

The Guild members

This was drafted when the game was at version 0.1.5.

=====

Jack is the same Jack you may have met in original Bhavacakra. Obviously, he is 20 years younger in this version. He is very strong from get-go. You can't improve him anyway. He is already a complete character. His class is mercenary.

He is a pure damage character with decent counterattack rate. He has decent magic defense (for a melee) as well.

Jasmin is a hunter. She is basically an inferior version of Thorn. Unlike Thorn, however, her damage output is more stable. She does need a lot of personal quests to sharpen up to be decent however.

Kesper is probably the most broken member you will run into. But he is a decent tank in chapter 1. He goes absent in chapter 2 and comes back in chapter 3. By this point, he isn't so good anymore. Being restricted to medium armor and no shield means he will never be a good tank.

What he does have while others don't is all of his attacks are AoE and some of his attacks are magical (darkness). He also has a line of self-heals. Therefore, he makes a good all-around character to have it regardless which monster you face.

Gilbert is a shieldbearer which is a utility and support class. He is extremely tanky and is probably the best tank in the game. But he lack taunt skills and does not draw attention. If money is no issue,

he can be a healer by letting him use healing items to heal others. Note that he can indeed learn a taunt skill during personal quests.

Gwynt is a wind mage. She is a no non-sense pure damage. She is perhaps boring in that aspect. She also has early-level magic AoE which is very powerful. Magic AoE is rare especially during early level.

Paranta is a healer. Compared to Maeve, she may not be good enough in early stage of the game. However, while Maeve is a pure healer, Paranta can have an array of debuff spells along with slightly inferior heals. Debuffs might not matter in normal fights, but in boss battles, it should matter. She also has poison.

Leona is the guild leader. Don't expect to have any critical hits with her because you won't. You may also wonder why she has only 1 luck. This is due to her being infertile.

To even things out, her damage output is high and stable and she has high defense. Note that she cannot use a shield, meaning her defense won't be really tanky.

Thorn is an assassin and is DPS. She can do really high damage but there is a catch. Her critical rate is maxed out at around 60%, meaning her damage output is not stable and relies on luck.

Baba is a bandit and he is a tank. As a melee, he has some utility debuffs that mainly affect accuracy. He can wear heavy armor and can use shields. While his defense won't be as good as Gilbert's, he can do some damage.

Akatoob is a fire mage and can be comparable to Gywnt in pure damage. He will also learn dark magic. He learns AoE magic later.

Sahko is similar to Gywnt and is DPS. However, unlike Gywnt who is stuck with only damage spells with one element, Sahko is able to learn Wind spells later and has a few utility spells. To balance things out, Sahko's spells do slightly less damage than Gywnt's. Additionally, lightning spells have a chance to shock opponents.

Maeve is a pure healer. She has absolutely no damage skill. She has heals and a cure spell and that's it. But her healing spells are powerful.