



Customizing Your Character

ClassCraft offers plenty of options when customizing your character.

Explore this page to learn how you can make your character as unique as you are.



THE HEALER

Healers are guardians!

Students who select the healer class keep their teammates alive and save them from misadventure.

A full list of a healer's powers can be found below.



THE WARRIOR

Warriors are protectors!

Students who select the warrior class protect their teammates from taking damage and falling in battle.

A full list of a warrior's powers can be found below.



THE MAGE

Mages are powerhouses!

Students who select the mage class help their teammates use their powers as often as possible.

The full list of a mage's powers can be found below.

Warrior **HP: 80** **AP: 30**

Warriors are a team's guardian, protecting their teammates from damage (losing **HP**). They're super strong but can't use their powers as often as other characters.

In your class, the Warrior's powers are...



COLLABORATIVE



PROTECT 1 – Basic Power

The Warrior can take up to 10 damage instead of their teammate, receiving only 80% of the initial damage.

-10 AP ✓



FIRST AID – Basic Power

The Warrior gains 1 HP for each level they have, but always gains at least 5 HP.

-10 AP



HUNTING – Basic Power

The Warrior can "check the trap lines" for two minutes. RR

-10 AP



PROTECT 2 – Intermediate Power

The Warrior can take up to 20 damage instead of their teammate, receiving only 65% of the initial damage.

-15 AP ✓



AMBUSH – Intermediate Power

During a Boss Battle, the Warrior changes a wrong answer to a correct answer with a special attack.

-20 AP ✓



COUNTER ATTACK – Intermediate Power

The Warrior gets a hint on an exam question.

-20 AP



PROTECT 3 – Advanced Power

The Warrior can take up to 30 damage instead of their teammate, receiving only 50% of the initial damage.

-20 AP ✓



BERSERKER – Advanced Power

The Warrior takes all the team's damage for the day. Receiving only 50% of the damage. If the Berserker survives, each team member receives 200 XP.

-30 AP ✓



SECRET WEAPON – Advanced Power

During a Boss Battle, the Warrior changes a wrong answer of a team mate to a correct answer with a special attack.

-35 AP ✓

Mage **HP: 30** **AP: 50**

Mages are powerhouses! They can use their powers most often, but they have fewer **HP** to lose before they fall in battle. Mages replenish Action Points so their team can use powers as often as possible.

In your class, the Mage's powers are...



COLLABORATIVE



MANA TRANSFER – Basic Power
All team members, except Mages, gain 7 AP.

-35 AP ✓



TELEPORT – Basic Power
The Mage can trade places with any other classmate.

-5 AP



INVISIBILITY – Basic Power
The Mage can leave the classroom for up to 2 min. RR

-10 AP



MANA SHIELD – Intermediate Power
The Mage prevents the loss of HP to themselves (costs 3 AP per 1 HP).



CHEAT DEATH – Intermediate Power
A fallen teammate (other than the Mage) can reroll the cursed die but must accept the new outcome.

-15 AP ✓



TIME WARP – Intermediate Power
The Riders of the Vay revisit. May only be used once in a week.

-10 AP ✓



FOUNTAIN OF MANA – Advanced Power
A teammate, who isn't a Mage, replenishes all of their AP.

-40 AP ✓



CLAIRVOYANCE – Advanced Power
All of the team members get a hint on an exam question.

-40 AP



MAGE CIRCLE – Advanced Power
If stuck on a group assignment, Mage can confer with a Mage on other teams to get a hint.

-10 AP ✓

Healer **HP: 50** **AP: 35**

Healers are the most balanced of the three characters in terms of **HP** and AP. It's their job to heal their teammates when their health get low to prevent them from falling in battle (which would cause your team to lose **HP**!)

In your class, the Healer's powers are...



COLLABORATIVE



HEAL 1 – Basic Power
A teammate gains 10 HP.

-15 AP ✓



SAINTHOOD – Basic Power
All teammates can listen to music during classwork.

-30 AP ✓



ARDENT FAITH – Basic Power
The Healer may go out of classroom and "ponder the faith". RR

-10 AP



HEAL 2 – Intermediate Power
A teammate gains 20 HP.

-20 AP ✓



FAVOR OF THE GODS – Intermediate Power
The Healer can listen to music during classwork.

-10 AP



REVIVE – Intermediate Power
When a teammate (not including the Healer) falls to 0 HP, they avoid all penalties and come back to life with 1 HP.

-25 AP ✓



HEAL 3 – Advanced Power
A teammate gains 30 HP.

-20 AP ✓



HEALING CIRCLE – Advanced Power
All team members, other than the Healer, gain 15 HP.

-30 AP ✓



PRAYER – Advanced Power
During an exam, the Healer has access to their notes.

-30 AP

ARMOR SETS AND PETS

Students can spend the Gold Pieces (GP) earned through good classroom behavior and the completion of quests to purchase gear and pets for their character.



More information can be found at:

<https://help.classcraft.com/hc/en-us/articles/227766327-Pets-and-gear>