

# Starting Origins

Your starting class, or Origin, will determine your character's initial stat distribution and equipment loadout. Although this will have a significant impact on the earliest hours of the game, the disparity between Origins quickly diminishes as you level up and develop your character.

Your choice of Origin is not at all critical, so it's not something to spend a lot of time pondering. While optimization-focused players intent on squeezing every last drop of efficiency out of their builds will need to carefully consider the adjacent chart before making a selection, for all other purposes there is no incorrect choice to be made here, so feel free to pick whichever Origin you judge best-suited to your preferred playstyle.

Origin	LVL	VIG	MND	END	STR	DEX	INT	FTH	ARC
Vagabond	9	15	10	11	14	13	9	9	7
Warrior	8	11	12	11	10	16	10	8	9
Hero	7	14	9	12	16	9	7	8	11
Bandit	5	10	11	10	9	13	9	8	14
Astrologer	6	9	15	9	8	12	16	7	9
Prophet	7	10	14	8	11	10	7	16	10
Samurai	9	12	11	13	12	15	9	8	8
Prisoner	6	11	12	11	8	14	14	6	9
Confessor	10	10	13	10	12	12	9	14	9
Wretch	1	10	10	10	10	10	10	10	10

## Vagabond

“ A Knight exiled from their homeland to wander. A solid, armor-clad origin.

The Vagabond is a generalist Origin well-suited to any melee setup, although the weight of its starting equipment will cause it to perform a heavy dodge roll by default; you can solve this by unequipping its helmet or Halberd to keep its equipment load below 70%. A minimal investment in Faith or Intelligence will give this class access to healing spells or weapon augmentations, making it equally suitable for hybrid builds.

# Warrior

“ A twinblade-wielding warrior from a nomadic tribe. An origin of exceptional technique.

The Warrior is a light melee class with the highest Dexterity of all Origins. As such, it is purpose-built for utilizing Daggers, Spears, Curved Swords, and other weapons that scale primarily or exclusively with Dexterity. It is initially equipped with a pair of Scimitars, enabling it to perform a deadly series of dual attacks, and a few extra levels of Intelligence or Faith will grant it access to basic healing magic or weapon augmentations.

Hero

Bandit

Astrologer

Prophet

Samurai

Prisoner

Confessor

Wretch

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