3 = Ice Arrow

4 = Lighting bolt

5 = Acid Blast

6 = Wind Blade

7 = Fire Ball  
8 = Ice Storm  
9 = Chain Lighting  
10 = Acid Storm  
Jack = Gale Wind  
Queen = Typhoon  
King = Earthquake  
Ace = Comet Strike

Club = Trick  
2 = Loyal Rope  
3 = Spacious Bag  
4 = Boots of Leaping  
5 = Cloud of Rain  
6 = Key of Locks  
7 = Feather of Speed  
8 = Gloves of Strength  
9 = Cloak of Invisibility  
10 = Ball of Guiding Light  
Jack = Wings of Flight  
Queen = Flower of Blessing  
King = Seed of Protection  
Ace = Hat of doors

4 (Jokers) Chaos Cards

Coin = Elemental Chaos

Blade = Master of 6 blades

Blood = Holy Judgment

Shovel = Hero of Legend