



Dawnguard (Path of Faith)

Dawnguard is a charisma-based hero who might put experienced tabletop roleplaying gamers in mind of a cleric.

Although the Path of Faith doesn't have access to healing, the most obvious playstyle when following this path is still a supportive one. Abilities on this path mainly aid other heroes by providing them with blessings, defence modifiers, and attack modifiers, and by replenishing fate for the party to use in their attacks.

The Path of Faith is unique in that it expands to offer a mix of magical and physical attacks, whereas every other path specialises in one or the other. This gives Dawnguard valuable flexibility in any situation, where they can assess the needs of the party and adapt to ensure success!



Lightweaver (Path of Elements)

Lightweaver is a pure magic-based wizard, with a high intelligence modifier. Their spells are invaluable for defeating heavily armoured foes like Brutes and have extended range to keep them from too much danger — which is for the best, because Lightweaver is one of the least durable heroes in the game.

The Path of Elements is built around lashing enemies with potent spells, which will often leave the enemy with a residual status effect such as a burn or frostbite. Upgrading these abilities makes them extremely efficient, adding a miss effect that won't inflict damage but will guarantee the corresponding status effect.

Fortunately, the Path of Elements also has some defensive abilities to help the hero escape from danger, such as a magical shield and the ability to leap over several enemies at once.



Nightfeather (Path of Shadows)

As you might expect for a nimble rogue, Nightfeather has a high dexterity modifier and speed but will need to be wary of counterattacks if they don't take down their foe.

The Path of Shadows encourages isolating enemies and then picking them off one by one, with several accuracy and damage modifiers to make this bloody work lethally efficient. It also provides a wealth of options for dodging in and out of danger, promoting a hit-and-run gameplay style, alongside several ranged attacks to help keep the hero out of harm's way.

Finally, the Path of Shadows gives you the unique ability to poison foes, adding tokens that will progressively damage your enemies by ever-increasing amounts...



Stoneheart (Path of Steel)

Stoneheart is an out-and-out melee fighter, beginning their path with a high strength modifier and solid resilience.

Should they — or any other hero — choose to follow it, the Path of Steel continues this with a wide variety of attacks designed to help customise the effects in a hero's toolkit for any given situation. Options range from pushing enemies around, to strikes that deal high damage to a single target, to a less powerful attack that hits more enemies at once.

The non-attack abilities on the Path of Steel add additional compound effects to attacks, further cementing Stoneheart as an aggressive hero designed with damage output in mind, who can lead most encounters with toolbox solutions as needed.



Wyldshell (Path of Omens)

Wyldshell is an intelligence-based hero that can use unique ghost tokens for a variety of effects, such as empowering or extending the range of attacks, hindering enemies with status conditions, or providing other heroes with extra movement.

The Path of Omens is primarily concerned with applying negative modifiers or status effects to enemies, to better enable other heroes to finish them off. In this sense, it's the opposite to the Path of Faith.

Initially, this makes Wyldshell a solid support hero rather than a front-line damage dealer. However, it's entirely possible to level up Wyldshell into a magic based melee-centric hero if desired, by accessing some of the wide variety of attacks from this path and through clever usage of ghost tokens.