

## Nothing of Note - Character Classes

#	Name	Description
1	<b>Warrior</b>	Masters of martial combat, skilled in wielding various weapons and armor.
2	<b>Wizard</b>	Arcane spellcasters who manipulate magic to cast powerful spells and wield elemental forces.
3	<b>Rogue</b>	Agile and cunning individuals skilled in stealth, sabotage, and deception.
4	<b>Cleric</b>	Devoted to a deity or higher power, wielding divine magic to heal allies and smite foes.
5	<b>Ranger</b>	Expert trackers and hunters, proficient in ranged combat and wilderness survival.
6	<b>Paladin</b>	Holy warriors sworn to uphold justice and righteousness, combining martial prowess with divine magic.
7	<b>Bard</b>	Charismatic performers and storytellers, using music and wit to inspire allies and confound enemies.
8	<b>Druid</b>	Guardians of nature, with the ability to shapeshift and command the elements to protect the natural world.
9	<b>Sorcerer</b>	Innate spellcasters born with magical abilities, channeling raw arcane power to cast spells.
10	<b>Monk</b>	Disciplined martial artists who harness their inner energy to perform extraordinary feats.
11	<b>Barbarian</b>	Fierce warriors from untamed lands, relying on brute strength and primal rage in battle.
12	<b>Necromancer</b>	Masters of death magic, able to raise undead minions and wield dark powers.
13	<b>Alchemist</b>	Experts in potion-making and chemical concoctions, specializing in transmutation and alchemical bombs.
14	<b>Inquisitor</b>	Seekers of truth and justice, skilled in investigation and interrogation, often hunting down heretics and criminals.
15	<b>Swashbuckler</b>	Dashing duelists and charismatic adventurers, skilled in acrobatics and swordplay.
16	<b>Summoner</b>	Masters of summoning magic, able to call forth powerful creatures and entities to aid them in battle.
17	<b>Artificer</b>	Inventors and craftsmen, proficient in creating magical items and constructs to aid allies.
18	<b>Warlock</b>	Pact-bound spellcasters who gain their powers from otherworldly entities, trading their soul for dark magic.
19	<b>Beastmaster</b>	Skilled handlers of animals and beasts, forming bonds with creatures to fight alongside them in battle.
20	<b>Mystic</b>	Seers and sages, possessing innate psychic abilities and extrasensory perception, often serving as advisors and guides.