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Subject: Re: Fanboy Thread: Hero Class  
Posted by [Dover](#) on Mon, 08 Feb 2010 08:20:08 GMT  
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GEORGE ZIMMER wrote on Sun, 07 February 2010 23:04Dover wrote on Mon, 08 February 2010 01:20I'm yet to see an RPG with an underpowered mage class.

lol'd because it's true. Mages are always rigodamndiculously overpowered. OH LOL BUT THEY HAVE GLASS HEALTH! Yes that's such a weakness when nothing can hit them since they have ridiculous range, almost always have the best AoE attacks, and can easily stun/hold you off and make you fucking useless.

With the exception of maybe Mabinogi, but Mabinogi doesn't have classes, just skills.

Traditionally, there's supposed to be a rock-paper-scissors relationship between the three archetypes (Fighter/Rogue/Mage). Mage blows up/disables/stuns/whatever fighters, rogues can sneak/out-burstdamage mages, fighters can out-tank/win in the long run against rogues. The problem comes with most RPGs not developing the sneaking/burst damage aspect of rogues enough, so mages have free reign to dominate things..

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