

## Community Sectors and their D&D Heroic Forms

**12 community sectors, 12 character classes. This is my best guess at how they match up. The first one explains how the next 12 work. Enjoy!**

- **Sector – D&D Character Class**
  - Things they both have in common
- **Youth – Rogues**
  - Unpredictable, mischievous, creative, humorous, can pull off amazing feats and make it look easy
- **Parents – Fighters**
  - Protective, law abiding, first on the scene to protect the weak, often exasperated with rogues
- **Law enforcement - Monks**
  - Code of conduct guides their actions, responds predictably to danger, often the last to laugh but laughs loudest when they do
- **Schools – Wizards**
  - Gain power through learning and study, knowledge will save you when nothing else can
- **Businesses - Barbarians**
  - Tribal behavior, focused on self-sufficiency and resilience, believes in service to others
- **Media – Bards**
  - Storytellers, entertainers, understands how people think and react
- **Youth-serving organizations – Druids**
  - Recognizes the power of nature to transform and heal, highly protective of the young, follows the rules closely
- **Religious and fraternal organizations – Paladins**
  - Strong beliefs give them strength to face daunting challenges, sometimes brave to a fault
- **Civic and volunteer groups - Rangers**
  - Can improvise in new situations, sometimes specialize but can adapt if needed, always able to find a way
- **Healthcare professionals – Clerics**
  - Healers and caretakers, understands the darkness we face and consequences of failure
- **State, local, and tribal governments – Warlocks**
  - Serving the will of law, have a process which guides their actions, must obey those who grant them power
- **Other organizations involved in reducing substance abuse – Sorcerers**
  - Born to do this work, often suffer along with those they help, all the pain is totally worth it