

# Classes

## Nope

There won't be any classes in Pax Dei, a direct quote from the developer puts it best:

What you will find in Pax Dei is NOT a predefined set of things that we have in our infinite designer wisdom decided would make a good tank. What you WILL find are [skills](#), [specializations](#), [armour](#), [weapons](#), [accessories](#), enchantments, abilities and/or spells that may be useful for someone wanting to be the Tank.

## So, there's the holy trinity?

Here's another direct quote from the developer:

The gameplay will support the "holy MMO trinity" - i.e. tank, healer, dps roles, but we're aiming to be a bit more flexible when it comes to selecting your playstyle, [gear](#) and strategies. Unlike in most MMOs, you don't pick a [class](#) and be locked to it but define your role with [gear](#), [spells](#) and your playstyle etc instead which also allows exploring different playstyles and evolving your [character](#) over the years.

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