

Character Classes

Classes available by Race

		Races										
		Druid	Hunter	Mage	Paladin	Priest	Rogue	Shaman	Warlock	Warrior		
Alliance	Draenei		Y	Y	Y	Y		Y		Y	Draeni	
	Dwarf		Y	Y	Y	Y	Y			Y	Dwarf	
	Gnome			Y			Y		Y	Y	Gnome	
	Human			Y	Y	Y	Y		Y	Y	Human	
	Night Elf	Y	Y			Y	Y			Y	Night Elf	
	Blood Elf		Y	Y	Y	Y	Y		Y	Y	Blood Elf	
	Horde	Orc		Y				Y	Y	Y	Y	Orc
		Troll		Y	Y		Y	Y	Y		Y	Troll
		Tauren	Y	Y					Y		Y	Tauren
		Undead			Y		Y	Y		Y	Y	Undead

Weapon Skills available by Class

		Druid	Hunter	Mage	Paladin	Priest	Rogue	Shaman	Warlock	Warrior		
Axes (1h)			S/T		S/T			T		S	Axes (1h)	
Axes (2h)			T		S/T					T	Axes (2h)	
Bows			S/T				T			S/T	Bows	
Crossbows			T				T			T	Crossbows	
Daggers		S/T	S/T	T		T	S	T	S	S	Daggers	
Fist Weapons		T	T				T	T		T	Fist Weapons	
Guns			S				T			S/T	Guns	
Maces (1h)		S/T	S/T		S/T	S	T	S		S	Maces (1h)	
Maces (2h)					S/T					T	Maces (2h)	
Polearms			20		20					20	Polearms	
Spears		X	X							X	Spears	
Staves		S	T	S		T		S	T	T	Staves	
Swords (1h)			T	T	S/T		T		T	S	Swords (1h)	
Swords (2h)			T		S/T					T	Swords (2h)	
Thrown			T				S			T	Thrown	
Unarmed		S	S	S	S	S	S	S	S	S	Unarmed	
Wands				S		S			S		Wands	

Armor available by Class

		Druid	Hunter	Mage	Paladin	Priest	Rogue	Shaman	Warlock	Warrior		
Cloth		S	S	S	S	S	S	S	S	S	Cloth	
Leather		S	S		S		S	S		S	Leather	
Mail			40		S			40		S	Mail	
Plate					40					40	Plate	
Shield					S			S		S	Shield	

Legend:

Y = available race/class combination
 S = starting ability (automatic)
 T = trainable ability (through a Weapon Master)
 X = Game Manual Error - Spear skill no longer exists (spear is now a Polearm and NOT available to Druid or Hunter)
 S/T = either start with the weapon or train it later (*see Notes below)
 20 (or 40) = character level required to train

Notes:

* Depending on race, some classes start with one or the other of two weapons, and may train the second one from a Weapon Master (refer to WoW Game Manual for specifics)
 Draeni and Blood Elves to be added in Burning Crusade expansion