

Legends

[Brimstone](#) is a game about [Heroes](#) fighting for survival in a ruined world. This page lists the Legends in the base set of Brimstone.

Champion

- [Rank](#): V
- [Type](#): Fighter
- [Class](#): Mayhem Expert

The champion is a fighter that has honed their body to a fine edge, embracing strength and speed to become a better warrior. You play a champion to beat back the forces of the world with pure might. They have an affinity for Fervor, and can embrace it to empower themselves.

Enchanter

- [Rank](#): XI
- [Type](#): Artisan
- [Class](#): Trouble Master

The enchanter is an artisan that has not just talked with demons, they have learned from them. They use Wonder to enhance and amaze. You play an enchanter to create a new world of Wonder the likes of which has never been known. They have an affinity for Wonder, and can embrace it to empower themselves.

Engineer

- [Rank](#): III
- [Type](#): Artisan
- [Class](#): Mayhem Master

The engineer is an artisan that takes what is left of scrap copper and wire, building analog circuits from the ancient times. You play an engineer return the glory of human technology to the world.

Luminary

- [Rank](#): VI
- [Type](#): Leader
- [Class](#): Sure Footed

The luminary is a leader and a paragon of speed and strength, but does not embrace war. Instead they inspire others to action through their amazing deeds. You play a luminary to lead others into a

new world of your vision. They have an affinity for Fervor, and can embrace it to empower themselves.

Maverick

- **Rank:** I
- **Type:** Fighter
- **Class:** Mayhem Master

The maverick is a fighter that doesn't rely on strength or speed, but uses human ingenuity to succeed. You play a maverick if you want to show the forces of the world man can beat them without help.

Merchant

- **Rank:** IV
- **Type:** Maven
- **Class:** Mayhem Expert

The merchant is a maven that doesn't dream of changing the world, just thriving in it by smart buying and selling of goods. You play a merchant to earn more financial success and secure your future in the ruined world.

Oracle

- **Rank:** XII
- **Type:** Maven
- **Class:** Trouble Master

The oracle is a maven that can't see all futures, but they can get a glimpse of what is coming through the veil of the Wonder. You play an oracle to scheme and conspire to build a better future for yourself in the ruined world. They have an affinity for Wonder, and can embrace it to empower themselves.

Outlaw

- **Rank:** VIII
- **Type:** Maven
- **Class:** Trouble Expert

The outlaw is a maven and isn't a criminal per say, but an expert that has found something they love in the ruined world. You play an outlaw to further hone those skills and become a paragon in the ruined world. They have an affinity for Fervor, and can embrace it to empower themselves.

Pioneer

- **Rank:** II
- **Type:** Leader
- **Class:** Mayhem Master

The pioneer is a leader that relies only on themselves and dreams big enough to get everyone's attention. You play a pioneer to lead men into a brave new world where motivation equals success.

Smith

- **Rank:** VII
- **Type:** Artisan
- **Class:** Sure Footed

The smith is an artisan that has honed their body into a heart of a forge, working metal and stone to force their vision onto the world. You play a smith to build a new beautiful world of castles and keeps like no one has ever seen. They have an affinity for Fervor, and can embrace it to empower themselves.

Tycoon

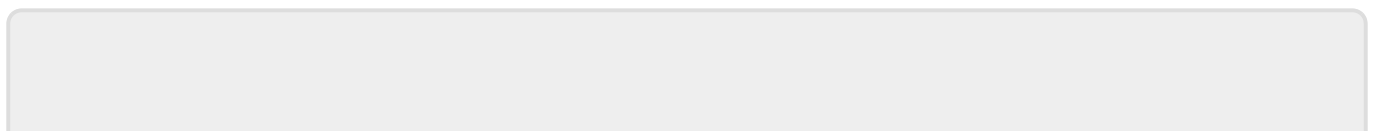
- **Rank:** X
- **Type:** Leader
- **Class:** Trouble Master

The tycoon is a leader that has worked with the forces of Weird in the world to earn a place above men, exploiting Wonder for power and profit. You play a tycoon to create a new world of men where you can stand on top. They have an affinity for Wonder, and can embrace it to empower themselves.

Wizard

- **Rank:** IX
- **Type:** Fighter
- **Class:** Trouble Expert

The wizard is a fighter that has opened their mind to the Weird, embracing the enhanced mental powers to become a formidable opponent. You play a wizard to control the forces of the world through the wonder of a new age. They have an affinity for Wonder, and can embrace it to empower themselves.



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