Click to prove you're human



spotting targets and killing important enemy units. Overwatch has a cast of heroes that behaves much like classes the player can switch between them in spawn rooms, and they each fill different roles on the battlefield. Primal Carnage: Both humans and dinosaur characters are based around this style of gameplay, although it differs slightly. There are only five human characters, but all of them have weapons and items that are interchangeable before spawning. There are twelve different selectable dinosaur classes, but their abilities cannot be changed; however, there are five "subclasses" which the twelve species are separated into. Humans: The Commando specializes in high-damage weaponry, with all three of his gun choices being automatic rifles or machine guns with lots of ammo per clip and moderate damage output per bullet, at the cost of poor accuracy. This makes him a better choice against larger dinosaurs with huge health pools, where aiming is less important. The Pathfinder is armed with a shotgun, of which he has three choices. There are minor differences between the shotguns, but they have the same basic pros and cons: tremendous short-range damage, but terrible long-range damage and fire-rate. Combined with his flares (which blind any nearby dinosaurs) and machete, this makes him extremely good at protecting the human team from charging dinosaurs, especially small ones, as a single well-aimed blast of the shotgun can obliterate them. The Trapper is armed with dual pistols which have medium damage output and fire-rate, but his main gimmick is being a Trap Master, with utilities like a Net Gun and Bear Traps that can instantly incapacitate small dinosaurs for several seconds, allowing for a hit-kill with his knife. He also has a remotely displaced sentry gun that he can place in key areas to help defend choke points, such as key doorways. The Support is armed with an effective assault rifle and a decent shotgun. Scientists have a super class, with three different rifles to choose between, ranging from a high-damage, slow-firing, armor-piercing, sniper rifle to a low-damage, high-fire-rate machine gun. Their utilities include a healing dart gun, a deployable ammo station, and a remote-detonated explosive big enough to obliterate them. The Trapper is armed with dual pistols which have medium damage output and fire-rate, but his main gimmick is being a Trap Master, with utilities like a Net Gun and Bear Traps that can instantly incapacitate small dinosaurs for several seconds, allowing for a hit-kill with his knife. He also has a remotely displaced sentry gun that he can place in key areas to help defend choke points, such as key doorways. The Support is armed with a moderately effective assault rifle and a decent shotgun. Scientists have a super class, with three different rifles to choose between, ranging from a high-damage, slow-firing, armor-piercing, sniper rifle to a low-damage, high-fire-rate machine gun. Their utilities include a healing dart gun, a deployable ammo station, and a remote-detonated explosive big enough to obliterate them. Dinosaurs: "Tyrant" class dinosaurs are Mighty Glaciers with massive health pools, the ability to One-Hit Kill humans by stomping on them or eating them, and a roar that is able to empower their fellow dinosaurs for short periods. There can only be one or two of them at once. "Stalker" class dinosaurs are moderately durable, have armoured regions of their bodies, and share the ability to passively bulldoze humans by running into them at high speeds, at the cost of limited agility. "Predator" class dinosaurs are fast, agile, and vicious, with snapping and biting attacks that can be performed while running. They have to ability to perform a "pounce" attack that pins a human to the ground while they're mauled to death, an attack which is a One-Hit Kill if performed to completion. "Spitter" class dinosaurs are the only ranged, physically weak, but mobile, dinosaurs, with the ability to lock Hero-Hitting Attack, and can quickly regenerate their health over time. Dinosaurs can also eat the corpses of other dinosaurs to heal, and can use this ability to consume the corpses of fallen humans to heal themselves, but this also causes them to respawn as Underlings for the human team to kill. Underlings: Underlings are a unique dinosaur class that spawns when a dinosaur consumes a human corpse. They are weak, fragile, and have poor damage output, but are very fast and can quickly swarm all other dinosaurs for several seconds). However, they are slow and cumbersome on the ground. Team Fortress 2, and its predecessor Team Fortress Classic, (and its predecessor Team Fortress) are based entirely around classes. There are nine total, each balanced for different playstyles, situations, and enemies. Transformers: War for Cybertron has Soldiers, Scouts, Scientists, and Leaders. Vermintide II: A Hero Shooter set in the Warhammer universe, the Ubersreik Five can each take one of five careers, each with their own strengths and weaknesses, unique passive and active abilities, and weapon specialties. From a story perspective, each class represents a path in their Character Development: their default path is a direct Vermintide but largely leaves them as they were before, one class represents positive development as the character finds new purpose in a higher calling, and one class represents negative development as the character finds corruption and loses their way. Warhammer: Vermintide 2 has all the same classes with the addition of a fifth, the Mercenary, specializing in ranged weapons and can kill any non-boss enemy with a single skilled headshot. He can also tag enemies with his ammo pouch, causing them to take more damage from other sources, and can heal himself or his allies with his medpack. Zealot: Battle Wizard - In order to find peace, Sienna had to temporarily embrace the very thing she despised: magic. Now she is a powerful battle wizard, and possesses the Staff of Flame, which she has learned to use to her own benefit, measuring his success in blood. The Zealot eschews ranged combat to thrash heretics and monsters, harnessing the pain of his injuries to destroy his enemies. Warrior Priest (DLC) - Warrior Priests of Sigmar travel the Empire, fighting evil in all their forms. As a Warrior Priest, Saltzpyre draws upon his faith constructively to empower his blows and shield his comrades from harm. Though restricted in what weapons they can use - no ranged weapons or blades of any kind, only hammers or flails - his divine magics more than make up for it. Kruber: Mercenary - When Saltzpyre recruited Kruber into his retinue, it represented the former State Trooper's first foray into mercenary work. As a Mercenary, Kruber is a versatile fighter who balances offensive and defensive power; his armour provides decent protection without severely hampering his mobility, he is very capable in close-quarters with an arsenal of weaponry but also able to reach out and touch enemies with his firearms if needed. He has a powerful Battle Cry that staggers enemies and grants temporary HP to allies. Huntsman - Walking the path of the Huntsman, Kruber returns to his roots and finds solace in his faith in Taal and Rhya, the gods of nature. Forgoing the vestments of the soldier in favour of lighter armour that grants more speed and agility, Kruber becomes a master of removing troublesome targets with his ranged weapons, or longbow - especially after activating his Aim ability. His special ability, Hunter's Mark, temporarily grants him a number of benefits including increased damage, increased zoom and invisibility. Knight - Knighthood is the highest honour a soldier can aspire to, and Kruber has - with some reluctance - climbed the social ladder. Bonding with a Foot Knight in the thick of combat, he's sharing off-duty drinks with him and knocking names off his drinking horn. Lord Kruber (DLC) - Kruber has taken on the honour of the Lady of the Lake and been granted ownership of Castle Ubersreik. Wielding a sword that burns with holy fire, Kruber repels enemies to death to any foul creatures that cross his path - although the Bretonnian code of chivalry does restrict him from using any ranged weapons, forcing him to seek melee combat with whatever stands in his way. Bardin: Ranger Veteran - Rangers forsake the comforts of hearth and hold to take the fight directly to the enemies of the Dwarfs, and Bardin still walks this path with boisterous merriment, becoming a Veteran through his adventures in Ubersreik. The Ranger Veteran is a balanced class that slightly favours attacking with crossbow and firearm, but is certainly no stranger to melee combat. His party trick is a smoke bomb that Bardin throws at his feet, granting him concealment for a time. Ironbreaker - Ironbreakers are the stalwart defenders of the Dwarfholds, armoured in the heaviest gromril plating. Returning to his hold a hero, Bardin becomes the Ironbreaker which the Vermintide breaks itself. A defensive class with increased health and stamina, and the ability to taunt enemies around him, forcing their focus and also increasing the strength of his block. Slayer - Haunted by the events of Ubersreik, Bardin has made a life-changing - or rather, life-ending decision. Casting aside his pride, Bardin has become a Slayer, a warrior under a suicidal oath to seek an honourable death in close-quarters combat against the enemies of the Dwarfs, and Bardin's path leads him ever deeper into the Vermintide. Swashbuckler - Swashbucklers are masters of the blade and the arts of charisma. Bullets and pirates are swashbucklers. Master Duelist: Each of you starts with an Inquisitive 8 Int and you wouldn't being losing anything at all: in a new Elven Accuracy feat and shadow blade, but that's another matter.I'm kind of disappointed in the new Fighter and Rogue subclasses, though. Insightful tries to be all Sherlock Holmes-y, but I just don't see the use in day-to-day operations of adventuring. Insightful Fighting and its derivative abilities feels worse than relying on the usual rogue tricks. Scout... meh. Not different enough from regular rogue. Sorcerer... in short, you're playing a cleric with metamagic instead of channel divinity. Not much to say other than I wonder how good the spells will be. Shadow, I actually find disappointing. Its a giant Point sink, making it so you can't do much of anything else when you use your features. Last edited: Nov 12, 2017 log in or register to remove this ad This combo actually does not work, so removed. In return for wasting everyones time, I want us all to do two things: 1. yell loudly at WotC to fix the ranger already2.imagine xanathar as the president of the united states. Last edited: Nov 12, 2017 So, I purposely waited to start my ToA campaign until Xanathar's came out, and, not too surprisingly, when it came to making characters today, all six of my players chose subclasses from Xanathar's (which is why I delayed the start, since I knew this would likely happen with most, if not all of them). So, now I have a group consisting of: Variant Human War Magic WizardVariant Human Inquisitive RogueHill Dwarf Gloom Stalker RangerHalf-elf Shadow Magic SorcererWood Elf Circle of the Shepherd DruidHalf-Orc Undead Fiend Warlock of the Undying Variant Human Inquisitive Rogue with Swashbuckler archetypeNow, as you can see, I don't have a traditional party make-up, as there's no tank, especially since Xanathar's Monk archetype doesn't have the ability to be more durable. However, I'm not too concerned about it, as I've been playing around with the Sentinel feat for the Sharpshooter archetype, and it's been working quite well. Now, the Rogue archetype in games where skills and stealth play a small role is likely default Rogue, but in games where skills are important, Swashbuckler is the Rogue archetype that I'd like to see more of. Not only does it get a bonus to Charisma checks, but it also gets a bonus to initiative rolls, which is always nice. Plus, it gets Fancy Footwork, which is basically Rogue's Dodge, but it also prevents opportunity attacks, which is pretty awesome. Finally, it gets Master Duelist, which is basically Rogue's Lucky, but it's limited to Charisma checks and saving throws, and it's a bit more powerful. Now, I'm not sure how Lucky works, but Master Duelist is pretty clear that you have to declare you're using it before you make the roll, so I'm not sure how it would work with Halfling Luck, but I'm pretty sure that Master Duelist would, in fact, work with Lucky. Also, Master Duelist is a bonus action, so it's not like you're losing out on an action by using it. Overall, I'm pretty happy with the Swashbuckler archetype, and I'm looking forward to seeing how it plays out in practice. Last edited: Nov 12, 2017 Ancestral Guardian is hilarious on a Barbarian archer. Monster Slayer is Geralt of Rivia. Only thing I would add: if you take lifedrinker.. you don't add charisma twice but add your normal stat instead. Last edited: Nov 14