# Anarchy Offline

## Soldier

A Soldiers strives for excellence in armed combat. They use unique nanotechnology to protect their bodies, enhance reflexes, weapon skills and their Armour. Perhaps most importantly, Soldiers are able to create strong damage absorption shields around themselves which make them partly invulnerable and even reflect some of the damage back to the attacker.

## Enforcer

An Enforcer specialises in close combat using raw power and naked rage to subdue opponents. Enforcers are physically better suited than all others to sustain damage and can learn some protective nanotechnology to further increase their chances of survival. Their brutality and in-your-face combat attitude normally make them the prime targets for any opponent. Enforcers utilise this for the good of the team and rely largely on others to heal them.

## Bureaucrat

The Bureaucrat brings order to the chaos. They use their knowledge of nanotechnology to directly damage opponents and create robots that will fight for them. But most importantly, a Bureaucrat uses nanotechnology to boost his leadership skills and to control hostile beings, bending their minds and blurring their aims. In a team situation, a Bureaucrat is therefore a natural leader.

## Fixer

A Fixer specialises in getting people what they need when they need it. By hacking into what is known as The Grid from anywhere in the world, Fixers can use it to transport themselves or their entire team in digital form around Rubi-Ka. The Fixers move fastest of all and special armours make them the hardest to hit as well. A Fixer's main combat strategy lies in limiting the manoeuvrability of opponents.

## Doctor

A Doctor is really a biotechnology specialist. The Doctor's prime skills focus mainly on healing and protecting . When chaos descends on the team in combat, its survival usually lies squarely on the Doctor's shoulders, so this profession is not for the faint-hearted.

## Engineer

An Engineer is a specialist in creating all sorts of machinery. Engineers really excel in constructing powerful battledroids. The Engineer/robot-pet duo is quite formidable. All Engineers eventually learn to create powerful protective shields, lay mines and deploy remote gun turrets and the best Engineers can hack into satellites, and use them to teleport any member of the team to the Engineer's location