

WoW Classes (World Of Warcraft Classes)

The first question you will ask when playing World of Warcraft is what type of hero you will be. After deciding which race to play, each character can choose one class. Each race has its own list of class options available to it. Throughout their entire careers, characters will be able to learn from a pool of over 1000 spells and skills. A character's class will help determine which spells and skills he or she can master; this page lists just a few for each class. Below you will find information detailing each of the classes you'll be able to play in World of Warcraft. And Of course, you can download it as well :**WoW-Classes.pdf**

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WoW Classes Revalant Links:

1. **WoW Races** :<http://www.wow-gold-team.com/WowGuides/wowRaces.html>
2. **WoW Items** :<http://www.wow-gold-team.com/WowGuides/wowItems.html>
3. **WoW Marcos** :<http://www.wow-gold-team.com/WowGuides/wowMarcos.html>
4. **WoW Game Servers** :<http://www.wow-gold-team.com/WowgoldService/wowGameServer.htm>
5. **WoW Official Q&A** :<http://www.wow-gold-team.com/WowGuides/wowOfficialQA.htm>

1.Druids [~top](#)

Druids are the keepers of the world and masters of nature with a diverse array of abilities. They are powerful healers, capable of curing poisons and raising fallen comrades in the thick of battle. Druids also command nature's wrath, calling down ranged blasts of energy, summoning swarms of insects, or entangling their foes in the earth. But druids are also masters of the wild, able to shapeshift into a great bear, cat, or even sea lion, gaining their powers in combat or travel. Druids are a diverse class with a variety of playstyles, capable of filling any role.

The Druid gives players several play style options. A Druid in normal form is a caster that can fight with spells or weapons. In Bear form the Druid becomes a Warrior with Rage. While in Cat form the Druid becomes a Rogue with Energy and stealth. The Druid can also transform into two other special animal forms. With its ability to heal itself and fellow characters, the Druid can

also take on the role of a Priest. A Druid is not as versatile in its abilities as a Priest is, lacking the spells Power Word: Shield, but is otherwise a very capable healer.

Strengths

Can transform into various animal forms which provide unique abilities

Possesses a powerful buff that's beneficial to all classes

Can heal and resurrect others

Can shapeshift out of snares and polymorph

Weaknesses

Animal forms are not as powerful as their counterpart classes

Restricted to wearing cloth and leather armor

Can't use all spells while in the various animal forms

Challenges

1. Identifying when to use each shape shifting form

2. Learning how to properly use each form

Allowable Races: Night Elf, Tauren

Allowable Equipment: Cloth, Leather

Allowable Weapons: Staves, Polearms, Maces (with training), Daggers (with training),

Unarmed Weapons (with training)

2. The hunters [~top](#)

Hunters are deadly marksmen, capable of bringing their enemies down from a distance with bows or rifles. Skilled survivalists, they can track enemies or lay traps to damage and entrap their foes. Hunters also possess a primal connection to the beasts of Azeroth, capable of taming and training them to keep as loyal guardians. Wearing light to medium armor, hunters can also dual wield weapons in combat, fighting beside their pets in battle.

The Hunter is a vicious damage dealer. With their ability to pull extremely well and hit monsters hard from far away, they certainly help take down monsters more quickly. Their pets add to the damage count and can aid somewhat in managing monster aggro. The variety of traps allows the Hunter to control crowds to an extent, as well. The combination of their extreme range, decent damage, and trap capability, Hunters are the perfect pullers for any group.

Strengths

Can tame and control various beasts

Excellent long range damage capability

Good at stopping enemies from fleeing

Effective at pulling monsters in dungeons and raids

Weaknesses

Possesses very few melee abilities

Has a "Dead Zone" where neither ranged nor melee attacks can be used

Unable to heal self or party members

Challenges

1. Keeping enemies at range through the use of abilities or pets

2. Learning how to tame, train and keep pets effective

Allowable Races: Dwarf, Night Elf, Orc, Troll, Blood Elf, Draenei

Allowable Equipment: Cloth, Leather, Mail (at level 40, with training)

Allowable Weapons: Axes (Dwarves/Tauren start, others with training), Daggers (Night Elves and Blood Elves start, others with training), Guns or Bows, Crossbows (Draenei start, others with training), Fist Weapons (with training), Polearms (with training), Staves (with training), Swords (Draenei start, others with training), Thrown (with training), Two-Handed Axes (with training), Two-Handed Swords (with training)

3. The mage [~top](#)

Mages wield the elements of fire, frost, and the arcane to destroy or neutralize their enemies.

They are a robed class that excels at dealing massive damage from afar, casting elemental bolts at a single target, or raining destruction down upon their enemies in a wide area of effect.

Mages can also augment their allies' spell-casting powers, summon food or drink to restore their friends, and even travel across the world in an instant by opening arcane portals to distant lands.

When seeking someone to introduce monsters to a world of pain, the Mage is a good choice.

With their elemental and arcane attacks, it's a safe bet something they can do won't be resisted by your chosen enemy. Damage is the name of the Mage game, and they do it well. Their arsenal includes some powerful crowd control spells, also, giving them the ability to keep hordes at bay -- in fact, these abilities can be used on the most common creatures in the game, thus making them extremely valuable for this purpose.

Strengths

Very effective in damaging multiple targets at once with powerful Area of Effect Damage Spells

Effective at escaping enemies with Blink, Frost Nova, and Ice Armor spells

Excellent long range damage capability

Can transport self and others to major cities using portals

Great at crowd control

Weaknesses

Restricted to wearing cloth armor

Poor melee capability and low hit points

Has no healing ability

Challenges

1. Staying alive

2. Managing Monster Hate

Allowable Races: Human, Gnome, Undead, Troll, Blood Elf, Draenei

Allowable Equipment: Cloth

Allowable Weapons: Staves, Wands, Daggers (with training), Swords (with training)

4. The paladin [~top](#)

Guardians of the Holy Light, paladins bolster their allies with holy auras and blessing to protect their friends from harm and enhance their powers. Wearing heavy armor, they can withstand terrible blows in the thickest battles while healing their wounded allies and resurrecting the slain. In combat, they can wield massive two-handed weapons, stun their foes, destroy undead and demons, and judge their enemies with holy vengeance. Paladins are a defensive class designed to outlast their opponents.

The Paladin is a mix of a melee fighter and a secondary spell caster. The Paladin is ideal for groups due to the Paladin's healing, Blessings, and other abilities. Paladins can have one active aura per Paladin on each party member and use specific Blessings for specific players. Paladins are pretty hard to kill, thanks to their assortment of defensive abilities. The Paladin can also heal with Holy Light, unlike other combat classes. The Paladin is an Undead specific fighter as well, with several abilities designed to be used against the Undead.

Strengths

Can wear the heaviest of armors and use most weapons

Can heal party members and resurrect others after battle

Can cast Auras and Blessings that provide useful buffs for other players

Can summon a Warhorse mount

Can sacrifice self for the sake of the party to prevent a total group wipe

Weaknesses

Heavily dependant on mana for offense and defense abilities

No ranged capabilities, except to stop wounded opponents from fleeing

Limited abilities with which to draw enemy attacks

Challenges

Learning the proper Blessings and aura type for each battle

Remembering to use Blessings on everyone as needed

Mastering healing techniques

Allowable Races: Human, Dwarf, Blood Elf, Draenei

Allowable Equipment: Mail, Leather, Cloth, Shields, and Plate (with training)

Allowable Weapons: One- and Two-handed Maces, One- and Two-handed Swords (with training), One- and Two-handed Axes, Polearms (with training)

5. The priest [~top](#)

Priests are the masters of healing and preservation, restoring their wounded allies, shielding them in battle, and even resurrecting their fallen comrades. While they have a variety of protective and enhancement spells to bolster their allies, priests can also wreak terrible vengeance on their enemies, using the powers of shadow or holy light to destroy them. They are a diverse and powerful class, highly desirable in any group, capable of fulfilling multiple roles.

Strengths

Can heal party members and resurrect other players after battle

Is able to shield players from damage points

Has powerful buffs

Can Charm Humanoids and Fear various enemies

Can cast both holy and shadow spells

Weaknesses

Restricted to wearing cloth armor

Poor melee capabilities and low hit

Requires concentration and quick reflexes if healing in parties

Challenges

Learning how to be a good healer

Allowable Races: Human, Dwarf, Night Elf, Troll, Undead, Blood Elf, Draenei

Allowable Equipment: Cloth

Allowable Weapons: One-Handed Maces, Daggers, Staves, Wands

6. The rogue [~top](#)

Rogues are a lightly armored melee class capable of dealing massive damage to their enemies in a flurry of attacks. They are masters of stealth and assassination, passing by enemies unseen and striking from the shadows, then escaping from combat in the blink of an eye. Rogues can also craft poisons that damage or cripple their enemies, reducing their effectiveness in battle. Groups will find rogues valuable, for not only do they deal massive damage, but they can open locked doors or chests, and disarm hidden traps as well.

Strengths

Stealth abilities allow the Rogue to reach places more easily than most classes

Can create and use poisons to damage or slow enemies

Very high melee damage potential

Can pick locks

Effective in escaping battle with sprint, vanish, and blind

Weaknesses

No party buffs available

Restricted to wearing cloth and leather armor

No healing ability available

Challenges

Mastering Stealth Usage

Managing monster hate/aggro so that tanks can take the majority of damage when possible

Learning and using effective combos

Allowable Races: Human, Dwarf, Night Elf, Gnome, Orc, Troll, Undead, Blood Elf

Allowable Equipment: Cloth, Leather

Allowable Weapons: Daggers, Thrown, Swords (with training), Bows (with training), Crossbows (with training), Maces (with training), Fist Weapons (with training), Guns (with training)

7. The shaman [~top](#)

Shaman are the spiritual leaders of their tribes and clans. They are masters of the elements, using spells and totems that heal or enhance their allies in battle while unleashing the fury of the elements upon their foes. Shamans can wear medium armor, and even wield massive two-handed weapons in combat. They are a versatile class that can wade into battle, restoring their allies while hurling elemental bolts of lightning at their enemies.

The old phrase "jack of all trades, master of none" is an excellent way to describe the Shaman; they are the only real "hybrid" class in World of Warcraft. While they do not excel at any one aspect of their repertoire, they function passing well when performing most tasks called upon by a party. Need a support healer? Looking for a secondary tank? After another damage-dealer? Have an empty slot that needs someone to support the group in general? The Shaman can provide. They have a number of utility spells as well that help make life easier for any party.

Strengths

Can heal and also resurrect other players after battle

Can transform into a Ghost Wolf, allowing for fast travel

Can use totems of earth, air, fire and water available

Can walk on water

Instant cast damage spells

Weaknesses

Most totems are easily destroyed when attacked directly

High dependence on mana pool for offense and survivability

No long duration party buffs

Challenges

1. Learning how to be a good healer
2. Learning how to use Totems properly, learning all spells, and learning how to use everything in combat

Allowable Races: Orc, Tauren, Troll, Draenei

Allowable Equipment: Cloth, Leather, Shields, Mail (with training)

Allowable Weapons: One-Handed Maces, Staves, Fist Weapons (Draenei with training), One-Handed Axes (with training), Daggers (with training), Two-Handed Axes (with training), Two-Handed Maces (with training)

8. The warlocks [~top](#)

Warlocks are masters of shadow, flame, and demonic power. They are a robed class that excels at plaguing their enemies with disease or curses, hurling bolts of fire or shadow energy across the battlefield, and summoning demons to aid them in combat. While warlocks are powerful casters that deal damage from a distance, their demonic powers can also protect or support their allies in battle, or even summon other players from across the world using ritual magic to conjure portals.

Warlocks have both powerful damage spells (primarily dealing over time) and debuff spells that work well in conjunction with each other and with the abilities of their group mates. They have Curses for many occasions; in fact, they can easily be considered the best debuffers in the game. Their pets, too, help with the damage dealing and grant the Warlock extra abilities to put to use. They can also control crowds well with Seduction and Banish, and provide limited support in the form of their summoned stones.

Strengths

Possesses the ability to summon and control demons

Can create Healthstones for party members which heal life upon consumption

Can summon other party members using Ritual of Summoning

Can summon a demonic mount

Is able to drain opponents life, restoring own health

Weaknesses

Select spells and abilities require soulshards

Restricted to wearing cloth armor

Limited melee capability

Challenges

Mastering Soul Shard collection and usage

Managing Monster Hate between you and your pet

Controlling both your pet's and your own skills to ensure high efficiency

Allowable Races: Human, Gnome, Orc, Undead, Blood Elf

Allowable equipment: Cloth

Allowable weapons: Daggers, Wands, Swords (with training), Staves (with training)

9.The warrior [~top](#)

Warriors can be a raging berserker or an iron-clad juggernaut, capable of withstanding tremendous attacks while protecting their allies from harm. They have a wide variety of attacks that do everything from cripple their enemies, to dealing massive amounts of damage in a single retaliatory blow, and enhancing their allies' fighting ability with battle shouts. They excel at fighting multiple opponents at once, gaining rage from every blow dealt or received to unleash their attacks. Warriors are a versatile class with a variety of play-styles to choose from.

The Warrior can be a defensive, shielded tank, a damage-dealing powerhouse, or a mixture of the two. Their abilities obviously pertain to the art of close combat; their stances carry with them different moves for different situations and party setups. All in all, the Warrior is one of the prime candidates to capture and hold the attention of creatures while they die to sword and spell.

Strengths

Able to use all armor and all weapons except wands

Very high hit points

Great close range melee skills

Good at pulling, tanking, and dealing damage, thanks to different combat stances

Ability to taunt enemies off other party members

Weaknesses

No healing ability available, except Draenei

Limited long range damage capability

Limited ability to buff party members

Allowable Races: Human, Dwarf, Night Elf, Gnome, Orc, Tauren, Troll, Undead, Draenei

Allowable equipment: Cloth, Leather, Mail, Plate (with training), Shields

Allowable weapons: All (excluding wands)

10.The death knight [~top](#)

The fearsome **death knight**, World of Warcraft's first Hero class, is not your average adventurer seeking to prove his or her worth on Azeroth's fields of battle. No longer servants of the Lich King, they begin their new calling as experienced, formidable adversaries, heavily armed and armored and possessing an arsenal of deadly and forbidden magic learned in the Lich King's thrall.

To create a Death Knight you must have at least one character on any realm that is level 55 or above.

Strengths

Can wear all armor types and wield most weapons
Mixes melee attacks with Frost and Shadow ranged spells
Rune system means virtually unlimited energy
Blood abilities provide self healing
Can return at will to the Ebon Hold
Free mounts and weapon enchants available only to death knights
A hero class: begins at level 55

Weaknesses

Can't use shields or ranged weapons
More dependent on abilities than passive defense for survivability
Dependent on rune cooldowns and runic power generation

Challenges

Leveling up to 80
Allowable Races: All
Allowable Equipment: Cloth, Leather, Mail, Plate Mail
Allowable Weapons: Axes, Polearms, Swords, Two-Handed Axes, Two-Handed Swords, One-handed Maces, Two-Handed Maces

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